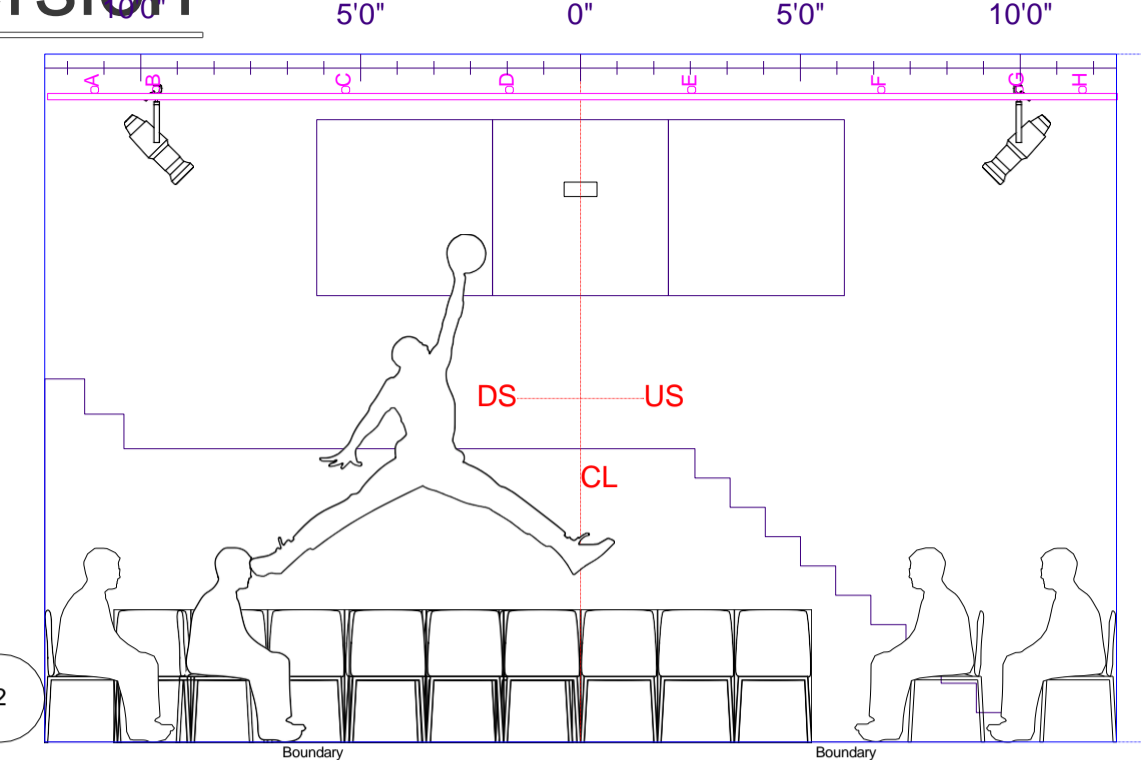
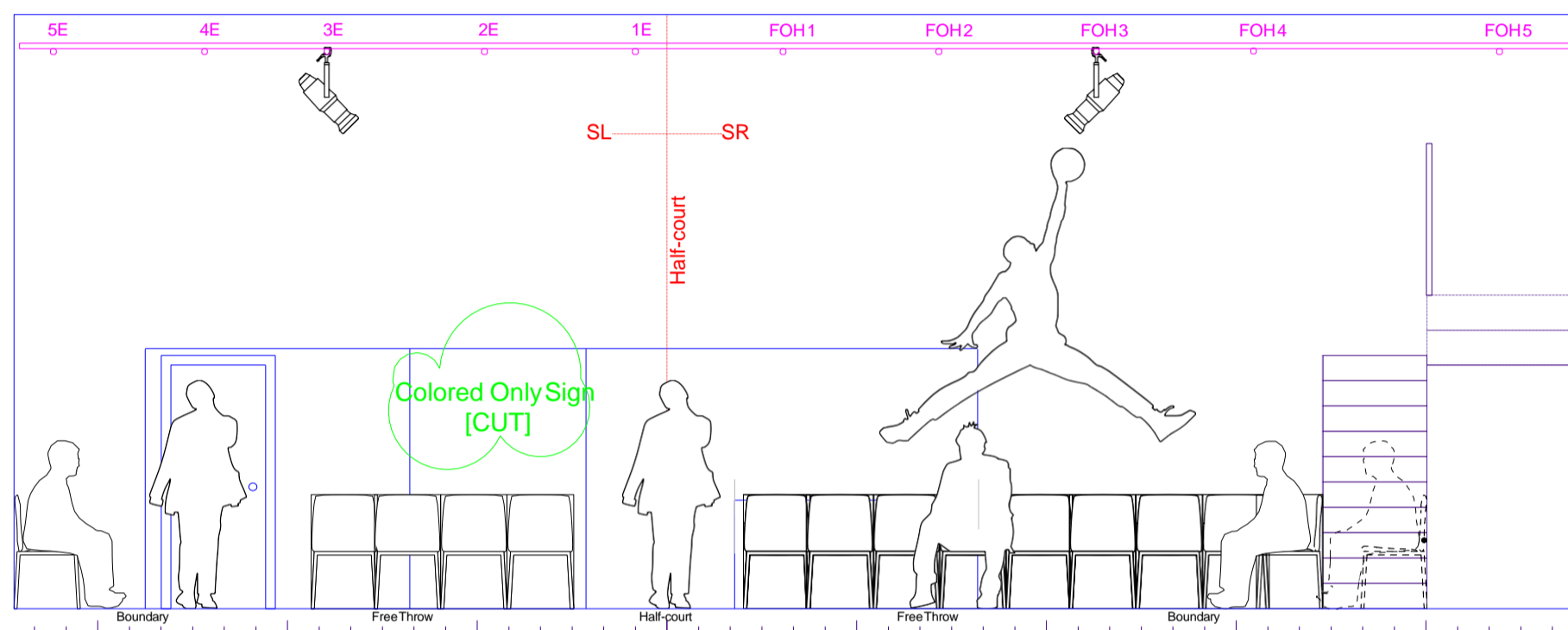


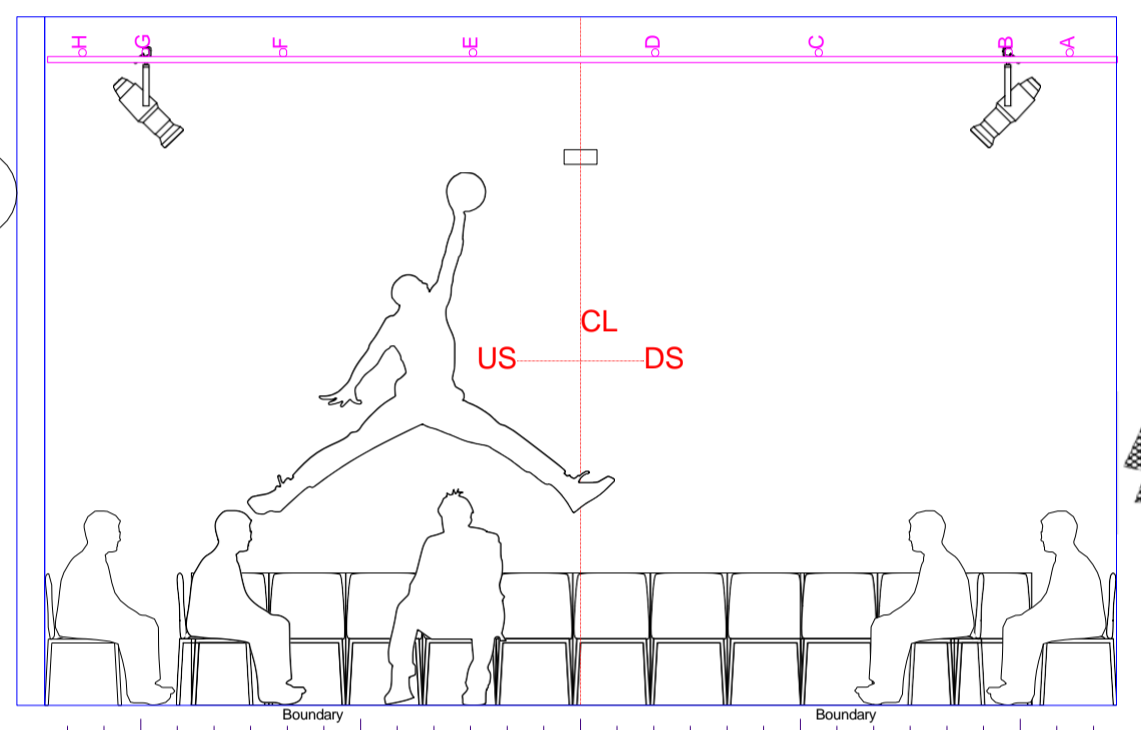
1 View from Entrance/DS wall
Scale: 1/4" = 1'-0"



