

CABARET
Cue Synopsis
Act One

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Cue #	Act/Scene	Page	Setting/Song	Description of Look	Time	Cue Line
1	Preshow		House Look	House Look		
2	Preshow		House to Half	House Lights to half intensity	5	
3	Preshow		House Out	House Lights Out	5	
4	Preshow		Stage Out	Stage Lights Out/BLACKOUT	3	
	Act One Scene One	1	<i>Willkommen</i>	Tight Spotlight on Emcee's hand SPOT Frontlight: N/A Sidelight: N/A Toplight: N/A Texture: Dim Spot: Emcee	0	Cymbal Crash
	Act One Scene One	1	<i>Willkommen</i>	Spot on Emcee widen to cover full body SPOT CUE NOT PROGRAMMED IN BOARD Frontlight: N/A Sidelight: N/A Toplight: N/A Texture: Dim Spot: Emcee	4	Emcee Starts to sing
	Act One Scene One	1	<i>Willkommen</i>	Establish Area Light Frontlight: N/A Sidelight: N/A Toplight: Full Saturated Blue, 60% Texture: Dim Spot: Emcee	5	Emcee: " <i>Willkommen</i> "
	Act One Scene One	1	<i>Willkommen</i>	Pull Back on Intensity, include ensemble Frontlight: Ensemble, 30% Sidelight: N/A Toplight: Full Saturated Blue, 30% Texture: Dim Spot: Emcee	5	Emcee: "Meine Dammn und Herren..."
	Act One Scene One	1	<i>Willkommen</i>	Restore to singing light, keep ensemble engaged Frontlight: Ensemble, 30% Sidelight: N/A	5	Emcee: " <i>Und Sagen - ...</i> "

				Toplight: Full Saturated Blue, 60% Texture: Dim Spot: Emcee		
	Act One Scene One	1	<i>Willkommen</i>	Pull Back on Area Intensity, Frontlight: Ensemble, 30% Sidelight: N/A Toplight: Full Saturated Blue, 30% Texture: Dim Spot: Emcee	3	Emcee: "Leave your troubles outside..."
	Act One Scene One	1	<i>Willkommen</i>	Lights up on the band, Emcee Spot less intense. SPOT Frontlight: Ensemble, 30%; Band Platform, 70% Sidelight: N/A Toplight: Full Saturated Blue, 50% Texture: Dim Spot: Emcee	1	Emcee: "Even the Orchestra is beautiful"
	Act One Scene One	1	<i>Willkommen</i>	Striptease Restore Emcee Spot SPOT Frontlight: Ensemble, 30%; Band 30% Sidelight: N/A Toplight: Full Saturated Blue, 70% Texture: Dim Spot: Emcee	2	In Music
	Act One Scene One	1	<i>Willkommen</i>	Light Bump Look Stays the same Window 1 Pop Blue	0	Beat in Music
	Act One Scene One	1	<i>Willkommen</i>	Light Bump Look Stays the same Window 2 and 3 Pop Blue	0	Beat in Music

	Act One Scene One	1	<i>Willkommen</i>	Light Bump Look Stays the same Window 4 Pop Blue	0	Beat in Music
	Act One Scene One	2	<i>Willkommen</i>	Pull Back on Area Intensity, Frontlight: Ensemble, 30% Sidelight: N/A Toplight: Full Saturated Blue, 30% Texture: Dim Spot: Emcee	1	Emcee: "I told you the orchestra is beautiful"
	Act One Scene One	2	<i>Willkommen</i>	Rosie Spot Mover Spot Frontlight: Ensemble, 30% Sidelight: N/A Toplight: Full Saturated Blue, 30% Texture: Dim Spot: Emcee	0	(Emcee: "Rosie") Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Lulu Spot Mover Spot Frontlight: Ensemble, 30% Sidelight: N/A Toplight: Full Saturated Blue, 30% Texture: Dim Spot: Emcee	0	(Emcee: "Lulu") Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Frenchie Spot Mover Spot Frontlight: Ensemble, 30% Sidelight: N/A Toplight: Full Saturated Blue, 30% Texture: Dim Spot: Emcee	0	(Emcee: "Frenchie") Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Texas Spot	0	(Emcee: "Texas")

				Mover Spot Frontlight: Ensemble, 30% Sidelight: N/A Toplight: Full Saturated Blue, 30% Texture: Dim Spot: Emcee		Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Fritzie Spot Mover Spot Frontlight: Ensemble, 30% Sidelight: N/A Toplight: Full Saturated Blue, 30% Texture: Dim Spot: Emcee	0	(Emcee: "Fritzie") Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Helga Spot Mover Spot Frontlight: Ensemble, 30% Sidelight: N/A Toplight: Full Saturated Blue, 30% Texture: Dim Spot: Emcee	0	(Emcee: "Helga") Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Area Light Restore Mover Spot Dissolve Frontlight: 60%; Ensemble, 40% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	3	Emcee: "Rosie, Lulu, Frenchie, Texas, Fritzie, Und Helga"
	Act One Scene One	2	<i>Willkommen</i>	Light Bump Frontlight: 60%; Ensemble, 40%	0	Emcee: "A Virgin"

				Sidelight: 30% Toplight: Full Saturated Blue, 80% Texture: 40% Spot: Emcee		
	Act One Scene One	2	<i>Willkommen</i>	Area Light Restore Frontlight: 60%; Ensemble, 40% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	2	Emcee: "You Don't Believe Me?"
	Act One Scene One	2	<i>Willkommen</i>	Dance Break Frontlight: 70%; Ensemble, 40% Sidelight: 40% Toplight: Full Saturated Blue (add in some purple), 70% Texture: 40% Spot: Emcee Add Windows to white	2	Dance Break (Music)
	Act One Scene One	2	<i>Willkommen</i>	Pull Back on Area Intensity, Frontlight: Ensemble, 30% Sidelight: N/A Toplight: Full Saturated Blue, 30%; Orange growing light (effect) on dancers center Texture: Dim Spot: Emcee	3	Emcee: "Outside it is winter"
	Act One Scene One	2	<i>Willkommen</i>	Area Light Restore Frontlight: 60%; Ensemble, 40% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	2	All: " <i>Wir Sagen</i> "
	Act One Scene One	2	<i>Willkommen</i>	SR Window Beat Look Stays the same as previous cue, add window 1 at full red	0	All: " <i>Im Cabaret</i> "

	Act One Scene One	2	<i>Willkommen</i>	Center Window Beat Look Stays the same as previous cue, add window 2 and 3 at full red	0	All: "Au Cabaret"
	Act One Scene One	2	<i>Willkommen</i>	SL Window Beat Look Stays the same as previous cue, add window 4 at full red	0	All: "To Cabaret"
	Act One Scene One	2	<i>Willkommen</i>	Area Light Restore/Window Restore (White) Frontlight: 60%; Ensemble, 40% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	3	Emcee: "We are here to serve you!"
	Act One Scene One	2	<i>Willkommen</i>	Bobby Spot Mover Spot then fade slightly Frontlight: 30%; Ensemble, 30% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	0	(Emcee: "Bobby") Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Victor Spot Mover Spot then fade slightly Frontlight: 30%; Ensemble, 30% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	0	(Emcee: "Victor") Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Victor Spot Mover Spot Frontlight: 30%; Ensemble, 30% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	0	(Emcee: "Victor") Cymbal Crash

	Act One Scene One	2	<i>Willkommen</i>	Bobby Spot Mover Spot Frontlight: 30%; Ensemble, 30% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	0	(Emcee: "Bobby") Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Hans Spot Mover Spot Frontlight: 30%; Ensemble, 30% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	0	(Emcee: "Hans") Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Herman Spot Mover Spot Frontlight: 30%; Ensemble, 30% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	0	(Emcee: "Herman") Cymbal Crash
	Act One Scene One	2	<i>Willkommen</i>	Area Light Restore Mover Spot Dissolve Frontlight: 60%; Ensemble, 40% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee	2	Emcee: "And Finally..."
	Act One Scene One	2	<i>Willkommen</i>	Sally Spot SPOT (Fade; AutoFollow)	0	Emcee: "Sally Bowles"

				Frontlight: 30%; Ensemble, 30% Sidelight: 30% Toplight: Full Saturated Blue, 60% Texture: 40% Spot: Emcee		
	Act One Scene One	2	<i>Willkommen</i>	Dance Break Frontlight: 70%; Ensemble, 40%, Passarelle, 50% Sidelight: 40% Toplight: Full Saturated Blue (add in some purple), 70%, Slight flicker effect Texture: 40% Spot: N/A Add Windows to Blue	4	Music
	Act One Scene One	2	<i>Willkommen</i>	Wee! Same Look as Previous Cue, Bump Windows and Toplight by 30% Fade to Restore (AutoFollow)	0	All: "Wee"
	Act One Scene One	2	<i>Willkommen</i>	Wee! Same Look as Previous Cue, Bump Windows and Toplight by 30% Fade to Restore (AutoFollow)	0	All: "Wee"
	Act One Scene One	3	<i>Willkommen</i>	Spot Emcee Frontlight: 60%; Ensemble, 40%, Sidelight: 40% Toplight: Full Saturated Blue, 70% Texture: 40% Spot: EMCEE Window: Restore	3	Emcee: " <i>Bleibe, Reste Stay</i> "

	Act One Scene One	3	<i>Willkommen</i>	All Sing Frontlight: 80%; Ensemble, 40%, Sidelight: 50% Toplight: Full Saturated Blue, 70%, Texture: 40% Spot: Emcee	3	All: " <i>Willkommen, Bienvenue, Welcome</i> "
	Act One Scene One	3	<i>Willkommen</i>	Widen Spot to include Bobby and Victor SPOT Same Look as previous Cue	2	Emcee: "That's Victor"
	Act One Scene One	3	<i>Willkommen</i>	Window Beat Look Stays the same as previous cue, add window 1 and 2 at full red	0	All: " <i>Im Cabaret</i> "
	Act One Scene One	3	<i>Willkommen</i>	SR Window Beat Look Stays the same as previous cue, add window 3 and 4 at full red	0	All: " <i>Au Cabaret</i> "
	Act One Scene One	3	<i>Willkommen</i>	Whisper Frontlight: 60%; Ensemble, 30%, Sidelight: 30% Toplight: Ice Blue, 60%, Texture: 30% Spot: Emcee, Decrease Intense Window: Restore to blue, low intensity	1	All: (whisper) " <i>Willkommen, Bienvenue, Welcome</i> "
	Act One Scene One	3	<i>Willkommen</i>	Chase Lights Beat Look Stays the same as previous cue Flash Chase Lights on Performance Platform Fade (AutoFollow)	0	Hit in Music (Heel tap)
	Act One Scene One	3	<i>Willkommen</i>	Chase Lights Beat Look Stays the same as previous cue Flash Chase Lights on Performance Platform Fade (AutoFollow)	0	Hit in Music (Heel tap)

	Act One Scene One	3	<i>Willkommen</i>	Chase Lights Beat Look Stays the same as previous cue Flash Chase Lights on Performance Platform Fade (AutoFollow)	0	Hit in Music (Heel tap)
	Act One Scene One	3	<i>Willkommen</i>	Chase Lights Beat Look Stays the same as previous cue Flash Chase Lights on Performance Platform Fade (AutoFollow)	0	Hit in Music (Heel tap)
	Act One Scene One	3	<i>Willkommen</i>	Light Bump Look Stays the same ALL Chase lights Pop	0	All: "You"
	Act One Scene One	3	<i>Willkommen</i>	All Sing Frontlight: 80%; Ensemble, 40%, Sidelight: 50% Toplight: Full Saturated Blue, 70%, Texture: 40% Spot: Emcee	4	All: "Wir Sagen"
	Act One Scene One	3	<i>Willkommen</i>	All Sing Frontlight: 80%; Ensemble, 40%, Sidelight: 50% Toplight: Full Saturated Blue, 70%, Texture: 40% Spot: Emcee Add Effects in the Windows (side to side) Add Effects for all Chase Lights	3	All: "Willkommen"
	Act One Scene One	3	<i>Willkommen</i>	Button Frontlight: 80%; Ensemble, 40%, Sidelight: 50% Toplight: Full Saturated Blue, 100%, Texture: 40%	0	Music

