



# DIRECTOR'S WORKBOOK

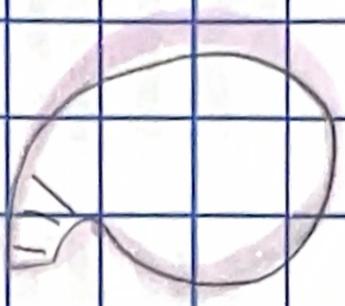
CREATE • COLLABORATE • CAPTIVATE

**PRODUCTION:** *The Lion King Jr*

**YEAR:** *June 2026*

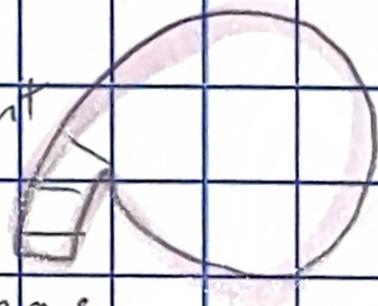
**DIRECTOR:** *Teale*

# BLOCKING



G G  
R  
G G

Elephant



Rhino

hyenas

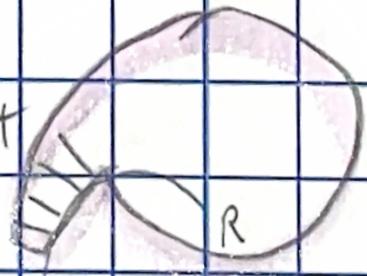
jungler animals

Lions

Lions

S G R M  
G G

Elephant



Rhino

hyenas

jungler animals

Lions

Lions

S G G G G M

SCENE: Sc1 Pride Rock

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
TO introduce the animals and Simba's significance	Pride Rock	All animals are coming to pay their respects to Simba + King & Queen.

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Rafiki				
Sarabi	House L		baby simba	simba given to Rafiki @ the beginning.
Mufasa	House R			
Zazu	House R			
Ensemble	all wings + aisles			

## PROPS & SET

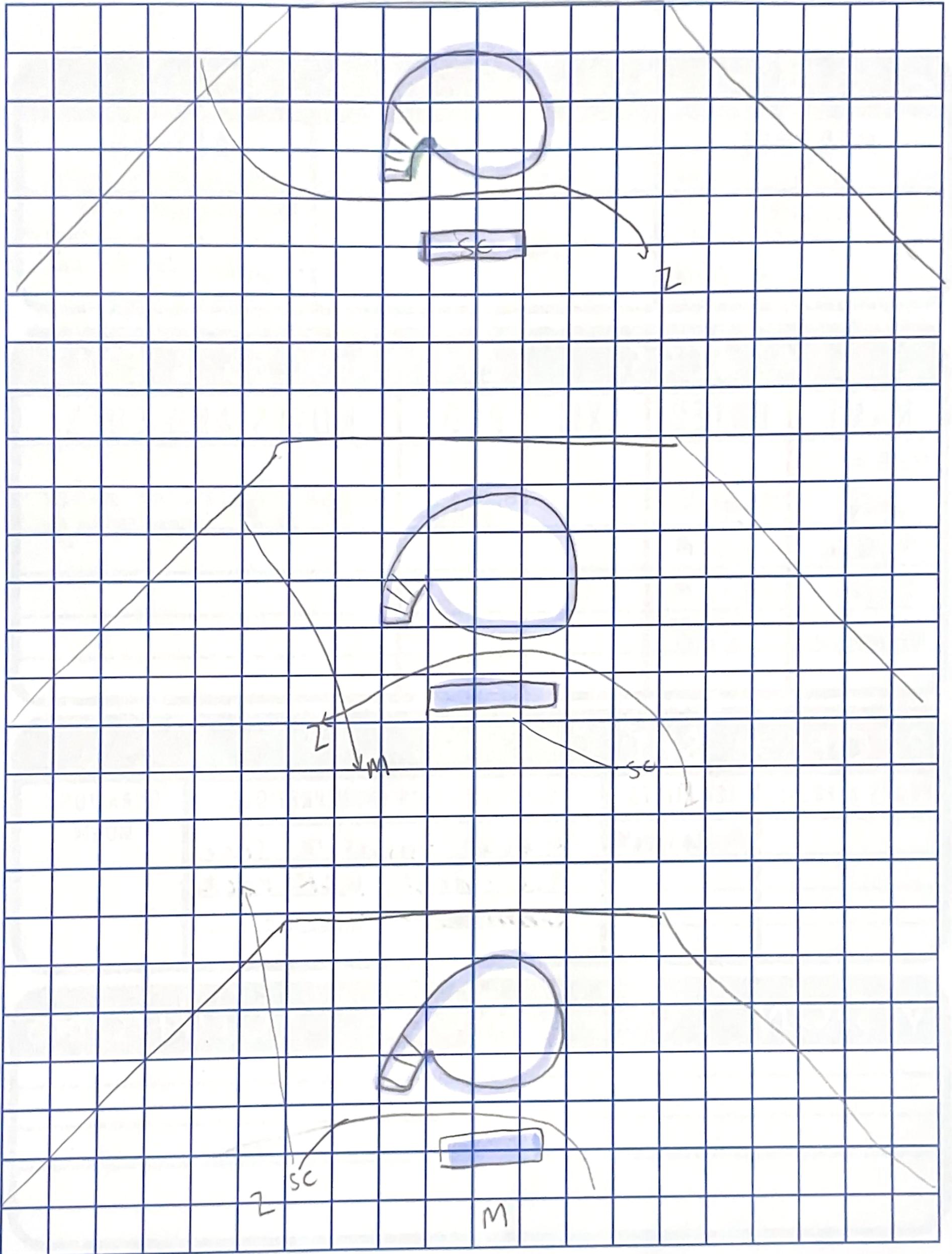
PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/MUSIC
	Pride Rock	@ end turns to Scar's cave and KZK rock enters.	

