

LX CUE LIST

CUE	PAGE	SCENE	NOTES	
ACT 1				
PRESHOW				
0.1	PRESHOW	PRESHOW	POWER ON MOVER	<input type="checkbox"/>
0.2	PRESHOW	PRESHOW	LIGHT CHECK	<input type="checkbox"/>
0.3	PRESHOW	PRESHOW	BLACKOUT CHECK	<input type="checkbox"/>
0.4	PRESHOW	PRESHOW	HOUSE OPEN	<input type="checkbox"/>
0.5	PRESHOW	PRESHOW	HOUSE TO HALF	<input type="checkbox"/>
0.6	PRESHOW	PRESHOW	BLACKOUT	<input type="checkbox"/>
SCENE 1				
I.1.1 - FOREST				
5	1.1.1	1	Lights Up - Dim W/ Music Start	<input type="checkbox"/>
10	1.1.1	1	Shift Focus to Around Cauldron Dancers Move Around Cauldron	<input type="checkbox"/>
15	1.1.1	1	Dancers Begin to Stand After Throwing Items into Cauldron Music Speeds Up	<input type="checkbox"/>
20	1.1.1	1	Dancers Begin to Dance Brighten Stage	<input type="checkbox"/>
25	1.1.1	1	Lights Shift to Reds and Purples Music Picks Back Up After Pause in Music	<input type="checkbox"/>
30	1.1.1	1	Special Up on Parris SL Apron	<input type="checkbox"/>
35	1.1.1	1	Parris Runs to Betty Shift Back to Blues Parris SL Special OUT	<input type="checkbox"/>
40	1.1.1	1	Blackout	<input type="checkbox"/>
SCENE 2				
I.1.2.1 - BETTY'S BEDROOM				
45	1.2.1	1	Lights Up	<input type="checkbox"/>
I.1.2.2 - BETTY'S BEDROOM (CONT.)				
50	1.2.2	2	Focus in on Bed Center w/ Music	<input type="checkbox"/>
I.1.2.3 - BETTY'S BEDROOM (CONT.)				
55	1.2.3	5	Resolve Stage Music Ends	<input type="checkbox"/>
I.1.2.4 - BETTY'S BEDROOM (CONT.)				

CUE	PAGE	SCENE	NOTES	
60	1.2.4	7	Side Light on Dancer / Backlight on Tree Music Begins	<input type="checkbox"/>
65	1.2.4	8	Lights Resolve to Reality Music Ends	<input type="checkbox"/>
I.1.2.5 - BETTY'S BEDROOM (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
I.1.2.6 - BETTY'S BEDROOM (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
I.1.2.7 - BETTY'S BEDROOM (CONT.)				
70	1.2.7	12	Lights Shift - Add Side Lights W/ Music Start	<input type="checkbox"/>
I.1.2.8 - BETTY'S BEDROOM (CONT.)				
75	1.2.8	13	Shift to More Seductive Lighting	<input type="checkbox"/>
80	1.2.8	15	Focus DSR	<input type="checkbox"/>
I.1.2.9 - BETTY'S BEDROOM (CONT.)				
85	1.2.9	15	Hard HIT back into Reality W/ Betty's Scream	<input type="checkbox"/>
I.1.2.10 - BETTY'S BEDROOM (CONT.)				
90	1.2.10	18	Lights shift to Greens and Purples W/ Music Start	<input type="checkbox"/>
95	1.2.10	18	Dancers Move to Upstage	<input type="checkbox"/>
100	1.2.10	18	Dancers Begins to Move to Mid Stage	<input type="checkbox"/>
105	1.2.10	18	Dancers Move to Downstage	<input type="checkbox"/>
110	1.2.10	18	HIT - Red on Dancers DS W/ Button of Music Stopping	<input type="checkbox"/>
115	1.2.10	18	Dancers Run to Stage Left Center Men	<input type="checkbox"/>
120	1.2.10	19	Dancers Begin to Circle Men Spinning Gobo TXT	<input type="checkbox"/>
125	1.2.10	19	Dancers Move Back to Down Stage	<input type="checkbox"/>
130	1.2.10	19	Dancers Move Back to Mid Stage Before Music Ends	<input type="checkbox"/>
135	1.2.10	19	HIT - Resolve to Reality W/ Button of Music	<input type="checkbox"/>
I.1.2.11 - BETTY'S BEDROOM (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
I.1.2.12 - BETTY'S BEDROOM (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
I.1.2.13 - BETTY'S BEDROOM (CONT.)				

