

Clue: The Musical

Deck SM Run Sheet

PRESHOW DUTIES:

TIME	WHAT	WHERE	NOTES
(-1:30:00)	SWEEP: Deck	On Stage	
	MOP: Deck		
	PRESET: Top of Show Unit Formation w/ Chairs		"Opening"
	CHECK: Spikes		Paint on standby
	SHUFFLE: Suspect, Location, Weapon Cards	On Card Stand	Shuffle
	CHARGE & CHECK: Glow Tape & Presets Backstage	Backstage	

TOP OF SHOW PRESETS:

WHAT	WHERE	NOTES
Playing Forms w/ Pencils	House	Check w/ Darren
SUSPECT UNITS		
Miss Scarlett Unit	SL "parking" spots	
Colonel Mustard Unit		
Mrs. White Unit		
Mr. Green Unit		
Mrs. Peacock Unit		
Professor Plum Unit		
PROPS		
<i>WRENCH</i>	<i>REVOLVER</i>	
<i>ROPE (x2)</i>	KNIFE	
<i>CANDLESTICK</i>	<i>LEAD PIPE</i>	
Martini Glass	3 Shot Glasses	
7 Champagne Flutes	2 Pool Cues	
2 Pool Chalks	5 Dollar Bills	
<i>Monopoly</i> Box	<i>Clue</i> Box	
Twister	Noise Crank	
Gluten Free Flour	Jug o' Water	
Sheet Pan	Tray w/ Roast & Big Fork	

Clue: The Musical

Deck SM Run Sheet

TOP OF SHOW PRESETS:

WHAT		WHERE	NOTES
SET PIECES		SL Parking Spots	
Miss Scarlett Chair	Pool Table		
Colonel Mustard Chair	Red Martini Glass Painting?		
Mrs White Chair	Blue Pedestal		
Mr Green Chair	Purple Side Table w/ Globe		
Mrs Peacock Chair	Window Attachment		
Professor Plum Chair	Kitchenette		
White Shelf w/ Knives	Conservatory Table		
Red Beverage Station	Yellow Chair		
Yellow Window Attachment	Small Platform		
Red Settee	Big Platform		

ON DECK PRESETS:

WHAT	WHERE	NOTES
All Six Card Units w/ Suspect Chairs FACING HOUSE	On Deck	Formation: Plum DCL, Pea DCR, Gre SL, MW SR, Scar UCL, Must UCR <i>Spike: OPENING</i>
Six Suspect Cards Shuffled	First Card Stand	
Six Location Cards Shuffled	Second Card Stand	
Six Weapon Cards Shuffled	Third Card Stand	
Three Card Stands	In Front of Piano	
Six Clue Logo Cards	Stage Left	Handoff before show begins

Clue: The Musical

Deck SM Run Sheet

TIME	WHAT	PROP/UNIT	WHERE	NOTES
ACT ONE (0:00:00)				
<i>#1 Overture & Opening (0:00:00)</i>				
(0:00:30)	MESA CUE	PEACOCK to stage	L3	after Mr. Green
<i>#2 The Game (0:01:45)</i>				
(0:08:00)	RECEIVE	Five Suspect Cards	L1	Figure out Killer, Location & Weapon
(0:08:15)	RECEIVE	Five Location Cards		
(0:08:30)	RECEIVE	Five Weapon Cards		
(0:09:00)	HANDOFF TO SCARLETT	Note for W. Demaniow	L1	Quick like a bunny!
	CHANGE WHITE UNIT	STRIKE: White Chair ADD: White Shelf with Knives	L1	
	SET	WHITE Unit	L3	
	SET	Kitchenette w/ <i>LEAD PIPE & KNIFE</i>	L1	
<i>#3 Underscore / Kitchen (0:09:05)</i>				
(0:09:05)	HANDOFF	IF WHITE IS THE KILLER: Sheet Music	L3	To Mr. Boddy
<i>#4 Life is a Bowl of Pits (0:10:00)</i>				
(0:10:00)	PRESET	Pool Table w/ Pool Cue, <i>CANDLESTICK</i> , and balls	L1	
	PRESET	GREEN UNIT ADD: Pool Attachment STRIKE: Green Chair	L3	
(0:11:00)	HANDOFF	IF GREEN IS THE KILLER: Sheet Music	L1	To Mr. Boddy
<i>#5 Clue Number One / Billiard Room (0:11:00)</i>				
(0:11:30)	RECEIVE	Kitchenette w/ <i>LEAD PIPE & KNIFE</i>	L3	Weapons to CART
	RECEIVE	WHITE Unit		Move to Back of Unit Line
	STRIKE	WHITE Unit: White Shelves	SL	
<i>#5A Six to One (0:11:30)</i>				

