LD: Paul Miller
Assoc: Jacob Zedek

The Music Man
Benedum Center for the Performing Arts

Cue Synopsis
2024-07-09

>	Cue	Pt	d ↑T	d ↓T	Dur	B	A	F/H	Pg	Placement	EOS Label
										PRESHOW	
	1		5		5				L1	Entry	Walk In
	3		7		7				L1	Mark Fleischer Enters, House to Half	House 1/2
										ACT 1	
										#1 - "Overture"	
	5				5				L1	Mark Fleischer Exits, House Out	House Out
		1	5		5						
		2	1		1						Works Out Faster
	6		7		7				S12	M1	
										1.1 - Train	
										#1 - "Train Opening"	
	7				7.5				S14	4th Beat M16	Bleed
		1	3	6	6						
		2	0.5 7		7.5						Practicals
	8		4		4			F0	L1	M18, scrim 1/2 out	Scrim Out
>	8.1		6		6						Slow FX
	9		0		0			F0	L1	M20	Bump Up
>	9.1		0.5		0.5		A				
										#3 - "Rock Island"	
	15		20		20				L1	With sound of train starting. (Train makes starting...)	Train Moves
	17		10		10				L8	SALESMAN #5 "Piper **Pays** him. Yesss-Sir"	Slows
	19		1		1				L8	ALL's Second "**Yes Sir**"	Stops
	21		0		0				L8	(Orchestra Button. Train Stops)	Button
										#4 - "Iowa Stubborn"	
	23				9	b			L10	Harold leaves train and moves CS and train is struck	PD
		1	2		2	b					X4s Out
		2	7		7	b					
		7	3 0		3						(X4s Straight Down for Move)
		8	9 0		9						Mark MLs
										1.2 - Main Street	
	27		7		7	B			L10	TOWNSPEOPLE "**Oh**, there's nothin' halfway"	x DS & Build
	29		3		3	b			L11	TOWNSPEOPLE "Provided you a**re** contrary"	Fill DR SP
	31		0.2		0.2	b			L11	TOWNSPEOPLE "**We** can be cold"	Pop
	33		3		3				L12	TOWNSPEOPLE "**And** a back to go" - Center Clump	
	35		3		3				L12	(Breaking pose in tempo) - Even out	Even Out

LD: Paul Miller
Assoc: Jacob Zedek

The Music Man
Benedum Center for the Performing Arts

Cue Synopsis
2024-07-09

> Cue	Pt	d ↑T	d ↓T	Dur	B	A	F/H	Pg	Placement	EOS Label
37		3		3	b			L12	TOWNSPEOPLE "**IOWA**, Dublique, Des Moines"	Widen
39		0		0	b			L12	TOWNSPEOPLE "... Iowa a Try" **[Button]**	Button
								#5 - "Ya Got Trouble"		
41		3		6				L12	Scene lights up at end of playoff.	Scene Light
45		4		4				L16	HAROLD "...Three-Rail Billiard **Shot**"	Pull C
47		4	6	6				L17	HAROLD "**Get** the ball in the pocket!"	DS Line
49		4		4				L17	HAROLD "Trou**ble**, oh yes, ya got lots"	Restore
51		0.2		0.2				L19	TOWNSPEOPLE Join w/ "**Oh**, we got..."	Pop
53		3		3				L19	HAROLD jumps up onto the fountain	Pull Harold
55		3		3				L20	HAROLD "Ya got trou**ble**"	Restore Wide
57		2.9		2.9				L21	HAROLD & TOWNSPEOPLE "**Our** children's children g	Pull HH
59		2		2				L21	HAROLD "Terrible, **terri**ble trouble. That game with"	Wide
61		5		5	b			L21	TOWNSPEOPLE "That **stands** for pool!"	Build
63		0		0				L21	TOWNSPEOPLE "Stands for pool!" **[Button]**	Button
								#6 - "Trouble Playoff & Walking Music"		
64		4		4				L21	w/ Start of #6 Playoff	Playoff
65		4		4			F0	L22	HAROLD exits DS. End of Scene	Transition
> 65.1				4				L22	w/ Scrim moving @ Top of Scene	Scrim In
	1	1		4						DS Out
	2	3		3						Cyc Out
								1.3 - Paroo Porch		
67		4		4				L22	Paroo Porch is Set	Scn Lt
69				6	1			L23	End of Scene	Bleedthrough
	1	2	3	5	b					
	2	1		1						Works Out
	3	6		6						Set LX Out
								1.4 - Paroo Parlor		
								#7 - "Piano Lesson & If You Don't Mind My Saying So"		
71		3		3				L23	Top of Scene, when drop is clear	Scene Light
77		0		0				L26	(Fine chord from AMARYLLIS) **[Button]**	Button
								#8 - "Goodnight, My Someone"		
81		30		30	b			L30	MARIAN "**Good**night, my someone, goodnight, my"	
83		6		6				L30	MARIAN "**True** love can be whispered"	More about M
85		3	4	3				L31	MARIAN "Close to **me**" (AMARYLSIS has come to...)	2 Together
87		2		2				L31	Second "Good**night**"	Iso