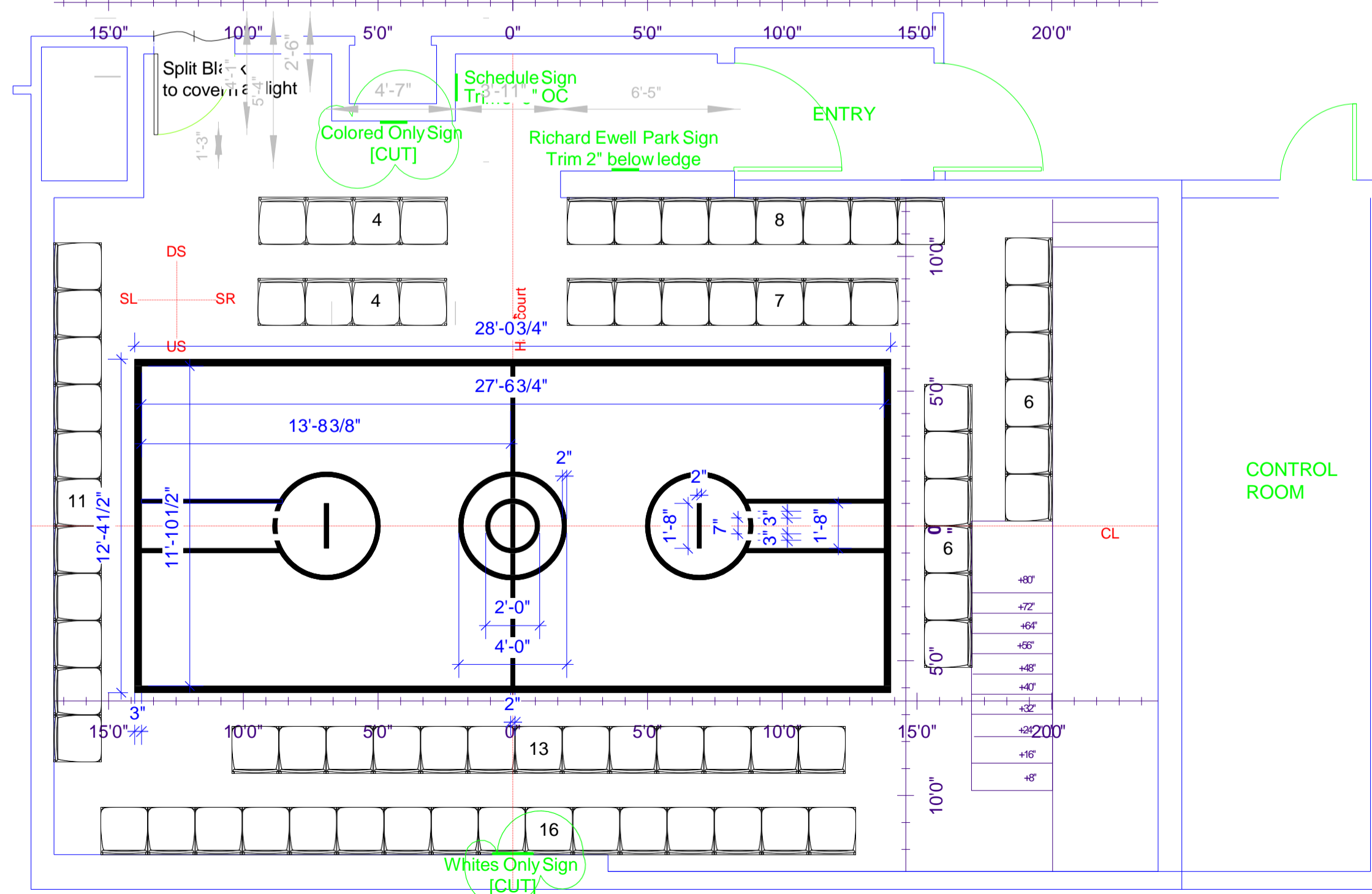
View from SL wall
Scale: 1/4" = 1'-0"



3 View from US wall
Scale: 1/4" = 1'-0"



View from Booth/SR wall
Scale: 1/4" = 1'-0"



5 Groundplan
Scale: 1/4" = 1'-0"

Notes:
 Maximum 97 seats (telescopic), current 75
 1 Dressing Room w/ toilet
 Total Area (seats retracted): 24'-4" x 38'
 Grid 14'-9" to bottom of letter pipes (SL/SR) and top of number pipes (US/DS).
 Paint lines are all 2" wide except outerborder, which is 3" wide.
 Court is 12'-4.468" wide by 28'-0.75" long (outer edge of boundary) and 11'-10.468" wide by 27'-6.75" long (inner edge of boundary).
 Half-court circles are 4'OD and 2'OD, 2" wide.
 TVs are 10' high to screen center, 1' from center of nearest boundary, 10 degree rotation.
 Free throw lines are 2" wide, 1'-8" long OC, 6'-9.367" gap to nearest boundary edge (halfway from half-court to boundary).

