

Jack's Tale

Lighting Cue Sheet

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Department of Theatre and Dance
Tucker Theatre

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CUE	TIME	F	PLACEMENT	DESCRIPTION	GLP	DL	TEM	FOL	PXL	PG	CUE
PRE-SHOW											
0.2	5			House and Works On							0.2
0.5	5			House and Works On- End of Dimmer Check							0.5
0.9B	3		Blackout Check- Just prior to House Open	Blackout							0.9B
1B	5	10m	Right after Blackout Check	Cyc in blues, balance of high sides, downlight warm with textures in cool blues. Daytime feel	CP 16	CP 17	CP 26	CP 6	CP 26		1B
1.1	2:00	10m	auto follow	Cyc bottom shifts to amber, high sides brighten warm and lower cool, downlight shifts to deeper amber with textures becoming more blue. Add in warm shins from SR. Start of sunset feel	CP 13	CP 15	CP 27	CP 27	CP 19		1.1
1.2	2:00		auto follow	Cyc deepens to late sunset, warm high sides brighten, cool high sides dim, downlight shifts to blue, with textures going moonlight. Warm shins SR brighten. Late sunset feel	CP 31	CP 27	CP 8	CP 8	CP 16		1.2
3	8		with fire announcement	house to half, stage stays up	CP 31	CP 27	CP 8	CP 8	CP 16		3
5B	6		"and out the BUILDING"	house out, lighting stays up onstage	CP 31	CP 27	CP 8	CP 8	CP 16		5B
OPENER- PSALM 37											
11	3		Music Starts	Copy cue 1.2 as base, minus houselights. Build up cool high sides and add in front cools. Fireplace flickering; focus around trunk, maintain some warm high side innesity	CP 31	CP 27	CP 8	CP 8	CP 8	1	11
13	5/8 C 15		Right Before: "for the steps of a good"	draw focus to group and musicians, slow shift to evening, dim down warm shins, brighten cools on booms	CP 31	CP 31	CP 26	CP 6	CP 34	1	13
15	2/3		Band Leader: "NOW everybody knows"	shift area around center to be daytime, keep rest in evening, build additional light to center	CP 31	CP 31	CP 26	CP 6	CP 34	2	15
17	4/8 C4		Jack: "THANK god for the day"	Shift whole stage to warmth that Jack has, build warm high side, build warm side, build warm front	CP 26	CP 17	CP 11	CP 6	CP 26	2	17

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19	3		Mama: "with their mama. WILL! tom!"	increase warmth in high sides, booms, and downlight	CP 26	CP 17	CP 11	CP 6	CP 26	2	19
MAMA 1											
21B	3		Music Starts	brighten lights on musicians, color shift one shade darker in cyc, downlight, and both templates	CP 31	CP 3	CP 6	CP 26	CP 26	3	21B
23	4/5 C 10		Right Before: "there's a bag of dried"	color shift in cyc, downlight, and booms, balance out warmth in high sides and fronts to be more neutral; focus CS and bench	CP 28	CP 2	CP 27	CP 26	CP 30	3	23
25	8 C 10		Right After: "one last bag of corn meal"	cyc, booms, downlight and templates shift to evening; high sides and front light shift to cool tones; open up, maintaining warmer tones	CP 28	CP 8	CP 6	CP 26	CP 28	4	25
26	4		With final music bump/bling/Tom: "...Tom won the draw"	build from Q25, cyc, booms, downlight and templates shift to evening; high sides and front light shift to cool tones; open up	CP 50	CP 8	CP 6	CP 26	CP 28	4	26
27	3/6 C 6		Right After: "come next sunup"	Cyc and booms shift to sunrise with warmth coming from SR, high sides, downlight and templates shift warmth	CP 26	CP 17	CP 11	CP 6	CP 26	4	27
MAMA 2/BB GIANT											
29B	3		Music Starts	brighten lights on musicians, color shift one shade darker in cyc, downlight, and both templates; focus CS	CP 26	CP 2	CP 11	CP 26	CP 27	4	29B
31	3/5 C 6		Right Before: "tom whittled a while, then he took"	focus lighting to Tom center trunk, shift lighting to warm summer day	CP 28	CP 2	CP 30	CP 7	CP 27	4	31
33	3/5 C 10		Tom: "BUT about the time the sun was sinking"	cyc, booms, downlight and templates shift to sunset; high sides and shines brighter from SR, warm front light; open up area, red top cyc, warm amber bottom cyc	CP 28	CP 16	CP 30	CP 14	CP 14	4	33
35	5		TOM: "but when he looked down the PATH, it wasn't"	Open up stage for Giant entrance, sunset progresses, speicals to top of trunk	CP 28	CP 14	CP 30	CP 14	CP 15	5	35
36	0	0.5	Giant swings axe down on trunk	template color shift	CP 28	CP 14	CP 3	CP 14	CP 15	5	36
36.1	0		auto follow	template color restore	CP 28	CP 14	CP 30	CP 14	CP 15	5	36.1
37	2/3 C 2		Giant: "TATERS and maters and corns"	Mood shift with music thorough color, brighten warm high sides and downlight, templates more warm and energy building	CP 28	CP 14	CP 3	CP 3	CP 16	5	37