CUE	PAGE	SCENE	NOTES	
140	1.2.13	22	Light Shift W/ Music Start	<input type="checkbox"/>
145	1.2.13	23	Light shift to Scary Look	<input type="checkbox"/>
150	1.2.13	24	Shift Back to Reality Music Ends	<input type="checkbox"/>
I.1.2.14 - BETTY'S BEDROOM (CONT.)				
155	1.2.14	27	Light Shift	<input type="checkbox"/>
160	1.2.14	28	Backlight on Tituba Tituba Falls to Floor	<input type="checkbox"/>
165	1.2.14	30	Slow Fade OUT on Tituba Backlight	<input type="checkbox"/>
I.1.2.15 - BETTY'S BEDROOM (CONT.)				
170	1.2.15	31	Slow Shift into Gaslight Green W/ Music Start	<input type="checkbox"/>
175	1.2.15	32	Backlight on Bed	<input type="checkbox"/>
180	1.2.15	32	Shift to Greens and Purples Focus Bed	<input type="checkbox"/>
185	1.2.15	32	BLACKOUT W/ Music Ends	<input type="checkbox"/>
SCENE 3				
I.1.3.1 - PROCTOR HOUSE				
190	1.3.1	32	Lights Up	<input type="checkbox"/>
I.1.3.2 - PROCTOR HOUSE (CONT.)				
195	1.3.2	36	Light Shift W/ Music Start	<input type="checkbox"/>
200	1.3.2	37	Shift into Dance Side Lighting	<input type="checkbox"/>
205	1.3.2	39	Shift Back to Reality Music Ends	<input type="checkbox"/>
I.1.3.3 - PROCTOR HOUSE (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
I.1.3.4 - PROCTOR HOUSE (CONT.)				
210	1.3.4	41	Light Shift W/ Music Start	<input type="checkbox"/>
215	1.3.4	41	Mary's Primitive Stands on Chair Special on Primitive	<input type="checkbox"/>
220	1.3.4	42	Mary's Primitive Steps Off Chair	<input type="checkbox"/>
225	1.3.4	43	Resolve Back to Reality Music Ends	<input type="checkbox"/>
I.1.3.5 - PROCTOR HOUSE (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>

CUE	PAGE	SCENE	NOTES	
I.1.3.6 - PROCTOR HOUSE (CONT.)				
230	1.3.6	44	Shift into Dance Lighting	<input type="checkbox"/>
I.1.3.7 - PROCTOR HOUSE (CONT.)				
235	1.3.7	45	Shift into Gaslight Greens	<input type="checkbox"/>
I.1.3.8 - PROCTOR HOUSE (CONT.)				
240	1.3.8	45	Shift to Reds Add Cyc and Tree	<input type="checkbox"/>
245	1.3.8	45	Elizabeth's Primitive Stands on Table Backlight on Primitive	<input type="checkbox"/>
250	1.3.8	45	Shift Back into Gaslight Greens	<input type="checkbox"/>
255	1.3.8	46	Elizabeth's Primitive Steps Off Table Backlight OUT	<input type="checkbox"/>
260	1.3.8	46	Shift Back to Reality Music Ends	<input type="checkbox"/>
I.1.3.9 - PROCTOR HOUSE (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
I.1.3.10 - PROCTOR HOUSE (CONT.)				
265	1.3.10	49	Light Shift W/ Music Start	<input type="checkbox"/>
270	1.3.10	49	Resolve Back to Reality Music Ends	<input type="checkbox"/>
I.1.3.11 - PROCTOR HOUSE (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
I.1.3.12 - PROCTOR HOUSE (CONT.)				
275	1.3.12	50	Light Shift W/ Music Start	<input type="checkbox"/>
280	1.3.12	52	Resolve Back to Reality Music Ends	<input type="checkbox"/>
I.1.3.13 - PROCTOR HOUSE (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
I.1.3.14 - PROCTOR HOUSE (CONT.)				
285	1.3.14	56	Light Shift W/ Music Start	<input type="checkbox"/>
290	1.3.14	56	Resolve Back to Reality Music Ends	<input type="checkbox"/>
I.1.3.15 - PROCTOR HOUSE (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
I.1.3.16 - PROCTOR HOUSE (CONT.)				

