

	Cue	page script	Video Time	Page	Description	Stage Location	Notes
	PreShow				PreShow Announcement		
	1			6	Shout moo		on Milk of "only "she's" can give milk.
	2		4:55	7	Lentils on floor		On Stepmother throwing the lentils
	3			8	Birds slowly repond to Cinerella's call with more and more flaps as her call goes on. Birds should come from all directions.	10 seconds	On Start of Cindererlla "ahhhh...." about 10 seconds/ on the second phrase of ah's
	3.5			8	Birds start cleaning up the lentils - This sound establishes at a prsent and forward level and then quickly fades to a lower level under the scene until they freeze.	7 seconds	On end of "ahh" as Cinderella kneels with the bucket.
ADD	3.7			8	Lower level of birds on Cinderella "Into The Pot..."		
	4			8	Cow Sounds - Best friend moo		On "World" of my best friend in the whole world!
	5			8	Birds freeze - stop the cleaning up of the lentils.		With actress freeze after Jack's Mother's line "Look at her!" before "There are bugs on her dug's."
	7			8	Cow Moo		"No one keeps a cow for a friend "
	6			10	Birds swirl around and fly away. 8 seconds.		With the shift in focus back to Cinerella (probalby with lights) after the line "And Home Before Dark" Call on Red's exit.
	8			13	Witch Trance	3-4 second cue	Call on sn of "Or a dog or a chair, Or a sn"
	8.5				Flash of Magic - rumble underneath Back over the wall with boom and crash on the following lines.		Call on crawl of "I was watching him crawl"
	9	1	11:00	14	Witch zap to Baker's crotch - short light one.		On them of "And I laid a little spell on them-"
	10		11:30	14	8 seconds of witch magic as she walks up stage cackleing.		"A barren one..."
	11		11:55	15	Witch magic on chord after beans - single woosh of power as they freeze that goes on and with the Chord. The whoosh should start on stage and then fly out across the audiance.		"Especially the beans.."
	12		14:00	16	Witch Leaves - flickers the lights - not to cliché lightning - echo out - yes with he greens. Power fully and a littel scary. Actors exit under the sound.	1-2 seconds	With the chord hit after "Go to the wood!"
	13		15:23	19	Cow Moo	Not in video - Will need to confirm with Daigle.	As Jack moves across the stage with Milky
CUT	14		16:07	20	Carriage stopping sound - 6 second build then 2-4 seconds of stopping/unloading.	Stage Right 6 second build. Then 2 seconds for "there is something in the glade there" of it coming to a stop and people getting out could take an additional 2-3 seconds. Although, there is no need for the carrage exits.	Call on bottom of page should of All "No one should."
	15		16:55	22	Build up before reveal of Cinderella's mother	14 Seconds of birds and magical tree sound building.	Call on first beat of music right before Narrator's first line of scene 2

	15.5		17:08	22	Quickly lower the tree sound with the change in music.		call on some of handsome tree.
	16		17:23	22	Reveal of Cinderella's mother, wooshy rustling. This should taek 2-4 seconds.		I wish-- beat then call
	17		17:52	23	Build up before the dress drop		"Ask the tree, and you shall have your wish ."
	18		18:06	23	Appearance of Cinderella's dress. This is a magical dropping fluttering sound that also ends the magical build started in cue 17.		Ends previous cue, called with dress drop.
	19		18:12	23	Milky white moo offstage (House right)		Anticipate Jack's entrance.
	20		18:21	23	Milky White Moo		"Not to my liking ."
	21		19:13	23	Milky White moo's agreement about spirits and then the dark forest sounds grow. The Dark Forsest soudn will be about 8 seconds long		After "There are spirits here..."
	22		19:21	24	Dark Forests end	Ends when the music ends.	Wolf "Good day one lady,"
CUT	23		19:25	24	Dark Forest again	Starts when the music starts	Red "Good day Mr. Wolf
CUT	24		19:29	24	Dark Forests end	Ends when the music ends.	Wolf "Whither away so hurriedly"
CUT	25		19:33	24	Dark Forest again	STarts when the music starts	Red "To my grandmother's!"
CUT	26		19:36	24	Dark Forest end (super short!!!)	Ends when the music ends.	Right before "What might be in your basket."
	26.5		19:56	24	Sound approach for Wolf Freezing time (vocal manipulation or sound ? Something related to dark forest and still magical		Physical motion of the wolf after "large oak trees."
	27		20:21	pg 24	Second sound as an out for the wolf - Time starts again.		"delicious mmmm" This out sound will probalby need to build under the last wolf lines and then uddenly end on the on freeze. So call on the word after "lush".
