

INTO THE WOODS - CUE LIST

ACT 1			
CUE	PAGE	SCENE	NOTES
1	1	PRESHOW	Light Test
3	1	PRESHOW	House Setup
5	1	PRESHOW	House Open
7	1	PRESHOW	House to Half
10	1	1	VISUAL: Narrator turns on desk lamp
15	1	1	Music Hit after NARRATOR: Once Upon a <u>Time-</u>
30	3	1	B, BW, J, & C: I <u>Wish...</u>
35	5	1	NARRATOR: ...but vile and black of <u>heart.</u>
40	6	1	JACK'S MOTHER: Only she's can give <u>milk.</u>
45	6	1	LITTLE RED: Just a loaf of bread, <u>please...</u>
50	6	1	LITTLE RED: Or <u>four?...</u>
55	7	1	JACK: No squeeze, <u>pal...</u>
60	7	1	Cinderella finishes singing CINDERELLA: <u>Ahhh...</u>
65	7	1	CINDERELLA: Sift through the <u>ashes.</u>
70	8	1	JACK'S MOTHER: Sometimes I fear you're <u>touched.</u>
73	9	1	VISUAL: Little Red Exits Baker's House to move to center stage.
75	9	1	LITTLE RED: And how before <u>dark.</u>
80	10	1	CINDERELLA: And <u>the -</u>
85	11	1	LUCINDA: Who will be <u>there?...</u>
90	11	1	Florinda's Scream before "Not that tight!"
95	12	1	VISUAL: Step sisters exit into Narrator speaking
100	12	1	BAKER: It's the witch from next <u>door.</u>
105	13	1	NARRATOR: ...spell on their <u>house.</u>
110	13	1	WITCH: ...anything in the world was... <u>was...</u>
115	13	1	WITCH: Right <u>there.</u>
120	14	1	WITCH: But I <u>let</u> him have the rampion -
123	14	1	WITCH: And we'll call it <u>square.</u>
130	14	1	NARRATOR: She went <u>on;</u>
133	14	1	WITCH: ...to lose any of the... <u>Beans.</u>
135	15	1	WITCH: And then <u>BANG</u>
160	16	1	VISUAL: Button of Song
165	17	1	JACK: A <u>piggy?</u>
170	17	1	NARRATOR: ...might lift the <u>spell:</u>
175	18	1	WITCH: Go to the <u>wood!</u>
180	19	1	CINDERELLA: I <u>wish...</u>

vvv CALL NOTES vvv

INTO THE WOODS - SPOT CUES

ACT 1			
CUE	PAGE	SCENE	NOTES
75	9	1	VISUAL: Little Red Exits Baker's House to move to center stage.
80	9	1	LITTLE RED: And home before <u>dark</u> .
90	13	1	WITCH: ...anything in the world <u>was...</u>
91	14	1	WITCH: And we'll call it <u>square</u> .
93	14	1	WITCH: ...to lose any of the... <u>Beans</u> .
95	15	1	VISUAL: Keep spot up until a couple beats after the button

