

LIGHTING

ACT ONE

Scene One:

- 3 Pg 4: cue - A STREET OFF BROADWAY will appear on the video screen.
DSR spot on Benny, Rusty and Nicely, they sing song in this spot.
- 4 Pg 5: cue - end of FUGUE FOR TINHORNS.
Take out ~~profile~~ ^{spot} and bring lights up on main stage area.
- 5 Pg 6: cue - end of FOLLOW THE FOLD.
Bring up lights on both towers and on the platform. - conc. ups.
- 6 Pg 7: cue - Sarah: but of the greater punishment that awaits you! Repent before it is too late!
After she says this, fade out lights on SL tower.
- 7 Pg 7: cue - Sarah: Do not think of me as Sarah Brown your Sergeant but as Sarah Brown your sister.
After this, fade out lights on SR tower.
- 8 Pg 8: cue - Sarah: Remember, friends,
As she says this, fade out lights on platform.
- 9 Pg 9: cue - Harry: Tell me (top)
As he says this, take out lights on main stage area and bring up DSC spot.
- 10 Pg 10: cue - Brannigan: because they all know that Brannigan is breathing down their neck!
Bring up lights on platform and DSL profile. (add-on) *profile on platform.*
- 11 Pg 10: cue - Nathan: from the fact that you now have to live on your salary.
Take out lights on platform and DSC spot.
- 12 Pg 11: cue - Nathan: in the Radio City Music Hall.
Take out DSL profile and bring up lights on main stage area.
- 13 Pg 12: cue - Benny: yeah?
Take out lights on main stage and bring up profile DSC. (4 of them)
- 14 Pg 13: OLDEST ESTABLISHED cue - Boys: But the one-thousand bucks we ain't got.
Take out DSC profile and bring up lights on main stage area, platform and on both towers.
- 15 Pg 13: cue - after To the oldest established permanent floating crap game in New York.
Use scrollers.
- 16 Pg 14: cue - after If we only had a lousy little grand we could be a millionaire.
Stop scrollers.
- 17 Pg 14: cue - Are no neighbours to squawk. It's the oldest established permanent floating crap game in New York.
Change colour to bland colour.
- 18 Pg 14: cue - after Nathan: My boys will let you know where it is.
Change back to bright colour.
- 19 Pg 14: cue - after song is over.
Take out lights on towers and platform.

- 20 Pg 15: cue – *Nathan: Here comes Adelaide.*
Bring up lights on platform.
- 21 Pg 16: cue – *Girls: Ok Adelaide*
Take out lights on main stage.
- 22 Pg 17: cue – *Nathan: the crap game! What an absurd thought!*
Bring lights up on SL tower.
- 23 Pg 18: cue – *Nathan: Nothing, honey.*
Take out lights on SL tower and bring up on SR tower.
- 24 Pg 18: cue – *Harry: Ok Detroit.*
Take out SR tower.
- 25 Pg 18: cue – *Nathan: Look Adelaide I'm expecting a fellow*
Take out platform and bring up DSR profile.
- 26 Pg 19: cue – *Adelaide: You're just the sweetest person. Goodbye.*
Take out DSR profile and bring up DSC spot.
- 27 Pg 20: cue – *Nathan: Tell me - - you hungry yet?*
Take out DSC spot and bring up DSL profile.
- 28 Pg 21: cue – *Sky: Nathan, let me tell you a story . . .*
Take out DSL profile and bring up DSC profile.
- 29 Pg 21: cue – *Nathan: Pink, what a crazy colour.*
Bring up profile DSR.
- 30 Pg 23: cue – *Nathan: Then how come you ain't got a doll.*
Take out DSR profile.
- 31 Pg 23: cue – end of scene *Sky: You got a bet!*
Take out ~~DSR~~ ^{DSC} profile and bring up lights on towers, girls will do movement to music – no words.
- 32 Cue – end of music.
Take out lights on towers and bring up lights on main stage area.

Scene Two:

- 33 Pg 24: cue – *Arvide: They do that everyday.*
Bring up lights on platform.
- 34 Pg 25: cue – *Arvide: Agatha! Coffee!*
Take out lights on platform.
- 35 Pg 26: cue – *Arvide: Coffee is so good I can't understand why it isn't a sin.*
Change of colour to go with mood.
- 36 Pg 31: cue – *Sarah: Don't worry, I'll know.*
Change of colour.
- 37 Pg 32: cue – *Sky: And you'll know at a glance by the two pair of pants.*
Add in DSL profile
- 38 Pg 32: cue – *Sarah: I'll know when my love comes along.*
Take out DSL profile.

