



Show: CLUE
Writer: Sandy Rustin

Time Period: 1954

Location: Not too far away from Washington DC

Production Info:

Director: Brant Russell
Stage Manager: Sage Shepard
ASM: Ella Gover
Set Designer: Gabby Trice
Technical Director: Hunter Lee

First Tech: February 1st
First Dress: February 4th
Open: February 8th

Props	Costumes	Consumable		Scenic	Weapon								
Tracking #	Source	Page #	Qty.	Item/Prop	Description	Character/Scene	Locations	Notes	Drafting	Research	Acquirement	B. Status	Current Location
P#1	SD 10.19	7	1	Portable Radio	"Senator Mccarthy's voice is heard from TV" "Likely utilizing radio from stock. Shouldn't be larger than 2'-0" x 2'-0" and should be lightweight. Medium to dark wood." -SD Research	Yvette Prologue	Hall	*originally a tv, changed to portable radio in SD 10.19 meeting Needs to fit on bar cart -SD 10.19 meeting	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Crossover
P#2	Script	7	1	Polishing Rag	For Yvette to polish candle stick (P#3) -SD meeting 10.19 "Prefer a cream and a scalloped edge. Roughly 8"x8" -SD Research	Yvette Prologue	Hall	Changed from polishing rag to candlestick in SD 10.19 meeting	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Done	Cabniet
P#3	SD 10.19	7	1	Candle Stick	For Yvette to polish with polishing rag (P#2) -SD meeting 10.19 "Identital to Mrs.White's candlestick weapon (P#)" -SD 10.19	Yvette Prologue	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet
P#4	Script	7	1	Wadsworth's Umbrella	Black -SD Research Wadsworth costume is a tradional butler, Downtown Abbey style -Costume moodboard	Wadsworth Prologue	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet
P#5	Script	8	1	Butcher's Knife	Butcher knife is a butcher's clever instead of traditional butcher knife -RR#4 Ironically large -ASM 1.11	Cook Prologue	Hall	Will be place in cook's apron -RR#4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Not Started	Shop
P#6	Script	9 21	1	Bar cart	"James Bond look, Glass and Brass" -Dir. 11.15 "More 40s/50s, Boddy just updated to a moveable bar" -Dir. & SD 11.15	Yvette Scene 1, Scene 9	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Done	Crossover
P#7	Script	9	1	Bottle of Champagne	Champagne should be a more expensive brand from 1950-54 -SD Research	Yvette Scene 1	Hall	Gerk-is-popped--suppose-to-mimic-gunshot - Champagne is not popped on stage -RR#4 Has champagne-in-it No liquid needed in champagne bottle.-RR#4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Storage
P#8	Script	9	6-7	Champagne Flute	The more ornate the better -SD Research	Guest Scene 1	Hall	Champagne will be inside -RR#4 email chain	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Done	Cabinet
P#9	Script	9	#	Champagne	Champagne is spilt on Mr.Green -Script & RR#4 Greens champange flute spill onto Miss. Scarlett in Scene 2 -Script & RR#4			Champagne will be sparkling water -RR#4 email chain	<input type="checkbox"/>	<input type="checkbox"/>	Purchase	On Hold	N/A