## VISION

## CHALLENGES

## SOLUTIONS


# BLOCKING



SCENE: sc 2 Scar's cave

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Show the relationship between Mufasa + Scar	Scar's cave	Mufasa showing dominance + control

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Scar	USR	USR	mouse	
Zazu	USR	USL		
Mufasa	USR	USL		

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
mouse on string	Scar's cave	cave transitions back to	
	K2K rock	pride rock @ end of	
		scene - rock taken off	

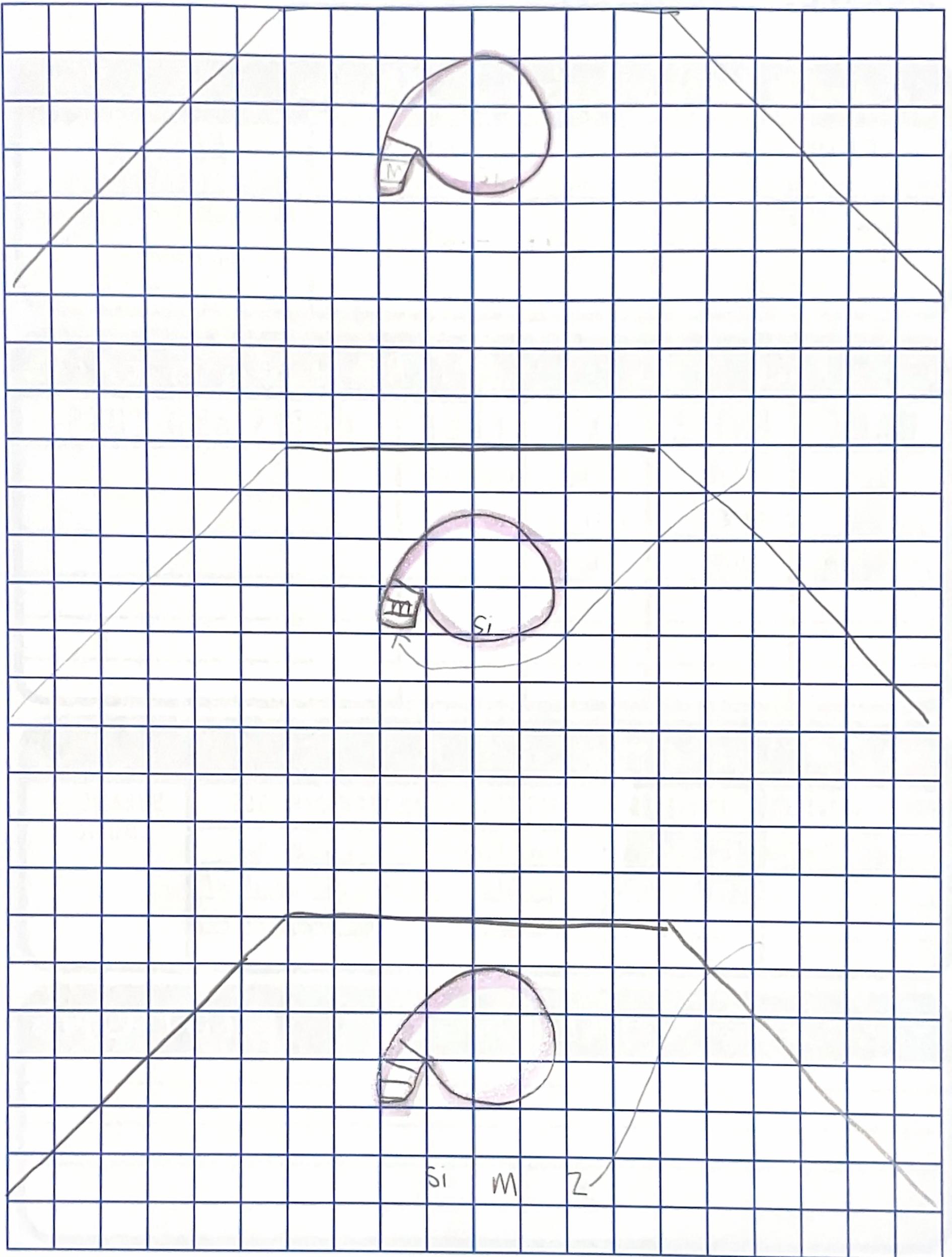
## VISION

## CHALLENGES

## SOLUTIONS


# BLOCKING

\* Grassland chant choreographed



SCENE: sc. 3a + b Grassland chant + Zazu flies in

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Expand relationship between Mufasa + Simba	Pride Rock	Mufasa teaching Simba a King's true job

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Mufasa	USL	USL		
Simba	USL	USR		
Zazu	USL	USR		

