

Area	A.S.P	Need	Notes
Act 1 Scene 1		Music - 1 "Prelude"	
Lights	1.1.1	Early Morning. Officer Lockstock enters from house, then takes place onstage.	
Scenic	1.1.1	Poorest, filthiest urinal in town. Above the entrance to the urinal hangs a sign that reads Public Amenity #9. The Poor lie sprawled across the stage, sleeping. Officer Lockstock enters from the house, inspecting the theater for orderliness. He then takes his place onstage and addresses audience.	
Music	1.1.1	Music for "Urinetown" plays softly in background during lights up and Lockstock's entrance. The Poor softly sing as they begin to rise.	
Costumes	1.1.1	Lockstock enters in uniform, The Poor lie sprawled across the stage, sleeping. Penny & Bobby enter. Little Sally enters.	
Music	1.1.1	2 - "Urinetown"	
Props	1.1.1	Penny & Bobby enter with a small table and ledger. The table will have a "workstation" for Amenity transactions. The table will sit next to the entrance to the Amenity. Little Sally enters with pennies.	
Costumes	1.1.3	McQueen, Fipp, Officer Barrell, & Hope enter.	
Scenic	1.1.3	"This here's the bad part of town." "So it is." "But if you squint, you can just make out their headquarters rising above the skyline." "The gleaming tower on the hill?" "That's the one." "Gosh, it's beautiful."	
Actors	1.1.4	Bobby says "You most certainly are." This is a Freudian slip in response to Hope's assertion that the UGC tower is beautiful.	
Costumes	1.1.4	Hope exits.	
Costumes	1.1.5	"Faces, clothes, and bladders all distressed" is used to describe the poor.	
General	1.1.5	The Amenities in Urinetown are unisex.	
Costumes	1.1.6	Lockstock, Barrel, McQueen, Fipp exit.	
Props	1.1.6	The Poor have money for the Amenity.	
Scenic	1.1.6	The Poor form a line to the Amenity.	
Costumes	1.1.6	McQueen enters, now on his way to work. He exits. Fipp enters and exits.	
Music	1.1.7	Vamp for "It's a Privilege to Pee" begins (3A).	
Scenic	1.1.11	Old Man Strong finds a wall to pee on.	
Costumes	1.1.11	Old Man Strong unzips to pee.	
Sound	1.1.11	Old Man Strong unzips to pee, then begins peeing.	
Sound	1.1.11	Police whistle is heard in the distance after Old Man Strong pees.	
Costumes	1.1.11	Lockstock & Barrel enter.	
Costumes	1.1.12	Barrel drags Old Man Strong "away".	*May require fight choreo.
Costumes	1.1.13	Barrel, Old Man Strong exit.	
Music	1.1.13	4 - "It's a Privilege to Pee (Lockstock's Reprise)"	
Costumes	1.1.13	Lockstock exits.	
Director: Michael J. Barnes			
Stage Manager: Courtney Rasor			