LD: Paul Miller
Assoc: Jacob Zedek

The Music Man
Benedum Center for the Performing Arts

Cue Synopsis
2024-07-09

> Cue	Pt	d ↑T	d ↓T	Dur	B	A	F/H	Pg	Placement	EOS Label
89		0.1		0.2	I			*L31*	End of Scene Button	B/O
									1.5 - Gym	
									#9 - "Columbia, Gem of the Ocean"	
91		3		3	b			*Scn.5 L1*	Top of Scene	DS Line
93		5		5				*Scn.5 L1*	EULALIE+TWNPPL FINAL "Red, white, and **blue**"	
95		3		3				*Scn.5 L1*	(applause)	Pull C
97		I		I				*Scn.5 L2*	SHINN "Eulalie Mac**kec**knie Shinn, will take a leading"	
101		4		4				*Scn.5 L2*	Firecracker is set off	
									#10 - "Ya Got Trouble (Reprise)"	
									#11 - "Seventy-Six Trombones"	
105		2.9		2.9				*Scn.5 L5*	HAROLD "Frien**ds**, May I have your"	Pull HH
107		2		2				*S86*	M3 HAROLD sings down stage center	HH Sings
109		2		2				*S91*	M69, Harold Parades w/ Kids	HH w/Kids
									#12 - "Seventy-Six Trombones (Ballet)"	
111		3		3				*S92*	M84	Build
115		3		3				*S97*	M23	Dance Break
131		0		0				*S110*	M196, Button	Button
135		2		2				*S111*	Seventy-Six Trombones Playoff, M1	Playoff
									#13 - "Seventy-Six Trombones (Playoff)"	
137		2		2				*L40*	Top of Scene, HAROLD "You **hafta**"	DS
									#14 - "Ice Cream / Sincere"	
141		10		10				*L44*	End of Scene	T & Z Exit
145		0		0	I			*L44*	Blackout with final note of QUARTET	BLACKOUT
									1.6 - Library Exterior	
									#15 - "Walking Music (Reprise)"	
									#16 - "The Sadder But Wiser Girl"	
147		2		2	b			*L44*	Top of Scene	Lights Up N1
149		30		30				*L47*	HAROLD "**I** snarl, I hiss. How"	Very Slow Pull In
153		0		0				*L48*	HAROLD "but wiser girl for me" **[Button]**	Button
									#17 - "Pick-a-Little, Talk-a-Little & Goodnight, Ladies"	
155		3		3	I			*L48*	Restore post button	In1 Scn Lt
157		15		15				*L50*	MAUD "**Pro**fessor, her kind of woman"	C Pull
159		0		0				*L51*	EULALIE "**Stop**"	Pop Restore
161		3		3				*L52*	(The QUARTET ENTERS)	+DL
163				15	I			*L53*	LADIES "Pick a little, talk a little, CHEEP" **[Button]**	B/O
	I	5 **7**	0 **0**	12	b					