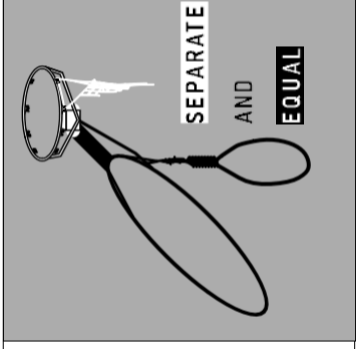
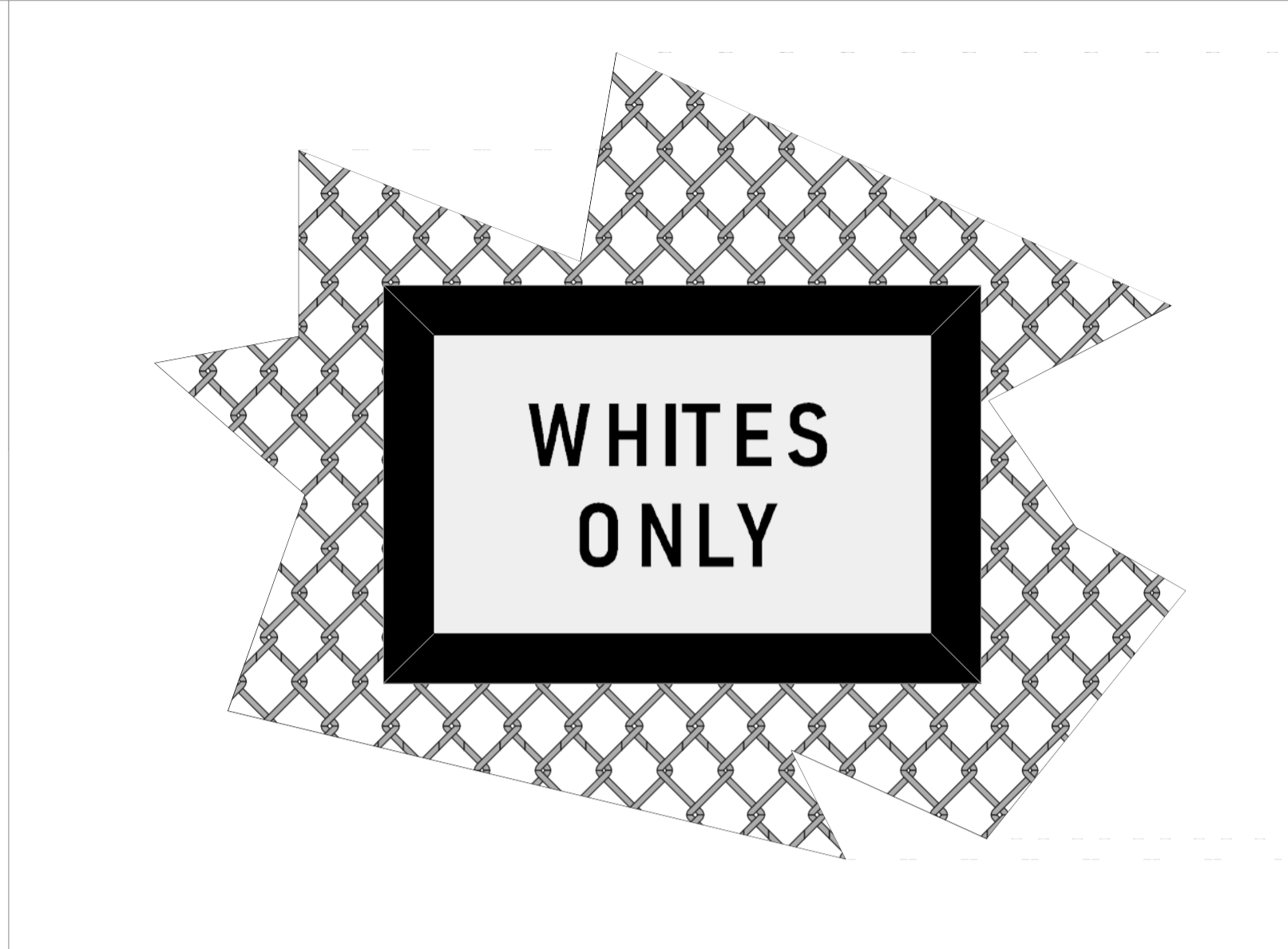
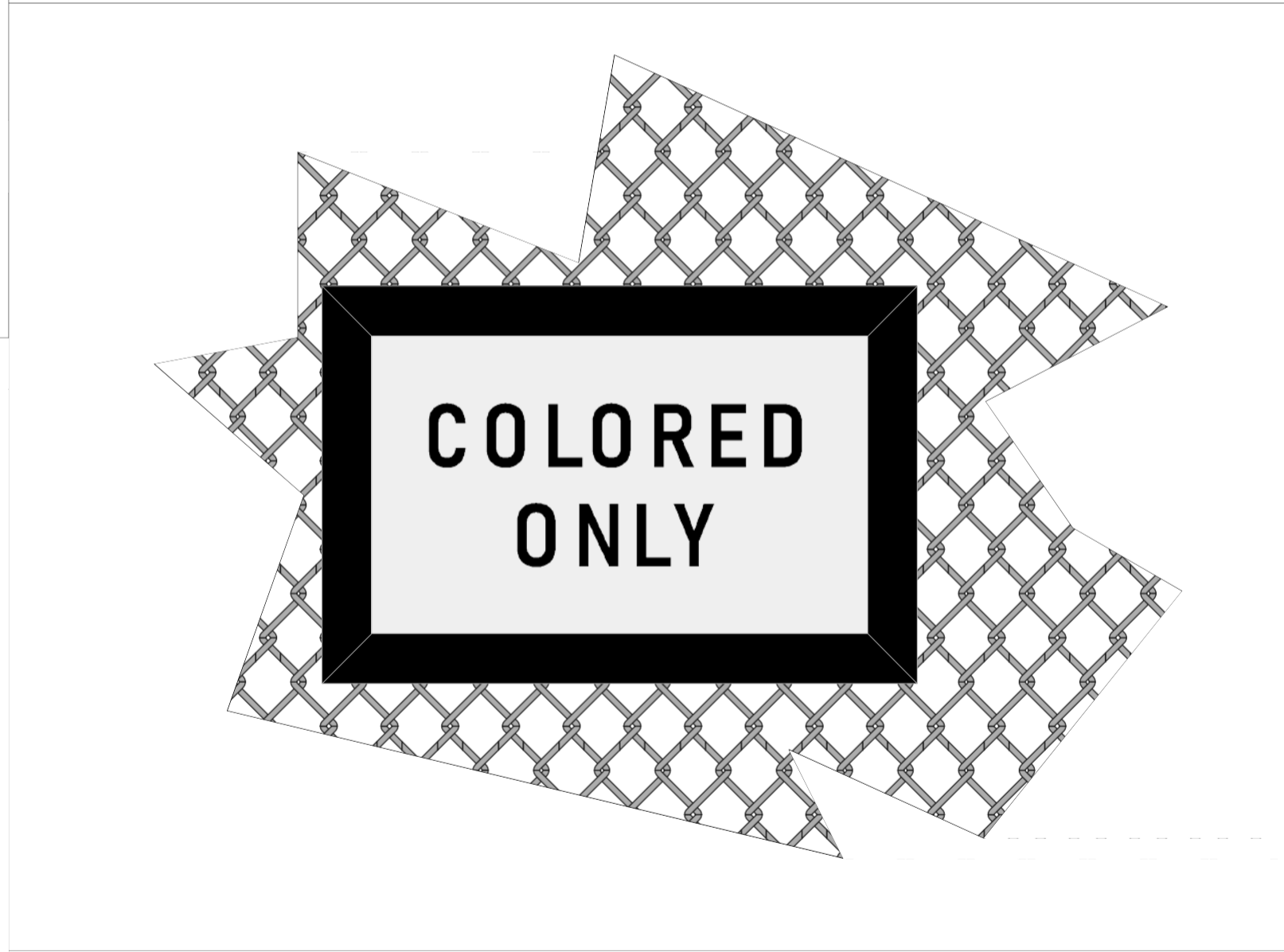
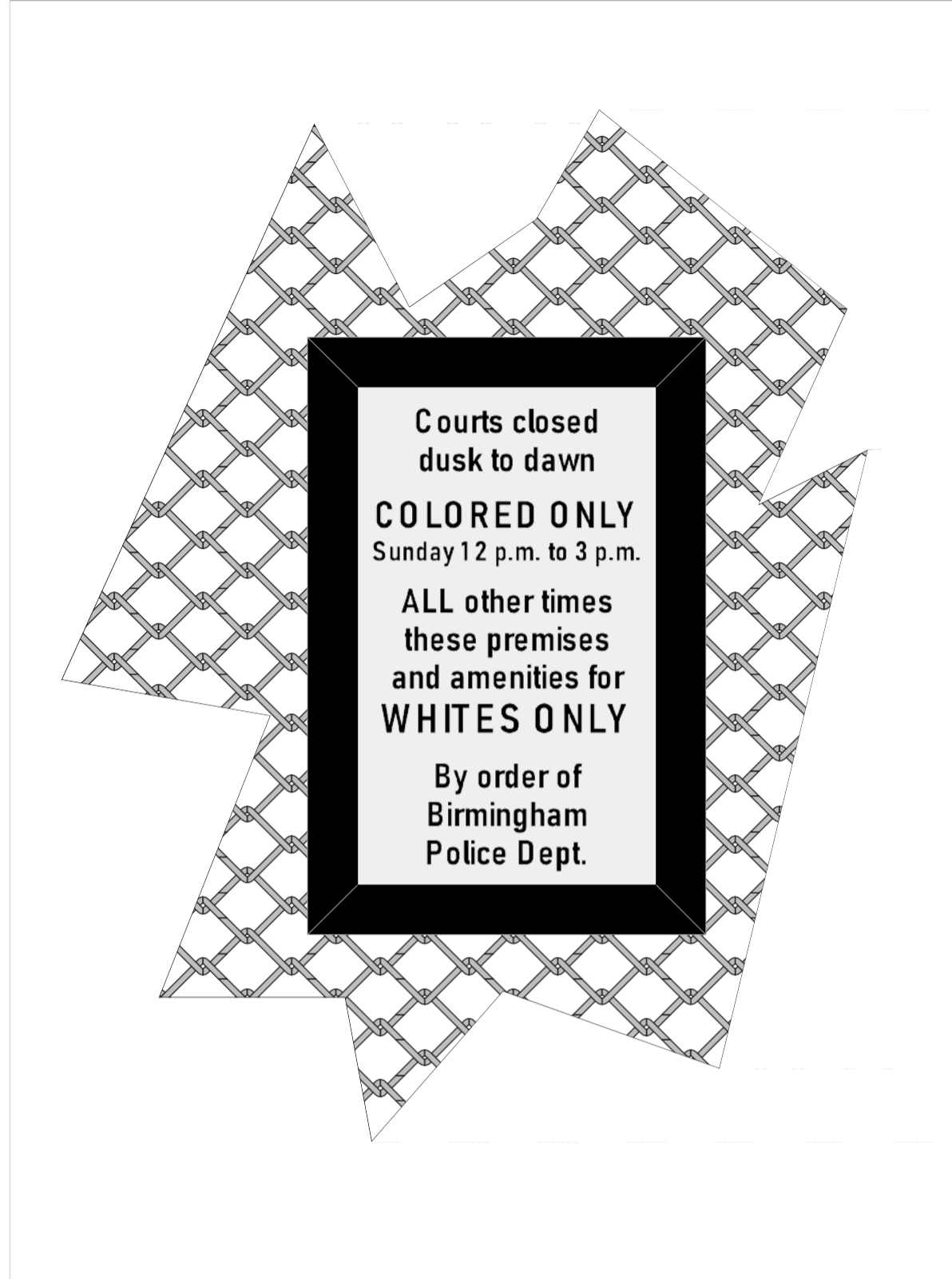
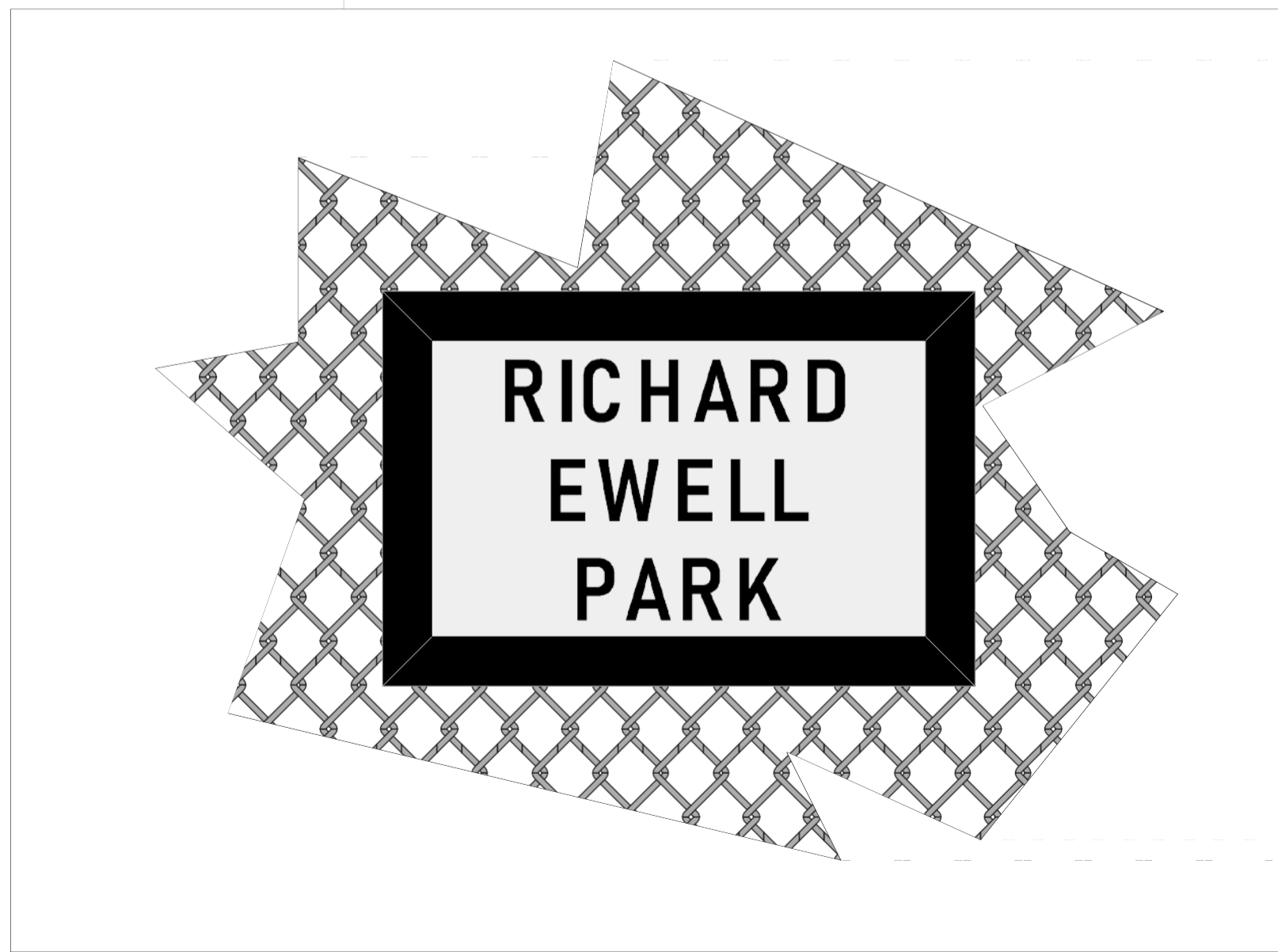
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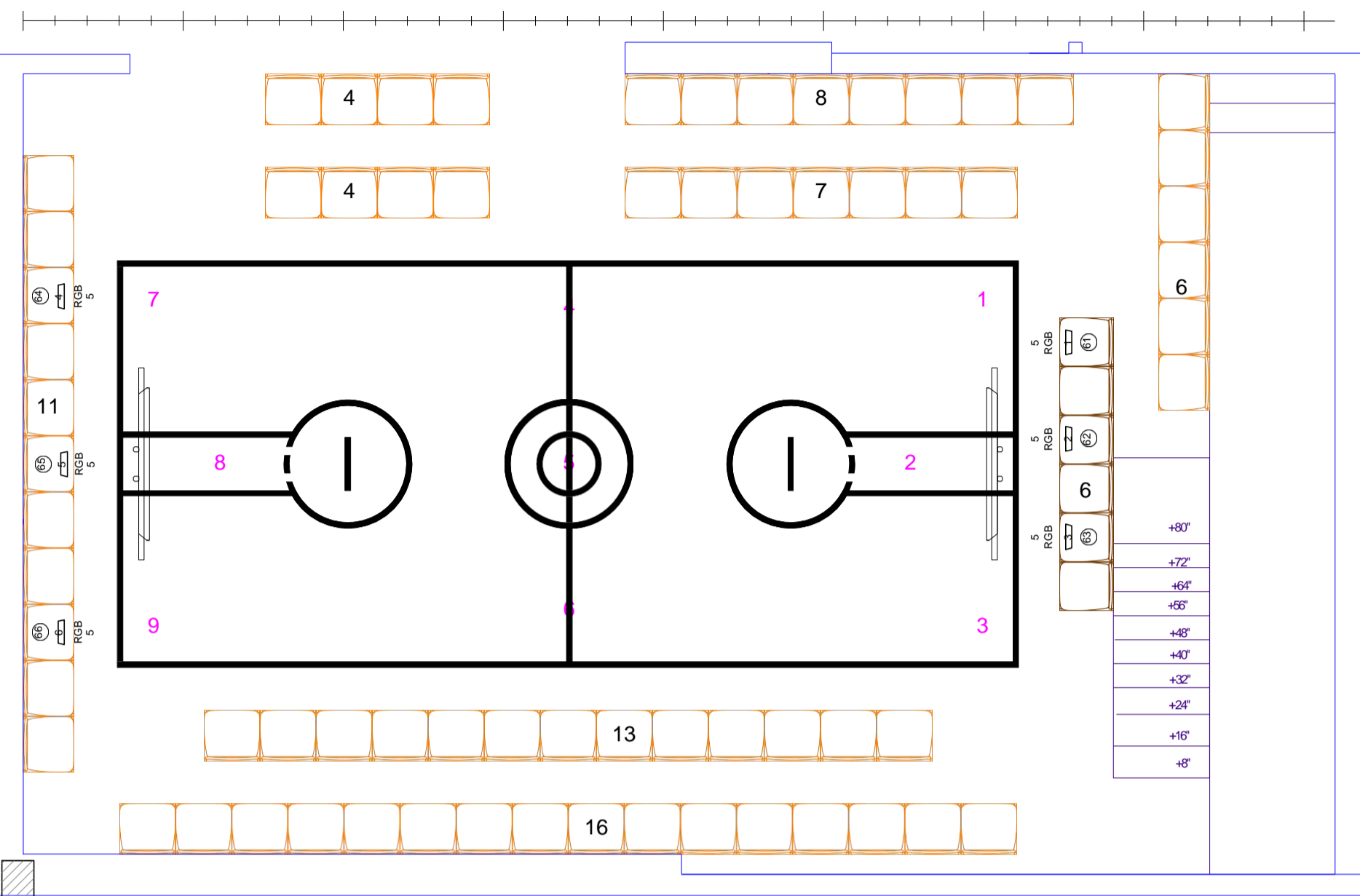
Separate and Equal By Seth Panitch