Clue: The Musical

Deck SM Run Sheet

TIME	WHAT	PROP/UNIT	WHERE	NOTES
(0:11:30)	CHANGE MUSTARD UNIT	STRIKE: Mustard Chair ADD: Window Unit Attachment	SL	
	PRESET	MUSTARD Unit	L3	
		Yellow Chair		
		Twister Map	L1	
		REVOLVER		
		Noise Cranker		
GREEN Unit				
#6 Clue Number Two / Ballroom (Peacock/Mustard) (0:14:45)				
(0:14:45)	HANDOFF	IF MUSTARD IS THE KILLER: Sheet Music	L1	To Mr. Boddy
(0:14:50)	RECEIVE	GREEN Unit w/ Pool Attachment	L3	Move to Back of Unit Line
	RECEIVE	Pool Table Unit	L1	
	CHANGE SCARLETT UNIT	ADD: Martini Glass Painting, Bar Station w/ Shaker, 3 Shots	SL	3 Shots are filled with water
	PRESET	SCARLETT Unit	L3	
	PRESET	Bottle of Wine	L1	
	PRESET	WRENCH & LEAD PIPE		
	PRESET	Settee Unit	L3	
(0:19:20)	HANDOFF	IF SCARLETT IS THE KILLER: Sheet Music	L1	To Mr. Boddy
#8 Clue Number Three / Lounge (Scarlett/Green) (0:19:20)				
(0:20:15)	RECEIVE	MUSTARD Unit	L3	Move to Back of Unit Line
	RECEIVE	Yellow Chair	L3	Strike it
	CHANGE PLUM UNIT	STRIKE: PLUM Chair ADD: PLUM Globe	SL	
	PRESET	PLUM unit	L3	
	PRESET	PLUM Desk & Chair	L3	

Clue: The Musical

Deck SM Run Sheet

TIME	WHAT	PROP/UNIT	WHERE	NOTES
(0:20:15)	HANDOFF	WRENCH & LEAD PIPE	SL	To Mr. Boddy
		Wine Bottle	SL	
#9 Everyday Devices (0:23:40)				
(0:25:00)	RECEIVE	Settee Unit w/ couch	L3	
(0:25:30)	RECEIVE	SCARLETT Unit		
(0:27:30)	RECEIVE	WRENCH		
	RECEIVE	LEAD PIPE		Back to GREEN
	HANDOFF	CANDLESTICK	SR	To MUSTARD
	HANDOFF	REVOLVER		To WHITE
	HANDOFF	ROPE	SL	To PEACOCK
	HANDOFF	KNIFE		To PLUM
(0:29:00)	CHANGE SCARLETT UNIT	SCARLETT UNIT: STRIKE: Bar Station & Martini Painting ADD: SCARLETT Chair		
(0:29:30)	HANDOFF	IF PLUM IS THE KILLER: Sheet Music	L1	To Mr. Boddy
#10 Playoff / Study (White/Plum) (0:29:40)				
(0:30:00)	RECEIVE	ALL WEAPONS	L3	
(0:30:30)	HANDOFF	IF PEACOCK IS THE KILLER: Sheet Music	L1	To Mr. Boddy
(0:30:45)	CHANGE PEACOCK UNIT	PEACOCK UNIT: STRIKE: PEACOCK Chair ADD: Blue Podium w/ Pot	SL	