LD: Paul Miller
Assoc: Jacob Zedek

The Music Man
Benedum Center for the Performing Arts

Cue Synopsis
2024-07-09

> Cue	Pt	d ↑T	d ↓T	Dur	B	A	F/H	Pg	Placement	EOS Label
	2	5 **10**		15						Prax Slower
									I.7 - Library Interior	
									#18 - "Marian the Librarian"	
165				9	b			_L53_	Top of Scene	Scene Light
	1	**7**		7	b					
	2	3 **6**		9						(9+10 Slower)
167		**4**		4				_L54_	HAROLD "**Mar**bles, Six steelies, eight aggies"	Pull In Slow
169		**4**		4				_L55_	HAROLD "**Now** in the moonlight"	Pull C New Feel
									#19 - "Marian Dance"	
171		**3**		3				_S151_	M1	Dance Break
173		**0.1**		0.1				_S154_	M28 HH+CHILDREN DSC Freeze	Freeze
175		**0.3**		0.3				_S154_	M32 Music + Dance Resumes	Restore
177		**0.1**		0.1				_S156_	M44 HH Freeze SL Library Table	Freeze
179		**0.3**		0.3				_S157_	M47 Music + Dance Resumes	Restore
191		**3**	**4**	4				_L56_	HAROLD "Such **as** Marian...The Ladies' Dance"	Pull UC
193		**0**		0	b		F0.5	_L56_	(Opening "marble" bag and offers it to her) **[Button]**	Button
									#20 - "1st Seventy-Six Trombones Crossover"	
> _193.1_		**0.5**		1	1					FADE TO BLACK
									I.8 - Outside	
									#21 - "2nd Seventy-Six Trombones Crossover"	
									I.9 - Outside	
199				35	b			_L57_	Top of Scene - Drop Lands	Scene Light
	1	**3**		3	b					
	2	15 **20**		35	b					Windows Slower
									#22 - "3rd Seventy-Six Trombones Crossover"	
201		**0**		0	1			_L59_	End of Scene, with playoff	B/O
									I.10 - Paroo Porch	
203		**3**		3	b			_L59_	Top of Scene	Lights Up
									#23 - "My White Knight"	
205		**20**		20				_L64_	Start of #23 - My White Knight music	Slow Pull-In
207		**15**		15				_L64_	MARIAN 2nd "**My** white knight, not a lancelot"	M x DS
209		**10**		10				_L64_	MARIAN's Second "Til **I** die"	Big Pull
211		**0**		0	1			_L65_	Button	B/O
									I.11 - Main Street	
213		**3**		3				_L65_	Top of Scene	Scene Light
214		**10**		10				_L66_	ZANEETA "Tommy! It's **Papa**!"	Mayor Enters
									#24 - "The Wells Fargo Wagon"	

LD: Paul Miller
Assoc: Jacob Zedek

The Music Man
Benedum Center for the Performing Arts

Cue Synopsis
2024-07-09

> Cue	Pt	d ↑T	d ↓T	Dur	B	A	F/H	Pg	Placement	EOS Label
215		7		7				*L67*	TOWNSPEOPLE 1st **"O-ho** the Wells Fargo Wagon"	Vocal
217		2		2				*L68*	8TH VOICE "Just for **me."**	Downstage
219		1	2	2				*L69*	WINTRHOP **"O**-ho the Wellth Fargo Wagon"	Winthrop
221		2		4				*L69*	(TENOR/BASS) First **"O**-ho you Wells Fargo Wagon"	Build
222				8				*L69*	Depot Sign Set	Signhenge
	1	3		3						
	2	5 3		8						River City Sign
									**#25 - "Finale - Act I"**	
223		2		2				*L69*	Crowd moves down center w/ wagon arrival	Pull Down Center
225				3	1		F3	*L71*	HAROLD walks off stage	Iso Marian
	1	3		3						
	2	1		1						Lose FOH
> 225.1		1		1						
									**INTERMISSION**	
227				10	B		H5	*L71*	Show Scrim Lands	House & Warmers
	1	3		3						
	2	3 7		10						
> 227.1		5		5						Worklights US
231		7		14				*L73*	Set for Act 2	House Half
									**ACT II	
									#26 - "Entr'acte"**	
233		7		7	1			*L73*	House Out, Begin Entr'acte	House Out
234		6		6	b			*L73*	Entr'acte	Entr'Acte
234.5		4		8	1			*L73*	Blackout	FADE TO BLACK
									**II.1 - Gym	
									#27 - "Eulalie's Ballet"**	
235				8	b			*L73*	End of Entr'acte, Top of Scene	Scene Lights Up
	1	7		7	b					
	2	5 3		8						
									**#28 - "It's You"**	
237		3		3				*L73*	EULALIE "All right, **Mr.** Dunlop"	Widen / Quartet
238		4		4				*L74*	QUARTET "What wor**ds** could be saner"	
239		0.2		0.2				*L74*	EWART, OLIVER, OLIN "Oh Yes, "It's You"" **[Button]**	Button
241		3		3				*L74*	Follow Previous. (Trying to hold KIDS back at the door)	Widen
									**#29 - "Shipoopi"**	

