

No Caps - Spoken Line					
CAPS - SONG LYRIC					
White - Scenery and Furniture Transitions					
Green Fill - Blocking needed to make transitions work properly					
Orange Fill - Unknown Blocking or Transition					
NOTES:					
- Each transition is listed in the order it needs to be done in					
- Speeds listed are preliminary; they will need to be adjusted in Q2Q					
<i>Page</i>	<i>Type</i>	<i>Who</i>	<i>What</i>	<i>Where</i>	<i>Cue/Notes</i>
CREW CALL					
PRE-SHOW	Deck	Crew	Newspaper Stand	SR2	ToS Pre-Set
PRE-SHOW	Deck	Crew	NYC Street Light	SR2	ToS Pre-Set
PRE-SHOW	Deck	Crew	Bench	SL2	ToS Pre-Set
PRE-SHOW	Deck	Crew	NYC Street Light	SL2	ToS Pre-Set
PRE-SHOW	Deck	Crew	NYC Street Light	SL3	ToS Pre-Set
PRE-SHOW	Deck	Crew	DS Building → OFF	SL3	ToS Pre-Set
PRE-SHOW	Deck	Crew	US Building → OFF	SR4	ToS Pre-Set
PRE-SHOW	Rail	Crew	Skyline → IN	LS46	ToS Pre-Set
ACT I					
Scene 1: <i>Overture / Fugue for Tinorns / Follow the Fold / Oldest Establishment / Follow the Fold (Reprise)</i>					
TRANSITION A: OPEN CITY → OFF-BROADWAY 1					
	Deck	Crew	Bench → ON	SL2	<i>As Nicely enters, the scenery is moved into place. Everything should be in place by the time Nicely reaches his DS spike.</i>
	Deck	Crew	NYC Street Light → ON	SL2	
	Deck	Crew	NYC Street Light → ON	SR2	
	Deck	Crew	Newspaper Stand → ON	SR2	
	Deck	Crew	NYC Street Light → ON	SL3	
	Deck	Crew	DS Building → ON	SL3	
	Deck	Crew	US Building → ON	SR4	
TRANSITION B: OFF-BROADWAY 1 → MISSION INTERIOR 1					
	Deck	Crew	Bench → OFF	SL2	
	Deck	Crew	NYC Street Light → OFF	SL2	
	Deck	Crew	NYC Street Light → OFF	SR2	
	Deck	Crew	Newspaper Stand → OFF	SR2	
	Deck	Crew	NYC Street Light → OFF	SL3	
	Deck	Crew	DS Building → OFF	SL3	
	Deck	Sky	US Building Swing Wall → OPEN	Onstage	
	Deck	Crew	Barber Chair → ON	SR3	
	Deck	Crew	Pulpit → ON	SR2	
	Deck	Crew	Chairs (3) → ON	SR2/3	
Scene 2: <i>I'll Know</i>					
TRANSITION C: MISSION INTERIOR 1 → OFF-BROADWAY 2					
	Deck	Crew	Barber Chair → OFF	SR3	
	Deck	Crew	Pulpit → OFF	SR2	
	Deck	Crew	Chairs (3) → OFF	SR2/3	
	Deck	Crew	US Building Swing Wall → CLOSE	Onstage	
	Deck	Crew	DS Building → ON	SL3	
	Deck	Crew	Telephone Booth (with Nathan) → ON	SR2	

Scene 3: Phone Booth					
TRANSITION D: OFF-BROADWAY 2 → HOT BOX					
	Deck	Crew	Telephone Booth (with Nathan) → OFF	SL2	
	Deck	Crew	US Building → OFF	SR4	
	Deck	Crew	Hot Box Curtains → RELEASE	Onstage	<i>Speed: Fast</i>