				Spot: Emcee Windows at Full White Chase Lights at Full		
	Act One Scene One	3	<i>Willkommen</i>	Restore Frontlight: 80%; Ensemble, 40%, Sidelight: 50% Toplight: Full Saturated Blue, 70%, Texture: 40% Spot: Emcee	2	Emcee: "Thank You, Thank You"
	Act One Scene One	3	<i>Willkommen</i>	Playoff Button Frontlight: 80%; Ensemble, 40%, Sidelight: 50% Toplight: Full Saturated Blue, 100%, Texture: 40% Spot: N/A Windows at Full White Chase Lights at Full	0	Music
	Act One Scene Two	4	Transition	Transition Lighting Frontlight: 10%; Ensemble, 30%, Sidelight: 0% Toplight: Blue, 80%, Texture: 50%	3	FOLLOW
	Act One Scene Two	4	Act One Train	Scene Light Frontlight: (Perf. Plat.) 60%; Ensemble, 20%, Sidelight: 30% Toplight: Amber Texture: 20%	5	After Transition is Over
	Act One Scene Two	5	Act One Train	Doorway Light Same look as Cue before Add Door 1 at 50%	2	Cliff: "A Cigarette?"
	Act One Scene Two	5	Act One Train	Doorway Light Same look as Cue before Add Door 1 at 30%	2	Officer: "Yours?"
	Act One Scene Two	6	Act One Train	Doorway Light	2	Officer Exits into Door

				Restore to Scene Light/Doorway fade		
	Act One Scene Two	7	Act One Train	Light Shift Frontlight: (Perf. Plat.) 50%; Ensemble, 30%, Sidelight: 40% Toplight: Red? Texture: 20%	4	Ernst: "Welcome to Berlin"
	Act One Scene Two	7	Act One Train	Creepy Ensemble Effects Frontlight: (Perf. Plat.) 60%; Ensemble, 40%, Sidelight: 30% Toplight: Amber Texture: 20%, Ensemble Texture Intense, Maybe slow fade up and down	3	All: "Welcome to Berlin"
	Act One Scene Two	7	Act One Train	Shift of Focus Frontlight: (Perf. Plat.) 40%; Ensemble, 20%, Sidelight: 30% Toplight: Intense Blues Texture: 20% Windows Fading in and out Blue SPOT: Emcee	2	Emcee: " <i>Willkommen, Bienvenue, Welcome</i> "
	Act One Scene Three	8	Schneider's Apt	Scene Light Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20% SPOT OUT	5	After Transition?
	Act One Scene Three	9	<i>So What?</i>	Song Begins Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20% SPOT: Schneider (Low Intense/Soft)	4	Schneider: "Difference of Fifty Marks..."
	Act One Scene Three	9	<i>So What?</i>	Establish song look Frontlight: 30%; Ensemble, 20%, Cliff 40% Sidelight: 40% Toplight: Soft Purple, Med. Intensity Texture: 20%	5	Schneider: "When you're as old as I..."

				SPOT: Schneider (Low Intense/Soft)		
	Act One Scene Three	9	<i>So What?</i>	Singing Begins Frontlight: 40%; Ensemble, 20%, Cliff 30% Sidelight: 40% Toplight: Soft Purple, Med/High. Intensity Texture: 20% SPOT: Schneider (Medium Intensity)	3	Schneider: <i>"For the sun will rise and the moon will set"</i>
	Act One Scene Three	10	<i>So What?</i>	Chorus Shift Frontlight: 40%; Ensemble, 20%, Cliff 50% Sidelight: 40% Toplight: Purple, High. Intensity Texture: 20% SPOT: Schneider (Medium Intensity)	4	Schneider: <i>"For the sun will rise and the moon will set"</i>
	Act One Scene Three	10	<i>So What?</i>	Pull in on Schneider, slowly Frontlight: 40%; Ensemble, 20%, Cliff 10% Sidelight: 40% Toplight: Purple, High. Intensity Texture: 20% SPOT: Schneider (Medium/High Intensity)	8	Schneider: <i>"When I had a man,"</i>
	Act One Scene Three	10	<i>So What?</i>	Chorus Shift Frontlight: 40%; Ensemble, 20%, Cliff 50% Sidelight: 40% Toplight: Purple, High. Intensity Texture: 20% SPOT: Schneider (Medium Intensity)	5	Schneider: <i>"For the sun will rise and the moon will set"</i>
	Act One Scene Three	10	<i>So What?</i>	Pull Back Frontlight: 40%; Ensemble, 20%, Cliff 40% Sidelight: 30% Toplight: Purple, Medium. Intensity Texture: 20% SPOT: Schneider (Medium Intensity)	5	Schneider: <i>"So once I was rich"</i>
	Act One Scene Three	11	<i>So What?</i>	Chorus Shift Frontlight: 40%; Ensemble, 20%, Cliff 50% Sidelight: 40% Toplight: Purple, High. Intensity	5	Schneider: <i>"For the sun will rise and the moon will set"</i>

				Texture: 20% SPOT: Schneider (Medium Intensity)		
	Act One Scene Three	11	<i>So What?</i>	Button Frontlight: 60%; Ensemble, 20%, Cliff 50% Sidelight: 40% Toplight: Purple, High. Intensity (Full?) Texture: 20% SPOT: Schneider (High Intensity)	0	Button in Music
	Act One Scene Three	11	Schneider's Apt	Scene Light Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20% Add Door 3 SPOT Fade	5	Schneider: "The telephone is in the hall"
	Act One Scene Three	12	Schneider's Apt	Scene Light Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20% Fade Door 3, Area 13	5	Cliff: "Please don't"
	Act One Scene Three	12	Schneider's Apt	Scene Light Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20% Add Door 1	3	Knock on Door
	Act One Scene Three	13	Schneider's Apt	Scene Light Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20% Fade Door 1	3	Schultz Exit/"And now please"
	Act One Scene Three	13	Schneider's Apt/Kit Kat Klub	Welcome to Berlin Frontlight: 60%; Ensemble, 50%,	2	Kit Kat Klub: "Welcome to Berlin"

				Sidelight: 40% Toplight: Red Intensity Texture: 40%, Ensemble Texture Effect		
	Act One Scene Three	13	Schneider's Apt	Cliff Special Frontlight: 60%(Perf. Plat.); Ensemble, 30%, Sidelight: 40% Toplight: Purple, Low Intensity Texture: 20%	2	Cliff: "Open the Remington"
	Act One Scene Three	13	Schneider's Apt/Kit Kat Klub	Texas Spot Frontlight: 60%(Perf. Plat.); Ensemble, 30%, Sidelight: 40% Toplight: Purple, Low Intensity Texture: 20% SPOT: Texas	0	Texas: "Hello"
	Act One Scene Three	13	Schneider's Apt/Kit Kat Klub	Texas Spot Add Lulu Frontlight: 60%(Perf. Plat.); Ensemble, 30%, Sidelight: 40% Toplight: Purple, Low Intensity Texture: 20% SPOT: Texas SPOT: Lulu	0	Texas and Lulu: "Standing here all alone..."
	Act One Scene Three	13	Schneider's Apt/Kit Kat Klub	Victor Spot Frontlight: 60%(Perf. Plat.); Ensemble, 30%, Sidelight: 40% Toplight: Purple, Low Intensity Texture: 20% SPOT: Texas SPOT: Lulu SPOT: Victor	0	Victor: "Would you like to buy a boy a drink?"
	Act One Scene Three	14	Schneider's Apt/Kit Kat Klub	Transition Lighting Frontlight: 20%; Ensemble, 20%, Sidelight: 0% Toplight: Pink, Low intense Texture: 40%, SPOTS OUT	3	Lulu: "Come on over"

	Act One Scene Four	15	Kit Kat Klub	Frontlight: 30%; Ensemble, 20%, Sidelight: 0% Toplight: Pink, Low Texture: 20% SPOT: Emcee	2	After Transition
	Act One Scene Four	15	Kit Kat Klub	Spotlight Fakeout Frontlight: 30%; Ensemble, 20%, Sidelight: 0% Toplight: Pink, Low Texture: 20% SPOT: Emcee SPOT: Curtain	2	Emcee: "The Toast of Mayfair..."
	Act One Scene Four	15	<i>Don't Tell Mama</i>	Spotlight Fakeout Frontlight: 30%; Ensemble, 20%, Sidelight: 0% Toplight: Pink, Low Texture: 20% SPOT Fades on Emcee SPOT: Sally	2	Sally Enters
	Act One Scene Four	15	<i>Don't Tell Mama</i>	Establish Scene Look Frontlight: 40%; Ensemble, 20%, 2 nd Platform at 20% Sidelight: 40%, Pink Toplight: Pink, Medium Texture: 30% SPOT: Sally	5	Sally: "A secluded little convent"
	Act One Scene Four	15	<i>Don't Tell Mama</i>	Add Boy Dancers on 2nd Platform Frontlight: 40%; Ensemble, 20%, 2 nd Level 30% Stairs 30% Sidelight: 40%, Pink Toplight: Pink, Medium Texture: 30% SPOT: Sally	2	Dancers Onstage
	Act One Scene Four	15	<i>Don't Tell Mama</i>	Boy Dancers on Perf Platform Frontlight: 40%; Ensemble, 20%, Perf Platform 30% Sidelight: 40%, Pink Toplight: Pink, Medium	1	Sally: " <i>So Please Sir</i> "

				Texture: 30% SPOT: Sally		
	Act One Scene Four	15	<i>Don't Tell Mama</i>	Sally Striptease Frontlight: 40%; Ensemble, 20%, Perf Platform 40% Sidelight: 60%, Pink Toplight: Pink, High Texture: 30% SPOT: Sally	3	Sally: "Give a working girl a chance"
	Act One Scene Four	15	<i>Don't Tell Mama</i>	Music Beat Frontlight: 40%; Ensemble, 20%, Sidelight: 40%, Pink Toplight: Pink, Medium Texture: 30% SPOT: Sally Flash PP Lights (Subfader?) (Fade AutoFollow)	0	Sally: <i>Hush</i> Sally: <i>Up</i> Sally: <i>Shush</i> Sally: <i>Up</i> Sally: <i>If</i> Sally: <i>You</i> Sally: <i>You</i> Sally: <i>Bet</i>
	Act One Scene Four	15	<i>Don't Tell Mama</i>	Verse Frontlight: 50%; Ensemble, 20%, Sidelight: 50%, Pink Toplight: Pink, Medium Texture: 30% SPOT: Sally	3	Sally: "I'm breaking every promise that I Gave her"
	Act One Scene Four	16	<i>Don't Tell Mama</i>	2 Hits Frontlight: 50%; Ensemble, 20%, Sidelight: 50%, Pink Toplight: Pink, Medium Texture: 30% SPOT: Sally Flash PP Lights (Subfader?) (Fade AutoFollow)	0	In the Music
	Act One Scene Four	16	<i>Don't Tell Mama</i>	2 Hits Frontlight: 50%; Ensemble, 20%, Sidelight: 50%, Pink Toplight: Pink, Medium Texture: 30%	0	Sally: "Great, big"

				SPOT: Sally Flash Windows Pink Med Int (Fade AutoFollow)		
	Act One Scene Four	16	<i>Don't Tell Mama</i>	Music Beat Frontlight: 50%; Ensemble, 20%, Sidelight: 50%, Pink Toplight: Pink, Medium Texture: 30% SPOT: Sally (Flash PP Lights (Subfader?)) (Fade AutoFollow)	0	Sally: <i>Please</i> Sally: <i>My</i> Sally: <i>Keep</i> Sally: <i>This</i>
	Act One Scene Four	16	<i>Don't Tell Mama</i>	Verse Frontlight: 50%; Ensemble, 20%, Sidelight: 30%, Pink Toplight: Pink, Medium Texture: 30% SPOT: Sally	1	Sally: "You can tell my papa..."
	Act One Scene Four	16	<i>Don't Tell Mama</i>	Music Break for Girls to enter Frontlight: 50%; Ensemble, 20%, Tunnel Pink/Red 40% Sidelight: 70%, Pink Toplight: Pink, Medium/High Texture: 30% SPOT: Sally	3	In the Music
	Act One Scene Four	16	<i>Don't Tell Mama</i>	Music Beat Frontlight: 50%; Ensemble, 20%, Sidelight: 70%, Pink Toplight: Pink, High Texture: 30% SPOT: Sally (Flash Window Lights Left 2, Right 2) (Fade AutoFollow)	0	After; Sally: <i>Mama</i> After; Sally: <i>Europe</i> After; Sally: <i>Chums</i> After; Sally: <i>Mama</i> After; Sally: <i>Inkling</i> After; Sally: <i>Antwerp</i>
	Act One Scene Four	16	<i>Don't Tell Mama</i>	Pull back on Verse Frontlight: 30%; Ensemble, 20%,	2	Girls: "So please, sir"

