



## L'ENFANT/CENDRILLON CUE SHEET

Director: Katherine Carter  
Phillip Chosky Theatre

**MJW**  
LIGHTING DESIGN

LD: Matthew J. Weisgable  
ALD: James Gallo

Cue #	Page/System/Measure/Visual	Placement	Duration	IT	FT	CT	BT	FW/H	Block	Action/Description	Notes
<b>L'ENFANT</b>											
<b>101</b>	P1	PRESHOW	5		5			--	B	Preshow Look	
<b>OVERATURE</b>											
<b>102</b>	P1/S1/M1	Top of Orchestrations	6		6			--		House to 1/2 & Preshow Look	
<b>103</b>	P1/S3/M1	Top of Measure	5		5			--	B	Blackout	
<b>THE CHILD AND MOTHER</b>											
<b>104</b>	P2/S1/M2	Top of Measure	6		6			--	B	Lights Fades Up in the House	
<b>105</b>	P3/S2/M4	Right before Mother enters	6		6			--		Upstage Door Light Fades Up	
<b>106</b>	P5/S2/M3	Mother Exits - Door Slam	6		6			--		Room Restore - Cue 104	
<b>THE TANTRUM</b>											
<b>SCENIC SHIFT - Wall Paper is Ripped</b>											
<b>107</b>	P6/S3/M1	Rehearsal #9	12		12			--		Room Shift with Temps - Harshers	
<b>THE ARMCHAIRS</b>											
<b>108</b>	P9/S3/M4	Rehearsal #16	15		15			--		Color Temperature Shift in the Room	
<b>109</b>	P12/S2/M3	Rehearsal #19	8		8			--		FADE UP BACKLIGHT C/G SPECIAL ON ARMCHAIRS	
<b>THE GRANDFATHER CLOCK</b>											
<b>110</b>	P14/S1/M2	Rehearsal #21	8		8			--		Color Temperature Shift in the Room - HIGHLIGHT CLOCK DSR	
<b>111</b>	P15/S2/M3 - VISUAL	CLOCK X	6		6			--		BACKLIGHT MOVER ON CLOCK DR	



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<b>112</b>	P17/S4/M1 - VISUAL	On the AH! - Clock CX to CLOCK	6		6			--		LIVE MOVE ON BACKLIGHT MOVER	
<b>113</b>	P18/S3/M3 - VISUAL	SLAMMING OF THE CLOCK	0		0			--		OUT DOWN RIGHT	
<b>THE TEAPOT AND CUP</b>											
<b>THE FIRE - EXTREME START TO THE SPACE</b>											
<b>114</b>		--	6		6			--		BLAZING LIGHT FROM THE FIRE	
<b>115</b>	P26/S2/M2	FIRE ENTERS	5		5			--	B	BLAZING FOOTLIGHTS LIGHT THE ROOM	
<b>116</b>	P30/S1/M2	The Child and Fire Fight	5		5			--		Footlights only and Spots - Maybe some intensity effect	
<b>117</b>	P31/S2/M2	FIRE ABOUT TO EXIT	8 10		8 10			--		FOOTLIGHTS PULL DOWN - BLAZING FIREPLACE BACK IN	
<b>WALLPAPER + SHEPARDS!</b>											
<b>118</b>	P31/S4/M1	FIRE LEAVES	4		4			--	B	FADE OUT FIREPLACE - ROOM MUCH DARKER THEN BEFORE - NIGHT TIME - VERY BROKEN	
<b>119</b>	P37/S1/M1 - VISUAL	ALL X TO SR	10		10			--		Pull Focuss to SR Section of Stage - BKL	
<b>120</b>	P40/S1/M3 - VISUAL	ALL SHEPARDS LEAVE	25		25			--		ROOM SHIFT	
<b>THE PRINCESS</b>											
<b>121</b>	P41/S3/M2	PRINCESS DOOR OPENS	10		10			--		Pull focus to Princess in DOORWAY - HAND HELD FOGGER USED HERE	
<b>122</b>	P44/S1/M1	Rehearsal #65	10		10			--		Color Shift - Break Up Shift	
<b>123</b>	P49/S3/M1 - VISUAL	PRINCESS PULLED BACK TO BOOKCASE	6		6			--		COLOR SHIFT - SFX ON THE BOOKCASE DOOR	
<b>124</b>	P50/S1/M5	PRINCESS EXITS	4		4			--		DARK ROOM - ALL LIGHT THROUGH BOOKCASE GONE	