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CUE	TIME	F	PLACEMENT	DESCRIPTION	GLP	DL	TEM	FOL	PXL	PG	CUE
39	1/3		Giant: "TELL me where the meat is at"	intensity growth and color saturation in down light and cyc	CP 28	CP 13	CP 16	CP 3	CP 16	6	39
41	8 C 12		Right After: "tom dove under the bed and stayed THERE"	cyc, booms, downlight and templates shift to evening; high sides and front light shift to cool tones; fade down trunk and upstage area	CP 28	CP 8	CP 6	CP 27	CP 28	6	41
45	2/3 C 6		Will: "COME next sunup"	Cyc and booms shift to sunrise with warmth coming from SR, high sides, downlight and templates shift warmth	CP 26	CP 17	CP 11	CP 6	CP 26	7	45
MAMA 3/BB GIANT											
47B	4/6 C8		Music Starts	brighten lights on musicians, color shift one shade darker in cyc, downlight, and both templates	CP 26	CP 15	CP 11	CP 26	CP 27	7	47B
49	4/6		Right Before: "will put on a pot of beans"	focus lighting to Tom, shift lighting to warm summer day; focus to trunk and CSL	CP 33	CP 26	CP 30	CP 7	CP 27	7	49
51	4/5 C 10		Right After: "about the time the sun was sinking low"	cyc, booms, downlight and templates shift to sunset; high sides and shins brighter from SR, warm front light, cyc with discrete timing	CP 33	CP 26	CP 30	CP 7	CP 14	7	51
53	4/5		Right After: "but instead of his brothers"	Open up stage for Giant entrance, sunset progresses	CP 28	CP 14	CP 30	CP 14	CP 15	8	53
54	0	0.5	Giant swings axe down on trunk	template color shift	CP 28	CP 14	CP 3	CP 14	CP 15	8	54
54.1	0		auto follow	template color restore	CP 28	CP 14	CP 30	CP 14	CP 15	8	54.1
55	2/3		Giant: "TATERS and maters and corns"	Mood shift with music thorough color, brighten warm high sides and downlight, templates more warm and energy building	CP 28	CP 14	CP 3	CP 3	CP 16	8	55
57	1/3		Giant: "TELL me where the meat is at"	intensity growth and color saturation in down light and cyc	CP 28	CP 13	CP 16	CP 3	CP 16	8	57
59	8 C 12		with music end	cyc, booms, downlight and templates shift to evening; high sides and front light shift to cool tones; fade out trunk area and upstage area	CP 28	CP 8	CP 6	CP 27	CP 28	8	59
61	3/4 C 7		Tom: "COME sunup"	Cyc and booms shift to sunrise with warmth coming from SR, high sides, downlight and templates shift warmth	CP 26	CP 17	CP 11	CP 6	CP 26	9	61
MAMA 4/BB GIANT											
63B	5		Music Starts	brighten lights on musicians, color shift one shade darker in cyc, downlight, and both templates	CP 26	CP 2	CP 11	CP 26	CP 27	10	63B

