

Cue #	Page	scene	Time	Cue after Follows	Line	Action onstage/Notes
<b>0.5</b>			<b>5</b>		<b>blank cue to work from</b>	
<b>1</b>	7	1 Intro	5		Before House Opens	house lights & preshow
<b>2</b>	7	1	5		audience is seated in main house, audience onstage and seated actors enter	(sound A-preshow announcement, sound B) Main house lights dim to half
<b>3</b>	7	1	5		after audience seated onstage, tunnel lights	House and preshow out. Dysart DSR, Nugget and Alan enter to CS in blackout
<b>4</b>	7	1	5		actors are onstage, with light match [GO]	Begin Dysart DSR monologue, Nugget & Alan at CS
<b>5</b>	7	1	3/8	5	after, "what use is grief to a horse?" [GO]	Nugget, Alan exit USC
<b>5.5 follows</b>	7	1	3/5		Dysart goes into office	SL out goes to office
<b>6</b>	8	2 Office	2	8	Dysart, " <i>It began one [GO] Monday.</i> " Nurse enters	in audience
<b>6.5 follow</b>	8	2	2/8			
<b>7 follows</b>	8	2	12		Dysart, "Show her in, please." Hester enters	NOT outside circle
<b>8</b>	11	2	2		Dysart, " <b>what's</b> his name?" [GO]	Hester exits, nurse enters with Alan to office, keep outside circle up for nurse to exit
<b>9</b>	11	3 office	10		Dysart, "...Nurse, thank you." [Nurse steps into circle].	with Alan
<b>10</b>	13	3	2		Dysart, "...is it both?" [GO]	nurse, enters and takes Alan to his bed, add circle with bed area
<b>11</b>	13	3	3	6	Nurse, "...this way, please." [GO]	circle US add bed as they reach it
<b>11.5 follows</b>	13	4	4		Nurse talks w/Alan	follow with areas out around circle. US out, DS up
<b>12</b>	13	4	5/3	5	Nurse "...the lav's [GO] down..."	DS out. followed by Dysart monologue light up
<b>13 follows</b>	14	5	5		Dysart at edge of turntable to audience (monologue)	Dysart stays in this area
<b>14</b>	15	6	3		after Dysart, "...and [GO] I wake up."	Hester enters from audience SR, around circle to entrance to office
<b>15</b>	16	6	5		Hester steps into office [GO]	office area with Hester
<b>16</b>	16	6	3		Dysart, "Something [GO] to do with his..."	
<b>17</b>	17	6	0	5	Alan, "[GO] Dad."	Alan sits up
<b>17.5 follows</b>	17	6	3	8	Alan DSC on floor to watch television	darken office area but still visible
<b>17.8 follow</b>	17	6	5		circle lower	