Director: Seth Panitch
 Production Design: Matt Reynolds
 Costume Design: Tiffany Yeager
 Choreography: Lawrence Jackson
 General Manager: Dominic Yeager
 Stage Manager: Amanda Harris
 59E59 Production Manager: Jim Sparmon

Groundplan	Plate: 1/1	Scale: 1/4" = 1'-0"	Date: 2018-07-17
59E59 THEATERS	Theatre B	59 E. 59 St.	New York City, NY 10022

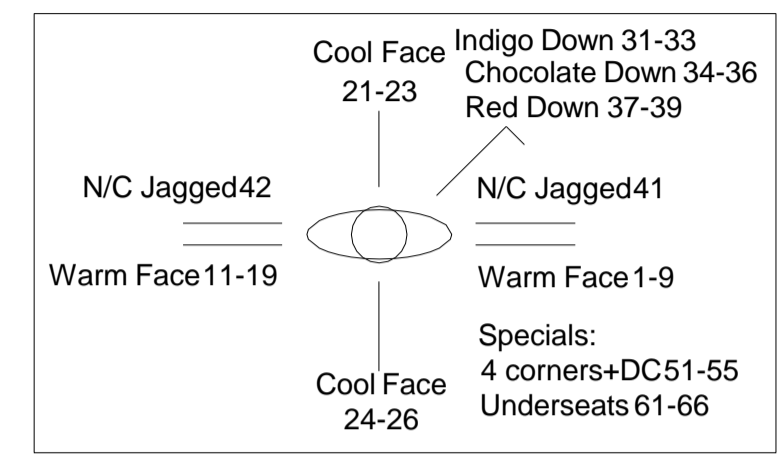


0" 5'0" 10'0" 15'0" 20'0" 25'0" 30'0" 35'0" 40'0"



Symbol	Name	#
[Symbol]	7.5in 4 Leaf Barn Door	6
[Symbol]	Chauvet SlimPar67	6
[Symbol]	ETC Source4 26deg	5
[Symbol]	ETC Source4 36deg	10
[Symbol]	ETC Source4 50deg	10
[Symbol]	ETC Source4 PAR WFL	15

Color	Frame S#	Cuts
R312	6.25"	23.00
R392	7.5"	6.00
R24	7.5"	3.00
R59	7.5"	3.00
R99	7.5"	3.00
N/C	6.25"	2.00
RGB	N/A	6.00

