

Sesame Street Live-Make Your Magic

Performance Director: Ashley Budinick Tour Manager: Erick Del Castillo Production Stage Manager: Lauren Ramsey **Props Assistant/Assistant Stage Manager: LD Dowell**

The Following documents are in this portfolio:

Show Run Sheet (pgs. 2-5)
 Magic Trick (blue handkerchief) Key (pg. 6)



Who	Where	Task	Line/Action	Notes		
	Where		Pre-Meet & Greet	1005		
IL D.						
H. Prop A. Prop	FOH	Preset Scavenger Hunt Items				
	_					
H. Prop A. Prop	FOU	Dink Dutterfly on short note near entrance		Ask I V heard on to strike		
A. FIOP	гон	Pink Butterfly on short pole near entrance		Ask LX board op to strike		
H. Prop						
A. Prop	FOH	Start mat in aisle near stage		In seats, A. Prop strikes		
H. Prop		Flower seat cover, 10 rows back and 4 seats in from				
A. Prop	FOH	star mat		In seats, A. Prop strikes		
H. Prop						
A. Prop	HL	School table, past stage stairs		H. Prop strikes		
H. Prop						
A. Prop	FOH	Maya sandwich board at Director's discretion		H. Prop strikes		
H. Prop A. Prop	Lobby	Maya booth				
74. 110p	Lobby	Maya booti				
H. Prop	A			Flat one without hooks should start SL, then go SR// extras		
A. Prop	On stage	Green barricades along stage number line		go on edges near brownstone		
H. Prop						
A. Prop		During Meet & Greet				
H. Prop				SR stairs on rotation, stay there for entire M&G to keep		
A. Prop	Stairs	Stair Duty		kids from storming stage		
	[]		Pre-Show			
H. Prop						
	Ű	Switch Green Fence Sign		Swicth to Magic poster and move to SR pink spikes		
A. Prop	SL, W3	Put three clamps on the steel piece on building				
A. Prop	SL, W3	Set black bin underneath clamps		Place between clamps 2&3 onstage (with extra sunglasses)		
A Dress		Discs our slasses				
A. Prop	SL, W3	Place sunglasses		Place on edge of black building underhang		
A. Prop	SL, W4	Place sunglasses		Place on edge of black building underhang		
H. Prop						
A. Prop		Make sure everything is preset and ready to go!				
		Act I, Scene	1: Justin comes to Sesame Stree	t		
A Prop	SL, W2	Catch three jump ropes	Sunny Days End of jump ropes			
	,	Act I, Scer	ne 2: Elmo tries to learn magic			
		STRIKE black bin with disgarded sunglasses and clan		Place bin in SL prop cabinet		
A. Prop A. Prop		Catch never-ending scarf Return Abby Wand to SR prop cabinet	after scarf magic trick during scene	Actor: Kinley		
A. Prop	SL - SR	Return the never-ending scarf to SR prop cabinet	during scene			
A. Prop	backstage	Transform Hot Dog Cart to Flower Cart	during scene	Fabric overlay, flower, wheel		
	The Power of Yet Abby Searches for Magic (Join Me)					
		STRIKE SR fence/pull black leg open for 2.5				
A. Prop	SR	seconds	"Diddly DEE "	pulling black leg as Fence is striking OS		
A. Prop	SR	Act Preset in convenyor belt	I, Scene 3: Foodie Truck Immedietly after above cue			
	The Foodie Truck Song					
C is for Cookie						
A. Prop	onstage	Turn on belt and fogger, carch ingredients as they come into oven, send out burnt versions	"One EGG"	Egg, flour, sugar, butter		
	onstage	Turn off fogger	After butter sent out			
		Pup convoyor balt, establishing of device and as the	The Cookie Shuffle			
A. Prop	onstage	Run conveyor belt, catch tray of dough, send out tray of cookies	"Bake it with a friend" Gonger sets cookie dough tray on belt			
·F						



Yana Unitary Link of the second sec	Whe	When	Task	Time/Antion	Notos
H. Prop New Set. Resist or login packing conveyor bolis In g. Rin PL entrops from headers from headers from headers in the set of the	Who	Where		Line/Action ct I. Scene 4: Shadows	Notes
Imp This Way Note in the intervent branches in the intervent branches in the intervent branches in the intervent branches in the intervent of sides in the intervent of sides in the intervent of sides intervent of si					
A. Prog. Res Hold Kahadi is keep from hilowing. Kabadi angrach from gauge A. Prog. Res. Males use source of Kabaki is in front of Siller Kabaki drop. Best is your counter/STAY HIDDEN/stuff into ongage by gauge et al. Score Si Mais A. Prog. SR. W1 Cathek dank is as kider huikings move Silders moving Best is your counter/STAY HIDDEN/stuff into ongage by gauge et al. Score Si Mais A. Prog. SR. W1 Cathek dank is as kider huikings move Silders moving Best is your counter/STAY HIDDEN/stuff into ongage by gauge et al. Score Si Mais A. Prog. SR. W1 Cathe kide and huikest and place backstage During pienic score Chror Kinney H. Prog. SR. W1 Cathe kide and huikest and place backstage During pienic score Chror Kinney Viata Males Mais Serve Thermision Chror Kinney Chror Kinney Viata Males Mais Serve Serve Serve Chror Kinney Viata Males Male Male Mais Serve Serve Chror Kinney Viata Male Male Male Male Male Male Male Mal	A. Prop	SR	Reset or begin packing conveyor belt	Ŧ	Rogue cookie is on foodie truck
IDea is the field of	A Drop	CD	Hold Kabuki to keep from billowing		
A. Prog Nake use now or Kabolai is in from of sliker Kabali drop B. Bet is your conneter/STAY HIDDEN/stuff into comege A. Prog SR. WI Callest Kabaki as sliker buildings move B. Bet is your conneter/STAY HIDDEN/stuff into comege A. Prog SR. WI Catch bike and helmer and place backstage During picnic scane Actor: Kinley H. Prog SR. WI Catch bike and helmer and place backstage During picnic scane Chrysalis stand, Easel, paint curt, magic tables, shadow A. Prog Between picnic tables During picnic scane Chrysalis stand, Easel, paint curt, magic tables, shadow Visit Makes Visite Thermitistion More LSC Chrysalis stand, Easel, paint curt, magic tables, shadow Set Albity Cardien stained glass, table, and curt More LSC Chrysalis stand, Easel, paint curt, magic tables, shadow Set Albity Cardien stained glass, table, and curt Set Chrysalis quick change hoop DS of garden table Chrysalis stand, Easel, paint curt, magic tables, shadow Set Painferburch ward rick is in clip US stained Set Painferburch ward rick is no clip US stained Chrysalis A Prog SR. Set painterbursh ward rick is no clip US stained Set Painferburch ward rick is no clip US stained A Prog	A. FIOP	эк			
