

BLACK LIKE ME

CUE LIST

LQ #	DUR	DISCRT	F/H/D	DESCRIPTION	PAGE	PLACEMENT	SYNCH
PRESHOW							
1	5			House only	1	Before House Opens	
PROLOGUE							
10	1			BO	1	AX "let's just start"	w drums
11	0			John revealed	1	When John & actors are set	
20	0			BO	2	J "second class citizenship"	w Projector on
SCN1 - YOU WANT TO BE BLACK							
21	0			GEORGE'S office - Wagon (B)	3	Projector off	
25	0			P is dragged in the background	6	George "an example of you"	
27	0			SA LQ21 minus support from rig	6	When P is out of sight	Visual Q
29	10			Introduce house	6	J "& told my wife"	
31	15			take out the house	7	SIM "Is that enough?"	
SCN2 - NEW ORLEANS, 1959							
35	5			Expanding space for clinic	8	J "I called the medical"	
37.5	6			zero in on DR, SJ & J	8	When SJ enters	Vis Q
39	1			SA LQ 35	9	SJ exits	Visual Q
INTERLUDE: WORLD OF							
40	0		F2	BO	10	John "Where & How would I do it?"	
41	1			SL diving board	10	Follow	Vis Q
SCN3 - TRANSFORMATION							
50	0			BO	10	When Projector turns on	w Projector + Vis Q
51	5			Prepare for Oblivion	11	Projector off	w Projector + Vis Q
52	2		F3	Kill (302)		DR "oblivion"	
52.5	1		F5	BO		Follow	
55	0			House - US crack is open	11	Follow	
57	0		F0.5	BO	12	Top of Montage	
57.5	0			Montage - DRUMS	12	Follow	
59	0		F0.5	BO	12	Synch w drums	
59.5	0			Montage - coffee	12	Follow	
61	0		F.05	BO	12	Synch w Drums	
61.5	0			Montage - John/Scissors	12	Follow	
63	0		F.05	BO	12	Synch w Drums	
63.5	0	X		Montage - John/Phone	12	Follow	
65	0		F.05	BO	12	Synch w Drums	
65.5	0			Montage - AX	12	Follow	
67	0		F.05	BO	12	Synch w Drums	
67.5	0			Montage - TR	12	Follow	
69	0		F.05	BO	12	Synch w Drums	
69.5	0			Montage - DR	12	Follow	
71	0		F.05	BO	12	Synch w Drums	
71.5	0			Montage - SIM	12	Follow	
72	0		F.05	BO	12		

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72.5	0			Montage - SJ	12	FOLLOW	
73	2			All Platform fixtures - John in the middle of stage	12	When John steps in place to put dye on hands	Visual Q
75	3			Works on	12	SJ switches on works	Visual Q
77	1		F3.5	BO	12	Works off	Visual Q
79	60			Creature	12	FOLLOW	
80	0		F8	BO	15	After the first phone ring	
81	0			Telephone Light - DSR platform light	15	FOLLOW	w sound
82	0			Bring up (215)	15	P "Like those of a child"	
93	2			Hotel	16	AX "Good evening"	w hotel "ding"
95	3			Hotel Room - DSL platform light	16	They "enter" the hotel room	Visual Q
97	15			Add crack between Wagons A & B	16	AX "Good Night"	
99	0			Bathroom	17	Male Ensemble "MEN"	
101	10			Hotel Room	20	John exits the bathroom	Vis Q
102	4			Following morning	20	Projector Off	Vis Q
SCN4 - KINDERGARTEN							
105	5	X		Street - Wagon (B)	21	SIM "I walked to the same"	
111	1			ZEROING IN ON TR	23	J off Wagon (B)	
112	1			seeing john running on Wagon (C)	23	J on Wagon (C)	
HAND CONFRONTATION #1							
113	0			Isolate John	24	J jumps in crack B/C	Visual Q
SCN4 (CONT'D) - KINDERGARTEN							
115	10			Harrasser / Platform light	24	J jumps on wagon (B)	Visual Q
116	3			old couple introduced	25	J "police car"	
117	0			Hide DR	25	J "That boy"	
121	2			White boy back again	26	P & AX run out	
INTERLUDE: N...							
125	3			Works on	26A	DR "Oh, lights"	
SCN4 (CONT'D) - KINDERGARTEN							
127	1			Back to John - SA LQ 121	26B	TR turning off works	Vis Q
131	0			Hip Hop	28	Ensemble jumps on wagon	
133	0			J upstage	28	Ensemble jumps back in the crack	
135	5			Church - transition from before	28	John sits on SR of Wagon (C)	Vis Q
139	5			Keep it dim for police siren	30	DR "Oblivion"	
SCN5 - THE INDICTMENT							
143	0			Outdoors - Street - Daylight	31	drum punctuation in the end of transition	synch w drums
145	10			Focus on Wagon (A) - ensemble diagonal	31	DR "If there was any doubt"	
147	1			Focus on Wagon B	32	P "back to Sterling"	
INTERLUDE: AUNT TONI VOICEMAIL							
149	3			BO	33	TR "to see you do it"	
SCN6 - BACK OF THE BUS							
151	5			Introducing Bus	33	When voicemail is over	
155	5			include driver	42	SIM to AX 1st "Hey boy"	

