

Cue	P.	Sc.	Description	Place	Who/What	Call	done	Spkr. Location	Notes
A			PreShow Music			house opens	x		
A.1			FO Preshow music & Go PSA			top of show	x		
	7		Preshow Announcement			auto-follows Light Cue	x	line set + house mix	
B	7	1	Ambient A	dwelling, evening		Follows Cue 1	x		
C	8		CO Sound, Bessie goes	dwelling	CO	after HELENA: I know like that story, I goin'...	x	HR alcove	
C.5	11		CO Sound	outside of dwelling	CO	after HELENA. "It mean - "	x	HR alcove	
D	12	2	TRANSITION 1 > 2 & Ambient B	dwelling day > dwelling night		with lights	x	House Mix	
			Ambient B (Night)				x		
E	13	3	TRANSITION 2 > 3 & Ambient A	dwelling night > dwelling next day		with lights	x	House Mix	
			Ambient A				x		
F	15	4	TRANSITION 3 > 4	dwelling day > day a week later		with lights	x	House Mix	
G	21		CO Sound for "The Girl"		CO	HELENA. Oh, it sounding boring oh. THE GIRL. WAIT - it gon' get good, just give me a few min - <i>(She stops abruptly. They jump into formation. The Girl is called by CO offstage...</i>	x	HR alcove	
H	22	5	TRANSITION 4 > 5 & Ambient B	dwelling day > dwelling two evenings later		after: Bessie: "She Fine"...	x	Fade from house > Radio	
			Ambient B (Night)				x		
H.5	22-23		CF TRANS music w/ Beng, Beng, Beng & Radio VO A (DJ)		Radio (Bessie)	With Lights up into Sc. 5	x	Dwelling DSL WINDOW	
I	26		CO Sound for "The Girl" again		CO	after The Girl" Oh...Okay and then goes to sit	x	HR alcove	
J	27		P. 27 TRANSITION 5 > 6 & Ambient	dwelling night > Camp day - SPLIT SCENE	Helena-Rita		x		Dwelling travels
			Ambient camp Ambience C				x		

J.1	28		switch to "forest" Ambience D	Forest	Maima-Girl	after HELENA: "(coldly) Ya. Okay..."	x		
J.2	29		switch to camp Ambience C	Camp	Helena-Rita		x		
J.3	31		switch to "forest" Ambience D	Forest	Maima-Girl	as The Girl and Maima re-enter	x		
J.4	32		add camp Ambience C & start cicada crescendo			after: Maima "just go get gun"	x		
J.5	32		Stop Cicada crescendo			with "A shot rings through the air"	x		
						back-up gun	x		KEY MAPPED!
K	32		TRANSITION 6 > 7 & Ambient C				x		dwelling returns to home base
K.5	33		Radio Static/Station Fuzz		Radio	Beginning of Sc 7	x		
K.6	33		Radio VO 2 (news 1)		Radio (Helena)	RADIO. . . As fighting intensifies approximately one hundred women all dressed in white marched to the U.S. Embassy in Monrovia calling for immediate and direct intervention by the U.S. government leading to ... <i>(Radio crackles and</i>	x	FIREPIT	
L	37		Shoot Out			<i>Two days later. The middle of a shootout.</i>	x		
			FD Ambiwent C under shoot-out				x		
M			TRANSITION 1 > 2, Go Amb. A				x		longer transition, maybe 1 minute
M.1			FO TRANSITION 1 > 2				x		
O	41		TRANSITION 2 > 3				x		
P	43		TRANSITION 3 > 4				x		
P.5	44		Radio VO 3 (news 2)		Radio	RADIO. . . The LURD rebels are now closing in on Monrovia, having taken over eighty percent of Lib - <i>(Unintelligible.)</i> intensive fighting for the past six weeks since early June . . . <i>(Unintelligible.)</i> displaced citizens in the sports stadium . . . <i>(Unintelligible.)</i> ... while the peace talks in Accra are at a deadlock the ... <i>(Unintelligible crackle</i>	x	FIREPIT	

R	46		TRANSITION 4 > 5		day > night		x		
S	49		TRANSITION 5 > 6				x		
T	52		Bessie's baby start to cry		Bessie's Baby	after: The Girl crumples into Rita's arms...silence...	x	WINDOW	close to window!
U	55		"random gunshots in the distance"		The Girl & Bessie		x		
V			Curtain Call Music				x		
V.1			FO Curtain Music				x		
			Gunshot (AK-47) 1 of 2			backup only, key-mapped (labeled on keyboard in booth)	x		backup only, key-mapped