

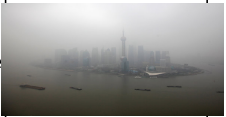











Scene	Location	Time of Day	Action	Composition	Lighting Research	Danielle Light
ACT I						
Scene 1	Public Amenity #9	Morning	<ul style="list-style-type: none"> •Lockstock introduces show •Old Man Strong gets taken away 	<ul style="list-style-type: none"> •Key light - from house right, medium saturated •Fill light - side light stage right and left, toned down warm 		
Transition	Public Amenity #9 ➔ Urine Good Company					
Scene 2	Urine Good Company	Late Morning	<ul style="list-style-type: none"> •Hope and Cladwell reunite •Sing about charging to pee 	<ul style="list-style-type: none"> •Key light - front house left •Fill light - high side, stage right and left •Fill light - front of house right 		
Transition	Urine Good Company ➔ Street Corner					
Scene 3	Street Corner	Night	<ul style="list-style-type: none"> •Sing about Old Man Strong sent to Urinetown •Talk of fee hikes with Hope •Hope and Bobby Strong meet and sing of their hearts 	<ul style="list-style-type: none"> •Key light - front house center •Fill light - high side, stage right and left •Fill light - back, stage right and left 		
Transition	Street Corner ➔ Public Amenity #9					

Scene 4	Public Amenity #9	The Next Morning	<ul style="list-style-type: none"> •New taxes anger The Poor •Bobby suggests the law is wrong •"Look At The Sky" 	<ul style="list-style-type: none"> •Key light - front house center •Fill light - high side, stage right and left •Fill light - side light, stage right and left •Fill light - back, stage right 	 	<small>"Dynamis" abstract painting by Suprematism</small> <small>Zuzana</small>
Transition	Public Amenity #9 ➔ Urine Good Company					
Scene 5	Urine Good Company	Morning	<ul style="list-style-type: none"> •Cladwell learns of riot, wants to beat the town into submission •Hope doubts fathers intentions •"Don't Be The Bunny" 	<ul style="list-style-type: none"> •Key light - front house left •Fill light - high side, stage right and left •Fill light - front of house right 	 	
Transition	Urine Good Company ➔ Public Amenity #9					
Scene 6	Public Amenity #9	Afternoon	<ul style="list-style-type: none"> •Bobby holds Hope hostage to fight Cladwell •Everyone escapes •"Free/Tomorrow" 	<ul style="list-style-type: none"> •Key light - Side light •Fill light - high side, stage right and left •Fill light - front of house left •Fill light - down, upstage 	 	
ACT II						
Scene 1	Secret Hideout	Morning	<ul style="list-style-type: none"> •Cladwell tells Lockstock to use weapons •Lockstock grabs Little Sally, but she escapes 	<ul style="list-style-type: none"> •Key light- side, stage right and left •Fill light- front, house left •Down light - center stage 		

Scene 2	Secret Hideout	Afternoon	<ul style="list-style-type: none"> •The Poor want to kill Hope as a stab to Cladwell •Bobby stops them and agrees to a meeting with Cladwell •Hope and Bobby on rough terms 	<ul style="list-style-type: none"> •Key light- side, stage right and left •Fill light- front, house left •Down light - downstage 		
Transition	Secret Hideout ➔ Urine Good Company					
Scene 3	Urine Good Company	Early morning	<ul style="list-style-type: none"> •Cladwell shows true colors when threatens against even his daughter •Penny anf Fipp question Cladwell •Lockstock and Barrel push Bobby of the roof 	<ul style="list-style-type: none"> •Key light- high side, stage right •Fill-front light, house right •Fill- side low, stage right Fill - down, center stage 		
Transition	Urine Good Company ➔ Secret Hideout					
Scene 4	Secret Hideout	Afternoon	<ul style="list-style-type: none"> •Everyone finds out Bobby is dead •Penny is Hope's mother •Hope wants to lead rebellion 	<ul style="list-style-type: none"> •Key light- front, house left •Fill- high side, stage left •Fill- down, upstage 		
Transition	Secret Hideout ➔ Urine Good Company					
Scene 5	Montage from Secret Hideout to Urine Good Company	Evening	<ul style="list-style-type: none"> •Singing on way to Urine Good Company, about taking everything back 	<ul style="list-style-type: none"> •Key light- front, house left •Fill- high side, stage left •Fill- down, upstage to center stage 		

Transition	Urine Good Company	Evening	<ul style="list-style-type: none"> •The Poor & Hope kill Fipp and Mrs. Millenium •The Poor surround Cladwell •Cladwell doesn't surrender •The Poor & Hope throw him off the roof 	<ul style="list-style-type: none"> •Key light- high side, stage left •Fill-front light, house left •Fill- side low, stage right Fill - down, down stage 	 
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