

Cue #	T	F/D	Pg	Call	Composition	LED			
						PARS	TEXTS	LUSTRS	MACS
<b>Preshow</b>									
1				House at Full	House Lights at Full. Cool and Warm High sides at medium intensity. LED textures at medium high intensity. LED downlight at medium low intensity.	CP6	CP8		
2				House at Half	House Lights fade to half. Cool and Warm High sides at medium intensity. LED textures at medium high intensity. LED downlight at medium low intensity.				
3				Blackout	House and House Look fade to black				
<b>Prologue</b>									
5			1	"Love and joy"	Front light at medium intensity. Warm and Cool High Sides at medium low intensity. LED Downs at medium high intensity. LED Textures at medium low intensity. LED Lustrs at medium intensity	CP6	CP9	CP7	
10			1	^Marlin emerges from anemone	Front light at medium high intensity. Warm and Cool High Sides at medium low intensity. LED Downs at medium high intensity. LED Textures at medium low intensity. Conventional Downs at medium low intensity. Isolation on Marlin and Coral.	CP5	CP11		
15			3	"Look out"	Front light at low intensity. LED Downs at high intensity in chase effect.	CP1			
20				<b>Hide</b>					
25			4	"Coral no!"	Blackout				
30			4	After Baracuda attacks	Front light at medium intensity. Warm and Cool High Sides at medium low intensity. LED Downs at medium intensity. LED Textures at medium intensity.	CP7	CP11		
35			4						
<b>Scene 1</b>									
40			4	Lights Up	Front light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at high intensity. LED Textures at medium intensity. LED Lustrs at medium low intensity	CP5	CP10	CP9	
<b>Big Blue World (Part 1)</b>									
45			5	"It's your first day of school, Nemo"	Front light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at high intensity. LED Textures at medium intensity. LED Lustrs at medium low intensity	CP5	CP7	CP10	
50			6	"If you wanna do it four times"	Front light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at high intensity. LED Textures at medium intensity. LED Lustrs at medium low intensity	CP5	CP10	CP9	

Cue #	T	F/D	Pg	Call	Composition	LED			
						PARS	TEXTS	LUSTRS	MACS
<b>Big Blue World (Part 2)</b>									
55			8	It was <b>awesome</b>	Front Light at medium high intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium high intensity. LED Textures at medium intensity. LED Lustrs at medium intensity. Conventional Downs at medium intensity in chase effect	CP6	CP2	CP9	
60			10	"That's what I'm <b>afraid</b> of"	Front Light at medium high intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium high intensity. LED Textures at medium intensity. LED Lustrs at medium intensity. Conventional Downs at medium intensity in chase effect	CP6	CP7	CP8	
65			11	Dad I think its time for <b>you</b> to go					
70			13	" I don't think I'm ready"	Front Light at medium high intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium high intensity. LED Lustrs at medium high intensity. LED Textures at medium intensity. Coventional Downs at medium high intensity in chase effect.	CP6	CP4	CP11	
75			15	Button		CP5	CP11	CP8	
80			15	Peak Applause	Front Light at medium high intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium high intensity. LED Textures at medium intensity. LED Lustrs at medium intensity. Conventional Downs at medium intensity in chase effect	CP6	CP8	CP11	
85				Im coming Nemo					
<b>Scene 2</b>									
90			16	Lights Up	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium high intensity. LED Textures at medium intensity. Coventional Downs at medium intensity. LED Lustrs at medium low intensity	CP6	CP4	CP9	
95				Hey wait up	Front light at medium intensity. Warm and Cool High Sides at medium low intensity. LED Downs at medium intensity. LED Textures at medium low intensity. Coventional Downs at medium intensity. Boat Special at medium intensity.				
100			18	"Aww, you guys made <b>me</b> in k"	Front light at medium intensity. Warm and Cool High Sides at medium low intensity. LED Downs at medium intensity. LED Textures at medium low intensity. Coventional Downs at medium intensity. Boat Special at medium intensity.	CP6	CP8	CP7	