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18	18	6	4	7	Dysart, "...old chum.." [GO] for Hester, "he's a Communist, <i>then?</i> "	add office
19 follows	19	6	4/15		Alan goes upstage left around TT (circle) and talks at them in the office	tv & LR scene done
20	20	6	6	10	Dysart, "...however shall [GO] find out on ..."	Alan is back in bed, take out circle
21 follows	20	7	3/8		Dysart walks Hester out of the office to upstage, then talks w Mrs Strang and goes to LR	SR circle, area lights LR
22	20	7	3/8		Dysart & Hester step DS. Dysart, "...any idea..." [Both are past 2nd step].	Add LR special. Alan is also lit on bed
23	21	7	3		Dora, "...and no one could ride him." [before Alan sits up]	bed light from FOH on Alan
24	23	7	5		Alan, "Equus!" After Alan lays back down on bed [GO]	can it go dimmer
26	26	8	2	5	Frank, "...Dora. Come on!" [leave LR]	Alan in bed and Dysart US also runs into him
27 follows	26-27	8	3		before Alan, "EK....", office for Dysart	added
29	27	9	3/8	5	Dysart office. After benches are set in place.	
30	29	10 beach	0	20	Alan, "On a beach..." [GO] beach scene	DSC, keep Dysart in office, horseman special
30.5 follows	30	10	5		Horsemen has entered	USC sp out and office lower
31	30	10	3		Horseman, "...all set....Come on, ...." [GO] before they gallop.	horseman round circle
31.5	33	10	0		Alan, "And that's all I remember." [GO]	Alan DSC alone w/Dysart, ocean done and simple talking about the scene
32	34	10	5		After Dysart, "Is that all?" [GO] after Alan is in the office	DS is lower
33	34	11	2	5	Dysart, "Maybe?" [GO] Mrs Strang enters circle then enters office	
33.4 follows	34	11	2			
33.5	37	11	5		Mrs. Strang has stepped into office. [GO]	
34	37	11	2	2	After Dora, "Goodbye". [GO] Dysart talks to audience , Mrs Strang in circle	
34.5 follow	37	11	2		Dora, "Goodbye." Dysart addresses audience, shadow light	
35	37	12	2	5	Dysart, "...stable-owners visit." [GO] shadow out	circle to office
35.5 follows	37	12	5		Dalton comes into office. [follows]	office only
36	38	12	3	8	Dalton, ".... He's a loony,[GO] isn't he?" before Alan says, "It was sexy	Dalton leaves, light on Alan on bed
36.5 follows	39	13	4		nurse leaves	more circle

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37	39	13	4/6		Alan, "That's what [GO]...." Alan moves DSC and DSL on bench	Dysart lit dimmly in office
38	40	13	2	2	end of Alan's, "...I bet they are!" [GO]	Mr. Strang enters circle from office
39 follow	41	13	3		Alan, "I've had it..."	Alan's light dimmer after he is in bed
40	41	14	4		Dysart, "Hallo, Mr. Strang." [GO] Frank is in office area	alan back to bed
41	42	14	.5		Alan, [GO] "Prince?" As Alan sits up, then moves into moonlight in front of horse (bed)	DS of bench area A+B or special
42	43	14	5		Frank, "Nothing. I coughed [GO] and went...." Alan back to bed	
43	44	14	2		Frank, "...night he did it..[GO]...Goodbye Doctor."	circle for exit (Frank DS)
44	44	15	2	5	Frank passes Alan DSR [GO], Alan to office	he is more talkative - warmer
44.5 follow	44	15	5		Alan is in office	
44.6	45	15	0		With, [GO] "Philco!"	
44.8	45	15	0		Alan, "Of course it might just drive you..." to DSC for customer scene	
45	45	15	0		[GO] "I want to buy"	Dysart in office still lit
45.6	45	15	0		[GO] "Remington"	
45.8	45	15	0		[GO] "Eveready"	
45.9	45	15	0		"[GO]Hoover"	
46	46	15	3		Jill,[GO] "Hallo" she enters	
47	47	16	5		Alan, "Yes." [GO] Actors putting on horse masks	end of store scene DSC, transition to stable lights on horses 2, 4, Nugget
48	46	16	0	20	Dalton, "First thing to learn...." [GO] stable-daytime the stable gobo needs to be partially on TT and DSC?	Dysart on bed(bench) <b>NOTE: turn on FOG Machine</b>
49 follows	47	16	30			fade increase through this scene
49.5	49	16	4/5		Dysart, " Was she friendly?" [GO] moves DSL	
50	50	16	5	1	after Alan, "...tell me!...., horses leave [GO]	horses leave, stable lights out
51	50	16	2/10		Alan, "Never stop!"	back to office, Alan moves benches first, Dysart is on DSL bench
51.5			3/8		Alan sets bench	
52	51	17	3	3	Dysart, "Now go[GO]!"	Allen leaves office to bed(no interaction), Dysart addresses audience
52.5 follows	52	17	2		Dysart talks to audience	but Hester enters soon

