



JESUS CHRIST SUPERSTAR

Production Cue Sheet

Darren E. Levin, Lighting Designer
 Rylee Hickey/Catherine M. Pratt, ALD
 Patrick Cassidy, Director

Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
Preshow												
0.5B	5				works							0.5B
0.9B	5			prior to house open	blackout check							0.9B
1	5			prior to house open	House			CPII	CPII	CPII		1
3	5			clear from house management	House Half			CPII	CPII	CPII		3
5	5			w/ Curtain Speech	build specials center	CPII		CPII	CPII	CPII		5
7B	5			w/ Curtain Speech End	focus down to Jesus mural, rest blackout					CPII		7B
Act I												
<i>Overture</i>												
11	3			with painter entrance	build specials to painter and mural, build high side to platform					CPII		11
12	3			when girls appear at fence	build fence high side					CPII		12
13	2/4			with Judas enter SR	build special to judas DSR					CPII		13
14	2/4			with Mary enter SL	build high side to Mary DSL					CPII		14
15	2/4			with 2 girls entering/Mural	build high sides across girls entry path US					CPII		15
17	3/4			with guy with shirt enter	build rest of high sides across stage for entrance and crosses					CPII		17
19	8/2		1	with downbeat/guards enter	build stronger high side & low template				CPII	CPII	1	19
21	3/2		B-10	with downbeat	build additional light to priests				CPII	CPII	1	21
23	1/2		14	with shove to ground	prep for specials in next section	CPI2			CPII	CPII	1	23
25	0		C-15	with downbeat	special to action on platform; mural to red	CPI2				CPII	1	25
27	0		15	with beat 2	special to Mary DSL for action	CPI2				CPII	1	27
29	0		15	with beat 3	special to stairs for action	CPI2					1	29
31	0		20	with downbeat	special to Mary DSL for action	CPI2				CPII	1	31
33	0		20	with beat 2	special to action DSR with Judas	CPII					1	33
35	0		20	with beat 3	special to action SL on Mary & Priests	CPI2					1	35
37	2/3		D-24	with downbeat	open up stage, build low template				CPII		2	37





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38	4		E-29	with downbeat	mover search effect	CP12			CP11		2	38
38.3	4		F-35	with downbeat	open up scaffold, open up search effect	CP12	CP11		CP11		2	38.3
38.5	1		H-45	with downbeat	search effect build	CP12	CP11		CP11		2	38.5
38.9	6		I-49	with downbeat	build floor texture, pull in mover search	CP12	CP11		CP11		3	38.9
39	1		J-53	with downbeat	mover search pulls into center stage	CP12	CP11		CP11		3	39
41	1/4		L-71	with downbeat	Search lights fade, open up stage with amber tones		CP12			CP12	4	41
42	4		M-90	with downbeat	Open scaffold for Caiaphas and Pilate		CP12	CP12		CP12	5	42
43	0.5//2		98	with downbeat	build strong tempalte, pull out down light, buld specials USR				CP11	CP12	5	43
43.3	0.5//2		100	with downbeat	build specials to Mary MSL	CP11			CP11	CP12	5	43.3
43.5	0.5//2		102	with downbeat	build specials to Judas DSL	CP11			CP11	CP12	5	43.5
44	0.5//2		104	on Pilates entrance	build specials to Pilate Center of Scaffold				CP11	CP12	6	44
45	1.5/3		O-106	with downbeat	white light to Jesus, maintian amber tones in other angles, fade template angles	CP10		CP11	CP12	CP12	6	45
47B	1/16 C16		P-109	with downbeat	return to freeze, build strong template, pull back down light	CP13		CP13	CP11	CP12	6	47B
48	6		116	with Adam's cross downstage after Ahh's	Fade out Specials				CP11	CP12	6	48
Heaven On Their Minds												
61	2/4		1	with downbeat	pull back low side tempalte, build back neutral high sides to Judas DSR		CP12		CP11	CP12	8	61
63	4/8		12	Judas: "IF you strip..."	shift in templates to SR		CP12		CP11	CP12	9	63
65	1/8		15	Judas: "JESUS"	fade out SL templates		CP12		CP11	CP12	10	65
67	2/4		D-27	Judas: "LISTEN jesus..."	open to USR in template		CP11		CP11	CP12	11	67
69	2/4 F6 CB4		42	Judas: "I remember when..."	fade out DSR template		CP11		CP11	CP12	12	69





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
71	3/6		55	Judas: "...think you've LIED"	build back DSR template, build high sides SR		CPI1	CPI2	CPI1	CPI2	13	71
73	2/4		E-57	Judas: "NAzareth your famous..."	build template and high sides to CS		CPI1	CPI2	CPI1	CPI2	14	73
75	2/4		F-61	Judas: "LISTEN jesus do..."	color shift in template		CPI2	CPI2	CPI1	CPI2	14	75
77	3/6		76	Judas: "...if we go too FAR"	color shift in template		CPI1	CPI2	CPI1	CPI2	15	77
79	3/6		G-78	with downbeat	color shift in template down, open up high sides for Jesus and Chorus entrance		CPI1	CPI2	CPI1	CPI2	16	79
81	2/4		H-86	Judas: "Llsten jesus..."	restore template color, pull back low template intensity, add in UR platforms	CPI3	CPI2	CPI2	CPI1	CPI2	16	81
83	4/6		99	Judas: "...now its SOUR"	increase low templates, open up to CS in templates	CPI3	CPI2	CPI2	CPI1	CPI2	17	83
85	4 FCB8		103	Judas: "Llsten jesus..."	build template intensity, fade high side	CPI3	CPI2	CPI2	CPI1	CPI2	18	85
87	2/4		107	As Judas crosses down	open to DSR; color shift in low template	CPI3	CPI2	CPI2	CPI2	CPI2	18	87
89	2/4		114	Fermata	fade down light	CPI3		CPI2	CPI3	CPI2	18	89
91B	0		115	Bump	color hit	CPI2			CPI3	CPI2	18	91B
93	2/6			with drums	fade templates, color shift high sides, open to full stage			CPI2		CPI2	19	93
What's the Buzz												
101	2/4		1	Chorus: "WHATS the buzz..."	fade specials, fade template warm down light, warm light to set, build high side intenisty in warm tones, build front light			CPI2		CPI2	19	101
103	1/4		A-9	Jesus: "WHY should you..."	build focus to Jesus at stairs, pull back chorus front light slight			CPI2		CPI2	20	103
105	2/4		B-17	Jesus: "...today inSTEAD"	build additional chorus intensity			CPI2		CPI2	21	105
107	1/4		D-29	Jesus: "WHY should you..."	slow fade of chours front light			CPI2		CPI2	23	107
109	2/4		E-37	Chorus: "WHATS the buzz..."	build back front light, build additional light for cross			CPI2		CPI2	24	109





