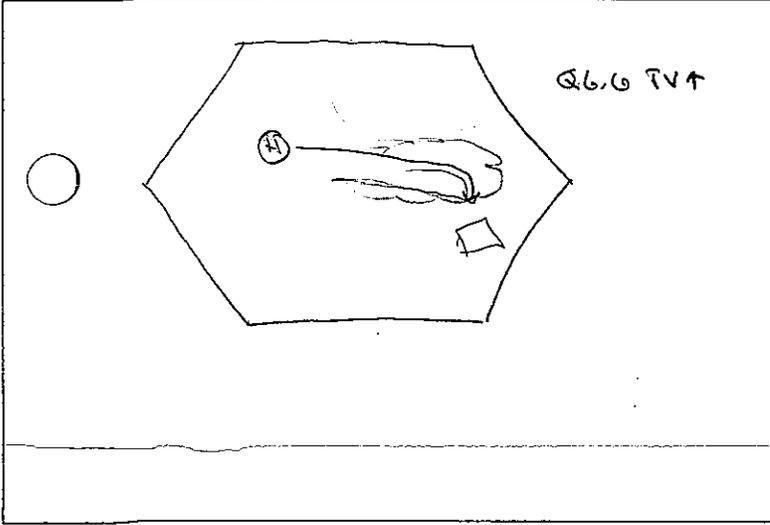
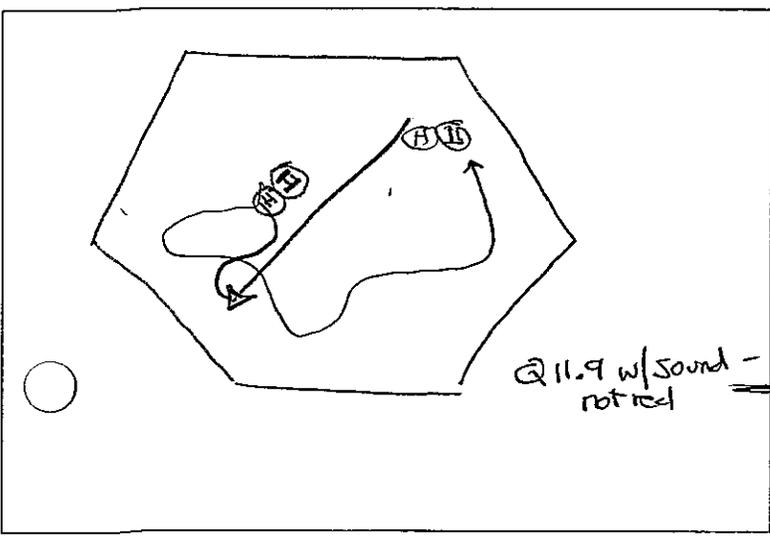


- Q. 3 FRESHOW
- Q. 5 PLACES
- Q. 7 ANNOUNCEMENT
- Q. 9 F2B

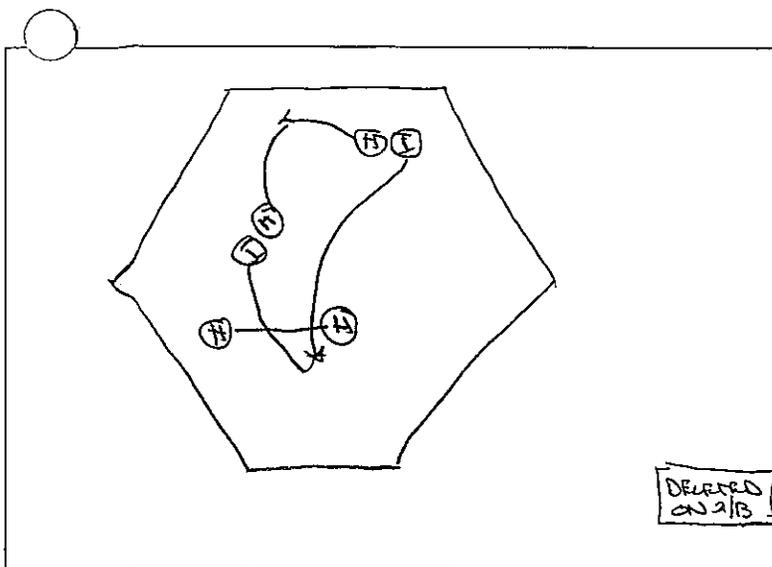
- Q 5.4 (H) @ VANITY (SMITH)
- Q 5.8 (H) ↑ SLOWLY OPEN STAGE  
(INCLUDE SR RAMP)
- Q 6.3 POETRY #1
- Q 6.4 RESTORE STAGE - FOCUS ON BENCH - DON'T NEED RAMP