CUT	27.5		20:27	24	Sudden end of time stoppage (cue 27)		Call on beat of music that littel red starts moving on.
	28		20:44	25	Bird highlight cue for the Mr. Wolf - when he remarks to Red about the birds. The birds should be in the house mostly house left. The second will only be 3 seconds or so.		Call on hush of "hark and hush"
	29		22:11	pg 26	Recorded aoooooh for Mr Wolf	Upstage Center	Called on actors action
	29.5		22:22	26	Short whoosh for the withc to jump up from behind the stump.		Baker on cape of "in the red cape!"
		Mix Note		pg 27	Rapunzel singing in the distance - long verb on off stage mic?		
	30		22:50	27	Witch Disappears - Poking the Baker magic? 3 second whoosh to get her off stage.		"Get me what I need. Get me what I need!"
	31		23:37	27	Moo		The spell is on - interrupt the line.
	32		25:57	29	Short Moo		"It wont be on a plate." after plate - While jack kisses her.
	33		26:41	30	Sad crying moo		" All the rest of it is chatter " Call on point of " that's the point "

	34		27:12	31	Cow Moo		Call on fashion of "in my own fashion"
		Mix Note		31	Offstage Witch Line		"Rapunzel Rapunzel let down your hair"
	35		28:21	31	Happy forest - with musical change		Lil Red and Baker
	36		28:28	31	Happy Forest fade slowly		Baker "Hello there, little one."
		Mix w/ effect	28:56	32	Offstage Witch Line - nice and big and boomy		"Forget the little girl and get the cape!"
	37		29:57	33	Spooky forest returns		Narrator line "went after the red cape. "
	38		30:04	33	Spooky owl standing out in the spooky forest sounds.		"cottage door open "
	39		30:13	33	Spooky Forest fade		On Red moving across stage and into the house.
	40		30:24	33	Wolf Line 1 "better to hear"		"What big ears you have "
	41		00:02	33	Wolf Line 2 "better to see"		eyes you have
	42		00:07	33	Wolf Line 3 "better to hug"		hands you have
	43		00:17	33	Wolf Line 4 "better to eat"		mouth you have
	44		00:19	33	Wolf eating Red		let her Red get her scream started then call this cue.
	45		00:38	33	Wolf snore when baker is outside the cottage - add back in spooky forest		"nice long nap "
ADD	45.5	ADD	:48	33	Raven calls and flies off.		"Where is the little one? "
	46		00:51	33	Wolf Belches		
	47		00:54	33	Spooky Forest fades		Baker "Or eaten." on his movement into the house.
	48	2	1:06	34	Knifing open the wolf to rescue grandma and red riding hood. - Wolf crying out in pain		On bakers action.
	49	2	1:09	34	Squishy sound for Red emerging from the wolf.		On red crawling out of Wolf
	50	2	1:16	34	Squishy sound for Grandma		ON Grandma climbing out of Wolf
	50.5	2	4:50	37	Short curious Cow Moo		When Cinderella has started running down stage. Should be strong when she is even with the cow, distracting her and making her fall.
Cut	51	2	5:11	37	Horse riding sounds - horse hoofs, clicks, saddle sounds	Enters up right, runs across stage, looks backstage right	Bakers Wife "Why ever are you in the woods at this hour? "
Cut	52		5:18	37	Horse rearing or neigh for the stop, some hooves		When Prince stops at the down right corner of the stage.
Cut	53		5:26	37	Horse gallops across the stage and stops. 3 Seconds of gallop.		Steward "I think I see her over there!" On princes movement.
	53.5		5:30	37	Prince gallops off stage after stopping and looking back at the bakers wife. 3 gallops into the distance.		
	54			pg 39	Beanstalk growing		Called on second midnight chime
	55		7:05	pg 39	Moo as Ted starts to move the cow.		Called on Ted starting to move the cow.
CUT	55.2			40	Horses		

		Mix Note	8:06	pg 41	Rapunzel song		
	55.5		13:03	45	Witch Appears - Magic Sound - build and then a boom when the witch puts down her staff.		On the witch standing up.
		Mix Note	13:20	pg 46	Rapunzel heard singing in the distance		
	56		13:31	46	Witch zaps Bakers wife.		Big zap - on witch action.
	57		13:33	46	Witch zaps Baker and leaves.		Big zap - on witch action.
	58		14:08	46	Prince Charming gallops	up house right to down house left	On Baker "go"
	59		14:13	46	Gallop stop on hop - horse landing, this then automatically starts the entrance of Prince Rapunzel.	up house left down house right center	On Prince Charming jumping at the stopping of his horse.