vvv CALL NOTES vvv

Called Early

185	20	1	BAKER: <u>The</u> cow as white as milk...	Called Late. Call at the end of Baker's line. Was moved to top of Baker's line.					
190	20	1	NARRATOR: ...meet the enchantress' <u>demands</u> .						
195	21	1	BAKER, CINDERELLA: <u>Into</u> the woods, it's time to go,						
200	22	1	CINDERELLA: To go to the <u>festival</u> -						
205	22	1	B, BW, C, J, JM, LRR: <u>The</u> way is clear, the light is good,						
210	22	1	B, BW, C, J, JM, LRR: No need to be afraid <u>there</u> -	Called Late. Call on the beat of music stopping					
220	23	1	B, BW: To make the <u>potion</u> -						
225	24	1	ALL: Then out of the <u>woods</u> ,						
230	24	1	VISUAL: Button of Song						
235	25	2	VISUAL: Call with "Cinderella at the Grave" Sound Cue	See new note					
240	25	2	NARRATOR: ...a handsome <u>tree</u> .		145	25	2	NARRATOR: ...a handsome <u>tree</u> .	
245	25	2	CINDERELLA: I <u>wish</u> -						
250	26	2	CINDERELLA: <u>Shiver</u> and quiver...						
255	26	2	CUE CUT FROM SHOW						
260	26	2	CUE CUT FROM SHOW		150	26	2	VISUAL: Cinderella Exits	
275	27	2	Go with "Hello Little Girl" Music Cue		155	27	2	Go with "Hello Little Girl" Music Cue	
280	28	2	Music shifts to scary music after LITTLE RED: ...under three large oak <u>trees</u> .						
285	29	2	WOLF: <u>Hello</u> , little girl,						
290	29	2	WOLF: <u>Grandmother</u> first,						
295	29	2	WOLF: One <u>moment</u> , my dear - !						
300	30	2	WOLF: <u>Think</u> of those crisp,						
305	30	2	LITTLE RED: <u>Mother</u> said						
310	30	2	WOLF: And <u>hello</u> ...		160	30	2	SPOT 1 OUT: Little Red Exits SPOT 2 OUT: WOLF: And <u>hello</u> ...	Wolf can go out when calling LQ 310.
315	31	2	Button of Music	Called late. With button of music.					
320	32	2	WITCH: Get me what I <u>need</u> !						
325	35	2	JACK: <u>My</u> mother would-						
335	36	2	BAKER: Good luck there, young <u>lad</u> .						
340	36	2	VISUAL: Jack exits		165	36	2	VISUAL: Jack exits	
345	37	2	CUE CUT FROM SHOW						
347	38	2	BW: <u>Why</u> you do what you do,	Cue not called.					
350	39	2	VISUAL: Button of Song	Called late. With button of music.					
355	39	2	BAKER: ...in my own <u>fashion</u> .		180	39	2	BAKER: ...in my own <u>fashion</u> .	
360	39	2	VISUAL: Rapunzel Tower Set		181	39	2	VISUAL: Rapunzel Tower Set	
370	39	2	Rapunzel Hair Drop Music Plays						
					182	40	2	VISUAL: Rapunzel Tower Exits	

375	40	2	RAPUNZEL PRINCE: ...her hair down to <u>me</u> .
380	41	2	Go with "Baker's Reprise" music cue
385	42	2	VISUAL: Baker exits
387	42	2	VISUAL: Granny Screen comes down. Brings up backlight.
389	42	2	NARRATOR: <u>As</u> for the little girl,
390	42	2	NARRATOR: ...cottage door standing <u>open</u> .
395	42	2	LITTLE RED: ... you're looking very <u>strange</u> .
400	43	2	WOLF: The better to eat you <u>with</u> !
410	43	2	NARRATOR: ...nice long <u>nap</u> .
415	43	2	VISUAL: Baker moves to Granny Screen after pulling out his knife.
420	44	2	VISUAL: Baker Stabs Wolf
425	44	2	VISUAL: Granny Screen goes out. Takes out backlight.
430	45	2	VISUAL: Granny moves to stab wolf. Blackout cue.
433	45	2	LITTLE RED: But he seemed so <u>nice</u> .
435	45	2	LITTLE RED: <u>When</u> he said, "Come in!"
440	45	2	LITTLE RED: <u>Down</u> a dark slimy path
445	46	2	LITTLE RED: Until someone set us <u>free</u> .
450	46	2	VISUAL: Button of Song
455	46	2	BAKER: Thank <u>you</u> !
460	47	2	NARRATOR: As for the lad <u>Jack</u> :
465	47	2	Go with Bean Throw SFX Cue
470	47	2	JACK'S MOTHER: To bed without supper for <u>you</u> !
475	47	2	NARRATOR: ...into the <u>heavens</u> .
480	49	2	Go with "A Very Nice Prince" Music Cue
485	52	2	VISUAL: Go with clock chimes in music
487	52	2	VISUAL: Go with music shifting into faster tempo
490	53	2	VISUAL: Go with music BUTTON into "First Midnight"

Called late.