CUE	PAGE	SCENE	NOTES	
NA	NA	NA	—	<input type="checkbox"/>
I.1.3.17 - PROCTOR HOUSE (CONT.)				
295	1.3.17	59	Mary Sits Back Light on Table	<input type="checkbox"/>
300	1.3.17	60	Side Lights Come Up Music Begins to Build	<input type="checkbox"/>
305	1.3.17	62	Focus Primitives Fighting SR	<input type="checkbox"/>
310	1.3.17	62	Primitives Move to US	<input type="checkbox"/>
I.1.3.18 - PROCTOR HOUSE (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
I.1.3.19 - PROCTOR HOUSE (CONT.)				
315	1.3.19	63	Light Shift W/ Music Start	<input type="checkbox"/>
320	1.3.19	63	Resolve Back to Reality Music Ends	<input type="checkbox"/>
I.1.3.20 - PROCTOR HOUSE (CONT.)				
325	1.3.20	64	Focus Proctor and Mary DS Brighten Tree Lights	<input type="checkbox"/>
330	1.3.20	65	BLACKOUT	<input type="checkbox"/>
INTERMISSION				
335	INTERM...	INTERM...	HOUSE TO HALF	<input type="checkbox"/>
340	INTERM...	INTERM...	HOUSE UP	<input type="checkbox"/>
345	INTERM...	INTERM...	HOUSE TO HALF	<input type="checkbox"/>
350	INTERM...	INTERM...	BLACKOUT	<input type="checkbox"/>
ACT 2				
SCENE 4				
II.4.1 - FOREST				
355	II.4.1	66	Lights Up - Dim Abigail Enters Side Dance Lighting	<input type="checkbox"/>
360	II.4.1	66	Light Shift John Proctor Enters	<input type="checkbox"/>
365	II.4.1	66	Shift to Night	<input type="checkbox"/>
370	II.4.1	66	Backlight Center on Abigail and John	<input type="checkbox"/>
375	II.4.1	68	Light Shift Side Lights UP Back Light OUT	<input type="checkbox"/>
380	II.4.1	69	Light Shift to More Intense Colors	<input type="checkbox"/>

CUE	PAGE	SCENE	NOTES	
385	II.4.1	70	Resolve Back to Reality Music Ends	<input type="checkbox"/>
390	II.4.1	70	BLACKOUT	<input type="checkbox"/>
SCENE 5				
II.5.1 - MEETING HOUSE				
395	II.5.1	70	Lights Up	<input type="checkbox"/>
II.5.2 - MEETING HOUSE (CONT.)				
400	II.5.2	75	Light Shift Add Amber Side Light W/ Music Start	<input type="checkbox"/>
II.5.3 - MEETING HOUSE (CONT.)				
405	II.5.3	77	Shift to Dims Back Light on Mary as Dance Begins	<input type="checkbox"/>
410	II.5.3	77	Shift Back to Reality Music Ends	<input type="checkbox"/>
II.5.4 - MEETING HOUSE (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
II.5.5 - MEETING HOUSE (CONT.)				
415	II.5.4	79	Shift to Moodier Lighting DS Add Dance Lighting US Around Tree W/ Music Start	<input type="checkbox"/>
420	II.5.4	80	Focus Primitive When She Moves to Center Stage Lights Shift to More Shadowier Look	<input type="checkbox"/>
425	II.5.4	80	Center Spot OUT Single Primitive Runs to US When Other Primitives Approacher Her	<input type="checkbox"/>
430	II.5.4	80	Color Shift Primitives Move DS to Harass Single Primitive	<input type="checkbox"/>
435	II.5.4	80	Color Shift Add Light US on other 4 Primitives Focus Single Primitive SL	<input type="checkbox"/>
440	II.5.4	80	All Primitives Move to DSL Shift Focus to DS	<input type="checkbox"/>
445	II.5.4	81	Color Shift 4 Other Primitives Begin Pulling at Single Primitives Clothes	<input type="checkbox"/>
450	II.5.4	81	Shift Focus to Center 4 Other Primitives Pick Up Single Primitive	<input type="checkbox"/>
455	II.5.4	81	Focus Center Color Shift Stage 4 Other Primitives Exit	<input type="checkbox"/>
460	II.5.4	82	HIT - Brighten Stage Music Speeds Up Sinlge Primitive Continues dance	<input type="checkbox"/>