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CUE	TIME	F	PLACEMENT	DESCRIPTION	GLP	DL	TEM	FOL	PXL	PG	CUE
65	4/6		Ensemble: "HE picked up the pots and pans"	Shift lighting to mid morning natural; special on ensemble upstage of trunk	CP 26	CP 8	CP 3	CP 26	CP 27	10	65
67	4/5 C 6		Ensemble: "HE set some taters boilin'"	Lighting transitions to midday, natural with a little warmth to it	CP 26	CP 27	CP 3	CP 3	CP 49	10	67
69	2/3 C 4		Ensemble: "TOOK some flour and some bacon fat"	Transition to mid afternoon, build up warmth with speed of music	CP 26	CP 27	CP 3	CP 14	CP 49	10	69
71	4/6 F 1 C8		Ensemble: "HE set the skillet on the stove to heat"	Brighten textures and increase warmth in high sides and downlight	CP 26	CP 15	CP 34	CP 15	CP 14	11	71
79	5		Giant: "AND here come that blue-beard giant"	Open up stage for Giant entrance, sunset progresses	CP 28	CP 14	CP 30	CP 14	CP 15	11	79
80	0	0.5	Giant swings axe down on trunk	template color shift	CP 28	CP 14	CP 3	CP 14	CP 15	11	80
80.1	0		auto follow	template color restore	CP 28	CP 14	CP 30	CP 14	CP 15	11	80.1
81	2/3		Giant: "TATERS and maters and corns"	Mood shift with music thorough color, brighten warm high sides and downlight, templates more warm and energy building	CP 28	CP 14	CP 3	CP 3	CP 16	11	81
83	1/2		Jack: "HEY, hey, hey, hey there,"	lose color in downlight and desaturate cyc	CP 26	CP 15	CP 34	CP 15	CP 14	11	83
85	3/4		Jack: "There's a POT of shucky beans"	Restore color in downlight and cyc, color shift in templates	CP 26	CP 27	CP 16	CP 15	CP 14	12	85
89	4/6		Jack & Giant: "TATERS and maters and corns and greens"	Mood shift with music thorough color, brighten warm high sides and downlight, templates more warm and energy building	CP 28	CP 28	CP 12	CP 27	CP 14	12	89
91	8 C 12		Giant: "THANKEE kindly, jack, don't mind if I do"	cyc, booms, downlight and templates shift to evening; high sides and front light shift to cool tones; focus trunk area	CP 50	CP 8	CP 6	CP 27	CP 28	12	91
93	3/4		Jack: "JACK went on down to the new-ground"	color tone shift to new location, shift about cloud texture; focus CSR	CP 50	CP 28	CP 35	CP 8	CP 28	13	93
AXE 1											
96	2	3.5	Jack starts to swing axe above head	template and foliage color shift	CP 50	CP 28	CP 35	CP 8	CP 28	14	96
96.3	0.5		auto follow	template and foliage color restore	CP 50	CP 28	CP 35	CP 8	CP 28	14	96.3
99	0	2	Jack: "sailing right back into Jack's hands! WHOOOP!"	template and foliage color shift	CP 50	CP 28	CP 14	CP 8	CP 28	14	99
99.1	2		auto follow	template and foliage color restore	CP 50	CP 28	CP 35	CP 8	CP 28		99.1

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CUE	TIME	F	PLACEMENT	DESCRIPTION	GLP	DL	TEM	FOL	PXL	PG	CUE
101	3/8 C 6		Mama: "I should have known i'd come back"	open up stage, keep colors cool- add a bit of warmth to them	CP 28	CP 8	CP 6	CP 27	CP 28	15	101
MAMA BEDTIME UNDERSCORE											
103	4/6		Music Starts	fade out front lights, dim down booms and high sides, deepen cyc, downlight, and template color	CP 28	CP 8	CP 6	CP 27	CP 28	17	103
105	3/5 C 8		Mama: "COME next sunup"	Cyc and booms shift to sunrise with warmth coming from SR, high sides, downlight and templates shift warmth	CP 26	CP 17	CP 11	CP 6	CP 26	17	105
JACK WALKED ON 1											
107B	4/6 C8		Music Starts	brighten lights on musicians, color shift in cyc, downlight, and both templates for new location, shift cloud template	CP 18	CP 6	CP 15	CP 3	CP 49	17	107B
109	2/3 C 4		Beggarman: "HE come to a stream and had just waded"	Shift lighting to stream, lighting transition to mid day	CP 16	CP 27	CP 15	CP 17	CP 8	18	109
111	2/3 C 2		Beggarman: "THEY was along"	lose saturation in cyc, downlight, and templates	CP 16	CP 27	CP 14	CP 14	CP 27	18	111
JACK WALKED ON 2											
113	4/8 C8		Music Starts	Shift lighting to traveling look (cue 107), cloud template shift	CP 18	CP 6	CP 15	CP 3	CP 49	19	113
115	5/7		Jack: "when he saw an old WOMAN in the road"	Lighting transition to road, isolate, mid afternoon light	CP 31	CP 30	CP 26	CP 33	CP 8	19	115
117	2/4		Jack: "HEY grandmaw"	brighten warm high sides, shins, and front warm, isolate to stump	CP 31	CP 30	CP 26	CP 33	CP 8	20	117
119	4/6 C 6		Right After: "recon they'll come to a bad end"	lose saturation in cyc, downlight, and templates	CP 31	CP 29	CP 26	CP 32	CP 6	20	119
121	8/12 C 8		Right After: "some days is feast and some is famine (Music Ends)"	lighting transition to sunset, restore bit of light on other characters, maintain isolation to stump	CP 31	CP 28	CP 27	CP 15	CP 14	20	121
JACK WALKED ON UNDERSCORE 1											
123B	8/12 C 10		Music Starts	push sunset closer to evening, shift to traveling look, fade out cloud templates	CP 28	CP 27	CP 31	CP 31	CP 31	21	123B
125	3/5 C3		Jack: "BY the time dusk was falling"	cyc, booms, downlight and templates shift to evening; high sides and front light shift to cool tones, build front light downstage	CP 28	CP 50	CP 8	CP 28	CP 28	21	125
127	0.5	3	Jack: "SOOOoooooeeee!"	template and foliage color shift	CP 28	CP 28	CP 35	CP 8	CP 28	22	127