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
111	2/4		F-41	Mary: "LET me try to..."	build specials to Mary DSL, pull back extra areas of stage	CPI2		CPI2		CPI2	24	111
113	2/4 FC4		45	Jesus: "LET me try..."	build subtle down texture	CPI2	CPI1	CPI2		CPI2	25	113
115	2/4		G-49	Jesus: "MARY that is good..."	color shift in template and down light	CPI2	CPI2	CPI3		CPI2	25	115
117	3/6		H-57	Jesus: "...here and NOW"	build back front light to chorus, build additional template intensity, fade down specials		CPI2	CPI3		CPI2	26	117
119	5		65	Chorus: "WHATS the buzz..."	build back specials DSL	CPI2	CPI2	CPI3		CPI2	27	119
<i>Strange Thing, Mystifying</i>												
121	3/8 C8		I	Judas: "it seems to me..."	maintain specials at jesus and mary DSL, build specials to judas, remainder of stage more sculptural in template	CPI4	CPI4	CPI6		CPI4	29	121
123	2/4		16	Judas: "its not that I object..."	build additional low template and template intensity	CPI4	CPI4	CPI6	CPI4	CPI5	29	123
125	2/4		24	Judas: "...put us all aWAY"	color shift in template, fade low side template and specials		CPI4	CPI6		CPI5	30	125
127	2/4		C-29	Jesus: "IF your slate..."	color shift in template		CPI4	CPI6		CPI5	30	127
129	3/4		E-37	Jesus: "I'M amazed that..."	build low template		CPI4	CPI6	CPI5	CPI5	31	129
131	2/4 C4		40	pickup Chorus: "NO you're wrong..."	build specials and front light intensity	CPI4	CPI4	CPI6	CPI4	CPI5	31	131
133	2/4		H-49	Jesus: "not one not one..."	fade out specials		CPI4	CPI6	CPI4	CPI5	32	133
<i>Everything's Alright</i>												
141B	3/6		I	with downbeat	color shift in specials, fade down light; focus DSL; build lanterns	CPI4	CPI5		CPI7	CPI6	33	141B
143	2/4		A-5	Mary: "TRY not to get..."	build additional template intensity	CPI4	CPI5		CPI7	CPI6	33	143
145	2/4		17	Mary: "...about us toNIGHT"	build subtle high side to chorus	CPI4	CPI5		CPI7	CPI6	34	145
146	5		31	Apostles: "EVERYthing's alright"	lower high sides on chorus	CPI4	CPI5		CPI7	CPI6	35	146





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
147	1.5/3		C-33	Judas: "WOMAN your fine..."	build additional light to judas, color shift to cyan tones in tempalte	CPI4	CPI5		CP9	CP23	36	147
149	3/4 F6		D-43	Judas: "...are starving MATter..."	build stronger template intensity, build down light intensity	CPI4	CPI5	CP2	CP9	CP23	37	149
151	2/4 F8		E-51	Mary: TRY not to get..."	revert to lavender and blue tones in template and specials	CPI4	CPI5	CP2	CPI8	CPI6	37	151
153	2/4		F-65	Jesus: "SUREly you're not..."	build down light, color shift high sides	CPI4	CPI5	CP2	CPI8	CP23	38	153
155	3/4		75	Jesus: "...while you still see me"	color shift into blues	CPI4	CPI5	CP2	CP15	CP23	39	155
157	6/8		80	Jesus: "...when I'm GONE"	revert back to mary, revert back to lavender and blue tones	CPI4	CPI8	CP2	CPI8	CPI6	40	157
159	3/6 FC6		92	Mary: "CLOSE your eyes..."	color shift to blue tones in high side; fade out specials		CPI8	CP2	CP15	CPI6	41	159
161	6		I-101	Mary: "...close your EYES"	color shift to blues in low side template; fade down platform		CPI8	CP2	CP16	CPI6	43	161
162	8			chorus is about halfway offstage	Isolate down to Mary at CS	CPI5	CPI8		CP16	CP16	43	162
162.5	6		104	Mary: "TO night"	fade low template, pull more into center	CPI5				CP16	43	162.5
163B	0			bump	Color hit	CP5				CP16	43	163B
165B	4/2			Peak applause	fade to down template and walls					CP9	43	165B
<i>This Jesus Must Die</i>												
169	4			with bell tolls	build low template on platform; fade lanterns				CP23	CP9	44	169
171B	2/4		I	Annas: "GOOD caiaphas.."	build cyans and darker tones to wall, build cyan side tones, build cold tones into high side, neutral front light, focus stairs and scaffold; build flourscent lights					CP9	44	171B
173	4/8		B-14	Annas: "LISten to that..."	build subtle template intensity; open to DSR	CP21				CP9	45	173





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175	3/4		22	Priests: "...he is dangerOUS"	build additional high side intensity, build subtle template; open to fullstage	CP21			CP23	CP9	45	175	
177	2/4		31	Priest: "LOOK Caiaphas..."	introduce additional cold tones; focus stairs and SR platform	CP21			CP23	CP9	46	177	
179	2/4		F-36	Ann: "WHAT then to do..."	build additional template intensity; lower edges to pull focus into center	CP21			CP23	CP9	47	179	
180	2/4			with Caiphas cross to center	mover focus to center; fade down stairs and platform	CP21			CP23	CP9	49	180	
181	2/4		68	Priests: "...of one MAN"	color shift in high sides	CP21			CP23	CP9	50	181	
182	2/4		77	Caiaphas: FOOLS you have no..."	Add in Stairs	CP21			CP23	CP9	51	182	
183	2/4		86	on cross to scaffolding	add in scaffolding	CP21			CP23	CP9	52	183	
185B	2		93	Priests: "...jesus must DIE"	color shift on wall and in low template; pull to stairs and platform	CP21			CP9	CP23	53	185B	
<i>Hosanna</i>													
191	3/4		1	with downbeat	revert to warm tones in light, maintain priests in front light, build warm down light, build warm high side and neutral front light, fade out movers	CP11			CP12	CP9	CP12	54	191
192	5		5	Chorus: "HEY jc jc won't..."	fade out house aisles								
193	2/4		9	Crowd: "...hey superSTAR"	isolate to platform top and stairs; template front below				CP12	CP9	CP12	54	193
195	2/4		17	Caiaphas: "...should disperse"	build back front light to chorus, fade front template				CP12	CP9	CP12	55	195
197	2/4		25	Crowd: "...hey superSTAR"	pull back chorus front light slightly, build front template				CP12	CP9	CP12	56	197
199	2/4		33	Jesus: "...would start to SING"	build front light intensity to crowd				CP12	CP9	CP12	57	199
201	2/4		41	Crowd: "...hey superSTAR"	pull back chorus front light slightly				CP12	CP9	CP12	57	201





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203	4/6		49	Jesus: "...the quick the DEAD	build back chorus front light, fade front template, fade out scaffolding; build special template across stage	CP11	CP11	CP12	CP9	CP12	58	203
205	4 F6		E-50	Chorus: "HOsanna hey..."	sweep in movers, build low tempalte intensity	CP11	CP14	CP12	CP11	CP12	59	205
207	4 FCB6		57	Chorus: "hosanna hey superSTAR"	Color shift in specials and pull to center	CP17	CP14	CP12	CP11	CP12	59	207
209B	0		60	Bump	color hit to white; eye candy pars to white	CP10	CP11	CP12	CP10	CP12	59	209B
<i>Simon Zealotes/Poor Jerusalem</i>												
211	3/4		1	with downbeat	isolate front light to floor, pull back down template intensity and low side; fade specials			CP12		CP12	61	211
213	4		A-9	with downbeat	build down template intensity, fade out scaffold	CP10	CP12	CP12		CP12	61	213
215	4		17	with downbeat	build low side template, build 2, sweep in movers; build half of eye candy pars	CP10	CP12	CP12	CP11	CP12	61	215
216	4		19	with downbeat	build two, sweep in movers, add rest of eye candy pars	CP10	CP12	CP12	CP11	CP12	62	216
217	1/4 FC4		20	Pickup Chorus: "christ you know..."	build front light intensity, build movers in cross pattern, eye candy par color chase; template effect	CP10	CP12	CP12	CP11	CP12	62	217
219	4/6		29	Ensemble: "JEsus I am with you..."	subtle sweep in movers, fade template effect	CP10	CP12	CP12	CP11	CP12	63	219
220	8 FC4		31	Ensemble: "JEsus I am on..."	mover sweep	CP10	CP12	CP12	CP11	CP12	63	220
221	1/3		32	Ensemble: "...kiss me jeSUS"	fade out specials and eye candy pars		CP12	CP12	CP11	CP12	63	221
223	2/4		40	Simon: "...for so LONG"	build special templates, build subtle effect in eye candy pars	CP10	CP12	CP12	CP11	CP12	64	223