## PROPS & SET

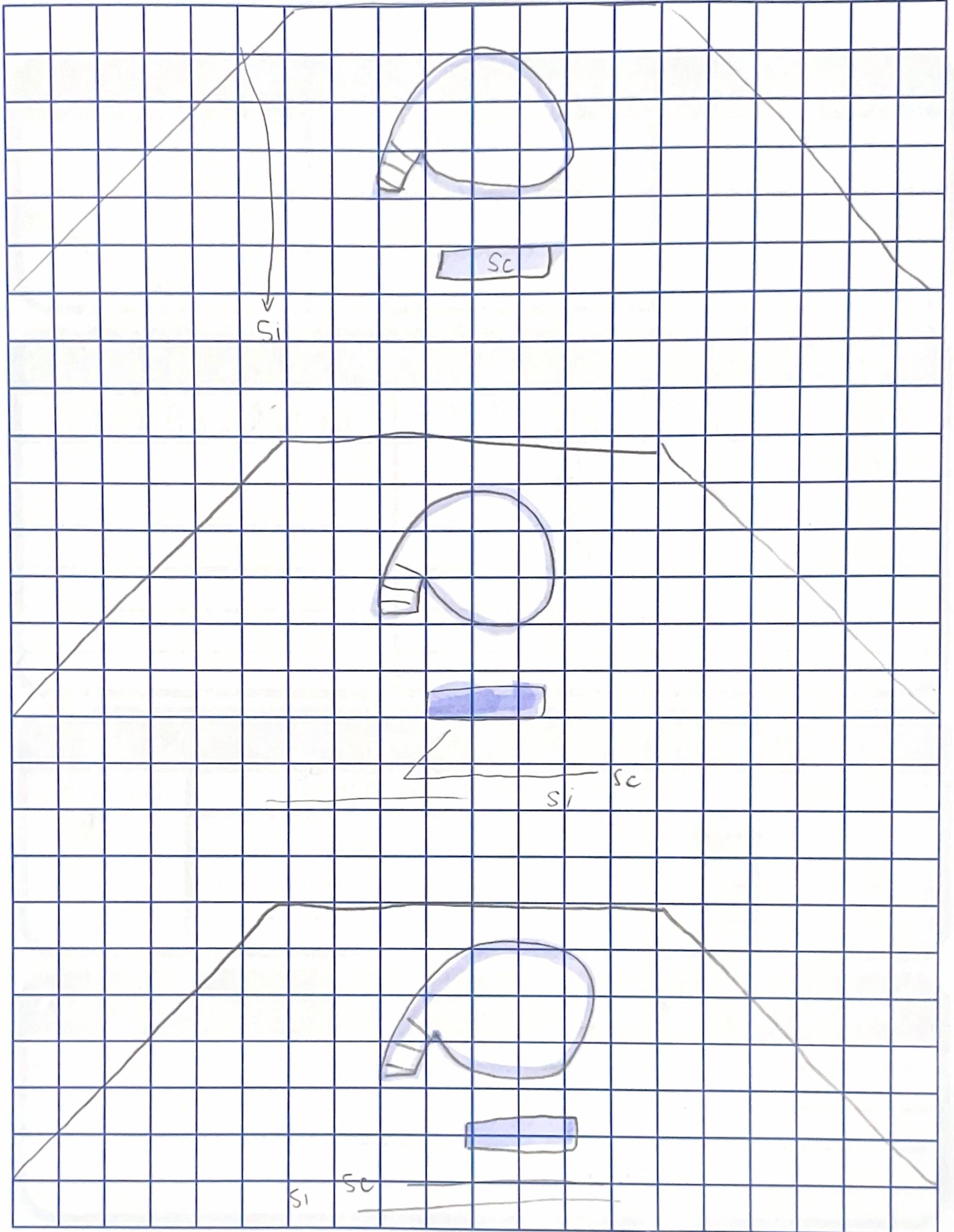
PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/MUSIC
	Pride Rock	+ grass	

## VISION

## CHALLENGES

## SOLUTIONS


# BLOCKING



SCENE: sc. 4 return to Scar's cave

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Start to see Scar's evil nature	Scar's cave	Scar tricking Simba

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Scar	USR	USL		
Simba	USR	USR		

## PROPS & SET

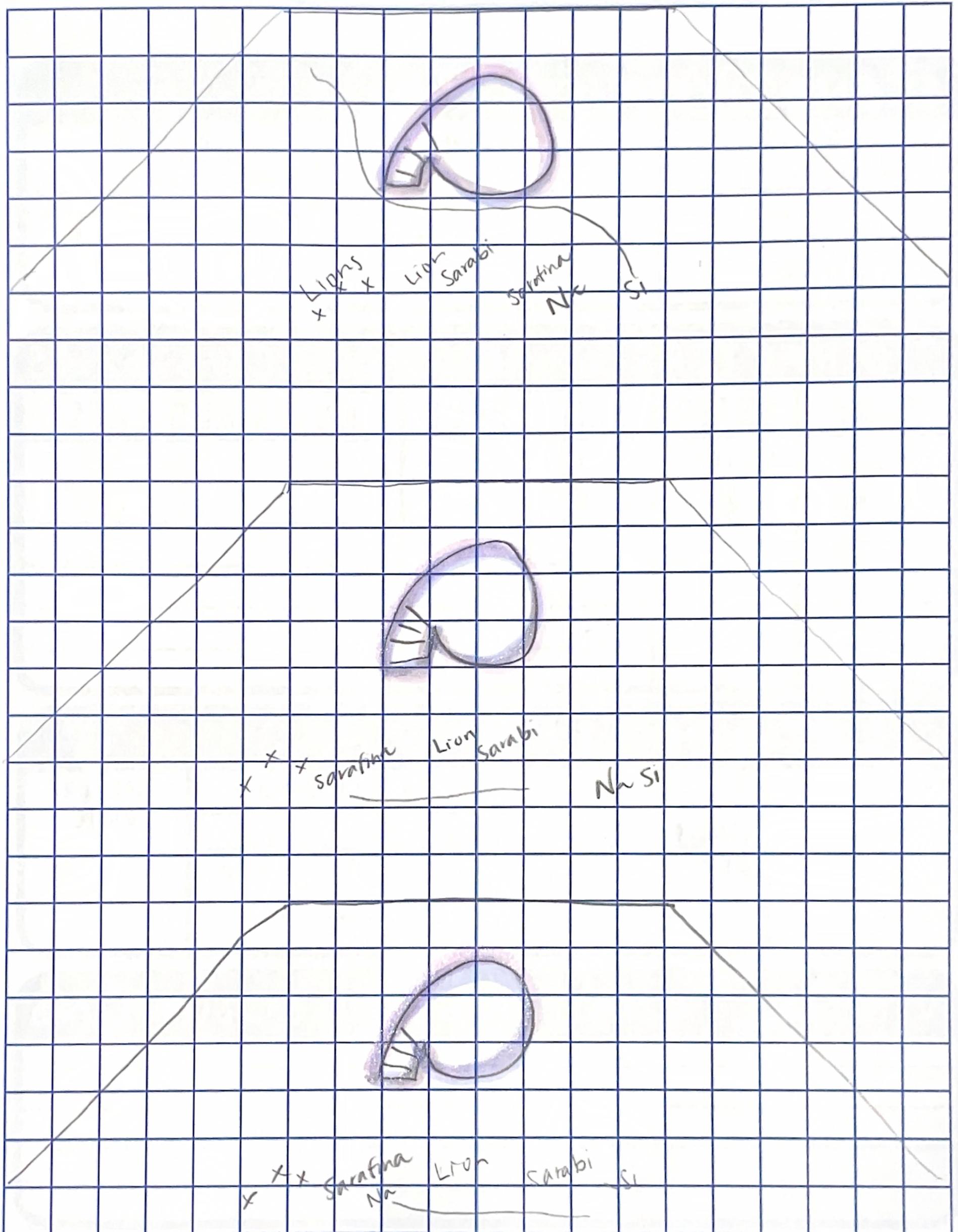
PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
	Scar's cave	set goes from pride	
	KKK rock	rock back to cave.	