- 55 Pg 49: cue - *When you see a guy*
Light stage right tower.
- 56 Pg 49: cue - *Reach for stars*
Take out SR tower and light SL tower.
- 57 Pg 49: cue - *You can bet*
Take out SL tower and light SR tower.
- 58 Pg 49: cue - *When you spot*
Take out SR tower and light SL tower.
- 59 Pg 49: cue - *Chances are he's insane*
Take out SL tower and light SR tower
- 60 Pg 49: cue - *When you meet a gent*
Take out SR tower and light SL tower.
- 61 Pg 49: cue - *Paying all kinds of rent*
Take out SL tower and light SR tower.
- 62 Pg 49: cue - *For a flat*
Take out SR tower and light SL tower.
- 63 Pg 49: cue - *Call it sad*
Take out SL and light SR. + take out DSC profile + add DSC profile
- 64 Pg 49: cue - *That the guys only doing it for some doll*
Take out SR and light SL.
- 65 Pg 49: cue - *When you see o Joe*
Light SR tower too.
- 66 Pg 49: during dance section - scrollers or something cool here. + take out DSC profile + add DSC profile.
- 67 Pg 49: cue - *When you see a sport*
Stop scrollers, just one colour.
- 68 Pg 50: cue - *Call it Dumb*
Scrollers. + take out DSC + add DSC profile.
- Pg 50: cue - *on final some doll*
~~Hold on one colour.~~
- 69 Pg 50: cue - end of song
Take out lights on main stage area and platform so just the towers are lit. Girls will do movement to a reprise of music.
- 70 At end of music take out lights on towers and bring up lights on platform.

Scene Six

- 71 Pg 51: cue - *Sarah: Very.*
Take out platform and bring up on main stage area.
- 72 Pg 54: cue - *Hallelujah* at end of scene.
Take out main stage area and bring up towers for movement.
- 73 After movement, take out towers and bring up lights on main stage area.

- 39 Pg 33: cue - *Sky: Yeah Chemistry.*
Add DSL profile and DSC profile.
- 40 Pg 33: cue - *Sky and Sarah: I'll know when my love comes along.*
Take out both profiles.
- 41 Pg 33: cue - *Sky: In case you want to take a crack at the other cheek.*
Take out stage lights and bring up DSL profile.
- 42 Pg 34: cue - end of song.
Take out DSL profile.

Scene Three

On video screen.

Scene Four

- 43 Pg 38: cue - voiceover - *...Miss Adelaide and the Hot Box Farmettes.*
Bring up lights on towers, platform and main stage. (dance)
- 44 Pg 38: cue - Adelaide enters to start singing.
Add in glitter ball.
- 45 Pg 39: cue - end of song.
Take out lights on main stage and bring up spot DSL.
- 46 Pg 44: cue - *Adelaide: What do you think I've got in this box?*
As she says this bring up lights on platform.
- 47 Pg 44: cue - *Adelaide: ...happiest married couple that there is in the world.*
Take out lights on platform and DSL spot and bring up lights on main stage area.
- 48 Pg 45: cue - *Nathan: That's my girl. See you tomorrow.*
Take out lights on main stage area and bring up DSL spot.
- 49 Pg 46: cue - *SONG Adelaide: In other words just from wondering...*
Take out DSL spot and bring up DSL profile.
- 50 Pg 46: cue - *Adelaide: When they get on the train to Niagara...*
As she says this take out DSL profile and bring up DSC profile.
- 51 Pg 46: cue - end of song.
Take out profile and bring up lights on towers where girls will do movement.
At the end of the music, take out towers and bring up DSR profile.

Scene Five:

- 52 Pg 47: cue - *Nicely: Where's Nathan?*
Bring up DSC profile.
- 53 Pg 48: cue - *Benny: I don't know - -*
Take out DSR profile.
- 54 Pg 48: song - *Guys and Dolls. Cue - And it looks like Nathan's just another victim.*
Bring up lights main stage area and platform. *Take out DSC profile and add DSL/DSC profile*
~~Take out DSC profile~~

Scene Seven

577

Pg 56: cue - *Harry: Nathan.*

Bring up DSR profile and take out main stage lights.

587

Pg 58: cue - *Nathan: why Harry*

Take out DSR profile and bring up main stage lights.

Pg 57: cue - *Brannigan: Well! Well!*

Bring up lights on platform.

Pg 58: cue - *Benny: It's a bachelor dinner. Nathan's getting married.*

Take out lights on platform.

Pg 58: cue - *For of Jolly Good Fellow.*

Take out main stage lights and bring up spot DSC.