N N					
A Prop BR - SL Caller Kabilia is sider building move Siders moving Auge one clear OS A. Prop R. W1 Carch blice and helmet and place backstage During picnic scene Actor: Kinley H. Prop R. W1 Carch blice and helmet and place backstage During picnic scene More USC H. Prop Res Strike picnic tables More USC Biology and table backstage VI V Deck pairbursh scriptic is is in clip US stand More USC Biology and table backstage I. Prop Strike picnic tables More USC Biology and table backstage Biology and table backstage I. Prop Strike picnic tables More USC Biology and table backstage Biology and table backstage I. Prop Strike picnic tables More USC Biology and table backstage Biology and table backstage I. Prop Strike picnic tables or table of backstand Biology and table backstage Biology and table backstage Biology and table backstage I. Prop Strike picnic tables or table of backstand Biology and table backstage Biology and table backstage Biology and table backstage I. Prop S	A. Prop	SR	buildings	Kabuki drops	
Intervention Actur, Sense 5: Music H, Prop B, Actor, Knely Chroyalis stand, Easel, paint cart, magic tables, shadow H, Prop B, Actor, Knely Chryalis stand, Easel, paint cart, magic tables, shadow K, Prop B, K, Wa C, Chrobing and Balene tables, and cart Chryalis stand, Easel, paint cart, magic tables, shadow WBA MARS Music WBA MARS Music WBA MARS Music More USC Strike for itables More USC Chryalis stand, Easel, paint carbs More USC Strike for itables More USC Strike for itables More USC Chrok pauthonly scaff trick is in clip US stained More USC Itable Prop USA Strike for itables Prop USA Strike for itables Prop USA Strike for itables or strike for load out Prop USA Actor Strike same color changing scarves are on paint carts Local Revet princi tables or strike for load out Prop USA Actor Chronol Cortanging scarves are on paint carts Prop USA Actor Chronol Cortanging scarves are on paint carts Prop USA Actor Top of scene <td< td=""><td></td><td></td><td></td><td></td><td></td></td<>					
Λ. Prop R. W. U Catch Blaic and helinet and place backstage During picnic scene Actor. Kinley H. Prop No Non-Restrict Stand, Easel, paint cart, magic tables, shadow Box, maner wrap, big betty Non-Restrict Stand, Easel, paint cart, magic tables, shadow Box, maner wrap, big betty Box, maner wrap, big betty Non-Restrict Stand, Easel, paint cart, magic tables, shadow More USC Box, maner wrap, big betty Non-Restrict Stand, Easel, paint cart, is in clip US stained glass, table, and cart More USC Box, maner wrap, Big betty Non-Restrict Stand, Easel, paint cart, is in clip US stained glass, quick, change hoop DS of garden table More USC Box, GREEN spikes A. Prop SR Male same color changing scares are on paint cart Restrict Stand, Stand	A. Prop	SR - SL			bag once clear OS
H. Pop A. Prop backage Move Act II items to SR presets What Makes Music Happ Dance Happ Dance Hermited States (paint cart, magic tables, shalow box, banner wrap, big betty What Makes Music Happ Dance Hermited States (paint cart, magic tables, shalow box, banner wrap, big betty What Makes Music Happ Dance Hermited States (paint cart, magic tables, shalow Box, banner wrap, big betty Happ Dance Hermited States (paint cart, magic tables, shalow Box, banner wrap, big betty Hot States (paint cart, magic tables, shalow Box, banner wrap, big betty Hot States (paint cart) States (p	A Dress	CD W1			A story Kieley
A. Prop Isouring priority excessene During priority excessene Ioox, banner wrap, big betty Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice More USC Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Marker Multice Image: Data Set Multice Image: Data Set Multice Image: Data Set Marker Multice Image: Data Set Multice Image: Data Set Multice Image: Data Set Multice Image: Data Set Multice Image: Data Set Mul	A. Prop	5K, W1	Catch blke and heimet and place backstage	During picnic scene	Actor: Kinley
A. Prop Denkstrag During priori scene Iox, banner wrap, big betty Image: Denkstrag Image: Denkstrag Image: Denkstrag Image: Denkstrag Image: Denkstrag Image: Denkstrag Image: Denkstrag Strike priori tables Image: Denkstrag Im	H. Prop				Chrysalis stand, Easel, paint cart, magic tables, shadow
Happ Dace Internision Strike pictic tables More USC Check paintbuch scaff trick is in clip US stained glass. Clip IJ to bur, GREEN spikes Set Chrystalis quick change hoop DS of garden table Powered off, check battery A. Prop Set Chrystalis quick change hoop DS of garden table Powered off, check battery A. Prop Set paintbuches babind US pauels. Ret yellow, blac (SL and SR) Local Reset pient: tables or strike for load-out Ret yellow, blac (SL and SR) Local Reset pient: tables or strike for load-out Green (TOP), Orange (BOTTOM) A. Prop SR Make sure color changing scarves are on paint catt Green (TOP), Orange (BOTTOM) A. Prop SR Wheel single chrysalis to green spike behind subway End of Duncing with the Monsters A. Prop SR Wheel single chrysalis to green spike behind subway End of Duncing with the Monsters A. Prop SR Wheel single chrysalis to green spike behind subway End of Duncing with the Monsters A. Prop SR Wheel single chrysalis to green spike behind subway End of Duncing with the Monsters A. Prop SR Wh		backstage	Move Act II items to SR presets	During picnic scene	· · ·