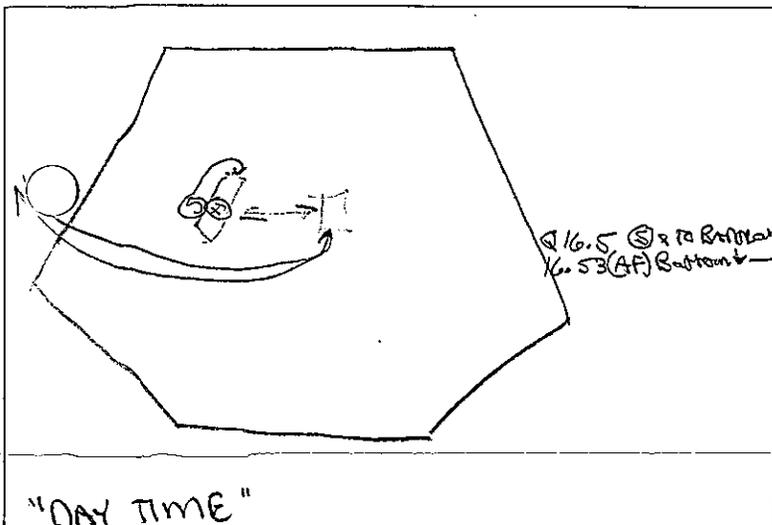
- Q 6.5 (H) ↑ x TO TV - FOCUS (TV-CS)
- Q 6.8 (S) ENT - CS - SL w/ PLATFORM SL
- Q 7.3 (S) EXIT - SL PLAT ↓ FOCUS VANITY - BED
- Q 7.4 (H) GETS FLY AND SR PLAT
- Q 7.5 (E) ENT SL PLAT ↑ SR PLAT ↓ (H) ON BENCH
- Q 7.5.3 (E) PLAT ↓
- Q 8.2 (E) @ CSL "PRAISE ALLAH"
- Q 8.4 (H) x (E) @ VANITY (FOCUS)
- Q 9.3 (H) ↑ x DSR (E) FOLLOWS (OPEN)