Act 1, Scene 2		Music - 4A "Intro Act 1, Sc. 2"	
Scenic	1.2.14	The executive offices of Urine Good Company.	*Michael has requested a desk on wheels for UGC.
Props	1.2.14	Office desk essentials for the desk on wheels.	*Some things will need to be fastened to the desk.
Costumes	1.2.14	Cladwell, McQueen, Fipp onstage.	
Lighting	1.2.14	The executive offices of Urine Good Company.	
Costumes	1.2.15	Hope enters.	
Costumes	1.2.15	McQueen exits.	
Costumes	1.2.17	Fipp exits. UGC staff enters.	
Music	1.2.17	4B "Staff Entrance"	
Music	1.2.17	Vamp for "Mr. Cladwell" begins (5).	
Costumes	1.2.19	Dr. Billeaux references "men in labcoats" as the research team.	
Costumes	1.2.20	See "Mr. Cladwell" song for info on the character.	
Act 1, Scene 3			
Scenic	1.3.21	A street corner.	
Lights	1.3.21	Night time on a street corner. Lockstock says it's "awfully late for a little girl to be out and about. Especially on a night like tonight."	
Costumes	1.3.21	Little Sally onstage. Lockstock enters.	
Props	1.3.21	Little Sally is counting coins. (Most likely pennies.) Lockstock gives Sally a coin.	
Costumes	1.3.22	Sally exits. Barrell enters.	
Props	1.3.22	Barrell enters with a shovel and mop.	
Music	1.3.23	Vamp begins for "Cop Song" (6).	
Costumes	1.3.24	More cops enter.	
Costumes	1.3.26	Cops exit (except Lockstock & Barrell). Hope enters (she says she is "just coming home from work").	
Costumes	1.3.27	Bobby enters.	
Costumes	1.3.29	Lockstock & Barrell exit.	
Music	1.3.30	6A - "Apparitions"	
Costumes	1.3.30	Ghosts of Old Man Strong and Tiny Tom appear in distance, then disappear after speaking.	
Lights	1.3.30	Ghosts appear & disappear.	
Sound	1.3.30	Ghosts speak.	
Music	1.3.31	Vamp for "Follow Your Heart" begins.	
Music	1.3.32	Fades @ "I don't know how to listen to my heart."	
Music	1.3.32	Picks up again @ "Sshh!"	
Costumes	1.3.34	Lockstock, Sally enter. Bobby exits.	
Costumes	1.3.35	Hope exits.	
Music	1.3.35	7A - Scene Change After "Follow Your Heart"	
Scenic	1.3.35	Scene change to Amenity #9.	
Costumes	1.3.35	Lockstock exits.	

Director: Michael J. Barnes

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Act 1, Scene 4		
Scenic	1.4.36	Poorest, filthiest urinal in town. McQueen is making an announcement.
Costumes	1.4.36	McQueen, The Poor, Penny onstage. Bobby enters.
Props	1.4.36	McQueen holds "piece of paper" awarding new fee hikes to Amenity #9. Poor have coins.
Costumes	1.4.36	McQueen exits.
Music	1.4.37	Vamp for "Look At The Sky" begins.
Costumes	1.4.40	Penny exits.
Act 1, Scene 5		Music - 8A "Sky Playoff"
Scenic	1.5.41	Scene change. Good offices of UGC.
Costumes	1.5.41	Cladwell, Fipp onstage. Hope enters.
Props	1.5.41	Hope enters with a stack of papers ("morning faxes" for Cladwell).
Props	1.5.42	Fipp pulls a wad of bills from his pocket.
Costumes	1.5.42	Fipp's costume should have pocket to store money.
Costumes	1.5.42	McQueen, Lockstock, Barrel, Penny enter.
Music	1.5.42	Musical Sting for "Love Sting" (8B) x2
Music	1.5.44	Vamp for "Don't Be the Bunny" begins.
Act 1, Scene 6		Music - 9A "Sky Utility"
Scenic	1.6.47	Scene change. Poorest, filthiest urinal in town.
Costumes	1.6.47	Bobby, Josephine, The Poor onstage.
Props	1.6.47	Soupy Sue offers Bobby some "cash."
Sound	1.6.47	Police whistle is heard in the distance.
Costumes	1.6.48	Cops, Cladwell, McQueen, Fipp, Penny, Hope enter.
Music	1.6.49	Vamp for "Act 1 Finale" begins (10).
Costumes	1.6.54	Ghosts of Old Man Strong and Tiny Tom appear in the distance and disappear after speaking.
Lights	1.6.54	Ghosts appear & disappear.
Sound	1.6.54	Ghosts speak.
Costumes	1.6.56	Ghost of Old Man Strong appears in the distance and disappears after speaking.
Lights	1.6.56	Ghost appears & disappears.
Sound	1.6.56	Ghost speaks.
Actors	1.6.58	General mayhem, first in real time, then in slow motion.
Choreography	1.6.58	General mayhem, first in real time, then in slow motion. Bobby, Josephine, and The Poor escape with Hope as a hostage.
End of Act 1		
Act 2, Scene 1		
Scenic	2.1.59	Above the stage hangs a sign that reads "A Secret Hideout."
Music	2.1.59	"What is Urinetown?" vamp plays in background.
Costumes	2.1.59	The Poor onstage, in dark of hideout, Hope is tied up. Lockstock enters.