Internation Set Ably Garden stained glass, table, and cart More USC Set Ably Garden stained glass, table, and cart Clip fly to bur, GREEN spikes Check paintbrash squick change hoop DS of garden table Powered off, check battery H Prop SR, W4 Set Papibe Datterfly on stand Powered off, check battery A Prop W4 Set Papibe Datterfly on stand Powered off, check battery A Prop W5 R Set pathorbashs for load-out Powered off, check battery A Prop W6 R Make sure color changing scaves are on paint cart Green (TOP), Orange (BOTTOM) A Prop SR Page side blacks for Muppets entrance Top of scene A Prop SR Wheel single chrysalis to green spike behind subway End of Dancing with the Monsters A Prop SR Set red straam on base of chrysalis End of Dancing with the Monsters A Prop SR Set red straam on base of chrysalis End of Dancing with the Monsters A Prop SR Set red straam on base of chrysalis End of Dancing with the Monsters A Prop SR Page side blacks for Muppets entrance Tory of scene A Prop SR Set red straam on base of chrysalis End of Dancing with the Monsters A Prop SR				What Makes Music	•
Strike predict tables More USC Cite of Abby Garden stained gass, table, and cart Cite fly to bur, GREEN spikes Check paintbrush scarf trick is in clip US stained glass Cite fly to bur, GREEN spikes More USC Set Chrystalis quick change hoop DS of garden table Powered off, check battery H. Poop SR, WA Set Parable Subtinutly on stand Powered off, check battery Red, yellow, blue (SL, and SR) Lecal Rest priorit tables or strike for load-out Red, yellow, blue (SL, and SR) Lecal Rest priorit tables or strike for load-out Red, yellow, blue (SL, and SR) Lecal Rest priorit tables or strike for load-out Rest priorit tables or strike for load-out A. Prop SR Make sure color changing scaves are on paint cart Green (TOP), Orange (BOTTOM) Meet single chrysalis to green spike bettind subway For of scene ICount Slowly I Count Slowly Att IL Scene 6: Dancing with the Monsters A Prop SR Wheel single chrysalis to green spike bethind ustway Earlow To Stowly Count Scit Att IL Scene 6: Dancing with the Monsters A Prop SR A Prop SR Open Dial Chrysalis to green spike bethind subway Earlow State and upacof chrysalis <td></td> <td></td> <td></td> <td></td> <td></td>					
Set Ably Garden stained glass, table, and cart Clip fly to bar, GREEN spikes A Prop SR, W4 Set Parple Butterfly on stand Powered off, check haitney A. Prop W4 Set Parple Butterfly on stand Powered off, check haitney A. Prop W4 Set Parple Butterfly on stand Powered off, check haitney A. Prop W4 Set Parple Butterfly on stand Powered off, check haitney A. Prop W4 Set Parple Butterfly on stand Powered off, check haitney A. Prop W4 Set Parple Butterfly on stand Powered off, check haitney A. Prop W4 Set painbrashes helind US panels Red, yellow, blue (SL and SR) A. Prop Stat Reset princit tables or stifke for load out Powered off, check haitney A. Prop Stat Page side blacks for Muppets entrance Top of scene A. Prop Stat Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop Stat Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop Stat Open Daal Chrysalis Count Sexit Switch A then puff air A. Switch B then puff air B A. Prop Stat Page is the pain brack bear of the Day Sat end stream on base of chrysalis Coun		1	0. 1	Intermission	M USC
Check patithrush scarf trick is in clip US stained glass Prop Set Chrystils quick change hoop DS of garden table Properiod H. Prop Set Purple Butterfly on stand Provered off, check battery A. Prop W4 Set Purple Butterfly on stand Provered off, check battery A. Prop Set paintbrushes behind US panels Red, yellow, blue (SL and SR) Local Reset pient babies or strike for load-out Green (TOP), Orange (BOTTOM) A. Prop SR Make sure color changing scarves are on paint cart Green (TOP), Orange (BOTTOM) Topo SR Wale single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Wale single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Set paint brushes behind US panel End of Dancing with the Monsters A. Prop SR Set paint brushes behind US panel End of Song Prop SR Page in 1 for Count Exit End of Song End of song A. Prop SR Page in 1 for Count Exit End of Song Set paint brushes A. Prop SR					
k plas					Chp hy to bat, OKEEN SPIKES
H Prop SR, W4 Ster puipt-Buiterfly on stand Powered Gr, check battery A. Prop W4 Ster puipt-buikershehnd US panels Red, yellow, blue (SL and SR) Local Reset picnic tables or strike for load-out Reset picnic tables or strike for load-out A. Prop SR Make sure color changing scarves are on paint cart Green (TOP), Orange (BOTTOM) Image: Signal Color Changing scarves are on paint cart Green (TOP), Orange (BOTTOM) Image: Signal Color Changing scarves are on paint cart Green (TOP), Orange (BOTTOM) Image: Signal Color Changing scarves are on paint cart Green (TOP), Orange (BOTTOM) Image: Signal Color Changing Scarves are on paint cart For of scarce Image: Signal Color Changing Scarves are on paint cart Foro (Scarce Changing Scarves are on paint cart Image: Signal Color Changing Scarves are on paint cart Image: Signal Color Changing Scarves are on paint cart Image: Signal Changing Scarves are on paint cart Image: Signal Changing Scarves are on paint cart Image: Signal Changing Scarves are on paint cart Image: Signal Changing Scarves are on paint cart Image: Signal Changing Scarves are on paint cart End of Dancing with the Monsters Image: Signal Changing Scarves are on the Signal Changing Scarves are on the Signal Changing Scarves are on the Signal Changing Scarv					
