



BRIGHT STAR

Master Run Sheet

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SET PIECE	ACTION	START LOCATION	END LOCATION	PERSONNEL	CUE	NOTES
TOP OF SHOW PRESETS						
Props	Preset Onstage/In Set Pieces	--	--	All	--	
Chairs	Preset (6 in playing space, 3 onstage storage)	--	--	ASM	--	
Library Ladder	Preset	In front of SR Center Post	--	ASM	--	
Alice's Clothing Basket	Preset	SR Close to Wing	--	ASM	--	
Large (Rectangle) Picnic Basket	Preset	Under SR Juliet Stairs	--	All	--	Basket should contain 5 Lanterns
Barn Doors	--	CLOSED		All	--	
Barn Walls	--	CLOSED		All	--	
1.1 - If You Knew My Story						
Musician Check	Give OK to tune and then clear to start from all 4 band members.	--	--	Deck 2	SM Call	
Barn Doors	Open	Closed to Open		Deck 1, Deck 3	SM Call	Top of Scene
Barn Walls	--	Stay Closed		--	--	

1.2 She's Gone						
Barn Doors	Close	Open to Closed		Deck 1, Deck 3	SM Call	Transition into Scene
Barn Walls	Open 1/2	Closed to Open (1/2)		Deck 2	SM Call	Transition into Scene; Orange Spike
Prep Bookstore Desk	Prep SR	--	--	ASM & Deck 1	Before end of scene	Shelves 1st, Desk 2nd
Daddy Cane Platform	Push In	Fully Extended	Fully Extended	Deck 3 (Latch front), Man 1	During Transition	**Priority
1.3 Bright Star						
Barn Doors	--	Stay Closed		--	--	
Barn Walls	Close	Open (1/2) to Closed		Deck 1	SM Call	Transition into Scene
DSR Tab	Page Tab	--	--	ASM	During Transition	Bookstore Set & Angel Statue Strike
DSR Tab	Page Tab	--	--	ASM	During "Bright Star"	Bookstore Strike
Barn Doors	--	Stay Closed		--	--	
Barn Walls	Open 1/2	Closed to Open (1/2)		Deck 1, Deck 3	SM Call	During "Bright Star" (out of bookstore); Orange Spike
Bookstore Pieces	Catch & Store	Off SR	Storage	ASM & Deck 2	When available	
Billy's Suitcase	H/O to Billy	Off SL		Deck 3	Billy's Exit (During "Bright Star")	**Priority
Prep ASJ Desk	Prep SR	Page Tab	Page Tab	ASM	Before end of "Bright Star"	Actors may get to it first
DSR Tab	Page Tab	--	--	ASM	End of "Bright Star"	ASJ Desk Set
Barn Doors	--	Stay Closed		--	--	

Barn Walls	Close	Open (1/2) to Closed		Deck 1, Deck 3	SM Call	End of "Bright Star"
1.4 Way Back in the Day						
Icebox	Prep SR	--	--	ASM	During scene	
DSR Tab	Page Tab	--	--	ASM	During "Way Back in the Day"	ASJ Desk Strike
Barn Doors	--	Stay Closed		--	--	
Barn Walls	Open 1/2	Closed to Open (1/2)		Deck 1, Deck 3	SM Call	During "Way Back in the Day"; Orange Spike
DSR Tab	Page Tab	--	--	ASM	End of "Way Back in the Day"	Icebox Set
Alice Clothes (in basket)	Receive from W2	SR Close to Wing		ASM	--	Blouse, glasses, skirt, shoes, earrings
Alice Clothes (in basket)	H/O to Dresser	SR		ASM	--	Blouse, glasses, skirt, shoes, earrings
1.5 Whoa, Mama						
DSR Tab	Page Tab	--	--	ASM	During Transition	Icebox Strike
3 Manuscripts, Billy's Stories, & Toolbox	Prop Reset	Manuscripts & Stories on ASJ Desk & Toolbox on Icebox (Everything goes back to SR Prop Rack)		ASM	When available	
1.6 Firmer Hand / Do Right						
Barn Doors	--	Stay Closed		--	--	
Barn Walls	Close	Open to Closed		Deck 1, Deck 3	SM Call	Transition into "Firmer Hand/Do Right"
Prep Mayor Desk & Chair	Prep SR	--	--	ASM	Before end of "Firmer Hand"	Front of desk faces US w/ phone on the onstage side
Prep Jimmy Ray Chair	Prep SL	--	--	Deck 3	Before end of "Firmer Hand"	Big Green Chair