	Deck	Actor	DS Building Swing Wall → OPEN	Onstage	Hot Box Curtains need to be released first
					<i>As telephone moves off SL</i>
	Deck	Crew	Hot Box Platform → ON	SL3	Back of platform sits flush with US side of DS Buildings
	Deck	Crew	Table w/ Dressing (2) → ON	SL2	
	Deck	Crew	Chairs (2 sets of 2) → ON	SL2	
Scene 4: A Bushel and a Peck / Adelaide's Lament					
TRANSITION E: HOT BOX → OFF-BROADWAY 3					
	Deck	Crew	Table w/ Dressing (2) → OFF	SL2	
	Deck	Crew	Chairs (2 sets of 2) → OFF	SL2	
	Deck	Crew	Hot Box Platform → OFF	SL3	
	Deck	Crew	Hot Box Curtains → TIE UP	Onstage	<i>Speed: Fast</i>
	Deck	Crew	DS Building Swing Wall → CLOSE	Onstage	
	Deck	Crew	DS Building → SHIFT to 1/2 Unit Spike	SL3	
	Deck	Crew	NYC Street Light → ON	SL4	<i>Speed: Fast</i> Must be complete before DS Buildings move off
	Deck	Crew	Telephone Booth → ON	SL4	
	Deck	Crew	Newspaper Stand → ON	SR4	
	Deck	Crew	Bench → ON	SL2	Wait for Swing Wall to close and furniture to be struck
	Deck	Crew	NYC Street Light → ON	SL2	
	Deck	Crew	Bench → ON	SR2	
	Deck	Crew	NYC Street Light → ON	SR2	
Scene 5: Guys & Dolls					
TRANSITION F: OFF-BROADWAY 3 → MISSION EXTERIOR					
	Deck	Crew	NYC Street Light → OFF	SL4	<i>Speed: Fast</i> Must be done before US Buildings move on
	Deck	Crew	Telephone Booth → OFF	SL4	
	Deck	Crew	Newspaper Stand → OFF	SR4	
	Deck	Crew	US Building → ON	SR4	
Scene 6: Outside the Save-A-Soul Mission					
TRANSITION G: MISSION EXTERIOR → OFF-BROADWAY 4					
	Deck	Crew	Bench → OFF	SL2	
	Deck	Crew	NYC Street Light → OFF	SL2	
	Deck	Crew	Bench → OFF	SR2	
	Deck	Crew	NYC Street Light → OFF	SR2	
Scene 7: A street off Broadway					

TRANSITION H: OFF-BROADWAY 4 → HAVANA					
	Deck	Crew	DS Building → OFF	SL3	<i>Speed: Medium</i> GO at same time
	Deck	Crew	US Building → OFF	SR4	
	Rail	Crew	DS Havana → IN	LS14	
	Rail	Crew	US Havana → IN	LS31	
	Deck	Crew	Havana Streetlight → ON	SL2	
	Deck	Crew	Havana Streetlight → ON	SL4	
	Deck	Crew	Havana Streetlight → ON	SR2	
	Deck	Crew	Table w/ Dressing (2) → ON	SR2	
	Deck	Crew	Chairs (2) → ON	SR2	
	Deck	Crew	Table w/ Dressing (2) → ON	SR3	
	Deck	Crew	Chairs (2) → ON	SR3	
	Deck	Crew	Table w/ Dressing (2) → ON	SL3	
	Deck	Crew	Chairs (2) → ON	SL3	
	Deck	Crew	Table w/ Dressing (2) → ON	SL4	
	Deck	Crew	Chairs (2) → ON	SL4	
Scene 8: Havana, Cuba					
TRANSITION J: HAVANA → HAVANA BEACH					
	Rail	Crew	DS Havana → OUT	LS14	<i>Speed: Medium</i>
	Rail	Crew	US Havana → OUT	LS31	
	Deck	Crew	Havana Streetlight → OFF	SL2	
