

Pg.	Cue	Who	Action	Notes
	CREW CALL	ASM, CREW	Sweep and mop onstage and backstage	
			Preset Props/Scenic (see preset ppw)	
			Preset costumes (see separate ppw)	
	5 to HALF HOUR	ASM	Turn off work lights, turn on run lights SR/SL	
			Turn on conductor cams backstage/in house	
	HALF HOUR	ASM	On headset	
	HALF HOUR	ASM	Check adult sign in, check w/ Dan for kids	
PLACES				
	2 til GO	ASM	SR: Matilda, Lavender, Alice, Amanda, Hortensia, Tammy, Eric, Nigel, Bruce, Chris, Kelly	
		DECK 1	Dax, Fabi, Josh, Jair, Amber, Addison, Alannah, Launa	
	SM Verbal GO	ASM	Handoff mic for preshow speech/cue speaker	
	Curtain speaker exits	ASM	Catch mic from curtain speaker	
ACT ONE				
1. Miracle				
4	"A miracle as miracle as me..."	Launa, Josh, Jair	Strike rolling table USL	
		Dax, Addison	Strike rolling table USR	
QC	Fabi exits	WARDROBE	Fabi (Dad -> doctor)	
QC	Amber/Alannah exit	WARDROBE	Amber, Alannah (moms -> nurses)	
4	SM Verbal GO	ASM. DECK 2	Open/close doors for screen and bed	
4	R doors open	Kelly	Ent R door, set hospital screen SL on DARK GREEN spikes	Preset unfolded
		Amber, Alannah	Ent R door, set hospital bed SR on DARK GREEN spikes	Amber on head of bed
4	Mrs W. "I'll push you in a minute!"	Amber, Alannah	Rotate hospital bed to DARK GREEN spike CS	
8	SM Verbal GO/ "I can't find his frank and BEANS"	ASM. DECK 2	Open/close R doors for bed	Close when Kevin clears
7	"Can't find his frank and	Fabi	Strike hospital screen to DSL	
8	BEANS	Amber, Alannah	Strike hospital bed through R door	
8	Fabi exits with screen	DECK 1	Catch hospital screen DSL	
8	Amber/Alannah exit with bed	ASM	Catch hospital bed at R door, return to setris	
8	"Every brand new life..."	DECK 1	Page curtain DSL for strollers	
		DECK 2	Page curtain DSR for strollers	

Pg.	Cue	Who	Action	Notes
1. Miracle CONTINUED				
8	Dax exits w/stroller	ASM	Catch stroller by R door from Dax	Strike to hallway
QC	Jair Exits	WARDROBE	Jair (Dad -> Michael)	
QC	Kelly exits	WARDROBE	Kelly (belly -> no belly)	
8	Once Jair QC complete	Dax	Preset couch at R door	
8	Jair QC complete	WARDROBE 2	Track Addison's stroller to hall	
8	After previous cue	DECK 1	Preset TV at L door	
8	"Every brand new life is a miracle <u>WHOAAAA</u> "	Amber, Alannah	Ent USL, Set rolling table on flat DARK GREEN spikes	
		Launa, Josh	Ent USR, Set rolling table on flat DARK GREEN spikes	
9	"My mummy says.."	Amber, Josh, Launa	Strike rolling table to USL	
		Addison, Alannah	Strike rolling table to USR	
9	SM Verbal Go	DECK 1	Open SL iris wall to GREEN spike	
		DECK 2	Open SR iris wall to GREEN spike	
9	Once Matilda clears	DECK 1	Close SL iris wall to ORANGE spike	
		DECK 2	Close SR iris wall to ORANGE spike	
9	Once walls closed	ASM	Track hospital screen to SR from SL	
		DECK 1, DECK 2	Move tables back to preset	
9	After previous cue	ASM	Track 2 strollers from SL to hallway	
9	Matilda: "My daddy says I should shut my piehole"	DECK 1	Open/close L door for Kevin	
		Kevin	Ent L door, Set TV CSL on YELLOW spikes	
		Jair, Dax	Ent R door, Set couch SR on YELLOW spikes	Dax lock brakes, close doors
9	After previous cue	DECK 1	Preset rolling door USL, and plant DSL	
1a. Intro to Naughty				
11	SM Verbal Go	DECK 2	OPEN SR iris wall to PINK spike	
		DECK 1	Open SL iris wall to PINK spike	