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224	4/6		44	Ensemble: "...tell me that im SAVED"	build template effects	CP10	CP12	CP12	CP11	CP12	64	224
225	4/6		48	Ensemble: "...tell me that im SAVED"	subtle sweep in movers	CP10	CP12	CP12	CP11	CP12	64	225
226	2/4		51	Ensemble: "JESUS I am on your side..."	Sweep in movers	CP10	CP12	CP12	CP11	CP12	65	226
227	1/3 F3		52	Ensemble: "...kiss me jeSUS"	fade out specials and eye candy pars		CP12	CP12	CP11	CP12	65	227
229	4		61	Simon: "KEEP them yelling..."	wall color shift		CP12	CP12	CP25	CP13	65	229
231	2/4 C6		F-69	Simon: "YOU'LL get the power..."	build down light in lavenders, build back par shimmer chase	CP11	CP12	CP19	CP18	CP13	66	231
233	6		88	Simon: "...forever a MEN"	sweep and effect in movers, color shift warm in template	CP11	CP12	CP19	CP18	CP13	68	233
235B	0		88	bump	bump in par color, bump in template and down color		CP11	CP19	CP10	CP13	68	235B
237	3/10 FC10		88	Jesus: "NEither..."	Color shift to cool tones		CP15	CP16	CP14	CP13	68	237
238	5		97	Jesus: UNDERstand what power is	pull focus to CS; fade down scaffolding		CP15	CP16	CP14	CP13	69	238
239	3/10 CB10		104	Jesus: "...understand at ALL"	pull back down template intensity; color shift; low lavenders on scaffold for Judas		CP15	Cp16		CP13	70	239
241	3/6		118	Jesus: "...have to DIE"	fade scaffolding, build specials at Jesus	CP11	CP15	CP16	CP16	CP13	71	241
251B	3/4		120	fermata	build template to pilate area, fade remainder of stage, bring in flourscent lights	CP15	CP2	CP23	CP16	CP16	71	251B
<i>Pilate's Dream</i>												
253	4/8 FCB12		A-3	Pilate: "I understand..."	build ut movers to fullstage with subtle rotation	CP15					72	253
255	4/6		17	Pilate: "and next the..."	pull movers to cs, color shift	CP14					73	255
257	8		C-24	Pilate: "then I saw..."	color shift	CP21					74	257
259B	3/1.5 CB3		29	Pilate: "...me the BLAME"	fade movers, fade to wall texture					CP2	74	259B





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<i>The Temple</i>												
261	3/5		1	with downbeat	build high sides and down template; low intensities		CP21			CP13	75	261
263	3/6		9	with downbeat	build front template		CP21			CP13	75	263
265	4/6		E-37	with crowd noises	build low side template, pull back down light, pull back font light		CP21		CP21	CP13	78	265
266	5		46	with downbeat	build in scaffold		CP21		CP21	CP13		
267	2/4		F-49	Chorus: ROLL up for my..."	pull back front light, pull back low side template,		CP21			CP13	80	267
268	0	1	G-55	Jesus: "MY temple should be.."	color, intensity and eye candy par hit		CP21			CP13	81	268
268.5	1			Autofollow	color and intensity hit out		CP21			CP13	81	268.5
269	0	1	56	Jesus: "BUT you have made..."	color, intensity and eye candy par hit		CP21			CP13	81	269
269.5	1			Autofollow	color and intensity hit out		CP21			CP13	81	269.5
270	0	1	57	Jesus: "GET out get out..."	color, intensity and eye candy par hit		CP21			CP13	81	270
270.5	1			Autofollow	color and intensity hit out		CP21			CP13	81	270.5
271	8		58	Jesus: "MY time is..."	isolate to jesus center, build template specials at center		CP23			CP23	81	271
273	3/6		67	Jesus: "...like thirty"	build low template, build front template, build specials cs	CP21	CP14		CP9	CP23	82	273
277	4/6		76	Lepers: "WILL you touch..."	build additional template intensity	CP21	CP14		CP9		83	277
279	4/6		84	Boy Lepers: "SEE your skin..."	build rotation into specials	CP21	CP14		CP23	CP13	84	279
281	4/6		87	All: "...of the poor poor MAN"	pull into center	CP21					85	281
283	4/6		K-104	Jesus: "there's TOO..."	color shift in specials	CP23					88	283
285	4/6		L-112	All: "WILL you touch..."	intensity build	CP23					90	285
287B	1		116	Jesus: "...heal yourSLEVES"	color shfit to blues, build down light, rotation freeze; build lanterns	CP14		CP2			90	287B
<i>Everything's Alright (Reprise)</i>												





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289	3/8		1	Mary: "TRY not to get...	isolate to Jesus and mary DSLC, pull back extra areas of stage, isolate with template		CPI5	CP2			92	289
291B	6		13	Mary: "...us toNIGHT"	build intensity in pars		CPI5	CP2			93	291B
<i>I Don't Know How to Love Him</i>												
292	10		B-25	anticipate cross	shift to DSR, build in specials, fade out templates	CPI5		CP2			95	292
293	8		35	Mary: "...just one MORE"	shift movers to CS to DSL	CPI5		CP2			95	293
295	10		D-45	Mary: "DON'T you think..."	shift movers to CS	CPI5		CP2			97	295
297	10		55	Mary: "...scares me SO"	movers open to fullstage; build in rotation	CPI5					98	297
299	2/4 F6		60	Mary: "I never thought..."	color shift in specials, pull to DCS; keep rotation	CPI7					98	299
301	4		63	Mary: "...to KNOW"	color shift in specials	CPI8					99	301
303	8		74	Mary: "...want to KNOW"	mover color shift	CP25					100	303
305B	4		77	Mary: "..love him SO"	color shift	CP26					100	305B
311B	4/6		77'	Cutoff	color shift and open stage for trio, build in mural and walls			CP16		CP16	100	311B
<i>Damned for all Time/Blood Money</i>												
315	3/6		12	Judas crosses to stairs	pull focus to stairs; build in down light; add in flourscent lights			CP2		CP16	101	315
317	2/4		B-21	with downbeat	open to fullstage, build in 4 specials for priests, add in eye candy pars	CPI4			CP9	CP9	102	317
319	2/4		40	Judas: "NOW if i..."	build intensity in low texture	CPI4			CP9	CP9	103	319
321	2/4		53	Judas: "JUST don't say..."	intensity build	CPI4			CP9	CP9	104	321
323	3/4		60	anticipate transition downstage	shift mover specials as priest move	CPI4			CP9	CP9	104	323
325	2/4		78	Judas: "dammed for all TIME"	fade out specials, bump up high sides for priest transition				CP9	CP9	105	325
327	2/4		F-85	anticipate priests hitting their trapezoid spot	build specials to priests	CPI4			CP9	CP9	106	327





JESUS CHRIST SUPERSTAR

Production Cue Sheet

Darren E. Levin, Lighting Designer
 Rylee Hickey/Catherine M. Pratt, ALD
 Patrick Cassidy, Director

Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
329	1		G-105	Annas takes step downstage out of spot	fade Annas special; build texture fronts	CP14			CP9	CP9	107	329
331	1		109	Caiaphas leave his spot towards center	fade Caiaphas special	CP14			CP9	CP9	107	331
333	1		113	Jennifer & Garris leave spot and move towards center	specials 3 & 4 fade				CP9	CP9	108	333
337	3		137	Caiaphas: "...fee nothing MORE"	pull focus to center				CP9	CP9	110	337
339	8		143	Judas: "...garden fo gethsemaNE"	fade down high sides, texture stage, fade out pars				CP15		111	339
340	5			Judas is at top of step	fade down to platform texture and mural				CP15		111	340
341B	4	4	156	as Judas turns in archway to exit	fade to dark, vertical cross beam pulse						111	341B
<342	2/2	4		autofollow	pulse vertical cross beam							<342
<343	2			Autofollow	fade out cross beam							<343
Intermission												
351	5			stage clear	House Up, intermission look				CP15	CP14		351
353	5			clear from house management	House Half				CP16	CP15		353
355	5			Audience settled	House out, fade to dark							355
Act 2												
<i>The Last Supper</i>												
361	4		154	with 2nd downbeat of music	build low side and wall templates; build lanterns				CP11	CP2	111	361
362	5		3	with downbeat	open up high sides and downlight across stage			CP11	CP11	CP2	112	362
363	5		6	with downbeat	build intensities			CP11	CP11	CP2	112	363
364	5		B-23	Jesus: "ALways hoped that..."	pull focus to center			CP11	CP11	CP2	113	364
365	4/8		37	Apostles: "...when we've DIED"	build additional specials to jesus, pull back low templates	CP12		CP11	CP11	CP2	114	365
366	4/8		41	with downbeat	small intensity build	CP12		CP11	CP11	CP2	115	366
367	2/8		58	Jesus: "...you eat and DRINK"	build high sides across stage, fade out specials, open up to fullstage			CP11	CP11	CP2	116	367





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
369	2/4		E-73	with apostles mutter	small front intensity build			CP11	CP11	CP2	117	369
371	2/4		80	pickup to Jesus: "peter will"	build in stairs			CP11	CP11	CP2	118	371
373	4/8		102	Jesus: "HURRY you fool..."	pull back stairs			CP11	CP11	CP2	119	373
375	2/4		F-110	Apostles: "LOOK at all my...."	front light build, color shift in high sides			CP17	CP11	CP2	120	375
377	4/6		117	Apostles: "...life is FINE"	pull back from DSR, color shift in down light and low template			CP17	CP17	CP2	121	377
379	2/4		127	Apostles: "...when we've DIED"	pull back front lights, color shift low template			CP17	CP15	CP2	121	379
381	1.5/3		I-142	Judas "EVry time i look..."	pull back front lights			CP17	CP15	CP2	123	381
383	4/6		148	Jusas: "OHHHHHH"	insensity build			CP17	CP15	CP2	124	383
385	6		153	end of phrase	open to scaffold, build front and down template		CP15	CP19	CP15	CP2	124	385
387	6		K-162	Apostles: "Always hoped..."	pull back scaffold, color shift low template		CP15	CP19	CP2	CP2	125	387
389	4/8 C8		169	Apostles: "...when we've DIED"	fade down light fade template to blues		CP2	CP19	CP2	CP2	126	389
391B	4		174	Jesus: "...peter john JAMES"	fade to template, fade lanterns		CP2		CP2	CP2	126	391B
Gethsemane												
401	4/6		I	with downbeat	build movers cs to Jesus	CP16			CP2	CP2	127	401
403	3/6 B8		B-15	Jesus: "THEN I was inspired..."	grow specials and build slow rotation	CP16			CP2	CP2	128	403
405	3/6 C6		26	Jesus: "...any other MAN"	color shift in specials	CP15			CP2	CP2	129	405
407	6		32	Jesus: "...nail me to their TREE"		CP15			CP2	CP2	129	407
409	3/6 CB8		E-41	Jesus: "WHY I should..."	special grow and color shift	CP22			CP2	CP2	130	409
411	3/6 FCB6		46	Jesus: "...matter anyMORE"	special shift upstage	CP22			CP2	CP2	130	411





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
413	6 FC6		G-55	Jesus: "if I die..."	mover shift back downstage	CP21			CP2	CP2	131	413
415	3/6		H-63	Jesus: "WHY should I..."	color shift	CP15			CP16	CP2	132	415
417	4/6		71	Jesus: "SHOW me there's..."	color shift in side template	CP15			CP19	CP2	133	417
419	2/3		74	Jesus: "...not so hot on WHY"	color shifts, pull back low template intensity	CP16			CP16	CP2	133	419
421	3/6 C6		82	Jesus: "...see how I DIE"	color shifts, fade rotation	CP2			CP2	CP2	134	421
423	4/6		94	with downbeat	fade down movers and low template	CP2			CP2	CP2	135	423
425	3/6		108	Jesus: "I didn't start it..."	build mover rotation	CP2			CP2	CP2	136	425
427	4/8 FCB8		123	Jesus: "...change my MIND"	color shift in specials and grow out	CP5			CP2	CP2	137	427
429B	0		125	Bump	color hit in specials, fade out low template	CP2				CP2	137	429B
431	3/6		126	with downbeat	build cold high side, and low template, pull back specilas				CP11	CP2	138	431
441B	5/8		130	Jesus: "...with a KISS"	build back front light, shift to fullstage			CP12		CP17	138	441B
<i>The Arrest</i>												
443	3/6		13	Jesus: "PUT away your..."	build down template to low intensity, pull back from SL		CP14	CP12	CP11	CP12	140	443
445	4/6		21	Jesus: "...from now ON"	color shift in template to warm tones, build SL		CP11	CP12	CP11	CP12	141	445
447	3/4		29	Crowd: "for the jewish DREAM"	color shift in high sides		CP11	CP12	CP11	CP12	142	447
448	5		38	Crowd: "TELL me Christ how..."	Pull to SR		CP11	CP12	CP11	CP12	143	448
449	4/6		42	Crowd: COME with us..."	color shift		CP11	CP12	CP11	CP12	143	449
451	3/6		D-46	Ensemble: "NOW we have him..."	front light intensity increase		CP11	CP12	CP11	CP12	144	451
453	3/6		51	Ensemble: "...have got him NOW"	shift to cool tones for Caiaphas location, add flourscent and eye candy pars		CP21	CP9	CP11	CP21	144	453





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
455	2/6		55	with downbeat	add in USR		CP21	CP9	CP11	CP21	145	455
457	7/4		66	Ensemble: "NOW we have him..."	front light intensity increase		CP21	CP9	CP11	CP21	146	457
459	4/8 F8		F-70	Ensemble: "TAKE him to pilate..."	build low templates		CP21	CP9	CP11	CP21	147	459
461	4/6 F6		74	Ensemble: "...him to pilate"	pull back front intensity slightly		CP21	CP9	CP11	CP21	148	461
463B	3/6		77	Bump	fade out fronts, color shift high sides, down, and templates		CP14	CP16		CP14	148	463B
<i>Peter's Denial</i>												
471	2/4		16	Peter: "...never near the PLACE"	build down lights, color shift templates, pull focus DS		CP11	CP16		CP14	150	471
473	3/6		25	Peter: "I don't know HIM"	isolate to Mary and Peter, CS-SL build natural high side		CP11	CP16		CP14	151	473
<i>Pilate and Christ / Herod's Song</i>												
481B	3/6		1	with downbeat	build strong low template across stage in cool tones, build movers across stage, build flourscents	CP14	CP18	CP2	CP5	CP22	152	481B
483	4/5		B-14	with downbeat	fade down SR	CP21	CP18	CP2		CP22	153	483
485	6/8		23	Pilate: "OH so this..."	open up templates & specials to SR	CP21	CP18	CP2		CP22	154	485
487	3/6		31	Jesus: "...that's what you SAY"	color shifts in specials and templates	CP14	CP14	CP2		CP22	155	487
489	2/4		47	pickup to Crowd: "HO sanna..."	fade out specials and templates, build front templates, build up high sides			CP2		CP22	156	489
491	2/4		55	Jesus crosses CS	build in templates and low templates, color shifts in high sides, down light, and walls		CP21	CP9	CP14	CP23	157	491
493	2		G-58	Herod: "JESUS I am overjoyed..."	specials at CS on Herod	CP17		CP9	CP14	CP5	158	493
495	2/6		66	Herod: "SO you are the christ..."	mover sweep to DSL, build in rotation	CP17		CP9	CP14	CP18	159	495
496	8		74	Harold: "...WINE, that;s all you need..."	mover sweep to fullstage	CP17		CP9	CP14	CP18		