See new note

See new note

See new note

183	40	2	RAPUNZEL PRINCE: ...her hair down to me. - Catch Baker USC Platform - Catch Little Red SR
185	41	2	Go with "Baker's Reprise" music cue
190	42	2	VISUAL: Baker Exits
191	42	2	NARRATOR: <u>As</u> for the little girl, - Catch Little Red SL
192	42	2	LITTLE RED: ... you're looking very <u>strange</u> . - Little Red Spot OUT
193	43	2	NARRATOR: ...nice long nap. - Catch Baker SL
194	44	2	VISUAL: Baker moves to Granny Screen after pulling out his knife. - Baker Spot OUT
195	45	2	Go with "I Know Things Now" Music Beginning
200	46	2	Fade out with applause
205	49	2	Go with "A Very Nice Prince" Music Cue
210	52	2	VISUAL: Cinderella Exits
220	53	2	VISUAL: Baker Enters SL - Catch Baker from SL
225	53	2	BAKER: One midnight <u>gone</u> . - Catch Mysterious Man from behind SL Woods F - Baker Spot OUT

493	54	2	LITTLE RED: ...farther from the <u>path...</u>
495	55	2	BAKER'S WIFE: ...keep what you <u>have...</u>
500	57	2	Go with music hit into "Giants in the Sky"
505	58	3	JACK: ...terrible giants in the <u>sky!</u>
510	58	3	JACK: <u>A Big Tall</u> Terrible Giant at the Door,
515	59	3	JACK: <u>The</u> fun is done.
520	59	3	JACK: <u>The</u> roof, the house...
525	59	3	JACK: After the <u>sky.</u>
530	59	3	JACK: Wonderful <u>giants...</u> in the sky!
535	59	3	VISUAL: Button of Song
540	61	3	JACK: Keep this. I will go and fetch <u>more.</u>
543	62	3	MYST MAN: ...your wish be <u>honored.</u>
545	63	3	WITCH: <u>WHO</u> CARES!

Cue not called

230	53	2	MM: No knot unties <u>itself...</u> - Catch Witch SR - MM Spot OUT
235	53	2	WITCH: Are not to be <u>touched...</u> - Catch Princes in USL Platform - Witch Spot OUT
240	53	2	R PRINCE: <u>Agreed.</u> - Catch Stepmother SR - Princes Spot OUT
245	54	2	STEPMOTHER: Or open your <u>mouth...</u> - Catch Jack on USC Platform - Stepmother Spot OUT
250	54	2	JACK: Begin an adventure... - Spot hold same position to switch from Jack to Jack's Mother
255	54	2	JACK'S MOTHER: ...don't hold much <u>soup...</u> - Catch Little Red on DSR Platform - Jack's Mother Spot OUT
260	54	2	LITTLE RED: ...farther from the <u>path...</u> - Catch Cinderella's Father on DSL Floor - Little Red Spot OUT
265	54	2	C FATHER: ...the closer to the <u>wine..</u> - Cinderella Father Spot OUT
270	54	2	RAPUNZEL: <u>Ahhh...</u> - Catch Witch SL
275	54	2	WITCH: One midnight <u>gone...</u> - Catch Granny on DSR Platform - Witch Spot SWITCH to Steward
280	55	2	STEWARD: ...to a <u>prince...</u> - Spot shift from Granny to Cinderella entering SR - Steward Spot OUT
290	55	2	CINDERELLA: ...not a lengthy <u>visitor...</u> - Catch Baker's Wife DSL - Cinderella Spot OUT
295	55	2	BAKER'S WIFE: ...keep what you <u>have...</u> - Baker's Wife Spot OUT
305	57	2	Go with music hit into "Giants in the Sky"
310	59	3	Fade out with Applause