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LQ #	DUR	DISCRT	F/H/D	DESCRIPTION	PAGE	PLACEMENT	SYNCH
155	5			SA LQ 151	43	TR "I sat"	
155	0			Add Diving Board	44	TR "feel of America"	
157	2			SA LQ 151	44	P "end all that damned foolishness"	
INTERLUDE: PATHETIC							
159	5/0			Ship	46	DR "Pathetic? HUH"	
160	2/0			Transition to Cotton	46	on cymbal	w drums
161	2			Cotton	46	When they all sit in place	
162	1		F1	Trabsition to Church	46	Actors standing up from cotton	w drums / Vis Q
163	2			Church	46	Follow	
165	3			Works	46	synch w AX	Visual Q
SCN6 (CONT'D) - BACK OF THE BUS							
167	1			SA LQ 149 - minus driver	46	synch w SIM	Visual Q
169	0			SIM drags P in the background - shift focus wo cutting bus	47	TR "themselves being"	
171	0			SA LQ 167	47	TR "the terror"	
172	15			Add more lights DS	47	SIM "Hattisberg"	
173	1/0			Outdoors - gloomy, scary	47	AX "as you can"	synch w cymbals
177	1			ALEX FALLING	48	AX "Never Drinks"	Vis Q- synch w actors
178	0			SA LQ 173 - minus back wall	48	When Alex is down	Vs Q
179	0	X		SA LQ 173	48	DR "Its just not right"	
179	5			Party Lights	49A	Ensemble jumps in crack B/C	Vis Q
179	0			Telephone - John	50	John picks up receiver	Vis Q
181	0			Telephone - PD East / Flicker	50	John's second "PD?"	
183	0		F.5	Line cut PD - flicker	52	John "I don't know what I am doing"	
184	0			Kill Flicker & PD's line		FOLLOW	
187	0		F2	John falls into pit	52	John starts to fall into pit	Visual Q
189	5		F8	BO	52	FOLLOW	
SCN7 - PREACHER MAN							
191	0			Preacher man DSL / John appears from crack B/C	52	FOLLOW	Visual Q
192	5			Preacher's house	53	They get off Wagon (A) to enter house	Vis Q
195	10			Bed Chat	54	John & SIM get "in bed"	Visual Q
197	2			J sleeps - Nightmare starts	56	SIM "None of it really makes any sense"	w Projector on
199	0			Highway on Wagon (A)	56	Projector off	Vis Q
HAND CONFRONTATION #2							
201	8/1		F3	isolated space for hand confrontation	56	John stops to add dye to his hand	Visual Q
203	8			add ensemble	56	Follow	
SCN8 - HITCHHIKING PART I							
204	0			Highway flash	56	Puts his make up away	Vis Q
205	0			Kill flash in CH 304	56	When P holds his light off the arm	Vis Q
208	0			Kill the effect in CH 301>303	56	P starts to get on Wagon (B)	
209	0			include car	56	P "hop In"	
210	1			SA 208	57	P "Whats' there to understand?"	
211	0			SA 209	59	AX "be denied"	