				Sidelight: 50%, Pink Toplight: Pink, Medium Texture: 30% SPOT: Sally (Low)		
	Act One Scene Four	16	<i>Don't Tell Mama</i>	Spot Restore Frontlight: 30%; Ensemble, 20%, Sidelight: 50%, Pink Toplight: Pink, Medium Texture: 30% SPOT: Sally		Sally: "Don't reveal my indiscretion"
	Act One Scene Four	16	<i>Don't Tell Mama</i>	Music Beat Frontlight: 50%; Ensemble, 20%, Sidelight: 70%, Pink Toplight: Pink, High Texture: 30% SPOT: Sally (Flash Window Lights Right 2, Left 2 (Fade AutoFollow))	0	Sally: <i>Hush</i> Sally: <i>Up</i> Sally: <i>Shush</i> Sally: <i>Up</i> Sally: <i>If</i> Sally: <i>You</i> Sally: <i>You</i> Sally: <i>Bet</i>
	Act One Scene Four	17	<i>Don't Tell Mama</i>	Music Beat Frontlight: 50%; Ensemble, 20%, Sidelight: 70%, Pink Toplight: Pink, High Texture: 30% SPOT: Sally (Flash all Window Lights (Fade AutoFollow))	0	Sally: "Without A"
	Act One Scene Four	17	<i>Don't Tell Mama</i>	Music Beat Frontlight: 50%; Ensemble, 20%, Sidelight: 70%, Pink Toplight: Pink, High Texture: 30% SPOT: Sally (Flash Chase Lights (Fade AutoFollow))	0	Sally: <i>Let's</i> Sally: <i>Trust</i> Sally: <i>Keep</i> Sally: <i>This</i>
	Act One Scene Four	17	<i>Don't Tell Mama</i>	Verse Frontlight: 60%; Ensemble, 20%,	3	Sally: "You can tell my uncle"

				Sidelight: 80%, Pink Toplight: Pink, High Texture: 30% SPOT: Sally		
	Act One Scene Four	17	<i>Don't Tell Mama</i>	Verse Frontlight: 70%; Ensemble, 20%, Sidelight: 90%, Pink Toplight: Pink, High Texture: 30% SPOT: Sally	3	Sally: "You can tell my brother"
	Act One Scene Four	17	<i>Don't Tell Mama</i>	Music Frontlight: 60%; Ensemble, 20%, Sidelight: 80%, Pink Toplight: Pink, High Texture: 30% SPOT: Sally Window Med Flash Effect	0	Girls: "But don't tell mama, bitte"
	Act One Scene Four	17	<i>Don't Tell Mama</i>	Dim Lights Frontlight: 45%; Ensemble, 20%, Sidelight: 70%, Pink Toplight: Pink, Med Texture: 30% SPOT: Sally	4	Girls: "Shhh"
	Act One Scene Four	17	<i>Don't Tell Mama</i>	Dim Lights Frontlight: 30%; Ensemble, 20%, Sidelight: 60%, Pink Toplight: Pink, Med Texture: 40% SPOT: Sally	4	Girls: "Shhh"
	Act One Scene Four	17	<i>Don't Tell Mama</i>	Button Frontlight: 20%; Ensemble, 20%, Sidelight: 40%, Pink Toplight: Pink, High Texture: 50% SPOT: Sally	0	Button

	Act One Scene Four	17	<i>Don't Tell Mama</i>	Emcee Enters, Playoff Frontlight: 60%; Ensemble, 20%, Sidelight: 80%, Pink Toplight: Pink, High Texture: 30% SPOT: Emcee (One Cue) SPOT on Sally Fades (Follow Cue)	3	Emcee: "Fraulein Sally Bowles..."
	Act One Scene Four	17	Kit Kat Klub	SPOT Out on Emcee	2	
	Act One Scene Five	18	Kit Kat Klub	Scene Light, Focus on Sally Frontlight: 70%; Ensemble, 20%, Sally on Top of Stairs SL, Cliff DR Table Sidelight: 30% Toplight: Blue Texture: 40%	3	After transition
	Act One Scene Five	19	Kit Kat Klub	Scene Light, Focus on Bobby Frontlight: 70%; Ensemble, 20%, Platform SR Sidelight: 30% Toplight: Blue Texture: 40%	1	Sally Exits
	Act One Scene Five	20	Kit Kat Klub	Scene Light, Focus on Center of 2nd Platform Frontlight: 30%; Ensemble, 40%, Upstairs 40 Sidelight: 30% Toplight: Blue Texture: 40%	1	Emcee: "Miene Dammen and Herren..."
	Act One Scene Five	20	Kit Kat Klub	Countdown to New Year Scene Light Stays the same Window Pop At Full Blue Fade: AutoFollow 10 Times	0	Start of Countdown
	Act One Scene Five	20	Kit Kat Klub	Dressing Room Established Look Frontlight: 60%; Ensemble, 30%, Sidelight: 30% Toplight: Red, Low Intense	1	Max: "I can do anything I please,,"

				Texture: 40% Dressing Table White Lights on, No Red		
	Act One Scene Five	20	Kit Kat Klub	Dressing Room Frontlight: 60%; Ensemble, 30%, Sidelight: 30% Toplight: Red, Low Intense Texture: 40% Dressing Table White Lights on, No Red Add Doorway Light for Sally and Max	1	Sally: "Don't you have to give a girl a two-week notice?"
	Act One Scene Five	23	Kit Kat Klub	Dressing Room Cue Light Frontlight: 60%; Ensemble, 30%, Sidelight: 30% Toplight: Red, Low Intense Texture: 40% Dressing Table Red Light Flashes (Flash stop: AutoFollow)	1	Sally: "You're Quite Right You Know"
	Act One Scene Five	23	Kit Kat Klub	Boys Kiss, Spot on Sally Frontlight: 30%; Ensemble, 30%, Only FL on boys kiss Sidelight: 40% Toplight: Red/Pinks, Low Intense Texture: 40%		Cymbal Crash
	Act One Scene Five	24	<i>Mein Herr</i>	Triplet Basic Look Stays the same as previous cue Performance Platform Lights: Left Right Front SPOT on Sally	0	Sally: " <i>So I do</i> "
	Act One Scene Five	24	<i>Mein Herr</i>	Triplet Basic Look Stays the same Performance Platform Lights: Left Right Front SPOT on Sally	0	Sally: " <i>What I do</i> "
	Act One Scene Five	24	<i>Mein Herr</i>	Triplet Basic Look Stays the same Performance Platform Lights: Right Left Front SPOT on Sally	0	Sally: " <i>When I'm Through</i> "
	Act One Scene Five	24	<i>Mein Herr</i>	Triplet Basic Look Stays the same Performance Platform Lights: Right Left Front SPOT on Sally	0	Sally: " <i>Then I'm Through</i> "
	Act One Scene Five	24	<i>Mein Herr</i>	Triplet	0	Sally: " <i>And I'm Through</i> "

				Basic Look Stays the same Performance Platform Lights: Front Right Left SPOT on Sally		
	Act One Scene Five	24	<i>Mein Herr</i>	Reset Frontlight: 40%; Ensemble, 20%, Sidelight: 30% Toplight: Pink, Low Intense Texture: 40% SPOT on Sally	0	Sally: "Toodle-oo!"
	Act One Scene Five	24	<i>Mein Herr</i>	Tunnel LED for Dancers Entrance Frontlight: 60%; Ensemble, 20%, Sidelight: 50% Toplight: Pink, Med Texture: 40% SPOT on Sally Tunnel LED's Pink and Reds 50%	3	Sally: "Bye Bye"
	Act One Scene Five	24	<i>Mein Herr</i>	Button Look stays the same Bump Toplight	0	Music
	Act One Scene Five	24	<i>Mein Herr</i>	Expand Area Lights Frontlight: 60%; Ensemble, 20%, Sidelight: 50% Toplight: Pink, Med Texture: 40% SPOT on Sally Expand Area Lights	4	Sally: "Don't dab your eye"
	Act One Scene Five	25	<i>Mein Herr</i>	Light Shift Frontlight: 60%; Ensemble, 20%, Sidelight: 50% Toplight: Pink, Low/Med Texture: 40% SPOT on Sally	5	Sally: "the Continent of Europe..."
	Act One Scene Five	25	<i>Mein Herr</i>	Triplet Basic Look Stays the same as previous cue Performance Platform Lights: Left Right Front	0	Sally: "But I do"

				SPOT on Sally		
	Act One Scene Five	25	<i>Mein Herr</i>	Triplet Basic Look Stays the same Performance Platform Lights: Left Right Front SPOT on Sally	0	Sally: "What I can"
	Act One Scene Five	25	<i>Mein Herr</i>	Triplet Basic Look Stays the same Performance Platform Lights: Right Left Front SPOT on Sally	0	Sally: "Inch by Inch"
	Act One Scene Five	25	<i>Mein Herr</i>	Triplet Basic Look Stays the same Performance Platform Lights: Right Left Front SPOT on Sally	0	Sally: "Step by Step"
	Act One Scene Five	25	<i>Mein Herr</i>	Triplet Basic Look Stays the same Performance Platform Lights: Front Right Left SPOT on Sally	0	Sally: "Mile by Mile"
	Act One Scene Five	25	<i>Mein Herr</i>	Button Frontlight: 50%; Ensemble, 20%, Sidelight: 30% Toplight: Pink, Med Texture: 40% SPOT on Sally	3	Sally: "Man by Man"
	Act One Scene Five	25	<i>Mein Herr</i>	Slow Build Frontlight: 70%; Ensemble, 20%, Sidelight: 40% Toplight: Pink, High Texture: 40% SPOT on Sally Add Windows	7	Sally: "Bye Bye Mein Lieber Herr"
	Act One Scene Five	25	<i>Mein Herr</i>	Music Beat Look Stays the same Windows Pink (50)	0	Beat in Music
	Act One Scene Five	25	<i>Mein Herr</i>	Look Stays the same Window flashing effect Pink/White	0	All: "Don't dab your eye Mien herr"
	Act One Scene Five	25	<i>Mein Herr</i>	Music Beat	0	Beat in Music

				Look Stays the same Windows Pink (50)		
	Act One Scene Five	25	<i>Mein Herr</i>	Whipping p1 Base look stays the same Add passacelle and ensemble light as necessary to see faces	3	All: "Bye Bye Mien Lieber Herr"
	Act One Scene Five	25	<i>Mein Herr</i>	Whipping p2 Add Movers to the tables (spin)	2	Sally and Girls Split Singing
	Act One Scene Five	26	<i>Mein Herr</i>	Music Build Frontlight: 70%; Ensemble, 20%, Sidelight: 60% Toplight: Pink, Higher Texture: 40% SPOT on Sally Include Windows	4	All: "Bye Bye Mien Lieber Herr"
	Act One Scene Five	26	<i>Mein Herr</i>	Music Bump Look Stays the same Bump All Chase lights	0	All: "Used to care"
	Act One Scene Five	26	<i>Mein Herr</i>	Music Bump Look Stays the same Bump All Chase lights	0	All: "I need the open air"
	Act One Scene Five	26	<i>Mein Herr</i>	Girls shouting German Frontlight: 70%; Ensemble, 20%, Sidelight: 70% Toplight: Pink, Highest Texture: 40% SPOT on Sally Include Windows	3	Girls: "Auf Weider Sehn"
	Act One Scene Five	26	<i>Mein Herr</i>	Button Frontlight: 80%; Ensemble, 30%, Sidelight: 80% Toplight: Pink, Highest Texture: 40% SPOT on Sally Include Windows	0	Button of Song