Pg 59: cue - *Which nobody can deny.*

Take out spot and bring up lights main stage area.

Pg 60: cue - *Adelaide: Nathan I got so many things.*

Take out main stage lights and bring up spot DSC and DSL.

Pg 61: cue - *Adelaide: It won't take us long.*

Take out DSL spot.

Pg 61: cue - *Nathan: She couldn't have gone - he looks up at screen.*

Take DSC spot out.

Scene Eight

Pg 62: cue - plane will appear on video screen and it will then display logo - IL CAFÉ CUBANA.

Bring up lights on SL tower.

Pg 64: cue - after *Sarah: this would be a wonderful way to get children to drink milk.* Screen will display TWO HOURS LATER.

Bring up lights on main stage area and platform for dance.

Lose Tower

At end of dance take out platform and main stage and bring up DSR spot. It will run straight into scene nine. SONG *If I were a bell.* Done in spot or not?

Scene Nine

Pg 68: cue - end of song.

Take out DSR spot and bring up lights on main stage area.

Pg 69: cue - *Sarah: you talk just like a missionary.*

Take out lights on main stage area.

Screen will display BROADWAY.

Bring up lights on platform.

Scene Ten

- 90 Pg 70: cue - Sky: *No you were fine.*
Light SL tower.
- 91 Pg 71: cue - Adelaide: *I've tried all the other rooms.*
Take out SL tower and take out platform. Bring up DSR spot. *profile*
- 92 Pg 71: cue - Sarah: *What time is it?*
Bring up DSC spot. *profile*
- 93 Pg 71: cue - Sky: *How do you like it?*
Take out DSR spot. *profile*
- 94 Pg 72: cue - Sky: *You're the first person I've ever told it to.*
Bring up lights on main stage. Cheesy colours?
- 95 Pg 73: cue - Arvide: *You're even more tired than I am.*
Scrollers as boys run out of mission.
- 96 Pg 74: cue - Brannigan: *Someone must have tipped them off.*
Stop scrollers.
- ~~Pg 74: cue - Brannigan exits.~~
~~Change colour.~~
- 97 Pg 75: cue - Sarah: *I'm a mission doll.*
Fade to black.

98 *Proset*

Act Two

99 *DEO*

Scene One

- 0.1 Pg 1: cue - voice over - *Miss Adelaide and her Debutantes.*
Bring up lights on main stage area and platform. *+ SR TOWER*
- 0.2 Pg 1: cue - chorus start singing *Take Back your Mink*
Put on glitter ball. *+ DSC PROFILE*
- 0.3 Pg 2: cue - dance - something cool.
- 0.4 Pg 2: cue - girls exit after dance.
Bring down lights on main stage area and platform, and bring up on SL tower.
- 0.5 Pg 3: cue - Nicely: *Sky did you see Nathan?*
Bring up lights on platform.
- 0.6 Pg 3: cue - Nicely: *It's this way.*
Take out lights on SL tower.
- 0.7 Pg 4: cue - Adelaide enters.
Bring up DSR profile.
- 0.8 Pg 4: cue - Nicely: *Goodbye.*
Take out DSR profile.

- 0.9 Pg 4: cue – *Adelaide: I don't understand.*
Take out platform and bring up spot DSL.
- 1.0 Pg 6: SONG – cue – *You can bundle her up in her woolies.*
Take out DSL spot and bring up DSC profile.
- 1.1 Pg 6: at end of song take out DSC profile and screen will come up STREET EXTERIOR.
- 1.2 → Bring up lights on platform.

Scene Two

- 1.3 Pg 7: cue – *Sarah: I just want to get away from this whole place.*
Bring up DSR spot and take out platform.
- 1.4 Pg 8: cue – *Sky: Good evening Miss Sarah.*
Bring up DSL spot.
- 1.5 Pg 9: cue – *Arvide: It's supposed to be.*
Bring up DSC spot.
- 1.6 Pg 10: cue – Sarah exits.
Take out DSR spot and DSL spot.
- 1.7 Pg 10: cue *Nicely: This way.*
Take out DSC spot and light will come up from under trap. → *light under trap*
- 1.8 When screen goes to crap game in the sewer bring up lights on main stage, platform and gobos?

Scene Three

- 1.9 Pg 18: Sky and Nicely lit when they come on form behind stage doors coming down a ladder. → *from above/behind?*
- 2.0 Pg 22: *Sky: I've got a little more than dough riding on this one.*
Take out lights on main stage and platform and bring up DSC profile.
- 2.1 Pg 22: 1st Chorus
Bring up lights on towers main stage and platform and take out profile. SONG.
- 2.2 Pg 24: end of song
Take out lights on main stage and platform while girls do movement on towers.
- 2.3 Pg 24: at end of movement take out towers and bring up DSL profile.