1.7 A Man's Gotta Do						
DSR Tab	Page Tab	--	--	Deck 1	During Transition	Mayor's Office Set
Prep Alice's Desk & Chair	Prep SL	--	--	Deck 3	When available	Blue Manuscripts on desk
DSR Tab	Page Tab	--	--	Deck 1	End of Song	Mayor's Office Strike
Office Chair	Track to SL	SR	SL	Deck 3	When available	
1.8 Bright Star Scene Change						
Prep Bookstore	Prep SR	--	--	ASM & Deck 1	Before end of scene	Actors may get to it first
Alice's Desk & Chair	Catch & Strike SL	--	--	Deck 3	During Transition	
1.9 Asheville						
DSR Tab	Page Tab	--	--	Deck 1	During Transition	Bookstore Set
Billy's Suitcase	H/O to Billy SL	Off SL		Deck 3	During "Asheville"	
DSR Tab	Page Tab	--	--	Deck 2	End of "Asheville"	Bookstore Strike
SL Wing	Light Margo's Exit	--	--	Deck 3	End of "Asheville"	
1.10 What Could Be Better						
Couple's Day Banner	Set on Bridge Bannister Hooks	SR Prop Rack	Bridge Bannister	ASM, Deck 1 (Headsets OFF)	Top of "Couple's Dance"	Deck 1 ENT SR & move ladder to SL, ASM ENT SL w/ banner & use ladder (SL>SR) to hang banner; both exit SR
Barn Doors	--	Stay Closed		--	--	
Barn Walls	Open 1/2	Closed to Open (1/2)		Deck 2, Deck 3	SM Call	Transition into Scene; Orange Spike

Prep Doctor's Curtain	Prep SR	--	--	ASM	When available	Clipboard & Stethoscope on top of curtain rod
Stethoscope	H/O to Dresser SR	--	--	ASM	During Doctor's Prep	
DSR Tab	Page Tab	--	--	ASM	End of "What Could Be Better"	Doctor's Curtain Set
Barn Doors	--	Stay Closed		--	--	
Barn Walls	Close	Open (1/2) to Closed		Deck 2, Deck 3	SM Call	End of Scene
Couple's Day Banner	Strike	Bridge Bannister	Off SR	Deck 1 (Headset OFF)	During Transition	Ent SL, Strike, Ex SR; **Enter during number
1.11 Alice is Pregnant						
DSR Tab	Page Tab	--	--	ASM	During Transition	Doctor's Curtain Strike
1.12 Special Qualities						
--	--	--	--	--	--	--
1.13 I Can't Wait						
Alice Desk & Chair	Preset SL	--	--	Deck 3	During "I Can't Wait"	
DSL Tab	Page Tab	--	--	Deck 3	End of "I Can't Wait"	Page Tab for Alice to EXT for a Q/C
SL Wing	Light Alice's Exit	--	--	Deck 3	End of "I Can't Wait"	
1.14 Bright Star Scene Change						
SL Wing	Light Alice's Entrance	--	--	Deck 3	After QC	
Prep Alice's Bed	Prep SR	--	--	ASM, Deck 1	Before end of scene	
Alice's Desk & Chair	CATCH/STRIKE	SL		Deck 3	During Transition	

1.15 Please, Don't Take Him						
Baby	H/O to Alice	SL in Bed		ASM	Once Alice gets onto bed	
DSR Tab	Page Tab	--	--	Deck 1	During Transition after QC	Alice's Bed Set
Thomas Wolfe Letter	Track SL > SR	SL	SR	ASM		
\$10	Track SL > SR	SL	SR	ASM		
Billy's Duffle Bag	Track SL > SR	SL	SR	ASM		
<i>Beautiful & Damned</i> Book	Track SL > SR	SL	SR	ASM		
Ripped up College Application	Throw Away	Mayor's Desk	Trash	ASM		
ASJ Check	Track to Alice's Desk	Bookstore Desk	Alice's Desk (In Checkbook)	ASM		
DSR Tab	Page Tab	--	--	Deck 1	End of "Please, Don't Take Him"	Alice's Bed Strike
1.16 A Man's Gotta Do (Reprise)						
Click Track	Turn Up	--	--	Deck 2	--	**Only for Nicole
Adoption Papers/Folder & Pen	CATCH from Standford	SL		Deck 3	During Transition	
Jacket & Hat	H/O to Standford	SL		Deck 3	During Transition	
Valise	WATCH Valise Toss	SL		Deck 3	During "A Man's Gotta Do"	Make sure the Valise isn't thrown backwards off the SL Juliet railing

INTERMISSION

Help Cellist down from Bridge	--	--	--	Deck 3	--	
Valise	Retrieve bag w/ pulley system	SL Juliet Balcony	SL Prop Rack	Deck 3	--	
Bench	Set Onstage	Onstage Storage	SR--Yellow	Deck 3	--	
Red Crate	Strike	CTR	Onstage Storage	ASM	--	With Bible & Flower inside
Stools	Restore to TOS Position	Bridge	TOS Positions	Crew	--	
Documents	On Mayor's desk for Jimmy Ray	SR Prop Rack	Mayor's Desk	ASM	--	
Jimmy Ray's Suitcase	Place In Mayor's Chair	SR Prop Rack	Mayor's Chair	ASM	--	
Biscuit	Throw Away	Alice's Basket	Trash	Deck 3	--	
2.0 – Sun's Gonna Shine						
Musician Check	Give OK to tune and then clear to start from all 4 band members.	--	--	Deck 2	SM Call	
Barn Doors	--	Stay Closed		--	--	
Barn Walls	Open 1/2	Closed to Open (1/2)		Deck 1, Deck 3	SM Call	After Entr'acte; Orange Spike; Slowly
DSR Tab	Page Tab	--	--	ASM	"...train for Raleigh..."	Alice & Mama Murphy ENT & Ensemble EXT
Prep Mayor Desk & Chair	Prep SR	--	--	ASM	Before end of "Sun's Gonna Shine"	Jimmy Ray Suitcase in Chair & Files on Desk
Prep Jimmy Ray Chair	Prep SL	--	--	Deck 3	Before end of "Sun's Gonna Shine"	