	Act One Scene Five	26	<i>Mein Herr</i>	Playoff Frontlight: 70%; Ensemble, 20%, Sidelight: 70% Toplight: Pink, Highest Texture: 40% SPOT on Sally SPOT on Emcee Include Windows	1	Emcee: "The final performance..."
	Act One Scene Five	26	Transition	Transition Lighting Frontlight: 20%; Ensemble, 30%, Sidelight: 0% Toplight: Blue, 80%, Texture: 50% SPOTS OUT	3	Music Cue
	Act One Scene Six	27	Cliff's Room	Scene Light Frontlight: 60%; Ensemble, 30%, Perf Plat, Area D Sidelight: 0% Toplight: Blue 40%, Texture: 40%	2	After Transition
	Act One Scene Six	29	Cliff's Room	Scene Light Frontlight: 60%; Ensemble, 30%, Perf Plat, Area D Sidelight: 0% Toplight: Blue 40%, Texture: 40% Add Door 2	1	Knock on Door
	Act One Scene Six	31	Cliff's Room	Fade Door 1, Shift in Focus Frontlight: 60%; Ensemble, 30%, Perf Plat, Area D Sidelight: 0% Toplight: Blue 40%, Texture: 40% Take Out all doors	4	Ernst Exits
	Act One Scene Six	35	<i>Perfectly Marvelous</i>	Establish Song Light Frontlight: 60%; Ensemble, 30%, Perf Plat, Area D Sidelight: 20% Toplight: Magenta 30%, Texture: 40%	5	Sally: "I think people are people"

				Add upstairs lights low for KKK Girls		
	Act One Scene Six	36	<i>Perfectly Marvelous</i>	Establish Song Light Frontlight: 50%; Ensemble, 30%, Perf Plat, Area D 40% Sidelight: 30% Toplight: Magenta 50%, Texture: 40% Spot Sally (Med)	3	Sally: “ <i>I met this perfectly marvelous girl</i> ”
	Act One Scene Six	36	<i>Perfectly Marvelous</i>	Pull Back, Cliff lines Frontlight: 50%; Ensemble, 30%, Perf Plat, Area D 60% Sidelight: 20% Toplight: Magenta 30%, Texture: 40% Spot Sally (Med)	3	Cliff: “Sally, I’m afraid it wouldn’t work”
	Act One Scene Six	36	<i>Perfectly Marvelous</i>	Restore to Song Look Frontlight: 50%; Ensemble, 30%, Perf Plat, Area D 40% Sidelight: 30% Toplight: Magenta 50%, Texture: 40% Spot Sally (Med)	5	Sally: “ <i>She tells me perfectly marvelous tales</i> ”
	Act One Scene Six	36	<i>Perfectly Marvelous</i>	Color Shift Frontlight: 50%; Ensemble, 30%, Perf Plat, Area D 40% Sidelight: 30% Toplight: Magenta/Purple 50%, Texture: 40% Spot Sally (Med)	5	Sally: “ <i>and perfectly marvelous too</i> ”
	Act One Scene Six	36	Cliffs Room	Shift to Scene Light Frontlight: 60%; Ensemble, 30%, Perf Plat, Area D Sidelight: 0% Toplight: Blue 40%, Texture: 40% SPOT OUT	3	Cliff: “Sally, I just can’t afford...”
	Act One Scene Six	37	<i>Perfectly Marvelous</i>	Cliff Signs Frontlight: 50%; Ensemble, 30%, Perf Plat, Area D 40% Sidelight: 30% Toplight: Magenta 50%,	2	Cliff: “ <i>I met this truly remarkable girl</i> ”

				Texture: 40% Spot Cliff (Med)		
	Act One Scene Six	37	<i>Perfectly Marvelous</i>	Sally Tag, SEXY Frontlight: 50%; Ensemble, 30%, Perf Plat, Area D 40% Sidelight: 30% Toplight: Magenta/Purple 70%, Texture: 40% Spot Cliff (Med)	1	Sally: “ <i>We’ll think of something</i> ”
	Act One Scene Seven	37	<i>Two Ladies</i>	Snap to Emcee (in Door 2) Frontlight: 20%; Ensemble, 20%, Sidelight: 0% Toplight: Magenta/Purple 70%, Texture: 30% Spot Emcee (Med)	0	Emcee: “So you see..”
	Act One Scene Seven	37	<i>Two Ladies</i>	Establish Look Frontlight: 60%; Ensemble, 20%, Sidelight: 50% Toplight: Blue 70%, Texture: 30% Spot Emcee ARE WE SPOTTING ALL 3?	3	Girl 1: “ <i>Beedle dee..</i> ”
	Act One Scene Seven	38	<i>Two Ladies</i>	Slight Shift Frontlight: 60%; Ensemble, 20%, Sidelight: 50% Toplight: Teal 80%, Texture: 30% Spot Emcee	3	Emcee: “ <i>Beedle dee..</i> ”
	Act One Scene Seven	39	<i>Two Ladies</i>	Restore Frontlight: 60%; Ensemble, 20%, Sidelight: 50% Toplight: Blue 70%, Texture: 30% Spot Emcee	3	Girls: “ <i>This two for one</i> ”
	Act One Scene Seven	39	<i>Two Ladies</i>	Music Beats Chase Light Flash	0	Girl 1: “ <i>And I make the bed..</i> ”

	Act One Scene Seven	39	<i>Two Ladies</i>	Music Beats Chase Light Flash	0	Girl 1: <i>"And I make the bed.."</i>
	Act One Scene Seven	40	<i>Two Ladies</i>	Shadow Play Frontlight: 0%; Ensemble, 20%, Sidelight: 0% Toplight: Blue 70%, Texture: 10% Add S4 Specials behind curtain	1	Dance Break
	Act One Scene Seven	40	<i>Two Ladies</i>	Previous Cue stays the same Add Frontlight on Perf Plat.	1	All: <i>"ohh ahh"</i>
	Act One Scene Seven	40	<i>Two Ladies</i>	Restore Frontlight: 60%; Ensemble, 20%, Sidelight: 50% Toplight: Blue 70%, Texture: 30% Spot Emcee	1	Emcee: <i>"We switch partners daily.."</i>
	Act One Scene Seven	40	<i>Two Ladies</i>	Music Bump Look Stays the same Window Flash (Fade: AutoFollow)	0	Beat in Music (unh)
	Act One Scene Seven	40	<i>Two Ladies</i>	Music Bump Look Stays the same Window Flash (Fade: AutoFollow)	0	Beat in Music (unh)
	Act One Scene Seven	41	<i>Two Ladies</i>	Music Beat Base Stays the same Flash Windows (Blue)	0	All: <i>"Jah"</i>
	Act One Scene Seven	41	<i>Two Ladies</i>	Music Beat Base Stays the same Left Chase Light	0	All: <i>"Beedle, Dee"</i>
	Act One Scene Seven	41	<i>Two Ladies</i>	Music Beat Base Stays the same	0	All: <i>"Beedle, Dee"</i>

				Right Chase Light		
	Act One Scene Seven	41	<i>Two Ladies</i>	Music Beat Front Stays the same Left Chase Light	0	All: "Beedle, Dee"
	Act One Scene Seven	41	<i>Two Ladies</i>	Button Base Stays the same All Chase Lights at Full All Windows at Full Blue Bump LED Toplight	0	Button of Song
	Act One Scene Seven	41	<i>Two Ladies</i>	Play off Base Stays the same All Chase lights and Windows OUT SPOT on Emcee	0	Music Cue
	Act One Scene Seven	41	<i>Two Ladies</i>	Play off Button Base Stays the same All Chase Lights at Full All Windows at Full Blue Bump LED Toplight	0	Music Cue
	Act One Scene Eight	42	Schneider's Apt	Scene Light Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20%	2	After Two Ladies
	Act One Scene Eight	43	Schneider's Apt	Scene Light Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20% Door 2	2	Kost Exits
	Act One Scene Eight	43	Schneider's Apt	Scene Light Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20% Door 1 at full	2	Schultz Enters

				Door 2 still up		
	Act One Scene Eight	44	Schneider's Apt	Scene Light Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20% All Doors Out	2	Schultz: "Are you occupied?"
	Act One Scene Eight	44	<i>It Couldn't Please Me More (Pineapple Song)</i>	Establish Song Look Frontlight: 70%; Ensemble, 30%, Sidelight: 40% Toplight: Purple, Med Intensity Texture: 20%	4	Piano Riff
	Act One Scene Eight	45	<i>It Couldn't Please Me More (Pineapple Song)</i>	Schneider Sings Frontlight: 50%; Ensemble, 30%, Sidelight: 40% Toplight: Purple, Med Intensity Texture: 20% Spot on Schneider Spot on Schultz	4	Schneider: "If you brought me diamonds"
	Act One Scene Eight	45	<i>It Couldn't Please Me More (Pineapple Song)</i>	Schultz Sings Frontlight: 70%; Ensemble, 30%, Sidelight: 40% Toplight: Magenta, Med Intensity Texture: 20% Spot on Schneider Spot on Schultz	3	Schultz: "If in your emotion"
	Act One Scene Eight	45	<i>It Couldn't Please Me More (Pineapple Song)</i>	Base Look stays the same LED Toplight breath effect	2	Both: "Ah..."
	Act One Scene Eight	45	<i>It Couldn't Please Me More (Pineapple Song)</i>	Base Look stays the same LED Toplight breath effect	2	Both: "Ah..."
	Act One Scene Eight	45	<i>It Couldn't Please Me More (Pineapple Song)</i>	Restore Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Magenta, Med Intensity	3	Schneider: "How am I to thank you?"

				Texture: 20% Spot on Schneider Spot on Schultz Add Light upstairs for Dancer Girls		
	Act One Scene Eight	46	<i>It Couldn't Please Me More (Pineapple Song)</i>	Girls Move to Stairs Base Look stays Add Light on SL and SR Stairs for Dancer Girls	3	Schneider: "Then We shall leave it here"
	Act One Scene Eight	46	<i>It Couldn't Please Me More (Pineapple Song)</i>	Small Shift One All Visibility and texture stay the same, Toplight is on its way to becoming purple Spot on Schneider Spot on Schultz Add Light On Stairs for Dancer Girls	3	Schneider: "For Me"
	Act One Scene Eight	46	<i>It Couldn't Please Me More (Pineapple Song)</i>	Small Shift Two All Visibility and texture stay the same, Toplight is on its way to becoming purple Spot on Schneider Spot on Schultz Add Light On Stairs for Dancer Girls	3	Schultz: "From Me"
	Act One Scene Eight	46	<i>It Couldn't Please Me More (Pineapple Song)</i>	Small Shift Three/Dance Break All Visibility and texture stay the same, Toplight is purple Spot on Schneider Spot on Schultz Add Light On Stairs for Dancer Girls	3	Dance Break
	Act One Scene Eight	46	<i>It Couldn't Please Me More (Pineapple Song)</i>	Restore Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Magenta, Med Intensity Texture: 20% Spot on Schneider (Med) Spot on Schultz (med)	4	Schneider: "But you must not bring me..."
	Act One Scene Eight	46	<i>It Couldn't Please Me More (Pineapple Song)</i>	Both Sing Frontlight: 70%; Ensemble, 30%, Sidelight: 40%	3	Both: "A Pineapple"

				Toplight: Magenta, Full Intensity Texture: 20% Spot on Schneider Spot on Schultz		
	Act One Scene Eight	47	<i>It Couldn't Please Me More (Pineapple Song)</i>	All Sing Frontlight: 60%; Ensemble, 30%, Perf. Plat Sidelight: 30% Toplight: Magenta, Full Texture: 20% Spot on Schneider Spot on Schultz (Expand to pick up girls behind them) Stairs out	4	All: "Ahh"
	Act One Scene Eight	47	Schneider's Apt	Scene Light Frontlight: 60%; Ensemble, 30%, Sidelight: 40% Toplight: Mid Tone Purple, Low Intensity Texture: 20% SPOTS OUT	4	All: "I think I will lie down for a few minuts..."
	Act One Scene Eight	47	Schneider's Apt	Scene Light Stays the same Hawaiian Window Effect	3	Hawaiian Riff in Music
	Act One Scene Eight	47		BLACKOUT	1	
	Act One Scene Eight	47		Scene Light Frontlight: 50%; Ensemble, 30%, Only light D area Sidelight: 0% Toplight: Purple, Low Intensity Texture: 30%	2	Kost: "Good evening Herr Schultz"
	Act One Scene Eight	47		Scene light stays the same, Add Doorway 1 light	3	Knock on door
	Act One Scene Eight	47	Schneider's Apt	Transition Light Frontlight: 10%; Ensemble, 20%, Sidelight: 0% Toplight: Purple, Low Texture: 0%	3	All Exit