11	"I'll tell you..."	Dax, Josh	Ent R, unlock couch brakes, turn US, strike R door	
		Launa	Ent DSL, clear TV to USR, strike USR	
		Amber	Ent USL with rolling door	
11	Other items clear	Fabi, Chris	Ent DSL, set Matilda's bed CS	
		Addison	Set bathroom unit from SL	

Pg.	Cue	Who	Action	Notes
2. Naughty				
	Top of song	ASM	Prep library cart USR, xSL w/stool for next cue	
12	Matilda: "Sometimes you have to be a little bit naughty"	Alannah	Ent DSL with plant	
		Fabi, Chris	Strike Matilda's bed to USC	
12	"If you always take it on the chin..."	Dax, Josh	Ent R door with couch facing US	Kelly and Kevin sitting
12	Couch onstage	ASM	Close R doors once couch clears	
12	"If you always take it on the chin..."	Launa	Ent USR with TV	
12	"Might as well be saying"	Addison	Ent SL with bathroom unit, set PINK/GREEN spikes CS	
13	"You don't have to cry!"	Dax, Josh	Shift couch SR	
		Addison	Strike bathroom unit to SL slot	
		DECK 1	Assist Addison w/bathroom from OFFS	
13	"That's not right!"	Alannah	Strike plant DSL	
13	"You have to put it right"	Fabi, Chris	Set bed CS	Same time as door
		Amber	Strike rolling door to USL	
		Launa	Strike TV DSL	
		Dax, Josh	Strike couch to R door	
		Fabi, Chris	Strike Matilda's bed to SL slot	
13	Amber strikes door	ASM	Catch door, return to preset	
13	SM Verbal Go	DECK 1	Close SL iris wall to ORANGE spike	
		DECK 2	Close SR iris wall to ORANGE spike	
13	Bed clears to SL	Addison	Set bathroom unit from SL on PINK/GREEN spikes DSR	
2a. Green Hair				
15	End of scene	Jair	Strike bathroom unit to slot SL	
15	SM Verbal Go	DECK 2	Push DSR bookcase ON to YELLOW spike	
		DECK 1	Push USL bookcase ON to YELLOW spike	
15	Transition music	Ayana	Ent USR with library cart, set DSL	
		ASM	Ent DSL, set library stool DSL, ext DSL	At 8, DS of cart. On blue desk spike
		Jen	Ent R door, Set tiny chair SL of bookcase on DARK GREEN spikes	
2b. Hear a Story				
	During scene	DECK 1	Preset school gate USL	
		DECK 2	Preset school gate USR	
2c. Good Luck With the Tolstoy				
	During scene	ASM	Untetris playground	

Pg.	Cue	Who	Action	Notes
3. Acrobat Story				
17	SM Verbal GO	DECK 2	Pull DSR bookcase OFF to PINK spike	
		DECK 1	Pull USL bookcase OFF to PINK spike	
17	SM Verbal GO	DECK 2	Open SR iris wall to PINK OFFS spike	
		DECK 1	Open SL iris wall to PINK OFFS spike	
17	SM Verbal GO	DECK 2	Close SR iris wall to ORANGE spike	After Dax and Amber ext
		DECK 1	Close SL iris wall to ORANGE spike	After Dax and Amber ext
17	After iris walls close	ASM, DECK 1, DECK 2	Preset slide and H unit USC behind walls	Slide SL
17	SM Verbal GO	FLY	Take cyc (lineset #21) OUT	
17	SM Verbal GO	DECK 2	Pull DSR bookcase OFF fully	
		DECK 1	Pull USL bookcase OFF fully	
QC	Matilda exits	WARDROBE	Matilda (Blue dress -> uniform)	
QC	Dax exits	WARDROBE	Dax (striped shirt -> uniform)	
QC	Amber exits	WARDROBE	Amber (coat look -> uniform)	
4. School Song				
19	Ms. Phelps : "Happy first day!"	Ayana	Strike library cart to R door	
		Alannah	Strike tiny chair to SL	
		Jair	Strike library stool to DSR	
19	Ayana strikes cart	DECK 2	Catch library cart at R door	
	Alannah/Jair strike items	DECK 1	Catch tiny chair and stool SL	
19	R door clear	ASM	Preset 3 desks in line at R door	Seats facing ONS
19	Top of song	Addison, Fabi	Ent USL, Set school gate USL on ORANGE spikes	