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LQ #	DUR	DISCRT	F/H/D	DESCRIPTION	PAGE	PLACEMENT	SYNCH
212	15			SA 208	62	All three boys "would you show it to me"	Vis Q
213	0			BO	63	a moment after SIM "You Good?"	
219	30			transition from hitchhiking to Starry Night	63	AX "A Negro blended"	
SCN9 - FAMILY MAN							
221	10/25			Family man in Aisle A/B	63	AX "The night is his"	Visual Q
222	10			Family man car	63	P "showed me the face"	
223	2			Puddle - Crack A	64	When J & DR put the lamps face down	Vis Q
225	20/3			Song - Wagon (A)	65	DR starts getting on Wagon (A)	Synch w SQ (slo mo)
226	5			Song - Wagon (B)	65	DR, J & SJ move to Wagon (B)	
226	5			Dinner scene on Wagon B	65	When they sit for dinner	Synch w SQ out
227	10			Outdoors - night - Moon shines	67	J & DR leave the house	Visual Q
INTERLUDE: GATOR BAIT							
229	2/4			Bring focus to SIM - kill scene in background	68	SIM fully on Wagon (B)	
SCN9 - (CONT'D) FAMILY MAN							
231	1			SA LQ 227	69	SIM "Thanks Thank you"	
232	0/1			Back to the house - Wagon (A)	69	When they sit on Wag (A)	Vis Q
233	8		F8	Focus on J & P on Wagon (A) - letter to wife	70	John lays on his back	
235	20			introduce OS for AX	70	Follow	
237	7			Leaving house	72	After P & John have an awkward eye exchange	
SCN10 - HITCHHIKING PART 2							
238	1			SA LQ 204	72	Family exits Wagon (A)	Vis Q
239	10			car DSL + boy's commentary USR	72	AX sits & J is on the DS of Wagon (A)	
243	7			Kill car & introduce bathroom - Aisle A/B	77	J "Yes Sir"	
INTERLUDE: ODE TO THE BLACK WOMAN							
244	0			BO	77A	DR "than it is to love them"	
245	3			Bring up woks & house	77A	A moment after Projector is on / DR turns on the works	Vis Q
SCN10 (CONT'D) - HITCHHIKING PART 2							
247	1			John in Bathroom - Crack A/B	77A	DR turns works off	Visual Q
HAND CONFRONTATION #3							
248	3			Add Ensemble	78	Ensemble in place	Vis Q
SCN11 - SYSTEM IS BROKEN / RATCHET REPRISE							
249	6/3			DSR for DR & John	78	John climbs on Wagon (A)	Vis Q
SCN12 - WHITE LIKE ME							
250	0			BO	80	Projector on (Nov 25)	
252	1			Zero in on John	80	Projection "Nov 27" off	Vis Q
261	3			SA LQ 257	81	AX in the center of wagon (B)	Vis Q
POST SHOW							
262	0			BO		AX turns off works	Vis Q
263	3			House Up			

	CH 301			CH 302			CH 303			CH 304			
	LQ	INTENSITY	POSITION	NOTES	INTENSITY	POSITION	NOTES	INTENSITY	POSITION	NOTES	INTENSITY	POSITION	NOTES
			MOUNTED FLOOR HAND (TR)										
	LQ1	OFF	M - CSL/HH, slightly down	Pre-pull length of cable	OFF	M - CSL/HH, slightly down	Pre-pull length of cable	OFF	M - SR/chair, slightly US, arm bent		OFF	M - SR HH, arm slightly bent	
SC pro	LQ10	-			-			-			-		
	LQ11	-			-			-			-		
	LQ20	-			-			-			-		
SC 1	LQ21	ON	M - CSL/HH, slightly		ON	M - CSR/HH		-			-		
	LQ25	OFF			OFF			-			-		
	LQ27	ON			ON			-			-		
	LQ31	OFF			OFF			-			-		
SC 2	LQ35	ON			ON	M - CSR/HH		-			-		
	LQ37.5	OFF			OFF			-			-		
	LQ39	ON	M - CSL/HH, slightly		ON	M - CSR/HH		-			-		
SC int	LQ40	OFF			OFF			OFF			OFF		
	LQ41	-			-			-			ON	M - SL diving board	Alex
SC 3	LQ50	-			-			-			OFF	M - SR HH	Alex
	LQ51	-			ON			-			-		
	LQ52	-			OFF			-			-		
	LQ55	-			-			ON	M - SR/chair		-		
	LQ57	-			-			OFF			-		
	LQ57.5	-			-			ON			-		
	LQ59	-			-			OFF			-		
	LQ59.5	-			-			ON			-		
	LQ61	-			-			OFF			-		
	LQ61.5	-			-			ON			-		
	LQ63	-			-			OFF			-		
	LQ63.5	-			-			ON			-		
	LQ65	-			-			OFF			-		
	LQ65.5	-			ON	AX - mirror		-			-		
	LQ67	-			-			-			-		
	LQ67.5	-			-			-			ON	M - SR HH	
	LQ69	-			-			-			OFF		
	LQ69.5	ON	DR - shaving		-			-			-		