H Prop SR, W4 Ster puipt-Buiterfly on stand Powered Gr, check battery A. Prop W4 Ster puipt-buikershehnd US panels Red, yellow, blue (SL and SR) Local Reset picnic tables or strike for load-out Reset picnic tables or strike for load-out A. Prop SR Make sure color changing scarves are on paint cart Green (TOP), Orange (BOTTOM) Image: Signal Color Changing scarves are on paint cart Green (TOP), Orange (BOTTOM) Image: Signal Color Changing scarves are on paint cart Green (TOP), Orange (BOTTOM) Image: Signal Color Changing scarves are on paint cart Green (TOP), Orange (BOTTOM) Image: Signal Color Changing Scarves are on paint cart For of scarce Image: Signal Color Changing Scarves are on paint cart Foro (Scarce Changing Scarves are on paint cart Image: Signal Color Changing Scarves are on paint cart Image: Signal Color Changing Scarves are on paint cart Image: Signal Changing Scarves are on paint cart Image: Signal Changing Scarves are on paint cart Image: Signal Changing Scarves are on paint cart Image: Signal Changing Scarves are on paint cart Image: Signal Changing Scarves are on paint cart End of Dancing with the Monsters Image: Signal Changing Scarves are on the Signal Changing Scarves are on the Signal Changing Scarves are on the Signal Changing Scarv					
A. Prop W4 Set paintbrushes behind US panels Red, yellow, blue (SL and SR) Local Reset picinc tables or strike for load-out Green (TOP), Orange (BOTTOM) A. Prop SR Page side blacks for Muppets entrance Top of scene Image: Control Society A. Prop SR Page side blacks for Muppets entrance Top of scene Image: Control Society A. Prop SR Wheel single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Set red stream obase of chrysalis End of Dancing with the Monsters A. Prop SR Set red stream obase of chrysalis End of Dancing with the Monsters A. Prop SR Set red stream obase of chrysalis End of Dancing with the Monsters A. Prop SR Set red stream obase of chrysalis End of Dancing with the Monsters A. Prop SR Set red stream obase of chrysalis End of Dancing with the Monsters A. Prop SR Open Dan Chrysalis Count Stait Switch A then puff air A. Switch B then puff air B A. Prop SR Page in 1 for Count Exit End of Song In W2, screen facing DS and offstage edge to marley A. Prop SR Stage Easel DSR A fter Chrysalises Leave space between the 2 performers to push					
Local Rest picnic tables or strike for load-out Image: Construction of the strike for load-out A. Prop SR Make sure color changing scarves are on paint cart Green (TOP), Orange (BOTTOM) Image: Construction of the strike strike of the strike strike of the strike					
A. Prop SR Make sure color changing scarves are on paint cart Green (TOP), Orange (BOTTOM) A. Prop SR Page side blacks for Muppets entrance Fop of scene Image: Signal Science A. Prop SR Page side blacks for Muppets entrance Top of scene Image: Signal Science A. Prop SR Wheel single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop SR Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop SR Set paint brushes behind US panel End of Dancing with the Monsters A. Prop SR Page in 1 for Count Exit End of Song End of Song A. Prop SR Open Single Chrysalis Count's Exit Switch Athen puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch Controller, then puff air A, Switch B then puff air B A. Prop SR Sage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Sage cautalns in W2 for Pasel, Grover, and Paint <td< td=""><td>-</td><td>W4</td><td></td><td></td><td>Red, yellow, blue (SL and SR)</td></td<>	-	W4			Red, yellow, blue (SL and SR)
A. Prop SR Page side blacks for Muppets entrance To our Slowly A. Prop SR Wheel single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Wheel single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Set pain brushes behind US panel End of Dancing with the Monsters A. Prop SR Set pain brushes behind US panel End of Dancing with the Monsters A. Prop SR Page in 1 for Count Exit End of Song A. Prop SR Open Dual Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Stage Easel DSR After Chrysalises A. Prop SR Stage Easel DSR After Chrysalises Lave space between the 2 performers to push A. Prop SR Stage Easel DSR After Chrysalises Lave space between the 2 performers to push A. Prop SR Set gaint cart behind Easel After Chrysalises Lave space between the 2 performers to push A. Prop SR Cart Top of scene Immedietly after the above cue Pare Scart		сD	*		Crean (TOD) Orange (BOTTOM)
A. Prop SR Page side blacks for Muppets entrance Top of scene Image: SR Wheel single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop SR Set paint brushes behind US panel End of Dancing with the Monsters At II, Scene 7: Chrysalises and Butterflies Patience The Number of the Day A. Prop SR Page in 1 for Count Exit End of song End of stomp A. Prop SR Open Single Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop SR Set paint cart behind Easel After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Set paint cart behind Easel After Chrysalises In time with growing center vine At II. Scene 8: Painting with Grover At II. Scene 8: Pai	A. Prop	эк	Make sure color changing scarves are on paint cart		Green (TOP), Orange (BOTTOM)