# Finding Nemo Jr

## Production Cue Sheet

Lighting Designer: Lauren F. Thomas

Director: DeAnna Helgeson

SM: Josh Helgeson

Cue #	T	F/D	Pg	Call	Composition	LED			
						PARS	TEXTS	LUSTRS	MACS
<b>Abduction/Big Blue World (Reprise)</b>									
105				move toward boat	Front light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium intensity. LED Textures at medium intensity. LED Lustrs at medium low intensity. Boat Special at medium intensity.				
110			19	Nemo No	Front light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium intensity. LED Textures at medium intensity. LED Lustrs at medium low intensity. Boat Special at medium intensity.	CP6	CP7		
115			20	I hate you	Front Light at medium low intensity. Cool High Sides at low intensity. LED Downs at medium intensity with chase effect. Special on Marlin? Net Special	CP6			
117				Nemo climbs Ladder					
120				Nemo Look out					
125			20	As Nemo Is exiting	Lights out on Nemo. Special on Marlin isolated. LED Downs at medium low intensity.	CP7			
130			21	--	Front light at medium intensity. Warm and Cool High Sides at medium low intensity. LED Downs at medium intensity. LED Textures at medium intensity. Coventional Downs at medium high intensity.	CP5	CP2		
<b>Dory's Ditty</b>									
135			21	With Music	Front Light at medium high intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium intensity. LED Textures at medium intensity. LED Lustrs at medium intensity. Conventional Downs at medium low intensity.	CP5	CP10	CP7	
140					Front Light at medium high intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium intensity.				
145	1/1		21	"LOOK OUT"	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium intensity. Conventional Downs at medium intensity	CP6			
150			21	"Thank you"	Front Light at medium high intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium intensity. LED Textures at medium intensity. LED Lustrs at medium intensity. Conventional Downs at medium low intensity.	CP5	CP10	CP7	
155	1/1		22	"Do you mind?"	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium intensity. Conventional Downs at medium intensity	CP6			

Cue #	T	F/D	Pg	Call	Composition	LED			
						PARS	TEXTS	LUSTRS	MACS
160	3/1	f0	22	"Follow me"	Front Light at medium high intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium intensity. LED Textures at medium intensity. LED Lustrs at medium intensity. Conventional Downs at medium low intensity.	CP5	CP10	CP7	
>165	0/1			--	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium intensity. Conventional Downs at medium intensity	CP6			
170				""We did? Oh Dear"	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium intensity. Conventional Downs at medium intensity. LED Lustrs at medium low intensity. LED Textures at medium intensity.	CP5	CP7	CP8	
175	0/1		23	<b>May</b> I help you					
180				I really need to <b>find</b>					
185				I have to <b>find</b>					
<b>Fish Are Friends Not Food</b>									
190				take no for <b>an</b> answer					
195			25	With Music	Front Light at medium high intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium high intensity. LED Lustrs at medium intensity. LED Textures at medium low intensity.	CP10	CP7	CP9	
200				Like we rehearsed everyone					
205			30	"Fish are friends, <b>not</b> food"	Focus shift to Marlin and Dory. Front Light at medium intensity. Warm and Cool High Sides at medium low intensity. LED Downs at medium intensity.	CP7			
210				Ow					
215	1/1		31	"Intervention"	Front Light at medium low intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium intensity in strobe effect. LED Lustrs at medium low intensity in strobe effect	CP7		CP11	
220			34	Button					
225			34	Peak Applause	Blackout				
<b>Scene 3</b>									
230			34	Lights Up	Front Light at medium high intensity. Warm and Cool High Sides at medium intensity.				
235			34	Seagulls exit	Blackout				
<b>Scene 4</b>									
<b>Where's My Dad?</b>									
240			35	Lights Up	SpotLight on Nemo. Front Light at low intensity. LED Downs at medium intensity.	CP7			

