




## Key/Notes on Calling

Yellow boxes indicate cues, both standbys and GOs, and occasionally other things to say out loud.

On Recorded Track Days (not live orchestra), some audio tracks need to be called. These are in italics as *Track* (and the appropriate track number). There are also similar italic notes to “*Pause after this track.*” Similarly, orchestra-only instructions are in italics.

Blue notations are visual and audio cues to listen/watch for and keep your place. If a vertical blue box is placed between measures, it indicates the start/end of a phrase.

Purple numbers are timings taken from the 2016 recording (with live orchestra).

Rail cues are run off cuelights,  Blue,  Red, and  Green. They are warned verbally with an explanation and the cue includes a description of what happens. Flip Q-lite on as you give the Standby, off for the GO (no verbal given). Tuning and Act I Conductor entrance are cued off a Q-lite in the pit (one red light, one green light – both go on or off at same time).

During Snow, pull the fog out early if it gets above their knees or really kicks up, or if the Maestro is getting too much (check conductor monitor). Robert (light board op) can help keep an eye too. Note that the airflow changes after the orchestra pit is struck (when only doing Tracked performances, i.e., the final week for 2017.)

NOTE, THIS WAS  
THE FIRST PAGE  
IN MY FULL  
SCRIPT/SCORE  
DOCUMENT. IT'S  
THE “IF I’M HIT  
BY A BUS”  
EXPLANATION  
FOR THE NEXT  
STAGE  
MANAGER.



This arrow indicates a tight sequence – keep talking to give next cue and/or turn the page.

Digital version prepared  
by Erin Joy Swank  
Stage Manager, 2017

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HERE'S A SECTION OF THE SCORE FROM MID-WAY THROUGH THE RATS/BATTLE SCENE THROUGH TO THE SNOW TRANSITION.

First system of musical notation, featuring a treble and bass staff. The treble staff contains complex melodic lines with triplets and slurs. The bass staff provides a harmonic accompaniment with chords and moving lines.

Second system of musical notation. The treble staff continues the melodic development. The bass staff includes a dynamic marking of *f* (forte) and features more complex rhythmic patterns.

Third system of musical notation. A blue box labeled "TRACK 12 (no pause)" is positioned above the treble staff. A purple box labeled "p31:15" is in the left margin. A light blue box labeled "DROSS TAKES DOLL (1<sup>st</sup> time)" is placed over the right side of the system.

Fourth system of musical notation. A light blue box labeled "CLARA TAKES DOLL" is placed over the right side of the system. The notation includes various musical symbols like slurs and accents.

Fifth system of musical notation. A box labeled "130" is in the left margin. The system concludes with a dynamic marking of *f* (forte) in the bass staff.

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DROSS TAKES DOLL

*cresc.*

*fff*

*p* **GONG** *p* *cre* *scen*

*do* 140

**STANDBY**  
**AUTO Q10**  
 (Attic & Bedroom)  
**HOUSE**  
**STRIKE SL**  
 then **SR**  
**LQ 50-57**  
**TREE REVEAL**  
 The Dancers to  
 bring on the  
 Clock, Cabinet  
 and Cannon  
 Also  
**STANDBY**  
**SPOT 2 OUT**  
 then 50% on  
 Nutcracker CS  
**SPOT 1 OUT**  
 then back  
 again on Clara  
 at 50%  
 And a very early  
**STANDBY** for  
**PYRO**

LISTEN  
 FOR  
 GONG, then

KEEP AN  
 EYE ON  
 DROSS  
 FOR  
 VISUAL  
 CUE NEXT  
 PAGE,  
 START  
 TALKING  
 AS HE  
 GIVES HER  
 THE DOLL  
 BACK (2<sup>nd</sup>  
 time)





**LQ 50 & AUTO Q10 (Attic) – Visual: Dross turns upstage to break**58 **SL HOUSE... – Hear “Clear” from Dustin (Infrared Monitor LOOKS clear before bolts are)****“RIGHT GO” – immed.**

The musical score consists of five systems of staves. The first system shows a piano introduction with a treble and bass staff. The second system includes the lyrics "cre..." and "...scen...". The third system includes the lyrics "do". The fourth system features a piano solo with a treble staff and a bass staff, with a yellow highlight on the final measure of the treble staff. The fifth system is a grand staff with a treble, middle, and bass staff, with a blue highlight on the first measure of the bass staff. Dynamics include *ff* and *fff*. A box labeled "50" is present in the fifth system.

**SPOT 2  
OUT –  
Visual:  
Dross takes  
Doll (to  
exit)**

**LQ 51 &  
SPOT 2 UC  
(50%)**

**LQ 52 –  
Visual:  
Nutcracker  
goes SR  
(after arm  
moves)**

Musical score for piano, measures 1-4. The key signature is two sharps (F# and C#). The music features a complex, flowing melody in the right hand and a more rhythmic, chordal accompaniment in the left hand.