CUE	PAGE	SCENE	NOTES	
465	II.5.4	82	Slow Resolve Back to Reality Primitive Finishes Dancing Music Fades Out	<input type="checkbox"/>
II.5.6 - MEETING HOUSE (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
II.5.7 - MEETING HOUSE (CONT.)				
470	II.5.7	86	Special and Side Light UP SL Women Sit on SL Bench and Primitives Stand Behind Them	<input type="checkbox"/>
475	II.5.7	87	Light Shift Primitives Begin Marching Up and Down Stage	<input type="checkbox"/>
480	II.5.7	88	Shift Lighting to US Primitives Move to US	<input type="checkbox"/>
II.5.8 - MEETING HOUSE (CONT.)				
485	II.5.8	90	Primitives Move to Center Stage Light Shift to Mimic Dancing in the Forest	<input type="checkbox"/>
490	II.5.8	90	Light Shift Other Two Primitives Begin Dancing in Unison While F	<input type="checkbox"/>
495	II.5.8	91	Light Shift Other Two Primitives Begin Dancing in Unison While First Two Lie on Floor	<input type="checkbox"/>
500	II.5.8	91	Shift Focus Back to First 2 Primitives Second 2 Primitives Lie on Floor	<input type="checkbox"/>
505	II.5.8	92	Light Shift 4 Primitives Begin Dancing in Unison	<input type="checkbox"/>
510	II.5.8	93	Shift Focus Back to SL Bench Primitives Move Back to Bench	<input type="checkbox"/>
515	II.5.8	93	Shift to Blues Around Abigail and Dancers	<input type="checkbox"/>
520	II.5.8	95	Resolve Back to Reality Music Ends	<input type="checkbox"/>
II.5.9 - MEETING HOUSE (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
II.5.10 - MEETING HOUSE (CONT.)				
525	II.5.10	99	Shift Focus to DSL Music Resumes	<input type="checkbox"/>
530	II.5.10	100	Lights Shift to More Shadowy Look	<input type="checkbox"/>
535	II.5.10	103	Women and Primitives Move to Bench	<input type="checkbox"/>
540	II.5.10	104	Shift to Reds	<input type="checkbox"/>
545	II.5.10	104	Add Light Upstage Primitives Move Upstage	<input type="checkbox"/>
II.5.11 - MEETING HOUSE (CONT.)				

CUE	PAGE	SCENE	NOTES	
550	II.5.10	105	Primitives Moves to DS Focus Men SR Music Slows	<input type="checkbox"/>
SCENE 6				
II.6.1 - IN THE DARK				
555	II.6.1	105	Light Shift W/ Music Start	<input type="checkbox"/>
560	II.6.1	105	Light Shift w/ Music Ends	<input type="checkbox"/>
II.6.2 - SALEM JAIL				
565	II.6.2	105	Lights UP	<input type="checkbox"/>
II.6.3 - SALEM JAIL (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
II.6.4 - SALEM JAIL (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
II.6.5 - SALEM JAIL (CONT.)				
NA	NA	NA	—	<input type="checkbox"/>
II.6.6 - SALEM JAIL (CONT.)				
570	II.6.6	124	Slow Fade Up Cyc - Sunrise W/ Music Start	<input type="checkbox"/>
575	II.6.6	126	SR Side Light Up Orange	<input type="checkbox"/>
II.6.7 - SALEM JAIL (CONT.)				
580	II.6.7	127	Tree Lights Up Slow	<input type="checkbox"/>
585	II.6.7	127	Shift to Single Backlight as Elizabeth Walks DS	<input type="checkbox"/>
590	II.6.7	127	BLACKOUT	<input type="checkbox"/>
BOWS				
#21 - BOWS				
595	BOWS	BOWS	Lights UP	<input type="checkbox"/>
600	BOWS	BOWS	BLACKOUT	<input type="checkbox"/>
POST SHOW				
#22 - EXIT MUSIC				
605	POSTSH,,,	POSTSH...	HOUSE UP	<input type="checkbox"/>