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<b>53</b>	51	17	2	8	Dysart, "...advanced neurotics can...."	Hester into circle (USR to SL) and comes to office.
<b>53.5 follows</b>	52	18	7		Hester in office	circle lights out
<b>54</b>	55	17	2	5	Hester, "...goodnight." [GO] into circle	Hester leaves office to (USR) circle
<b>55 follows</b>	55	18	3/4	9	Alan rises to go to office	DS circle for Alan
<b>55.5 follows</b>	55	18	5		in office	
<b>56</b>	56	18	5		after Dysart, "...Are you ready?" [GO] talks to audience	this is monologue light, office dimmer
<b>57</b>	57	18	5	7	Dysart, "Now I want you to think back [GO] in time..." back to office tapping pen on rail	hypnosis begins after monologue
<b>58 follows</b>	57	19	5			this is the hypnosis scene. use the gobo for ocean.
<b>59</b>	58	19	5	10	Dysart, "...you're in your bedroom at home [GO] You're twelve....."	hypnosis while talking about bedroom
<b>59.5</b>			5			
<b>60</b>	58	19	5		Dysart, "...Now: [GO] think of the stable...."	still in hypnosis to the stable scene keep gobos throughout these several scenes
<b>61</b>	60	20	4	3	hypnosis into the center of the TT, after Dysart, "...go and open it." with Alan opening stable door & horses	gobos but not rest of stable yet
<b>61.5 follows</b>	60	20	4		horses put on their masks ceremonially	
<b>62</b>	60	20	5		Dysart, "Which one are you going to take?" [GO] Nugget moves forward.	upstage Nugget light out, move onstage turntable NOTE: STANDBY FOG
<b>63</b>	60	20	12		Alan, "Buckle and lead out." [GO]	Enter circle DSL and around CC after NOTE: FOG GO
<b>64</b>	61	21	5	3	after Alan, "...come on!" [GO]	Center turntable light
<b>65 follows</b>	62	21	5			Dysart is DSL need a light for just him. the grassy field, leaves, fog
<b>66</b>	63	21	5		Alan, "Equus!" Horses move onstage and kneel. [GO]	CS special for TT, all gobos for this scene? 107 101 88 +89? Gam gobo no movement
<b>67</b>	64	21	2/5		Alan, "Walk." [GO]	GAM specials Gobos w/movement
<b>68</b>	64	21	2		Alan, "Trot!" [GO] horses trot	GAM faster
<b>69</b>	64	21	2		Alan, "Canter!" [GO] horses canter	GAM faster
<b>70</b>	65	21	2	2	Alan on first ".....HAHA!. [GO]..."	GAM stop, lighting change, color, angle
<b>70.3 follow</b>			2	2		increase