**LQ 52.5 & TREE**  
(call on count 4  
– want reveal on  
next downbeat)

Musical score for piano, measures 5-8. The music continues with a similar texture. A blue highlight is placed under the bass line in measures 6 and 7. A blue arrow points from the right side of this system to the next system.

CLARA PUSHES  
HIS ARM

**LQ 53, CLOCK &  
CABINET** (if need to  
cue dancers/LQ=Star)

Musical score for piano, measures 9-12. The music continues with a similar texture. A blue highlight is placed under the bass line in measures 10 and 11. A blue arrow points from the right side of this system to the next system.

RATS SET BATTLE CLOCK AND CABINET

Musical score for piano, measures 13-16. The music continues with a similar texture. A blue highlight is placed under the bass line in measures 14 and 15.

**CANNON** (if need to cue –  
especially if Bear is youth)

Musical score for piano, measures 17-20. The music continues with a similar texture. A blue highlight is placed under the bass line in measures 18 and 19. A blue arrow points from the right side of this system to the next system.



# CMEHA. N° 7. SCÈNE.

(THE BATTLE)

ON TRACK DAYS, TRY TO TIME  
PYRO WITH OR SLIGHTLY  
BEFORE THE NOISE ON THE CD

(La sentinelle crie: „qui vive?“ Pas de réponse. Elle tire un coup.)

Allegro vivo. (♩ = 144)

BEAR ENTERS WITH CANNON SL

PYRO  
(le coup de fusil)

TRACK 13 (no pause)

SPOT 1 OUT  
– Visual:  
Clara  
crosses UR  
with  
Cannon

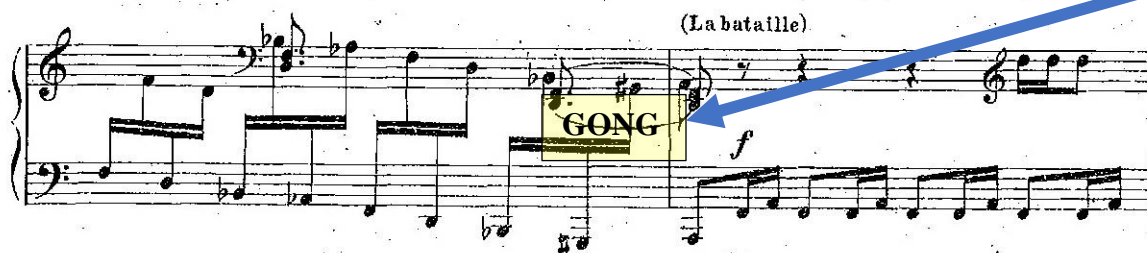
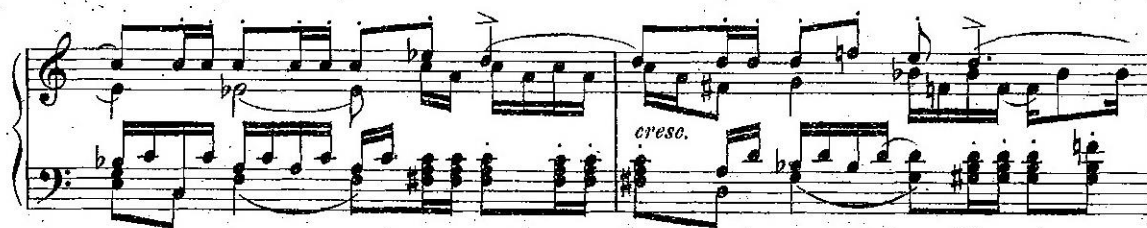
La sentinelle réveille les lapins à tambour)

RATS CARRY  
OFF “DEAD”  
ONE DR  
WING 1  
(behind call  
desk)

10

(Les lapins battent l'alarme)

(Les souris et les soldats à pain d'épice se rangent)



(La bataille)

LQ 57 &  
SPOT 1 ON  
Clara (50%)



The image displays a page of a musical score, page 62, for a piano piece. The score is written for piano and consists of six systems of staves. The first system shows a treble and bass staff with a melody in the treble and a bass line in the bass. A blue highlight is present under the first measure of the treble staff. The second system continues the melody and bass line. The third system is marked with a box containing the number 30 and the instruction *sempre ma non troppo*. The fourth system features a dynamic marking of *f* (forte) in the bass staff. The fifth system is marked with a box containing the number 9 and shows a complex melodic line in the treble staff. The sixth system continues the piece with a dynamic marking of *f* in the bass staff. The score includes various musical notations such as eighth notes, sixteenth notes, and slurs, indicating a fast and technically demanding piece.