Director: Michael Barnes
Stage Manager: Courtney Rasor

Lights	2.1.59	Lights cross to rebel hideout after Lockstock's intro.	
Props	2.1.59	Hope sits bound to a chair and gagged. Gag is taken off by Bobby in the next scene.	
Lights	2.1.60	Lights cross back to Lockstock.	
Costumes	2.1.60	Cladwell, McQueen, Fipp enter.	
Costumes	2.1.61	Cladwell, McQueen, Fipp, Lockstock exit.	
Lights	2.1.61	Lights cross to Bobby and Josephine, elsewhere in the city.	
Sound	2.1.62	Police whistle in the distance.	
Costumes	2.1.63	Bobby and Josephine exit. Lockstock and Sally enter.	
Lights	2.1.63	Lights cross to Lockstock, who's just nabbed Sally.	
Costumes	2.1.63	Sally exits.	
Act 2, Scene 2			
Scenic	2.2.64	The secret hideout.	
Costumes	2.2.64	The Poor onstage, Sally enters.	
Music	2.2.65	Vamp begins for "Snuff That Girl" (12)	
Costumes	2.2.68	Bobby and Josephine enter.	
Music	2.2.69	13 - "Run, Freedom, Run"	
Music	2.2.73	13A - Freedom Playoff (The Poor continue backup vocals under next few lines and trail off after "But how?").	
Costumes	2.2.74	Penny enters.	
Costumes	2.2.76	Penny exits. Bobby exits after dialogue with Hope.	
Music	2.2.77	14 - "Follow Your Heart (Reprise)"	
Act 2, Scene 3			
		Music - 14A "Follow Your Heart (Scene Change)"	
Scenic	2.3.77	Scene change. Offices of UGC.	
Costumes	2.3.77	Cladwell, Fipp, UGC Staff onstage. They "receive" Penny and Bobby.	
Costumes	2.3.77	Lockstock & Barrel enter.	
Props	2.3.77	Lockstock & Barrel enter with truncheons.	
Props	2.3.78	McQueen places a suitcase with "piles and piles of cash" in it on Cladwell's desk.	Must be working suitcase.
Actors	2.3.80	Lockstock & Barrel seize Bobby. UGC Execs restrain Penny.	*May require fight choreo.
Music	2.3.80	Vamp for "Why Did I Listen to that Man?" begins.	
Costumes	2.3.80	Cops, UGC Staff, Bobby, Cladwell exit.	
Costumes	2.3.81	Penny and restraining UGC Execs exit.	
Scenic	2.3.81	Scene Change. Outside the UGC headquarters building.	
Costumes	2.3.81	Cladwell, McQueen, Dr. Billeaux, Mrs. Millenium, Fipp enter. McQueen exits shortly after.	
Costumes	2.3.81	Billeaux, Millenium, Cladwell exit. Fipp exits after solo. Lockstock, Barrel, Bobby enter (Bobby is blindfolded and bound at the wrists).	
Props	2.3.81	Bobby is blindfolded and bound at the wrists.	Lockstock "rips" the blindfold off of Bobby's head in the following action.
Director: Michael J. Barnes			
Stage Manager: Courtney Rasor			