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<b>70.5 follows</b>	65	21	2	2		increase
<b>70.6 follows</b>			2	2		increase
<b>70.8</b>			.5		Alan down on knees, [GO] with "Amen!"	final back light
<b>71</b>	65	21	2		after, Alan, "Amen!" 1 ct - [GO]	Blackout, end Act 1
<b>72</b>	65	21	5		after Alan, Dysart, Nugget clears stage [GO]	house light to "full", stage house, onstage intermission light
<b>73</b>	66	21	5		All ready. audience seated in main house, audience onstage and seated actors enter. [GO]	main house lights dim to half
<b>74</b>	66	22	5		after audience is seated onstage [GO] to blackout	House and preshow out. Dysart DSR, Nugget and Alan enter to CS in blackout
<b>75</b>	66	22	5		after actors are onstage [GO] Act 2	Begin Dysart DSR monologue, Nugget & Alan at CS, like beginning
<b>76</b>	66	22	3/10		"Now he's gone off to rest...[GO]..." Dysart steps to office directly (not to door)	monologue
<b>77</b>	67	22	5/6		Dysart, "A child is born into [GO] a world of..." Alan into bed.	adding bed/bench area
<b>78</b>	67	22	2/7	4	Dysart, "... than professional menopaus." [GO]	nurse enters SL into circle
<b>79</b>	67	22	2/3		Dora enters DS to Alan,	using DS areas, also DSL, her monologue
<b>80</b>	69	23	3/5	8	Dora, "Goodby [GO] Alan."	Lights change to DSL
<b>80.5 follows</b>	69	23	5			more secluded
<b>81</b>	69	23	3/5	3	Dora, "...then the Devil came." [GO]	end monologue, circle for exit
<b>84 follows</b>	70	25	2	2	(Hester enters circle)	circle up
<b>85 follows</b>	70	25	?/5		Hester in office w/Dysart	Office up, circle out
<b>89</b>	75	25	2		Hester, "Goodnight."	Hester leaves into circle
<b>92</b>	76	27	5		Alan goes to office. Dysart, "Hallo."	Alan in office, circle out
<b>93</b>	80	28	3		Jill enters from audience SR into circle, Dysart moves to bed/bench	not hypnosis, but add gobos? Dysart larger light on bench (he stands & sits)
<b>95</b>	83	29	4		cinema set up	Saturday nite
<b>96</b>	83	29	3		Alan, ".....and the film came on...."	movie effect
<b>97</b>	84	29	3	3	cinema projector off	fade from cinema to transition
<b>98 follows</b>	86	31	5		Bus Stop	Dysart is still on bed/bench
<b>98.5</b>	86	31	3	3	Alan, "...the walk home..." he moves SR	

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<b>99 follows</b>	87	31	3			
<b>99.5</b>	87	31	5		went to the country, DSC	change to country here, eve, use leaf gobo and moonlight? DSL
<b>100</b>	89	32	3	3	at the stables, upstage at the stable door	USC, check this area
<b>101 follows</b>	89	32	2.5		horses ritual putting on heads	horses rise with heads
<b>102</b>	91	33	3		Dysart, "What door is that? In the barn?"	into the stables, dark with moonlight gobos, straw
<b>103</b>	91	33	3	3	horses left stage, stable door is shut	lights out for horses in audience when they leave
<b>103.5 follows</b>		33	5			circle lights out
<b>104</b>	95	34	2	2	Jill leaves	lower level of light with gobos for naked scene, Alan DSC TT then stands and moves US
<b>105 follows</b>	95	34	1		naked scene	Dysart is at edge of TT leaning down
<b>105.6</b>	95		2			
<b>106</b>	96	34	.5		Alan stabs horses	1st stabbing at Nugget USC and then 4 more -Effect for slashes
<b>106.1 follows</b>			.4			
<b>106.2</b>	96	34	.4		Alan stabs horses	
<b>106.3</b>			.4			
<b>106.4 follows</b>	96	34	.4		Alan stabs horses	
<b>106.45</b>			.4			
<b>106.5 follows</b>	96	34	.3		Alan stabs horses	
<b>106.55</b>			.4			
<b>106.6 follows</b>	96	34	.3		Alan stabs horses	
<b>106.7</b>			.3			
<b>106.8</b>			.7		Stab full stage	
<b>107 follows</b>	97	34	.5		return to stable	light effect of stabbings check order of horses from ?
<b>109</b>	97	35	2/5		after Alan is covered by blanket	gentle soft light, Dysart location DSL
<b>110</b>	98	35	3		Dysart, "I'm going to make you well."	moves to DSL
<b>111</b>	97	35	4/5		Dysart moves upstage after, Hester, "The boy is in pain, Martin	SR talking to Hester, and to audience upstage. Use circle not office

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<b>112</b>	99	35	4/5		Dysart ends with Alan on bench.	gentle narrowing of light down to bench with very soft gobos
<b>113</b>	99	35	3		Blackout	
<b>114</b>	99	35	2		Curtain Call	
<b>115</b>	99	35	3		Blackout	
<b>116</b>	99	35	5		House to "full",onstage house and postshow up	
<b>117</b>	99	35	5		Blackout after house clears	