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CUE	TIME	F	PLACEMENT	DESCRIPTION	GLP	DL	TEM	FOL	PXL	PG	CUE
127.4	0.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 8	CP 8	CP 28	22	127.4
129.3	0	0.25	first turkey enters sack	template and foliage color shift	CP 28	CP 28	CP 1	CP 2	CP 28	22	129.3
129.4	0.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 8	CP 28	CP 28	22	129.4
129.5	0	0.25	second turkey enters sack	template and foliage color shift	CP 28	CP 28	CP 1	CP 2	CP 28	22	129.5
129.6	0.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 8	CP 28	CP 28	22	129.6
129.7	0	0.25	third turkey enters sack	template and foliage color shift	CP 28	CP 28	CP 1	CP 2	CP 28	22	129.7
129.8	0.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 8	CP 28	CP 28	22	129.8
129.9	0	0.25	fourth turkey enters sack	template and foliage color shift	CP 28	CP 28	CP 1	CP 2	CP 28	22	129.9
130	0.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 8	CP 28	CP 28	22	130
130.1	0	0.25	fifth turkey enters sack	template and foliage color shift	CP 28	CP 28	CP 1	CP 2	CP 28	22	130.1
130.2	0.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 8	CP 28	CP 28	22	130.2
130.3	0	0.25	sixth turkey enters sack	template and foliage color shift	CP 28	CP 28	CP 1	CP 2	CP 28	22	130.3
130.4	0.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 8	CP 28	CP 28	22	130.4
130.5	0	0.25	seventh turkey enters sack	template and foliage color shift	CP 28	CP 28	CP 1	CP 2	CP 28	22	130.5
130.6	0.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 8	CP 28	CP 28	22	130.6
JACK WALKED ON UNDERScore 2											
131	4/6		Jack: "IT got dark, but jack walked on"	cyc, booms, downlight and templates shift to night; high sides and front light dim some	CP 28	CP 50	CP 8	CP 8	CP 50	22	131
133	6		Jack: "UNTIL he got close to town"	shift area of focus onstage	CP 28	CP 50	CP 27	CP 8	CP 50	22	133
137	3/6 C8		Ensemble: "COME next sunup"	Cyc and booms shift to sunrise with warmth coming from SR, high sides, downlight and templates shift warmth	CP 28	CP 37	CP 27	CP 27	CP 35	23	137
139	4/6 C 6		King's Daughter: "JACK walked up to this one house"	Lighting transition to king's house, cloud templates (purples and royal feel)	CP 27	CP 33	CP 4	CP 29	CP 32	23	139
HEAT OF MY FLAME											
141B	4/5		Music Starts	brighten lights on musicians, color shift one shade darker in cyc, downlight, and both templates	CP 34	CP 34	CP 36	CP 29	CP 32	24	141B
143	4/8		Right Before: "prettiest girl in the whole blessed country"	cyc soften to purples, downlight and templates pink tones, fade out clouds, isolate to trunk	CP 50	CP 35	CP 29	CP 33	CP 30	24	143
145	4/5 C 5		King's Daughter: "HEAT of my flame, heat of my flame (first time)"	brighten downlight and high sides, saturate downlight and templates	CP 34	CP 37	CP 31	CP 36	CP 31	25	145
147	4/6		Right After: "lest you burn up in the heat of my flame (first time)"	restore to cue 143	CP 31	CP 35	CP 29	CP 33	CP 30	25	147