CH 301			CH 302			CH 303			CH 304			
LQ	INTENSITY	POSITION	NOTES	INTENSITY	POSITION	NOTES	INTENSITY	POSITION	NOTES	INTENSITY	POSITION	NOTES
LQ 71	OFF			-			-			-		
LQ 71.5	-			ON	SIM - showering		-			-		
LQ 72	-			OFF			-			-		
LQ 72.5	ON	SJ - vomit		-			-			-		
LQ 73	-	F - CS	SJ	ON	F - CS	SIM	ON	M - SR/chair		ON	M - SR HH	
LQ 75	-			-			-			-		
LQ 77	OFF			OFF			OFF			OFF		
LQ 79	ON	F - CS		ON	F - CS		-			-		
LQ 80	OFF			OFF			-			-		
LQ 81	ON	JO - carry	JO	-			-			-		
LQ 82	-			-			-			-		
LQ 93	-	AX - return to mount	SL/chair	-			-			-		
LQ 95	OFF			-			-			-		
LQ 97	-			ON	AX - carry		-			-		
LQ 99	-			OFF	AX - return to mount	SR/HH	-			-		
LQ 99.5	-			-			-			-		
LQ 101	-			-			-			-		
SC 4				-			-			-		
LQ 102	-	same as top		-	same as top		-	same as top		-	same as top	
LQ 105	ON	M - CSL/HH, slightly down		ON	M - CSL/HH, slightly down		ON	M - SR/chair		ON	M - SR HH	
LQ 111	OFF			OFF			OFF			OFF		
LQ 112	-			-			ON			-		
SCH#1				-			OFF			-		
LQ 113	-			-			OFF			-		
SC 4				-			ON	DR - pointing at JO		-		
LQ 115	-			-			OFF			-		
LQ 116	-			-			ON	DR - pointing at JO	PJ help DR with cable	-		
LQ 117	-			-			OFF			-		
LQ 121	-			-			ON	DR - pointing at JO		-		
SC 4				-			ON	F - wag B CS, pointing US	DR sets down	-		
LQ 125	-			-			-			-		

CH 301			CH 302		CH 303		CH 304	
LQ INTENSITY POSITION	NOTES		INTENSITY POSITION	NOTES	INTENSITY POSITION	NOTES	INTENSITY POSITION	NOTES
SC int								
LQ127 -			-		DR - pointing at JO		-	
LQ131 -			-		DR - party strobe	FXI	-	
LQ133 -			-		DR set on floor	STOP	-	
LQ135 -			-		?		-	
LQ139 -			-				-	
SC 5								
LQ143 ON M - SL/HH			OFF				ON M - SR HH	
LQ145			ON M - SR/HH				OFF	
LQ147			OFF				ON	
SC int								
LQ149 OFF			-				OFF	
SC 6								
LQ151 -			-				-	
LQ154.5 -			-				-	
LQ154.6 -			-				-	
LQ155 ON M - SR diving board	AX		-				-	
LQ157 OFF M - SL/HH	AX		-				-	
SC int								
LQ159 -			-				-	
LQ159.7 -			-				-	
LQ161 -			-				-	
LQ161.5 -			-				-	
LQ163 -			-				-	
LQ165 -			-				-	
SC 6								
LQ167 -			-				-	
LQ169 -			-				-	
LQ171 -			-				-	
LQ172 -			-				-	
LQ173 -			-				-	
LQ177 -			-				-	
LQ178 -			-				-	
LQ178.5 -			-				-	
LQ178.7 -			-				-	

