

# MEMPHIS: MASTER DECK TRACKING SHEET

## PRESET FOR TOP OF SHOW: ACT 1

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
In	ACT CURTAIN			
	<b>NICE BOOTH:</b> (L TO R) MIRROR, COMB, TOOTHPICKS, SEVERAL RECORDS (1 white & 1 colorful) ; BLACK TURNTABLE; DJ MIC; 2 HEAVY ROTARY PHONES; BLACK CLOCK on Center Wall set at 10:15; COILED MIC CABLE in Figure 8 on the ground with the female end available to pull	Maria/Both Props		BROWN
	SL COLUMN: RECORDS SIGN on 1 side and <b>PLUGGED IN</b> , OTHER side hat hook	Maria/LProp		BROWN/ GLOW DOTS
	STAIRS	Maria/LProp/RProp		BROWN/ GLOW STRIP CORNERS
	<b>BAR:</b> 1 RAG; all SHOT GLASSES; 2 PLASTIC LIQUOR BOTTLES; MICROPHONE in pouch; TRAY on bar	Maria/RProp	BRAKE SWITCH TURNED DOWN	ORANGE/ GLOW STRIP CORNERS
	<b>SL SET TABLE AND 2 CHAIRS</b>	LProp		ORANGE
	SR COLUMN: On UC--BAR SHELVES hold liquor bottles on top shelf, beer bottles and glasses on bottom shelf on 1 Side and LINENS SIGN on the other side and <b>PLUGGED IN</b>	RProp		
<b>On Band Platform</b>	CLEAR DRUM BAFFLE	Maria	2 pieces	
	WINDOW over baffle	Maria		
	1 MICROPHONES & STANDS	Maria	Between DRUMS and PIANO on stage	
	ASHTRAY on PIANO	Maria		
<b>RIGHT 1</b>	<b>BLUE CHAIR AND TABLE</b> onstage of BOX	Maria/RProp		
	<b>ROLLING BOX</b> with MIC STAND, BASE TOWARDS OFFSTAGE SIDE & MICROPHONE INSIDE; LATCH facing US and CRASH BOX on top	Maria/RProp	OFFSTAGE TABLE & 1 CHAIR	

	<b>1 SHOPPING CART:</b> YELLOW CORN HOLDER BOX/2 TOY SOLDIER BOXES on top; EMPTY bottom	RProp	OFFSTAGE ROLLING BOX	
<b>RIGHT 4</b>	<b>KITCHEN TABLE PALLET:</b> with BLACK RADIO, LARGE ASHTRAY, PACK OF LUCKY STRIKES AND 2 CIGARETTES on top; TAPE in Drawer	Maria/RProp		
<b>LEFT 1</b>	<b>LONG COUNTER:</b> (L to R) RECORD RACK; REGISTER; ROSE, BLACK TURNTABLE, PA MIC; RAG; <b>UNDER COUNTER:</b> BLUE RECORDS BOX with 8 BLUE RECORDS inside	Maria/LProp	RECORD RACK contains PERRY COMO RECORD in front with a LARGE HOLE RECORD inside; RECORD WITH LARGE CENTER HOLE preset inside counter display behind radio	
<b>LEFT 2</b>	<b>1 SHOPPING CART:</b> MULTI-COOKER BOX on top; PERCOLATOR BOX on bottom	Maria/LProp		
<b>LEFT 4</b>	<b>PIANO</b> with STOOL riding on PIANO	Maria/LProp		
<b>GENERAL PROPS</b>	Rinse and replace FLASKS	Maria		
	Place BEER BOTTLE with CAP and BREAKAWAY RECORD in FELICIA BROWN PURSE	Maria		
	Check KEYS & RINGBOX	Maria		
	Place FOOD AND MAGNETIC BEER BOTTLE In REFRIGERATOR UNIT	Maria		
	DRUMS should have DAMPENERS on them	Maria		
<b>CLOTHING: SR</b>	HUEY GREEN JACKET with a FLASK in POCKET	Maria		
	HUEY SUIT & TIE on WOODEN HANGER	Maria		
<b>CLOTHING: SL</b>	HUEY STRIPED SHIRT	Maria		
	HUEY BLACK DRESS SHOES	Maria		
	HUEY RED GLASSES	Maria		
	RACK	Maria		
	FELICIA RED DRESS	Maria		
	FELICIA RED HEELS	Maria		
	CHECK PROP BOX PRESETS	Maria		