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CUE	TIME	F	PLACEMENT	DESCRIPTION	GLP	DL	TEM	FOL	PXL	PG	CUE
149	4/5		King's Daughter: "HEAT of my flame, heat of my (second time)"	copy cue 145, saturate colors one more step	CP 34	CP 37	CP 31	CP 36	CP 31	25	149
151	4/8		Right After: "lest you burn up in the heat of my flame (second time)"	copy cue 143, copy colors from cue 147	CP 36	CP 35	CP 29	CP 33	CP 30	25	151
153	4.5	4.5	King's Daughter: "love unrequited yet love unrestRAIned"	growth in cye, downlight, and high sides	CP 34	CP 37	CP 31	CP 36	CP 31	25	153
153.1	3		auto follow	restore cye, downlight, and high sides	CP 31	CP 35	CP 29	CP 33	CP 30	25	153.1
155	6		King's Daughter: "ne'er to be kissed and NE'ER to be claimed"	fade down high sides and booms, color shift in cye and templates	CP 31	CP 37	CP 26	CP 32	CP 29	25	155
157	5/6		King's Daughter: "HEAT of my flame, heat of my flame (third time)"	color shift in downlight only, not as much as before	CP 31	CP 35	CP 31	CP 36	CP 29	25	157
159	4		Right After: "lest you burn up in the heat of my flame (third time)"	pull lighting into king's daughter	CP 31	CP 35	CP 31	CP 36	CP 29	25	159
163	8		Jack: "JACK. my name is jack"	slowly bring up clouds	CP 27	CP 35	CP 31	CP 36	CP 29	25	163
165	1/3		Old King: "MORNING, jack. what can i do"	Restore to cue 139	CP 27	CP 33	CP 4	CP 29	CP 32	26	165
TRADIN'UP/ AXE 3/ KISS MY MOUTH											
167B	4/5		Music Starts	brighten lights on musicians, color shift one shade darker in cye, downlight, and both templates	CP 28	CP 33	CP 3	CP 26	CP 27	26	167B
169	3/4		Right Before: "we'll do a bit 'a business"	amber and blue conflict in colors; build up tension	CP 50	CP 28	CP 15	CP 14	CP 28	26	169
171	3/4		Right After: "the trick is tradin' up"	increase high side and boom intensity, deepen template colors	CP 27	CP 28	CP 16	CP 14	CP 28	26	171
172	0	0.5	first turkey leaves sack	template and foliage color shift	CP 27	CP 28	CP 2	CP 8	CP 28	26	172
172.1	.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 16	CP 14	CP 28	26	172.1
173	4/6 C 6		On Hand Shake	restore to cue 167	CP 26	CP 33	CP 3	CP 26	CP 27	27	173
175	6/8		Jack: "shoot, i near FORGOT. i come to chop"	brighten cye, downlight, and high sides	CP 26	CP 33	CP 14	CP 27	CP 27	28	175
177	3/4 C 4		Right After: "its time you traded up!"	bring back ambers and blues, build tensions	CP 28	CP 28	CP 15	CP 14	CP 28	28	177
179	0	3	Jack: "SOOOooooooooee! Get it axe!"	template and foliage color shift	CP 28	CP 28	CP 35	CP 3	CP 28	28	179
179.3	0.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 15	CP 3	CP 28	28	179.3