		Chris, Launa	Ent USR, Set school gate USR on ORANGE spikes	
20	During song	Amber	Strike school gate USL	
		Launa	Strike school gate USR	
20	Gates struck	ASM	Assist with striking gate from OFFS USR	
		DECK 1	Catch school gate USL, return to preset	
		DECK 2	Catch school gate USR, return to preset	
20	Gates clear wings	DECK 1	Preset 3 desks in line USL w/ seats facing ONS	
		DECK 2/ ASM	Preset 3 desks in line USR w/ seats facing ONS	
20	SM Verbal GO	DECK 1	Open SL iris wall to ORANGE OFFS spike	
		DECK 2	Open SR iris wall to ORANGE OFFS spike	
20	Iris wall open	Launa, Addison, Alannah	Set slide unit DSCR on ORANGE spikes	
20	Once slide clears	Josh, Chris, Dax	Set H unit DSCL on ORANGE spikes	
22	"Questions"	Dax, Fabi	Strike tires onto H unit	

Pg.	Cue	Who	Action	Notes
4. School Song CONTINUED				
22	"Teach you, you'll be able.."	Launa, Jair	Unlock SR brakes on slide	Launa US, Jair DS
		Addison, Josh	Unlock CS brakes on slide/ H	Addison US, Josh DS
		Alannah, Chris	Unlock SL brakes on H unit	Alannah US, Chris DS
22	Iris walls open	Josh, Alannah, Chris	Strike H unit	
22	H unit clears	Jair, Launa, Addison	Strike slide unit	
22	<u>Once playground clears walls</u>	DECK1	Close SL iris wall to ORANGE spike	<u>Not called by Martha, take on your visual</u>
		DECK 2	Close SR iris wall to ORANGE spike	
22	Iris walls closed	ASM, DECK1, DECK 2	Return playground to preset SR	Clear bump FAST!
22	Fabi: "WHY?"	DAN	Open R doors for desks	
22	Once playground clear/ "Just you wait..."	Alannah, Josh, Chris	Ent USR, Set CS desks on BLUE spikes	Alannah furthest DS desk
		Amber, Dax, Jen	Ent R door, Set SR desks on BLUE spikes	Amber furthest DS desk
		Jair, Launa, Addison	Ent USL, Set SL desks on BLUE spikes	Jair furthest DS desk
22	SM Verbal GO	FLY	Bring chalkboard (lineset #13) IN	
22	During classroom scene	DECK 1, ASM	Prep rolling door DSL w/added <u>Trunchbull sign</u> facing DS.	
		DECK 2	Prep Trunchbull's desk & chair USC	Cast will assist
4a. Matilda's Books- Pathetic Intro				
24	SM Verbal GO	FLY	Take chalkboard (lineset #13) OUT	
24	School Bell SFX	Alannah, Josh, Chris	Ent USR, strike CS desks USR	
		Fabi, Amber, Dax	Ent R door, strike SR desks to R door	
		Jair, Launa, Addison	Ent USL, strike SL desks USL	
	Desks struck	DECK 2	Catch/return R desks to preset	
		DECK 1	Catch/ return USL desks to preset	
5. Pathetic				
24	SM Verbal GO	DAN	Page curtain DSL/assist with door	
		ASM, DECK 1	Ent DSL, Set door on BROWN spikes	ASM ONS side
	Thumbs up/clear from Josh	DECK 2	Open SR iris wall to ORANGE spike, give Addison visual cue for SL wall	
	Visual from Deck 2	Addison	Open SL iris wall to ORANGE spike	
	Iris walls open	Merrill	Scoot DSC in Trunchbull's chair	
		Dax, Josh	Ent USR, Set Trunchbull's desk on BROWN/GLOW spikes, ext USR	
25	SM Verbal GO	DECK 2	Close SR iris wall to ORANGE spike, give visual cue to Addison for SL wall	
	Visual from Deck 2	Addison	Close SL iris wall to ORANGE spike	
25	SM Verbal GO	FLY	Bring guillotine wall (lineset #) IN	
25	After previous cue	DECK 1	Track TV to SL, Prep USL for Amber	
25	Ms. H xSR after x thru door	ASM, Launa	Ent DSL, strike door to DSL	ASM on OFFS side

Pg.	Cue	Who	Action	Notes
5a. Trunchbull Office				