Scene Four

- 2.4 Pg 25: cue – *Adelaide: We do not have to conduct ourselves like a slob.*
Bring up profile DSC.
- 2.5 Pg 26: cue – *Adelaide: Your doll! If that weren't so amusing one could laugh at it.*
Bring up DSR profile and take out DSL profile.
- 2.6 Pg 26: cue – *Adelaide: Oh Nathan!*
Take out DSR profile.
- 2.7 Pg 26: cue – *Adelaide: And she put in a letter for you too.*
Bring up DSR spot.

- 2.8 Pg 27: cue – *Adelaide: Look Nathan Darling*
Take out DSC profile.
- 2.9 Pg 28: song. Cue – *Adelaide: And you're off to the races again.*
Bring up DSC spot and take out DSR spot.
- 3.0 Pg 29: cue – *Adelaide: You gamble it here*
Bring up DSL spot.
- 3.1 Pg 29: cue – *Adelaide: Till your back in the money again.*
Take out DSC spot and bring up lights on platform.
- 3.2 Pg 29: cue – *Nathan: Adelaide Adelaide.*
Take out DSL spot.
- 3.3 Pg 30: cue – *Adelaide: You're at it again*
Bring up DSC spot.
- 3.4 Pg 30: cue – *Adelaide: When I think of the time gone by*
Take out platform and bring up DSR spot.
- 3.5 Pg 30: cue – *Adelaide: I could honestly die*
Take out DSC spot.
- 3.6 Pg 30: cue - end of song.
Take out DSR spot and bring up lights on towers for movement.
- 3.7 At end of movement bring up lights on main stage area.

Scene Five:

- 3.8 Pg 31: cue – *Sarah: I think you'd better*
Bring up lights on platform.
- 3.9 Pg 32: cue – *Sky: and that means in person.*
Take out platform.
- 4.0 Pg 35: cue – *General: Tell us in your own words.*
Take out main stage lights and bring up profile DSC.
- 4.1 Pg 35: cue - CHORUS – *People all said sit down*
Bring up lights on towers.
- 4.2 Pg 36: cue – *Nicely: I sailed away*
Bring up lights on main stage area – white.
- 4.3 Pg 36: cue – *Nicely: For the people all said beware*
Change colour of lights to red?
- 4.4 Pg 37: cue – *Nicely: And I laughed*
Take out DSC spot and main stage lights. Bring up platform blue? And DSR profile.
- 4.5 Pg 37: cue – *Nicely: That's the moment I woke up*
Change platform to white.
- 4.6 Pg 37: cue - *Nicely: And I said to myself sit down*
Take out DSR profile, bring up DSC profile. Take out platform and bring up lights on main stage, something cool.

4.7 Pg 38: cue - *Nicely: Sit down your Rockin' the Boat* (final one) change colour.

4.8 Pg 40: cue - *General: Halleluiah*
Take out main stage lights and bring up lights on towers for movement.

4.9 At end of movement, take out towers and bring up DSC profile and DSL profile.

Scene Six

5.0 Pg 42: cue - *Sarah: Isaiah*
Take out DSR and DSL profiles and bring up DSC spot.

5.1 Pg ⁴⁴42: cue - *Adelaide: what are we crazy or something?*
Take out DCS spot and bring up DSR and DSL profiles.

5.2 Pg ⁴⁴42: cue - *Adelaide: You've simply got to gamble.*
Take out DSR and DSL profile and bring up lights on main stage area.

5.3 Pg 45: cue - *Sarah: and save the fist for after*
Take out main stage lights and bring up DSR and DSL profiles.

5.4 Pg 46: cue - *Sarah: stop!*
Take out DSL and DSR profiles and bring up DSC profile.

5.5 Pg 46: cue - end of song.
Take out DSC profile.

5.6 Screen will come up BROADWAY. When Adelaide and Sarah have gone back stage and got onto the towers, bring up lights on both towers and dimly on stage so chorus can just be seen.

5.7 *Dim stage for towers*
Scene Seven:

5.8 Pg 49: cue - *Adelaide - Nathan will be sitting there beside me every night.*
They will spin dice, screen will go to random words and then a wedding picture.
Bring up lights on main stage area.

5.9 Pg 50: cue - Chorus finish reprise of GUYS AND DOLLS.
Take out lights on towers and main stage area.