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<b>CHILD ALONE</b>											
<b>125</b>	P50/S2/M7	REHEARSAL #73	10		10			--		BACKLIGHT FADE UP ON DR TABLE	
<b>126</b>	P51/S3/M4	CHILD LEAVES DESK	4		4			--		BACKLIGHT OUT	
<b>THE MATH LESSON</b>											
<b>127</b>	P52/S1/M1	THE LITTLE OLD MAN ENTERS	8		8			--		ROOM SHIFT IN COLOR AND TONE	
<b>128</b>	P53/S2/M3	THE NUMBERS POP OUT	1		1			--		MOVER FOCUS AT SL SIDE OF BOOKCASE	
<b>129</b>		--	6		6			--		DOWN ON SL BOOKCASE - BKL SP. C/C	
<b>130</b>	P55/S1/M1	NUMBERS TAUNT THE CHILD	7		7			--		BKL COLOR SHIFT ON MOVER - FADE UP BACKLIGHT MOVER ON TABLE	
<b>131</b>	P59/S3/M7	NUMBERS AND OLD MAN LEAVE	15		15			--		PULL DOWN TO CHILD C/C - WINDOW FADES UP ON A DELAY TO REVEAL CAT	
<b>THE CATS</b>											
<b>132</b>	P61/S2/M3 - VISUAL	CAT LEAVES WINDOW	4		4			--		FADE OUT CAT WINDOW SPECIAL - FADE UP MOVER ON SR CHAIR	
<b>133</b>	P63/S1/M1 - VISUAL	CHILD ON TABLE	7		7			--		FADE UP TABLE BACKLIGHT AND PULL FOCUS AROUND SR TABLE	
<b>134</b>	P64/S1/M1	LEAVE TO GO INTO THE GARDEN	10		10			--		TRANSITION INTO THE GARDEN - LIGHT STREAMING THROUGH UPSTAGE DOOR - FOG IN	
<b>135</b>	P64 - VISUAL	THEY EXIT THROUGH THE DOOR	3		3			--		DOOR SPECIAL OUT	
<b>SCENIC SHIFT</b>											
<b>THE FROGS</b>											
<b>TREE &amp; DRAGONFLY</b>											



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<b>136</b>	P66/S2/M1	IN THE GARDEN	15		15			--	B	PULL FOCUS TO UPSTAGE TREE - Dark Broken Texture	
<b>137</b>	P68/S1/M1	All Trees Begin to Sing	10		10			--		Very Broken Build Shift - DS Fades Up a Bit More	
<b>138</b>	P68/S2/M2	Dragonfly swoops down - on the shift	5/10		5/10			--		Shift in Space - Color Slide	
<b>139</b>	P69/S1/M3	Dragonfly sings	4 8		4 8			--		Pull focus to C/C	
<b>NIGHTINGALE</b>											
<b>140</b>	P70/S2/M1	Nightingale Theme - Rehearsal #109	7 10		7 10			--		Slight Transitional shift - to Xfade to Nightingale - Hit with a mover	
<b>141</b>	P71/S1/M1	Rehersal #110	3		3			--		XFade up SR - A Bit Brighter	
<b>142</b>	P72/S2/M3	Top of Measure	5		5			--		Pull DN 2 C/C	
<b>BATS!</b>											
<b>143</b>	P74/S1/M3	Bat enters						--		Pull focus to UPS Bat - Bat Eyes Flickering in Tree - Slow Build Around DNSTAGE AREA	
<b>144</b>	P75/S2/M2	Rehearsal #115	5		5			--		Fade Down Upstage C/C Highlight on Bat	
<b>DANCE OF THE FROGS</b>											
<b>145</b>	P76/S3/M1	Rehearsal #117	6 10		6 10			--	B	Pull Down Focus on Singers - Pull focus to Bat Eyes in the Tree	
<b>146</b>	VISUAL	Lighting Bugs X DN	4		4			--		Pull Down Focus on Bats and - Fade Up DNS Lane 1	
<b>147</b>	VISUAL	Random Animals X DN	4		4			--		Xfade DN SR / XFADE UP SL	
<b>150</b>	VISUAL	West Side Story	6		6			--		Build in Side Light Texture and Gobos	
<b>151</b>	VISUAL	The Child X Upstage - Behind Tree	4		4			--		Shift to Upstage	