TOP OF SHOW				
MOVE	WHAT	ASSIGNED	NOTES	SPIKE
RED	SHOW CURTAIN OUT	RAIL		
<b>AT 1:05--DECK CUE 1--ACT 1: SCENE 1: DJ BOOTH into DELRAY'S--ALMOST IMMEDIATELY AT TOP OF SHOW</b>				
MOVE	WHAT	ASSIGNED	NOTES	SPIKE
GREEN	BORDER OUT	RAIL	HIGH TRIM	
AUTO FOLLOW	GARAGE DOOR OUT	RAIL	MID TRIM	
STRIKE	STRIKE DJ BOOTH	Bone/SRCarp	Maria gives BAR CLEAR to Bone	
OPEN ON SM "GO"	OPEN TRACKING LEGS	SLCarp		
IN	SR COLUMN into Position	RProp	From UC	ORANGE
	TABLE and CHAIR SR	Rendell	RIGHT 1	ORANGE
<b>AT 2:00--ACT 1: SCENE 1: DURING "UNDERGROUND" DECK CUE 1 SHIFT</b>				
MOVE	WHAT	ASSIGNED	NOTES	SPIKE
PRESET LEFT 1	LONG COUNTER	Maria/LProp	Into LEFT 1	
STRIKE	STRIKE ESCAPE STAIRS	Maria/LProp		
<b>At 10:25--DECK CUE 2--DURING END OF ACT 1: SCENE 1: OUT OF DELRAY'S--DIRECTLY AFTER "MUSIC OF MY SOUL"</b>				
MOVE	WHAT	ASSIGNED	NOTES	SPIKE
STRIKE	STRIKE BAR: SWITCH UP AIR BRAKE	SRCarp/RProp	WATCH: As soon as SR COLUMN MOVES STRIKE BAR to just off marley	
	MOVE COLUMN DS TO CLEAR STAIRS	LProp		
	STRIKE STAIRS	Maria/LCarp	LEFT 3	

<b>AT 11:25--DECK CUE 3--INTO ACT 1: SCENE 2: DELRAY'S INTO COLLIN'S DEPARTMENT STORE--SOON AFTER DECK CUE 2</b>				
<b>MOVE</b>	<b>WHAT</b>	<b>ASSIGNED</b>	<b>NOTES</b>	<b>SPIKE</b>
<b>GREEN</b>	GARAGE DOOR IN	RAIL		
	<b>STRIKE</b> TABLE and CHAIR SR	Bobby	RIGHT 1	
	<b>STRIKE</b> CHAIR SR	Michelle	RIGHT 1	
	<b>STRIKE</b> TABLE SL	Chris G.	LEFT 1	
	<b>STRIKE</b> CHAIR SL	Eben	LEFT 1	
<b>IN</b>	<b>LONG COUNTER</b>	Timmy	<b>BRAKE SWITCH TURNED ONSTAGE</b>	<b>RED/GLOW LARGE CORNERS</b>
<b>ROTATE 180 INTO SPIKE</b>	<b>SR COLUMN</b>	<b>ACTOR</b>	<b>To reveal RECORDS SIGNS</b>	<b>RED/GLOW LARGE CORNERS</b>
<b>ROTATE 180 IN SPIKE</b>	<b>SL COLUMN</b>	Jennifer	<b>To reveal LINENS SIGNS</b>	<b>RED/GLOW LARGE CORNERS</b>
<b>CATCH (AFTER SHIFT)</b>	<b>CATCH AND STRIKE 2 SHOPPING CARTS</b>	RProp	RIGHT 1 & 3 TO US	
	<b>CATCH 1 TABLE/1 CHAIR</b>	RProp	RIGHT 1: FURTHER INTO WING; Flip 1 CHAIR on TABLE in RIGHT 1	
	<b>CATCH AND TRACK 1 CHAIR</b>	RProp	RIGHT 1: flip CHAIR onto TABLE TRACKING to SL side	
	<b>CATCH AND TRACK 1 TABLE with 1 CHAIR</b>	RProp-->LProp	RIGHT 3: Flip CHAIRS onto TABLE; TRACK by RProp to LProp who PRESETS LEFT 1	
	<b>CATCH AND TRACK CRASH BOX</b>	LProp-->RProp	LEFT 1: LProp hands to RProp when they TRACK TABLE OVER	
<b>AT 12:20--DURING ACT 1: SCENE 2: COLLIN'S DEPARTMENT STORE--"SCRATCH MY ITCH"</b>				
<b>MOVE</b>	<b>WHAT</b>	<b>ASSIGNED</b>	<b>NOTES</b>	<b>SPIKE</b>
<b>RESET</b>	<b>STRIKE</b> SMALL BLACK CLOCK; <b>SET</b> LARGE SILVER CLOCK set at 4:15	Maria	<b>BRAKE SWITCH TURNED OFFSTAGE</b>	
	TABLE and 1 CHAIR in RIGHT 1	RProp	Closer to the stage in the wing	

**AT 15:20--DECK CUE 4--INTO ACT 1: SCENE 3: COLLIN'S INTO DELRAY'S--DIRECTLY AFTER "SCRATCH MY ITCH"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
STRIKE	STRIKE LONG COUNTER	Timmy		

**AFTER DRUMS ARE ADDED IN MUSIC/MUSICAL SONG CHANGE**

<b>GREEN</b>	GARAGE DOOR OUT	RAIL	MID TRIM	
<b>IN</b>	<b>BAR: BRAKE SWITCH TURNED DOWN</b>	SRCarp/RProp/ACTOR	RProp serves a a guide for the Actress riding BAR on stage	ORANGE/ GLOW STRIP CORNERS
	STAIRS	Maria/LProp/SRCarp		BROWN/ GLOW STRIP CORNERS
<b>ROTATE 180 IN SPIKE</b>	SL COLUMN	Chris G.	To hide LINENS SIGN	BROWN/ GLOW DOTS
<b>ROTATE 180 INTO SPIKE</b>	SR COLUMN into Position	Gator		ORANGE/ GLOW STRIP CORNERS
	TABLE and CHAIR SR	Bobby	RIGHT 1	ORANGE
	TABLE and 2 CHAIRS SL	Jamari	LEFT 2	ORANGE