LD: Paul Miller
Assoc: Jacob Zedek

The Music Man
Benedum Center for the Performing Arts

Cue Synopsis
2024-07-09

> Cue	Pt	d ↑T	d ↓T	Dur	B	A	F/H	Pg	Placement	EOS Label
243		3		3	b			*L75*	MARCELLUS "**Now,** a woman who'll kiss"	All Sing
									#30 - "Shipoopi Dance - Part 1"	
									#31 "Shipoopi Dance - Part 2"	
245		3		3				*L77*	(SEVERAL COUPLES do specialties...)	Dance
									#32 - "Shipoopi Dance - Part 3"	
259		2		2				*L77*	HAROLD and MARIAN dance together	Ragtime H & M
260		3		3				*L77*	All couples dance	Add Others
261		2		2				*S244*	M97 ALL "**Shi**poopi, shipoopi, shipoopi, the girl who's"	Vocal
									#33 - "Shipoopi Dance - Playoff"	
263		0		0				*L77*	ALL "**SHIPOOPI**" Button	Button
265		3		3				*L77*	Restore	Restore
267		10		10				*L80*	SHINN "hook in the well-**water**"	Pull in
									#34 - "Pick-a-Little, Talk-a-Little (Reprise)"	
269		3		3				*L82*	Start of Pick a Little, Talk a Little (Reprise)	Ladies In
271		0		0	1			*L84*	LADIES "Pick a Little, Talk a Little, CHEEP" **[Button]**	B/o
									II.2 - Library Door	
273		3		3	B			*L84*	Top of Scene	Lights up
									#35 - "Lida Rose & Will I Ever Tell You?"	
275		10		10				*L85*	QUARTET "**Sun** back in the sky"	Pull in
277		3		3				*L85*	JACEY, EWART, OLIVER 2nd "Oh, Lida **Rose**"	To Marian Paroo
279		3	6	6				*L86*	MARIAN "...ever tell you? **Ah**, no."	Quartet Returns
280		3		6	b			*L87*	Porch Hanger Moves	Scenery Moves
									II.3 - Paroo Porch	
289		3		6	B		H3	*L87*	Transition. QUARTET exits and MRS. PAROO Enters	Into Scene Lights Up
> *289.1*		7		7	b					(Conflicts Restore)
									#36 - "Gary, Indiana"	
293		0		0				*L90*	ALL THREE "My home sweet home" **[Button]**	Button
									#37 - "Lida Rose (Reprise)"	
297		20		20				*L95*	HAROLD "**Now** Miss Marian, I'm not"	Smaller
305		2	1	3	1			*L100*	End of Scene	Bleedthrough
									II.4 - Footbridge	
									#39 - "It's You - Ballet"	
307		4		4	b			*S282*	M5	Scn Lt
									#39 - "Till There Was You"	
321		4	10	10	b			*S282*	M97	Harold Hill on Bridge
323		10		10				*L103*	Start of MARIAN singing	
325		6		12				*L103*	MARIAN "...at all, till there was **you**"	Isolate

LD: Paul Miller
Assoc: Jacob Zedek

The Music Man
Benedum Center for the Performing Arts

Cue Synopsis
2024-07-09

> Cue	Pt	d ↑T	d ↓T	Dur	B	A	F/H	Pg	Placement	EOS Label
327		**10**		10				*L104*	HAROLD "...you don't know about **me-**"	Widen
#40 - "Goodnight & Seventy-Six Trombones (Double Reprise)"										
II.5 - Outside										
329		**3**		3	I			*L106*	#40 - Goodnight & Seventy-Six Trombones (Double Rep	Drop in?
330				4				*L106*	B/O drop lands	Drop Temps
	I	**4**		4						
	2	2 **I**		3						Worklights US
331		**4**		8				*L107*	MARCELLUS and CHARLIE enter	Drop Temps Out
#41 - "Ice Cream Sociable"										
II.6 - Madison Park										
333		**4**	**2**	6			H3	*L108*	MARCELLUS Exits, transition music	Drop out
> *333.1*		**6**		6	b					
#42 - "Chase Music"										
335		**3**		6				*L109*	SHINN "...to the schoolhouse. After **him**"	w/Drop In
#43 - "Till There Was You (Reprise)"										
337		**2**		2	b			*L109*	Drop lands and MARIAN/HAROLD Enter	Drop Lands
339		**I**		2	I			*L113*	End of Scene	Fade to Black
II.7 - Gym										
#44 - "Finale - Act 2"										
341		**3**		3	B			*L113*	Top of Scene	Scene Lights Up
349		**6**		6				*L113*	Band dissolves and HAROLD moves downstage	Pull HH / M
351		**0.5**		I	I			*L113*	End of Scene. (HAROLD embraces MARIAN)	BLACKOUT
II.8 - Curtain Call										
#45 - "Curtain Call Music"										
353		**I**		I	b			*L113*	Bows	Bows
355		**2**		2				*L116*	Curtain Call - Charlie	Charlie
357		**2**		2				*L116*	Curtain Call - Marian	Marian
359		**2**		2	b			*L116*	Curtain Call - Ensemble	Ensemble
361		**I**		I				*L116*	Curtain Call - Band	Band
363		**3**		6	I			*L116*	Curtain Call - Scrim Moving	Scrim Moving
POSTSHOW										
#46 - "Exit Music"										
365				12				*L116*	Curtain Call - Scrim Lands	Scrim Lands
	I	**5**		5						
	2	2 **7**		9						
	3	10 **2**		12						Worklights
367		**2**		2				*L116*	End of Playoff	End of Playoff