Costumes	2.3.82	Lockstock, Barrel, Bobby exit. Penny and 2 UGC Execs enter. Hope is in her chair at the secret hideout.	
Lights	2.3.82	Lights up on Hope in secret hideout, bound to chair.	
Scenic	2.3.82	A street corner.	
Actors	2.3.83	Penny fights audibly with her captors and escapes.	*May require fight choreo.
Costumes	2.3.83	Penny, 2 UGC Execs exit. Lockstock, Barrel, Bobby enter.	
Scenic	2.3.83	The UGC headquarters building rooftop. Bobby bumps into the rooftop edging, feeling around. Bobby describes it with a railing and pigeons. Lockstock says there is a decisive drop.	
Costumes	2.3.84	Penny enters.	
Scenic	2.3.84	Penny enters, somewhere else in the city.	
Costumes	2.3.84	Fipp enters.	
Scenic	2.3.86	Lockstock, Barrel throw Bobby off the edge.	
Lights	2.3.86	Bobby's fall can be masked with a B/O so that no actual falling need take place.	
Actors	2.3.86	If B/O masking cannot be agreed on, falling from the second story of the set will be an option after safety measures are taken.	
Act 2, Scene 4		Music - 15A "After Bobby's Death"	
Scenic	2.4.86	The secret hideout.	
Costumes	2.4.86	The Poor, Hope onstage (Hope still bound).	
Costumes	2.4.87	Sally enters.	
Music	2.4.88	Vamp for "Tell Her I Love Her" begins.	
Lights	2.4.89	Ghost of Bobby appears in distance, sings, then disappears.	
Costumes	2.4.89	Ghost of Bobby appears in distance, sings, then disappears.	
Sound	2.4.89	Ghost of Bobby sings.	
Lights	2.4.89	Ghost of Bobby re-appears in distance, sings, then disappears.	
Costumes	2.4.89	Ghost of Bobby re-appears in distance, sings, then disappears.	
Sound	2.4.89	Ghost of Bobby sings again.	
Costumes	2.4.90	Penny enters.	
Actors	2.4.91	The Poor seize Penny.	*This may require fight choreo.
Props	2.4.92	Penny removes Hope's gag.	
Costumes	2.4.93	Hope, Penny, The Poor exit. Sally stays.	
Act 2, Scene 5		Music - 17 "We're Not Sorry"	*Hope and The Rebels hide & reveal themselves and
Scenic	2.5.93	A street corner.	
Costumes	2.5.93	Lockstock & Barrel enter.	
Costumes	2.5.94	Hope, The Rebels enter. Lockstock exits.	
Actors	2.5.94	Hope, The Rebels pounce on Barrel, killing him.	*May require fight choreo.
Scenic	2.5.95	Just outside the UGC headquarters building.	
Costumes	2.5.95	Fipp, Mrs. Millenium enter.	
Actors	2.5.95	Hope, The Rebels, pounce on Fipp, Mrs. Millenium, killing them.	*May require fight choreo.
Director: Michael J. Barnes			
Stage Manager: Courtney Rasor			

Costumes	2.5.95	Cladwell, McQueen, Lockstock, Ghosts of Barrel, Fipp, Millenium enter.	
Lights	2.5.95	Ghosts enter.	
Sound	2.5.95	Ghosts sing.	
Costumes	2.5.96	Ghosts exit.	
Lights	2.5.96	Ghosts exit.	
Scenic	2.5.96	Executive offices of UGC.	
Costumes	2.5.96	Cladwell, McQueen enter.	
Actors	2.5.97	The Rebels seize Cladwell.	*May require fight choreo.
Music	2.5.98	18 - "I'm Not Sorry (Reprise)"	
Scenic	2.5.98	Robby and Billy lead Cladwell to the roof and throw him off.	
Lights	2.5.98	Cladwell's fall can be masked with a B/O so that no actual falling need take place.	
Actors	2.5.98	If B/O masking cannot be agreed on, falling from the second story of the set will be an option after safety measures are taken.	
Music	2.5.99	19 - "I See A River"	
Scenic	2.5.99	ALL scurry about, transforming UGC of today ito UGC of tomorrow.	
Costumes	2.5.99	Lockstock enters.	
Costumes	2.5.102	Ghosts of Bobby, Barrel, Fipp, and Cladwell enter.	
Lights	2.5.102	Ghosts of Bobby, Barrel, Fipp, and Cladwell enter.	
Sound	2.5.102	Ghosts sing.	
Music	2.5.103	20 - "Bows" 20A - "After Bows (What is Urinetown?)" 21 - "Exit Music"	
End of Act 2			