

3^o S TAGING

STAGE DIRECTOR'S CUE SHEET

PRESET ITEMS

- ☐ Sprig of Acacia by the Sr. M. o Cs. chair
- ☐ Canvass on the Lodge room floor in the East
- ☐ Copies of Pleyel's Hymn in the Preparation Room
- ☐ Three Cable-tows in the Preparation Room
- ☐ 24-Inch-Gauge with J-a
- ☐ Square with J-o
- ☐ Setting Maul with J-m
- ☐ Designs with GMHA
- ☐ Jewel with GMHA
- ☐ Chaplain's Prayer with the Chaplain

RETAIN BACKSTAGE

- ☐ Aprons, jackets, etc. of dramatists as needed

PRESET CHARACTERS

- ☐ J-a near the South
- ☐ J-o near the West
- ☐ J-m near the East
- ☐ Secretary at the Secretary's Desk
- ☐ Seafaring Man in the Junior Deacon's chair
- ☐ Narrator at his place in the Lodge room
- ☐ Chaplain at his place in the Lodge room

BACKSTAGE CHARACTERS

- ☐ Craftsmen in the Preparation Room
- ☐ GMHA in the anteroom
- ☐ KS in the anteroom
- ☐ HKT in the anteroom
- ☐ Guard in the anteroom

PERFORMANCE CUES

Backstage Cue

(start)

Narrator: "My Brother, you have..."

Prepare for Upcoming Entrance

Hiram: enter
place plans
go to Altar
meet Ruffians

(Narrator finishes: "... is intended to portray.")

Hiram: enter Outer Door

Craftsmen: enter Inner Door
take designs from Trestleboard
exit Outer Door

Backstage Cue

Prepare for Upcoming Entrance

.....(*Ruffians exit*)

Craftsmen: enter Inner Door

Ruffians: enter
take GMHA in canvas to West
place Sprig of Acacia
exit

.....(*Craftsmen exit*)

Lights Down; Low Twelve

Ruffians: enter

Craftsmen: return to preparation room
enter Inner Door
go to Trestleboard
no designs
confusion
exit Outer Door *after KS notices*

.....(*Ruffians exit*)

Narrator: “The raising of the lights...”

Lights Up

Craftsmen: enter Inner Door

HKT: enter Inner Door
note confusion
take seat

Guard: enter Inner Door
take seat

KS: enter Outer Door
note confusion
take seat

.....(*Craftsmen in confusion*)

HKT: enter

Guard: enter

.....(*HKT takes seat*)

Narrator: “It ws the cstm of K S evy mrrng...”

KS: enter

Narrator: “On arvg at the T on ths ocsn...”

.....(*Craftsmen exit*)

(*dialogue between KS and HKT*)

Craftsmen: return to preparation room
enter Inner Door *on Guard’s order*
go to West
form up and salute as Fc
search
watch 1C to return to West
form up and salute as Fc
exit Outer Door

Backstage Cue

(Guard orders Craftsmen to enter)

Craftsmen: enter Inner Door

(Craftsmen exit)

(HKT finishes report: "...bn sn snc h twl yst.")

Craftsmen: knocks Inner Door

Prepare for Upcoming Entrance

Craftsmen: return to preparation room
knock
dialogue with Guard
enter Inner Door
go to East
form up, *kneel* and salute as Fc
confess
exit Outer Door

(Craftsmen admitted by guard)

Craftsmen: enter Inner Door

Craftsmen: return to preparation room
enter Inner Door *on Guard's order*
go to Northwest
form up, facing South
roll call
exit Outer Door

Or: *roll call in preparation room*

(Craftsmen exit)

(KS communicates with HKT about confession)

Craftsmen: return to preparation room
enter Inner Door *on Guard's order*
go to West
form up and salute as Fc
exit *Inner Door*

3 Craftsmen: do not exit with other Craftsmen
go to Seafaring Man
go to East and salute as Fc
go to canvas
discover Sprig of Acacia
overhear Ruffians
capture Ruffians and bring to East
exit Inner Door with Ruffians

(Guard orders Craftsmen to enter)

Craftsmen: enter Inner Door

Ruffians: return to preparation room
bind with Cable-tows
loosen Aprons for capture
prepare for lamentations and capture

Backstage Cue

Prepare for Upcoming Entrance

(nonspeaking Craftsmen exit)
(3 Craftsmen dialogue with Seafaring Man)

(First Craftsman discovers Sprig of Acacia;
Third Craftsman: "It prsts th app of a gr.")

Ruffians: lamentations (penalties)

(3 Craftsmen exit Inner Door & seize Ruffians)

Ruffians &

3 Craftsmen: reenter Inner Door

(3 Craftsmen exit with Ruffians)

(noise made in preparation room)

3 Craftsmen: enter Inner Door

3 Craftsmen: *(fast reminder)*

reenter Inner Door

return to East and salute as Fc

return to canvass

get Jewel

return to East and salute as Fc

give Jewel to KS

exit Outer Door

(3 Craftsmen exit)

Craftsmen: return to preparation room
get copies of Pleyel's Hymn
enter Inner Door *on Guard's order*
form up on North Sideline
procession to grave
carry GHMA out Outer Door

(Guard orders Craftsmen to enter and form procession)

Craftsmen: enter Inner Door

(all except Kings exit)

WRAP-UP

Receive all props and costumes from dramatists.

Assist dramatists to clothe themselves appropriately for Lodge as quickly as possible.