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P#10	Script	11	1	Box of candy	"Lavishly wrapped box of chocolates" - <i>Script</i> "Cocky, with fun 50's wrapping paper" - <i>SD 10.19</i>	Mrs. Peacock Scene 1	<i>Hall</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Done	Shop
P#11	Script	12	1	Mr. Green's Umbrella	Preferably deep brownish-green, wooden handle - <i>SD Research</i> Costume is very clean and professional - <i>Costume moodboard</i>	Mr. Green Scene 1	<i>Hall</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet
P#12	Script	12	#	Mr. Green's pocket items	An inhaler, kleenex, or something of that nature for Green to take out of his coat pocket and use in Scene 1.	Mr. Green Scene 1	<i>Hall</i>		<input type="checkbox"/>	<input type="checkbox"/>	Stock	Not Started	N/A
P#13	Script	13 51	1	Tobacco Pipe	Professor Plum is smoking from when he enters Boddy Manor - <i>Script</i> Classic, 50's look. Straight stem. - <i>SD Research</i>	Professor Plum Scene 1, Scene 10	<i>Hall</i>	<i>Scarlet find in hallway outside conservatory in Scene 10 -Script</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Sourced	N/A
P#14	Script	13	1	Miss. Scarlet's Cigarette	Miss. Scarlet is smoking from when she enters Boddy Manor - <i>Script</i> "Long, Thin Cigarette" - <i>Script</i> "A flapper cigarette holder" - <i>SD Research</i> "Exhaling a puff of smoke and throwing a cigarette to the ground when she is revealed at the front door" - <i>RR#2</i>	Miss. Scarlet Scene 1	<i>Hall</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Not Started	N/A
P#15	Script	13 22	1	Professor Plum's Letter	Reads: 'Please arrive at 7:30 sharp on Saturday evening. 'It will be to your advantage to be present on this date because a Mr. Boddy will bring to end a certain long standing confidential and painful finicalial liability' - <i>Script</i>	Professor Plum Scene 1, Scene 3	<i>Hall</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A
P#16	RR#4	14	1	Rag	Napkins/rags for Yvette to give to Green after his champagne is spilled - <i>RR#4</i>	Yvette Scene 1	<i>Hall</i>		<input type="checkbox"/>	<input type="checkbox"/>	Stock	Pulled	Storage
P#17	Script	14	1	Hors d'oeuvres	"Small plate of finger sandwiches, very minimal" - <i>SD 10.19</i> Sandwiches placed on two tier tray - <i>SD Research</i>	Guest Scene 1	<i>Lounge</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	In Progress	Shop
P#18	v.1 Script v.2 SD10.19	14	1	Vodka Decanter	"Crystal-looking. The more ornate the better." - <i>SD Research</i>	Professor Plum Scene 1	<i>Dining Room</i>	<i>Suppose to act as the cocktail listed in the script</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
P#19	v.1 Script v.2 SD10.19	14	4	Vodka Rock Glasses	"Crystal-looking. The more ornate the better." - <i>SD Research</i>	Professor Plum Scene 1		<i>Suppose to act as the cocktail listed in the script</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet
P#20	v.1 Script v.2 SD10.19	14	1	Vodka		Professor Plum Scene 1		<i>Suppose to act as the cocktail listed in the script</i>	<input type="checkbox"/>	<input type="checkbox"/>	Other	On Hold	N/A
P#21	Script	15 65	1	Gong	"Handheld" -SD 10.19 "Should look like an antique" - <i>SD Research</i>	Cook, Wadsworth Scene 1, Scene 14	<i>Dining Room</i>	<i>Originally hit by cook on page 15, Wadsworth hits again on page 65</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Sourced	Transit



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P#22	Script SD Research	16	7	Plate Setting	Three on each side and one extra setting at head of the table - <i>Script</i> Dinner plate, Salad plate, Soup bowl - <i>SD Research</i>	Guest Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage	
P#23	Script SD Research	16	7	Silverware	Soup spoon, tea spoon, salad fork, dinner fork and dinner knife - <i>SD Research</i> Gold - <i>SD 1.19</i> Mrs. Peacock taps table knife against glass - <i>Script</i>	Guest Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage	
P#24	Script SD Research	16 20	7	Water Glasses	The more ornate the better - <i>SD Research</i> Peacock taps knife against - <i>Script</i> Mustard taps against glass - <i>Script</i> Scarlet and guest put against door with their ear against the glass to eardrop - <i>Script</i>	Guest Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet	
P#25	Script SD Research	16	7	Wine Glasses	The more ornate the better - <i>SD Research</i>	Guest Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet	
P#26	Script SD Research	16	7	Napkins	"Something off-white or pale blue to go with table setting or furniture" - <i>SD Research</i> Peacock tucks into neck - <i>Script</i> Mr. Green uses to "mop up" drink from Scarlett's chest - <i>Script</i>	Guest Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Storage	
P#27	Script SD 10.19	16	2	Sides	"Side options: Salad, Seafood Salad, Asparagus, Lemon Cake, Fruit Bowl, Welsh Rarebit" - <i>SD Research</i>	Guest Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Not Started	N/A	
P#28	Script RR#4	16	1	Soup Tureen	"Prefer something silver or something to match dishes" - <i>SD Research</i> Large soup tureen and large ladle for Cook and Yvette to serve soup out of. It does not need to have liquid in it. - <i>RR#4</i>	Cook, Yvette Scene 2	Dining Room	It does not need to have liquid in it. - <i>RR#4</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Storage	
P#29	RR#4	16	1	Ladle	Large soup tureen and large ladle for Cook and Yvette to serve soup out of. It does not need to have liquid in it. - <i>RR#4</i>	Cook, Yvette Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet	
P#30	Script	16	7	Soup	"French Onion Soup" - <i>SD 10.19</i> "Fake, on table already" - <i>DR 11.15</i>	Guest Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	In Progress	Shop	
P#31	Script	17	1	Basket of rolls	"Silver basket or a basket that's mostly covered with a nice cloth." - <i>SD Research</i>	Scarlett, Mustard Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Shop	
P#32	SD 10.19 SD Research	16	7	Place Cards	Placed above the plates & bowls. White with cursive writing of the guest name - <i>SD Research</i>	Guest Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Shop	