Cue #	T	F/D	Pg	Call	Composition	LED			
						PARS	TEXTS	LUSTRS	MACS
245			36	Peak Applause	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium high intensity in color chase effect. LED Lustrs at medium intensity.			CP6	
250				Nigel enters					
255				Nigel exits					
<b>We Swim Together</b>									
260			39	"Unless the pump <b>was</b> off"	Front Light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at high intensity. LED Lustrs at medium intensity.	CP11		CP9	
265			40	" <i>the way we always do</i> "	Front Light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at high intensity in color chase. LED Lustrs at medium intensity.			CP7	
270			41	" <i>will be out new address</i> "	Front Light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at high intensity. LED Lustrs at medium intensity.	CP11		CP9	
275			42	" <i>we huddle as a pack</i> "	Front Light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at high intensity in color chase. LED Lustrs at medium intensity.			CP7	
280			43	"fill this tank with poop. <b>Huh</b> "	Front Light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at high intensity. LED Lustrs at medium intensity.	CP11		CP9	
285			45	"I actually jammed <b>the</b> filter"	Front Light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at high intensity in color chase. LED Lustrs at medium intensity.			CP7	
290			46	Button					
295									
<b>Scene 5</b>									
300			46	Lights Up	Front Light at medium intensity. Warm and Cool High Sides at medium intensity, LED Downs at medium high intensity. LED Lustrs at medium intensity. LED Textures at medium intensity. Conventional Downs at medium high intensity in intensity chase effect.	CP6	CP7	CP9	
<b>Just Keep Swimming Part 1</b>									
305			47	"And I may never see Nemo <b>again</b> "	Front Light at medium low intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium high intensity. LED Textures at medium intensity. Conventional Downs at medium intensity.	CP5	CP11	CP7	

Cue #	T	F/D	Pg	Call	Composition	LED			
						PARS	TEXTS	LUSTRS	MACS
310			48	Just Keep Swimming	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium high intensity. Conventional Downs at medium intensity. LED Lustrs at medium intensity. LED Textures at medium high intensity.	CP6	CP4	CP8	
315			49	"to be stuck <b>in</b> my head"	Front Light at medium low intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium high intensity. LED Textures at medium intensity. Coventional Downs at medium intensity.	CP5	CP11	CP7	
320			50	"So we follow out <b>gut</b> "	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium high intensity. Conventional Downs at medium intensity. LED Lustrs at medium intensity. LED Textures at medium high intensity. Disco Ball	CP6	CP4	CP8	
			53	Stop					
<b>Just Keep Swimming Part 2</b>									
330			54	Moonfish enter	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium intensity, LED Lustrs at medium low intesity. Conventional Downs at medium intensity.	CP6	CP4	CP11	
335			56	The Jellyfish trench	Front light at medium low intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium intensity. LED Textures at medium intensity.	CP7	CP9		
340			59	" <b>if</b> you wanna win"	Blacklight at full. LED Downs at medium intensity.	CP7			
345			62	"The clownfish take <b>the</b> lead"	Front light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium intensity. LED Textures at medium intensity.	CP7	CP9		
350			63	Peak Applause	Blackout				
<b>Intermission</b>									
355				Intermission	House Lights at Full. Cool and Warm High sides at medium intensity. LED textures at medium high intensity. LED downlight at medium low intensity.	CP6	CP8		
360				House to Half	House Lights fade to half. Cool and Warm High sides at medium intensity. LED textures at medium high intensity. LED downlight at medium low intensity.				
365				Blackout	House and House look fade to black				
370									
375									

Cue #	T	F/D	Pg	Call	Composition	LED			
						PARS	TEXTS	LUSTRS	MACS
<b>Scene 7</b>									
380			64	Lights Up	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium LED Lustrs at medium high intensity.	CP6	CP2	CP4	
<b>Not My Dad</b>									
385			65	"Buubles"	Spotlight on Nemo. Front Light at low intesnity. LED Downs at medium intensity.	CP7			
390			66	Button					
<b>Scene 8</b>									
<b>Go With The Flow</b>									
395			66	Lights Up	Front Light at medium high intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium high intensity. LED Textures at medium intensity. LED Lustrs at medium intensity. Coventional Downs at medium high intensity in intensity chase.	CP5	CP2	CP11	
400				Focus dude					
405			67	"You're riding it, Jellyman"	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium high intensity. Conventional Downs at medium intensity. LED Lustrs at medium intensity. LED Textures at medium high intensity.	CP3	CP10	CP5	
410			68	"Go with the flow"	Front Light at medium high intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium high intensity in color chase. LED Textures at medium intensity. LED Lustrs at medium intensity. Coventional Downs at medium high intensity in intensity chase.				
415			70	"Go with the flow"	Front Light at medium high intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium high intensity. LED Textures at medium intensity. LED Lustrs at medium intensity. Coventional Downs at medium high intensity in intensity chase.	CP5	CP2	CP11	
420			71	"Someone help"	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium high intensity. Conventional Downs at medium intensity. LED Lustrs at medium intensity. LED Textures at medium high intensity.	CP3	CP10	CP5	
425			72	"Children huh?"	Front Light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium intensity in slow chase effect. LED Textures at medium intensity.	CP3	CP7		