	During scene	ASM, DECK 1	Move rolling door to preset, <u>strike TB sign</u> , prep cabinet and glue	
	After previous cue	ASM	Track SL school gate to SR	
	During scene	DECK 1	Remove table cloths/clips and presents from rolling tables tables	
		DECK 2		
6. The Hammer				
	During song	ASM	Preset couch at R door	Josh and Dax may
QC	Jair exits	WARDROBE	Jair (Big kid -> Michael)	
6a. Hammer to Wormwoods				
29	Once window isn't being used	DECK 1	Put cabinet insert into DSL window w/ superglue on bottom shelf	Lock window before/unlock after
29	SM Verbal GO	FLY	Take guillotine wall OUT	
29	On transition music/SM GO	ASM	Page USR boom masking	
		Addison, Dax	Ent USR, Strike Trunchbull's desk USR	Dead
		Fabi	Ent USR, Strike Trunchbull's chair USR	Dead
		Jair, Josh	Ent R door, Set couch on YELLOW spikes SR	Mrs. W and Michael sitting
		Amber	Ent USL, Set TV on YELLOW spikes CSL	
7. Naughty Reprise (Superglue)				
31	After previous cue	ASM	Move Trunchbull desk and chair to preset	Turn off lights
31	Matilda: "Just because you find that life's not fair..."	Jair, Dax	Ent R door, Strike couch to R door	
		DECK 2	Close R door after couch clears	
		Amber	Ent DSL, Strike TV DSL	
31	Amber strikes TV	DECK 1	Catch TV from Amber DSL	
31	"Nothing will change..."	Josh	Ent DSR, Set coat rack CS on ORANGE X	
31	End of song	Josh	Ent DSR, Strike coat rack thru R doors	
		ASM	Close R doors after Josh exits	
QC	Jair exits	WARDROBE	Jair (Michael -> Big kid)	
8. Chokey Chant				
	During song	DECK 1	Prep crate DSL for Chris	
		ASM	Return coat rack to preset	
8a. Amanda Thripp/ Pigtails				
36	SM Verbal GO	FLY	Drop Amanda Dummy	
36	During scene	ASM	Switch out top on Bruce's desk to one with hole, homework taped on top over hole	
QC	Chris exits	WARDROBE	Chris (Bid kid -> Mechanic)	
QC	Ensemble exits	WARDROBE	Ensemble (Big kids -> Ballroom looks)	

Pg.	Cue	Who	Action	Notes
8b. Mechanics				
36	SM Verbal GO	FLY	Bring WW motors sign (lineset #12) IN	
36	Top of scene	Chris	Ent DSL, set crate DSL on YELLOW X	
36	During scene	ASM, DECK 2	Prep couch at R door	
		DECK 1	Prep TV USL	
37	SM Verbal Go	FLY	Take WW motors sign (lineset #12) OUT	
37	With motors sign OUT	Chris	Strike cube USL	
		ASM, DECK 2	Ent R door, Set couch on YELLOW spikes SR NO BRAKES , Ext R door	
		DECK 1	Ent USL, Set TV on YELLOW spikes, ext USL	Ent w/ screen facing wall
9. Loud				
QC	Chris exits USL	WARDROBE	Chris (Mechanic -> Ballroom look)	
38	During scene	DECK 2	Prep rolling table USR, with 2 judge scorecards and big trophy	Scorecards face down, w/ handles facing US
		DECK 1	Prep rolling table USL with 2 judge scorecards	
38	Top of song	ASM	Zip Alannah's dress (if needed)	
39	After Ms. Honey sits	Kelly, Fabi	Rotate couch to CS, lock brakes	
40	Dance break	Josh, Jair	Ent R door, Strike couch to R door	
		Alannah	Ent SR, Strike TV to DSR	
40	After ensemble enters	DECK 2	Close R doors	
		ASM	Catch couch, TV and return to preset	
40	Kids enter	ASM	Supervise/ assist kids with table USR	
		DECK 1	Supervise/ assist kids with table USL	
40	Big music	Hortensia, Nigel	Ent USL, Set rolling table USL on PINK spikes	
		Lavender, Amanda	Ent USR, Set rolling table USR on PINK spikes	
40	After tables on	DECK 1	Prep tiny chair DSL for Matilda	
		ASM	Prep library stool DSR	