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P#33	SD Research	16	2	Decorative Candlesticks	"Shouldn't be too large so they don't hide actors – Note: either every metallic item on the table should be silver or gold- no mixing." -SD Research	Set Dressing Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Storage
P#34	Suggestion	16	1	Water Pitcher (?)		Guest Scene 2	Dining Room		<input type="checkbox"/>	<input type="checkbox"/>	Stock	Not Started	N/A
P#35	Suggestion	16	#	Water (?)		Guest Scene 2	Dining Room		<input type="checkbox"/>	<input type="checkbox"/>	Other	On Hold	N/A
P#36	Script SD Research	17	1	Wine Bottle	Wadsworth pours into wine glasses -Script "Should be a \$30+ bottle from anywhere between 1930-1950. Red wine." -SD Research	Wadsworth Scene 2	Dining Room		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Storage
P#37	Script	17	#	Wine	Wadsworth pours into wine glasses -Script	Wadsworth Scene 2	Dining Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	On Hold	N/A
P#38	Script	21	1	Coffee Pitcher	On bar cart -Script	Yvette Scene 3	Study	The coffee does not need to have actual liquid as the cups are opaque. -RR#5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
P#39	Script	21	7	Coffee Cup	On bar cart -Script	Yvette Scene 3	Study	The coffee does not need to have actual liquid as the cups are opaque. -RR#5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
P#40	Script	21	1	Brandy Decanter	Already in study -SD 10.19	Yvette Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
P#41	Script	21	4	Brandy Glasses	Already in study -SD 10.19	Yvette Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
P#42	RR#5	21	#	Brandy		Yvette Scene 3	Study	"The brandy is poured onstage" -RR#5	<input type="checkbox"/>	<input type="checkbox"/>	Purchase	On Hold	N/A
P#43	Script SD 10.19	21 33	1	Goblet	Boddy's goblet opaque. -RR#5 Peacock takes a sip from Boddy's goblet and spits the liquid out -RR#4 Tap water -RR#4 Found in Boddy's hand in Scene 3 -Script	Mr. Boddy Scene 3 Scene 6	Study	Preset with tap water in it before the bar cart comes on stage -RR#4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet
P#44	Script #RR#2	21	#	Cigarettes	"Scarlett needs a cigarette to offer to Peacock. It is only offered and does not need to be functional." -RR#2 & Script	Miss. Scarlet Scene 3	Study	It is only offered and does not need to be functional. -RR#2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Not Started	N/A
P#45	Suggestion	21	1	Cigarette Case/Box?		Miss. Scarlet Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet
P#46	Script	21	1	Peacock's Purse	Needs to fit flask and dagger. -Script Costume is Dior's "New Look" -SD Research	Peacock Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A	N/A	N/A
P#47	Script	21 36 44 66	1	Peacock's Flask	Peacock, Green, and Wadsworth drinks from -Script Fairly Small. Silver hip flask -SD Research Needs real liquid -RR#3	Peacock Scene 3, Scene 5 Scene 6, Scene 14	Study	Needs real liquid -RR#3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet



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P#48	Script	21 36 44 66	#	Flask Liquid	In Peacock's flask -RR#3 Peacock drinks from in Scene 3, Mr. Green takes a sip from in Scene 5, Wadsworth takes a sip out of in Scene 14 -Script	Peacock Scene 3, Scene 5 Scene 6, Scene 14	Study	Needs real liquid -RR#3	<input type="checkbox"/>	<input type="checkbox"/>	Purchase	On Hold	N/A
P#49	Script	21	1	Confidential Envelope	"A string and button closure envelope (a la the envelope placed in the middle of the board game) on the desk. The envelope reads "Confidential in large red letters" -Script ""For Wadsworth. Open After Dinner' written on note on top. Should mimics the envelope from the gamet" -SD 10.19 "Soft brown vs yellow" -SD Research	Colonel Mustard Scene 3	Study	Is opened -Script	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Not Started	N/A
P#50	Script	22	1	Miss Scarlet's letter	Reads: 'Please arrive at 7:30 sharp on Saturday evening. 'It will be to your advantage to be present on this date because a Mr. Boddy will bring to end a certain long standing confidential and painful finicalial liability' - Script	Miss Scarlet Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A
P#51	Script	22	1	Mrs. Peacock letter	Reads: 'Please arrive at 7:30 sharp on Saturday evening. 'It will be to your advantage to be present on this date because a Mr. Boddy will bring to end a certain long standing confidential and painful finicalial liability' - Script	Mrs. Peacock Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A
P#52	Script	22	1	Mrs.White letter	Reads: 'Please arrive at 7:30 sharp on Saturday evening. 'It will be to your advantage to be present on this date because a Mr. Boddy will bring to end a certain long standing confidential and painful finicalial liability' - Script	Mrs. White Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A
P#53	Script	22	1	Colonel Mustard's letter	Reads: 'Please arrive at 7:30 sharp on Saturday evening. 'It will be to your advantage to be present on this date because a Mr. Boddy will bring to end a certain long standing confidential and painful finicalial liability' - Script	Colonel Mustard Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A
P#54	Script	22	1	Mr. Greens letter	Reads: 'Please arrive at 7:30 sharp on Saturday evening. 'It will be to your advantage to be present on this date because a Mr. Boddy will bring to end a certain long standing confidential and painful finicalial liability' - Script	Mr. Green Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A
P#55	Script	25	1	Business card	Miss.Scarlet's business card Miss.Scarlet takes from her cleavage and hands to Plum who puts it in his pocket	Miss. Scarlet Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A
P#56	Script	29 41	1	Briefcase	Empty (supposely hold Mr.Boddy's blackmail evidence on the guest) -Script Has key lock Scarlet will use to unlock briefcase -Script Leather, Brown or black -SD Research	Mr. Boddy Scene 3, Scene 6	Study	Breifcase key is found in Scene 6 in Boddy's pocket and Scarlet unlocks it	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet
P#57	Script	30	1	Duffle bag	Containing guest weapon packages -Script Brown, Leather -SD Research	Mr. Boddy Scene 3	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Cabinet



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P#58	Script	30	6	Guest Packages	"Clean, plain and uniformed boxes. Opposite of Mrs. Peacock's box of chocolate" -SD 10.19 Contains: Scarlet - Candlestick Mustard - Wrench Green - Lead Pipe Peacock - Dagger Plum - Revolver White - Rope	Guest Scene 3	<i>Study</i>	<i>All packages need to fit in the duffle bag</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Not Started	N/A
P#59	Script	30	1	Candle Stick	In Miss.Scarlet's package Heavy and Brass - <i>Script</i>	Miss. Scarlet Scene 3	<i>Study</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A
P#60	Script	30	1	Wrench	In Colonel Mustard's package Pipe Wrench -SD <i>Research</i> Gloved hand emerges with raised wrench in Scene 9 and comes down and kills motorist with - <i>Script</i>	Colonel Mustard Scene 3, Scene 9	<i>Study</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A
P#61	Script	30 41 51 68	1	Lead Pipe	In Mr.Green's package Later protrudes from Boddy's skull - <i>Script</i> Scarlet later comes in holding in Scene 10 - <i>Script</i> Scarlet reveals again in Scene 14 - <i>Script</i>	Mr. Green Scene 3, Scene 6 Scene 10, Scene 14	<i>Study</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	In Progress	Shop
P#62	Script	30/37	1	Dagger	In Mrs.Peacock's package Is later found in Cook's back - <i>Script</i> Fits in Peacock's purse - Wadsworth take it from purse and lunges at Green with - <i>Script</i>	Mrs. Peacock Scene 3, Scene 5	<i>Study</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Not Started	N/A
P#63	Script	31 54 56	1	Revolver	In Professor Plum's package Goes off in the dark on P.32 - <i>Script</i> Yvette accident fires upwards in commotion on P.54 - <i>Script</i> Plum takes and sashes on it body on P. 56 - <i>Script</i> Gunshot kills telegram girl P. 64 - <i>Script</i> Plum reveals on P. 68 and points at Wadsworth - <i>Script</i>	Professor Plum Scene 3, Scene 11	<i>Study</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	On Hold	Office
P#64	Script	31 62	1	Rope	In Mrs.White's package Used to strangle (tied into a noose) Yvette on P. 62 -- <i>Script</i>	Mrs. White Scene 3, Scene 11	<i>Study</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A