**AT 15:45--DURING ACT 1: SCENE 3: IMMEDIATELY AFTER SHIFT INTO DELRAY'S  
"AIN'T NOTHIN' BUT A KISS"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
STRIKE OFF DECK	STRIKE LONG COUNTER	Maria/LProp	OFF STAGE	
WAIT 3:00 THEN	STRIKE ESCAPE STAIRS	Maria/LProp		

**AT 17:47--DECK CUE 5--INTO ACT 1: SCENE 4: DELRAY'S INTO THE STREETS OF MEMPHIS  
DIRECTLY AFTER "AIN'T NOTHIN' BUT A KISS"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
<b>GREEN</b>	GARAGE DOOR IN	RAIL		
STRIKE	STRIKE STAIRS	Maria/SLCarp		
	STRIKE BAR: BREAK SWITCH TURNED UP	SRCarp	Just off Marley; STRIKE FOOD TO PROPS BOX	
	STRIKE SR COLUMN	RProp	RIGHT 3: IMMEDIATELY TAKE TO SR PROPS BOX	
	STRIKE SL COLUMN	LProp	LEFT 2	
	STRIKE TABLE AND CHAIR SR	Chris G.	RIGHT 1	

	<b>STRIKE</b> TABLE AND 2 CHAIRS SL	Bobby	LEFT 1	
<b>CATCH (AFTER SHIFT)</b>	<b>CATCH</b> 1 TABLE and 1 CHAIR	RProp	RIGHT 1: Flip CHAIR on TABLE	
	<b>CATCH AND TRACK</b> 1 TABLE and 2 CHAIRS	LProp	LEFT 1: Flip 1 CHAIR onto TABLE, TRACK RIGHT 4 US of KITCHEN PALLET, STASH OTHER TABLE OFFSTAGE L	

**AT 19:23--DURING ACT 1: SCENE 4: STREETS OF MEMPHIS INTO DJ BOOTH  
DIRECTLY AFTER "HELLO, MY NAME IS HUEY, SIR"**

<b>MOVE</b>	<b>WHAT</b>	<b>ASSIGNED</b>	<b>NOTES</b>	<b>SPIKE</b>
<b>IN</b>	<b>DJ BOOTH</b>	Bone/SRCarp/RProp	RProp helps with the initial push	<b>GREEN/GLOW STRIP CORNERS</b>
<b>RESET</b>	SR COLUMN: <b>Unplug and remove</b> LINENS SIGN; <b>Remove</b> BAR SHELF; <b>Hook</b> REFRIGERATOR UNIT (One person pushes against fridge door; other person turns down tabs inside column)	Maria/RProp	JUST OFFSTAGE OF RIGHT 2: CLEARED FOR ACTOR MAKING JUMPING ENTRANCE	
	SL COLUMN: <b>Unplug and remove</b> RECORDS SIGN; <b>Hook</b> WINDOW with 2 SHARDS of BROKEN GLASS; <b>Close</b> CURTAIN on WINDOW; <b>Hook</b> RADIATOR	Maria/LProp	Keep near PROPS BOX	
<b>PRESET</b>	BRICK WITH NOTE and 4 SHARDS OF GLASS on BAR	Maria	For later handoff	

**AT 23:06--DURING ACT 1: SCENE 4: DJ BOOTH INTO SINGING TRIO  
SOON AFTER "THAT'S NOT POSSIBLE"**

<b>MOVE</b>	<b>WHAT</b>	<b>ASSIGNED</b>	<b>NOTES</b>	<b>SPIKE</b>
<b>STRIKE</b>	<b>STRIKE</b> DJ BOOTH	Bone/SLCarp		
<b>PRESET (AS SOON AS BOOTH CLEARS)</b>	KITCHEN TABLE PALLET: Drawer facing DS	Maria	Into RIGHT 3	
	SR COLUMN	RProp	Into RIGHT 2	
	SL COLUMN	LProp	Into LEFT 2	
<b>HAND OFF (AS SOON AS PALLET PRESET)</b>	TO TRIO in Order: 2 SHARDS OF GLASS, BRICK WITH NOTE, 2 SHARDS OF GLASS	Maria	RIGHT 2: <b>IMMEDIATELY CLEAR FOR SCENE SHIFT</b>	

**AT 24:57--DECK CUE 6--INTO ACT 1: SCENE 5: SINGING TRIO INTO CALHOUN KITCHEN  
DIRECTLY ATER "EVERYBODY WANTS TO BE BLACK: REPRISE"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
IN	KITCHEN TABLE PALLET	Mama		PURPLE/ GLOW STRIP CORNERS
RED	SCRIM IN	RAIL		
WITH SCRIM	FULL STAGE BLACK IN	RAIL		
AUTO FOLLOW SCRIM	GARAGE DOOR OUT	RAIL	MID TRIM	
IN	SR COLUMN	RProp	RIGHT 2	PURPLE/ GLOW STRIP CORNERS
	SL COLUMN	LProp	LEFT 2	
PRESET (AFTER SHIFT)	WOODEN STOOL and LUCKY STRIKES BOX with RECORDS for GATOR	LProp	LEFT 1	
	CHURCH BAFFLE: on PULPIT a closed BIBLE	Maria/LProp	US of BLACKOUT CURTAIN; Set against Bandstand and HINGE pinned in	