A. Prop SR Page side blacks for Muppets entrance Top of scene Image: SR Wheel single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop SR Set paint brushes behind US panel End of Dancing with the Monsters At II, Scene 7: Chrysalises and Butterflies Patience The Number of the Day A. Prop SR Page in 1 for Count Exit End of song End of stomp A. Prop SR Open Single Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop SR Set paint cart behind Easel After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Set paint cart behind Easel After Chrysalises In time with growing center vine At II. Scene 8: Painting with Grover At II. Scene 8: Pai	-				
A. Prop SR Page side blacks for Muppets entrance Top of scene Image: SR Wheel single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop SR Set paint brushes behind US panel End of Dancing with the Monsters At II, Scene 7: Chrysalises and Butterflies Patience The Number of the Day A. Prop SR Page in 1 for Count Exit End of song End of stomp A. Prop SR Open Single Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop SR Set paint cart behind Easel After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Set paint cart behind Easel After Chrysalises In time with growing center vine At II. Scene 8: Painting with Grover At II. Scene 8: Pai	-				
I Count Slowly A. Prop SR Wheel single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop SR Set paint brushes behind US panel End of Dancing with the Monsters Act II, Scene 7: Chrysalises and Butterflies Patience The Number of the Day A. Prop SR Page in 1 for Count Exit End of somp A. Prop SR Open Dual Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air B A. Prop SR Stage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Palain cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Page curtains in W2 for Easel, Grover, and Paint Top of scene In time with growing center vine A. Prop SR, W1			Act II, Scer	ne 6: Dancing with the Monsters	
A. Prop SR Wheel single chrysalis to green spike behind subway End of Dancing with the Monsters A. Prop SR Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop SR Set paint brushes behind US panel End of Dancing with the Monsters Act II, Scene 7: Chrysalises and Butterfiles Patience The Number of the Day Act II, Scene 7: Chrysalises and Butterfiles Patience Act II, Scene 7: Chrysalises Count Exit Switch A then puff air A, Switch B then puff air B A. Prop A Prop B. Elec Stage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop A Prop SR Stage count in W2 for Easel, Grover, and Paint The Count Exit <td>A. Prop</td> <td>SR</td> <td>Page side blacks for Muppets entrance</td> <td>*</td> <td></td>	A. Prop	SR	Page side blacks for Muppets entrance	*	
A. Prop SR Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop SR Set paint brushes behind US panel End of Dancing with the Monsters Act II, Scene 7: Chrysalises and Butterflies Patience The Number of the Day A. Prop SR Open Dual Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop SR Stage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Set paint cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Padge curtains in W2 for Easel, Grover, and Paint Top of scene Intime with growing center vine A. Prop SR Set red bucket and black bin Immedietly after the above cue Stand behind subway A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After Promers do lifts DS Stand behind subway A. Prop S				I Count Slowly	
A. Prop SR Set red stream on base of chrysalis End of Dancing with the Monsters A. Prop SR Set paint brushes behind US panel End of Dancing with the Monsters Act II, Scene 7: Chrysalises and Butterflies Patience The Number of the Day A. Prop SR Open Dual Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop SR Stage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Set paint cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Padge curtains in W2 for Easel, Grover, and Paint Top of scene Intime with growing center vine A. Prop SR Set red bucket and black bin Immedietly after the above cue Stand behind subway A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After Promers do lifts DS Stand behind subway A. Prop S	A Dron	сD	Wheel single chryselis to green spike behind subway	End of Donoing with the Monster	~
A. Prop Set paint brushes behind US panel End of Dancing with the Monsters Act II, Scene 7: Chrysalises and Butterflies Patience The Number of the Day A. Prop SR Page in 1 for Count Exit End of song End of stomp A. Prop SR Open Dual Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Stage Easel DSR After Chrysalises Leave space between the 2 performers to push A. Prop SR Set paint cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Cart Top of scene Immediety after the above cue A. Prop SR Cart Top of scene Stand behind subway A. Prop SR, W1 Hand off red streamer to performer (Caitin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immediety after tachdi					
Act II, Scene 7: Chrysalises and Butterflies Patience The Number of the Day A. Prop SR Page in 1 for Count Exit End of song End of stomp A. Prop SR Open Dual Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop SR Stage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Stage Easel DSR After Chrysalises In time with growing center vine A. Prop SR Stage Easel DSR After Chrysalises In time with growing center vine A. Prop SR Stage Easel DSR After Chrysalises In time with growing center vine A. Prop SR Stage Easel DSR After Chrysalises In time with growing center vine A. Prop SR Stage Easel DSR After Chrysalises In time with growing center vine A. Prop SR Stage Easel, Grover, and Paint Top of scene In time with growing center vine A					