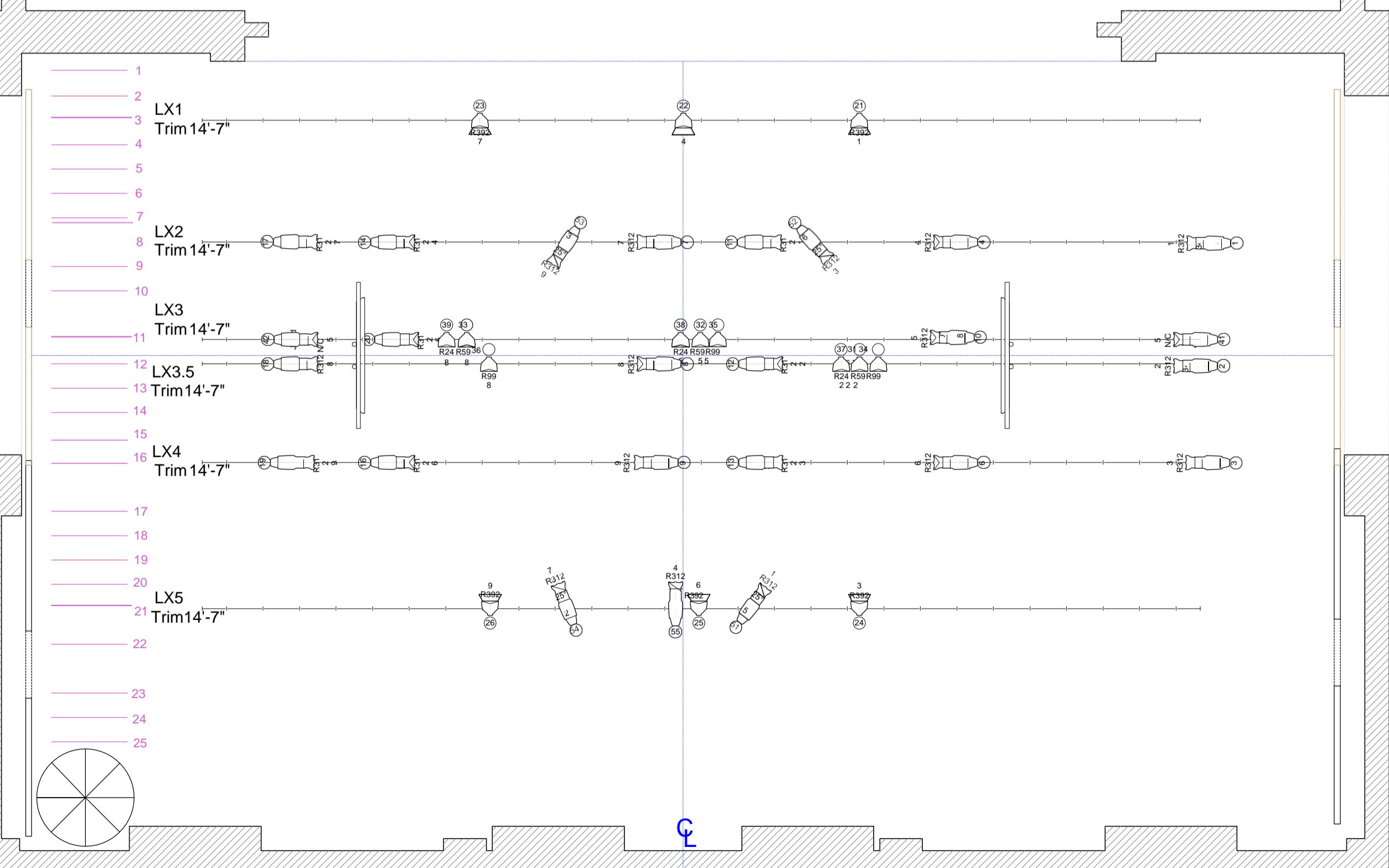


Notes:
 Grid 14'-9" to bottom of letter pipes (SL/SR) and top of number pipes (US/DS).
 Court is 28'-1 3/4" wide by 12'-8 1/2" long (outer edge of boundary).
 Half-court circles are 4'OD and 2'OD.
 TVs are 10' high to screen center, and 1' from outer edge of boundary; 10 degree tilt down.
 Free throw lines are 2" wide, 1'-8" long OC.

Warm wash: try R312, if no good, then R11.
 Cool: R392, then R66, R70, R65.
 Indigo: R59, then R358, R382.
 Red: R24, then R26, R27.
 All PARs use WFL lenses.
 PARs on DS and US walls get barndoors.
 6 SlimPARs (from UA) go under seats SL/SR.
 Chs 41 & 42 get A-size Backstabbarsgobos.

Matt Reynolds Separate And Equal Channel Hookup 2018-08-09

Channel	Instrument Type	Position	Num	Purpose	Color	Gobo 1
1	ETC Source4 36deg	LX2	8	1	R312	
2	ETC Source4 36deg	LX3.5	8	2	R312	
3	ETC Source4 36deg	LX4	6	3	R312	
4	ETC Source4 50deg	LX2	7	4	R312	
6	ETC Source4 50deg	LX4	5	6	R312	
7	ETC Source4 36deg	LX2	4	7	R312	
8	ETC Source4 50deg	LX3.5	3	8	R312	
9	ETC Source4 36deg	LX4	3	9	R312	
10	ETC Source4 50deg	LX3	8	5	R312	
11	ETC Source4 36deg	LX2	5	1	R312	
12	ETC Source4 50deg	LX3.5	4	2	R312	
13	ETC Source4 36deg	LX4	4	3	R312	
14	ETC Source4 50deg	LX2	2	4	R312	
16	ETC Source4 50deg	LX4	2	6	R312	
17	ETC Source4 36deg	LX2	1	7	R312	
18	ETC Source4 36deg	LX3.5	1	8	R312	
19	ETC Source4 36deg	LX4	1	9	R312	
20	ETC Source4 50deg	LX3	2	5	R312	
21	ETC Source4 PAR WFL	LX1	3	1	R392	Barndoor
22	ETC Source4 PAR WFL	LX1	2	4	R392	Barndoor
23	ETC Source4 PAR WFL	LX1	1	7	R392	Barndoor
24	ETC Source4 PAR WFL	LX5	6	3	R392	Barndoor
25	ETC Source4 PAR WFL	LX5	4	6	R392	Barndoor
26	ETC Source4 PAR WFL	LX5	1	9	R392	Barndoor
31	ETC Source4 PAR WFL	LX3.5	6	2	R59	
32	ETC Source4 PAR WFL	LX3	6	5	R59	
33	ETC Source4 PAR WFL	LX3	4	8	R59	
34	ETC Source4 PAR WFL	LX3.5	7	2	R99	
35	ETC Source4 PAR WFL	LX3	7	5	R99	
36	ETC Source4 PAR WFL	LX3.5	2	8	R99	
37	ETC Source4 PAR WFL	LX3.5	5	2	R24	
38	ETC Source4 PAR WFL	LX3	5	5	R24	
39	ETC Source4 PAR WFL	LX3	3	8	R24	
41	ETC Source4 50deg	LX3	9	5	N/C	JAGd
42	ETC Source4 50deg	LX3	1	5	N/C	JAGd
51	ETC Source4 26deg	LX5	5	1	R312	
52	ETC Source4 26deg	LX2	6	3	R312	
53	ETC Source4 26deg	LX2	3	9	R312	
54	ETC Source4 26deg	LX5	2	7	R312	
55	ETC Source4 26deg	LX5	3	4	R312	
61	2/1 Chauvet SlimPar 67	DECK	1	5	RGB	
62	2/2 Chauvet SlimPar 67	DECK	2	5	RGB	
63	2/3 Chauvet SlimPar 67	DECK	3	5	RGB	
64	2/4 Chauvet SlimPar 67	DECK	4	5	RGB	
65	2/5 Chauvet SlimPar 67	DECK	5	5	RGB	
66	2/6 Chauvet SlimPar 67	DECK	6	5	RGB	



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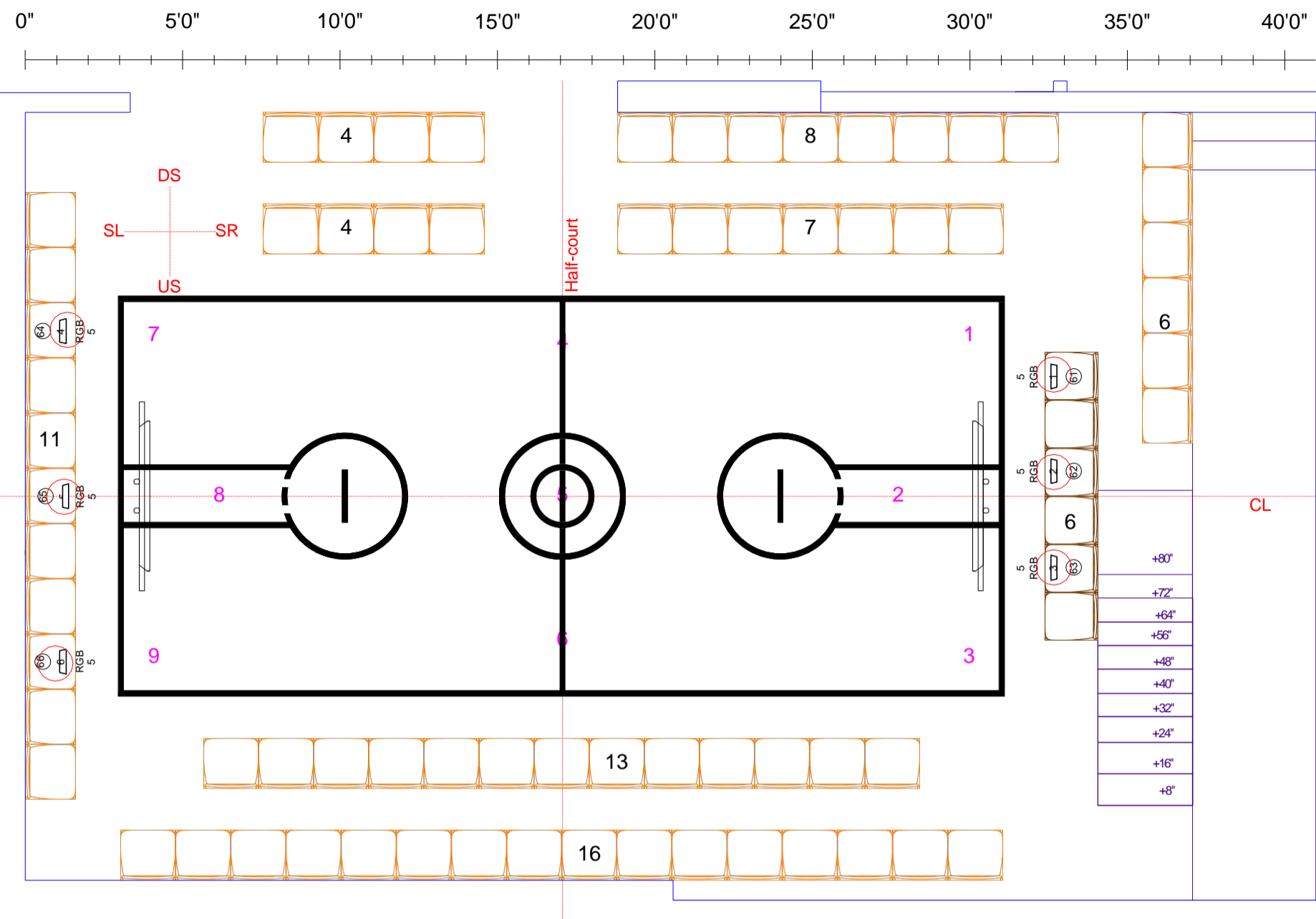