	Deck	Crew	Havana Streetlight → OFF	SL4	
	Deck	Crew	Havana Streetlight → OFF	SR2	
	Deck	Actor	Table w/ Dressing (2) → OFF	SR2	
	Deck	Actor	Chairs (2) → OFF	SR2	
	Deck	Actor	Table w/ Dressing (2) → OFF	SR3	
	Deck	Actor	Chairs (2) → OFF	SR3	
	Deck	Actor	Table w/ Dressing (2) → OFF	SL3	
	Deck	Actor	Chairs (2) → OFF	SL3	
	Deck	Actor	Table w/ Dressing (2) → OFF	SL4	
	Deck	Actor	Chairs (2) → OFF	SL4	
Scene 9: If I Were a Bell					
TRANSITION K: HAVANA BEACH → MISSION EXTERIOR					
	Deck	Crew	DS Building → ON to 1/2 Unit Spike	SL3	
	Deck	Crew	US Building → ON	SR4	
	Deck	Crew	Bench → ON	SL2	
	Deck	Crew	NYC Street Light → ON	SL2	
	Deck	Crew	Bench → ON	SR2	
	Deck	Crew	NYC Street Light → ON	SR2	
Scene 10: My Time of Day / I've Never Been In Love Before					
	Rail	Crew	Main Curtain → IN	LS1	Speed: Medium
INTERMISSION SHIFT					
	Deck	Crew	Bench → OFF	SL2	
	Deck	Crew	NYC Street Light → OFF	SL2	
	Deck	Crew	Bench → OFF	SR2	

Intermission	Deck	Crew	NYC Street Light → OFF	SR2	
	Deck	Crew	US Building → OFF	SR4	
	Deck	Crew	Newspaper Stand → SHIFT to SL Storage	SR Wing	
	Deck	Crew	Telephone Booth → SHIFT to SR Storage	SL Wing	
	Deck	Crew	DS Building → ON to full Unit Spike	SL3	
	Deck	Crew	Hot Box Curtains → RELEASE	Onstage	
	Deck	Crew	DS Building Swing Wall → OPEN	Onstage	
	Deck	Crew	Hot Box Platform → ON	SL3	
	Deck	Crew	Table w/ Dressing (2) → OFF	SL2	
	Deck	Crew	Chairs (2 sets of 2) → OFF	SL2	
ACT II					
<i>Scene 1: Take Back Your Mink / Adelaide's Second Lament</i>					
TRANSITION L: HOT BOX → OFF-BROADWAY 5					
	Deck	Crew	Table w/ Dressing (2) → OFF	SL2	
	Deck	Crew	Chairs (2 sets of 2) → OFF	SL2	
	Deck	Crew	Hot Box Platform → OFF	SL3	
	Deck	Crew	Hot Box Curtains → TIE UP	Onstage	<i>Speed: Fast</i>
	Deck	Crew	DS Building Swing Wall → CLOSE	Onstage	
	Deck	Crew	US Building → ON	SR4	
	Deck	Crew	Manhole Stanchion → ON	SL2	
<i>Scene 2: More I Cannot Wish You</i>					
TRANSITION M: OFF-BROADWAY 5 → SEWER					
	Deck	Crew	DS Building → OFF	SL3	<i>Speed: Medium</i> GO at same time
	Deck	Crew	US Building → OFF	SR4	
	Rail	Crew	Skyline → OUT	LS46	
	Rail	Crew	DS Sewer Grates	LS20	
	Rail	Crew	US Sewer Grates	LS30	
	Rail	Crew	Sewer Tunnel	LS42	
<i>Scene 3: The Crapshooters' Dance / Luck Be a Lady</i>					
TRANSITION N: SEWER → OFF-BROADWAY 6					
	Rail	Crew	DS Sewer Grates	LS20	<i>Speed: Medium</i> GO at same time
	Rail	Crew	US Sewer Grates	LS30	
	Rail	Crew	Sewer Tunnel	LS42	
	Rail	Crew	Skyline → IN	LS46	