	61		14:15	46	Gallop stops on hop - horse landing		On Rapunzel's prince jumping at the stopping of his horse.
	62		14:19	46	Horse clicks, dismounting rustle - Both princes will dismount together.		On princes dismounting.
	63		17:48	49	Mounting and galloping off	Opposite sides of voms - can really go of into the distance.	Anticipate mounting action.
	64		19:05	50	Milky Moo		After Baker says hello to cow
	65		19:11	50	Witch appearance - Sneaks in behind the mysterious man and zaps him.		On Witch entrance.
	66		19:26	pg 50	Witch zaps old man		On witch zapping
		Mix Note	19:29		Rapunzal Sings on stage		
Cut	66.5		21:24	52	Prince gallops off house left far upstage		Call on prince "Move!"
Cut	67		21:36	52	Horse galloping and getting closer upstage	cross from up house left to down house right.	Call on wife grabbing shoe
Cut	67.5		21:43	52	Horse Gallops on stage up house left to down center.		Call on Cinderella exit
Cut	68		21:47	52	Horse in place, prances		Call on Prince arriving at downstage landing spot.
Cut	69		21:50	52	4 trots around		Don't play the fool woman!
Cut	70	2	21:56	53	Horse gallops away	house left of down center to up house right	Call on prince starting to exit.
	71	2	22:13	53	cow moos (x3) short		"That mongreal with the cow..."
	72	2	25:50	56	a crow form the golden chicken sounds		Call with Chicken entrance.
	73	2	30:24	57	Milky White Death Moo - landing as a plank of wood		Call on before a child?
	74	3	8:50	61	Effect for cutting rapunzel's hair - or on rapunzel's protestation. (1 big)	Yes	Call with Witches action - happens on a specific cord.
NEW	74.5			62	Prince hops down from the tower.		
	75		10:43	62	Falling prince from the tower.	Fall into briers. Push.	"Sits in her cage." On Prince falling.
	76		14:24	65	Fake cow moo - goat		"Lying will cost you your life," Baker enters with fake cow
	77		14:36	65	Giant and bean stalk fall killing the giant. 10-15 seconds	Running animals - sheep, etc... off right. Earth shaking	Interrupts the narrator line "slipper and all will- "
	78		16:42	67	Witch Appears - Magic Sound		On Wich revealing her self.
	79		16:58	67	Fake cow moo - goat		On first oh she is.
	80		17:17	67	Witch zaps Baker		On witch action

	81	17:28	67	Jack comes on stage with the magic harp - flourish of music when he hands it to his mom?	Yes	On Mom's Ohh
	82	17:43	68	Milky White is restored to life - magic that ends in a moo. 3 Seconds long?		On Witch's action
	83	18:02	68	Chews	Board Op	First object
	84	18:05	68	Gulp	Board Op	First object
	85		68	Chews	Board Op	Second object
	86	18:11	68	Gulp	Board Op	Second object
	87		68	Chews	Board Op	Third object
	88		68	Gulps	Board Op	Third object
New	90		69	Chews	Board Op	"Feed it to the cow quickly," Call when the cow is being fed.
New	90.1			gulp		
New	90.2			gulp		
New	90.3			gulp		
	91	19:41	69	Cow lets out a bloodcurdling moan - stops the chewing - starts pouring out milk		"I didn't want you to run away from you son, but -"
NEW	91.5			Stop the spray		
	92	19:53	69	Milk dribbles to a stop - Witch magic starts - confusion of all of her magic we have heard before. This cue can build under the next few lines.		When the witch drinks - 15-20 sec
	93	20:18	70	Climax for Witch magic moment. THIS takes over from the previous cue and is huge		When the Witch jumps down behind the stump.
	94	20:23	pg 70	Witch is transformed	Bright and clean sound	When the Withch Pops back up on the platform.
	95	21:49	70	Prince Charming gallops	up house left to down house right.	He begin the search.
	96	21:56	70	Horse Prances & then the prince dismounts	center stage	When he arrives at the house
	97	22:11	71	Set-up a quick key with a cutting sound. The operator will hit that key with each cut. Until the toe is removed.		When Mom starts cutting off the flesh
	102	22:17	71	Prince and Step-sister mount the horse		when they mount the horse.
	103	22:20		Gallops off down House Left		Wtih actor action.
	103.5	22:28		Hear birds. Mid stage	Tell Abby	2 phrases after the prince leaves the stage
	104	22:32		Gallops on	Center stage	anticipate his entrance
	105	22:39		Stops horse at Mother tree. Fade the birds as well as stop the horse.		with actor
	106			Dismounts horse		
	107	22:50		Mounts horse and Gallops back off house left then back on to down house right. Does not go off stage.		