Separate and Equal By Seth Panitch

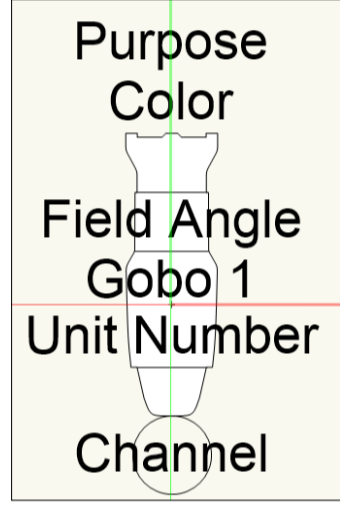
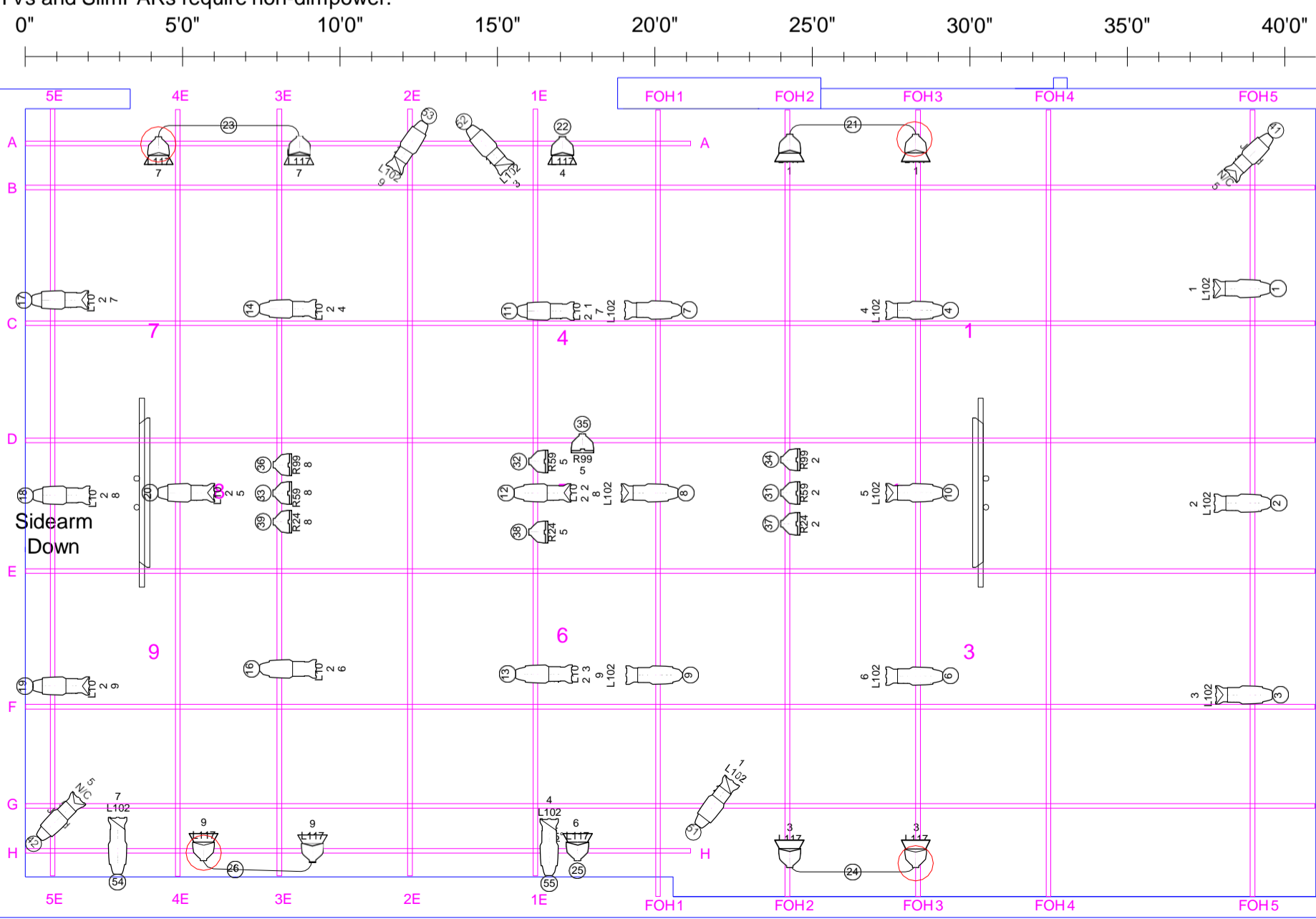
Director: Seth Panitch
 Production Design: Matt Reynolds
 Costume Design: Tiffany M. Yeager
 Choreography: Lawrence Jackson
 General Manager: Dominic Yeager
 Stage Manager: Amanda Harris
 Asst. Stage Manager: Meredith Parr

59E59 THEATERS
 Theatre B
 59 E. 59 St.
 New York City, NY 10022

Light Plot Plate: 1/1
 Scale: 1/4" = 1'-0"
 Date: 2018-08-12



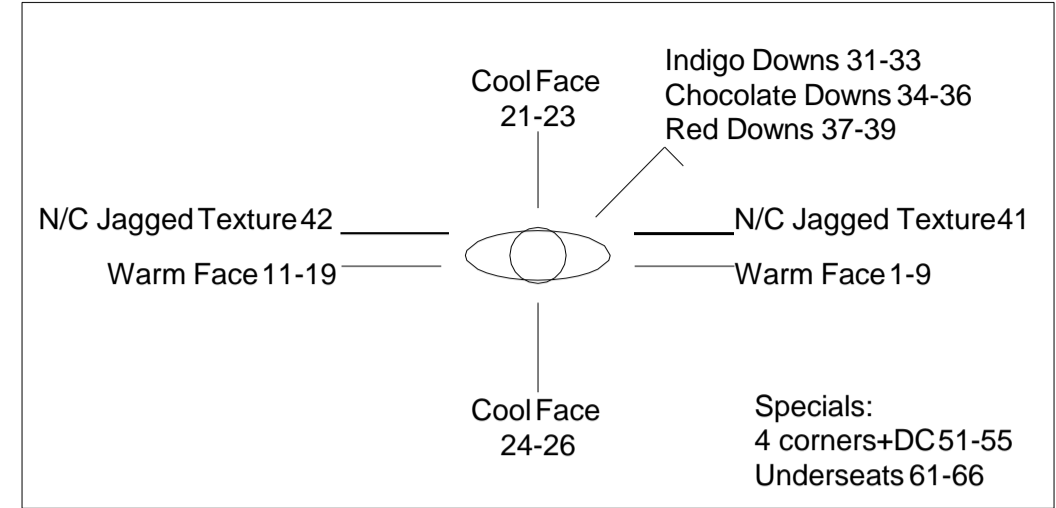
Warm wash: try L102; if no good, then R11.
 Cool: L117, then R392, R70, R65.
 Indigo: R59, then R358, R382.
 Red: R24, then R26, R27.
 6 SlimPARs (from UA) go under seats SL/SR.
 Chs 41 & 42 get A-size Backstabbers gobos.
 4 SF PARs and 6 SlimPARs come from UA.
 Scale: 1/4"=1'-0"



- Light**
- Chauvet SlimPar 66 6
 - ETC Source4 26deg 5
 - ETC Source4 36deg 10
 - ETC Source4 50deg 10
 - ETC Source4 PAR WFL 10
 - ETC Source4 PAR XWFL 9
- Static Accessory**
- 7.5in 4 Leaf Barn 10

Color Summary

Color	Size	Count
L102	6.25"	23
L117	7.5"	10
N/C	6.25"	2
R24	7.5"	3
R59	7.5"	3
R99	7.5"	3
RGB	N/A	6