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<b>152</b>	VISUAL	Animals Force Child UpSL	4		4			--	B	DRAMATIC ANGLE SHIFT - PLAYING ON UPSL ANGLE	
<b>THE SQUIRREL &amp; TREE FROG</b>											
<b>153</b>	P81/S4/M1	Rehearsal #129						--		Fade Up SR	
<b>154</b>	P82/S3/M4	Rehearsal #130						--		Open Up the Space	
<b>155</b>	P85/S1/M1	Rehearsal #132						--		Open Upstage - Slight Color Shift - Backlight Squirrel	
<b>156</b>	P86/S1/M4	Rehearsal #134						--		Iris in on Child with Mover - Still life painting Broken Behind the Child	
<b>CHILD WITH A STICK!</b>											
<b>157</b>	P87/S1/M1 - VISUAL	All animals respond to Mama						--		Space Build Up - Extremely Broken and Haunter	
<b>THE OWL</b>											
<b>THE FIGHT</b>											
<b>158</b>	P91/S3/M1	Child DSL						--		Highlight DSL	
<b>159</b>	P92/S3/M5	Rehearsal #142						--		Backlight Hightlight on DSR Squirrels	
<b>160</b>	P94/S3/M1 - VISUAL	All X to DL						--		XFade to DL	
<b>THE GOOD CHILD</b>											
<b>161</b>	P97/S2/M5	Orchestral Change						--		Shift in Space - Hopeful	
<b>162</b>	P98/S1/M4	Mother about to enter	10		10			--		Fade up Path of Light for Mother Leading to the child	
<b>163</b>	P98/S2/M4	Mother X's DS to Child	6		6			--		Fade Down Path of Light	
<b>164</b>	P99/S2/M2	All Animals X away from line	7		7			--		Open up the space - Child and Mother Still isolated	



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<b>165</b>	P101/S2/M1 - VISUAL	Child and Mom begin to X UPSR	4		4			--		Path of Light Fades Back In	
<b>166</b>	P101/S2/M4	Child and Mother Leave	3		3			2		Fade Down to Line of Light	
<b>167</b>	--	--	3				3	--	B	Blackout	
<b>168</b>	VISUAL	Cast Cleared	5		5			--		Intermission Look	
<b>169</b>	--	Cendrillon Reset	6		6			--	B	Cendrillon Intermissin Pre Show	
<b>END OF OPERA - L'ENFANT</b>											
<b>CENDRILLON</b>											
<b>ACT ONE</b>											
<b>OVERATURE</b>											
<b>201</b>	P1/B1/M1	OVERATURE BEGINS	6		6			--	B	House 1/2	
<b>202</b>	P1/B1/M8	After rest/Begin of mf	8		8			--		House Out/Slightly Darker Temp	
<b>203</b>	P1/B3/M6	After rest/Begin of rehearsal # 25	5		5					Intensity Build of Temps/Room	
<b>204</b>	P2/B1/M1	Begin of rehearsal 34	6		6					Brighter Sky In	
<b>205</b>	P2/B5/M4	Beginning of Poco Meno Section	12		12					Live color Shift of Room Light	
<b>ONCE UPON A TIME</b>											
<b>RECITE</b>											
<b>207</b>	P4/B1/M2	On Note - Cendrillon Sings	6		6					Lights up in the SL House	



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<b>208</b>	P4/B5/M3	End of Recite before the knock at the door	8			8			B	Open Up the Room	
<b>THE BEGGAR</b>											
<b>209</b>	P4 - VISUAL	Cendrillon Exits the stage	5			5				Backlight Sp. on Prince C/C	
<b>210</b>	P5 - VISUAL	Cendrillon Reenters the Room	4			4				Room Restore - Cue 208	
<b>EW POOR PEOPLE</b>											
<b>TRIO</b>											
<b>211</b>	P5/B1/M1	Beginning of Trio	8			8				Highlight Sisters SR - Color Shift	
<b>212</b>	P9/B1/M3	Sisters looking at Cendrillon on the ground	8			8				BKL Sister DSR	
<b>213</b>	P10/B2/M1	Cendrillon Sings	8			8				BKL Color Shift and Open Up DSR	
<b>214</b>	P12/B1/M8	Cendrillon Sings - Rehearsal #95	8			8				Godly, Bright Soft Pull DN	
<b>215</b>	P13/B1/M5	Final Note of Song	6			6				Room Wash Restore - Cue 208	
<b>CENDRILLON'S RESPONSE</b>											
<b>216</b>	P13/B2/M1	Beginning of Cendrillon Response	6			6				Color Slide in the Room	
<b>217</b>	P16/B2/M5	End of Song	6			6				Restore Room - Cue 208 - Delay Upstage	
<b>THE INVITATION</b>											
<b>218</b>	P16 - VISUAL	Invitation is Handed to Cendrillon	6			6				C/C BKL. Sp.	
<b>DO YOU BELIEVE IT'S TRUE</b>											