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
497	4/8 FC8		83	Herod: "JESUS you just won't..."	high sides and downlight color shift	CP17	CP21	CP2	CP14	CP18	160	497
499	2/4		91	Herod: "SO you are the christ..."	high side intensity and color shift, increase mover rotation, eye candy intensity effect	CP17	CP21	CP2	CP14	CP23	161	499
501	8		106	Herod: "...king of the JEWS"	mover sweep, color shift in high sides	CP17	CP21	CP8	CP14	CP18	162	501
503	2/4		116	downbeat second ending	pull into center, eye candy pars effect stop	CP17	CP21	CP2	CP14	CP18	163	503
505	2/4		126	Herod: "SO you are the christ..."	open to fullstage, eye candy par intensity effect, color shift in specials and down light	CP11	CP17	CP9	CP14	CP18	164	505
507	0		133	Herod: "YOU can do it..."	eye candy par effect stop	CP11	CP17	CP9	CP14	CP18	165	507
509	1		134	Herod: "...on your head OR.."	effects restore	CP11	CP17	CP9	CP14	CP18	165	509
511	0		141	Herod: "...king of the JEWS"	Hold effects	CP11	CP17	CP2	CP10	CP2	165	511
511.5	4		142	with downbeat	sweep in movers	CP11	CP17	CP2	CP10	CP2	165	511.5
512	4		142	Herod: "hey AREN'T..."	sweep in movers	CP11	CP17	CP2	CP10	CP2	165	512
512.5	4		142	Herod: "YOU scared of me..."	sweep in movers	CP11	CP17	CP2	CP10	CP2	165	512.5
513	4/8		M-143	Herod: "...arent you SACRED..."	sweep in movers, slower effects	CP11	CP17	CP2	CP5	CP7	165	513
515	6		151	Herod: "TAKE him away..."	speed up effects	CP11	CP17	CP9	CP5	CP9	166	515
517	4		157	Herod: "GET out..."	sweep in half movers	CP11	CP17	CP2	CP14	CP9	166	517
519	8		161	Herod: "...king of the JEWS"	sweep in movers to center and color shift	CP14	CP14	CP2	CP14	CP9	167	519
521B	1/3		168	Bump	color hit, fade movers			CP5	CP14	CP18	167	521B
<i>Could We Start Again Please</i>												
531	4		1	Mary center on scaffold	fade down to scaffold and stairs, shift to blues			CP2		CP16	168	531
532	5		A-3	Mary: "IVE been living..."	fade down to stairs			CP2		CP16		
533	8		B-11	Mary: "IVE been very hopeful..."	increase stairs, add low templates			CP2	CP18	CP16	169	533
535	3/4 F6		18	Group 2: "...start again PLEASE"	build in high sides for Peter, build in template		CP15	CP2	CP18	CP16	170	535
537	2/4		26	Group 3: "...start again PLEASE"	pull into center		CP15	CP2	CP18	CP16	171	537
539	4		35	Peter: "I think you've made..."	add in specails at center	CP14	CP14	CP2	CP18	CP16	172	539





JESUS CHRIST SUPERSTAR

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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
541	4 F15		40	Peter: "...out to call a HALT"	pull in specials to cs, slow rotation	CPI4	CPI5	CP2	CPI8	CPI6	173	541
545	4		46	with fermata	fade to low templates				CPI8	CPI6	174	545
547	4/2		46	after embrace	fade to walls					CPI6	174	547
<i>Judas's Death</i>												
551	2/4		1	with downbeat	build specials for priests, build walls and low templates	CPI3			CP12	CPI3	175	551
555	2/5		22	pickup to Annas: "cut the confessions..."	fade ds specials, build additional templates ds, build high sides and template fronts	CPI3			CP12	CPI3	176	555
559	3/4		39	Judas: "CHRIST I know..."	build special templates	CPI3			CP12	CPI3	177	559
563	/3		55	Judas: "...slime and the MUD"	fade outside special templates, color shift in high sides and low template	CPI5			CPI5	CPI5	178	563
564	8		56	as Annas turns to leave	pull in specials, fade high sides and scaffolding	CPI5			CPI5	CPI5	178	564
565	4		91	Judas: "all the time. GOD"	build in mover shift upstage	CPI5			CP15	CPI5	182	565
566	4		98	Judas: your CRIME, your foul...." (with cross upstage)	fade out specials, open to stairs				CP15	CPI5		566
567	4/6		F-102	Judas: "YOU have murdered..."	pull down to stairs and top platform				CP15	CPI5	182	567
568	0		107	Judas: "murdered ME" (3rd one)	eye candy par and wall flash					CPI	183	568
569	6		112	Chorus: "SO long Judas..." (1st time)	wall color shift					CPI6	183	569
571B	3	2	116	Judas hits up right before SL exit	fade to black						183	571B
<572	1			autofollow	cross pulse x1							
<i>Trial by Pilate / 39 Lashes</i>												
580	2		1	with downbeat of pre music	build high sides and templates, build in flourscents and eye candy pars		CPI4			CPI6		580
581	3/6		1	with downbeat of song	build in front template and down light, build in scaffolding		CPI4	CP2		CPI6	184	581