**AT 29:15--DURING ACT 1: SCENE 5: CALHOUN KITCHEN**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
RED	FULL STAGE BLACK OUT	RAIL	FAST	

**AT 32:30--DURING ACT 1: SCENE 5: CALHOUN KITCHEN INTO CHURCH  
MIDWAY THROUGH "MAKES ME STRONGER"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
GREEN	SCRIM OUT	RAIL	FAST	
STRIKE	STRIKE SR COLUMN	Bobby	Into RIGHT 2	
	STRIKE SL COLUMN; LProp STRIKE NEWSPAPER AND TAPE, RECLOSE CURTAIN on WINDOW	Jamari-->LProp	Into LEFT 2	
	STRIKE KITCHEN TABLE PALLET	Huey	Into RIGHT 3	
CATCH	CATCH KITCHEN TABLE PALLET: IMMEDIATELY TAKE to RIGHT 1 face drawer DS; STRIKE BRICK, SHARDS OF GLASS, (SOMETIMES BOTTLE CAP); RESET BLACK RADIO Left side of the Table	RProp		

RESET	SILVER CLOCK Change time to 7:50	Maria		
<b>AT 36:49--DECK CUE 7--INTO ACT 1: SCENE 6: CHURCH INTO DJ BOOTH DIRECTLY AFTER "MAKES ME STRONGER"</b>				
<b>MOVE</b>	<b>WHAT</b>	<b>ASSIGNED</b>	<b>NOTES</b>	<b>SPIKE</b>
<b>BONE CALL</b>	GARAGE DOOR IN	RAIL	LOW-MID TRIM/BONE VISUAL	
IN	DJ BOOTH	Bone/SRCarp/RProp	RProp helps with the initial push, immediately step DS to clear for Actor's Entrance	PINK/ GLOW DOTS
	WOODEN STOOL and LUCKY STRIKES BOX	Gator	LEFT 1	YELLOW
	PRESET BASS and STAND	Maria/RProp	RIGHT 1	
	PRESET DRUMS	Maria/RProp	RIGHT 1	
	PRESET WOODEN BOX	Maria/RProp	RIGHT 1: Closer to the Stage	
	PRESET 1 CHAIR in BAR	Maria		
<b>AT 43:42--DECK CUE 8--INTO ACT 1: SCENE 7: DJ BOOTH INTO CALHOUN KITCHEN (NO MUSIC IN PRIOR SCENE)</b>				
<b>MOVE</b>	<b>WHAT</b>	<b>ASSIGNED</b>	<b>NOTES</b>	<b>SPIKE</b>
STRIKE	STRIKE DJ BOOTH	Bone/SRCarp	RIGHT 3	
	STRIKE WOODEN STOOL and LUCKY STRIKES BOX	Gator	LEFT 1	
RED	SCRIM IN	RAIL		
WITH SCRIM	FULL STAGE BLACK IN	RAIL		
IN	KITCHEN TABLE PALLET	Maria	RIGHT 1	PURPLE/ GLOW STRIP CORNERS
	SR COLUMN	RProp	RIGHT 2	
	SL COLUMN	LProp	LEFT 2	
<b>RESET (AFTER SHIFT as soon as scrim is in)</b>				
<b>BONE CALL</b>	GARAGE DOOR OUT	RAIL		
	STRIKE PULPIT PLATFORM	Maria/LProp	LEFT 3: MARIA GIVE BONE CLEAR	
<b>BONE CALL</b>	GARAGE DOOR IN	RAIL		
	SET GARBAGE PALLET	Maria/LProp	LEFT 3	YELLOW



AT 48:50--DECK CUE 9--INTO ACT 1: SCENE 8: CALHOUN KITCHEN INTO ALLEY (NO MUSIC IN PRIOR SCENE)				
MOVE	WHAT	ASSIGNED	NOTES	SPIKE
RED	SCRIM OUT	RAIL		
WITH SCRIM	FULL STAGE BLACK OUT	RAIL		
STRIKE	<b>STRIKE</b> SR COLUMN to PROPS BOX	RProp		
	<b>STRIKE</b> SL COLUMN	LProp	LEFT 2	
	<b>STRIKE</b> KITCHEN TABLE PALLET	Mama	LEFT 1	
CATCH	<b>CATCH</b> KITCHEN TABLE PALLET and TRACK to UR	LProp	from LEFT 1 TO RIGHT 4	
RESET (AFTER SHIFT)	SR COLUMN: <b>STRIKE</b> REFRIGERATOR UNIT, BOTTLE CAP Returned to Props Box; <b>RESET</b> 2 LARGE POSTERS; <b>PRESET</b> into RIGHT 2 AFTER DECK CUE 10	Maria/RProp	STRIKE PROPS to deck	
	SL COLUMN: <b>STRIKE</b> RADIATOR UNIT AND WINDOW; <b>RESET</b> 2 LARGE POSTERS; <b>PRESET</b> into LEFT 2	Maria/LProp	STRIKE PROPS to PROPS BOX	
	SILVER CLOCK Change time to 7:20	Maria		
	<b>SET</b> 6 PICTURES on WALL of BAR	Maria		
AT 52:27--DECK CUE 10--INTO ACT 1: SCENE 9: ALLEY INTO DJ BOOTH DIRECTLY AFTER "COLORED WOMAN"				
MOVE	WHAT	ASSIGNED	NOTES	SPIKE
IN	DJ BOOTH	Bone/SRCarp/RProp	RProp helps with the initial push	GREEN/GLOW STRIP CORNERS
STRIKE	<b>STRIKE</b> GARBAGE PALLET	Maria	CLEAR the WING for PIANO to move	
PRESET (AFTER SHIFT)	<b>PRESET</b> PIANO into RIGHT 1	Maria/LProp	PAGE CORD while moving into position	
	<b>STRIKE</b> BASS STAND to SPECIAL LOCATION	RProp	After BASS is picked up	