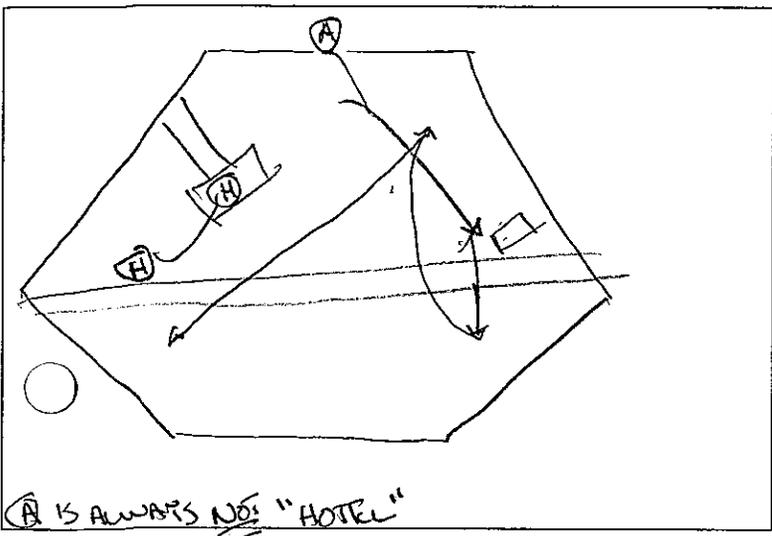
- Q 9.4 (H) + (E) ↓ @ BENCH FOCUS
- Q 10.6 (H) ↑ OPEN BENCH - CSR
- Q 11.3 (S) ↓ VANITY (E) @ BENCH FOCUS (LOW)
- Q 11.4 (E) ↑ OPEN DSR (H @ VANITY)
- Q 11.6 (E) x DSR (FROM BACK ROOM)
- Q 11.7 (E) x TO TV (PROSE) (H @ VANITY)
- Q 11.8 (E) x TO (H) @ VANITY ↓ FOCUS (NOT FULLY "REAL" IN THE MOMENT)
- Q 12.5 KEEP FOCUS BUT COME BACK TO "REAL"
- Q 12.8 POEM #2 "SON"
- Q 13.1 RESTORE TO Q 12.5



- Q 13.3 (H) ↑ USC - OPEN VANITY - USC
- Q 13.5 (I) × DSC (AS OF PROSC) FOCUS ON (I) DSC & (H) USC "MOON" - NOT COMPLETELY "REAL"
- Q 13.6 (J) & (K) × TO BENCH & FOCUS - RESTORE TO "REAL"
- Q 15.2 (L) ↑ OPEN A BIT - BENCH & USC
- Q 15.4 (H) ↑ × TO (I) BENCH & A BIT
- Q 15.5 (I) EXIT SR PLAT ↑ (H) × DSC - DSR
- Q (AF) SR PLAT ↓ [BLOCK]
- Q 15.7 (H) × TO DSC - FOCUS DSC - DSR
- Q 15.8 (S) ENT SR + SC PLAT ↑ (H) ON BENCH (FOCUS ON BENCH - CS)

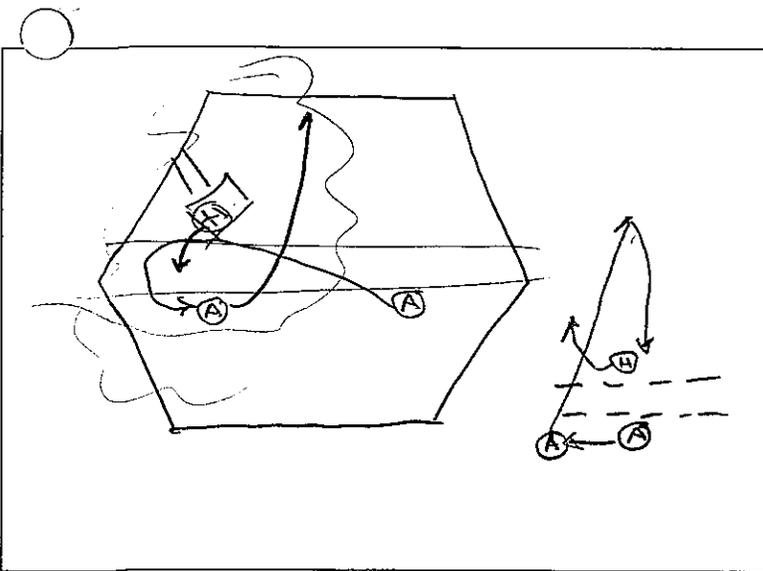


- Q AF (15.85) SR PLAT ↓
- Q AF (15.85) SR PLAT ↓
- Q 16.3 POEM (WAR)
- Q 16.4 RESTORE 15.85 - W/ BENCH & SR PLAT
- Q 16.43 (AF) SR PLAT ↓ VANITY - BENCH
- Q 16.7 (S) × (H) @ BENCH & F. HAIR
- Q 17.8 KEEP FOCUS - INTENSIF. → BODY NIGHTMARE SURTLE (ADD PROSC: (S) × DS)
- Q 18.5 (H) ↑ × DSR & (S) × TO VANITY → DIAG (OPEN) PARTIAL RESTORE TO CALM
- Q 18.7 (I) TO MEET @ BENCH FOCUS