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P#65	Script	41	1	Tiny bottle of booze	"(Mrs.Peacock) pulls a tiny bottle of booze from her cleavage and down it" - <i>Script</i> Does not need liquid in it - <i>RR#6</i>	Mrs. Peacock Scene 6	<i>Study</i>	<i>Max is workshoping where bottle of booze will be, doesn't fit in costume -CD 12/7</i>		<input checked="" type="checkbox"/>	Stock	<i>Pulled</i>	Storage
P#66	Script	43 60	1	Green's latex glove	"(Mr.Green) pulls a latex glove, putting it on" - <i>Script</i> "(Mr.Green) uses his latex glove to breathe into" - <i>Script</i>	Mr. Green Scene 6, Scene 11	<i>Study</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	<i>Not Started</i>	N/A
P#67	Script	43	1	Briefcase Key	Used to open briefcase from Scene 3 - <i>Script</i> Mr. Green gets out of Boddy's pocket - <i>Script</i>	Mr. Green Scene 6	<i>Study</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	<i>Not Started</i>	N/A
P#68	Script	45	1	Safe Key	In Wadsworth pocket - <i>Script</i>	Wadsworth Scene 7	<i>Hall</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	<i>Not Started</i>	N/A
P#69	Script	49	2	Notebook	Mimic the one from the CLUE board game - <i>SD 10.19</i>	Colonel Mustard Miss. Scarlet Scene 8	<i>Hall</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	<i>Not Started</i>	N/A
P#70	Script	49	2	Tiny golf pencil	Mimic the one from the CLUE board game - <i>SD 10.19</i>	Colonel Mustard Miss. Scarlet Scene 8	<i>Hall</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	<i>Not Started</i>	N/A
P#71	Script	50	1	Book	"Civilization and its Discontents" by Sigmund Freud" - <i>SD Research</i> Plum reads from "Civilized society is perpetually menaced with disintegration through this primary hostility of men toward one another" - <i>Script</i>	Professor Plum Scene 9	<i>Library</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	<i>Done</i>	Shop
P#72	Script	50	1	Manor map	"Enlarge map of Boddy Manor (Identical to the CLUE board game)" - <i>Script</i> "Maybe mimic the set instead of boardgame" - <i>SD 10.19</i>	Colonel Mustard Scene 9	<i>Hall</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	<i>Not Started</i>	N/A
P#73	Script	51	1	Lounge Phone	Motorist uses to make a phone call - <i>Script</i> Black, Rotary phone - <i>SD Research</i>	Motorist Scene 9, Scene 12	<i>Lounge</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	<i>Done</i>	Cabinet
P#74	SD 10.19	52	1	Venus Statue	"Open trap door by Colonel Mustard honking its breast" - <i>SD 10.19</i>	Colonel Mustard Scene 10	<i>Conservatory</i>	<i>*Replaces wall sconce to open trap door in conservatory, decided in SD 11.19 meeting</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	<i>Done</i>	Office
P#75	Script	52 70	1	Mrs. White's Veil	Mustard found in the Billiard Room	Colonel Mustard Scene 10, Scene 14	<i>Conservatory</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A	N/A	N/A
P#76	Script	58 59	1	Feather Duster	Used to dust furniture and to dust cop - <i>Script</i> French Feather Duster - <i>SD 10.19</i> Small, dainty - <i>SD Research</i>	Yvette Scene 11/Scene 12	<i>Study</i>		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	<i>Done</i>	Cabinet
P#77	Script	58	1	Radio	Playing 1950's music - <i>Script</i>		<i>Study</i>	<i>Cut by SD 11.19, added back on by director 1.9</i>	<input type="checkbox"/>	<input type="checkbox"/>	Stock	<i>Not Started</i>	N/A