	Act One Scene Nine	48		Song Light Frontlight: 40%; Ensemble, 10%, Emcee in 10% Light Sidelight: 0% Toplight: Red, Low Intensity Texture: 20%	3	After Transition
	Act One Scene Nine	48		Add Emcee Light Frontlight: 40%; Ensemble, 10%, Emcee in 30% Light Sidelight: 0% Toplight: Red, Low Intensity Texture: 20%	3	Boy: " <i>The branch of the linden</i> "
	Act One Scene Nine	48		Transition Light Frontlight: 10%; Ensemble, 10%, Sidelight: 0% Toplight: Red, Low Intensity Texture: 20%	3	After song
	Act One Scene Ten	49	Cliff's Room	Scene Light Frontlight: 60%; Ensemble, 30%, Perf Plat, Area G Sidelight: 0% Toplight: Teal 40%, Texture: 40% Add Door 2	4	After Transition
	Act One Scene Ten	52	Cliff's Room	Scene Light Fade Door 2	2	Sally: "I'm Pregnant"
	Act One Scene Ten	54	<i>Maybe This Time</i>	Switch Focus Frontlight: 40%; Ensemble, 20%, Sidelight: 20% Toplight: Soft Pink 30%, Texture: 20% SPOT Sally (soft)	8	Music Starts
	Act One Scene Ten	54	<i>Maybe This Time</i>	SPOT Sally (Med)	8	Sally: " <i>Maybe this time, I'll be lucky</i> "
	Act One Scene Ten	54	<i>Maybe This Time</i>	Add Area light to Cliff, 15% Frontlight: 40%; Ensemble, 20%, Sidelight: 20%	3	Sally: " <i>He will hold me fast</i> "

				Toplight: Soft Pink 30%, Texture: 20% SPOT Sally		
	Act One Scene Ten	54	<i>Maybe This Time</i>	Cliff Light Fade Frontlight: 30%; Ensemble, 20%, Sidelight: 20% Toplight: Soft Pink 50%, Texture: 20% SPOT Sally	3	Sally: “ <i>Everybody loves a winner</i> ”
	Act One Scene Ten	54	<i>Maybe This Time</i>	Color Intensify Frontlight: 30%; Ensemble, 20%, Sidelight: 40% Toplight: Pink 50%, Texture: 20% SPOT Sally	3	Sally: “ <i>Everybody loves a winner</i> ”
	Act One Scene Ten	54	<i>Maybe This Time</i>	Color Intensify Frontlight: 30%; Ensemble, 20%, Sidelight: 50% Toplight: Pink 70%, Texture: 20% SPOT Sally Softly add windows?	5	Sally: “ <i>All the odds are in my favor</i> ”
	Act One Scene Ten	54	<i>Maybe This Time</i>	Pull Back Frontlight: 20%; Ensemble, 20%, Sidelight: 20% Toplight: Pink 30%, Texture: 20% SPOT Sally	3	Sally: “ <i>Maybe this time, I’ll win</i> ”
	Act One Scene Ten	55	Cliff’s Room	Scene Light, Ernst Enters Frontlight: 60%; Ensemble, 30%, Perf Plat, Area G Sidelight: 0% Toplight: Teal 40%, Texture: 40%	1	Ernst Enters/Song Ends
	Act One Scene Ten	57	<i>Money</i>	Transition Light	0	Emcee: “So you see...”

				Frontlight: 30%; Ensemble, 20%, Sidelight: 0% Toplight: Blue 50%, Texture: 30% SPOT: Emcee		
	Act One Scene Ten	57	<i>Money</i>	Dancers Enter Frontlight: 50%; Ensemble, 20%, Sidelight: 40% Toplight: Green 40%, Texture: 30% SPOT: Emcee	4	Emcee: " <i>A mark, a yen, a buck, or a pound</i> "
	Act One Scene Ten	57	<i>Money</i>	Music Beat Frontlight: 50%; Ensemble, 20%, Sidelight: 40% Toplight: Green 40%, Texture: 30% SPOT: Emcee PP Chase lights at 30% DS LED Pop	0	Emcee: "...clanking sound"
	Act One Scene Ten	57	<i>Money</i>	KKK Girls Crawling on Perf Plat Frontlight: 50%; Ensemble, 20%, Sidelight: 40% Toplight: Green 40%, Texture: 30% SPOT: Emcee Grates Heartbeat Effect, Green Chase lights heartbeat effect	3	Emcee: " <i>Money Money Money Money</i> "
	Act One Scene Ten	57	<i>Money</i>	Restore Frontlight: 50%; Ensemble, 20%, Sidelight: 40% Toplight: Green 40%, Texture: 30% SPOT: Emcee Top LED's breath effect	3	Emcee: " <i>If you happen to be rich</i> "
	Act One Scene Ten	57	<i>Money</i>	Take the previous look and bump up in intensity	3	Emcee: " <i>If you happen to be rich</i> "
	Act One Scene Ten	57	<i>Money</i>	Music Beat	0	Emcee: " <i>carat yacht</i> "

				Frontlight: 50%; Ensemble, 20%, Sidelight: 40% Toplight: Green 40%, Texture: 30% SPOT: Emcee Windows Full Green		
	Act One Scene Ten	57	<i>Money</i>	Music Beat Base stays the same Window slide (Green) L to R	3	Emcee: "go around"
	Act One Scene Ten	57	<i>Money</i>	Music Beat Base stays the same Window slide (Green) R to L	3	Emcee: "go around"
	Act One Scene Ten	57	<i>Money</i>	Music Beat Base stays the same Window slide (Green) L to R	3	Emcee: "go around"
	Act One Scene Ten	57	<i>Money</i>	Music Beat Base stays the same Window slide (Green) R to L	3	Emcee: "go around"
	Act One Scene Ten	57	<i>Money</i>	Music Beat Base stays the same Window Pop at Full Green	3	Beat in Music
	Act One Scene Ten	58	<i>Money</i>	Music Beat Frontlight: 30%; Ensemble, 20%, Sidelight: 30% Toplight: Green 50%, Texture: 30% SPOT: Emcee Windows Full Green Breath Effect	3	All: " <i>Money Money Money Money</i> "
	Act One Scene Ten	58	<i>Money</i>	Dance Break Frontlight: 30%; Ensemble, 20%, Only light DS where girls are Sidelight: 30% Toplight: Green 50%, Texture: 30% SPOT: Emcee Expand to catch girls as he passes them	3	Dance Break
	Act One Scene Ten	58	<i>Money</i>	On Stair, Tambourine Frontlight: 40%; Ensemble, 20%, Stair Special	3	All: " <i>If you haven't any coal in the stove</i> "

				Sidelight: 30% Toplight: Green 70%, Texture: 30% SPOT: Emcee Windows Full Green Breath Effect		
	Act One Scene Ten	58	<i>Money</i>	Music Beat Frontlight: 50%; Ensemble, 20%, Stair Special Sidelight: 30% Toplight: Green 80%, Texture: 30% SPOT: Emcee Mover (Green)	0	Girls: " <i>Hunger</i> "
	Act One Scene Ten	60	<i>Money</i>	Restore Frontlight: 40%; Ensemble, 20%, Stair Special Sidelight: 30% Toplight: Green 70%, Texture: 30% SPOT: Emcee Mover Out	3	Emcee: " <i>Money makes the world...</i> "
	Act One Scene Ten	60	<i>Money</i>	Music Beat Base stays the same Window slide (Green) L to R	3	Girls: " <i>go around</i> "
	Act One Scene Ten	60	<i>Money</i>	Music Beat Base stays the same Window slide (Green) R to L	3	Girls: " <i>go around</i> "
	Act One Scene Ten	60	<i>Money</i>	Music Beat Base stays the same Window slide (Green) L to R	3	Girls: " <i>go around</i> "
	Act One Scene Ten	60	<i>Money</i>	Music Beat Base stays the same Window slide (Green) R to L	3	Girls: " <i>go around</i> "

	Act One Scene Ten	60	<i>Money</i>	Restore Frontlight: 50%; Ensemble, 20%, Stair Special, Area Lights Sidelight: 30% Toplight: Green 90%, Texture: 30% SPOT: Emcee Mover Green color, bubbles, fanning the stage... Cue Falling Money Window (Green) Effect	4	Emcee: "Money ..."
	Act One Scene Ten	60	<i>Money</i>	Button Frontlight: 40%; Ensemble, 20%, Stair Special Sidelight: 30% Toplight: Green 100%, Texture: 30% SPOT: Emcee Mover Stop Moving Window at Full	0	Button in Song
	Act One Scene Ten	60	<i>Money</i>	Playoff/Transition Frontlight: 30%; Ensemble, 20%, Sidelight: 0% Toplight: Green 50%, Texture: 20% SPOT: Emcee (Low) Mover Out	5	Playoff Music
	Act One Scene Eleven	60	Hallway/Boarding House	Scene Light Frontlight: 40%; Ensemble, 20%, Sidelight: 0% Toplight: Mid tone purple 40%, Texture: 20% SPOT FADE	5	After Transition
	Act One Scene Eleven	61	Hallway/Boarding House	Pull into PP and just DS Frontlight: 50%; Ensemble, 20%, Sidelight: 0% Toplight: Mid tone purple 40%, Texture: 20%	5	Schneider: "You said 'unless'"
	Act One Scene	63	<i>Married</i>	Establish Song Light	3	Music Cue

	Eleven			Frontlight: 40%; Ensemble, 20%, Sidelight: 0% Toplight: Purple 40%, Texture: 20%		
	Act One Scene Eleven	63	<i>Married</i>	Spotlights Frontlight: 40%; Ensemble, 20%, Sidelight: 30% Toplight: Purple 40%, Texture: 20% SPOT: Schneider (soft) SPOT: Shultz (soft)	5	Schultz: "how the world can change"
	Act One Scene Eleven	63	<i>Married</i>	Color Shift Frontlight: 40%; Ensemble, 20%, Sidelight: 30% Toplight: Magenta 40%, Texture: 20% SPOT: Schneider (soft) SPOT: Shultz (soft)	5	Schultz: "And the old despair"
	Act One Scene Eleven	63	<i>Married</i>	Split Scene Change Focus Frontlight: 20%; Ensemble, 10%, Chanteuse (upstairs) Special Sidelight: 30% Toplight: Magenta 40%, Texture: 30% SPOT: Schneider (softer) SPOT: Shultz (softer)	3	Schultz: "Married Me"
	Act One Scene Eleven	64	<i>Married</i>	Dance, Spoken Frontlight: 30%; Ensemble, 20%, Sidelight: 30% Toplight: Magenta 60%, Texture: 20% SPOT: Schneider (soft) SPOT: Shultz (soft)	5	Chanteuse: "O Wie Wundbar"
	Act One Scene Eleven	64	<i>Married</i>	Split Scene Change Focus Frontlight: 30%; Ensemble, 10%, Chanteuse (upstairs) Special Sidelight: 30% Toplight: Magenta 40%,	5	Schultz: "and the old despair"

				Texture: 30% SPOT: Schneider (softer) SPOT: Shultz (softer)		
	Act One Scene Eleven	64	<i>Married</i>	Spots Restore DS, Chanteuse Fades away Frontlight: 40%; Ensemble, 20%, Sidelight: 30% Toplight: Magenta 50%, Texture: 20% SPOT: Schneider (soft) SPOT: Shultz (soft)	5	Both: " <i>For you wake one day</i> "
	Act One Scene Eleven	64	<i>Married</i>	Area Light Pulls in Frontlight: 40%; Ensemble, 20%, Sidelight: 30% Toplight: Magenta 50%, Texture: 20% SPOT: Schneider (soft) SPOT: Shultz (soft)	3	Schultz: " <i>Somebody wonderful</i> "
	Act One Scene Twelve	65	The Fruit Shop	Scene Look Frontlight: 50% Area A,B,C; Ensemble, 20%, Sidelight: 0% Toplight: Purple 30%, Texture: 10%	3	Transition Music
	Act One Scene Twelve	69	The Fruit Shop	"Dancing" Starts Frontlight: 40%; Ensemble, 20%, Sidelight: 0% Toplight: Purple 50%, Texture: 10%	3	Kost: "You must dance with me, come"
	Act One Scene Twelve	70	The Fruit Shop	Scene Look Stays the same (restore from previous cue) Windows at 50% Red 1st stomp Fade is AutoFollow	0	Kost: "Jews"
	Act One Scene Twelve	70	The Fruit Shop	Scene Look Stays the same Windows at 60% Red 2nd stomp Fade is AutoFollow	0	Ernst: "I must speak to you"