Clue: The Musical

Deck SM Run Sheet

TIME	WHAT	PROP/UNIT	WHERE	NOTES
(0:30:45)	PRESET	Conservatory Table w/ 5 Pots	L1	
<i>#11 Clue Number Five / Conservatory (Peacock) (0:34:30)</i>				
<i>#11A Once A Widow (0:36:00)</i>				
(0:36:05)	RECEIVE	PLUM unit	L3	
	CHANGE PLUM UNIT	ADD: PLUM chair	SL	
	CHANGE WHITE UNIT	ADD: WHITE chair		
	CHANGE GREEN UNIT	ADD: GREEN chair		
	CHANGE MUSTARD UNIT	ADD: MUSTARD chair		
	PRESET	7 Glasses for SUCCESS	SL & SR	4 SR, 3 SL
<i>#12 Clue Number Six (0:38:45)</i>				
(0:39:00)	CHANGE PEACOCK UNIT	GET RID OF THE PODIUM AND SET CHAIR OR SO HELP ME	SL	Quick like a bunny!
	STRIKE	Conservatory Table w/ 5 Pots		
<i>#13 Waltz (0:39:30)</i>				
<i>#14 Corridors & Halls (0:42:05)</i>				
(0:42:25)	HANDOFF	LEAD PIPE	R3	To SCARLETT , SR
	HANDOFF	KNIFE		To WHITE , SR
	HANDOFF	WRENCH	L3	To GREEN , SL
	HANDOFF	LEAD PIPE		To PLUM , SL

Clue: The Musical

Deck SM Run Sheet

TIME	WHAT	PROP/UNIT	WHERE	NOTES
(0:42:25)	HANDOFF	CANDLESTICK	L3	To PEACOCK , SL
	HANDOFF	REVOLVER		To MUSTARD , SL
(0:45:50)	SHIFT	PLUM Unit	L3	On RAINBOW Spike
<i>#15 The Murder (0:46:30)</i>				
END OF ACT ONE (0:51:00)				

INTERMISSION DUTIES:

TIME	WHAT	WHAT	WHERE	NOTES
Intermission	PRESET	All weapons in bag	SR	All weapons facing DOWN
	WRITE	Cross out incorrect answers on Connor's cue cards	SL on Prop Cart	W/ Expo Marker

TIME	WHAT	PROP/UNIT	WHERE	NOTES
ACT TWO (0:00:00)				
<i>#16 After The Murder (0:00:45)</i>				
<i>#17 Incidental (0:01:45)</i>				
<i>#18 She Hasn't Got A Clue (0:04:45)</i>				
<i>#18A Round Two, Clue Number One (0:07:15)</i>				
<i>#19 Everyday Devices (Reprise) (0:15:10)</i>				
<i>#20 Round Two, Clue Number Two (0:22:45)</i>				
(0:23:00)	RECEIVE	All Units	L3	QUICK VERY QUICK
(0:23:30)	PRESET	Line Up, RAINBOW Order: Scarlett, Mustard, White, Green, Peacock, Plum	SL	
<i>#21 Seduction Deduction (0:24:30)</i>				
<i>#22 Foul Weather Friend (0:31:45)</i>				

Clue: The Musical

Deck SM Run Sheet

TIME	WHAT	PROP/UNIT	WHERE	NOTES
#22A Round Two, Clue Number Three (0:33:50)				
#23 Don't Blame Me (0:35:50)				
(0:36:55)	HANDOFF	Line Up, RAINBOW Order: Scarlett, Mustard, White, Green, Peacock, Plum	RAINBOW Spike	
#24 The Final Clue (0:37:50)				
#24A The Cards Revealed (0:38:00)				
#25 Confessions - Underscore (0:38:45)				
#26 Audience Winners (0:39:10)				
#27 Apotheosis (0:40:55)				
#27A Mr. Boddy's Farewell (0:41:55)				
#28 The Game (Finale) (0:42:30)				
#29 Bows (0:44:55)				
#30 Exit Music (0:46:05)				
END OF SHOW w/ INTERMISSION (1:53:35)				

POST SHOW DUTIES:

TIME	WHAT	PROP/UNIT	WHERE	NOTES
Postshow	Ushers Exit	STRIKE: All SR & SL Props	Deck	Check all props during changeover
		STRIKE: All Scenic Units	Deck	
		STRIKE: Prop Cart	Deck	
		CHECK: All Props	Rehearsal Hall	