547	63	3	BAKER: Here. I can give you <u>this</u> . Go with Witch Deflection Magic SFX Cue
550	64	3	Go with Witch Spell on Baker and Wife SFX Cue
555	64	3	Go with "Princes Two Fanfares" SFX Cue
560	66	3	Go with "Agony" Sound Cue
565	67	3	C PRINCE: <u>Am</u> I not sensitive
570	68	3	Go with 1st music button after BOTH: That can cut like a <u>knife</u> !
575	68	3	VISUAL: Button of Song
580	68	3	B WIFE: No! Get the <u>hair</u> !
585	70	3	VISUAL: Jack's Mother Exits
590	70	3	VISUAL: Milky White moves from USC platform to downstage
595	70	3	Go with "Witch ZAP" SFX Cue after WITCH: Keep out of my <u>path</u> !
600	71	3	VISUAL: Go when Rapunzel Tower is set
603	71	3	Rapunzel Hair Drop Music Plays
605	71	3	VISUAL: Baker's Wife Exits Dim down for Tower Exit
610	72	3	Go with "A Very Nice Prince (Reprise)" Music Cue
615	74	3	CINDERELLA: And I need to get out of <u>here</u> !
620	77	3	Go with "It Takes Two" Sound Cue
625	79	3	BAKER: Of what's <u>there</u> .
630	79	3	BOTH: We need <u>one</u> .
635	80	3	VISUAL: Button of Song
640	81	3	VISUAL: Milky White hits ground
645	81	3	BAKER and WIFE: <u>Two</u> ! Blackout Amanda would like a beat after TWO! before we hit this cue
650	82	3	VISUAL: Witch Enters SR
655	83	3	After final ALL: Two Midnights <u>Gone</u> !
659	84	4	BAKER: ...resign yourself to a childless <u>life</u> .
660	85	4	VISUAL: Rapunzel Screams

Called too soon. Call on
beat of music stopping

315	64	3	Go with "Princes Two Fanfares" SFX Cue - Catch C Prince Entrance on DSR Platform first - Catch R Prince Entrance on USL Platform second
320	68	3	Fade with Applause
321	70	3	VISUAL: Witch Enters SL
322	70	3	VISUAL: Witch and MM Exit
323	71	3	VISUAL: Go when Rapunzel Tower is set
324	71	3	VISUAL: Baker's Wife Exits Dim down for Tower Exit
325	71	3	VISUAL: Baker's Wife and Cinderella Enter
330	74	3	CINDERELLA: And I need to get out of <u>here</u> !
335	77	3	Go with "It Takes Two" Sound Cue
340	80	3	Fade with Applause
345	82	3	VISUAL: Witch Enters SR
350	82	3	VISUAL: Cinderella Enters DSL Platform
360	83	3	VISUAL: Granny Enters DSR
365	83	3	After final ALL: Two Midnights <u>Gone</u> !
370	85	4	NARRATOR: ...spirit her <u>away</u> .

670	87	4	WITCH: <u>Don't</u> you know what's...						
675	88	4	WITCH: I will not share you <u>u</u> , <u>but</u> I will show...		375	88	4	WITCH: I will not share you <u>u</u> , <u>but</u> I will show...	
680	88	4	VISUAL: Baker Enters						
685	88	4	VISUAL: Baker Enters						
690	90	4	JACK: You'll <u>see!</u>						
695	90	4	VISUAL: Cinderella Enters SL		380	90	4	VISUAL: Cinderella Enters SL	
700	92	4	CINDERELLA: On the steps of the <u>palace</u> -						
705	92	4	VISUAL: Button of Song		Called late. Call on button of music	385	92	4	Fade with Applause
710	93	4	Go with "Bean Throw" SFX Cue						
715	93	4	Call with "Beanstock Fall" SFX Cue		I added a delay to this LQ so it can be hit when you call the SFX and light should fire in conjunction with the crash.				
718	99	4	Go with "Milky White Magic" SFX Cue after JACK: What's <u>happening?</u>						
720	99	4	WITCH: Feed them to the <u>cow</u> .						
725	100	4	WITCH: Wrong ingredients. <u>Forget</u> about a child.						
730	101	4	B WIFE: It's <u>working!</u>						
733	102	4	BAKER: What's <u>wrong?</u>						
735	103	4	Witch Transformation Music Begins	Called early. Before the transformation music started.					
740	103	4	Witch Reveal on final button of music						
745	103	4	VISUAL: Go when we're ready for the blackout after the Witch reveal	Since "He's dead" line has been moved, just this cue when youre ready for the blackout.					
747	104	4	NARRATOR: <u>The</u> Witch, who had been punished...						
750	104	5	NARRATOR: As for the <u>Prince...</u>						
753	104	5	NARRATOR: ...into Florinda's <u>room</u> .						
755	105	5	VISUAL: Music hit when toe is cut off						
760	105	5	NARRATOR: ...to become his <u>bride</u> .		See Note.				
765	105	5	C MOTHER: ...the foot that <u>fits</u> .						
767	105	5	NARRATOR: ...other sister to put on the <u>shoe</u> .						
770	106	5	VISUAL: Music hit when heel is cut off						
775	106	5	NARRATOR: ...blood-soaked slipper, <u>it</u> fit like a glove.						
777	106	5	C FATHER: I always wanted a <u>son!</u>						
780	106	5	NARRATOR: ...on his horse and rode <u>off</u> .						
785	107	5	C MOTHER: Fir to attend a <u>prince</u> .						