# Finding Nemo Jr

## Production Cue Sheet

**Lighting Designer: Lauren F. Thomas**

**Director: DeAnna Helgeson**

**SM: Josh Helgeson**

Cue #	T	F/D	Pg	Call	Composition	LED			
						PARS	TEXTS	LUSTRS	MACS
430			74	"ya know	Front Light at medium high intensity. Warm and Cool High Sides at medium intensity. LED Downs at high intensity. LED Lustrs at medium high intensity. LED Textures at medium intensity. Disco Ball.	CP11	CP2	CP8	
435			79	Button					
440			79	Peak Applause	Front Light at medium high intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium high intensity. LED Textures at medium intensity. LED Lustrs at medium intensity. Conventional Downs at medium high intensity in intensity chase.	CP5	CP2	CP11	
<b>Scene 9</b>									
445			80	Lights Up	Front light at medium intensity. Warm and Cool High Sides at medium intensity. LED Downs at medium high intensity. LED Textures at medium intensity. LED Lustrs at medium intensity. Conventional Downs at medium intensity	CP6	CP11	CP7	
<b>One Dedicated Father</b>									
450			81	With Music	Front Light at medium intensity. Warm and Cool High Sides at medium high intensity. LED Downs at medium intensity. LED Lustrs at medium high intensity. LED Textures at medium intensity. Conventional Downs at medium high intensity.	CP5	CP7	CP8	





# Finding Nemo Jr. Followspot Cue Sheet

Lighting Designer: Lauren F. Thomas  
 Director: DeAnna Helgeson  
 SM: Josh Helgeson

Followspot #1: House Right				Cue Info		Followspot #2: House Left			
Action	Target	FR	Intens	PG#	Spot Cue	Action	Target	FR	Intens
	Line	Size	Count				Line	Size	Count
W- WAIST		H- HEAD		FB- FULL BODY					
Act 1									
Scene 1									
BIG BLUE WORLD PART 1									
↑	MARLIN	5	FL	5	1	↑	NEMO	5	FL
	NOW WHATS THE ONE THING	W	1				NOW WHATS THE ONE THING	W	1
↓	FADE OUT			6	3	↓	FADE OUT		
	CMON		1				CMON		1
BIG BLUE WORLD PART 2									
				8	5	↑	NEMO	5	FL
							WHAT IF OH WOW	W	1
				9	7	↓	FADE OUT		
							I HEAR THEY HAVE WINGS		1
				11	9	↑	NEMO	5	FL
							AND ALL OF THEM ARE	W	1
				12	11	↓	FADE OUT		
							WAITING FOR ME		1



# Finding Nemo Jr. Followspot Cue Sheet

Lighting Designer: Lauren F. Thomas  
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SM: Josh Helgeson

Followspot #1: House Right				Cue Info		Followspot #2: House Left			
Action	Target	FR	Intens	PG#	Spot Cue	Action	Target	FR	Intens
	Line	Size	Count				Line	Size	Count
<b>W- WAIST      H- HEAD      FB- FULL BODY</b>									
↑	MARLIN	5	FL	11	13				
	HI THERE!	W	1						
				11	15	↑	NEMO	5	FL
							DAD I THINK ITS TIME FOR	W	1
↓	FADE OUT			12	17	↓	FADE OUT		
	DAD I'LL BE ALRIGHT		1				DAD I'LL BE ALRIGHT		1
<b>Scene 2</b>									
<b>THE DROP-OFF</b>									
↑	MARLIN	5	FL	18	19	↑	NEMO	5	FL
	NEMO! NO! YOU CANT BE	W	1				NEMO! NO! YOU CANT BE	W	1
↓	FADE OUT			20	21	↓	FADE OUT		
	IM SWIMMIN OUT TO SEA		1				IM SWIMMIN OUT TO SEA		1
<b>DORY'S DITTY</b>									
				21	23	↑	DORY	5	FL
							WITH MUSIC	W	2