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
582	2/4		14	Annas/Caiaphas: "...you have to DO"	build in front light, pull back front template, color shift on walls		CPI4	CP2		CP23	185	582
583	0	.25	15	Pilate: "talk to me.."	template and eye candy par hit	CPI4	CPI4	CP2	CP14	CP23	185	583
>584	0.5			autofollow	hit out	CP2	CP2	CP2		CP23	185	>584
585	0	.25	16	Pilate: "you have been..."	template and eye candy par hit	CPI4	CPI4	CP2	CP14	CP23	185	585
>586	0.5			autofollow	hit out	CP2	CP2	CP2		CP23	185	>586
587	0	.25	17	Pilate: "manacled beaten..."	template and eye candy par hit	CPI4	CPI4	CP2	CP14	CP23	185	587
>588	0.5			autofollow	hit out	CP2	CP2	CP2		CP23	185	>588
589	0	.25	20	Pilate: "listen kin..."	template and eye candy par hit	CPI4	CPI4	CP2	CP14	CP23	185	589
>590	0.5			autofollow	hit out	CP2	CP2	CP2		CP23	185	>590
591	0	.25	21	Pilate: "where is your..."	template and eye candy par hit	CPI4	CPI4	CP2	CP14	CP23	186	
>592	0.5			autofollow	hit out	CP2	CP2	CP2		CP23	186	>592
593	0	.25	22	Pilate: "Llook at me..."	template and eye candy par hit	CPI4	CPI4	CP2	CP14	CP23	186	593
>594	0.5			autofollow	hit out	CP2	CP2	CP2		CP23	186	>594
595	3/5 FB6		24	Jesus: "I have to got..."	pull back edges of scaffold, build specials on Jesus center	CP2	CP2	CP2		CP23	186	595
597	2/4		65	Pilate: "TALK to me.."	color shift in template, walls, and eye candy pars	CP2	CPI5	CP2		CP2	191	597
599	0	.25	68	Pilate: "look at your..."	template and eye candy par hit	CPI5	CPI4	CP2	CP14	CP2	191	599
>600	0.5			autofollow	hit fade	CP2	CPI5	CP2		CP2	191	>600
601	0	.25	69	Pilate: "...ill agree..."	template and eye candy par hit	CPI5	CPI4	CP2	CP14	CP2	191	601
>602	0.5			autofollow	hit fade	CP2	CPI5	CP2		CP2	191	>602
603	0	.25	70	Pilate: "...ought to be..."	template and eye candy par hit	CPI5	CPI4	CP2	CP14	CP2	191	603
>604	0.5			autofollow	hit fade	CP2	CPI5	CP2		CP2	191	>604
605	0	.25	72	Pilate: "...hes like a sad..."	template and eye candy par hit	CPI5	CPI4	CP2	CP14	CP2	191	605
>606	0.5			autofollow	hit fade	CP2	CPI5	CP2		CP2	191	>606
607	0	.25	73	Pilate: "...not a king..."	template and eye candy par hit	CPI5	CPI4	CP2	CP14	CP2	191	607
>608	0.5			autofollow	hit fade	CP2	CPI5	CP2		CP2	191	>608
609	0	.25	74	Pilate: "...not a thief	template and eye candy par hit	CPI5	CPI4	CP2	CP14	CP2	191	609





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
>610	0.5			autofollow	hit fade	CP2	CP15	CP2		CP2	191	>610
613	2/6		79	Crowd: "CRUcify hiim..."	build in low templates	CP2	CP15	CP2	CP15	CP2	192	613
615	3/4		88	Pilate: "...I find no..."	pull back front light on crowd	CP2	CP15	CP2	CP15	CP2	193	615
617	4/6 F6		96	Plate: "...shall flog HIM"	build low template; pull back front lights, mover shift to center	CP2	CP15	CP2	CP14	CP2	194	617
619	0	.25	115	with lash one	specials and eye candy par hits; pull back fronts and high sides	CP15	CP15	CP2	CP14	CP2	195	619
>620	0.75			autofollow	hit out	CP2	CP15	CP2	CP14	CP2	195	>620
621	0	0.25	116	with lash 2	specials and eye candy par hits	CP14	CP15	CP2	CP14	CP2	195	621
>622	0.75			autofollow	hit out	CP2	CP15	CP2	CP14	CP2	195	>622
623	0	0.25	117	with lash 3	specials and eye candy par hits	CP14	CP15	CP2	CP14	CP2	195	623
>624	0.75			autofollow	hit out	CP2	CP15	CP2	CP14	CP2	195	>624
625	0	0.25	118	with lash 4	specials and eye candy par hits	CP14	CP15	CP2	CP14	CP2	196	625
>626	0.75			autofollow	hit out	CP2	CP15	CP2	CP14	CP2	196	>626
627	0	0.25	119	with lash 5	specials and eye candy par hits	CP14	CP15	CP2	CP14	CP2	196	627
>628	0.75			autofollow	hit out	CP2	CP15	CP2	CP14	CP2	196	>628
629	0	0.25	120	with lash 6	specials and eye candy par hits	CP14	CP15	CP2	CP14	CP2	196	629
>630	0.75			autofollow	hit out	CP2	CP15	CP2	CP14	CP2	196	>630
631	0	0.25	121	with lash 7	specials and eye candy par hits	CP14	CP15	CP2	CP14	CP2	196	631
>632	0.75			autofollow	hit out	CP2	CP15	CP2	CP14	CP2	196	>632
633	0	0.25	122	with lash 8	specials and eye candy par hits	CP14	CP15	CP2	CP14	CP2	196	633
>634	0.75			autofollow	hit out	CP2	CP15	CP2	CP14	CP2	196	>634
635	0	0.25	123	with lash 9	specials and eye candy par hits	CP14	CP15	CP2	CP14	CP2	196	635
>636	0.75			autofollow	hit out	CP2	CP15	CP2	CP14	CP2	196	>636
637	0	0.25	124	with lash 10	specials and eye candy par hits	CP17	CP15	CP2	CP17	CP2	196	637
>638	0.75			autofollow	hit out	CP5	CP17	CP2	CP17	CP2	196	>638
639	0	0.25	125	with lash 11	specials and eye candy par hits	CP17	CP17	CP2	CP17	CP2	196	639
>640	0.75			autofollow	hit out	CP5	CP17	CP2	CP17	CP2	196	>640
641	0	0.25	126	with lash 12	specials and eye candy par hits	CP17	CP17	CP2	CP17	CP2	196	641





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue	
>642	0.75				autofollow	hit out	CP5	CP17	CP2	CP17	CP2	196	>642
643	0	0.25	127	with lash 13	specials and eye candy par hits		CP17	CP17	CP2	CP17	CP2	196	643
>644	0.75				autofollow	hit out	CP5	CP17	CP2	CP17	CP2	196	>644
645	0	0.25	128	with lash 14	specials and eye candy par hits		CP17	CP17	CP2	CP17	CP2	196	645
>646	0.75				autofollow	hit out	CP5	CP17	CP2	CP17	CP2	196	>646
647	0	0.25	129	with lash 15	specials and eye candy par hits		CP17	CP17	CP2	CP17	CP2	196	647
>648	0.75				autofollow	hit out	CP5	CP17	CP2	CP17	CP2	196	>648
649	0	0.25	130	with lash 16	specials and eye candy par hits		CP17	CP17	CP2	CP17	CP2	197	649
>650	0.75				autofollow	hit out	CP5	CP17	CP2	CP17	CP2	197	>650
651	0	0.25	131	with lash 17	specials and eye candy par hits		CP17	CP17	CP2	CP17	CP2	197	651
>652	0.75				autofollow	hit out	CP5	CP17	CP2	CP17	CP2	197	>652
653	0	0.25	132	with lash 18	specials and eye candy par hits		CP17	CP17	CP2	CP17	CP2	197	653
>654	0.75				autofollow	hit out	CP5	CP17	CP2	CP17	CP2	197	>654
655	0	0.25	133	with lash 19	specials and eye candy par hits		CP10	CP17	CP2	CP17	CP2	197	655
>656	0.75				autofollow	hit out	CP1	CP1	CP2	CP1	CP2	197	>656
657	0	0.25	134	with lash 20	specials and eye candy par hits		CP10	CP1	CP2	CP15	CP2	197	657
>658	0.75				autofollow	hit out	CP1	CP1	CP2	CP15	CP2	197	>658
659	0	0.25	135	with lash 21	specials and eye candy par hits		CP10	CP1	CP2	CP15	CP2	197	659
>660	0.75				autofollow	hit out	CP1	CP1	CP2	CP15	CP2	197	>660
661	0	0.25	136	with lash 22	specials and eye candy par hits		CP10	CP1	CP2	CP15	CP2	197	661
>662	0.75				autofollow	hit out	CP1	CP1	CP2	CP15	CP2	197	>662
663	0	0.25	137	with lash 23	specials and eye candy par hits		CP10	CP1	CP2	CP15	CP2	197	663
>664	0.75				autofollow	hit out	CP1	CP1	CP2	CP15	CP2	197	>664
665	0	0.25	138	with lash 24	specials and eye candy par hits		CP10	CP1	CP2	CP15	CP2	197	665
>665.5	0.75				autofollow	hit out	CP1	CP1	CP2	CP15	CP2	197	>665.5
667	0	0.25	139	with lash 25	specials and eye candy par hits		CP10	CP1	CP2	CP15	CP2	197	667
>668	0.75				autofollow	hit out	CP1	CP1	CP2	CP15	CP2	197	>668
669	0	0.25	140	with lash 26	specials and eye candy par hits		CP10	CP1	CP2	CP15	CP2	197	669
>670	0.75				autofollow	hit out	CP1	CP1	CP2	CP15	CP2	197	>670