790	108	5	Go with "Witch Spell Attempt" SFX Cue
800	108	5	Go with "Finale (Part III)" Music Cue
805	108	5	NARRATOR: ...by the blessed couple, <u>pigeons</u> swooped down...
810	108	5	VISUAL: Step Sisters run off stage
815	109	5	NARRATOR: <u>And</u> it came to pass...
820	111	5	ALL: And forever <u>after</u> .
830	112	5	F, L, W: Been worthy of our <u>discontents...</u>
833	112	5	ALL: <u>It's</u> a dangerous endeavor,
835	113	5	ALL: You <u>go into</u> the woods,
840	114	5	ALL: <u>Then</u> out of the woods -
845	114	5	VISUAL: Button of Song Blackout
850	114	5	Intermission Lights UP

410	109	5	NARRATOR: And it came to pass...
415	111	5	ALL: And forever after.
420	111	5	FLORINDA, LUCINDA: And now we're really <u>blind</u> .
425	112	5	F, L, W: Been worthy of our <u>discontents...</u>
430	113	5	ALL: You <u>go into</u> the woods,
435	114	5	VISUAL: Button of Song

ACT 2			
CUE	PAGE	SCENE	NOTES
855	115	1	House to Half
900	115	1	Music Hit after NARRATOR: Once Upon a Time-
915	118	1	NARRATOR: ...they were all <u>content...</u>
920	120	1	ALL: I'm so <u>happy!</u>
925	121	1	BAKER: I'll care for him when he's older.
930	121	1	Go with final CRASH during "Giant CRASH" SFX Cue Blackout
935	121	1	VISUAL: When Baker house has been properly destroyed Lights Back Up
940	122	1	Go with "Opening (Part III)" Music Cue
945	125	1	BAKER'S WIFE: We are <u>moving!</u>
950	126	1	BAKER: I am taking the news to the castle, <u>nonetheless.</u>
955	126	1	NARRATOR: The story <u>unfolds.</u>
960	127	1	CINDERELLA: ...Prince when her returns. Thank <u>you.</u>
965	128	1	JACK: I <u>promise.</u>
970	129	1	LITTLE RED: ...and now I'm <u>off.</u>
975	130	1	CINDERELLA: Thank you, <u>birds.</u>
980	131	1	B WIFE: I'm not about to stay here...
985	131	1	BAKER: To take another <u>journey.</u>
990	133	1	CINDERELLA: To see what the trouble <u>is...</u>
991	133	1	VISUAL: Go when scene change is finished
993	134	2	VISUAL: Witch enters SL
995	134	2	WITCH: There's a Giant running <u>about!</u>
1000	135	2	Go with "Agony Reprise" Music Cue
1005	138	2	Go with 1st music button after BOTH: That can cut like a <u>knife!</u>
1010	138	2	VISUAL: Button of Song
1015	138	2	Go with "After 'Agony Reprise'" Music Cue
1020	138	2	NARRATOR: ...but their patients as <u>well.</u>
1023	139	2	LITTLE RED: Wait. That looks familiar...
1024	140	2	Go with "Witch Appears" Music Cue after STEWARD: I don't make policy, I just carry it <u>out!</u>

Cue Added for scene change. See note.