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CUE	TIME	F	PLACEMENT	DESCRIPTION	GLP	DL	TEM	FOL	PXL	PG	CUE
181	0	2	Jack: "with your belly hanging out! WHOOP!"	template and foliage color shift	CP 28	CP 28	CP 35	CP 8	CP 28	29	181
181.1	2		auto follow	template and foliage color restore	CP 28	CP 28	CP 15	CP 14	CP 28	29	181.1
183	4		King's Daughter: "WHOOooooopp!"	brighten cyc and down light	CP 28	CP 1	CP 27	CP 14	CP 26	29	183
185	3/4		King's Daughter: "HE'S gonna kiss my mouth (first time)"	color shift to excitement on cyc, down light, and templates	CP 31	CP 37	CP 34	CP 4	CP 27	30	185
187	1/4 C 4		Jack: "LET'S do a bit 'a business"	keep excitement by daughter, saturate ambers and blues around king and jack	CP 28	CP 37	CP 34	CP 4	CP 27	30	187
189	1/4		King's Daughter: "HE'S gonna kiss my mouth (second time)"	shift lighting to mid morning, increase brightness in cyc, templates, and booms	CP 28	CP 37	CP 34	CP 4	CP 27	30	189
190	1/3		Jack: YOU'VE had it pretty easy	focus lighting CS to CSR, fade down SL	CP 28	CP 37	CP 34	CP 4	CP 27	30	190
191	1/3 C 4		King's Daughter: "I like to give up hope"	color shift in downlight and templates	CP 28	CP 35	CP 31	CP 4	CP 31	31	191
193	4		All: "THIS'n's gonna kiss my mouth, y'all (first time)"	brighten high sides and booms, color shift in cyc and down templates	CP 31	CP 35	CP 31	CP 4	CP 31	31	193
197	2/3 C 6		Old King: "JACK, come on down here to my root cellar"	restore to midday with a cool touch (cloudy day)	CP 27	CP 33	CP 4	CP 29	CP 29	32	197
198	8/10 C 12		visual on Cross to tree stump	isolate to celler	CP 26	CP 50	CP 8	CP 8	CP 28	32	198
199	0.5		on door slam	sudden lighting shift to darkness of cellar, main lighting comes from down template	CP 26	CP 50	CP 8	CP 8	CP 28	32	199
201	6/8 C 10		Right After: "trust no king, who can you trust"	slowly bring up night around jack with enough light to see king; use template as seperation	CP 28	CP 50	CP 8	CP 8	CP 50	32	201
203	8/12 C 12		On Music Shift After: "or go off to soldier for your king"	shift to sunset on cyc; lighting dim around jack- leave just enough to shape him	CP 28	CP 28	CP 15	CP 16	CP 19	33	203
ENTRACTE-UNDERScore											
207B	4/6 C 8		Ensemble: "...years to get done with"	shift lighting to king's house (cue 139)	CP 27	CP 27	CP 35	CP 29	CP 32	35	207B
209	6 C 8		Right After: "Well, jack, she's sick a-bed"	desaturate colors, dim down high sides and booms	CP 27	CP 5	CP 35	CP 3	CP 30	36	209
JIGGEDY JAR											
211B	4/6 C 6		Music Starts	lighting transition to daughter's bedroom, fade cloud template, gloomy day feel	CP 28	CP 27	CP 8	CP 8	CP 30	36	211B