## VISION

## CHALLENGES

## SOLUTIONS


# BLOCKING



# SCENE: Sc 5a+5b Lioness Hunt + Simba Weaves

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Increase the suspense around Simba going to be in trouble	Pride Rock	Simba bringing Nala into his plan

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Young Simba	USR			
Young Nala	USR			
Sarabi	USR	USR		
Sarafina	USR	USR		
Lions	USR	USR		

## PROPS & SET

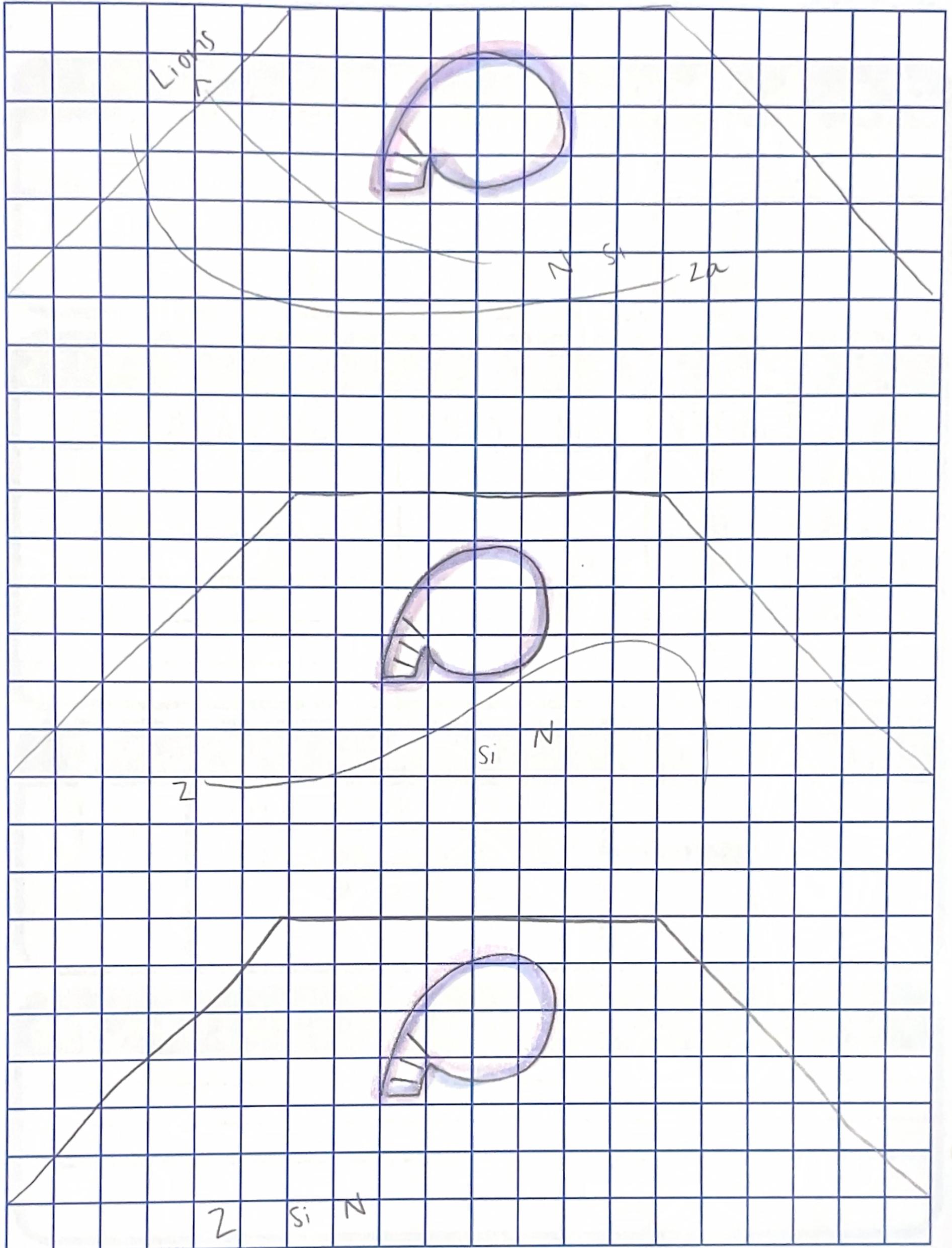
PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
	Pride Rock	* set changes back to Pride Rock	

## VISION

## CHALLENGES

## SOLUTIONS


# BLOCKING



\* I Just Can't Wait To Be King - choreography.

**SCENE:** 5c + 5d Zazu Enters + Just can't wait to be King

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Showing Simba's Youth	Pride Rock	Simba parading and excited about becoming King