A. Prop SR Page in 1 for Count Exit End of song End of somp A. Prop SR Open Dual Chrysalis Count's Exit Switch A then puff air A, Switch B then puff air B A. Prop SR Open Single Chrysalis Count's Exit Switch ontroller, then puff air A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop SR Stage Easel DSR After Chrysalises Leave space between the 2 performers to push A. Prop SR Pull vine line up prosceinum building "Zippity ZAP" In time with growing center vine A. Prop SR Page curtains in W2 for Easel, Grover, and Paint Top of scene Intercet Primary Colors A. Prop SR Cart Top of scene Immedietly after the above cue Three Primary Colors After performers do lifts DS Stand behind subway A. Prop SR, W1 Hand off red streamer After performers do lifts DS Stand behind subway A. Prop SR, W2 Set red bucket and red streamer Immedietly after hading off streamer Performer throws streamer SR KW1 Catch red bucket and red streamer Streamer Performer throws streamer SR KW2 and red bucket Immedietly after catching streamer	1		Act II, Scene 7:	Chrysalises and Butterflies Pati	
A. Prop SR Open Dual Chrysalis Count's Exit Switch A then puff air A. Switch B then puff air A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop SR Stage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Set paint cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Pall vine line up prosceinum building "Zippity ZAP" In time with growing center vine A. Prop SR Cart Top of scene Inimedietly after the above cue A. Prop SR, W1 Band off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after handing off <streamer< td=""> streamer STRIKE black bin (with two blue paint brushes), After cart in of Easel, Grover, and Paint Cart Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W1 Band off feast streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W2 and red bucket Immedietly af</streamer<>		-		he Number of the Day	
A. Prop SR Open Single Chrysalis Count's Exit Switch controller, then puff air A. Prop B. Elec SR Stage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Set paint cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Set paint cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Pall vine line up prosceinum building "Zippity ZAP" In time with growing center vine A. Prop SR Cart Top of scene Inmedietly after the above cue A. Prop SR, W1 Band off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Hand off red streamer Immedietly after handing off streamer A. Prop SR, W1 Catch red bucket and red streamer Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 exit Grover, and Paint Cart Grover exits "Oh mommy!" <td></td> <td></td> <td></td> <td>Ű</td> <td></td>				Ű	
A. Prop B. Elec SR Stage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Set paint cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Pull vine line up prosceinum building "Zippity ZAP" In time with growing center vine A. Prop SR Page curtains in W2 for Easel, Grover, and Paint A. Prop SR, W2 Set red bucket and black bin Immedietly after the above cue Three Primary Colors A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After performers do lifts DS STRIKE black bin (with two blue paint brushes), A. Prop SR, W1 Catch red bucket and red streamer STRIKE black bin (with two blue paint brushes), A. Prop SR, W2 and red bucket A. Prop SR, W2 exit A. Prop SR, SR Exit purple scarf and blue paint brushes to SL A. Prop SR - SL props cabinet A. Prop SR - SL Props SR, SL Stand bulkey paint brushes and return to SR props A. Prop SL - SR cabinet M2 M2 M2 M2 M2 M2 M2 M2 M2 M2			· ·		
B. Elec SR Stage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Set paint cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Pull vine line up prosceinum building "Zippity ZAP" In time with growing center vine A. Prop SR Pull vine line up prosceinum building "Zippity ZAP" In time with growing center vine A. Prop SR Page curtains in W2 for Easel, Grover, and Paint Top of scene Interdetty after the above cue A. Prop SR, W2 Set red bucket and black bin Immedietly after the above cue Stand behind subway A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 exit Grover exits "Oh mommy!" <td>A. Prop</td> <td>SR</td> <td>Open Single Chrysalis</td> <td>Count's Exit</td> <td>Switch controller, then puff air</td>	A. Prop	SR	Open Single Chrysalis	Count's Exit	Switch controller, then puff air
B. Elec SR Stage Easel DSR After Chrysalises In W2, screen facing DS and offstage edge to marley A. Prop SR Set paint cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Pull vine line up prosceinum building "Zippity ZAP" In time with growing center vine A. Prop SR Pull vine line up prosceinum building "Zippity ZAP" In time with growing center vine A. Prop SR Page curtains in W2 for Easel, Grover, and Paint Top of scene Interdetty after the above cue A. Prop SR, W2 Set red bucket and black bin Immedietly after the above cue Stand behind subway A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 exit Grover exits "Oh mommy!" <td>A Prop</td> <td></td> <td></td> <td></td> <td></td>	A Prop				
A. Prop SR Set paint cart behind Easel After Chrysalises Leave space between the 2 performers to push A. Prop SR Pull vine line up prosceinum building "Zippity ZAP" In time with growing center vine Act II, Scene 8: Painting with Grover Page curtains in W2 for Easel, Grover, and Paint Top of scene Cart A. Prop SR, W2 Set red bucket and black bin Immedietly after the above cue Three Primary Colors A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after handing off Strand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Page SR curtain for Easel, Grover, and Paint Cart Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 act mation for Easel, Grover, and Paint Cart Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 exit Grover ex	-	SR	Stage Easel DSR	After Chrysalises	In W2, screen facing DS and offstage edge to marley