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<b>TRIO</b>											
<b>219</b>	P17/B1/M1	Beginning of Trio	10			10				Shift in the Room - Subtle	
<b>220</b>	P19/B1/M1	Rehearsal #19	6			6				Mover on SR Chair for Armelinde	
<b>221</b>	P20/B1/M2 - VISUAL	Armelinde Off the Chair	6			6				SR Chair Sp. Out	
<b>222</b>	P20/B3/M4	End of Song	2			2		H2		Color Bump BKL	
<b>CENDRILLON AND BARON</b>											
<b>223</b>		--	--			6			6	Room Restore - Cue 208	
<b>BARON'S LAMNET</b>											
<b>LAMNET</b>											
<b>224</b>	P21/B1/M1	Beginning of Song	6			6				Highlight SR Seat Area Brghter	
<b>225</b>	P24/B2/M2	Baron X's to SL	6			6				X Fade Intensity Build SL / Fade Down SR	
<b>226</b>	P25/B2/M5	End of Song	5			5				Restore Room - Cue 208	
<b>WERE READY AND OFF TO THE BALL</b>											
<b>TRIO REPRISE</b>											
<b>227</b>	P26/B1/M1	Beginning of Song	6			6				Color Shift in Room	
<b>228</b>	P27/B2/M4	All three sing	6			6				BKL Highlight C/C on Sisters	
<b>229</b>	P28/B1/M1	Cendrillon Solo Sing	10			10				Slight Room Restore - Fade Out BKL Highlight	
<b>230</b>	P29/B2/M5 - VISUAL	All leave except Cendrillon	10			10				Pull Focus to SL Fireplace - Cendrillon Sits	
<b>CENDRILLON LAMNET</b>											





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<b>231</b>	P30/B2/M6 - VISUAL	Cendrillon Falls Asleep	12		12				B	Dark Blue Room Shift - Fire Glowing Bright - La Fee enters	
<b>THE FAIRYGODMOTHER</b>											
<b>ARIA</b>											
<b>232</b>	P31/B2/M1	All leave except Cendrillon	10		10					Color Shift/Maybe Slight Gobo Rotate Spin	
<b>233</b>	P31/B4/M1	Rehearsal #10	4		4					Magical BKL Highlight on LA FEE	
<b>234</b>	P33/B2/M1	Rehearsal #19	8		8					LIVE MOVE BKL C/C for LA FEE	
<b>TRANSFORMATION SCENE</b>											
<b>235</b>	P34/B3/M1	Top of Transformation Scene Music	4		4					Color Shift in Room	
<b>236</b>	P35/B5/M1 - VISUAL	Pumpkin Transforms	2		2					Magical SFX Outside the window	
<b>237</b>	P36/B1/M3 - VISUAL	Gray Horse Transformation	2		2					Magical SFX Outside the window	
<b>238</b>	P36/B3/M5 - VISUAL	Cendrillon Goes Outside to the Garden	6		6					Pull Focus to SL Window / SFX	
<b>239</b>	P37 - VISUAL	RAT BE A COACHMAN	2		2					Magical SFX Outside the window	
<b>240</b>	P38/B1/M2	La Fee Sings	4		4					Magical BKL Highlight on LA FEE - Color Shift from Previous Cue	
<b>241</b>	P38/B4/M3 - VISUAL	La Fee X DS C/C	4		4					Live Move of C/C - BKL Highlight	
<b>242</b>	P39/B1/M4	End of the Song/Act	2		2				B	Blackout/Transitional Cue - Bit darker	
<b>ACT TWO</b>											
<b>TAKE CONTROL</b>											
<b>PRINCE ARIA</b>											



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<b>250</b>	P40/B1/M1	Top of Orchestrations	6			6				Ballroom Wash Look	
<b>251</b>	P41/B2/M3	On the Allegro of Orchestrations	3			3				Chandeliers in the Ballroom Fade In	
<b>252</b>	P47/B2/M3	Beginning of Lyrics	6			6				Slow BKL Pull DN C/C	
<b>INTRODUCTIONS &amp; THE MINUET</b>											
<b>253</b>	P48	End of Song/Beginning of Scene	6			6			B	Full Ballroom Wash	
<b>ORCHESTRAL</b>											
<b>254</b>	P48/B1/M1	Top of Orchestrations	6			6				Side Light Wash In - Highlight UPC Area where guest are arriving	
<b>255</b>	P48/B4/M2	Rehearsal #17	6			6				Backlight C/C Highlight	
<b>ENSEMBLE</b>											
<b>256</b>	P51/B1/M1 - VISUAL	Cendrillon Enters	10			10				Room Shift/Slight Highlight - Heightened Moment	
<b>257</b>	P54/B1/M5	Beginning of Measure	6			6				Bright Build Shift	
<b>258</b>	P59/B1/M3	Rehearsal #40	5			5				BKL Build DSL on Cendrillon	
<b>259</b>	P60/B1/M5	End of Song	6			6				Ballroom Restore - Cue 253	
<b>THE DUET</b>											
<b>PRINCE AND CENDRILLON DUET</b>											
<b>260</b>	P64/B1/M1	Beginning of Duet	14			14			B	Slight Room Shift - Romantic	
<b>261</b>	P67/B1/M1	Rehearsal #58	6			6				Build BKL on DSL - Pull Out any excess light	
<b>262</b>	P69/B1/M2	Chime of Midnight	4			4				Open Up Room = Romanticized moment is no more	