41	"Are you listening?!"	Addison, Hortensia, Nigel	Strike rolling table to USL	
		Launa, Lavender, Amanda	Strike rolling table USR	
41	Tables struck	DECK 2	Catch table USR, return to preset	
		DECK 1	Catch table USL, return to preset	
QC	Dax exits	WARDROBE	Dax (Ballroom -> Escapologist)	

Pg.	Cue	Who	Action	Notes
10. This Little Girl				
42	SM Verbal GO	FLY	Bring proj. screen (lineset #) IN	End of song
42	After previous cue	FLY	Take big black (lineset #) OUT	
42	SM Verbal GO	DECK 1	Open SL iris wall to ORANGE OFFS spike	
		DECK 2	Open SR iris wall to ORANGE OFFS spike	
42	SM Verbal GO/Miss Honey vocal finished	DECK 1	Push USL bookcase ON to PINK spike	
		ASM	Push DSR bookcase ON to PINK spike	
42	End of song	Ayana	Ent DSR w/ library stool	
		Matilda	Ent DSL w/ tiny chair	
42	During library scene	ASM	Preset 3 desks in line USR	Bruce's ONS w/ homework
		DECK 2	Preset 3 desks in line at R door	
		DECK 1	Preset 3 desks in line USL	
11. Acrobat Story II				
43	SM Verbal GO	FLY	Bring big black (lineset #) IN	
43	SM Verbal GO	DECK 2	Close SR iris wall to ORANGE OFFS spike	
		DECK 1	Close SL iris wall to ORANGE OFFS spike	
11. Acrobat Story II CONTINUED				
43	SM Verbal GO	FLY	Take proj. screen (lineset #) OUT	
11a. Library into Classroom				
44	SM Verbal GO	DECK 1	Pull bookcase USL bookcase OFF	
		DECK 2	Pull DSR bookcase OFF	
44	On transition music	Ayana	Strike library stool and tiny chair, ext DSR	
		Alannah, Josh, Chris	Ent USR, Set CS desks on BLUE spikes	
		Fabi, Amber, Jen	Ent R door, Set SR desks on BLUE spikes	
		Jair, Launa, Addison	Ent USL, Set SL desks on BLUE spikes	
44	Desks clear R doors	ASM	Close R doors	
44	SM Verbal GO	FLY	Bring chalkboard (lineset #13) IN	
11b. Biggest Hug				
44	After previous cue	DECK 1	Move library cart back to preset/ out of way	
11c. Burp Sequence				
	During scene	ASM	Prep Trunchbull's cake for Alannah	On rolling table
12. Bruce				
	During song	ASM, DECK 1, DECK 2	Start on intermission shift	

Pg.	Cue	Who	Action	Notes
INTERMISSION				
		FLY	Take chalkboard (Lineset #13) OUT	
			Bring Cyc (Lineset #21) IN	
		ASM	Redress hospital bed w/ black sheets	
		ASM, DECK 2	RE-setris SR to bury gates/other dead stuff	
		ASM	Prep 1 bookbag w/ 4 books for Matilda	
		DECK 1	Strike SL desks to preset position OFFS	
		ASM, DECK 2	Strike SR and CS desks to preset position OFFS	
		ASM, DECK 2	Remove cake from Bruce's desk/return to normal top	
		DECK 2	Move Mabel SR if not already	
		ASM	Tidy up library cart, with ukulele on 2nd US shelf and 2 piles of 5 books US top shelf(see photo on Preset)DSR on WHITE spikes	
		DECK 1	Prep TV USL	
		DECK 2, DECK 1	Preset chunky grey mat SL	
		DECK 1	Strike books from Matilda's bed and pull blanket down to foot	
		DECK 1, DECK 2	Preset kites on sticks DSR, DSL against pro	
		ASM, DECK 1, DECK 2	Return any props at drop offs to presets	
PLACES				
		ASM	Kevin, SR	
		DECK 1	Jair, SL	
ACT TWO				
	SM Verbal GO	ASM	Cue Kevin for entrance	
13. All I Know				
	During song	Jair	Ent USL, set TV DSC	
	End of song	Jair	Strike TV USL	
		Kevin	Strike library cart DSR	
		ASM	Catch library cart from Kevin DSR	
14. Telly Off & Lavender's Newt				
55	SM Verbal GO	FLY	Bring Swings (lineset #) IN	Give clear to deck
55	Clear for swings via com	DECK 1	Give cue to Bruce to enter	