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 SM: Josh Helgeson

Followspot #1: House Right				Cue Info		Followspot #2: House Left				
Action	Target	FR	Intens	PG#	Spot Cue	Action	Target	FR	Intens	
	Line	Size	Count				Line	Size	Count	
W- WAIST		H- HEAD		FB- FULL BODY				DORY'S DITTY		
				21	25	↓	FADE OUT			
							LOOK OUT		1	
				22	27	↑	DORY	5	FL	
							WITH MUSIC	W	3	
				22	29	↓	FADE OUT			
							LA LA LA LA LA		1	
				22	31	↑	DORY	5	FL	
							WITH MUSIC	W	3	
				22	33	↓	FADE OUT			
							NO		1	
↑	MARLIN	5	FL			↑	DORY	5	FL	
	I GUESS I SHOULD	W	2	22	35	↑	I GUESS I SHOULD	W	2	
↓	FADE OUT					↓	FADE OUT			
	MAY I HELP		0	23	37	↓	MAY I HELP		0	



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Followspot #1: House Right				Cue Info		Followspot #2: House Left			
Action	Target	FR	Intens	PG#	Spot Cue	Action	Target	FR	Intens
	Line	Size	Count				Line	Size	Count
<b>W- WAIST      H- HEAD      FB- FULL BODY</b>									
<b>FISH ARE FRIENDS NOT FOOD</b>									
↑	<b>CHUM</b>	5	FL	26	39	↑	<b>ANCHOR</b>	5	FL
	THOUGH WE HAVE LONG	W	1				THOUGH WE HAVE LONG	W	1
↓	<b>FADE OUT</b>			26	41	↓	<b>FADE OUT</b>		
	WE COULD EAT YOU WHOLE		1				WE COULD EAT YOU WHOLE		1
				28	43	↑	<b>BRUCE</b>	5	FL
							THE STRESS OF LIFE	W	1
↑	<b>CHUM &amp; ANCHOR</b>	5	FL	28	45				
	AND KELP JUST WONT	W	1						
↓	<b>FADE OUT</b>			29	47	↓	<b>FADE OUT</b>		
	DON'T START FEEDING		1				DON'T START FEEDING		1
				31	49	↑	<b>BRUCE</b>	5	FL
							I NEED A LITTLE TASTE	W	1
				32	51	↓	<b>FADE OUT</b>		
							LET'EM GO TO WASTE		1
↑	<b>CHUM &amp; ANCHOR</b>	5	FL	32	53				
	HE ISNT AT HIS BEST	W	1						
↓	<b>FADE OUT</b>			32	55	↑	<b>BRUCE</b>	5	FL
	I NEED SOME FOOD		1				I NEED SOME FOOD	W	1



# Finding Nemo Jr. Followspot Cue Sheet

Lighting Designer: Lauren F. Thomas  
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SM: Josh Helgeson

Followspot #1: House Right				Cue Info		Followspot #2: House Left			
Action	Target	FR	Intens	PG#	Spot Cue	Action	Target	FR	Intens
	Line	Size	Count				Line	Size	Count
<b>W- WAIST</b>		<b>H- HEAD</b>		<b>FB- FULL BODY</b>					
				33	57	↓	<b>FADE OUT</b>		
							IM HAVIN FISH TONIGHT		1
Scene 4									
WHERE'S MY DAD?									
				35	59	↑	<b>NEMO</b>	5	50
							WHERE'S MY DAD?	W	1
				35	61	↓	<b>FADE OUT</b>		
							WHERE'S MY DAD?		1
WE SWIM TOGETHER									
↑	<b>GIL</b>	5	FL	39	63				
	I'VE GOT A FEELIN'	W	1						
				39	65	↑	<b>GURGLE</b>	5	FL
							YOU'VE SAID THIS BEFORE	W	1
				40	67	↓	<b>FADE OUT</b>		
							WE DON'T NEED A REPLAY		1
				41	69	↑	<b>BLOAT</b>	5	FL
							WE'RE A FISHY	W	1
↓	<b>FADE OUT</b>			41	71	↓	<b>FADE OUT</b>		
	WILL BE OUR NEW ADDRESS		1						



# Finding Nemo Jr. Followspot Cue Sheet

Lighting Designer: Lauren F. Thomas  
Director: DeAnna Helgeson  
SM: Josh Helgeson