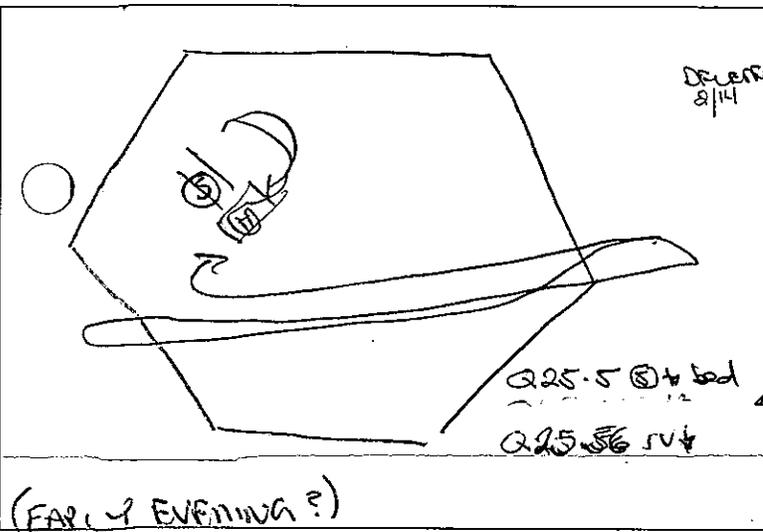


- Q 19.2 (S) × TO VANITY & THEN EXITS - OPEN (W/ trap sm by - a)
- Q 19.3 (H) × DSR - FOCUS Q 19.35
- Q 19.4 (A) ENT
- Q 19.6 (A) × - OPEN FULL STAGE
- Q 19.7 (I) × DS OF PROSC ↓
- Q 20.2 (H) × BENCH ↓
- Q 20.3 (A) × TO VANITY → (BENCH)
- Q 20.5 (S) × DS OF PROSC SR + BENCH (ENTRANCING WAR)
- Q 21.1 (A) × US OF BED FOCUS ON REAL & BENCH MORE "HOTEL" LIKE BUT NOT COMPLETELY

(A) IS ALWAYS NOT "HOTEL"



- Q 21.4 A X CS
- Q 21.6 A X DSL OF PROSC ("D")
- Q 21.7 A X DSR OF PROSC OPEN SR AS A
- Will ↑
- Q 21.8 A X USC OPEN ALL SR TCS ↗
- Q 22.3 A X FROM BED TO USR (A IS USC).
- Q 22.9 A X DSC PLAS & A @ DSC
- Q 23.2 A X SR
- Q 23.5 A X USC A X BENCH - FOCUS
- Q 23.8 A DSC FOCUS BENCH & DSC
- Q 24.2 A X TO A FOCUS DSC

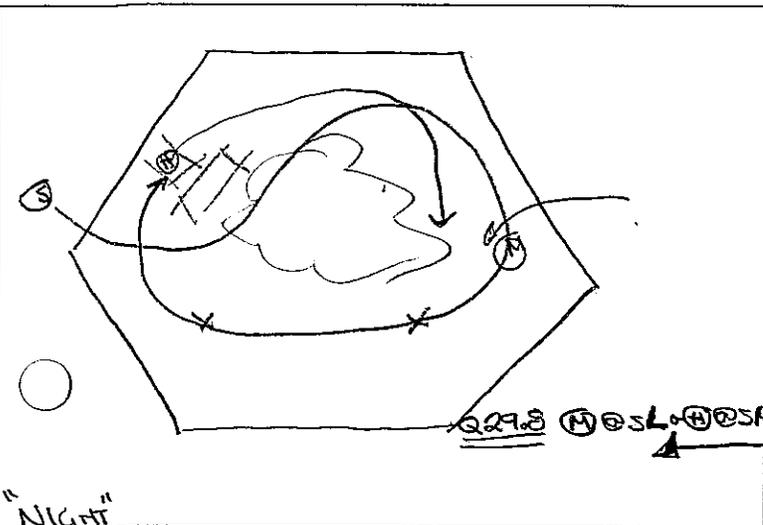


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Q 25.5 A + bed  
Q 25.6 A +

(EARLY EVENING?)