**AT 58:23--DURING ACT 1: SCENE 9: DJ BOOTH AFTER "SOMEDAY"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
	<b>CATCH AND STRIKE</b> BASS to SPECIAL LOCATION DISCUSSED	Maria/RProp	RIGHT 1	
	<b>CATCH AND STRIKE</b> DRUMS	RProp	RIGHT 1 TO US	
	<b>CATCH AND STRIKE</b> PIANO with STOOL riding on top	LProp	LEFT 4	

**AT 1:03:56--DECK CUE 11--INTO ACT 1: SCENE 10: DJ BOOTH INTO STREET  
SHORTLY AFTER "SHE'S MY SISTER"/IMMEDIATELY AFTER "AIN'T NOTHIN' BUT A KISS: REPRISÉ"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
STRIKE	<b>STRIKE</b> DJ BOOTH	Bone/SRCarp		
	<b>STRIKE</b> ROLLING WOODEN BOX	Maria		
IN (AS SOON AS BOOTH CLEARS)	SR COLUMN	RProp	SIGNS ON COLUMNS CORNERED DS	GRAY
	SL COLUMN	LProp		GRAY

**AT 1:05:34--DURING ACT 1: SCENE 10: STREET "RADIO"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
STRIKE	<b>STRIKE</b> SR COLUMN	AJ	RIGHT 3	
	<b>STRIKE</b> SL COLUMN	Chris M.	LEFT 3	
CATCH	<b>CATCH</b> DUTCH ROPES AND 2 BASKETBALLS; <b>RETURN</b> to PROPS BOX	RProp	RIGHT 1/RIGHT 3	
	<b>CATCH</b> SR COLUMN; <b>STRIKE</b> SIGNS & 1 POSTER; <b>RESET</b> BAR SHELF; <b>RESET</b> RIGHT 3	RProp	SIGNS to PROPS BOX	
	<b>CATCH</b> SL COLUMN; <b>STRIKE</b> SIGNS & 1 POSTER; <b>RESET</b> UPSTAGE SIDE LEFT 2	LProp	SIGNS to PROPS BOX	
	<b>STRIKE</b> BROWN RADIO tucked into LEFT 3 during RADIO; <b>RETURN</b> to PROPS BOX	LProp	LEFT 2	
RESET (AFTER SHIFT)	<b>RESET</b> BAR into RIGHT 2	RProp/SRCarp		
	<b>PRESET</b> TABLE/1 CHAIR closer to stage	RProp	RIGHT 1	

	PRESET TABLE/1 CHAIR offstage of SR COLUMN	RProp	RIGHT 3	
	PRESET GARBAGE PALLET	Maria	LEFT 1	
If time, if not, next scene	STAIRS	Maria/LProp/SLCarp	into LEFT 3	
<b>RProp: ONCE SHIFT IS COMPLETE HEAD TO SL TO ASSIST WITH STAIR MOVE</b>				
<b>AT 1:12:22--DECK CUE 12--INTO ACT 1: SCENE 11: STREET INTO STREET FIGHT IMMEDIATELY AFTER "RADIO"</b>				
<b>MOVE</b>	<b>WHAT</b>	<b>ASSIGNED</b>	<b>NOTES</b>	<b>SPIKE</b>
IN	GARBAGE PALLET	Maria	WHITE SPIKE MARKS	WHITE
	STAIRS	Maria/LProp/SLCarp	into LEFT 3	
<b>1:16:45--DECK CUE 13--DURING ACT 1: SCENE 11: STREET FIGHT INTO DELRAY'S IMMEDIATELY AFTER FELICIA IS DRAGGED OFFSTAGE</b>				
<b>MOVE</b>	<b>WHAT</b>	<b>ASSIGNED</b>	<b>NOTES</b>	<b>SPIKE</b>
<b>GREEN</b>	GARAGE DOOR OUT	RAIL	MID TRIM	
STRIKE	GARBAGE PALLET	LProp	2 ACTORS will be dragging off an ACTRESS into your wing because a fight occurred onstage, WAIT to take the cue until they are clear	
IN	STAIRS	Maria/Bone/SLCarp/R Prop		BROWN/ GLOW STRIP CORNERS
	BAR: BREAK SWITCH TURNED DOWN	SRCarp		ORANGE/ GLOW STRIP CORNERS
	SR COLUMN	Gator	RIGHT 3	ORANGE
	CHAIR from BAR to SPIKES			ORANGE
	TABLE/1 CHAIR	Bobby	RIGHT 1	ORANGE
	SL COLUMN	Chris G.	LEFT 2: Closer to Stage	BROWN/ GLOW DOTS
	TABLE/2 CHAIRS	Jamari	LEFT 2: Offstage of COLUMN	ORANGE