Reynolds Separate And Equal Channel Hookup 2018-08-27

Channel	Instrument Type	Position	Num	Purpose	Color	Gobo 1
1	ETC Source4 50deg	FOH5	2	1	L102	
2	ETC Source4 36deg	FOH5	3	2	L102	
3	ETC Source4 50deg	FOH5	4	3	L102	
4	ETC Source4 36deg	FOH3	2	4	L102	
6	ETC Source4 36deg	FOH3	4	6	L102	
7	ETC Source4 36deg	1E	1	7	L102	
8	ETC Source4 50deg	1E	2	8	L102	
9	ETC Source4 36deg	1E	3	9	L102	
10	ETC Source4 50deg	FOH3	3	5	L102	
11	ETC Source4 36deg	1E	1	1	L102	
12	ETC Source4 50deg	1E	3	2	L102	
13	ETC Source4 36deg	1E	5	3	L102	
14	ETC Source4 36deg	3E	1	4	L102	
16	ETC Source4 36deg	3E	5	6	L102	
17	ETC Source4 50deg	5E	1	7	L102	
18	ETC Source4 36deg	5E	2	8	L102	
19	ETC Source4 50deg	5E	3	9	L102	
20	ETC Source4 50deg	4E	1	5	L102	
21	ETC Source4 PAR WFL	FOH3	1	1	L117	Barndoor
	ETC Source4 PAR WFL	FOH2	1	1	L117	Barndoor
22	ETC Source4 PAR WFL	A	1	4	L117	Barndoor
23	ETC Source4 PAR WFL	A	5	7	L117	Barndoor
	ETC Source4 PAR WFL	A	4	7	L117	Barndoor
24	ETC Source4 PAR WFL	FOH3	5	3	L117	Barndoor
	ETC Source4 PAR WFL	FOH2	5	3	L117	Barndoor
25	ETC Source4 PAR WFL	H	1	6	L117	Barndoor
26	ETC Source4 PAR WFL	H	4	9	L117	Barndoor
	ETC Source4 PAR WFL	H	3	9	L117	Barndoor
31	ETC Source4 PAR XWFL	FOH2	3	2	R59	
32	ETC Source4 PAR XWFL	1E	2	5	R59	
33	ETC Source4 PAR XWFL	3E	3	8	R59	
34	ETC Source4 PAR XWFL	FOH2	2	2	R99	
35	ETC Source4 PAR XWFL	D	1	5	R99	
36	ETC Source4 PAR XWFL	3E	2	8	R99	
37	ETC Source4 PAR XWFL	FOH2	4	2	R24	
38	ETC Source4 PAR XWFL	1E	4	5	R24	
39	ETC Source4 PAR XWFL	3E	4	8	R24	
41	ETC Source4 50deg	FOH5	1	5	N/C	JAGd
42	ETC Source4 50deg	5E	4	5	N/C	JAGd
51	ETC Source4 26deg	F	1	1	L102	
52	ETC Source4 26deg	A	2	3	L102	
53	ETC Source4 26deg	A	3	9	L102	
54	ETC Source4 26deg	H	5	7	L102	
55	ETC Source4 26deg	F	2	4	L102	
61	2/11	Chauvet SlimPar 67	DECK	1	5	RGB
62	2/21	Chauvet SlimPar 67	DECK	2	5	RGB
63	2/31	Chauvet SlimPar 67	DECK	3	5	RGB
64	2/41	Chauvet SlimPar 67	DECK	4	5	RGB
65	2/51	Chauvet SlimPar 67	DECK	5	5	RGB
66	2/61	Chauvet SlimPar 67	DECK	6	5	RGB

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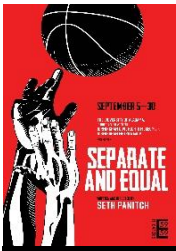


Separate and Equal By Seth Panitch

Director: Seth Panitch
 Production Design: Matt Reynolds
 Costume Design: Tiffany M. Yeager
 Choreography: Lawrence Jackson
 General Manager: Dominic Yeager
 Stage Manager: Amanda Harris
 Asst. Stage Manager: Meredith Parr

Light Plot Plate: 1/1
 Scale: 1/4" = 1'-0"
 Date: 2018-08-27

59E59 THEATERS
 Theatre B
 59 E. 59 St.
 New York City, NY 10022



SEPARATE AND EQUAL by Seth Panitch	
Electrics Cue List	
Director: Seth Panitch	Choreography: Lawrence Jackson
Production Design: Matt Reynolds	General Manager: Dominic Yeager
Costume Design: Tiffany Yeager	Stage Manager: Amanda Harris

Date: 08/09/2018

LSV	Cue	Page	GO!	Description	Notes
L	1	N/A	Ready to test, before house open	Channel Check	√
S	TEST	N/A	Ready to test, before house open	Speaker Test	√
V	TEST	N/A	Ready to test, before house open	Video Test	√
L	10	N/A	House Opens	Preshow look: trapped, chained, textured	
S	10	N/A	House Opens	Preshow music: subversive 1951-era music on race (e.g. Brown-Eyed Handsome Man)	
V	10	N/A	House Opens	Preshow video: historic race conflict images, 1851-1951	
L	15	N/A	House to half, curtain speech?	House to half	
S	15	N/A	House to half, curtain speech?	Music out, 2bts, curtain speech?	
v	15	N/A	House closes	Shift to water fountains in b/w	
L	16	N/A	Speech over (or three beats)	Fade to black (FTB)	
S	16	N/A	Speech over (or three beats)	Brief Wolfe chord pulls us into B/O	
S	18	5	2bts of B/O	Rhythmic thump of a basketball	
L	19	5	2bts later	Otherworldly, theoretical space, all texture, no reality, colorless, black and white	
V	20	5	B hands W ball	1850: Plantation	
V	22	5	W throws back	1850: Cotton Fields	
V	23	6	B fires back	1861: Civil war	
V	24	6	W claws, fires back	1865: Surrender at Appomattox	
V	25	6	B flourish, toss back	1881: Blacks at the polls	
V	26	6	Stasis, staring	1901: Poll tax	
V	27	6	W erupts, marching C	1921: Black sharecroppers	
V	28	6	B fights back	1931: Rubin Stacy lynching, young girl watches, white nonchalance	
V	29	6	W heaves ball into B stomach	1951: Segregation	
V	30	6	Stare, waiting for the next move	CARD: Birmingham, Alabama, May 20, 1951	
L	31	6	White exits	Shift to base look: May 20, summer, midday, hot	
S	31	6	White exits	Music out; brief cicadas, slow AF out	
V	31	6	White exits	Backboards	
S	32	7	Cal dribbles	Percussive sounds of ball	
S	33	7	"CALVIN!"	Ball bounces away	





LSV	Cue	Page	GO!	Description	Notes
S	34	12	"fall right through them cracks"	Car pulls up and parks	
L	34	12	"fall right through them cracks"	Slow and subtle cool light shift to indicate the danger of Kid Gloves, T20	
S	35	17	"afternoon, suh"	Car starts and pulls away	
L	35	17	"afternoon, suh"	Return to base, T15	
L	36	21	"well are ya, boy?"	Shift to memory world, shadowy sepia with indigo undertones	
V	36	21	"well are ya, boy?"	Humble negro home	
L	37	22	"I'm done with you"	Return to base, T2	
V	37	22	"I'm done with you"	Backboards	
V	?	23	W take shots	In/Miss	
S	51	25	"BasketBALL!" The Warm-up		
V	51?	25	"BasketBALL!" The Warm-up	In/Miss	
S	60	26	"We could take em easy"	Music QF out 1s	
S	61	33	Jeff inbounds to Ed	WD1	
V	62	33	Ed misses shot	W Miss	
S	63	33	"you're the thick one"	BD1	
S	64	33	Wes inbounds foul	WD2	
V	65	33	Jeff shoots	W In, swish	
S	66	34	"see you usin it to shoot"	BD2	
S	67	34	Wes steals	WD3	
V	68	34	Jeff layup	W in, layup	
S	69	34	Calvin inbounds	WD4	
V	70	34	Jeff layup	W in, layup	
S	71	35	"can't find the open man, go"	BD3	
S	72	35	Wes steals	WD5	
V	73	35	Ed layup	W in, layup	
S	74	35	"he can't fly, just be ready"	BD4	
S	75	36	Wes steals	WD6	
V	76	36	Wes misses layup	W miss, layup	
V	77	36	Wes misses layup	W miss, layup	
V	78	36	Wes granny shoots	W in, granny	
S	79	36	"just get me a shot, goddammit"	BD5	
V	80	37	Cal shoots	B in, shoot	
S	81	37	"foul, right? Edgar?"	Music QF out 1s	
L	81	37	"foul, right? Edgar?"	Shift to memory	
V	81	37	"foul, right? Edgar?"	Kitchen fan off	
V	82	37	Viola switches on fan	Kitchen fan on	
V	83	39	Annabelle switches off fan	Kitchen fan off	
L	84	41	"who you better than"	Return to base, T2	
V	84	41	"who you better than"	Backboards	
S	85	41	Jeff inbounds to Ed	WD7	
V	86	41	Jeff shoots	W miss, shoot	
V	87	41	Ed shoots	W miss, shoot	