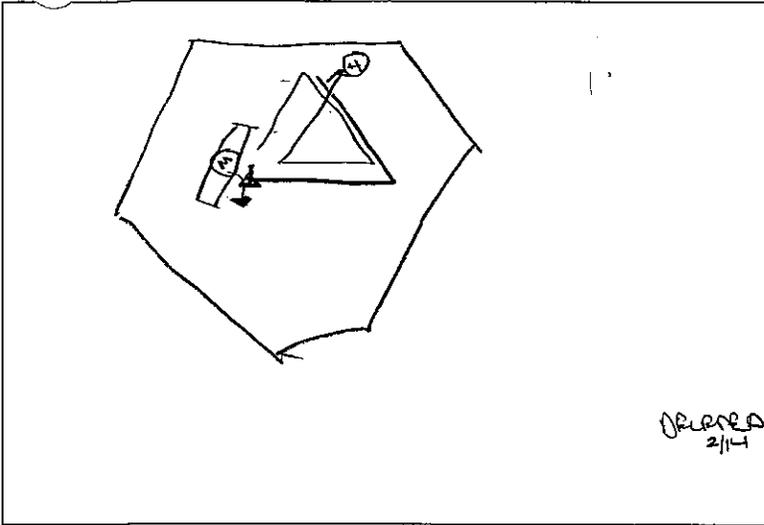
- Q 24.4 A COUNTED - OPEN DSL A BIT
- Q 24.5 A X TO DSR
- Q 24.6 A X DSL OF PROSC
- Q 24.7 A STEPS OFF STAGE & A X TO BENCH (FOCUS ON BENCH) [BLOCK]
- Q 24.8 A ENT RESUME HOTEL ROOM - FULL STATE FOCUS ON BENCH
- Q 25.4 SL PLAT ↓ BENCH ON BENCH & BED
- Q 25.6 POEM (WATCH FIRES & SPARKS) A DSC
- Q 25.7 RESUME BUT OPEN DSC - BED
- Q 25.8 FOCUS ON BED



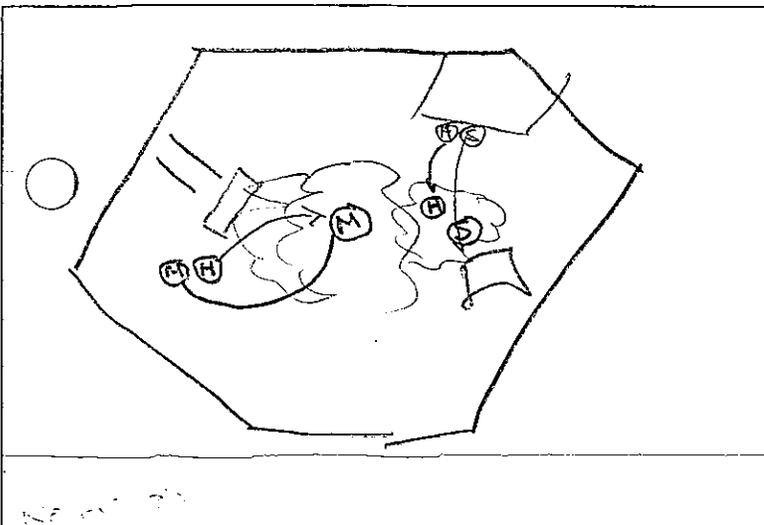
Q 29.3 A @ SL & A @ SR

"NIGHT"