	Act One Scene Twelve	70	The Fruit Shop	Scene Look Stays the same Windows at 70% Red 3rd stomp Fade is AutoFollow	0	Ernst: "think what you are doing"
	Act One Scene Twelve	70	The Fruit Shop	Scene Look Stays the same Windows at 90% Red 4th stomp Fade is AutoFollow	0	Ernst: "for your own welfare..."
	Act One Scene Twelve	70	The Fruit Shop	Scene Look Stays the same Windows at 100% Red 5th stomp	0	Ernst: "Good night"
	Act One Scene Twelve	70	The Fruit Shop	Scene Look Stays the same Windows Fade	5	Kost: "Oh, but it is just beginning"
	Act One Scene Twelve	70	<i>Tomorrow Belongs to Me</i>	Establish Song Look Frontlight: 50%; Sidelight: 0% Toplight: Red 30%, Texture: 10% SPOT: Kost	5	Kost: " <i>The sun on the meadow...</i> "
	Act One Scene Twelve	70	<i>Tomorrow Belongs to Me</i>	Color Intense Frontlight: 50%; Sidelight: 0% Toplight: Red 50%, Texture: 10% SPOT: Kost Windows at 30%	5	Kost: " <i>The branch on the linden</i> "
	Act One Scene Twelve	71	<i>Tomorrow Belongs to Me</i>	Add Ernst to song Frontlight: 50%; Sidelight: (Submaster) Toplight: Red 30%, Texture: 10% SPOT: Kost SPOT: Ernst	5	Both: " <i>The babe in his cradle...</i> "
	Act One Scene Twelve	71	<i>Tomorrow Belongs to Me</i>	Spotlights fade on soloists Frontlight: 50%; Sidelight: (submaster)	3	Kost: Everyone!

				Toplight: Red 50%, Texture: 10% Spotlights Out on Kost and Ernst		
	Act One Scene Twelve	71	<i>Tomorrow Belongs to Me</i>	Spotlights on Outsiders Frontlight: 50%; Sidelight: (submaster) Toplight: Red 70%, Texture: 10% Spots on: Sally, Cliff, Shultz, Schneider	5	All: "Oh Fatherland, Fatherland"
	Act One Scene Twelve	71	<i>Tomorrow Belongs to Me</i>	Emcee Reveal in Mover spot Frontlight: 50%; Sidelight: (submaster) FULL Toplight: Red 100%, Texture: 40% Mover Spot on Emcee (C) AutoFollow BLACKOUT	0	Cymbal Crash
	Intermission	71	Intermission	Frontlight: 0%; Sidelight: 0% Toplight: Blue Med, Texture: 30%, New Texture floor and walls (low) one floor flickering	6	After everyone exits the stage
	Intermission	71		House Look		

CABARET
Cue Synopsis
Act Two

Michael Darby
Lighting Designer

February 7, 2020

	Intermission	71	House to Half	House Lights to half intensity	5	
	Intermission	71	House Out	House Lights Out	5	
	Intermission	71	Stage Out	Stage Lights Out/BLACKOUT Drum Roll and Cymbal crash?	3	
	Act Two Scene One	72	<i>Entr'acte</i>	Low Intense lighting Look Frontlight: 0%; Sidelight: 0% Toplight: Green Med, Texture: 30%, New Texture floor and walls (low) one floor flickering Band lights 40%	3	<i>Band Only: Money</i>
	Act Two Scene One	72	<i>Entr'acte</i>	Emcee Appears Frontlight: 0%; Sidelight: 0% Toplight: Blue Med, Texture: 30%, New Texture floor and walls (low) one floor flickering Band lights 30% SPOT: Emcee	2	<i>Emcee Appears/I Don't Care Much and Married Underscore</i>
	Act Two Scene One	72	<i>Entr'acte</i>	Emcee on Floor Frontlight: 30%; Sidelight: 0%	2	Emcee reaches Level One

				Toplight: Blue Med, Texture: 30%, New Texture floor and walls (low) one floor flickering Band lights 20% SPOT: Emcee		
	Act Two Scene One	72	<i>Entr'acte</i>	Emcee introduces Dancers Frontlight: 40%; Sidelight: 0% Toplight: Blue Med/High, Texture: 30%, New Texture floor and walls (low) one floor flickering Band lights 30%	2	Emcee introduces dancers
	Act Two Scene One	72	<i>Entr'acte</i>	Dancers Enter Frontlight: 40%, expanded Sidelight: 30% Toplight: White Med, Texture: 30% Band lights 30% SPOT OUT Emcee	2	Dancers Enter, Weird Drums
	Act Two Scene One	72	<i>Entr'acte</i>	SPOT Back on Emcee when we reenters	2	
	Act Two Scene One	72	<i>Entr'acte</i>	Dance Starts Frontlight: 40%, expanded Sidelight: 30% Toplight: Pink and Blue Med, Texture: 30% Band lights 30%	3	<i>Two Ladies Music</i>
	Act Two Scene One	72	<i>Entr'acte</i>	Music Beat, Previous look stays, Window 1 Pop White or Pink	0	Music Beat
	Act Two Scene One	72	<i>Entr'acte</i>	Music Beat, Previous look stays, Window 2 Pop White or Pink	0	Music Beat
	Act Two Scene One	72	<i>Entr'acte</i>	Music Beat, Previous look stays, Window 3 Pop White or Pink	0	Music Beat

	Act Two Scene One	72	<i>Entr'acte</i>	Music Beat, Previous look stays, Window 4 Pop White or Pink	0	Music Beat
	Act Two Scene One	72	<i>Entr'acte</i>	Music Beat, Previous look stays, All Chase lights flash	0	Music Beat
	Act Two Scene One	72	<i>Entr'acte</i>	Music Beat, Previous look stays, All Windows at Pink	0	Music Beat
	Act Two Scene One	72	<i>Entr'acte</i>	Frontlight: 30% Sidelight: 50% pink Toplight: Magenta Low Texture: 30% Band lights 30%	2	Drums for Transition
	Act Two Scene One	72	<i>Entr'acte</i>	Color Shift Frontlight: 40% Sidelight: 40% pink Toplight: Pink Med Texture: 30% Band lights 30%	2	<i>Cabaret Music</i>
	Act Two Scene One	72	<i>Entr'acte</i>	Frontlight: 30% Sidelight: 40% Pink/Red Toplight: Magenta Low Texture: 30% Band lights 30%	5	Military Drum Cadence
	Act Two Scene One	72	<i>Entr'acte</i>	Frontlight: 50% Sidelight: 50% Toplight: Blue Med Texture: 30% Band lights 30%	2	Kickline

	Act Two Scene One	72	<i>Entr'acte</i>	Add Movers Frontlight: 50% Sidelight: 50% Toplight: Blue Med Texture: 30% Band lights 30% Movers (Blue)	2	Pinwheel
	Act Two Scene One	72	<i>Entr'acte</i>	Eins Zwei Drei Music Beat Frontlight: 50% Sidelight: 50% Toplight: Blue Med Texture: 30% Band lights 30% PP Chase Lights L Window 1 and Half of 2 (Teal)	0	Eins
	Act Two Scene One	72	<i>Entr'acte</i>	Eins Zwei Drei Music Beat Frontlight: 50% Sidelight: 50% Toplight: Blue Med Texture: 30% Band lights 30% PP Chase Lights L and R Window Half 2 and Half of 3 (Teal)	0	Zwei
	Act Two Scene One	72	<i>Entr'acte</i>	Eins Zwei Drei Music Beat Frontlight: 50% Sidelight: 50% Toplight: Blue Med Texture: 30% Band lights 30% PP Chase Lights L R and Front Window Half of 3 and all of 4 (Teal)	0	Drei
	Act Two Scene One	72	<i>Entr'acte</i>	Restore Frontlight: 50% Sidelight: 50% Toplight: Blue Med Texture: 30% Band lights 30%	3	AutoFollow

				PP Chase Lights OUT Windows OUT		
	Act Two Scene One	72	<i>Entr'acte</i>	Vier Funf Sechs Music Beat Frontlight: 50% Sidelight: 50% Toplight: Blue Med Texture: 30% Band lights 30% PP Chase Lights Front Window 4 and Half of 3 (Teal)	0	Vier
	Act Two Scene One	72	<i>Entr'acte</i>	Vier Funf Sechs Music Beat Frontlight: 50% Sidelight: 50% Toplight: Blue Med Texture: 30% Band lights 30% PP Chase Lights Front and R Window Half 3 and Half of 2 (Teal)	0	Funf
	Act Two Scene One	72	<i>Entr'acte</i>	Vier Funf Sechs Music Beat Frontlight: 50% Sidelight: 50% Toplight: Blue Med Texture: 30% Band lights 30% PP Chase Lights L R and Front Window Half of 2 and all of 1 (Teal)	0	Sechs
	Act Two Scene One	72	<i>Entr'acte</i>	Restore Frontlight: 50% Sidelight: 50% Toplight: Blue Med Texture: 30% Band lights 30% PP Chase Lights OUT Windows OUT	3	AutoFollow
	Act Two Scene One	72	<i>Entr'acte</i>	Red Bleeds	5	<i>Tomorrow Belongs to Me</i>

				Frontlight: 40% Sidelight: 60% Red Toplight: Red High Texture: 30% (New) Band lights 30%		
	Act Two Scene One	72	<i>Entr'acte</i>	Transition Light Frontlight: 30% Sidelight: 30% Toplight: Red Med/Low Texture: 30% Band lights 30%	5	Transition
	Act Two Scene Two	73	The Fruit Shop	Scene Light Frontlight: 40%, Ensemble 20% Sidelight: 20% Toplight: Magenta Low Texture: 20% Band lights 20%	3	After Transition
	Act Two Scene Two	75	The Fruit Shop	Establish Song Look Frontlight: 30%, Ensemble 20% Sidelight: 20% Toplight: Magenta Med Texture: 20% Band lights 20% SPOT: Schneider (Soft) SPOT: Schultz (Soft)	4	Music Begins
	Act Two Scene Two	75	The Fruit Shop	Brick Drop Frontlight: 40%, Ensemble 20% Sidelight: 30% Red Toplight: Magenta Med Texture: 20% Band lights 20% Red Grate 3 Soft New Texture on PP (10%) SPOT: Schneider (Soft) SPOT: Schultz (Soft)	0	Brick Drop
	Act Two Scene Two	75	The Fruit Shop	Scene Light	5	Schultz: "Full of mischief."