55	SM Verbal GO	DECK 1	Open SL iris wall to ORANGE OFFS spike	
		DECK 2	Open SR iris wall to ORANGE OFFS spike	

Pg.	Cue	Who	Action	Notes
15. When I Grow Up				
55	During song	ASM	Track library cart to SL, strike ukulele	
57	SM Verbal GO	FLY	Swings (lineset #) OUT	
57	SM Verbal GO	DECK 1	Close SL iris wall to ORANGE spike	
		DECK 2	Close SR iris wall to ORANGE spike	
57	SM Verbal GO	Chris	Push DSR bookcase ON to PINK spike	Happens when Phelps ent/ walls close
		ASM	Push USL bookcase ON to PINK spike	
57	Once walls closed	FLY	Take Cyc (Lineset #21) OUT	
57	Ms. H: "Just because I find myself in this story..."	Ayana	Ent L door, Set library cart on COLOR spikes	
57	After Ayana enters	ASM	Close L door	
QC	Dax exits	WARDROBE	Dax (Big kid -> Escapologist)	In crossover
QC	Amber exits	WARDROBE	Amber (Big kid -> Acrobat)	In crossover
16. Acrobat Story III				
58	SM Verbal GO	DECK 1	Open SL iris wall to ORANGE OFFS spike	
		DECK 2	Open SR iris wall to ORANGE OFFS spike	
58	During scene	ASM	Prep hospital bed USR/USC	Behind iris wall-ish
58	Dax and Amber exit US	ASM	Spot proj. screen IN	
58	SM Verbal GO	FLY	Bring proj. screen (lineset #) IN	
58	After previous cue	FLY	Take big black (lineset #) OUT	
58	SM Verbal GO	FLY	Bring big black (lineset #) IN	After video
58	Once video over	ASM, Dax	Set hospital bed USC	WAIT FOR 2ND VIDEO
58	SM Verbal GO	FLY	Take proj. screen (lineset #) OUT	
58	During scene	Kelly, Jair	Prep couch by R doors	Couch facing US
16. Acrobat Story III CONTINUED				
58	SM Verbal GO	DECK 1	Close SL iris wall to ORANGE spike	
		DECK 2	Close SR iris wall to ORANGE spike	
58	Once walls closed	ASM	Strike hospital bed back to preset	
16a. I'm So Clever				
60	SM Verbal GO	DECK 2	Pull DSR bookcase OFF	
		DECK 1	Pull USL bookcase OFF	
60	On music	Ayana	Strike library cart DSL	
		Alannah	Ent DSL, Strike library stool DSL	
		ASM, Kevin	Open/close R doors for couch	
		Kelly, Jair	Ent R door, Set couch on YELLOW spikes SR	
		Addison	Ent USL, Set TV on YELLOW spikes	
60	SM Verbal GO	FLY	Bring proj. screen (Lineset #) IN	Clear from deck
60	After previous cue	FLY	Take big black (lineset #) OUT	
60	During scene	DECK 1	Prep rolling door USL for Amber	

Pg.	Cue	Who	Action	Notes
16b. Bookworm				
62	On music	Amber	Ent USL, Set door	
		Fabi, Chris	Ent DSL, Set Matilda's bed	
		Jair	Strike couch to R door	
		ASM	Open/close R doors for couch, catch couch from Jair	
		Addison	Ent USR, Strike TV to USR	
		ASM	Catch TV USR	
62	SM Verbal GO	FLY	Bring proj. screen (lineset #) IN	
62	SM Verbal GO	DECK 1	Open SL iris wall to ORANGE OFFS spike	
		DECK 2	Open SR iris wall to ORANGE OFFS spike	
17. Acrobat Story IV (I'm Here)				
64	Music cue after "The wrath of a grown man..."	Fabi, Chris	Ent USR, Strike Matilda's bed to slot SL	
		Amber	Ent USL, Strike door USL	Dead
64	Amber strikes door	DECK 1	Catch door from Amber	
63	SM Verbal GO	FLY	Bring big black (lineset #) IN	
63	SM Verbal GO	DECK 1	Close SL iris wall to ORANGE spike	
		DECK 2	Close SR iris wall to ORANGE spike	
63	After previous cue	FLY	Take proj. screen (lineset #) OUT	
63	During scene	ASM	Prep gym mats USCR	
64	On entrance	Bruce	Ent USR w/ tiny chair	
QC	Dax exits	WARDROBE	Dax (Escapologist -> gym)	
17a. What Are You Doing With Those Books?				
