

Backstage Left

- Chair
- 2 Knight sticks
- Yardstick
- Private property sign
- Jackie's Dodger uniform (pants, shoes, hat, 42 jersey)
- Feather duster
- 4 packages of baseball cards
- Loose baseball cards (old)
- Pen
- Newspaper
- 3 Cardboard boxes
- Baseball glove (M)
- Catcher's mitt
- Reporter notepad
 - Pencil
- Rag
- Dishtowel
- Paper bag lunch
- Cigar
- Chalkboard with "BLACK HIS" on it
 - Set in DS position
 - Chalk
 - 3 Lists of famous Black Americans
 - Eraser

Backstage Right

- 2 Chairs
- Bag of laundry
- Bag of cleats
 - One shoe
 - Shoe shine kit (1/2 unzip, brush, rag, can)
- Aluminum bat
- Cane
- Loose baseball cards (old)
- Single baseball card (old)
- Cigar
- Pen
- 4 beers
- Handkerchief
- Babe Ruth card in frame
- 2 \$20 bills
- Bundle of letters (one open on top)
- Rachel's purse
 - Thermos
- Infant
- Leather satchel
 - Baseball glove (KE)
 - Pencil
- Baseball glove (KC)
- Dodger's flag
- 2 Magazines

Onstage

- Pedestals 3 & 4 on blue spikes
- Bench against DS side of pedestals 3&4
- PEDESTAL 3:**
 - Telephone
 - Baseball glove (R)
 - Baseball glove (A)
 - Green notebook with pencil
 - Backpack (unzipped)
 - Pillow
 - Blanket
 - Joe Mauer card
- PEDESTAL 4:**
 - Nintendo DS
 - Contract
 - Pen

Onstage, Against walls

- Dugout unit on blue spikes SR
- Pedestals 1 & 2 on blue spikes SL
- Hotel sign off
- Brooklyn subway sign off
- Door closed
- Door unit closed
- DUGOUT/ FLIP'S FAN CLUB:**
 - Jackie Robinson card in frame
- DUGOUT/ LOCKER ROOM:**
 - 3 wooden baseball bats (1 per locker)
 - Petition against Jackie (middle locker)
- PEDESTAL 2:**
 - White tablecloth
- FENCE:**
 - Banner on 3 screws SL
 - Banner on 3 screws SR



Jackie & Me Preset/Plot

Last Revised: 2.26.14

FOR JULIA	
<input type="checkbox"/>	Strike ghost light
<input type="checkbox"/>	Work lights on
<input type="checkbox"/>	Sweep
<input type="checkbox"/>	Mop
<input type="checkbox"/>	Check headsets
<input type="checkbox"/>	Aisle lights on
<input type="checkbox"/>	Check all spike marks
<input type="checkbox"/>	Dressing room calls (15, 10, 5, places)
<input type="checkbox"/>	Linesets 8, 9, 11 out
<input type="checkbox"/>	Work lights off after mic check
<input type="checkbox"/>	Check in with Angel before house open
<input type="checkbox"/>	Be on headset by :05 dressing room call

FOR ANGEL	
<input type="checkbox"/>	Dimmer Check
<input type="checkbox"/>	Prep microphones
<input type="checkbox"/>	Turn on FOH
<input type="checkbox"/>	Control of house lights
<input type="checkbox"/>	Run TOS
<input type="checkbox"/>	Mic Check
<input type="checkbox"/>	House lights check
<input type="checkbox"/>	Get radio—balcony open?
<input type="checkbox"/>	Dressing room call (half hour)
<input type="checkbox"/>	Check with Julia for house open
<input type="checkbox"/>	Check headsets

SHIFT 1		p.16 (end of classroom scene)
Where	Action	Cue/Notes
USL	1- Catch Chalkboard (G) 2- Strike chalkboard USL	Not cued by SM <i>Teacher exits with board</i>

SHIFT 2		p.29 (after 1 st time travel)
Where	Action	Cue/Notes
1- SL 2- SR	1- Dress SL banner 2- Go to SR 3- Dress SR banner	Not cued by SM <i>Teacher exits with board</i>

SHIFT 3		p.46 (end of water fountain scene)
Where	Action	Cue/Notes
DSR	1- Catch Infant (G) 2- Push Hotel sign ON 3- Go to flyrail	Not cued by SM <i>Rachel Robinson exit SR w/ infant</i>

SHIFT 4		p.49 (end of Jackie/Joey playing catch)
Where	Action	Cue/Notes
FLY RAIL	1- Lineset #8 IN 2- Go to DSR	SM headset cue



Jackie & Me Preset/Plot

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SHIFT 4.5		p.58 (end of drinking beer scene)
Where	Action	Cue/Notes
DSR	1- Quick Change (N) into Branch 2- Go to flyrail VERY QUICK	SM headset cue

SHIFT 5		p.61 (end of Ant/outer space scene)
Where	Action	Cue/Notes
FLY RAIL	1- Lineset #8 OUT 2- Go to DSR	SM headset cue

SHIFT 6		p.67 (end of grocery/delivery scene)
Where	Action	Cue/Notes
DSR	1- Push Hotel sign ON 2- Go to flyrail	Not cued by SM <i>Rachel & Jackie Robinson enter SR</i>

SHIFT 7		p.73 (end of “you need a doctor” scene)
Where	Action	Cue/Notes
FLYRAIL	1- Lineset #11 IN 2- Go to DSL	SM headset cue

SHIFT 8		p.76 (end of Rachel rejected from hotel scene)
Where	Action	Cue/Notes
DSL	1- Catch Satchel 2- Quick Change (KC) Ant→Chapman 3- Strike Packages from Satchel 4- Move Satchel, Ant Costume to SR 5- Go to SR	Not cued by SM <i>1 ½ pages after SHIFT 5, with KC exit</i>

SHIFT 9		p.80 (end of Pee Wee and Jackie friends scene)
Where	Action	Cue/Notes
DSR	1- Handoff wooden bat (R)	Not cued by SM <i>1 ½ pages after SHIFT 5, with KC exit</i>



Jackie & Me Preset/Plot

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SHIFT 9.5		p.83 (after Jackie steals home)
Where	Action	Cue/Notes
DSR	1- Quick Change (KC) 2- Go to flyrail QUICK	Not cued by SM <i>1 1/2 pages after SHIFT 5, with KC exit</i>

SHIFT 10		p.87 (end of presidents scene)
Where	Action	Cue/Notes
FLY RAIL	1- Lineset #11 OUT	SM headset cue

SHIFT 11		p.89 (end of policeman scene)
Where	Action	Cue/Notes
FLY RAIL	1- Lineset #9 IN	SM headset cue

SHIFT 12		p.95 (end of Babe Ruth at game)
Where	Action	Cue/Notes
FLY RAIL	1- Lineset #9 OUT 2- Go to SR	SM headset cue

SHIFT 13		p.102 (end of Little League game)
Where	Action	Cue/Notes
SR	1- Quick Change (N) Coach → Branch 2- Begin resetting props 3- Back on SL headset by bows	Not cued by SM <i>Joey steals home, N exits</i>