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Simba				
Nala				
Zazu	USR			

## PROPS & SET

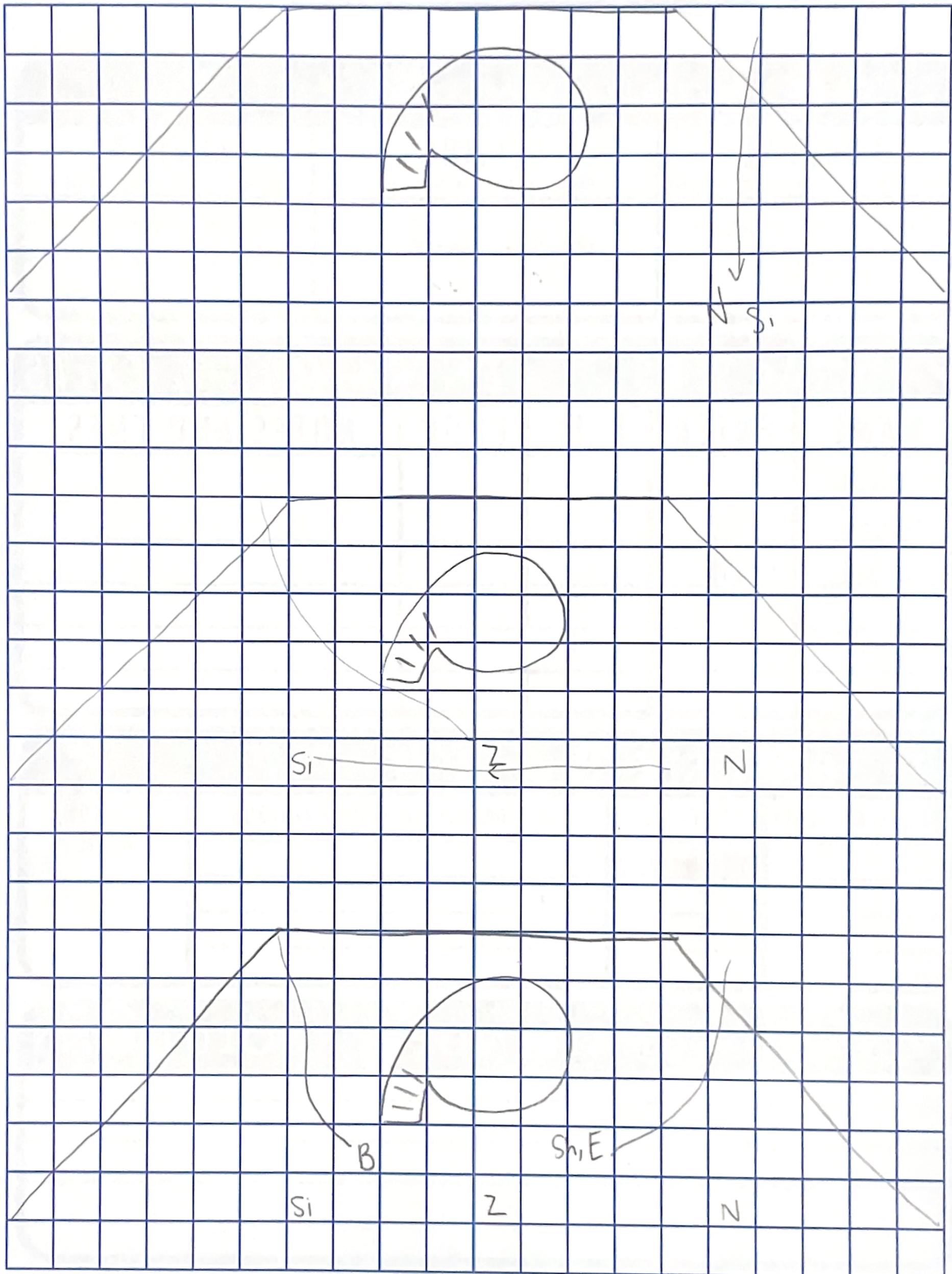
PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
	Pride Rock		

## VISION

## CHALLENGES

## SOLUTIONS


# BLOCKING



SCENE: 1a Elephant Graveyard

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Show the danger Simba + Nala are in	Elephant Graveyard	Simba + Nala exploring the Elephant graveyard

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Simba	USL			
Nala	USL			
Zazu	USR			
Banzai	USR			
Shenzi	USL			
Ed	USL			

## PROPS & SET

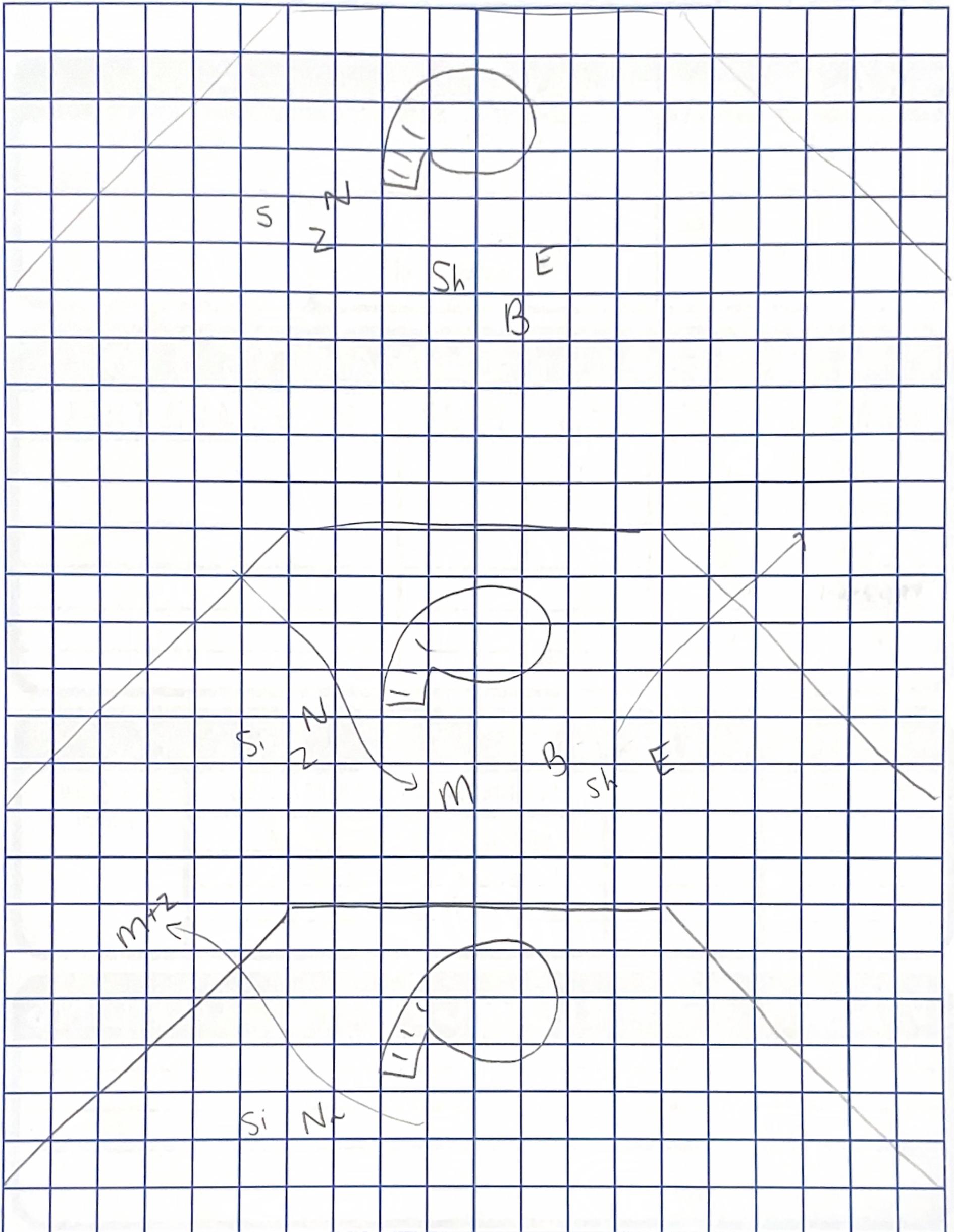
PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/MUSIC
		Elephant Graveyard	
		↳ what pieces are involved?	