A. Prop SR Pull vine line up prosceinum building "Zippity ZAP" In time with growing center vine Act II, Scene 8: Painting with Grover Page curtains in W2 for Easel, Grover, and Paint Top of scene Immedietly after the above cue A. Prop SR, W2 Set red bucket and black bin Immedietly after the above cue Three Primary Colors A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after handing off streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Help B. Elec push easel US afterwards A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR - SL props cabinet			Set paint cart behind Easel		, î
A. Prop SR Page curtains in W2 for Easel, Grover, and Paint Cart Top of scene A. Prop SR, W2 Set red bucket and black bin Immedietly after the above cue Three Primary Colors A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after handing off A. Prop SR, W1 Catch red bucket and red streamer Performer throws streamer STRIKE black bin (with two blue paint brushes), Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 Retrieve purple scarf from performer (Damion) end of scene A. Prop SR - SL props cabinet during scene A. Prop SR - SL scanet during scene			Pull vine line up prosceinum building	"Zippity ZAP"	In time with growing center vine
A. Prop SR Cart Top of scene A. Prop SR, W2 Set red bucket and black bin Immedietly after the above cue Three Primary Colors A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after handing off streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Ferformer throws streamer A. Prop SR, W2 exit Grover, and Paint Cart Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, SL props cabinet during scene during scene				cene 8: Painting with Grover	
A. Prop SR, W2 Set red bucket and black bin Immedietly after the above cue Three Primary Colors A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after handing off streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Grover, and Paint Cart exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 Retrieve purple scarf from performer (Damion) end of scene Elmo still can't do magic A. Prop SR - SL Return purple scarf and blue paint brushes to SL props cabinet during scene during scene A. Prop SL - SR Retrieve yellow paint brushes and return to SR props cabinet during scene during scene		CD		Transform	
Three Primary Colors A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after handing off streamer Performer throws streamer A. Prop STRIKE black bin (with two blue paint brushes), Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Page SR curtain for Easel, Grover, and Paint Cart Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W Retrieve purple scarf from performer (Damion) end of scene Act II, Scene 9: Elmo still can't do magic A. Prop SR - SL props cabinet during scene A. Prop SL - SR Retrieve yellow paint brushes and return to SR props during scene				*	
A. Prop SR, W1 Hand off red streamer to performer (Caitlin) After performers do lifts DS Stand behind subway A. Prop SR, W1 Catch red bucket and red streamer Immedietly after handing off streamer Performer throws streamer A. Prop SR, W2 and red bucket and red streamer Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer Page SR curtain for Easel, Grover, and Paint Cart Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W Retrieve purple scarf from performer (Damion) end of scene Act II, Scene 9: Elmo still can't do magic A. Prop SR - SL props cabinet during scene A. Prop SL - SR Retrieve yellow paint brushes and return to SR props during scene	A. Prop	эк, w2		7	
A. Prop SR, W1 Catch red bucket and red streamer Immedietly after handing off streamer Performer throws streamer A. Prop STRIKE black bin (with two blue paint brushes), and red bucket Immedietly after catching streamer Performer throws streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W Retrieve purple scarf from performer (Damion) end of scene Help B. Elec push easel US afterwards A. Prop SR - SL Return purple scarf and blue paint brushes to SL props cabinet during scene during scene A. Prop SL - SR Retrieve yellow paint brushes and return to SR props cabinet during scene during scene	A. Prop	SR. W1		, i i i i i i i i i i i i i i i i i i i	Stand behind subway
A. Prop SR, W1 Catch red bucket and red streamer streamer Performer throws streamer A. Prop STRIKE black bin (with two blue paint brushes), and red bucket Immedietly after catching streamer A. Prop SR, W2 and red bucket Immedietly after catching streamer A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W Retrieve purple scarf from performer (Damion) end of scene A. Prop SR - SL Return purple scarf and blue paint brushes to SL props cabinet during scene A. Prop SL - SR Retrieve yellow paint brushes and return to SR props cabinet during scene		~, ,, 1			
A. Prop SR, W2 and red bucket Immedietly after catching streamer A. Prop SR, W2 Page SR curtain for Easel, Grover, and Paint Cart exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W Retrieve purple scarf from performer (Damion) end of scene A. Prop SR - SL Return purple scarf and blue paint brushes to SL props cabinet Retrieve yellow paint brushes and return to SR props cabinet Jung scene A. Prop SL - SR Retrieve yellow paint brushes and return to SR props cabinet during scene Immedietly after catching streamer	A. Prop	SR, W1			Performer throws streamer