CH 301			CH 302			CH 303			CH 304			
LQ	INTENSITY	POSITION	NOTES	INTENSITY	POSITION	NOTES	INTENSITY	POSITION	NOTES	INTENSITY	POSITION	NOTES
LQ 179	-			-			ON	M - SL/chair		-		
LQ 181	-			ON	M - SR HH					-		
LQ 183	-					FX12				-		
LQ 184	-			OFF		STOP				-		
LQ 187	-			-			OFF			-		
LQ 189	-			-	M - SR/chair	SJ	-			-		
SC 7												
LQ 191	-			ON	M - SR/chair		-			-		
LQ 192	-			OFF			-			-		
LQ 195	-			-			-			-		
LQ 197	-			-			-			-		
LQ 199	ON	M - wag A DSC	P/AX in 197	ON	M - wag A DSC		-			-		
SCH#2												
LQ 201	OFF			OFF			-			-		
LQ 203	-			-			-			-		
SC 8												
LQ 204	ON	M - wag A DSC	FX7	ON	M - wag A DSC	FX7	ON	M - SL	FX7	ON	M - SR	FX7
LQ 205			FX7			FX7			FX7		P - @JO wag B CS	STOP
LQ 208	OFF		STOP	OFF		STOP	OFF		STOP			
LQ 209	-			ON	M - wag B CS		-				P - in chair, pointing at JO/US wall	
LQ 210	-			OFF			-				TR - behind chair, same focus	
LQ 211	-			ON			-				DR - same as TR, then place on floor - same focus	
LQ 212	-			-	P takes off mount		-					
LQ 213	-			-			-			OFF		
LQ 219	ON			-			ON			-		
SC 9												
LQ 221	OFF			ON	DR - holding highbeams		OFF			ON	DR - holding highbeams	

CH 301			CH 302			CH 303			CH 304		
LQ INTENSITY POSITION	NOTES	INTENSITY POSITION	NOTES	INTENSITY POSITION	NOTES	INTENSITY POSITION	NOTES				
LQ 222 -		DR - pointing up, then JO takes one		-		DR - pointing up, then JO takes one					
LQ 223 -		F - face down on SL edge wag A		-		F - face down on SL edge wag A					
LQ 225 -		-		-		-					
LQ 225.5 -		-		-		-					
LQ 226 -		-		-		-					
LQ 227 -		-		-		-					
SC int											
LQ 229 -		Terry returns to mount and point down		-		Terry returns to mount					
SC 9											
LQ 231 -		-		-		-					
LQ 232 -		-		-		-					
LQ 233 -		M - SR/chair		-		-					
LQ 235 -		-		-		-					
LQ 237 -		-		-		-					
SC 10											
LQ 238 ON M - SL HH	FX7	M - SR/chair	FX7	ON M - SL HH	FX7	M - SR HH	FX7				
LQ 239 OFF	STOP		STOP	OFF	STOP		STOP				
SC int											
LQ 243 -		OFF		-		-					
LQ 244 -		-		-		-					
LQ 245 ON M - SL HH		-		-		-					
SC 10											
LQ 247 OFF		-		-		-					
SCH#3											
LQ 248 -		-		-		-					
SC 11											
LQ 249 ON M - SL HH		-		-		-					
LQ 250 OFF		-		-		-					
SC 12											
LQ 252 -		-		-		-					
LQ 261 -		-		-		-					

BLACK LIKE ME
PLATFORM FIXTURE TRACKING

CH 301		CH 302		CH 303		CH 304	
LQ INTENSITY POSITION	NOTES	INTENSITY POSITION	NOTES	INTENSITY POSITION	NOTES	INTENSITY POSITION	NOTES
LQ 262 -		-		-		-	
LQ 263 -		-		-		-	