**THESE THINGS CAN HAPPEN DURING ACT 1: SCENE 11: DELRAY'S FOR THE INTERMISSION SHIFT  
DURING "SAY A PRAYER"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
RESET LOAD	<b>NICE BOOTH INTO SHITTY BOOTH:</b> <b>STRIKE</b> All Nice Booth Props including SOMEDAY MIC CORD; <b>STRIKE</b> ACT 1 BACK WALL and LX PANEL; <b>SET BACK WALL,</b> GREEN CONSOLE, BASKET OF LPS, BOOM MICROPHONE, GRAY CONSOLE, RATINGS SHEET, 1 FINALE MICROPHONE, CRUMPLED PIECES OF PAPER; <b>ROTATE</b> BOOTH (so it's facing the other direction)	RProp/LProp		
	ALL ROUNDS INTO GUN	Maria		

**AT 1:21:00--END OF ACT 1: IMMEDIATELY AFTER "SAY A PRAYER"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
<b>RED</b>	SHOW CURTAIN IN	RAIL		

**THE INTERMISSION SHIFT**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
<b>ALL INTERMISSION RAIL ON BONE'S CALL</b>	GARAGE DOOR OUT	RAIL	HIGH TRIM	
	WINDOW DROP OUT	RAIL	HIGH TRIM	
	US FULL BLACK OUT	RAIL	HIGH TRIM	
	5TH LX IN TO FOCUS HEIGHT THEN TO LOW TRIM	RAIL		
	FINALE CURTAIN IN	RAIL	LOW TRIM	
	ROCK SHOP IN	RAIL	LOW TRIM	
	SCRIM IN	RAIL	LOW TRIM	
	BRIDGE PORTAL IN	RAIL	LOW TRIM	
DECK	<b>SPOT CLEAN THE DECK FOR BLOOD</b>	Maria		
STRIKE	<b>STRIKE STAIRS UL</b>	SRCarp/SLCarp		

	<b>STRIKE BAR UR; STRIKE ALL BAR CONTENTS INTO RIGHT PROP BOX BASKETS</b>	RProp	CAN BE COVERED IF FINAL SHOW
	<b>STRIKE WINDOW BAFFLE:</b> Center Bandstand--Over Drum Baffle	LProp	CAN BE COVERED IF FINAL SHOW
	<b>STRIKE KITCHEN WINDOW</b>	LProp	CAN BE COVERED IF FINAL SHOW
	<b>STRIKE 2 TABLES/4 CHAIRS</b>	RProp/LProp	TO LOAD OUT AREA
	<b>STRIKE GARBAGE PALLET</b>	LProp	CAN BE COVERED IF FINAL SHOW
	<b>STRIKE 1 MICROPHONE</b> on BANDSTAND to SR PROPS BOX	Maria	
PRESET	MICROPHONE with HEADPHONES	RProp	RIGHT 1
	DRESS RACK: In RINGBOX a pair of GREEN EARRINGS; HANGING OFF SIDE: Huey's TAN PANTS with Belt; THROWN OVER TOP: Huey's TAN SHIRT	RProp	RIGHT 1
	MIRROR: with SHOES & SHOEBOX, HAT attached to top; HANG GREEN SUIT JACKET OFF OF US HOOK	Maria/RProp	RIGHT 1
	DIRECTOR CHAIR	RProp	RIGHT 1
	SR COLUMN: <b>STRIKE BAR SHELF; RESET GOLD CLOCK</b> at top of column, SHELF WITH RECORDS, WALLET & KEYS, PILLS, ATTACH PICTURE FRAME to shelf, <b>HANG 2 PICTURES; HUEY'S ZEBRA JACKET &amp; HAT</b> on hook on Upstage Side	Maria/RProp	RIGHT 2
	TELEVISION CAMERA	Maria/LProp	LEFT 1: Onstage of OTTOMAN & COUCH
	OTTOMAN & COUCH; <b>SET "Love Will Stand"</b> SHEET MUSIC, ASHTRAY, LIGHTER & CIGARETTES; <b>SET WARDROBE: STRIPED SHIRT, BLACK DRESS SHOES, RED DRESS, RED EARRINGS</b>	Maria/LProp	LEFT 1

	SL COLUMN: SET VELCRO WIRES & MOUNT LOUDSPEAKERS; HUEY POSTER	Maria	LEFT 2	
	REEL TO REEL	LProp	LEFT 4	
	SUIT RACK: RED ZEBRA SHIRT hanging on empty hanger	Maria		
<b>GENERAL PROPS</b>	RETURN SL PROPS TO SR PROPS BOX: 1 BASKETBALL; BUCKET, SQUIGY, RAG, FELICIA RADIO PURSE; GREEN POSTER; 1 BLUE CHAIR; BRICK NOTE	LProp		
	RETURN SR PROPS TO SL PROPS BOX: BIBLE			

**AT 1:21:30--TOP OF ACT 2**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
<b>RED</b>	SHOW CURTAIN OUT	RAIL		
<b>GREEN</b>	SCRIM OUT	RAIL		
<b>WITH SCRIM</b>	FINALE CURTAIN OUT	RAIL	MID TRIM	