## VISION

## CHALLENGES

## SOLUTIONS


# BLOCKING



SCENE: Sc. 6b Roar!

04/10/2018

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Show Mufasa's authority + strength	Elephant Graveyard	Mufasa showing the hyenas who is boss

## CHARACTERS      ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Simba		USR		
Nala		USR		
Zazu		USR		
Hyenas		USL		
Mufasa	USR	USR		

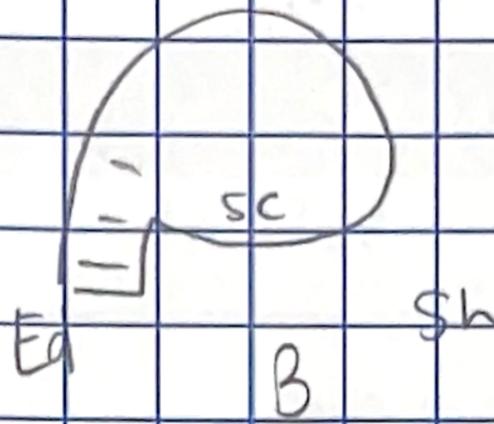
## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/MUSIC
	Elephant Graveyard		

## VISION      CHALLENGES      SOLUTIONS

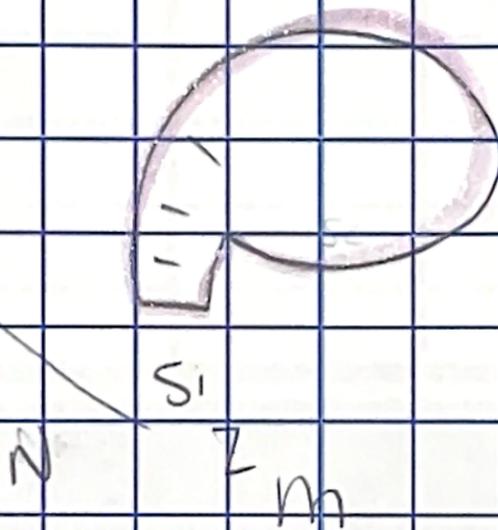

# BLOCKING

Scar Enters

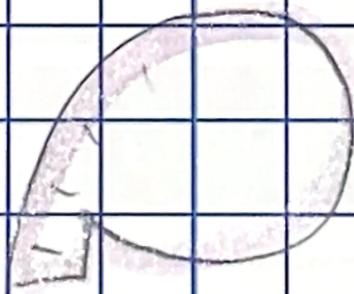


\* Be Prepared choreographed = other hyenas

"Zazu!" "Yes sire?"



"Simba, I'm disappointed in you"



Z-Na

S M

**SCENE:** Sc 6c + 6d - Scar Enters + Be Prepared  
 + Sc 7 They Live in You

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Instill pride and understanding of self in Simba	Pridelands	Mufasa showing Simba the help of spirits around them

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Scar		USL		
Nyenas		USL		
Mufasa	USR			
Zazu	USR			
Nala	USR			
Simba	USR			

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
		Transitions back to Pridelands	