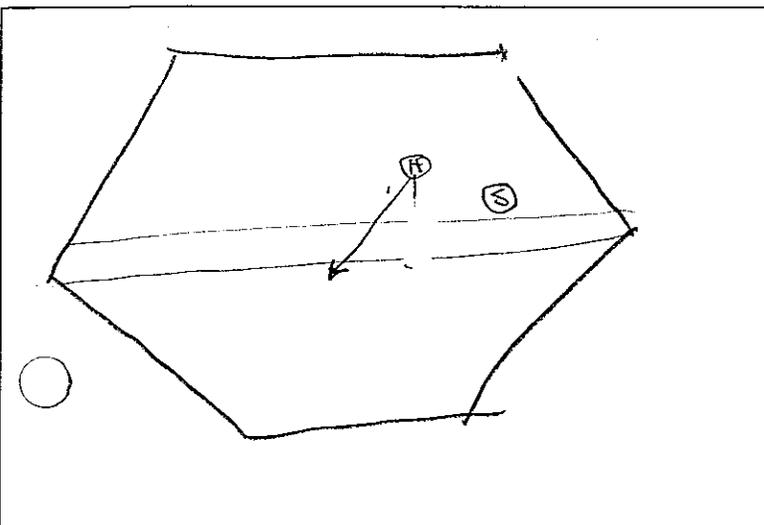
- Q 26.3 A ↑ FOCUS ON BED & SR PLATFORM
- Q 26.6 A ENT - FULL STATE WHILE SHE DANCES A ON BED
- Q 27.2 A X AS OF PROSC (FULL) OPEN STAGE
- Q 27.7 A & A X TO BED - FOCUS
- Q 28.8 A EXIT (ADD A BIT & SL PLAT) BUT KEEP SILHOUETTE
- Q 29.1 FOCUS ON A @ BED - DARKEN - [BLOCK] - memory
- Q 29.7 A ENT (SR & BL) [STORM?]
- Q 30.1 POEM (MOTHER - CHILD)
- Q 30.2 RESUME HOTEL CS AREA



- Q 30.6 OPEN AS (M) X US
- Q 30.7 SLOWLY FOCUS USC - VANITY (SLANT)
- Q 30.8 (M) X DSR (H) FOLLOWS - FOCUS (SLANT)
- Q 31.2 (M) X SR (BENCH) (H) FOLLOWS (FOCUS) NOT COMPLETELY
- Q 31.3 (H) ↓ @ VANITY (M) ↓ @ BENCH - FOCUS
- Q 33.2 (M) ↑ OPEN A BIT (JUST ON STAGE OF BENCH)
- Q 33.6 (H) ↑ X TO (M) SLOWLY ↗ OPEN DIAG
- Q 33.7 (M) X TO VANITY ↓ (H) @ USC (FOCUS)
- Q 34.4 (H) ↓ @ VANITY FOCUS SLOWLY
- Q 34.5 (M) X DSR ↗ OPEN



- Q 34.7 (H) X TO (M) DSR SLOWLY FOCUS
- Q 34.8 (H) X TO CS OPEN A BIT
- Q 35.4 (H) X TO (M) (↓ CS) FOCUS
- Q 35.8 FOCUS CS
- Q 36.3 (M) ↑ EXT. - (H) X TO BENCH BLOCK
- Q 36.33 (SR PLAT ↓)
- Q 36.5 (S) ENT GOES TO CLOSET (SR)
- Q 36.53 AF SR PLAT DSC PLAT ↓ (FOCUS ON VANITY) → GLOW BED W/ NIGHTGOWN
- Q 37.3 (S) ↑ X DSC OPEN (A BIT)
- Q 38.3 (H) ↑ JUST US OF CS



- Q 38.5 (H) X DSC → SILHOUETTE
- Q 38.59 (H) B.O. BEFORE (H) GENS TO PROSC.
- Q 39.3 CURTAIN CALL
- Q 39.7 POSTSHOW