JESUS CHRIST SUPERSTAR

Production Cue Sheet

Darren E. Levin, Lighting Designer
 Rylee Hickey/Catherine M. Pratt, ALD
 Patrick Cassidy, Director

Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
671	0	0.25	141	with lash 27	specials and eye candy par hits	CP10	CP1	CP2	CP15	CP2	197	671
>672	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	197	>672
673	0	0.25	142	with lash 28	specials and eye candy par hits	CP10	CP1	CP2	CP15	CP2	198	673
>674	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>674
675	0	0.25	143	with lash 29	specials and eye candy par hits	CP10	CP1	CP2	CP15	CP2	198	675
>676	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>676
677	0	0.25	144	with lash 30	specials and eye candy par hits	CP10	CP1	CP2	CP15	CP2	198	677
>678	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>678
679	0	0.25	145	with lash 31	specials and eye candy par hits	CP10	CP1	CP2	CP10	CP2	198	679
>680	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>680
681	0	0.25	146	with lash 32	specials and eye candy par hits	CP10	CP1	CP2	CP10	CP2	198	681
>682	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>682
683	0	0.25	147	with lash 33	specials and eye candy par hits	CP10	CP1	CP2	CP10	CP2	198	683
>684	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>684
685	0	0.25	148	with lash 34	specials and eye candy par hits	CP10	CP1	CP2	CP15	CP2	198	685
>686	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>686
687	0	0.25	149	with lash 35	specials and eye candy par hits	CP10	CP1	CP2	CP10	CP2	198	687
>688	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>688
689	0	0.25	150	with lash 36	specials and eye candy par hits	CP10	CP1	CP2	CP10	CP2	198	689
>690	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>690
691	0	0.25	151	with lash 37	specials and eye candy par hits	CP10	CP1	CP2	CP10	CP2	198	691
>692	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>692
693	0	0.25	152	with lash 38	specials and eye candy par hits	CP10	CP1	CP2	CP10	CP2	198	693
>694	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>694
695	0	0.25	153	with lash 39	specials and eye candy par hits	CP10	CP1	CP2	CP10	CP2	198	695
>696	0.75			autofollow	hit out	CP1	CP1	CP2	CP15	CP2	198	>696
697	2/4		155	Pilate: "WHERE are you from..."	increase front tempalte and scaffold front light; color shift in high sides, template	CP15	CP16	CP2		CP2	199	697
699	0	0.25	168	Jesus: "you have nothing..."	template and color hit	CP15	CP14	CP2	CP14	CP2	200	699





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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
>700	0.5				autofollow	hit out	CP15	CP15	CP2	CP2	200	>700
701	0	0.25	169	Jesus: "...any power..."	template and color hit	CP15	CP14	CP2	CP14	CP2	200	701
>702	0.5				autofollow	hit out	CP15	CP15	CP2	CP2	200	>702
703	0	0.25	170	Jesus: "...comes to you...."	template and color hit	CP15	CP14	CP2	CP14	CP2	200	703
>704	0.5				autofollow	hit out	CP15	CP15	CP2	CP2	200	>704
705	0	0.25	173	Pilate: "youre a fool..."	template and color hit	CP15	CP14	CP2	CP14	CP2	200	705
>706	0.5				autofollow	hit out	CP15	CP15	CP2	CP2	200	>706
707	0	0.25	174	Pilate: "...how can I help..."	template and color hit	CP15	CP14	CP2	CP14	CP2	200	707
>708	0.5				autofollow	hit out	CP15	CP15	CP2	CP2	200	>708
709	0	0.25	175	Crowd: "PILATEcrucify him..."	template and color hit	CP15	CP14	CP2	CP14	CP2	200	709
>710	0.5				autofollow	hit out	CP15	CP15	CP2	CP2	200	>710
710.5	4		X-196	Crowd: "CAEsar you'll be demoted..."	build out house aisle lighting, fade down high sides	CP15	CP15	CP2		CP2	202	710.5
711	0	0.5	Y-200	Pilate: "DON'T let me..."	eye candy par and template hit	CP15	CP15	CP2		CP2	203	711
>711.5	1				autofollow	hit and intenisty fade	CP15	CP15	CP2	CP2	203	>711.5
712	0	0.5	201	with downbeat	eye candy par and template hit	CP15	CP15	CP2		CP2	203	712
>712.5	1				autofollow	hit and intenisty fade	CP15	CP15	CP2	CP2	203	>712.5
713B	0	0.5	202	with downbeat	eye candy par and template hit	CP15	CP15	CP2		CP2	203	713B
>713.5	1				autofollow	hit and intenisty fade	CP15	CP15	CP2	CP2	203	>713.5
714	0	0.5	203	with downbeat	eye candy par and template hit	CP15	CP15	CP2		CP2	203	714
>714.5	1				autofollow	hit and intenisty fade	CP15	CP15	CP2	CP2	203	>714.5
715	0	0.5	204	with downbeat	eye candy par and template hit	CP15	CP15	CP2		CP2	203	715
>715.5	1				autofollow	hit and intenisty fade	CP15	CP15	CP2	CP2	203	>715.5
716	0	0.5	205	with downbeat	eye candy par and template hit	CP15	CP15	CP2		CP2	203	716
>716.5	1	0.5			autofollow	hit and intenisty fade	CP15	CP15	CP2	CP2	203	>716.5
717	0	0.5	206		eye candy par and template hit	CP15	CP15	CP2		CP2	203	717
>717.5	0.5				autofollow	hit and intenisty fade	CP15	CP15	CP2	CP2	203	>717.5
718	0	0.5	207		eye candy par and template hit	CP15	CP15	CP2		CP2	203	718
>718.5	1	0.5			autofollow	hit and intenisty fade	CP15	CP15	CP2	CP2	203	>718.5