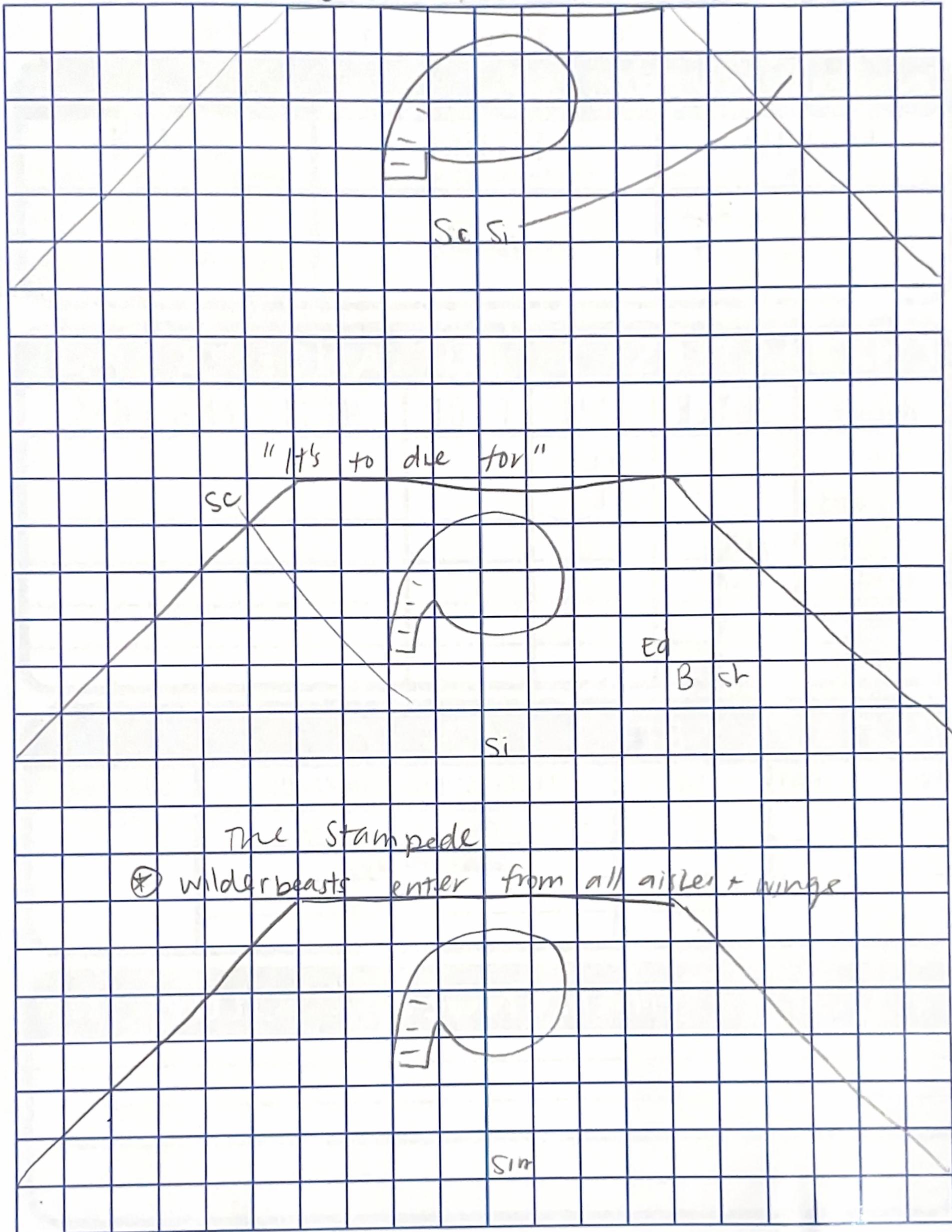
## VISION

## CHALLENGES

## SOLUTIONS


# BLOCKING

\*"They Live In You" choreographed



SCENE: sc. 8 The Gorge + 8b The stampede pt. 1

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Scar setting Simba in another trap	The Gorge	The Stampede

## CHARACTERS      ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Scar	WSL	WSR		
Simba	USL			simbas sits on edge of stage
Hyenas	USL	WSL		

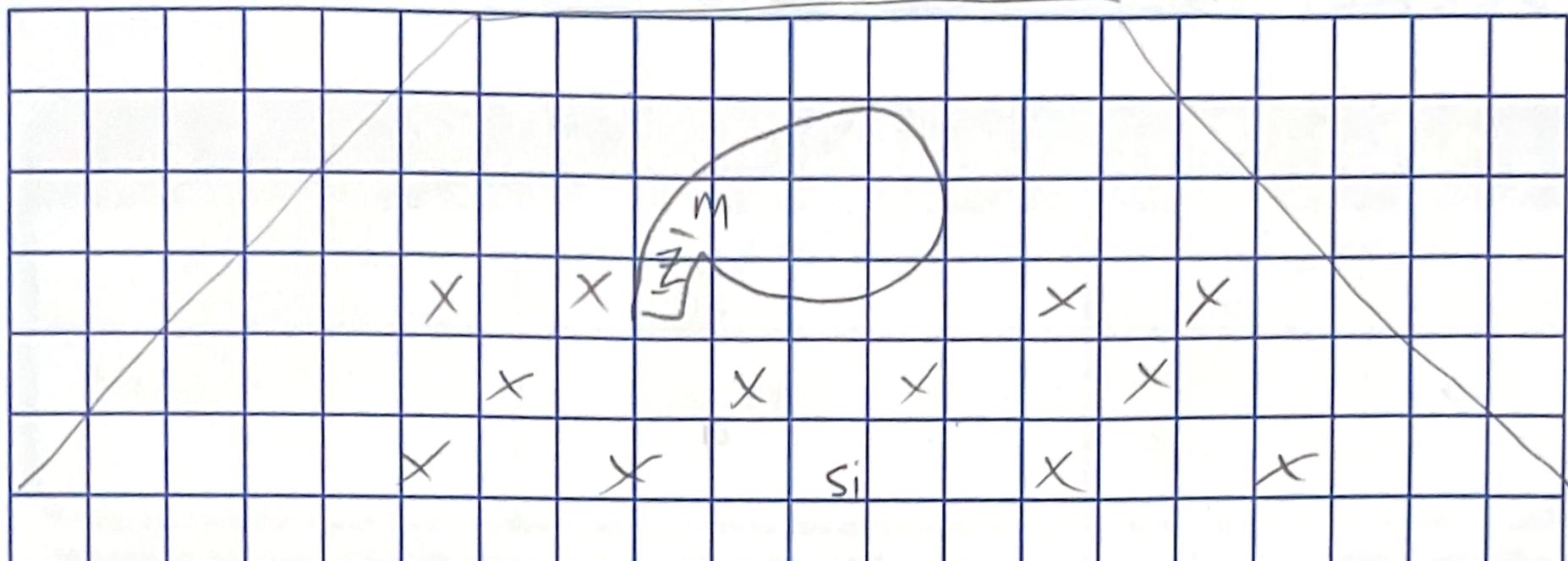
## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/MUSIC
Widerbeasts		enter to students	