				Frontlight: 40%, Ensemble 20% Sidelight: 20% Red Toplight: Magenta Low Texture: 20% Band lights 20% Red Grate 3 FADE Soft New Texture on PP (10%) SPOT: Schneider OUT SPOT: Schultz OUT		
	Act Two Scene Three	76	Kit Kat Klub	Establish Light Frontlight: 20%, Ensemble 20% Sidelight: 20% Toplight: Teal Low Texture: 20% Band lights 20% New Texture: Upstage V. Low Window Texture: Low SPOT: Emcee (Low)	2	After transition, Music Into
	Act Two Scene Three	76	<i>If You Could See Her</i>	Pick up Emcee Look stays the same SPOT: Emcee (Med)	1	After look is established
	Act Two Scene Three	76	<i>If You Could See Her</i>	Gorilla Reveal Frontlight: 30%, Ensemble 20% Sidelight: 30% Toplight: Teal Med Texture: 20% Band lights 20% New Texture: Upstage V. Low Window Texture: Low SPOT: Emcee SPOT: Gorilla	2	Emcee: "It would change your point of view"
	Act Two Scene Three	76	<i>If You Could See Her</i>	Color Shift Frontlight: 30%, Ensemble 20% Sidelight: 30% Toplight: Blue Med Texture: 20% Band lights 20%	3	Emcee: "How can I speak of her virtues"

				New Texture: Upstage V. Low Window Texture: Low SPOT: Emcee SPOT: Gorilla		
	Act Two Scene Three	76	<i>If You Could See Her</i>	Color Shift Frontlight: 30%, Ensemble 20% Sidelight: 30% Toplight: Blue Med Texture: 20% Band lights 20% New Texture: Upstage V. Low Window Texture: Low SPOT: Emcee SPOT: Gorilla	3	Emcee: "How can I speak of her virtues"
	Act Two Scene Three	76	<i>If You Could See Her</i>	Music Beat: Like I Do Frontlight: 30%, Ensemble 20% Sidelight: 30% Toplight: Blue Med Texture: 20% Band lights 20% New Texture: Upstage V. Low Window Texture: Low SPOT: Emcee SPOT: Gorilla Window 1 and Half of 2 (Pink)	0	Emcee: "Like"
	Act Two Scene Three	76	<i>If You Could See Her</i>	Music Beat: Like I Do Frontlight: 30%, Ensemble 20% Sidelight: 30% Toplight: Blue Med Texture: 20% Band lights 20% New Texture: Upstage V. Low Window Texture: Low SPOT: Emcee SPOT: Gorilla Window Half of 2 and Half of 3 (Pink)	0	Emcee: "I"

	Act Two Scene Three	76	<i>If You Could See Her</i>	Music Beat Frontlight: 30%, Ensemble 20% Sidelight: 30% Toplight: Blue Med Texture: 20% Band lights 20% New Texture: Upstage V. Low Window Texture: Low SPOT: Emcee SPOT: Gorilla Window 4 and Half of 3 (Pink)	0	Emcee: "Do"
	Act Two Scene Three	76	<i>If You Could See Her</i>	Dance Break Frontlight: 40%, Ensemble 20% Sidelight: 40% Toplight: Magenta Med Texture: 20% Band lights 20% SPOT: Emcee SPOT: Gorilla Windows Pink	3	Music Shift/Dance Break
	Act Two Scene Three	76	<i>If You Could See Her</i>	Dance Break Beat Frontlight: 40%, Ensemble 20% Sidelight: 40% Toplight: Magenta Med Texture: 20% Band lights 20% SPOT: Emcee SPOT: Gorilla Windows Pop Magenta	0	Beat in Music
	Act Two Scene Three	76	<i>If You Could See Her</i>	Dance Break Kiss Frontlight: 40%, Ensemble 20% Sidelight: 40% Toplight: Magenta Med Texture: 20% Band lights 20% SPOT: Emcee SPOT: Gorilla	0	Beat in Music, Kiss

				PP Platform Pop on Fade (AutoFollow)		
	Act Two Scene Three	76	<i>If You Could See Her</i>	Dance Break Beat Frontlight: 40%, Ensemble 20% Sidelight: 40% Toplight: Purple Texture: 20% Band lights 20% SPOT: Emcee SPOT: Gorilla Windows Pop Slide Purple	2	Slur in Music
	Act Two Scene Three	77	<i>If You Could See Her</i>	Pull back for Dialogue Frontlight: 30%, Ensemble 20% Sidelight: 30% Toplight: Purple/Magenta Texture: 20% Band lights 20% SPOT: Emcee (Soft) SPOT: Gorilla (Soft)	5	Emcee: "Meine Damen und Herren"
	Act Two Scene Three	77	<i>If You Could See Her</i>	Pull back more Frontlight: 20%, Ensemble 0% Sidelight: 20% Toplight: Purple/Magenta Low Texture: % Band lights 10% SPOT: Emcee (Soft) SPOT: Gorilla (Soft)	1	Emcee: "Live and Let Live"
	Act Two Scene Three	77	<i>If You Could See Her</i>	Song Restore Frontlight: 40%, Ensemble 20% Sidelight: 40% Toplight: Magenta Med Texture: 20% Band lights 20% SPOT: Emcee SPOT: Gorilla Windows Pink	1	Emcee: " <i>I understand your objection</i> "

				Music Beat Toplight: Magenta Full Look Stays the same	0	Dancers Gorilla Jumps on Emcee
	Act Two Scene Three	77	<i>If You Could See Her</i>	Pull back more Frontlight: 20%, Ensemble 0% Sidelight: 20% Toplight: Purple Low Texture: % Band lights 10% SPOT: Emcee (Soft) SPOT: Gorilla (Soft)	1	Emcee: "She wouldn't look Jewish at all"
	Act Two Scene Three	77	<i>If You Could See Her</i>	Dance Break Restore Frontlight: 40%, Ensemble 20% Sidelight: 40% Toplight: Magenta Med Texture: 20% Band lights 20% SPOT: Emcee SPOT: Gorilla Windows Pink	1	Dance Break
	Act Two Scene Three	77	<i>If You Could See Her</i>	Dance Break False Button Frontlight: 60%, Ensemble 20% Sidelight: 40% Toplight: Magenta High Texture: 20% Band lights 20% SPOT: Emcee SPOT: Gorilla Windows Pink	0	Button
	Act Two Scene Three	77	<i>If You Could See Her – Can Can Cage</i>	Can Can Cage – Dancers Enter Frontlight: 50%, Ensemble 20% Sidelight: 40% Toplight: Magenta and Blue High Texture: 20% Band lights 20% SPOT: Emcee SPOT: Gorilla	2	Dancers Enter

				Windows Blue and Magenta Alternating (effect) Mover Effect?		
	Act Two Scene Three	77	<i>If You Could See Her – Can Can Cage</i>	Can Can Cage – Jump Splits Basic Look Stays the same Window: 4 in Blue	0	Jump Split Anna
	Act Two Scene Three	77	<i>If You Could See Her – Can Can Cage</i>	Can Can Cage – Jump Splits Basic Look Stays the same Window: 3 in Blue	0	Jump Split Jonah
	Act Two Scene Three	77	<i>If You Could See Her – Can Can Cage</i>	Can Can Cage – Jump Splits Basic Look Stays the same Window: 2 in Blue	0	Jump Split Alex
	Act Two Scene Three	77	<i>If You Could See Her – Can Can Cage</i>	Can Can Cage – Jump Splits Basic Look Stays the same Window: 1 in Blue	0	Jump Split Caroline
	Act Two Scene Three	77	<i>If You Could See Her – Can Can Cage</i>	Can Can Cage – Button Frontlight: 60%, Ensemble 20% Sidelight: 40% Toplight: Magenta and Blue Full Texture: 20% Band lights 20% Windows at Full	0	Button
	Act Two Scene Three	77	<i>If You Could See Her – Can Can Cage</i>	Can Can Cage – Gorilla Rescue Frontlight: 40%, Ensemble 20% Sidelight: 30% Toplight: Blue, 30% Texture: 20% New Texture, (13, 10, 8, 7) Band lights 20% SPOT: Emcee (Very Soft) SPOT: Gorilla (Very Soft) Windows Dim, Amber	3	Emcee picks up Gorilla
	Act Two Scene Three	77	<i>If You Could See Her – Can Can Cage</i>	Spots out/Transition light Frontlight: 30%, Ensemble 20% Sidelight: 30% Toplight: Teal Blue, 30%	4	After Emcee and Gorilla Disappear

				Texture: 20% New Texture, (13, 10, 8, 7) Band lights 20% SPOT: Emcee OUT SPOT: Gorilla OUT Windows Dim, Amber		
	Act Two Scene Four	78	Cliff's Room	Scene Light Frontlight: 40%, Ensemble 20% PP, D Sidelight: 30% Toplight: Ice Blue, 30% Texture: 20% Band lights 20% Window Out	4	After Transition
	Act Two Scene Three	80	<i>What Would You Do?</i>	Establish Song Light Frontlight: 40%, Ensemble 20% Sidelight: 30% Toplight: Purple, 40% Texture: 20% Band lights 20%	2	Music Starts
	Act Two Scene Three	80	<i>What Would You Do?</i>	Establish Song Light Frontlight: 40%, Ensemble 20% Sidelight: 30% Toplight: Purple, 40% Texture: 20% Band lights 20% SPOT: Schneider	1	Schneider: " <i>With time rushing by</i> "
	Act Two Scene Three	80	<i>What Would You Do?</i>	Establish Song Light Frontlight: 40%, Ensemble 20% Sidelight: 30% Toplight: Purple Magenta, 40% Texture: 20% Band lights 20% SPOT: Schneider	3	Schneider: " <i>Alone like me</i> "
	Act Two Scene Three	80	<i>What Would You Do?</i>	Song Light Build Frontlight: 40%, Ensemble 20% Sidelight: 40% Toplight: Purple Magenta, 60% Texture: 20%	3	Schneider: " <i>Grown old like me</i> "

				Band lights 20% SPOT: Schneider		
	Act Two Scene Three	80	<i>What Would You Do?</i>	Song Light Build Frontlight: 40%, Ensemble 20% Sidelight: 40% Toplight: Purple Magenta, 80% Texture: 20% Band lights 20% SPOT: Schneider	3	Schneider: "Not anyone"
	Act Two Scene Three	81	<i>What Would You Do?</i>	Song Light Pull Back Frontlight: 30%, Ensemble 20% Sidelight: 30% Toplight: Purple Magenta, 60% Texture: 20% Band lights 20% SPOT: Schneider	5	Schneider: "With a storm in the wind"
	Act Two Scene Four	81	Cliff's Room	Scene Light Frontlight: 40%, Ensemble 20% PP, D Sidelight: 30% Toplight: Ice Blue, 30% Texture: 20% Band lights 20% SPOTS OUT	5	Cliff: "Fraulein Schneider"
	Act Two Scene Four	83	<i>I Don't Care Much</i>	Light Transition Frontlight: 20%, Ensemble 10% D at 20% Sidelight: 30% Toplight: Blue, 20% at D only Texture: 10% Band lights 10% Emcee is in Special upstairs	3	Cliff Exits, Sally Sits Alone, Emcee Appears
	Act Two Scene Four	83	<i>I Don't Care Much</i>	Establish Light Frontlight: 35%, Ensemble 20% D at 35% Sidelight: 30% Toplight: Ice Blue, 30% at D, Blue Everywhere else Texture: 20% Band lights 20%	3	Emcee: "Hearts grow hard on a windy street"

				Emcee is in Special upstairs		
	Act Two Scene Four	84	<i>I Don't Care Much</i>	Intensity change Frontlight: 30%, Ensemble 20% D at 30% Sidelight: 40% Toplight: Ice Blue, 40% at D, Blue Everywhere else at 30% Texture: 20% Band lights 20% Emcee is in Special upstairs Window Start to Glow Red (40%) Hearbeat?	5	Emcee: " <i>I don't care much</i> "
	Act Two Scene Four	84	<i>I Don't Care Much</i>	Pull Back/Add Shaft of Light Frontlight: 30%, Ensemble 20% D at 30% Sidelight: 40% Toplight: Ice Blue, 40% at D, Blue Everywhere else at 30% Texture: 20% Band lights 20% Emcee is in Special upstairs Add in Shaft of light for Sally/Max Windows Red (20%)	5	Emcee: " <i>So if you kiss me</i> "
	Act Two Scene Five	84	Kit Kat Klub	Scenic Light Frontlight: 50%, Ensemble 20% Sidelight: 30% Toplight: Blue, 30% Texture: 20% Band lights 20%	0	After Song
	Act Two Scene Five	84	Kit Kat Klub	Scenic Light Base stays the same Upstairs special OUT Shaft of light OUT	1	AUTOFOLLOW
	Act Two Scene Five	85	Kit Kat Klub	Scenic Light Base look stays the same Add Red Side light at 40%	15	Ernst: "Clifford—would you join me for a drink?"
	Act Two Scene Five	86	Kit Kat Klub	Establish Fight Light Frontlight: 50%, Ensemble 20%, pull FL DR Sidelight: 30% Toplight: Ice Blue, 30%	0	Cliff Punches Ernst