ACT 2			
CUE	PAGE	SCENE	NOTES
515	134	2	Go with "Princes Two Fanfares" SFX Cue - Catch C Prince Entrance on DSR Platform first - Catch R Prince Entrance on USL Platform second
520	2	138	VISUAL: Princes Exit.

Called early.
Rapunzel's Prince's
spot went out early.

1025	141	2	1st Giant Step	Called late. Ended up putting giant cues behind.				
1030	141	2	2nd Giant Step					
1035	141	2	3rd Giant Step					
1040	141	2	4th Giant Step					
1045	141	2	5th Giant Step					
1050	141	2	6th Giant Step					
1055	141	2	7th Giant Step					
1060	143	2	Go with "Giant Shake" SFX Cue after STEWARD: ...with a dumb <u>Giant!</u>					
1065	143	2	C FATHER: The girl is telling the <u>truth!</u>					
1067	144	2	Go with "Giant Shake" SFX Cue after STEWARD: ...my life for <u>anyone!</u>					
1069		2	Go with "Giant Shake" SFX Cue after WITCH: Then what do you suggest we <u>do?</u>					
1070	145	2	VISUAL: Narrator pulled to Center Stage around WITCH: Some of us don't like the way you've been telling it.					
1075	147	2	Go with "NARRATOR SPLAT" HIT after Giant picks up Narrator					
1085	150	2	VISUAL: Go with Rapunzel Scream/Death					
1095	151	2	BAKER: <u>All</u> right. I promise.					
1100	151	2	Go with "Witch's Lament" Music Cue		525	151	2	Go with "Witch's Lament" Music Cue
1105	152	2	WITCH: To something you <u>lose...</u>		530	152	2	WITCH: To something you lose...
1107	154	2	VISUAL: Witch Exits					
1110	157	2	VISUAL: Baker's Wife Exits					
					535	157	2	VISUAL: Baker's Wife and C Prince Enter
1115	158	2	Go with "Any Moment (Part I)" Music Cue					
1120	159	2	B WIFE: <u>This</u> is ridiculous,					
1125	159	2	C PRINCE: <u>Foolishness</u> can happen in the woods.					
1130	159	2	VISUAL: C Prince and B Wife Exit SL		540	159	2	VISUAL: C Prince and B Wife Exit SL
1135	161	2	VISUAL: Baker and Cinderella Exit		545	159	2	VISUAL: C Prince and B Wife Enter SL
					550	162	2	VISUAL: C Prince Exits
1140	163	2	B WIFE: <u>Face</u> the facts, find the boy,					
1145	164	2	VISUAL: Button of Song		555	162	2	Fade with Applause
1150	164	2	Go with "Giant Footsteps" SFX Cue					
1160	164	2	VISUAL: B Wife Screams					
1165	167	2	Go with "Your Fault" Music Cue		560	174	2	Go with "Your Fault" Music Cue
1170	173	2	CINDERELLA: <u>If</u> you hadn't dared him to -					
1175	174	2	C, J, LRR, B: <u>You're</u> responsible!					
1180	174	2	Hit on music shift into "Last Midnight"					