	Deck	Crew	DS Building → ON to 1/2 Unit Spike	SL3	
	Deck	Crew	Newspaper Stand → ON	SL4	
	Deck	Crew	Bench → ON	SL2	
	Deck	Crew	Bench → ON	SL2	
	Deck	Crew	NYC Street Light → ON	SL2	
	Deck	Crew	Bench → ON	SR2	
	Deck	Crew	NYC Street Light → ON	SR2	
	Deck	Crew	NYC Street Light → ON	SR4	
	Deck	Crew	Telephone Booth → ON	SR4	
<i>Scene 4: Sue Me</i>					
TRANSITION P: OFF-BROADWAY 6 → MISSION INTERIOR 2					

	Deck	Crew	DS Building → OFF	SL3	
	Deck	Crew	Newspaper Stand → ON	SL4	
	Deck	Crew	Bench → OFF	SL2	
	Deck	Crew	Bench → OFF	SL2	
	Deck	Crew	NYC Street Light → OFF	SL2	
	Deck	Crew	Bench → OFF	SR2	
	Deck	Crew	NYC Street Light → OFF	SR2	
	Deck	Crew	NYC Street Light → OFF	SR4	
	Deck	Crew	Telephone Booth → OFF	SR4	
	Deck	Crew	US Building → ON	SR4	
	Deck	Actor	US Building Swing Wall → OPEN	Onstage	
	Deck	Crew	Barber Chair → ON	SR3	
	Deck	Crew	Pulpit → ON	SR2	
	Deck	Crew	Chairs (12) → ON	SR2/3	
	Deck	Actor	Benches (4) → ON	SR2/3	
Scene 5: <i>Sit Down You're Rocking the Boat</i>					
TRANSITION Q: MISSION INTERIOR 2 → OFF-BROADWAY 7					
	Deck	Crew	Barber Chair → OFF	SR3	
	Deck	Crew	Pulpit → OFF	SR2	
	Deck	Crew	Chairs (12) → OFF	SR2/3	
	Deck	Crew	Benches (4) → OFF	SR2/3	
	Deck	Crew	US Building Swing Wall → CLOSE	Onstage	
	Deck	Crew	US Building → OFF	SR4	
	Deck	Crew	Newspaper Stand → ON	SL3	Begin when US Buildings begin to move off
	Deck	Crew	Bench → ON	SL2	
	Deck	Crew	Bench → ON	SL2	
	Deck	Crew	NYC Street Light → ON	SL2	
	Deck	Crew	Bench → ON	SR2	
	Deck	Crew	NYC Street Light → ON	SR2	
	Deck	Crew	NYC Street Light → ON	SR4	
	Deck	Crew	Telephone Booth → ON	SR4	
Scene 6: <i>Adelaide Meets Sarah / Marry the Man Today</i>					
TRANSITION R: OFF-BROADWAY 7 → OFF-BROADWAY 8					
	Deck	Crew	Newspaper Stand → SHIFT to A2S7 Spike	Onstage	
	Deck	Crew	Bench → SHIFT to A2S7 Spike	Onstage	
	Deck	Crew	NYC Street Light → SHIFT to A2S7 Spike	Onstage	
	Deck	Crew	Bench → OFF	SL2	
	Deck	Crew	US Building → ON	SR4	
	Deck	Crew	DS Building → ON	SL3	
	Deck	Crew	Telephone Booth → OFF	SR4	
	Deck	Crew	NYC Street Light → OFF	SR4	MUST come off SR4 and re-enter SR3
	Deck	Crew	NYC Street Light → ON	SR3	
Scene 7: <i>The Happy Ending</i>					
TRANSITION R: OFF-BROADWAY 8 → OFF-BROADWAY 4					
	Deck	Crew	Newspaper Stand → OFF	SL2	
	Deck	Crew	Bench → OFF	SL2	

	Deck	Crew	NYC Street Light → OFF	SL2	
	Deck	Crew	Bench → OFF	SR2	
	Deck	Crew	NYC Street Light → OFF	SR2	
	Deck	Crew	NYC Street Light → OFF	SR3	
<i>Bows</i>					