

# THE CRUCIBLE

## LX CUE LIST

CUE	PAGE	SCENE	NOTES	
<b>ACT 1</b>				
<b>PRESHOW</b>				
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"/>
<b>SCENE 1</b>				
<b>I.1.1 - FOREST</b>				
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"/>
<b>SCENE 2</b>				
<b>I.1.2.1 - BETTY'S BEDROOM</b>				
45	1.2.1	1	Lights Up	<input type="checkbox"/>
<b>I.1.2.2 - BETTY'S BEDROOM (CONT.)</b>				
50	1.2.2	2	Focus in on Bed Center w/ Music	<input type="checkbox"/>
<b>I.1.2.3 - BETTY'S BEDROOM (CONT.)</b>				
55	1.2.3	5	Resolve Stage Music Ends	<input type="checkbox"/>
<b>I.1.2.4 - BETTY'S BEDROOM (CONT.)</b>				

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"/>
			<b>I.1.2.5 - BETTY'S BEDROOM (CONT.)</b>	
NA	NA	NA	—	<input type="checkbox"/>
			<b>I.1.2.6 - BETTY'S BEDROOM (CONT.)</b>	
NA	NA	NA	—	<input type="checkbox"/>
			<b>I.1.2.7 - BETTY'S BEDROOM (CONT.)</b>	
70	1.2.7	12	Lights Shift - Add Side Lights W/ Music Start	<input type="checkbox"/>
			<b>I.1.2.8 - BETTY'S BEDROOM (CONT.)</b>	
75	1.2.8	13	Shift to More Seductive Lighting	<input type="checkbox"/>
80	1.2.8	15	Focus DSR	<input type="checkbox"/>
			<b>I.1.2.9 - BETTY'S BEDROOM (CONT.)</b>	
85	1.2.9	15	Hard HIT back into Reality W/ Betty's Scream	<input type="checkbox"/>
			<b>I.1.2.10 - BETTY'S BEDROOM (CONT.)</b>	
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"/>
			<b>I.1.2.11 - BETTY'S BEDROOM (CONT.)</b>	
NA	NA	NA	—	<input type="checkbox"/>
			<b>I.1.2.12 - BETTY'S BEDROOM (CONT.)</b>	
NA	NA	NA	—	<input type="checkbox"/>
			<b>I.1.2.13 - BETTY'S BEDROOM (CONT.)</b>	

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"/>
<b>I.1.2.14 - BETTY'S BEDROOM (CONT.)</b>				<input type="checkbox"/>
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"/>
<b>I.1.2.15 - BETTY'S BEDROOM (CONT.)</b>				<input type="checkbox"/>
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"/>
<b>SCENE 3</b>				
<b>I.1.3.1 - PROCTOR HOUSE</b>				
190	1.3.1	32	Lights Up	<input type="checkbox"/>
<b>I.1.3.2 - PROCTOR HOUSE (CONT.)</b>				<input type="checkbox"/>
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"/>
<b>I.1.3.3 - PROCTOR HOUSE (CONT.)</b>				
NA	NA	NA	—	<input type="checkbox"/>
<b>I.1.3.4 - PROCTOR HOUSE (CONT.)</b>				<input type="checkbox"/>
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"/>
<b>I.1.3.5 - PROCTOR HOUSE (CONT.)</b>				<input type="checkbox"/>
NA	NA	NA	—	<input type="checkbox"/>

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

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"/>
<b>SCENE 5</b>				
<b>II.5.1 - MEETING HOUSE</b>				
395	II.5.1	70	Lights Up	<input type="checkbox"/>
<b>II.5.2 - MEETING HOUSE (CONT.)</b>				
400	II.5.2	75	Light Shift Add Amber Side Light W/ Music Start	<input type="checkbox"/>
<b>II.5.3 - MEETING HOUSE (CONT.)</b>				
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"/>
<b>II.5.4 - MEETING HOUSE (CONT.)</b>				
NA	NA	NA	—	<input type="checkbox"/>
<b>II.5.5 - MEETING HOUSE (CONT.)</b>				
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 Approach 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 Single 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	
			II.5.6 - MEETING HOUSE (CONT.)	
NA	NA	NA	—	
			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	
475	II.5.7	87	Light Shift Primitives Begin Marching Up and Down Stage	
480	II.5.7	88	Shift Lighting to US Primitives Move to US	
			II.5.8 - MEETING HOUSE (CONT.)	
485	II.5.8	90	Primitives Move to Center Stage Light Shift to Mimic Dancing in the Forest	
490	II.5.8	90	Light Shift Other Two Primitives Begin Dancing in Unison While F	
495	II.5.8	91	Light Shift Other Two Primitives Begin Dancing in Unison While First Two Lie on Floor	
500	II.5.8	91	Shift Focus Back to First 2 Primitives Second 2 Primitives Lie on Floor	
505	II.5.8	92	Light Shift 4 Primitives Begin Dancing in Unison	
510	II.5.8	93	Shift Focus Back to SL Bench Primitives Move Back to Bench	
515	II.5.8	93	Shift to Blues Around Abigail and Dancers	
520	II.5.8	95	Resolve Back to Reality Music Ends	
			II.5.9 - MEETING HOUSE (CONT.)	
NA	NA	NA	—	
			II.5.10 - MEETING HOUSE (CONT.)	
525	II.5.10	99	Shift Focus to DSL Music Resumes	
530	II.5.10	100	Lights Shift to More Shadowy Look	
535	II.5.10	103	Women and Primitives Move to Bench	
540	II.5.10	104	Shift to Reds	
545	II.5.10	104	Add Light Upstage Primitives Move Upstage	
			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"/>
			<b>SCENE 6</b>	
			<b>II.6.1 - IN THE DARK</b>	
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"/>
			<b>II.6.2 - SALEM JAIL</b>	
565	II.6.2	105	Lights UP	<input type="checkbox"/>
			<b>II.6.3 - SALEM JAIL (CONT.)</b>	
NA	NA	NA	—	<input type="checkbox"/>
			<b>II.6.4 - SALEM JAIL (CONT.)</b>	
NA	NA	NA	—	<input type="checkbox"/>
			<b>II.6.5 - SALEM JAIL (CONT.)</b>	
NA	NA	NA	—	<input type="checkbox"/>
			<b>II.6.6 - SALEM JAIL (CONT.)</b>	
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"/>
			<b>II.6.7 - SALEM JAIL (CONT.)</b>	
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"/>
			<b>BOWS</b>	
			<b>#21 - BOWS</b>	
595	BOWS	BOWS	Lights UP	<input type="checkbox"/>
600	BOWS	BOWS	BLACKOUT	<input type="checkbox"/>
			<b>POST SHOW</b>	
			<b>#22 - EXIT MUSIC</b>	
605	POSTSH,,,	POSTSH...	HOUSE UP	<input type="checkbox"/>