Followspot #1: House Right				Cue Info		Followspot #2: House Left				
Action	Target	FR	Intens	PG#	Spot Cue	Action	Target	FR	Intens	
	Line	Size	Count				Line	Size	Count	
<b>W- WAIST</b>		<b>H- HEAD</b>		<b>FB- FULL BODY</b>						
<b>WE SWIM TOGETHER</b>										
	<b>GIL</b>	5	FL	41	73					
	GOOD FINS OR BAD FINS	W	1							
				42	75		<b>BLOAT</b>	5	FL	
							YOU'RE ONE OF US NOW	W	1	
	<b>FADE OUT</b>			42	77		<b>FADE OUT</b>			
	AND NO FISH WILL BE		1				AND NO FISH WILL BE		1	
<b>Scene 5</b>										
<b>JUST KEEP SWIMMING PART 1</b>										
	<b>MARLIN</b>	5	FL	47	79		<b>DORY</b>	5	FL	
	HEY MISTER GRUMPY GILLS	W	1				HEY MISTER GRUMPY GILLS	W	1	
	<b>FADE OUT</b>			53	81		<b>FADE OUT</b>			
	STOP		1				STOP		1	
<b>JUST KEEP SWIMMING PART 2</b>										
	<b>MARLIN</b>	5	FL	56	83		<b>DORY</b>	5	FL	
	I DON'T LIKE THIS	W	1				I DON'T LIKE THIS	W	1	
	<b>FADE OUT</b>			63	85		<b>FADE OUT</b>			
	STAY WITH ME DORY		1				STAY WITH ME DORY		1	



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Followspot #1: House Right				Cue Info		Followspot #2: House Left			
Action	Target	FR	Intens	PG#	Spot Cue	Action	Target	FR	Intens
	Line	Size	Count				Line	Size	Count
<b>W- WAIST</b>		<b>H- HEAD</b>		<b>FB- FULL BODY</b>					
<b>Act 2</b>									
<b>Scene 8</b>									
<b>GO WITH THE FLOW</b>									
	<b>CRUSH</b>	5	FL	67	87				
	DUDE YOU HAVE	H	1						
	<b>FADE OUT</b>			68	89				
	GO WITH THE FLOW		1						
				69	91		<b>BREEZE &amp; KAI</b>	5	FL
							DON'T BE A HIGHSTRUNG	H	1
				69	93		<b>FADE OUT</b>		
							AND KEEP IT MELLOW		1
	<b>CRUSH</b>	5	FL	71	95				
	KILL THE MOTOR DUDE	H	1						
<b>GO WITH THE FLOW</b>									
				72	97		<b>SQUIRT</b>	5	FL
							WHOA THAT WAS SO COOL	H	1
	<b>FADE OUT</b>			72	99		<b>FADE OUT</b>		
	AN AMAZING KID		1				AN AMAZING KID		1



# Finding Nemo Jr. Followspot Cue Sheet

Lighting Designer: Lauren F. Thomas  
Director: DeAnna Helgeson  
SM: Josh Helgeson

Followspot #1: House Right				Cue Info		Followspot #2: House Left			
Action	Target	FR	Intens	PG#	Spot Cue	Action	Target	FR	Intens
	Line	Size	Count				Line	Size	Count
<b>W- WAIST</b>		<b>H- HEAD</b>		<b>FB- FULL BODY</b>					
<b>GO WITH THE FLOW</b>									
				72	101	↑	<b>KAI &amp; BREEZE</b>	5	FL
							IT'S AWESOME	W	1
CROSS-SHOT	<b>MARLIN</b>	5	FL	73	103	CROSS-SHOT	<b>KAI &amp; BREEZE</b>	5	FL
	BUT WHAT IF THEY'RE NOT	W	1				BUT WHAT IF THEY'RE NOT	W	1
↓	<b>FADE OUT</b>			74	105	↓	<b>FADE OUT</b>		
	GO WITH THE FLOW		1				GO WITH THE FLOW		1
				75	107	↑	<b>CRUSH</b>	5	FL
							WHEN YOU'RE RAISING	W	1
				79	109	↓	<b>FADE OUT</b>		
							MUDDY WATERS		1
<b>Scene 9</b>									
<b>ONE DEDICATED FATHER</b>									
↑	<b>GROUP 1</b>	5	FL	81	111				
	WE CALL THAT DUDE	FB	1						
↓	<b>FADE OUT</b>			82	113	↑	<b>GROUP 2</b>	5	FL
	DEDICATED FATHER		1				DEDICATED FATHER	FB	1
↑	<b>GROUP 3</b>	5	FL	83	115	↓	<b>FADE OUT</b>		
	DEDICATED FATHER	FB	1				DEDICATED FATHER		1





