

do you think this would read w/ a daylight cue?

13	22	at lights roll	3	morning at campfire and mike spot	low campfire flickering, yellow front light
14	22	at lights roll	3	hardware store evening	low intensity hardware area
14.5	22	at well, that's another story	4	mike spot fade out	fade out mike
15	24	radio channel surfing	2	front light dscentre spot	channel surfing lights
16	24	at lights roll	3	barnyard hot bright afternoon	side, front, back down light in farmyard area
17	24	when frankie jumps up	3	inside barn	front light on barn door, side light at low intensity
18	25	when frankie closes barn door	2	inside barn doors closed, dark and shadowy	lower intensity of front light, turn on strip lighting behind closed doors, high blue side light shuttered to squares on floor
19	27	when father enters	2	back lit father	strip lighting increases to backlight father in doorway (see below)
20	28	at lights roll	4	nite in barn silhouette frankie	low intensity back light, blue down/side lights
21	29	at lights roll	2	radio channel surfing	channel surfing lights
22	29	at lights roll	3	bright light farmyard	farmyard wash
23	34	at lights roll	2	radio channel surfing	channel surfing lights
24	34	when Davie and Frankie in boxcar	2	night flashing train lights backlit boxcar	backlit with strip lighting, blue side, high lights
25	35	at lights roll	4	daylight in city	similar to barnyard wash
26	36	at sfx of thunder	2	dark night basement storm outside	any lightning? blue front/side light, yellow front light
27	37	F:"hey the moon's out"	5	moonlight	increase intensity of yellow light
28	37	at lights roll	3	radio mike spot	increase david spot
29	37	at lights roll	4	basement early morning	yellow front and side light, a little pink backlight
30	38	at lights roll	2	night approaching train	like boxcar effects
31	39	after jump	0.1	blackout	blackout
32	39	when david starts talking	3	mike spot	channel surfing lights

I can totally see this - great description

doorway that a single inst would.