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Tracking #	Source	Page #	Qty.	Item/Prop	Description	Character/Scene	Locations	Notes	Drafting	Research	Acquirement	B. Status	Current Location
P#78	v.1 Script v.2 SD10.19	59	1	Empty Champagne Bottle	The dead Motorist, an alcohol bottle in his hand, appears drunk rather than dead. - <i>Script</i> Has booze in that spills out when Green grabs it - <i>Script</i> Empty Champagne bottle matching one from Scene 1 - <i>SD 10.19</i>	Motorist Scene 11	Lounge	*Originally listed as alcohol bottle in script changed in SD 11.19 meeting	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Storage
P#79	Script	59		Record Player	Playing 1950's music - <i>Script</i>			Cut by SD 11.19, added back on by director 1.9	<input type="checkbox"/>	<input type="checkbox"/>	Stock	Not Started	N/A
P#80	Script	61	1	Left Pocket keys	In Wadsworth pocket - <i>Script</i>	Wadsworth Scene 11	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Not Started	N/A
P#81	Script	61	1	Library Phone	Cop dials to make a phone call - <i>Script</i> Peacock slams down - <i>Script</i> Black, rotary phone - <i>SD Research</i>	Cop Scene 12	Library		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Storage
P#82	v.1 Script v.2 SD10.19	62	1	Flashlight	"A lighter flickers. In the light of the flame we see Wadsworth face" - <i>Script</i> 1950s flashlight, silver - <i>SD Research</i>	Wadsworth Scene 13	Hall	*Originally listed as lighter in script, changed in SD 11.19 meeting	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Storage
P#83	Script	68 78	1	Chief of Police's Gun	Smith & Wesson Model 37 .38 Special revolver - <i>SD Research</i>	Chief of Police Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Sourced	N/A
P#84	Script	68 78	1	Backup Cop's Gun	Smith & Wesson Model 10-9 M&P Revolver - <i>SD Research</i>	Backup Cop Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Sourced	N/A
P#85	Script	68	2	Cop badges	1950s, Cop Badge - <i>SD Research</i>	Chief of Police, Backup Cop Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Sourced	N/A
P#86	Script	68	1	Cuffs	Chained handcuffs - <i>SD Research</i>	Chief of Police Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Not Started	N/A
P#87	Script	69	1	Mustard's medal	Silver eagle pin-on Insigna - <i>SD Research</i>	Professor Plum Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Not Started	N/A
P#88	Script	70	1	Peacock's feather		Mrs. Peacock Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A	N/A	N/A
P#89	Script	71	1	Wadsworth's Gun	Used to shoot at Green with (misses Green) - <i>Script</i> CIMARRON 1872 Open Top Navy .38 Special - <i>SD Research</i>	Wadsworth Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	In Progress	N/A
P#90	Script	73	1	Green's Gun	Gets pointed at Wadsworth - <i>Script</i> Gets pointed at Plum - <i>Script</i> Use to shot Wadsworth on P. 76 - <i>Script</i> Green twirls around on P. 78 and it accidentally goes off - <i>Script</i> Colt Official Police Revolver - <i>SD Research</i>	Mr. Green Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	In Progress	N/A
P#91	Script	74	1	Miss Scarlet's Book	Pulled from Green's pocket - <i>Script</i> "Accounting book" - <i>SD Research</i>	Mr. Green Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Sourced	N/A
P#92	Script	74	1	Plum's Love Letter	Pulled from Green's pocket - <i>Script</i>	Mr. Green Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A