**STANDBY**  
**SPOT 1 to**  
**Swap to the**  
**Rat Queen**  
**SL, and**  
**BOTH**  
**SPOTS**  
**Fading Up –**  
**SPOT 1 to**  
**75, 2 to 70%**

The musical score is written for piano and consists of six systems of staves. Each system typically has a grand staff (treble and bass clefs) and sometimes a single staff. The notation includes various musical symbols such as notes, rests, and dynamic markings. A blue highlight is present under the first system of the third system. A bracket labeled '8' is placed over the first system of the fourth system. A bracket labeled '1' is placed over the first system of the fifth system. A bracket labeled '7' is placed over the first system of the sixth system. The score is written in a key signature of one flat (B-flat) and a time signature of 7/8.

**SPOTS 1 & 2**  
 – Visual:  
 Clara  
 running  
 toward Rat  
 Queen SL

14

50

TRILL. *cresc.*

RAT QUEEN ENTER UL

(Les souris triomphent et dévorent les soldats à pain d'épice)

(Casse-noisette appelle sa vieille garde. Il crie: „aux armes!“)

*marcato*

60

*marcato*

*marcato*

(Le roi des souris arrive. Son armée l'accueille)

8

*ff*



65

70

RATS EXIT-SR



GONG

*ma non troppo*

(La seconde bataille)

*sempre f ma non troppo*

80

**STANDBY**  
**LQ 59-61**  
**SPOT 2 to Swap**  
 to Clara on  
 your own with  
 the 1<sup>st</sup> hit  
**SPOT 1 & 2**  
 OUT on own  
 on defeat or  
 laying down  
 **RAIL 8 –**  
 Red (Shift to  
 Snow)  
 **RAIL 9 –**  
 Green (Show  
 Scrim OUT)  
**THE KABUKI**  
**DECK**  
**RELEASE &**  
**DUMP**  
**FOG – You can**  
 chill it now  
 & SNOW





100

*sempre ff*

“Reminder, the next several spot cues are to swap to Clara then fade out as appropriate. When they’re all down, also **STANDBY SPOT 1** on Nutcracker, 2 on Clara at 30%, and eventually Spots 3 & 4 in Blue on the Snow couple US.

(SPOT 2 to Clara ON OWN – Rat hits Nutcracker 1<sup>st</sup> time)





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**Red Q-lite OFF – Visual: Kabuki IN complete** (Rail 8: Shift to Snow – 8 linesets)  
 (Claire jette son soulier sur le rocher et tombe évanouie)

Musical score for the first system, featuring piano and violin parts. The piano part has a forte (ff) dynamic, and the violin part has a mezzo-forte (m.g.) dynamic. There are various musical notations including notes, rests, and slurs.

**SPOTS, please**  
 get them on  
 your own  
 when they  
 wake up, at  
 30%; 1 on  
 Nutcracker,  
 2 on Clara.  
**LIGHTS, on**  
 your own  
 with the  
 Scrim

**TRACK 14 (no pause)**

Musical score for the second system, featuring piano and violin parts. The piano part has a forte (f) dynamic, and the violin part has a diminuendo (dim.) dynamic. There are various musical notations including notes, rests, and slurs.

Musical score for the third system, featuring piano and violin parts. The piano part has a mezzo-forte (mf) dynamic, and the violin part has a piano (p) dynamic. There are various musical notations including notes, rests, and slurs.

**Green Q-Lite OFF -**  
**Visual:**  
**Nutcracker**  
 (Ben: raises  
 arms;  
 Sergio/Jun:  
 as stands)  
 (Rail 9: Scrim OUT  
 – Medium Slow)

porter ses soins à Claire qui revient à elle. (Scrim change.)

[LQ 60.5 & a/f  
 60.7 Board op  
 takes on own  
 with scrim]

Musical score for the fourth system, featuring piano and violin parts. The piano part has a forte (f) dynamic, and the violin part has a mezzo-forte (mf) dynamic. There are various musical notations including notes, rests, and slurs.

**LQ 61, SPOTS 3**  
**& 4, SNOW &**  
**KABUKI - For**  
**next downbeat**  
**(with ritard)**  
 (Autofollow LQ 101)



## Картина II.

## SNOW

## Tableau II.

## СЦЕНА.

## № 8.

## SCÈNE.

Andante. (♩ = 72)

BEWARE OF  
STATIC  
SHOCKS  
FROM THE  
KABUKI  
DROP....!

STANDBY  
SPOTS to  
SWAP to  
the other  
couple - if  
you're on a  
boy, stay on  
a boy. Stay  
at 30% but  
switch to  
Blue,  
Then LQ  
102. From  
then on, all  
Spots 1 are  
also Spot 3,  
2 are also 4.

WATCH FOG  
LEVEL: IF  
FOG IS  
ABOVE  
KNEES, GO  
AHEAD AND  
KILL IT, OR  
TOO MUCH IN  
MAESTRO  
CAM. FLOW  
CHANGES IF  
ORCHESTRA  
PIT IS  
STRUCK.