



A/Pg.	Characters	Scenic	Props	Stumes	Lights	Sound	Notes
1//1-8	Gabbi Catherine	“Dr. Office” 2 chairs, Desk	Notepad, Papers, Pencil, Coke, Straw, G Backpack, Check, Manila folder, C Bag, Keys		Near- darkness, with a few lamps, Light switch flip		Starts with 2 in office until Gabby exits
1/9-13	Margot Catherine	“Parking Lot”	Suitcase Flip phone Coke(continued)				Catherine in Parking lot looking at the sky
1/13-18	Ellen Gabbi	“Hospital room” Hospital bed, Chair, windows		Bald cap		Door closing	Gabbi and Ellen talking
1/18-21	Margot Gabbi (Sleeping Ellen)	“Hospital”	Suitcase (con)		Lights for tableau	Sound for tableau	Tableau at end
1/21	Catherine (Margot frozen in back)	“Car” 1 with tableau in back	Glove compartment				Watching the asteroid
1/22-24	Catherine Unfrozen Margot	Car 2 chairs, Something with drawers	Purse,				
1/24-27	Ellen Gabbi	“Hospital”	5 bottles of oral supplements (Abitrexate, Cyramza, Taxol, Codiene, Carboplatin), Wheelchair				
1/27-41	Margot Catherine	“Cath Office” Therapy couch	Cigarettes, Bag (C), Wallet (M), Photo graph		Light switch on, Light grows brighter onstage		
1/41-52	Ellen Gabi	‘Ellen’s home’	Backpack, Blood, Phone, Wheelchair (con)	Blood on Ellen’s clothes			House hasn’t been lived in for a while
1/53-58	Catherine Amelia	“Cath Office”	Keurig, coffee mug	Aviation goggles	Lights in room brighter with A		

End of Act One

Act Two							
A/Pg.	Characters	Scenic	Props	Stumes	Lights	Sound	Notes
2/59-63	Ellen Margot	“E and M mom’s home”					Nine years ago
2/64-66	Gabi Ellen	“Hospital parking lot”	Wheelchair (con) Backpack (con) Suitcase (con)			Coughin g, heavy breathing , silence	Present
2/66-73	Catherine Amelia	“Cath Office”	Coffee mugs Purse (con)		Brighter than before		
2/74-75	Amelia Ellen	“Cath office”	(drink coffee)		Bright, ethereal		No longer in the plane of the living Tableau at end
2/75	Catherine	“Cath office”					Tableau at end
2/76-82	Margot Gabbi	“empty diner”	Purse Cigarettes Lighter		Lights are bright, fluorescent, sickly, later lights flicker and glow brighter End of show lights- bright lights up on all for a split second		Waiter character
End of Play							