	During scene	ASM, DECK 2	Prep vault and trampoline DSR	Matilda's blazer w/vault
65	After Trunchbull throws books	ASM	Strike books from deck by USR window	
QC	Matilda exits	WARDROBE	Matilda (school uniform -> gym)	
65	SM Verbal GO	DECK 2	Open SR iris wall to ORANGE OFFS spike	
		DECK 1	Open SL iris wall to ORANGE OFFS spike	
65	Iris open	Fabi, Chris	Ent USC, Set mat horizontally CS on WHITE spikes	
65	SM Verbal GO	DECK 2	Close SR iris wall to ORANGE spike	
65	SM Verbal GO	DECK 1	Close SL iris wall to ORANGE spike	

Pg.	Cue	Who	Action	Notes
18. The Smell of Rebellion				
67	During song	All kids	Rotate blue mat 90 degrees to YELLOW spikes	
		Jennifer	Shift tiny chair to CS	
67	Eric: "Please, miss, please!"	DAN	Page DSR drape for vault/trampoline	
		Chris, Josh	Ent DSR, Set vault DS of mat, ext USL	
		Dax	Ent DSR, set trampoline, ext USR	
		Fabi, Addison	Set chunky mat, ext USL	
69	End of song	Fabi, Chris	Strike chunky mat DSL	
		Dax	Strike trampoline USR	
		Josh	Strike tiny chair DSL	
69	Cast strikes items	DECK 1	Catch chunky mat and tiny chair DSL	
18a. Newt I				
	During scene	ASM, DECK 2	Turn DSR bookcase into Honey's bed	
18b. Newt II				
19. Quiet				
	During song	Amber, Alannah	Prep Miss Honey's table w/teaset, chair DSR	
19a. Newt III/ 2nd Glass Tipping				
	On exit	Lavender	Strike water jug from vault	
19b. Walk to Miss Honey's				
74	SM Verbal GO	DECK 2	Open SR iris wall to ORANGE OFFS spike	
		DECK 1	Open SL iris wall to ORANGE OFFS spike	
74	On transition music	Josh	Ent USR, strike vault USR w/ Fabi	
		Fabi	Ent USL, strike vault USR w/ Josh	
74	Vault clears	Chris	Ent USR, strike mat USC with Addison	
		Addison	Strike mat USC w/ Chris	US end of mat
74	SM Verbal GO	DECK 2	Close SR iris wall to ORANGE spike	
		DECK 1	Close SL iris wall to ORANGE spike	
74	Four 8 counts into transition music	Tammy	Strike Trunchbull's towel, ext SL	
		Amber	Ent DSR, Set Miss Honey's table w/ teaset on GREEN spikes	
		Alannah	Ent DSR, Set Miss Honey's chair SL of table on GREEN X spike	
74	With Honey's roof	ASM	Push Honey's bed ON	DSR bookcase
74	SM Verbal GO	FLY	Bring Honey's roof (lineset #4) IN	

Pg.	Cue	Who	Action	Notes
20. My House				
	During song	ASM	Check gym mat is back at preset USCR	
		ASM, DECK 2	Move vault back to preset	
		ASM, DECK 2	Prep 3 desks in line USR (w/ glitter mic in C desk), 3 desks in line at R door	
		DECK 1	Prep 3 desks in line USL. Hockey stick in first desk ONS	
20a. The Trunchbull Revelation				
QC	Matilda exits	WARDROBE	Matilda (Gym clothes -> School Uniform)	
79	SM Verbal GO	FLY	Take Honey's roof (lineset #4) OUT	
79	SM Verbal GO	DECK 2	Open SR iris wall to ORANGE OFFS spike	SLOWLY
		DECK 1	Open SL iris wall to ORANGE OFFS spike	
79	Transition music/ "A contract is a contract, is a contract!"	Amber	Ent DSR, Strike Miss Honey's table w/ teaset DSR	
		Alannah	Ent DSR, Strike Miss Honey's chair DSR	
		ASM	Pull Honey's bed OFF DSR	