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P#93	Script	74	1	Mustard's negative	Pulled from Green's sock - <i>Script</i>	Mr. Green Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Sourced	N/A
P#94	Script	75	1	Cook's Will	Pulled from Green's crotch - <i>Script</i> Notarized record - <i>Script & SD Research</i>	Mr. Green Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	Not Started	N/A
P#95	Script	75	1	White's posion vial	Pulls out of seemly thin air - <i>Script</i>	Mr. Green Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Pulled	Storage
P#96	Script	75	1	White's Gloves	Pin to Green's chest "Black Gloves" - <i>SD Research</i>	Mr. Green Scene 14	Hall		<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A	N/A	N/A
Furniture (by room)													
Tracking #	Source	Page #	Qty.	Item/Prop	Description	Character/Scene		Notes	Drafting	Research	Acquirement	B. Status	Current Location
F#1	Script	54	1	Chandelier	"The chandelier above - in slo-mo-fall, pinning Green beneath" - <i>Script</i> 2-D Chandelier, painted realistic with pratical candle flame lights - <i>Dir & SD 11.27</i>	Hall Prologue Scene 1 Scene 4 Scene 7 Scene 9 Scene 13	Hall	Attached to a pulley system by the front door that raises the chandelier backup - <i>Script</i> (decided it would be on regular fly system 10.19) Connect to lightboard using DMX cable, one connection point at top - <i>ME 1.10</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Build	In Progress	Shop
F#2	Script	59	1	Accent chair	Green and dead Motorist both sit in - <i>Script</i> White, Victorian parlor chair (Choice description)	Lounge Scene 1 Scene 11	Lounge		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
F#3	Drafting		1	Loveseat	Red, velvet Chesterfield loveseat (Choice description)	Lounge Scene 1 Scene 11	Lounge		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
F#4	Drafting		1	Console table	Walnut, American Colonial console table (Choice description)	Lounge Scene 1 Scene 11	Lounge		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
F#5	Drafting		1	Grandfather clock	"Must be able to open on the backside from the flexible space for weapon storage" - <i>SD (F. List)</i> "False back preferable for storage" - <i>SD 10.19</i> Gothic Grandfather clock (Choice description)	Lounge Scene 1 Scene 11	Lounge		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	In Progress	Shop
F#6	Drafting		2	Lounge Side Chairs	"Dining size" - <i>SD (F. List)</i> Mahogany Gothic side chair w/ red velvet fabric (Choice description)	Lounge Scene 1 Scene 11	Lounge		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
F#7	Script	16	1	Dining Room Table	"Beautifully dressed table" Trapezoid. 5'-10" L, 5'-0" W that tapers to 2'-0" - <i>Drafting</i> Legs need to be stocky and ormate - <i>SD 10.19</i> Needs to roll - <i>SD 10.19</i>	Dining Room Scene 2	Dining room		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Build	In Progress	Shop
F#8	Script	16	7	Dining room chairs	One at top of table, three on each side - <i>Script</i> Chippendale dining room chair set with blue and gold dimond pattern upholstery (Choice description)	Dining Room Scene 2	Dining room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage



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F#9	Script	29	1	Sofa	"Must fit three lady core cast memebbers" -SD (F.List) Victorian Camelback sofa with gold damask upholstery (Choice description)	Study Scene 3 Scene 6	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
F#10	Script	44	1	Small Writing Desk	Peacock sit on -Script Cast members lean on -RR#5 Small Writing Desk -Drafting Queen Anna style secretary desk (Choice description)	Study Scene 3 Scene 6	Study		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	In Progress	Shop
F#11	Drafting		1	Desk Chair	"Rigged to break when Green sits on it" -SD (F. List) Armless Hepplewhite desk chair (Choice description)	Study Scene 3 Scene 6	Study	Originally suppose to be a small console table Green breaks, changed in SD meeting 10.19	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	In Progress	Shop
F#12	Drafting		1	Mantle	Lighting will put a led light in firebox to simulate "fire" glow - Overall dimensions: 1'-10 1/2" x 0'-8" x 3'-7 1/2" - Firebox opening: 1'-5" x 0'-4" x 2'-2 1/2"	Study Scene 3 Scene 6	Study	Lighting will put a led light in firebox to simulate "fire" glow	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	In Progress	Shop
F#13	Script	36	1	Fridge	"Must open from the back for Cook to get inside" -SD (F.List) White vinyl outside, aged metal inside -SD Research	Kitchen Scene 5	Kitchen		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build	In Progress	Shop
F#14	Drafting		1	Range	1950, white range -SD Research	Kitchen Scene 5			<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Not Started	Storage
F#15	Script	50	2	Bookshelves	Tall, slender Victorian bookshelf -Drafting/SD Research	Library Scene 12	Library		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Purchase	Done	Shop
F#16	SD List	50	1	Secret Panel	Needs to flip, Triggered by pulling a book from the bookshelf -Script "Elaborate FBI-style secret panel labeled "Evidence", plastered with headshots (in the style of the CLUE game cards) and notes detailing the guest' crimes, to flip behind them" -Script Secret panel will the a rolling unit with a chalkboard like mechanism that flips from a portrait to show evidence board. Bookshelf/window seat under secret panel for Peacock to look at and miss the secret panel -SD 10.19	Library Scene 12	Library		<input checked="" type="checkbox"/>	<input type="checkbox"/>	N/A	N/A	N/A
F#17	Drafting		1	Library Chair	Should be able to roll -SD 12.5 email Tuffed, leather wingback chair (Choice Description)	Library Scene 12	Library		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
F#18	Drafting F. Meeting 11.15		2	Garden Chairs	Bistro garden chair - matches garden table (Choice Description)	Conservatory Scene 10	Conservatory	*Originally a stone bench, decideded against in 11.15 funiture meeting, changed to two chairs by SD on 11.17 "Classic curved garden stone bench"-SD 10.19	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage

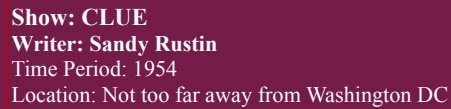


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F#19	SD 11.17		1	Garden Table	Bistro garden table - matches garden chairs (Choice Description)	Conservatory Scene 10	Conservatory	*Add when stone bench was changed to garden chairs (by SD 11.17)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
F#20	Drafting		1	Pub Table	"Bar height, wooden, and round" -SD 10.19 Tradional round pub table (Choice Description)	The Billard Room Scene 12	Billard Room		<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
F#21	Drafting Meeting 11.15		1	Pub Chair	Should be able to roll -SD 12.5 email Maghoney, Gothic side chair w/ brown velet upholstery (Choice Description)	The Billard Room Scene 12	Billard Room	*Originally 2 barstool changed to chair in 11.15 funiture meeting No-backs-SD-10-19	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Storage
F#22	SD List		1	Pool Cue Shelf	Needs to be exact to drafting -SD 10.19	The Billard Room Scene 12	Billard Room		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Build	In Progress	Shop
F#23	Drafting		2	Hanging Lamps	"Need to be green" -SD 10.19 Tradional green Biliard lights (Choice Description)	The Billard Room Scene 12	Billard Room	Lighting is wiring -ME & LD 1.10	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Done	Shop
Set Dressing (by room)													
Tracking #	Source	Page #	Qty.	Item/Prop	Description	Character/Scene		Notes			Acquirement	B. Status	Current Location
S#1	SD List		#	Hall Wall Dressing	TBD	Hall Prologue Scene 1 Scene 4 Scene 7 Scene 9 Scene 13			<input type="checkbox"/>	<input type="checkbox"/>	Stock	Not Started	N/A
S#2	Script	45	1	Hall Portrait	Opened in Scene 7 to reveal safe -Script	Hall Prologue Scene 1 Scene 4 Scene 7 Scene 9 Scene 13	Hall		<input type="checkbox"/>	<input type="checkbox"/>	Stock	Pulled	Office
S#3	Script	45	1	Safe	Behind Portrait, opens in Scene 7 to throw duffle bag in -Script Is opened by key (needs lock, not dial) -Script	Hall Prologue Scene 1 Scene 4 Scene 7 Scene 9 Scene 13	Hall		<input type="checkbox"/>	<input type="checkbox"/>	Stock	Not Started	N/A
S#4	SD 12.5 email	54	1	Rope	Yvette tacked onto the wall in one of the crossover spaces for her to be able to mime hoisting the chandelier back up after it has fallen -SD 12/5 email	Hall Prologue Scene 1 Scene 4 Scene 7 Scene 9 Scene 13	Hall		<input type="checkbox"/>	<input type="checkbox"/>	Stock	Not Started	N/A
S#5	SD List		1	Lounge Rug	Roughly 6'-0" x 8'-0" -SD Research Red, persian rug -SD Research	Lounge Scene 1 Scene 11			<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Not Started	N/A
S#6	Script		1	Table Cloth	Hangs 9" off the table on all sides -Drafting Neutral with faint pattern -SD	Dining Room Scene 2			<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stock	Sourced	Transit



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