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<b>263</b>	P69/B2/M8	Final Chime of Midnight	2			2			B	Blackout / Transitional Cue	
<b>ACT THREE</b>											
<b>CAUGHT AS A GROCER</b>											
<b>ORCHESTRAL</b>											
<b>270</b>	P72/B1/M3	After the 2 Chimes	6			6				Slow Build In the Cendrillon House - A New Day	
<b>271</b>	P72/B4/M3 - VISUAL	Father Enters	6			6			B	Build Front Light in the House When Pictordu Enters	
<b>DUET</b>											
<b>272</b>	P73/B1/M1	Beginning of Duet	12			12				Open Up Full Room - Slight Shift	
<b>273</b>	P74/B2/M3	Rehearsal #21	20			20				Slow Pull Down on Chairs SR	
<b>274</b>	P77/B2/M1	After "Pray do tell?"	20			20				Slow Restore - to Previous Room Look	
<b>275</b>	P80/B2/M5	Rehearsal #74	7			7				BKL C/C Highlight	
<b>276</b>	P81/B3/M3	Rehearsal #87	15			15				Slow Restore - to Previous Room Look	
<b>277</b>	P83/B2/M3	Rehearsal #117	10			10				DS C/C Backlight Highlight	
<b>278</b>	P85/B3/M5	End of Song	6			6				Room Restore - Cue 271	
<b>ROYAL MARCH</b>											
<b>WOMEN'S CHORUS</b>											
<b>280</b>	P86/B1/M1	Top of Orchestration	6 10			6 10				X Fade SR Down and Bit and X Fade SL Up Brighter	
<b>TRYING ON THE SLIPPERS</b>											
<b>ARIA</b>											



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<b>281</b>	P89/B2/M1	Top of Orchestration	10			10				Footmen BKL Highlight	
<b>282</b>	P90/B3/M4	"His Royal Highness"	5			5				BKL Royal Highness	
<b>A TRUE PRINCESS</b>											
<b>TRYING ON THE SLIPPERS</b>											
<b>283</b>	P91/B1/M1	Top of Orchestration	10			10				Pull 2 SR Seats	
<b>284</b>	P91/B4/M5	Two Measures before the end of the song	15			15				Open Up the Room Again	
<b>CENDRILLON'S ENTRANCE</b>											
<b>285</b>	P92/B1/M1	Rehearsal #23	7			7				Heightened Color Shift	
<b>286</b>	P92/B2/M3 - VISUAL	Cendrillon C/C to slipper try on	10			10				C/C BKL on Cendrillon while shoe is being tried on	
<b>FINALE</b>											
<b>CENDRILLON'S FAREWELL</b>											
<b>287</b>	P93/B1/M1	Top of Orchestration	4 6			4 6			B	Color Shift Heightened Moment - Pull Focus to SL Window for La Fee - Front Light Out	
<b>288</b>	P94/B4/M2	All about to sing	5			5				Restore Cue 286	
<b>289</b>	P97/B1/M2	Rehearsal #23	7			7				BKL Highlight on Cendrillon	
<b>290</b>	P100/B1/M2	All Begin to Leave	7			7				Fade Down All - Except La Fee	
<b>291</b>	P101/B1/M4	Final Note	3			3			B	Blackout	
<b>292</b>	P101	Curtain Call	4			4				Curtain Call	
<b>293</b>	P101	End of Curtain Call	6			6				House Up / Post Show Look	



**L'ENFANT/CENDRILLON  
CUE SHEET**

Director: Katherine Carter  
Phillip Chosky Theatre



LD: Matthew J. Weisgable  
ALD: James Gallo

Cue #	Page/System/Measure/Visual	Placement	Duration	IT	FT	CT	BT	FW/H	Block	Action/Description	Notes
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**END OF OPERA - CENDRILLON**