



HARRISON THEATRE

LIGHTING DESIGNER: CHRISTIAN SPECHT

ALD-ALEX FELTS ALD: JACKSON WOOD

CUE	Pg	T	D	F	DESCRIPTION	CUE LIST	PLACEMENT	PRESET	CP	PRESET	
							ACT I				
1	7				PRESHOW	PRESHOW					
2	7				HOUSE 1/2	HOUSE 1/2					
3	7				PRESHOW SPEECH	PRESHOW SPEECH (LIVE ANNOUNCEMENT CUE CARDS)					
4	7				SPEECH OUT	SPEECH V					
5	7				HOUSE V	HOUSE V					
6	7				B/O	B/O					
							SCENE 1				
10	7				OVERTURE STARTS Lx^ Into scene	OVERTURE Start					
12	12				SCENE CHANGE	SCENE CHANGE					
							SCENE 2 THE HIGH ROAD				
14	13				INTO HIGH ROAD	W/ HORSE SOUNDS					
18	17				STAGE ^	TOAD ENTRS IN CAR					
20	17				CRASH OFFSTAGE	W/ CRASH SOUND					
22	17				SCENE CHANGE	SCENE CHANGE					
							SCENE 3 WILD WOODS				
24	17				INTO WILD WOODS SNOWING RED EYES	INTO WILD WOODS					
26	18				WEASELS FLEE MOMENT (THINK ABOUT)	WEASELS EXIT/ RAT US HIGH POINT SL					
28	19				SCENE CHANGE	SCENE CHANGE					
							SCENE 4 BADGER'S HOUSE				
30	19				INTO BADGER'S HOUSE	INTO BADGER'S HOUSE					
32	21				SCENE CHANGE	SCENE CHANGE					
							SCENE 5 TOAD HALL				
34	21				INTO TOAD HALL	INTO TOAD HALL					
36	21				CRASH OFFSTAGE	W/ CRASH SOUND SL					
38	24				LX FADE V INTO WEASELS MATERIALIZE	WEASELS BEGIN TO MATERIALIZE					
40	25				SCENE CHANGE	SCENE CHANGE					
							SCENE 6 A STREET				
42	25				INTO SCENE	INTO SCENE					
44	25				ISOLATE ON TOAD	"WELL," LOOK AT THAT!					
46	25				TOAD GETS INTO CAR	TOAD GETS INTO CAR					
48	25				TOAD REVS MOTOR	TOAD REVS MOTOR					
50	25				CAR CRASH	CAR CRASH SR					
54	25				SCENE CHANGE	SCENE CHANGE					
							SCENE 7 THE RIVER				
56	26				INTO THE RIVER (WATER)	END OF SCENE CHANGE					
57	26				RAT SITS SUNSETS	RAT SITS S					
58	26				SCENE CHANGE	SCENE CHANGE					
							SCENE 8 BANQUET HALL				
60	26				INTO BANQUET HALL DARK	INTO BANQUET HALL					
62	27				LX ^ ENVIRONMENT	MOLE: "TOADY" TOADY, ARE YOU HOME?					
64	27				SCENE CHANGE	SCENE CHANGE					
							SCENE NINE A JAIL CELL				
66	27				INTO JAIL CELL ISO TOAD	INTO JAIL CELL					
68	27				ISO V	POLICEMAN XITS					
70	28				CRYING LOUDER MOMENT	ALICE STARTS TO CRY					
72	28				TOAD IDEA ^	IDEA STRIKES TOAD					
74	29				ALICE V	ALICE XITS					
76	29				ALICE ^	ALICE ENTR					
78	29				SCENE CHANGE	SCENE CHANGE					
							SCENE TEN BADGER'S HOUSE				
80	29				INTO BADGER'S HOUSE	INTO BADGER'S HOUSE					
82	32				SCENE CHANGE SECRET TUNNEL	SCENE CHANGE					
							SCENE ELEVEN THE BANQUET HALL				
84	32				INTO SCENE NIGHT	INTO SCENE					
86	32				ACTION FREEZES MOMENT	ACTION FREEZES					
88	32				TABLEAU MOMENT	TABLEAU MOMENT					
90	32				HL CHARACTERS TOAD HL BALCONY	HL CHARACTERS MOMENT					
92	33				ENVIRONMENT V	BADGER DISAPPEARS					
94	33				LX ^ ONSTAGE AS PARTY CONTINUES	LEARN 'EM AND "LEARN 'EM"....					
100	33				STANDING VICTORIOUSLY LES MIS MOMENT???	THEY STAND VICTORIOUSLY					
102	34				PLANE SHADOW MOMENT???	LOOKS ^ AT SKY					
104	34				ANIMALS CLOSE IN LX ISO	AS ALL FOUR CLOSE IN					
106	34				MOLEY TURNS BACK MOMENT	MOLE TURNS BACK MOMENT					
108	35				TOAD CHECKS HIMSELF ISO MOMENT	AS TOAD APPROCHES THE XIT					
110	35				FINAL TOAD MOMENT	FINAL TOAD MOMENT					
112	35				FADE TO BLACK DAWN	B/O Silhouette momet					
							24. CURTAIN CALL				
114	35				BOWS	BOWS					
116	35				POST SHOW LOOK	AS ACTORS XIT STAGE					
118	35				HOUSE ^	HOUSE ^					