# Finding Nemo Jr. Followspot Cue Sheet

Lighting Designer: Lauren F. Thomas  
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Followspot #1: House Right				Cue Info		Followspot #2: House Left			
Action	Target	FR	Intens	PG#	Spot Cue	Action	Target	FR	Intens
	Line	Size	Count				Line	Size	Count
<b>W- WAIST</b>		<b>H- HEAD</b>		<b>FB- FULL BODY</b>					
<b>ONE DEDICATED FATHER</b>									
↓	<b>FADE OUT</b>			84	117	↑	<b>GROUP 4</b>	5	FL
	BRAVO		1				BRAVO	FB	1
↑	<b>GROUP 5</b>	5	FL	85	119	↓	<b>FADE OUT</b>		
	SEA TURTLES BACK	FB	1				SEA TURTLES BACK		1
↓	<b>FADE OUT</b>			85	121				
	BELLY OF A WHALE		1						
<b>THAT'S MY DAD</b>									
				86	123	↑	<b>NIGEL</b>	5	FL
							NEMO	W	1
				86	125	↓	<b>FADE OUT</b>		
							<i>WHEN NIGEL GETS ON PLAT</i>		1
<b>Scene 11</b>									
<b>JUST KEEP SWIMMING TOGETHER</b>									
↑	<b>MARLIN</b>	5	FL	93	127	↑	<b>NEMO</b>	5	FL
	NEMO GET BACK HERE	W	1				NEMO GET BACK HERE	W	1
				93	129	SHRINK	<b>NEMO</b>		FL
							EVERYONE TO SWIM DOWN	H	1
↓	<b>FADE OUT</b>			97	131	↓	<b>FADE OUT</b>		
	AH		1				AH		1

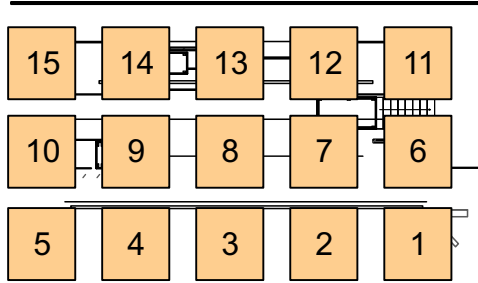


# Finding Nemo Jr. Followspot Cue Sheet

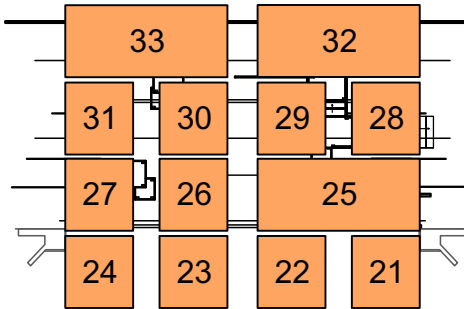
Lighting Designer: Lauren F. Thomas  
Director: DeAnna Helgeson  
SM: Josh Helgeson

Followspot #1: House Right				Cue Info		Followspot #2: House Left			
Action	Target	FR	Intens	PG#	Spot Cue	Action	Target	FR	Intens
	Line	Size	Count				Line	Size	Count
W- WAIST		H- HEAD		FB- FULL BODY					
FINALE PART 1									
	MARLIN	5	FL	97	133		NEMO	5	FL
	SO TELL ME DAD	W	1				SO TELL ME DAD	W	1
	FADE OUT			98	135		FADE OUT		
	THEN YOU TELL ME		1				THEN YOU TELL ME		1
Scene 12									
FINALE PART 2									
CROSS- SHOT	MARLIN,DORY,NEMO	5	FL	99	137	CROSS- SHOT	MARLIN,DORY,NEMO	5	FL
	NOW GO AND GET	FB	1				NOW GO AND GET	FB	1
	FADE OUT			99	139		FADE OUT		
	ILL BE CAREFUL		1				ILL BE CAREFUL		1
				112	141		CRUSH	5	FL
							NOW GO AND GET	W	1
				112	143		FADE OUT		
							ILL BE CAREFUL		1