1185	176	2	WITCH: Here, you want a <u>bean</u> ?						
1190	176	2	WITCH: Have another <u>Bean</u> .						
1195	176	2	WITCH: Beans are good for making you <u>rich</u> !	Called late.					
1200	176	2	WITCH: Plant them and they <u>soar</u> -						
1205	177	2	WITCH: Here, you want some <u>more</u> ?						
1210	177	2	WITCH: I'm leaving you my last <u>curse</u> ;						
1215	177	2	WITCH: <u>All</u> right, mother, when?	Moved when LQ is called. Added extra light for Witch so we can get the spot out earlier.	565	177	2	WITCH: <u>All</u> right, mother, when?	Moved when spots go out so they will not be up for smoke moment.
1220	177	2	WITCH: <u>CRUUUNCH</u> ! Smoke Effect						
1225	177	2	VISUAL: Button of Song						
1230	179	2	CINDERELLA: <u>Jack</u> !		570	179	2	VISUAL: Baker and Mysterious Man Enter	
1235	179	2	Go with "No More" Music Cue						
1240	181	2	VISUAL: Mysterious Man Exits SL		573	181	2	VISUAL: Mysterious Man Exits SL	
1250	182	2	BAKER: <u>No more</u> .	Called late. Should be called on top of final "More"	575	182	2	VISUAL: Baker Exits SL	
1251	182	2	VISUAL: Cindy, LR, and Jack Enter SR						
1252	183	2	VISUAL: Birds fly in						
1253	183	2	VISUAL: Birds fly out						
1255	187	2	Go with "No One Is Alone (Part I)" Music Cue						
1260	188	2	CINDERELLA: <u>Mother</u> cannot guide you.		580	188	2	CINDERELLA: <u>Mother</u> cannot guide you.	
1265	188	2	CINDERELLA: I <u>know</u> .		585	188	2	CINDERELLA: I <u>know</u> .	
1270	190	2	BAKER: No, don't kill <u>him</u> .		590	190	2	BAKER: No, don't kill <u>him</u> .	
1280	193	2	BAKER & C: <u>Someone</u> is on your side. Near top of page 193						
1285	193	2	VISUAL: Giant Footsteps stop music		595	193	2	VISUAL: Giant Footsteps stop music	Called late. Spots stayed up until Attack of the Birds started.
1290	194	2	Go with "Attack of the birds" Music Cue						
1293	195	2	LITTLE RED: She beginning to fall this <u>way</u> !						
1295	195	2	VISUAL: Go with PAPER FALL						
1300	195	2	JACK'S MOTHER: <u>The</u> slotted spoon can catch the potato.		600	195	2	JACK'S MOTHER: <u>The</u> slotted spoon can catch the potato. - Catch Jack's Mother USR Platform	
					605	196	2	JACK'S MOTHER: The slotted spoon can catch the <u>potato</u> . - Catch Mysterious Man DSL behind Woods F Piece - Jack's Mother Spot OUT	

1305	196	2	VISUAL: Baker, Cinderella, Jack, and Little Red Enter SR
1310	198	2	BAKER: ...my son will never know <u>her</u> .
1315	199	2	BAKER: Shhh. <u>Once</u> upon a time...
1325	200	2	WITCH: Children will <u>listen</u> . The one on the top half of page 200
1330	200	2	WITCH: Children will <u>listen</u> . The one on the bottom of page 200
1335	200	2	ALL: <u>There</u> are always wolves,
1340	203	2	ALL: <u>Then</u> out of the woods -
1345	203	2	1st Music Button after ALL: And happy ever <u>after</u> !
1350	203	2	Final Music Button after CINDERELLA: I <u>wish</u> ... BLACKOUT
1355	203	2	Bows
1360	203	2	Blackout
1365	203	2	Post Show UP

610	196	2	MYST MAN: Every knot was once straight <u>rope</u> ... - Catch Princes and New Brides DCS Platform - Mysterious Man Spot OUT
615	196	2	SW & SL: Excuse <u>Me</u> . - Catch Steward on USR Platform - Princes and New Brides Spot OUT
620	196	2	STEWARD: ...the harder the <u>blow</u> ... - Catch Step Mother and C Father USL Platform - Steward Spot OUT
625	196	2	FLORINDA & LUCINDA: And eat <u>first</u> ... - Catch Granny on USR Platform - Step Mother and C Father Spot OUT
630	196	2	GRANNY: ...may be dull by <u>tomorrow</u> ... - Catch Rapunzel DSL Platform - Granny Spot OUT
635	196	2	VISUAL: Baker, Cinderella, Jack, and Little Red Enter SR - Rapunzel Spot OUT
640	198	2	BAKER: ...my son will never know <u>her</u> .
643	199	2	B WIFE: Tell him what you <u>know</u> .
645	199	2	VISUAL: Witch Enters SR
655	202	2	WOMEN: <u>Into</u> the woods, but mind the future. - Spot shift to Baker & Little Red - Spot Shift from Witch to Cinderella & Jack
660	203	2	Final Music Button after CINDERELLA: I wish... BLACKOUT

Spot called too soon.
Should be called with
LQ 1310.