**AT 1:34:12--DECK CUE 14--INTO ACT 2: SCENE 2: ROCK SHOP INTO HUEY'S APARTMENT  
IMMEDIATELY AFTER BOBBY SINGS "BIG LOVE"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
<b>RED</b>	SCRIM IN	RAIL		
<b>WITH SCRIM</b>	FULL STAGE BLACK IN	RAIL		
<b>AUTO FOLLOW SCRIM</b>	FINALE CURTAIN IN	RAIL		
<b>IN</b>	SR COLUMN	RProp	ONCE COLUMN SET STEP US OF SCRIM TO EXIT	<b>BLACK/ GLOW STRIPES</b>
	OTTOMAN & COUCH PALLET	Maria		
<b>PRESET (IMMEDIATELY IN)</b>	2 MICROPHONES ON MIC STANDS	RProp		<b>PURPLE</b>
	REEL TO REEL & PLUGGED IN	LProp		<b>PURPLE</b>

**AT 1:29:42--DECK CUE 15--INTO ACT 2: SCENE 3: HUEY'S APARTMENT INTO RECORDING STUDIO  
MIDDLE OF "LOVE WILL STAND"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
<b>RED</b>	SCRIM OUT	RAIL		
<b>WITH SCRIM</b>	FULL STAGE BLACK OUT	RAIL		
STRIKE	<b>STRIKE</b> OTTOMAN & COUCH UNIT; <b>STRIKE</b> DRESSING into LEFT PROP BOX; <b>TRACK</b> CLOTHING to WARDROBE	Maria	ENTER US OF SCRIM; STRIKE OFF DECK; CAN BE COVERED IF FINAL SHOW	
	<b>STRIKE</b> SR COLUMN; IMMEDIATELY <b>STRIKE</b> GOLD CLOCK, SHELF WITH RECORDS, PILLS, METAL PICTURE FRAMES and hook; Return to RIGHT 2	RProp	ENTER US OF SCRIM; RIGHT 2	
	<b>PAGE</b> CURTAIN as needed for OTTOMAN & COUCH UNIT	LProp		
<b>AT 1:32:07--DURING ACT 2: SCENE 3: RECORDING STUDIO AFTER "LOVE WILL STAND"</b>				
MOVE	WHAT	ASSIGNED	NOTES	SPIKE
	<b>STRIKE</b> 1 MICROPHONES & STANDS	Jamari	RIGHT 3	
	<b>STRIKE</b> 2 MICROPHONE & STAND (1 will have headphones)	Gator/AJ	LEFT 1	
	<b>UPLUG &amp; STRIKE</b> REEL TO REEL	AJ	LEFT 4	
STRIKE (AFTER SHIFT)	<b>CATCH AND STRIKE</b> 1 MICROPHONE & STAND to PROPS BOX	RProp	RIGHT 3	
	<b>CATCH AND STRIKE</b> REEL TO REEL off the deck	LProp/Deck Elect	LEFT 4: CAN BE COVERED IF FINAL SHOW	
	<b>CATCH AND TRACK</b> 2 MICROPHONES & STANDS (1 will have headphones) to <b>SR</b> PROPS BOX	LProp	LEFT 1	

**AT 1:38:17--DURING ACT 2: SCENE 3: RECORDING STUDIO INTO STREET SCENE  
MIDDLE "STAND UP"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
GREEN	FINALE CURTAIN OUT	RAIL	MID TRIM	

**AT 1:41:25--DURING ACT 2: SCENE 3: INTO STREET MIDDLE OF "STAND UP"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
IN	SR COLUMN	Gator	RIGHT 2	YELLOW
	SL COLUMN	Chris M.	LEFT 2	YELLOW
	STANDBY FOR GUN HAND OFF	Maria	TO SHANE	

**AT 1:42:34--DURING ACT 2: SCENE 3: STREET MIDDLE OF "STAND UP"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
	STANDBY FOR GUN HAND OFF	Maria	FROM SHANE	
	CATCH AND STRIKE LOUDSPEAKERS to PROPS BOX	LProp	LEFT 1	

**AT 1:43:49--DURING ACT 2: SCENE 3: STREET INTO ROCK SHOP  
MIDDLE "STAND UP" FELICIA CUE LINE: "NO. I'M TIRED OF FEELIN' LIKE THIS."**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
STRIKE	STRIKE SR COLUMN	Chris G.	RIGHT 2	
	STRIKE SL COLUMN; LProp STRIKE WIRES to Props Box, tuck into LOUDSPEAKERS; HUEY POSTER	Bobby	LEFT 2	
PRESET (AFTER SHIFT)	PRESET MIRROR with lights facing DS	RProp	RIGHT 2: ONSTAGE OF COLUMN	
	PRESET SUIT RACK: RED SHIRT is offstage side	LProp	LEFT 2	



**AT 1:46:27--DECK CUE 16--INTO ACT 2: SCENE 4: STREET INTO HUEY'S DRESSING ROOM  
IMMEDIATELY AFTER "STAND UP"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
<b>RED</b>	SCRIM IN	RAIL		
<b>WITH SCRIM</b>	FULL STAGE BLACK IN	RAIL		
IN	MIRROR	RProp	RIGHT 2: VISUAL CUE WHEN YOU SEE MARIA MOVE IN LEFT 2/DANCERS MOVE & EXIT US	BUMBLEBEE
	SL COLUMN	Maria	LEFT 2	BUMBLEBEE
	SUIT RACK	LProp	LEFT 2	BUMBLEBEE