				Texture: 20% Band lights 20%		
	Act Two Scene Five	86	Kit Kat Klub	Fight Light - Punch Base stays the same as previous cue Window 1 Flash	0	Cliff Swings at Victor
	Act Two Scene Five	86	Kit Kat Klub	Fight Light - Punch Base stays the same as previous cue Window 2 Pop	0	Victor Punches Cliff
	Act Two Scene Five	86	Kit Kat Klub	Fight Light - Punch Base stays the same as previous cue Window 3 Pop	0	Bobby Punches Cliff
	Act Two Scene Five	86	Kit Kat Klub	Fight Light - Kick Base stays the same as previous cue Window 4 Pop (Fade: AutoFollow (Slow))	0	Victor Kicks Cliff
	Act Two Scene Five	86	Kit Kat Klub	Fight Light - Headbash Base stays the same as previous cue All Window Flash (Fade: AutoFollow)	0	Max Kicks Cliff
	Act Two Scene Five	86	Kit Kat Klub	Focus Switch Frontlight: 20%, Ensemble 20%, (Completely Dark DS) Sidelight: 0% Toplight: Blue, 30% Texture: 20% (New Texture Sparatic) Band lights 20% SPOT: Emcee	1	After the Fight
	Act Two Scene Five	86	Kit Kat Klub	Character Switch Base stays the same SPOT: Sally	2	Emcee: "Sally Bowles"
	Act Two Scene Five	86	Kit Kat Klub	Character Switch Base stays the same SPOT: Sally	5	Leaves the stage AUTOFOLLOW

				SPOT: Emcee OUT		
	Act Two Scene Five	87	<i>Cabaret</i>	Song Lyrics Frontlight: 10%, Ensemble 20%, (Completely Dark DS) Sidelight: 20% (Pink) Toplight: Blue, 30% Texture: 20% (New Texture Low intense) Band lights 20% SPOT: Sally	3	Sally: “ <i>What good is sitting alone in your room?</i> ”
	Act Two Scene Five	87	<i>Cabaret</i>	Establish Look Frontlight: 10%, Ensemble 20%, (Completely Dark DS) Sidelight: 20% (Pink) Toplight: Pink/Blue, 50% Texture: 20% (New Texture Low intense) Band lights 20% SPOT: Sally	5	Sally: “ <i>Put down the knitting</i> ”
	Act Two Scene Five	87	<i>Cabaret</i>	Pull Back Frontlight: 10%, Ensemble 20%, (Completely Dark DS) Sidelight: 10% (Pink) Toplight: Pink/Blue, 30% Texture: 20% (New Texture Low intense) Band lights 20% SPOT: Sally	2	Sally: “ <i>Right this way</i> ”
	Act Two Scene Five	87	<i>Cabaret</i>	Restore Look Frontlight: 10%, Ensemble 20%, (Completely Dark DS) Sidelight: 40% (Pink) Toplight: Pink/Blue, 50% Texture: 20% (New Texture Low intense) Band lights 20% SPOT: Sally	3	Sally: “ <i>No use permitting...</i> ”
	Act Two Scene Five	87	<i>Cabaret</i>	Build Look Frontlight: 20%, Ensemble 20%, (Completely Dark DS) Sidelight: 50% (Pink) Toplight: Pink/Blue, 60% Texture: 20% (New Texture Low intense) Band lights 20% SPOT: Sally	5	Sally: “ <i>Cabaret</i> ”

	Act Two Scene Five	87	<i>Cabaret</i>	Spot Cue/Color Shift Base look stays the same Spot on Sally tights to just her face Toplight to only pink SPOT: Sally	2	Sally: "I used to have a girlfriend known as Elsie."
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 1 @ Full	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 2 @ Full	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 3 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 2 @ Full	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 3 @ Full	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 1 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat	0	Music Bump

				Base look stays the same SPOT: Sally Chase Lights Circuit 1 @ Full		
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 2 @ Full	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 3 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 2 @ Full	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 3 @ Full	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 1 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Pull Back Frontlight: 20%, Ensemble 20%, (Completely Dark DS) Sidelight: 20% (Pink) Toplight: Pink/Blue, 40% Texture: 20% (New Texture Low intense) Band lights 20% SPOT: Sally	3	Sally: "I think of Elsie to this very day"
	Act Two Scene Five	87	<i>Cabaret</i>	Song Build Frontlight: 20%, Ensemble 20%, (Completely Dark DS)	3	Sally: "What good is sitting alone in your room?"

				Sidelight: 50% (Pink) Toplight: Pink/Blue, 60% Texture: 20% (New Texture Low intense) Band lights 20% SPOT: Sally		
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 1 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 2 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 1 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 2 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 2 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 3 @ Full (Fade: AutoFollow)	0	Music Bump

	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 2 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 3 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 1 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 2 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 3 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Music Beat Base look stays the same SPOT: Sally Chase Lights Circuit 1 @ Full (Fade: AutoFollow)	0	Music Bump
	Act Two Scene Five	87	<i>Cabaret</i>	Song Build Frontlight: 40%, Ensemble 20%, (Completely Dark DS) Sidelight: 60% (Pink) Toplight: Pink/Blue, 80%	3	Sally: "Life is a Cabaret, old chum"

				Texture: 20% (New Texture Low intense) Band lights 20% SPOT: Sally		
	Act Two Scene Five	88	<i>Cabaret</i>	Pull Back Frontlight: 20%, Ensemble 20%, (Completely Dark DS) Sidelight: 20% (Pink) Toplight: Pink, 40% Texture: 20% (New Texture Low intense) Band lights 20% SPOT: Sally	3	Sally: " <i>I made my mind up...</i> "
	Act Two Scene Five	88	<i>Cabaret</i>	Grande Finale Frontlight: 23%, Ensemble 20%, (Completely Dark DS) Sidelight: 60% (Pink) Toplight: Pink/Blue, 90%; Red Low intense on PP Texture: 20% (New Texture Med intense) Band lights 20% SPOT: Sally	3	Sally: " <i>Start by admitting..</i> "
	Act Two Scene Five	88	<i>Cabaret</i>	Button Base look from previous cue stays Toplight at Full Sidelight at Full SPOT: Sally	0	Button
	Act Two Scene Five	88	<i>Cabaret</i>	BLACKOUT	0	AUTOFOLLOW?
	Act Two Scene Five	88	<i>Cabaret</i>	SPOT: Saxophone	2	
	Act Two Scene Five	88	<i>Cabaret</i>	SPOT OUT	2	
	Act Two Scene Six	88	Cliff's Room	Establish Look Frontlight: 40%, Ensemble 20% Sidelight: 30% Toplight: Ice Blue, 30% Texture: 20% Include Door 2	3	After Transition
	Act Two Scene Six	90	Cliff's Room	Establish Look	3	Cliff: "Not a mark on them"

				Frontlight: 40%, Ensemble 20% Sidelight: 30% Toplight: Ice Blue, 30% Texture: 20% FADE Door 2		
	Act Two Scene Six	90	Cliff's Room	Build Tension Frontlight: 30%, Ensemble 20% Sidelight: 50% Toplight: Ice Blue, 50% Texture: 20% ADD A Look for the Shakedown?	7	Cliff: "Is that why you didn't come home?"
	Act Two Scene Six	91	Cliff's Room	Start Shift Focus to Sally Frontlight: 40%, Ensemble 20% Sidelight: 30% Toplight: Ice Blue, 40% Texture: 20%	6	Sally: "I've always hated Paris"
	Act Two Scene Six	91	Cliff's Room	Sally Only (Area F) Frontlight: 30%, Ensemble 10% Sidelight: 0% Toplight: Blue, 30% Tight Texture: 20% New texture?	4	Cliff Exits
	Act Two Scene Six	91	Cliff's Room	BLACKOUT (Voice Over in this cue)	3	After some time
	Act Two Scene Seven	92	Act Two Train	Establish Look Frontlight: Train Special Sidelight: 20% Toplight: Amber, 30% Over Train Texture:	4	After Transition
	Act Two Scene Seven	92	Act Two Train	Add a Spot Look Stays the same SPOT: Cliff (Soft)	2	Cliff: "There was a Cabaret..."
	Act Two Scene Seven	92	Act Two Train	Add a Spot Look Stays the same	2	Cliff: " <i>Stranger</i> "

				SPOT: Emcee (Soft) SPOT: Cliff (Soft)		
	Act Two Scene Seven	93	Act Two Train	Establish Look Frontlight: Very Little Sidelight: 20% Toplight: Red, 20% Texture: New, Everywhere 40% SPOT: Emcee (Soft), Cliff (Soft) SPOT: Cliff Out	4	Emcee: <i>"Bleibe, Reste Stay"</i>
	Act Two Scene Seven	93		Voice over Spots Frontlight: 0 Sidelight: 40% Red Toplight: Red, 30% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Cliff (Soft) MOVER SPOT: Schultz	1	Voice Over
	Act Two Scene Seven	93		Voice over Spots Frontlight: 0 Sidelight: 40% Red Toplight: Red, 30% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Cliff (Soft) MOVER SPOT: Schneider	1	Voice Over
	Act Two Scene Seven	93		Voice over Spots Frontlight: 0 Sidelight: 40% Red Toplight: Red, 30% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Cliff (Soft) MOVER SPOT: Kost	1	Voice Over
	Act Two Scene Seven	93		Voice over Spots Frontlight: 0 Sidelight: 40% Red Toplight: Red, 30%	1	Voice Over

				Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Cliff (Soft) MOVER SPOT: Ernst		
	Act Two Scene Seven	93		Voice over Spots Frontlight: 0 Sidelight: 40% Red Toplight: Red, 30% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Cliff (Soft) MOVER SPOT: Sally	1	Voice Over
	Act Two Scene Seven	93		Voice over Spots Frontlight: 0 Sidelight: 40% Red Toplight: Red, 30% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Cliff (Soft) MOVER SPOT: ALL FADE (by 20%)	3	Jah Jah Jah
	Act Two Scene Seven	93		Cliff Exits, Frontlight: 0 Sidelight: 40% Red Toplight: Red, 30% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Cliff OUT Movers Still in	4	Cliff gets up from chair
	Act Two Scene Seven	93		Shift to Emcee Frontlight: 20% Sidelight: 40% Red Toplight: Red, 30% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Movers still in	4	Emcee: "Meine Dammen und Herren"

	Act Two Scene Seven	93		Band Shift Frontlight: 0 Sidelight: 40% Red Toplight: Red, 30% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Cliff OUT	0	Emcee: "Even the Orchestra is Beautiful"
	Act Two Scene Seven	93		Movers Fade Frontlight: 20% Sidelight: 40% Red Toplight: Red, 30% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Movers EXPAND and fade	4	Principles start to move
	Act Two Scene Seven	93		Shift to Downstage Frontlight: 40% Sidelight: 40% Red Toplight: Red, 40% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee (Soft), Movers EXPAND and fade	4	AUTOFOLLOW
	Act Two Scene Seven	93		Emcee Spot Fades to Mover Frontlight: 40% Sidelight: 40% Red Toplight: Red, 40% Texture: New, Everywhere 40% Windows: Red 30% SPOT: Emcee OUT MOVER: Emcee	2	After 2nd walking pass
	Act Two Scene Seven	93		Red Intensified Frontlight: 40% Sidelight: 80% Red Toplight: Red, 80% Texture: New, Everywhere 40%	6	Emcee: " <i>Auf Wieder Sehn!</i> "

				Grates Red, 60% Windows: 60% MOVER: Emcee		
	Act Two Scene Seven	93		Emcee gets Shot Frontlight: 0% Sidelight: 0% Toplight: White 100% Strobing Texture: New, Everywhere 30% (Flickering) Grates White 100% Strobing Windows: 100% Strobing MOVER: Emcee	0	Nazi Sniper: "Fire"
	Act Two Scene Seven	93		BLACKOUT	0	After Emcee Falls
	Act Two Scene Seven	93	Bows	Lights Up Frontlight: 60% Sidelight: 30% Toplight: Red, 60% Texture: Grates Red, 40% Windows: White 40%	5	After Blackout
	Act Two Scene Seven	93	Bows	Emcee Moment Frontlight: 30% on Perf Plat Sidelight: 0% Toplight: Red, 30% Texture: Walls High, mostly cracked Grates Red, 20% Windows: White 30%	3	Cast Exit
	Act Two Scene Seven	93		BLACKOUT	3	After Bows
	Act Two Scene Seven	93		Post Show Look	5	After Blackout