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213	6/8		Right After: "i'll do what i can for her"	pull lighting in around jack and daughter, isolate	CP 28	CP 27	CP 8	CP 8	CP 30	37	213
215	2.5	4	With Raggedy Bones Entrance	dim down intensity 60%	CP 28	CP 27	CP 8	CP 8	CP 30	37	215
215.1	3/4		auto follow	intensity restore	CP 28	CP 27	CP 8	CP 8	CP 30	37	215.1
217	2/3		Raggedy Bones: "HEY there, Jack"	brighten cool high sides and cool/neutrals in booms	CP 28	CP 28	CP 6	CP 28	CP 7	37	217
219	4/5		Raggedy Bones: "DEATH ain't fair"	start to bring in cool blues to templates and downlight	CP 28	CP 28	CP 6	CP 28	CP 7	38	219
223	4/6 C 8		All:"some promises can't be forGOTten"	dim down lighting around daughter	CP 28	CP 28	CP 6	CP 28	CP 28	38	223
225	0.5	0.5	Jack: "SOOOooooooooeeeee!"	template and foliage color shift	CP 28	CP 28	CP 35	CP 8	CP 28	38	225
225.3	2.5		auto follow	template and foliage color restore	CP 28	CP 28	CP 6	CP 28	CP 28	38	225.3
227	0.5	0.5	Visual as Raggedy Bones exits at chimney	template and foliage color shift	CP 28	CP 28	CP 35	CP 8	CP 28	39	227
227.1	3/4		auto follow	template and foliage color restore	CP 28	CP 27	CP 8	CP 8	CP 27	39	227.1
229	12		Right After: "well, i feel a bit better"	brighten and bring more warmth into the room	CP 28	CP 4	CP 30	CP 33	CP 29	39	229
231	4/6 C 6		Jack: "HEY, old king, you better get on in here"	open up area, shift lighting to warm afternoon	CP 27	CP 33	CP 4	CP 29	CP 32	40	231
JACK WALKED ON UNDERScore 3											
233B	4/6 C 8		Music Starts	Shift lighting to traveling look (cue 107), cloud template shift	CP 18	CP 6	CP 15	CP 3	CP 49	41	233B
235	4/6 C 6		Jack: "ONCE he got that gunnysack deep, deep"	increase downlight template, build up cooler lighting	CP 18	CP 28	CP 6	CP 6	CP 28	41	235
237	2.5	4	Raggedy Bones appears	dim down intensity 60%	CP 18	CP 28	CP 6	CP 6	CP 28	41	237
237.1	2		auto follow	restore to Q235 intensity	CP 28	CP 28	CP 6	CP 6	CP 28	41	237.1
239	6		Jack: "raggedy BONES, it'll be a cold day in hell"	zu	CP 28	CP 28	CP 6	CP 6	CP 28	42	239
241	C 8		Music Ends	restore to cue 233	CP 18	CP 6	CP 15	CP 3	CP 49	42	241
243	4/6		Jack: "Jack headed on BACK."	build back king's house (cue 139)	CP 27	CP 33	CP 4	CP 29	CP 31	42	243
245	0		Trunk lid slams	mover special on trunk; dim down lighting and shift to cooler tones	CP 27	CP 33	CP 3	CP 3	CP 28	43	245
249	0.25	0.5	with Splash sound effect	ripple out blue in downlight	CP 28	CP 33	CP 3	CP 3	CP 28	43	249
249.1	0.25	0.5	auto follow	color shift in GLP and down light	CP 28	CP 28	CP 8	CP 3	CP 28	43	249.1
249.2	0.25		auto follow	color shift in GLP and down light	CP 28	CP 28	CP 8	CP 28	CP 28	43	249.2
251B	8/12 C 12		Right After: "where it spit that chest out on a perfect beach"	lights shift to sunrise, new feel to sunrise from previous sunrises	CP 28	CP 27	CP 33	CP 5	CP 28	44	251B

Jack's Tale

Lighting Cue Sheet

CUE	TIME	F	PLACEMENT	DESCRIPTION	GLP	DL	TEM	FOL	PXL	PG	CUE
BOX UNDERSCORE/ BB GIANT REPRISE											
255	2/3 C 4		Right Before: "taters and maters and corns and greens"	Pull from Q37, Mood shift with music thorough color, brighten warm high sides and downlight, templates more warm and energy building	CP 28	CP 14	CP 3	CP 3	CP 14	44	255
257	4/6 C 8		Music Ends	Cooied from Q251, Lighting restore to mid morning, still pretty world and brighter than old world	CP 28	CP 27	CP 33	CP 5	CP 28	44	257
GUNNY SACK 3											
261	0.5	2.5	Jack: "SOOooooeeeee!"	template and foliage color shift	CP 28	CP 28	CP 2	CP 8	CP 28	45	261
261.3	0.5		auto follow	template and foliage color restore	CP 28	CP 27	CP 33	CP 5	CP 28	45	261.3
263	0	2	seagull enters gunny sack	template and foliage color shift	CP 28	CP 28	CP 35	CP 8	CP 28	45	263
263.1	2		auto follow	template and foliage color restore	CP 28	CP 27	CP 33	CP 5	CP 28	45	263.1
264	0	1	Giant's rock hits ground	color hit on SL cyc	CP 28	CP 27	CP 33	CP 5	CP 15	45	264
264.1	0		auto follow	color hit restore	CP 28	CP 27	CP 33	CP 5	CP 28	45	264.1
SEAGULL											
265	.25	0.5	with throw of Seagull	ripple color shift across stage in downlight	CP 28	CP 15	CP 8	CP 3	CP 28	46	265
265.1	0.5	0.5	auto follow	downlight color ripple	CP 28	CP 15	CP 8	CP 3	CP 28	46	265.1
265.2	0.5	0.5	auto follow	downlight color ripple	CP 28	CP 15	CP 8	CP 3	CP 28	46	265.2
265.3	0.5	0.5	auto follow	downlight color ripple	CP 28	CP 15	CP 8	CP 3	CP 28	46	265.3
265.4	0.5	0.5	auto follow	downlight color ripple	CP 28	CP 15	CP 8	CP 3	CP 28	46	265.4
267	812 C 12		Music Ends	Restore to cue 263 for base, shift to noon feel	CP 28	CP 27	CP 33	CP 5	CP 28	46	267
MAMA- REPRISE/ HEAT OF MY FLAME REPRISE											
269B	3		Music Starts	Lighting shift to afternoon	CP 31	CP 28	CP 16	CP 19	CP 15	46	269B
271	8		Right Before: "jack gathered up some driftwood"	pull into jack	CP 31	CP 28	CP 16	CP 19	CP 16	46	271
275	8/10		Right After: "man, didn't that smell good though"	cyc, booms, downlight and templates shift to evening; high sides and front light shift to cool tones	CP 31	CP 28	CP 8	CP 27	CP 28	46	275
277	3/5		King's Daughter: "COME next sunup"	Cyc and booms shift to sunrise with warmth coming from SR, high sides, downlight and templates shift warmth	CP 31	CP 5	CP 33	CP 27	CP 37	46	277
279	4/8		Right Before: "heart's true devotion and lips ripe with promise"	pinks in downlight and templates; cyc shift to lavender, isolate to fire	CP 36	CP 35	CP 29	CP 33	CP 30	47	279