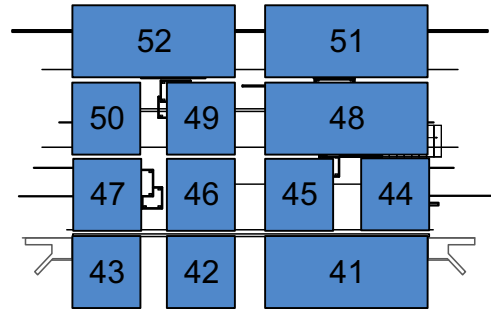
Front Light  
R02  
Group 1



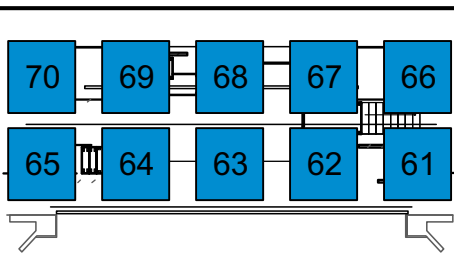
Warm High Sides  
R316  
Group 2



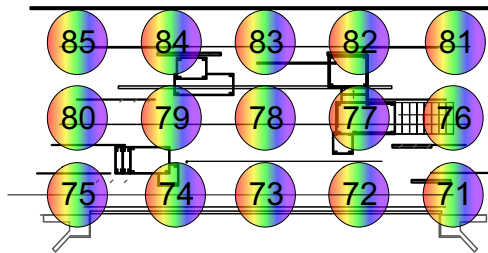
Cool High Sides  
R55  
Group 3



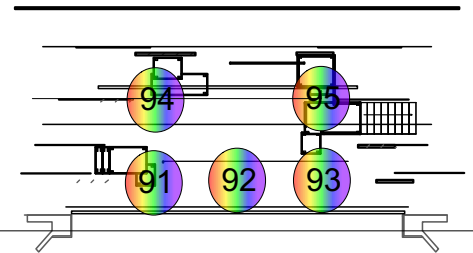
Conventional Downs  
R367  
Group 4



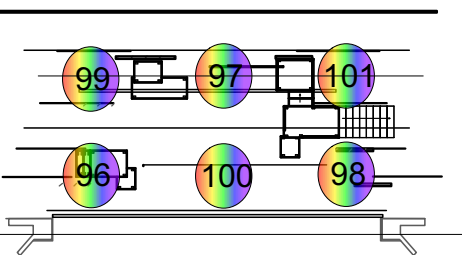
LED Downs  
Group 5



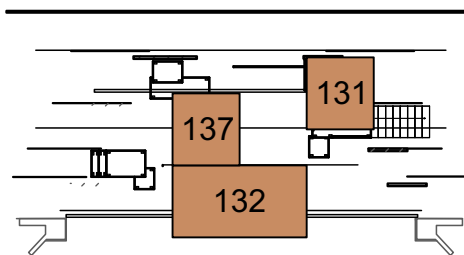
LED Textures  
T: R79665  
Group 6



LED Lustrs  
Group 7

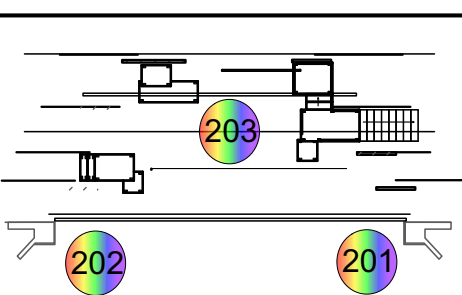


Net Specials  
T: G629  
Group 8

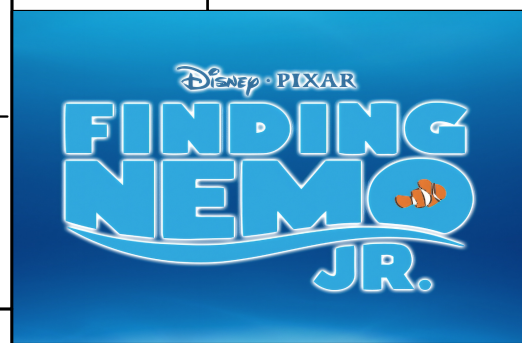


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Movers  
Group 9



- 140 - Boat Special
- 150 - Disco Ball
- 160 - Disco Ball Light
- 170 - SL SS Special
- 180 - SR SS Special
- 300 - SL Fog Machine
- 301 - SR Fog Machine
- 500 - House Lights



Cumberland County Playhouse

Mainstage Theatre

Director: DeAnna Helgeson

Lighting Design: Lauren F. Thomas

Scenic Design: Sami Tamulonis

Lead Electrician: Tyler Evans

Magic Sheet

v.4 as of 2.11.24