JESUS CHRIST SUPERSTAR

Production Cue Sheet

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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
<i>Superstar</i>												
721	0 F6	0.5	1	with downbeat	color shift in specials and template to white, eye candy par color hit to white, specials sweep out	CP10	CP10	CP2	CP2	CP2	204	721
>721.1	1.5			autofollow	color to blues	CP15	CP15	CP2	CP2	CP2	204	>721.1
721.5	0	0.5	2	with downbeat	color hit to white	CP10	CP10	CP2	CP2	CP2	204	721.5
>721.6	1.5			autofollow	color to blues	CP15	CP15	CP2	CP2	CP2	204	>721.6
722	0	0.5	3	with downbeat	color hit to white	CP10	CP10	CP2	CP2	CP2	204	722
>722.5	1.5			autofollow	color to blues	CP15	CP15	CP2	CP2	CP2	204	>722.5
723	0 F6	0.5	5	with downbeat	hit to white, sweep in movers	CP10	CP10	CP2	CP10	CP2	204	723
>723.1	1			autofollow	color to lavender	CP25	CP18	CP5	CP2	CP5	204	>723.1
723.5	0 F6	0.5	6	with downbeat	hit to white, sweep in movers	CP10	CP10	CP2	CP10	CP2	204	723.5
>723.6	1			autofollow	color to lavender	CP11	CP15	CP5	CP2	CP2	204	>723.6
724	0 F6	0.5	7	with down beat	hit to white, sweep in movers	CP10	CP10	CP2	CP10	CP2	204	724
>724.5	2			autofollow	color to lavender	CP11	CP15	CP5	CP2	CP2	204	>724.5
725B	2/6 F6		8	pickup to Judas: "Evry time I look..."	Color shift in template and movers, intensity chase in down template and movers; eye candy par color chase	CP14	CP14	CP2	CP14	CP2	204	725B
727	4/8 F8		C-17	Judas: "IF youd come..."	color shift in movers and templates, mover sweep	CP17	CP17	CP5	CP17	CP2	205	727
729	4/8 F8		20	Judas: "...had no mass COMMunication..."	color shift in high sides	CP17	CP17	CP2	CP17	CP2	206	729
731	0		E-29	Angles: "JESus christ..."	effects out, Color hit to blue in down template	CP2	CP2	CP2	CP2	CP2	207	731





JESUS CHRIST SUPERSTAR

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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
733	2		F-33	Angles: "JESus christ..."	color shift brighter in low side template; color switch in high sides	CP5	CP5	CP2	CP5	CP2	207	733
735	2/6 F6		G-37	Angles: "JESus christ..."	Sweep in movers, color shfit in tempalate; intensity effect in movers and eye candy pars	CP10	CP2	CP2	CP2	CP2	208	735
737	2/6 F6		H-41	Angles: "JESus christ..."	mover sweep	CP10	CP2	CP2	CP2	CP2	208	737
739	0	0.5	45	with downbeat	color hit white in eye candy pars and movers	CP10	CP2	CP8	CP10	CP2	208	739
>739.1				autofollow	color fade	CP16	CP2	CP8	CP2	CP2	208	>739.1
739.3	0	0.5	46	with downbeat	color hit white in eye candy pars and movers	CP10	CP2	CP1	CP10	CP2	208	739.3
>739.4				autofollow	color fade	CP16	CP2	CP1	CP2	CP2	208	>739.4
739.5	0	0.5	47	with downbeat	color hit white in eye candy pars and movers	CP10	CP2	CP5	CP10	CP2	208	739.5
>739.6				autofollow	color fade	CP16	CP2	CP5	CP5	CP2	208	>739.6
739.7	0 F6	0.5	48	with downbeat	color hit white in eye candy pars and movers; mover sweep	CP10	CP2	CP8	CP10	CP2	208	739.7
>739.8				autofollow	color fade	CP16	CP2	CP8	CP5	CP2	208	>739.8
741	2/4		49	Judas: "TELL me what..."	intensity effects in movers; color effects in template and eye candy pars, color shift in down light and low template	CP17	CP14	CP2	CP14	CP2	209	741
743	2/4 F8		J-57	Judas: "DID you mean to die..."	Sweep in movers	CP17	CP14	CP2	CP14	CP2	209	743
745	2/4 F8		60	Judas: "...be a record BREAKER"	Sweep in movers again	CP17	CP14	CP2	CP14	CP2	210	745
747	0		L-69	Angles: "JESus christ..."	color shift in movers, templates, down light and low templates, all effects stop	CP5	CP15	CP5	CP2	CP2	211	747





JESUS CHRIST SUPERSTAR

Production Cue Sheet

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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
749	2/6 F6		73	Angles: "JESus christ..."	build front template	CP5	CP5	CP5	CP5	CP5	211	749
751	2/6 F12		77	Angles: "JESus christ..."	mover sweep, eye candy par color chase, color shift in template and low templates	CPI4	CPI5	CP5	CPI5	CP5	211	751
753	2/6 F12		81	Angles: "JESus christ..."	mover sweep and intensity effect, intensity effect in templates, color shift in down light, low template and walls	CPI4	CPI7	CP2	CPI7	CP2	212	753
755	2/6 F12		N-85	Angles: "JESus christ..."	mover circle effect	CPI4	CPI4	CP2	CPI4	CP2	213	755
757	2/6 F6		O-93	Angles: "JESus christ..."	mover color effect, continue circle effect	CPI0	CPI4	CP5	CPI4	CP2	214	757
757.5	4		N-85	Angles: "JESus christ..."	mover direction shift	CPI0	CPI4	CP2	CPI4	CP2	213	757.5
757.9	5		O-93	Angles: "JESus christ..."	mover direction shift	CPI0	CPI4	CP2	CPI4	CP2	214	757.9
758	2/4		100	Judas: "...know ON"	stop all effects	CPI0	CPI4	CP5	CPI4	CP2	215	758
759	0 F4		103	Hold	mover shift, shimmer effects in movers, eye candy pars, and templates	CPI0	CPI0	CP5	CPI4	CP2	215	759
761B	0		103	Bump	Color and intenisty hit, hit cross to white; specials on Jesus	CP10	CP10	CP5	CP14	CP2	215	761B
<i>Cruxifixion</i>												
771	1/2		1	with downbeat	fade to low template and down light; build low light on scaffold	CPI7		CP2	CP23	CP2	216	771
777	8		B-8	anticipation of Mary entering	build in templates across stage	CPI7	CPI4	CP2	CPI4	CP2	217	777
779	4/6		10	3rd person enters stage (after Peter)	build front template across stage	CPI7	CPI4	CP2	CPI4	CP2	217	779
781	3/6		208	Jesus: "FATHER into your hands..."	build down template	CPI7	CPI4	CP2	CPI4	CP2	234	781
783B	6		210	Jesus dies	fade out Jesus specials, down template color shift, fade out eye candy pars		CP16	CP2	CP14	CP2	235	783B
<i>John 19:41</i>												





JESUS CHRIST SUPERSTAR

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Cue	Time	Fw	M	Call	Composition	Sp	Temp	Dn	LTmp	Wall	Page	Cue
791	4/6		1	with downbeat	build high sides low intensity, color shift in template and down light		CP2	CP2	CP14	CP2	236	791
793	4/6 C12		4	cross to clump to take Jesus down	fade front template, color shift in down template		CP10	CP2	CP14	CP2	237	793
795	4		9	start of procession turn ds	fade out scaffold, isolate to stage floor		CP10	CP2		CP2	237	795
796	2/10 FC10		19	Judas enters	fade down to low template				CP15	CP2		
797	4		27	Judas looks upstage at cross	fade out walls, build cross				CP15		237	797
799B	4		29	Judas turns towards offstage	build white across stage, eye candy pars in white	CP10	CP10		CP10		237	799B
>801	4				mover sweep to center; fade out eye candy pars	CP10	CP10				237	>801
803	1			Judas turns head to audience	fade to black						237	803
Bows												
<i>Curtain Calls - A</i>												
811	3			with girls entering for pows	build front light, high sides, and down light for ensemble bows, build eye candy pars to lavender			CP5			237	811
813	3/6			with Harold's entrance	build movers CS	CP10		CP5			237	813
815	4			company shifts for company bow	mover sweep, brighten stage, add low templates	CP10		CP5	CP10		237	815
819	5/2			cast turn to exit	fade down fronts and high sides, build post show look in down light, low template, and walls			CP5	CP11	CP5	237	819
				shortly after	House fader up						237	0