79	Once walls open/ music rit.	Alannah, Josh, Chris	Ent USR, Set CS desks on BLUE spikes	
		Fabi, Amber, Jen	Ent R door, Set SR desks on BLUE spikes, ext DSR	
		Jair, Launa, Addison	Ent USL, Set SL desks on BLUE spikes, ext DSL	
79	Desks clear door	ASM	Close R doors	
79	SM Verbal GO	FLY	Bring chalkboard (lineset #13) IN	
79	SM Verbal GO	DECK 2	Close SR iris wall to ORANGE spike	SLOWLY
		DECK 1	Close SL iris wall to ORANGE spike	
79	Transition complete	ASM	Return Miss Honey's to presets	
82	Trunchbull xDSR	ASM	Handoff big remote to Trunchbull DSR	Antenna up
82	SM Verbal GO	DECK 1	Bring IN SL chokey lights	
		DECK 2	Bring IN SR chokey lights	
20c. Chalk Writing				
	During scene	DECK 1	Prep library cart DSL	
21. Revolting Children				
85	SM Verbal GO	DECK 1	Take OUT SL chokey lights	
		DECK 2	Take OUT SR chokey lights	
86	During song	DECK 2, ASM	Switch DSR bookcase back into bookcase	
87	SM Verbal GO	FLY	Take chalkboard (lineset #13) OUT	
87	Kids' playoff	ASM	Open R doors for desks/close once clear	
		Alannah, Josh, Jen	Strike CS desks to USR	
		Fabi, Amber, Dax	Strike SR desks to R door	
		Jair, Launa, Addison	Strike SL desks to USL	

Pg.	Cue	Who	Action	Notes
21. Revolting Children CONTINUED				
87	Desks struck	DECK 1	Return USL desks to preset	
		DECK 2	Return USR desks to preset	
		ASM	Return R door desks to preset	
87	Jair QC	DECK 2	Handoff green backpack to Jair	
QC	Jair exits	WARDROBE	Jair (Big kid -> Michael)	
QC	Ensemble exits	WARDROBE	Ensemble (Big kids -> Russians)	
21a. A Few Days Later				
87	SM Verbal GO	DECK 2	Push DSR bookcase ON to YELLOW spike	
		DECK1	Push USL bookcase ON to YELLOW spike	
87	Ayana enters DSL	DAN	Page drape for Ayana	
87	Desks clear	Ayana	Ent DSL w/library cart	
21b. We're Going to Spain				
	Wormwoods enter	ASM	Close R doors after all ent	
	SM Verbal GO	FLY	Bring cyc (lineset #21) IN	Clear from deck
21c. Arrival of the Russians				
	Russians enter	ASM	Close R doors after all ent	
21d. Backwards				
22. Privation Panzakomitsa				
	Russians/Wormwoods ex	ASM	Close R doors after all exit	
QC	Ensemble exits	WARDROBE	Ensemble (Russians -> school uniforms)	
23. They Had Found Each Other (Finale)				
	SM Verbal GO	DECK 1	Pull USL bookcase OFF	Ms Phelps's last line
		ASM	Pull DSR bookcase OFF	
	On Ayana's exit	Ayana	Strike library cart DSR	
		DAN	Page drape for Ayana	
	SM Verbal GO	DECK 1	Open SL iris wall to PINK spike	
		DECK 2	Open SR iris wall to PINK spike	
	SM Verbal GO	DECK 1	Close SL iris wall to ORANGE spike	
		DECK 2	Close SR iris wall to ORANGE spike	
24. Bows				
	SM Verbal GO	DECK 1	Open SL iris wall to GREEN spike	
		DECK 2	Open SR iris wall to GREEN spike	
	SM Verbal GO	DECK 1	Close SL iris wall to ORANGE spike	
		DECK 2	Close SR iris wall to ORANGE spike	
	SM Verbal GO	FLY	Take cyc (lineset #21) OUT	
POST SHOW				
	POST SHOW	ASM/CREW	Check in props/scenic/costumes	
			Turn off runlights and turn on/place ghost light	