LSV	Cue	Page	GO!	Description	Notes
V	88	41	Ed shoots	W in, shoot	
S	89	42	"just play, ok?"	BD6	
V	90	42	Cal shoots	B miss, shoot	
V	91	42	Em shoots	B miss, airball	
S	92	43	"show you what I can do with it"	WD8	
V	93	43	Jeff layup	W in, layup	
L	94	43	"wes...welsey...wes"	Shift to memory	
S	94	43	"wes...welsey...wes"	Music out	
V	94	43	"wes...welsey...wes"	General store alley and fence	
L	95	46	"what'd I got to tell"	Return to base, 3s	
V	95	46	"what'd I got to tell"	Backboards	
L	96	46	"and fists. And ropes"	Klanvocation; add texture, danger	
S	96	46	"and fists. And ropes"	Klanvocation	
V	96	46	"and fists. And ropes"	Birth of a Nation	
V	97	47	"they rose"	Klan meeting	
V	98	47	"know a damn thing about us"	Cross burning	
L	99	47	"how great we can be again"	Return to base, 5s	
V	99	47	"how great we can be again"	Backboards	
S	100	47	Ed takes the ball in	WD9	
S	101	48	Nathan blocks Jeff	Music out	
V	102	48	Jeff shoots freethrow	W miss, shoot	
V	103	48	Jeff shoots 2nd freethrow	W in, shoot	
V	104	48	"do we get a drink?"	Water fountains, in color	
S	105	52	"just call me Wesley, ok?"	Cop car pulls up, no siren, idles, car door	
S	106	55	"your fool asses out of jail?"	Muffled CB radio chatter	
S	107	55	2bts after Dixx exits	Car door, pulls away	
L	108	55	Edgar turns, before "Hey Calvin"	Memory	
V	108	55	Edgar turns, before "Hey Calvin"	Small town intersection	
L	109	57	"Mister Edgar" Cal walks away, Ed suddenly says "Hey"	Return to base, T0	
V	109	57	"Mister Edgar" Cal walks away, Ed suddenly says "Hey"	Backboards	
S	110	60	"stump the Quiz Kid, then"	BD7	
V	111	60	Nathan shoots	B in, shoot	
S	112	61	"4 horsemen. Let's go"	WD10	
V	113	61	Ed shoots	W in, shoot	
S	114	61	"have to chase my ass"	BD8	
L	115	62	Cal shoots	Slomo look, lose downlight, isolate	
S	115	62	Cal shoots	Slomo sound	
V	115	62	Cal shoots	Slomo of B Miss, shoot	
L	116	62	Nathan breaks free	Return to base	
S	116	62	Nathan breaks free	Speedup sound	
V	117	62	Nathan finger rolls shot	B in, finger roll	





LSV	Cue	Page	GO!	Description	Notes
S	118	62	"go on and show im"	WD11	
V	119	63	Jeff shoots	W in, shoot	
S	120	63	"needin that doctor boy"	BD8.5	
V	121	63	Cal shoots	B in, shoot	
S	122	63	Ed takes the ball in	WD11.5	
V	123	64	Jeff shoots	In W, behind backboard shot	
S	124	65	"hell on back to Norway"	BD9	
L	125	66	"Wes? Wesley?"	Memory	
S	125	66	"Wes? Wesley?"	Cop car pulls up on dirt, siren chirrup, idles, car door	
V	125	66	"Wes? Wesley?"	Front porch and country road	
S	126	68	Reynolds exits	Car door, pulls away on dirt	
L	127	70	Finch exits	Return to base, T4	
V	127	70	Finch exits	Backboards	
S	128	73	Black Drive after 2 Snakes exits	BD Cursing Catastrophe	
L	129	75	"Pasty faced cowfucker"	Slomo look, lose downlight, isolate	
S	129	75	"Pasty faced cowfucker"	Slomo sound	
V	130	75	Nathan slomo dunks	In B, slomo dunk	
L	131	75	Nathan lands	Return to base, T1	
S	131	75	Nathan lands	Speedup sound	
S	132	77	Jeff takes ball in	WD12	
S	133	77	Em steals	BD11	
V	134	77	Nathan layup	In B, finger roll	
S	135	77	Ed inbounds, Cal steals	BD12	
V	136	77	Cal shoots, top of key	In B, shoot	
S	137	77	Jeff inbounds to Wes	WD13	
S	138	78	Nathan steals	BD13	
V	139	78	Nathan layup	In B, layup	
L	140	80	"I'm all ears"	Memory	Possible cut
S	140	80	"I'm all ears"	Train whistle (cut foghorn)	
V	140	80	"I'm all ears"	Traincar, black only	
V	141	81	"gets off at Hattiesburg"	Tree wide, AF 5s to tree close	
V	143	81	Mimes throwing up noose	Tree close with noose	
L	144	82	Rips out chair	Texture spot on victim	
V	144	82	Rips out chair	Noose swings	
S	144	82	Rips out chair	Rope stretch sound	
L	145	82	Soldier exits	Return to base, 5s	
S	145	82	Soldier exits	Sound out	
V	145	82	Soldier exits	Backboards	
S	146	83	Inbound to Em	BD15	
V	147	83	Cal shoots	In B, shoot	
S	148	83	Jeff inbounds to Wes	WD/BD16	
V	149	84	Em shoots	In B, shoot	





LSV	Cue	Page	GO!	Description	Notes
S	150	84	Jeff inbounds to Ed	BD16B	
V	151	84	Nathan dunks	In B, dunk	
S	152	86	Ed inbounds	WD14	
L	153	87	"you boys ready?"	Memory, but with texture	
V	153	87	"you boys ready?"	Two households, both alike in dignity	
L	154	90	Annabelle exits	Isolate Cal & Ed, but keep texture	
S	154	90	Annabelle exits	Musical storm approaches	
V	154	90	Annabelle exits	Black	
L	155	90	Nathan tosses the jump ball	Return to base, 1s	
S	155	90	Nathan tosses the jump ball	BD18	
V	155	90	Nathan tosses the jump ball	Backboards	
V	156	91	Nathan shoots game-winner	In B, long shot	
L	156	91	AF, ball goes in	A flash of white	
V	157	92	"shut the hell up, Emmett"	Fountains	
S	158	96	"low down dirty bastard" +3bts	Loud truck passes SL>SR (W>B), yeehaw, bottle shatters	
V	158	96	"low down dirty bastard" +3bts	Confederate flag truck, AF to backboards	
V	160	98	Nathan shoots	Miss B, shoot	Double-check location of shots in these sequences
V	161	98	Nathan shoots	Miss B, shoot	
V	162	98	Nathan shoots	In B, shoot	
V	163	98	Nathan shoots	In B, shoot	
V	164	98	Nathan shoots	Miss B, shoot	
V	165	99	Jeff shoots	In B, shoot, swish	
V	166	99	Jeff shoots	Miss B, shoot	
V	167	99	Nathan shoots	In B, shoot	
V	168	99	Nathan shoots	In B, shoot	
V	169	99	Nathan shoots	In B, shoot, swish	
S	171	105	"gotsta show the world"	Pre-ShD1	
S	172	105	Ed inbounds to Em	ShD1	
V	173	105	Em shoots	Miss Sh	
S	174	106	Cal inbounds	SkD1	
S	175	107	Ed inbounds	ShD2	
S	176	108	Ed inbounds to Em	ShD2B	
V	177	108	Nathan shoots	Miss Sh	
S	178	108	Ed lobs to Nathan's dunk	Slomo sound	
L	178	108	Ed lobs to Nathan's dunk	Slomo look, focus on Nathan	
V	179	109	Nathan reaches backboard	Jordan's long slam dunk in slomo	
L	180	109	Nathan lands (AF from 179)	Return to base, 1s	
S	180	109	Nathan lands (AF from 179)	Speedup sound	
S	181	109	Wes inbounds to Cal	SkD2	
V	182	109	Wes layup	In Sk, layup	





LSV	Cue	Page	GO!	Description	Notes
S	183	110	Shirts inbound	ShD3	
V	184	110	Ed dunks	In Sh, white dunk	
S	185	110	Skins inbound	SkD3	
V	186	110	Cal dunks	In Sk, reverse 2hand slam	
S	187	110	Nathan inbounds to Ed	ShD4	
V	188	110	Em shoots	In Sh, shoot	
L	189	112	"the fuck you kickin me for"	Subtle shift, air turns cold, 10s	
S	190	112	Chaos fight	Cop car pulls up with tire squeal, siren wails once, car door slam	
L	190	112	Chaos fight	Add texture slowly	
S	191	113	Kid Gloves hits 2Snakes	Clunk of striking 2Snakes	
L	191	113	Kid Gloves hits 2Snakes	Subtle, but instant increase of texture	
S	192	116	"want it until I took it"	Threatening drumbeat builds under	
S	193	116	"ain't your shirt, n#####"	Fight erupts	
L	193	116	"ain't your shirt, n#####"	Seeing red	
S	194	116	Ed clocks Cal	2nd cop car arrives (same as previous), music out	
S	195	118	"who started this? Who?"	Distant sirens begin	
S	196	119	"then tell me somethin"	Bump up sirens, add another from other side	
S	197	120	"drop that knife, boy"	Music of impending eruption, sirens get closer	
L	197	120	"drop that knife, boy"	Lights go full theatrical, all texture and color	
S	198	121	Dixx fires	Gunshot, music out, cars skid to a halt, sirens wind down	
L	198	121	Dixx fires	Snap back to reality	
L	199	122	Dixx drops to his knees	Focus hot on Ed @C, weak on Cal, weak on 2Snakes, weak on Dixx; ALL ARE PUNISHED	
V	199	122	Dixx drops to his knees	Slowly shift back to fountains in color	
S	200	122	"I need help"	Heartbeat drumming resumes	
L	200	122	"I need help"	Fade to black	
V	201	122	Get to full black	Fade to black	
S	202	N/A	Curtain call ready	Similar to Sweet Honey in the Rock's "Ain't Gonna Let Nobody Turn Me Around"	
L	202	N/A	Curtain call ready	Bright, no texture	
S	203	N/A	Curtain call over	Fade down music for audience exit	
L	203	N/A	Curtain call over	Postshow look, houselights up	
V	203	N/A	Curtain call over	Historic images 1951-present	
S	204	N/A	Fade out for talkback	Fade out for talkback	
V	204	N/A	Fade out for talkback	Fade out for talkback	