Jack's Tale

Lighting Cue Sheet

CUE	TIME	F	PLACEMENT	DESCRIPTION	GLP	DL	TEM	FOL	PXL	PG	CUE
279.5	4.5	5	King's Daughter: "yet love unrestRAINED"	growth in cyc, downlight, and high sides ,color shift	CP 34	CP 37	CP 31	CP 36	CP 31		279.5
279.6	3		autofollow	pul back extra areas of stage, continue isolation	CP 31	CP 35	CP 29	CP 33	CP 30		279.6
280	6		King's Daughter: "NE'ER to be kissed"	pull back to CSR	CP 31	CP 35	CP 26	CP 32	CP 29		280
281	4/6 C 6		Jack & King's Daughter Kiss	pull in lighting to jack and daughter, color saturate in downlight around them	CP 37	CP 37	CP 26	CP 32	CP 29	47	281
283	6/8 C6		Music Ends	fade out song, lighting shift to mid morning	CP 31	CP 37	CP 26	CP 32	CP 29	47	283
285	4/6 C 8		Old King: "WELL, well if it ain't jack"	open up lighting; transition to more neutral daytime lighting	CP 28	CP 27	CP 33	CP 5	CP 28	48	285
287	0		King's Daughter: "bye DADDY, have a good trip"	bring in warmth to high sides, booms, and front light	CP 27	CP 33	CP 3	CP 3	CP 28	48	287
289	2	2	with Splash sound effect	ripple out blue in downlight	CP 28	CP 33	CP 8	CP 28	CP 28	49	289
289.1	0.25	0.5	auto follow	downlight to blue for sea	CP 28	CP 28	CP 8	CP 28	CP 28	48	289.1
289.2	0.25		auto follow	color shift in GLP and down light	CP 28	CP 28	CP 8	CP 28	CP 28	48	289.2
CLOSER- PSALM 37											
291B	3		Music Starts	brighten lights on musicians, color shift one shade darker in cyc, downlight, and both templates	CP 31	CP 27	CP 8	CP 30	CP 31	49	291B
293	6/8 C 8		All: "FOR the steps of a good man"	Restore to cue 13	CP 28	CP 50	CP 29	CP 8	CP 31	49	293
303	6/8		All: "MAY the wind be behind you"	pull lighting downstage, brighten high sides and templates	CP 28	CP 28	CP 32	CP 33	CP 50	49	303
BOWS & POSTSHOW											
311B	3		Start of Bows	lights up, use cue 11 for base	CP 28	CP 27	CP 33	CP 5	CP 28	50	311B
313	6		Cast Turns to Walk Offstage	fade out fronts	CP 28	CP 27	CP 33	CP 5	CP 28	50	313
315B	8/10		Cast is 3/4 way offstage	house lights up	CP 31	CP 27	CP 8	CP 8	CP 28	50	315B