Page SR curtain for Easel, Grover, and Paint Cart Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W Retrieve purple scarf from performer (Damion) end of scene Act II, Scene 9: Elmo still can't do magic A. Prop SR - SL props cabinet during scene A. Prop SL - SR cabinet during scene			STRIKE black bin (with two blue paint brushes),		
A. Prop SR, W2 exit Grover exits "Oh mommy!" Help B. Elec push easel US afterwards A. Prop SR, W Retrieve purple scarf from performer (Damion) end of scene A. Prop SR - SL Return purple scarf and blue paint brushes to SL props cabinet A. Prop SR - SL Retrieve yellow paint brushes and return to SR props cabinet during scene A. Prop SL - SR cabinet during scene	A. Prop	SR, W2		Immedietly after catching streame	er
A. Prop SR, W Retrieve purple scarf from performer (Damion) end of scene A. Prop SR, W Retrieve purple scarf from performer (Damion) end of scene A. Prop SR - SL Props cabinet during scene A. Prop SL - SR cabinet during scene		ap wa	•	a : "a ""	
Act II, Scene 9: Elmo still can't do magic A. Prop SR - SL Return purple scarf and blue paint brushes to SL props cabinet during scene A. Prop SL - SR cabinet during scene				•	Help B. Elec push easel US afterwards
A. Prop SR - SL Return purple scarf and blue paint brushes to SL during scene during scene Retrieve yellow paint brushes and return to SR props A. Prop SL - SR cabinet during scene	A. Prop	эћ, w			
A. Prop SR - SL props cabinet during scene A. Prop SL - SR Retrieve yellow paint brushes and return to SR props A. Prop SL - SR cabinet				ale 2. Enno sun can t uo magic	
A. Prop SL - SR cabinet cabinet during scene	A. Prop	SR - SL		during scene	
				Ŭ	
A. Prop SR Unclip top two clamps on backdrop during scene In prepartion for big garden scene change				during scene	
	A. Prop	SR	Unclip top two clamps on backdrop	during scene	In prepartion for big garden scene change



Who	Where	Task	Line/Action	Notes		
A D	CD	Get chrysalis remotes ready for closing	Don't Give Up			
A. Prop	SR	Get chrysalls remotes ready for closing	Be A Good Friend			
A Prop	SR, W1	Pull single chrysalis offstage	Top of music	Be aware, performers enter next to you quickly		
A. Prop		Close all chyrsalis'	Immedietly after the above cue	A local might do this, if time is needed		
A. Hop	SK	Unclip SR Center vine bar, then STIRKE stained	initial and the above eac	A local high do this, if this is needed		
A. Prop	onstage	glass windown USL (offstage)	After Main Closed	Make sure all of Abby's Garden is struck		
	onstage	Help STRIKE Abby's Garden table	Immedietly after the above cue			
	SR, W4	Set milk trick	During song			
· ·		Act	II, Scene 10, Magic Show			
A. Prop	SR	Put Elmo bowtie on	Elmo exits SR	Meet at SR prop box		
		•	Magic			
			filk and Cookies Trick			
	,	Meet milk trick and STRIKE	End of milk trick			
A. Prop	SR, W3	Receive gold and silver cloths from performer (Came	End of cookie tray			
		Receive cookie tray and blue fabric from performer				
	SR, W3	(Cameron)	End of cookie tray trick			
A. Prop	SR, W3	Catch scarves from running performer	"This is the best trick ever!"			
A D	CD	Master blacks and conden door	Shadow Box Trick			
A. Prop	эк	Unclip blacks and garden drop	After shadow box entrance			
			Butterfly Trick			
H. Prop						
A. Prop				A. Prop is operating boom arm, H. Prop, and B. Elec are		
B. Elec	SR, W4	Put on butterfly gear	Immedietly after the above cue	operating the "little bettys"		
2.2.00	51, 114		initial and the above cue			
H. Prop				Make sure that you remain parallel with set during this		
A. Prop	SR -			transition. Keep one hand on the handle and another on the		
B. Elec		Move Big Betty to YELLOW spikes USC	Once stage darkens	metal frame. Do not rest your foot on the platform.		
H. Prop						
A. Prop				Make sure she doesn't open when lowering her (keep hand		
B. Elec	onstage	Lower Big Betty and open her up	2nd "Ses-ah-ME!"	off the handle)		
H. Prop						
A. Prop				Big Betty goes in a figure eight pattern (as far as up and		
B. Elec	onstage	Cross SL, once you reach the edge return to far SR	with music	down movement).		
H. Prop						
*	onstage -	Close Big Betty and bring her all the way up and put	"Let's hear it for Abby and her	Make sure you are far enough US that Betty can clear the		
B. Elec	SR	the pin in, then STRIKE unit US and off SR	beautiful butterfly!"	wing that the local is paging. Move swift.		
Di Lice	SIL	Return cookie tray, abby wand, blue paintbrushes,	Soudiful Suttering:			
A. Prop	SR - SL	and scarves to SL props cabinet	After Betty exit			
·r			ner Justin to Elmo Trick			
Varies				Normally entrance is the SL brownstone, other times it		
by	SL	Clear a path for Jusitn to get to his entrance	Justin exits from banner trick	may be the stairs on a "B Show"		
			Elmo's Trick			
		Receive Finale Bouquet trick from performer	11 1 1 1 mm			
A. Prop	SL, W2	(Damion)	"Yay, you did it Elmo!"	Return to SR props cabinet		
	Magic Finale Smarter, Stronger, Kinder					
		Sm	anter, stronger, Kilder			
H. Prop						
A. Prop		Reset or pack up! :) Good job!!				
p		r				
<u> </u>						
<u> </u>						
	-					
-						

Blue Handkerchief Magic Trick Key

	Color	Item	Pre-set Location
	Red Bead	Flowers	SR Hand Prop Door (1)
	Light Orange Bead	Spoon	SR Hand Prop Door (2)
	Light Blue Bead	Corn Husk	SR Hand Prop Door (3)
- Correction - Cor	White Bead	Paint Brush	Abby's Garden hook
*	Yellow Bead	Feather Duster	SL Hand Props
0 000	Dark Orange Bead	Elmo Flowers	SR Hand Prop Door (4)