Barn Doors	--	Stay Closed		--	--	
Barn Walls	Close	Open (1/2) to Closed		Deck 1, Deck 3	SM Call	During Transition
DSR Tab	Page Tab	--	--	ASM	During Transition	Mayor's Office Set
2.1 - Heartbreaker						
DSR Tab	Page Tab	--	--	Deck 1	After "Heartbreaker"	Mayor's Office Strike
Office Chair	CATCH Chair	SL		Deck 3	After "Heartbreaker"	
2.2 Another Round						
Manuscript & Billy's Blazer	H/O Manuscript & Blazer to Dresser	SR		ASM	Song's Play-Off	
Prep Alice Desk & Chair	Prep SL	--	--	Deck 3	Before end of "Another Round"	Billy's Final Draft on Desk
DSR Tab	Page Tab	--	--	Deck 1	During Transition	Bar Strike
2.3 Publishing						
DSR Tab	Page Tab	--	--	Deck 1	Daryl Exit	
Daryl's Props	H/O after QC	SR		ASM	Top of Scene	
DSR Tab	Page Tab	--	--	Deck 1	Daryl Enter	
Alice's Desk	CATCH Desk	SL		Deck 3	During Transition	
2.4 Looking for Baby						
--	--	--	--	--	--	--

2.5 I Had A Vision						
Barn Doors	Open	Closed to Open		Deck 1, Deck 3	SM Call	During Transition; Slowly

Barn Walls	--	Stay Closed		--	--	
Prep Bookstore	Prep SR	--	--	ASM & Deck 1	During "I Had a Vision"	
2.6 Always Will						
DSR Tab	Page Tab	--	--	ASM	During Transition	Bookstore Set
Barn Doors	Close	Open to Closed		Deck 1, Deck 3	SM Call	During Transition
Barn Walls	--	Stay Closed		--	--	
DSR Tab	Page Tab	--	--	ASM	During Transition	Bookstore Strike
2.7 Sun is Gonna Shine (Reprise)						
Barn Doors	Open	Closed to Open		Deck 1, Deck 3	SM Call	During Transition
Barn Walls	--	Stay Closed		--	--	
USR Tab	Page Tab & Flashlight (as needed)	--	--	ASM	During Transition	Page USR Tab & light walkway for Alice & Daddy Murphy
Coffee Mug	CATCH Coffee Mug from Alice	SR		ASM	During Transition	As she EXTs
2.8 So Familiar / At Long Last						
Barn Doors	Close	Open to Closed		Deck 1, Deck 3	SM Call	During Transition
Barn Walls	Open 1/2	Closed to Open (1/2)		Deck 2	SM Call	During Transition; Orange Spike
Valise	SET Valise	Off SL	Behind Barn Wall	Deck 3	During Barn Door Move	Have the valise in hand during the door movement
Nehi & Billy's Belongings	H/O to Billy	SL		Deck 3	During Scene	H/O Props to Billy SL: 1. Nehi; 2. Clothes; 3. Boots & Baby Sweater
Barn Doors	--	Stay Closed		--	--	

Barn Walls	Open Full	Open 1/2 to Open (Full)		Deck 1, Deck 3	SM Call	Transition into "At Last"
ASJ Desk	Prep SR	--	--	ASM	When available	
Barn Doors	Fly Out	--	--	Deck 3	SM Call	Line 18; Slowly (to the music)
DSR Tab	Page Tab	--	--	Deck 1	During Transition	
USR Tab	Page Tab	--	--	ASM	During Transition	Jimmy Ray/Alice exit
Porch Latch	Unlatch	SL		Deck 3	During Transition	
Porch Latch	Latch	SL		Deck 3	During Transition	
Alice's Purse	CATCH	SL		Deck 3	During Transition	
Alice's Purse	Track SR	SL	SR	Deck 3	When available	Track to SR Prop Rack
2.9 Finale						
Lillian Jones Manuscript & Ring Box	H/O to Jimmy Ray/Alice	SR		ASM	On entrance	
POST SHOW						
Props	Reset/Checkin	--	--	All	--	Lantern, tin cup, pea colander/bowl
Glassware	Wash	--	--	Deck 3	--	
Valise Carabiner	Reset SL	--	--	Deck 3	--	
Barn Walls	Fly In	--	--	All	--	
Tabs	Fly Out	--	--	Deck 3	--	US--1', DS--6'