	108	22:58		Dismounts horse		
	109	23:11		Set-up a quick key with a cutting sound. The operator will hit that key with each cut. Until the heal is removed.		
	113	23:23		Mounts horse		
	114			Dismounts horse		
	115	23:32	72	Pouring of blood out of shoe		
	116	24:06	72	Cinderella and Prince mount horse		
	117	24:06	72	Gallop off		
	118	24:19	72	Gallop on - to off - with happy birds	up house left to down house right vom	Call with Prince entrance

	119		24:35	72	Baby soft crying		Before Rapunzel enters with the babies
	120		24:52	72	Big baby cry - This then ends the crying cue		When Rapunzel tosses babies to Narrator
SC	121		25:01	73	Healing Repunzel tears	Big single drops in each eye with splash (x2)	
	121.5				second tear		
	122		25:13		Soft baby cry	Visual	As Prince holds babies upside down
	122.5		25:40		Soft baby cry - when prince talks too loud		Prince : She will not go
	123		25:57	pg 73	Failed witch spell	Sizzle or puff	
	124		26:02	pg 73	2nd Failed witch spell	Powering up and sizzle or puff	
	125		26:15	pg 73	Tossing away the wand	Wooshing	
	126		26:41	pg 74	Pigeons attack step sisters	2 seconds of swooping before the plucking out the eyes starts. Look at video as this is sylaized with music.	(5 seconds) call on "Punished"
SC	127		30:27	pg 78	Beanstalk growth at end of act?	Yes - visual with narrator	Not sure how this happens as it is radically different than what happend in the run.
	128				Magic Forest sounds for intermission.		
Act II							
	129	"009"	18:11		Fade intermission sounds. Maybe sneak a cow in at the end of the break.		With start of tuning.
	130		18:25	pg 84	Baby Cry	UC is table	
	131			pg 84	Baby Cry		
	132			pg 84	Baby Cry		
	133			pg 84	Baby Cry		
	134		18:40	pg 85	Jack plays harp		
	135		19:10	pg 85	Chicken sounds- Quck squack		"I never thought i would be this rich ."
	136		19:34	pg 86	Happy baby sounds - these carry though to the happy gurgles		"pots of pence..."
	137		19:35	pg 86	Moo		"with my cow.."
	138		19:40	pg 86	Sad Moo		"We should really sell it."
	139		20:34	pg 87	Baby Cries		"another cottage."
	139.5		20:45	87	BABy Starts crying		On handing to dad
	140		20:57	pg 87	Baby stops crying		When handed back to mother
SC	141		21:21	pg 88	Destruction of the Bakers house	- further steps after and trees crushing, baby crying	"I'm so hap-
	142		23:32	pg 90	Moo		"Look Milky White, its the butcher! after-
	143		26:52	pg 92	Birds Decend and talk to Cinderella		Red, "I'm off "
	144			pg 92	Birds talk again		
	145			pg 92	Birds talk again		
	146			pg 92	Birds talk again		
	147			pg 92	Birds talk again		
	148			pg 93	Birds Fly away		
	149			93	Spooky forest as the Baker and his family are going downstage after circiling the stump.		
	149.5		30:19	pg 95	Back into the woods with the scarier ambiance	On end of music - Cinderella " To See What The Trouble Is"	
	150		00:54	pg 95	Prince Charming gallops		

	151			pg 95	Gallop stop on hop - horse landing transition to Rapunzel Prince gallops		
	153			pg 95	Gallop stops on hop - horse landing		
	154			pg 95	Horse clicks, dismounting rustle		
	155	"010"	4:16	pg 98	Mount together - Gallops away		
NEW	155.5			pg99	Spooky and quiet forest.	Called with lights up for the scene.	
	156		4:41	pg 99	Baby cry (short)		
	157		5:53	pg 100	Ground begins to shake as the giant comes near (x6) - crunching of trees and animals running	Clear steps - come from back over audience - giant head at catwalk.	
	158			pg 100	Giant Voice line 1 "Where is the Lad"		
	159			pg 100	Giant Voice line 2 "I want the lad"		
	160			pg 100	Giant Voice line 3 "And who destroyed my house"		
	161			pg 101	Giant knocks down tree and then speaks - 2 quick steps and crash of trees - Giant voice line 4 "Not all giants"		"Dumb giant!"
	162			pg 101	Giant Voice line 5 - Stomp at end of line "I Know he's there"		
	163				Giant Voice line 6 - and with stomp at end of line "I'm waiting"		
	164				Giant Voice Line 7 ended with a stomp - this goes with the top of the music "I'm still waiting"		
	164.5				Fade the background sounds slowly under the narrator line while everyone is turning toward him.		"It is interesting to examine the moral issue at question hear.