**AT 1:55:23--DECK CUE 17--INTO ACT 2: SCENE 5: HUEY'S DRESSING ROOM INTO ROCK SHOP  
IMMEDIATELY AFTER "CHANGE DON'T COME EASY"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
<b>RED</b>	SCRIM OUT	RAIL	FAST SPEED	
<b>WITH SCRIM</b>	FULL STAGE BLACK OUT	RAIL	FAST SPEED	
STRIKE	<b>STRIKE MIRROR</b>	RProp	LEFT 2: YUP ACTUALLY LEFT 2, YOU WILL FOLLOW THE DIRECTOR CHAIR OFFSTAGE, RETURN TO SR WITHOUT MIRROR	
	<b>STRIKE SUIT RACK to US</b>	LProp	LEFT 1	
	<b>STRIKE SL COLUMN</b>	Maria	LEFT 2	
	<b>STRIKE DIRECTOR CHAIR</b>	Gator	LEFT 2	
PRESET (AFTER SHIFT)	<b>PRESET DRESS RACK: HATBOX is the Onstage side</b>	RProp	RIGHT 2: OFFSTAGE OF COLUMN	
	MIRROR: <b>STRIKE SHOES &amp; SHOEBOX; PRESET HATBOX, JEWELRY BOX, HAIR BRUSH, POWDER PUFF &amp; GREEN EARRINGS ON US SHELF</b>	Maria	LEFT 2	
	<b>PRESET FELICIA STOOL &amp; 2 SUITCASES</b>	LProp	LEFT 1: DS SIDE; SUITCASES offstage of that	

**AT 2:00:31--DECK CUE 18--INTO ACT 2: SCENE 6: ROCK SHOP INTO FELICIA'S DRESSING ROOM  
IMMEDIATELY AFTER "TEAR DOWN THE HOUSE"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
<b>RED</b>	SCRIM IN	RAIL		
<b>WITH SCRIM</b>	FULL STAGE BLACK IN	RAIL		
<b>AUTO FOLLOW</b>	BRIDGE PORTAL OUT	RAIL	MID TRIM	
IN	SR COLUMN	Maria		GREY/ GLOW SINGLE DOT CORNERS
	DRESS RACK	RProp	FOLLOW COLUMN	
	MIRROR	LProp		
	STOOL	Felicia		

**AT 2:04:23--DECK CUE 19--INTO ACT 2: SCENE 7: FELICIA'S DRESSING ROOM INTO ROCK SHOP  
SOON AFTER "LOVE WILL STAND: REPRISE 1"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
<b>RED</b>	FULL STAGE BLACK OUT	RAIL		
<b>GREEN</b>	SCRIM OUT	RAIL		
STRIKE (All enter US of SCRIM)	<b>STRIKE</b> SR COLUMN	Maria	RIGHT 2: FOLLOW DRESS RACK	
	<b>STRIKE</b> DRESS RACK	RProp	RIGHT 2	
	<b>STRIKE</b> MIRROR	LProp	LEFT 2: CAN BE COVERED IF FINAL SHOW	
	<b>STRIKE</b> STOOL	Huey	LEFT 1	
PRESET (AFTER SHIFT)	<b>RETURN</b> SR PROPS TO SL PROPS BOX: 2 SUITCASES	RProp		
	<b>RETURN</b> SL PROPS TO SR PROPS BOX: DIRECTORS' CHAIR; 1 MICROPHONE & STAND; 1 MICROPHONE & STAND WITH HEADSET	Maria/LProp		

**AT 2:07:15--DURING ACT 2: SCENE 7: ROCK SHOP**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
GREEN	GARAGE DOOR IN	RAIL		
WITH GARAGE DOOR	WINDOW WALL IN	RAIL		
AUTO FOLLOW GARAGE DOOR	FINALE CURTAIN IN	RAIL		

**AT 2:13:06--DECK CUE 20--INTO ACT 2: SCENE 8: ROCK SHOP INTO SHITTY DJ BOOTH  
IMMEDIATELY AFTER "MEMPHIS LIVES IN ME"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
RED	BORDER IN	RAIL	LOW TRIM, FAST SPEED	
IN	SHITTY DJ BOOTH	RProp/SRCarp	BONE gives GO	
CLOSE	TRAVELER LEGS	SLCarp	MARIA gives GO to SLCarp	
GREEN	BORDER OUT	RAIL	MID TRIM, MEDIUM SPEED	
AUTO FOLLOW BORDER	GARAGE DOOR OUT	RAIL	HIGH TRIM	
AUTO FOLLOW	WINDOW WALL OUT	RAIL	HIGH TRIM	
STRIKE (AFTER SHIFT)	STRIKE TELEVISION CAMERA	LProp	US	

**AT 2:19:23--DURING ACT 2: SCENE 8: SHITTY DJ BOOTH INTO CONCERT  
MIDDLE OF "STEAL YOUR ROCK N' ROLL"**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
RED	BORDER IN	RAIL		
STRIKE	STRIKE SHITTY DJ BOOTH	Bone/SRCarp		
GREEN	BORDER OUT	RAIL	HIGH TRIM	
OPEN	TRAVELER LEGS	SLCarp	MARIA give GO to SLCarp; Speed: 3 second pull/attempt to match border	

**AT 2:26:45--AFTER BAND'S FINALE**

MOVE	WHAT	ASSIGNED	NOTES	SPIKE
RED	SHOW CURTAIN IN	RAIL		