	165		9:27	pg 103	Narrator is grabbed by giant	This cue also brings the background sound back in.	
	166			pg 103	Narrator and Giant lines 8 "This is not the lad"		
	167			pg 103	Narrator drop on ground	Little bit of travel and then a drop. HR is the drop. Maybe. Draw pictures of action. Most giant things will be out in the house.	on baker line.
	168				Giant Line 9 "Must I search among you..."		
	169			pg 104	Giant line 10 " He was..."		
	170			pg 104	Giant Line 11 "You are getting me angry"		
	171			pg 104	Giant Line 12 "I'm warning you"		
	172			pg 104	Steward hits Jack's Mother		
	173			104	Giant Line 13 "Where is your son"	Cut off Jack's Mother's line.	
	173.5			104	Giant Line 13.5 "Is that him?"	Call after RAPunzel's scream.	
	174		11:16	pg 105	Giant Line 14 then		Prince :Rapunzel, rapunzel
	174.5				Starts to depart. As she is walking away she steps on Rapunzel. There is a squish and a scream from Rapunzel. Squish is on 3rd step and then another 3 steps.	HR - R runs from off SL to HR audience. This cue ends the ambience .	
	175		25:08	pg 112	Giant approaches, wife dies, scary wood ambience . (x8 steps) Fast paced steps, fourth step is the loudest step and also the crunch of the wife.	Up stage travel up right. Squish off stage. Where she has run - this would be the one with the traveling shadows. Drop a broken branch on SL.	Needs a scream for both Wives
	176		28:35	pg 120	Baby Cry	When the witch grabs the baby.	Final "your the one to blame!"
		Mix Note		pg 120	Witch - "Shhhhh" enhance	Yeah	
	177		30:28	pg 121	Baby Cry		"you'll just do what you do," 6 sec cry
	178	"011"	00:24	pg 122	Add giant footsteps. Don't worry about the rhythm - can be more stylized.		Call on more of "Listen to the roar "
CUT	178.5				Witch "Crunch"		

179		1:09	pg 122	Witch disappears - Crunch - Giant stepping away (x4 steps)	Vom 1st step is the witch crunch/squish and then 3 steps.	Ends her scream with crunch.
181		1:35	pg 122	Baby Cry - whimpers		Baker hands baby to Cinderella (20-30 secs)
182		2:08	pg 123	Baby fades on when Jack starts his exit		
183		8:27	pg 125	Baby cry		Baker "Give me my son," after- Cry starts on the hand-off to the baker
184	SKIP FOR NOW	8:39	pg 125	Baby stops crying -- I made the previous cue end naturally.		Baker "He always cries when I -"
185			pg 125	Birds talk again, flapping, descending		"Surprise"
186			pg 126	Bird talk short		"ever"
187			pg 126	Bird talk long		"Prince"
188			pg 126	Bird talk medium		"help"
189			pg 126	Bird talk short		"That"
190			pg 126	Bird talk and fly off		"you"
191		10:07	pg 127	Baby cries	Stage Left	When baby is transferred
	SKIP	10:22	pg 127	Baby cry fade built into 191	Stage Left	Cinderella "I know you want your mother ,"
193		14:57	pg 129	Add birds and rustling of leaves as they get positioned in the trees. Can take time for this. Lots of movement at top then fades down under the dialog.		music change after "I Know..."
194		16:08	pg 129	Fade for birds and leaves		"No don't kill him!"
195		18:42	pg 132	Giant approaches (x6) then Giant Line 15 "where is the boy"	House right	end of the word "side"
196		19:02		Giant stops and delivers line 16 "Quick!..."		"wrongs"
		19:12		Giant voice 17 "Thank You..."		"hiding"
				Giant line, the turn and walk / quick(x3)	Stage Left	
				Birds attack the giant.	From the audience returning. She goes House Left and gets stuck. Birds come in and attack.	8-10 seconds
197				Cry from the giant (x3)		
				Giant hit in head		
				Cry from giant and she starts to sway and then she falls	Falls diagonal cross left - From HL where she is attacked and lands HR.	Need to make the starting to fall very clear so that the SM can call a lighting cue.
	Mix Note			Little extra verb for Rapunzel	Down center	
203		21:49	135	Baby cries		"her"
204		22:10		Baby cries		"child"
205		22:20		Bay Cries		"what to do"
206		23:07		Baby whimpers		"will be alright now"
	CUT	23:11		Baby cries		"what you know"