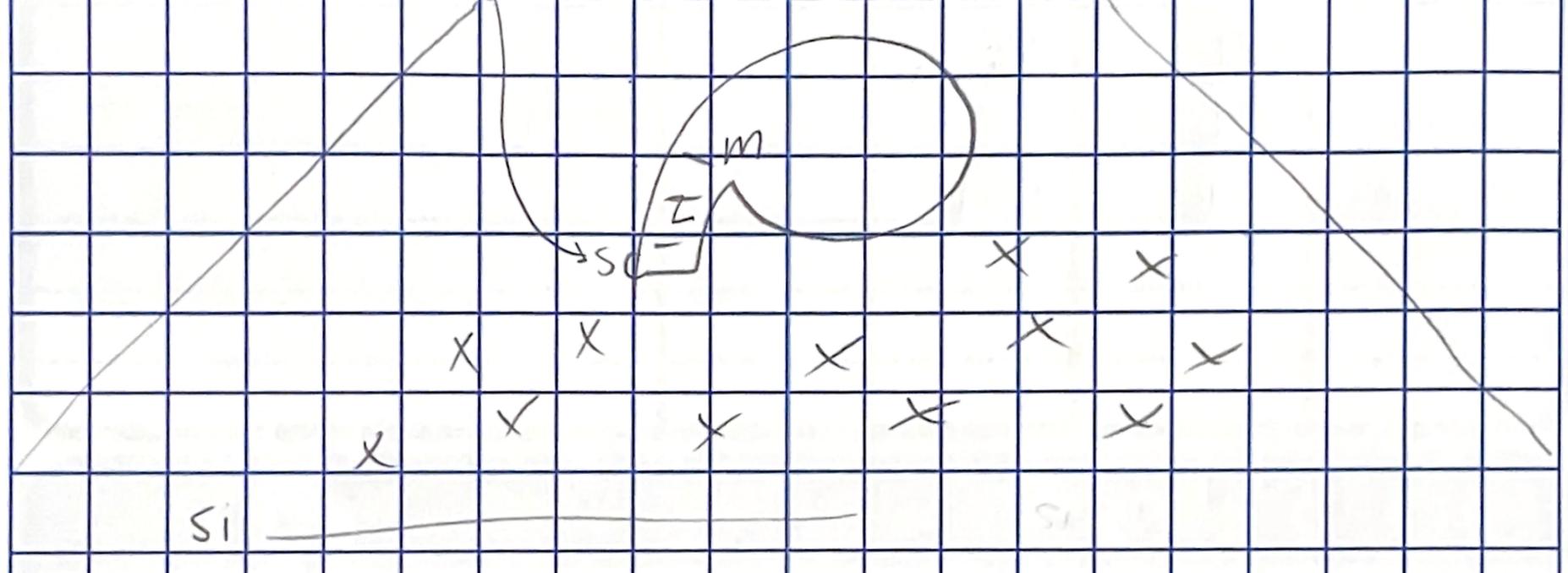
## VISION      CHALLENGES      SOLUTIONS


# BLOCKING

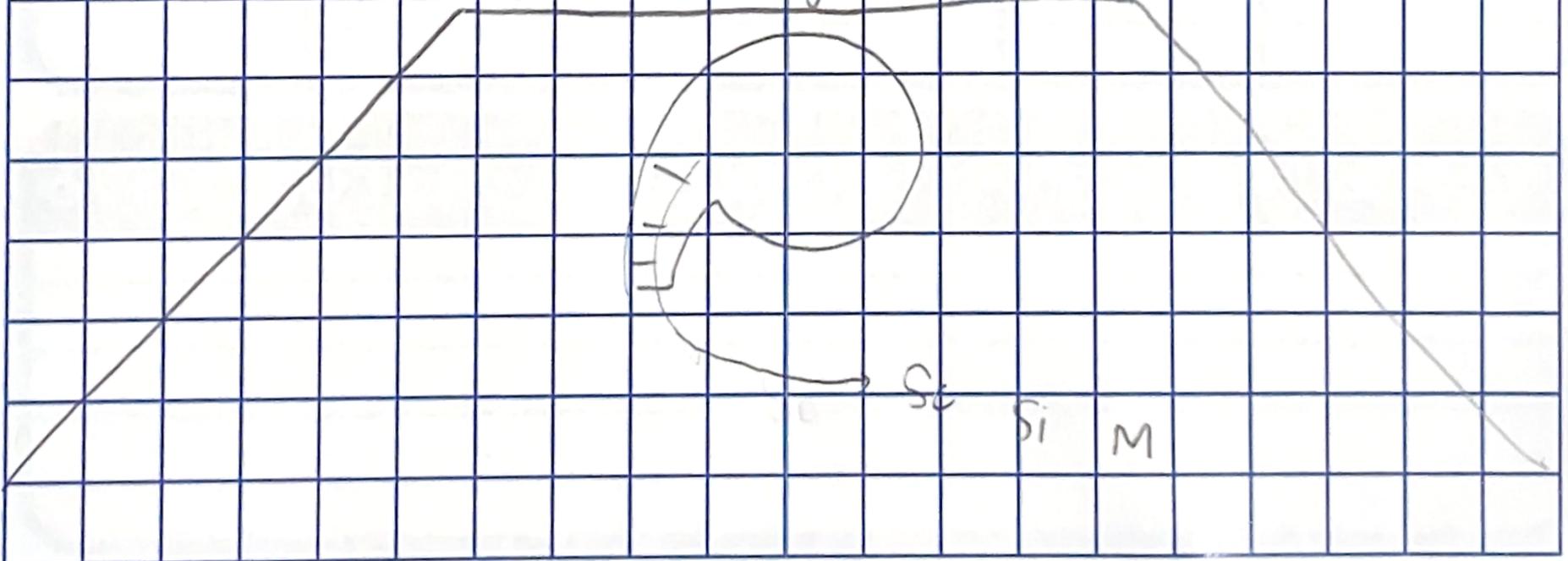
"Oh, look, Simba"



"mfasa, quick, stamped"



"Simba, what have you done?"



SCENE: 8c Stampede pt 2 + 8d Never Return

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
The death of Mufasa	The Gorge	Stampede + M saving Simba

## CHARACTERS      ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Simba		House R		
Mufasa	USL			
Zazu	USR	USR		
Scar	USR	USR		
Hyenas	USL	USR		

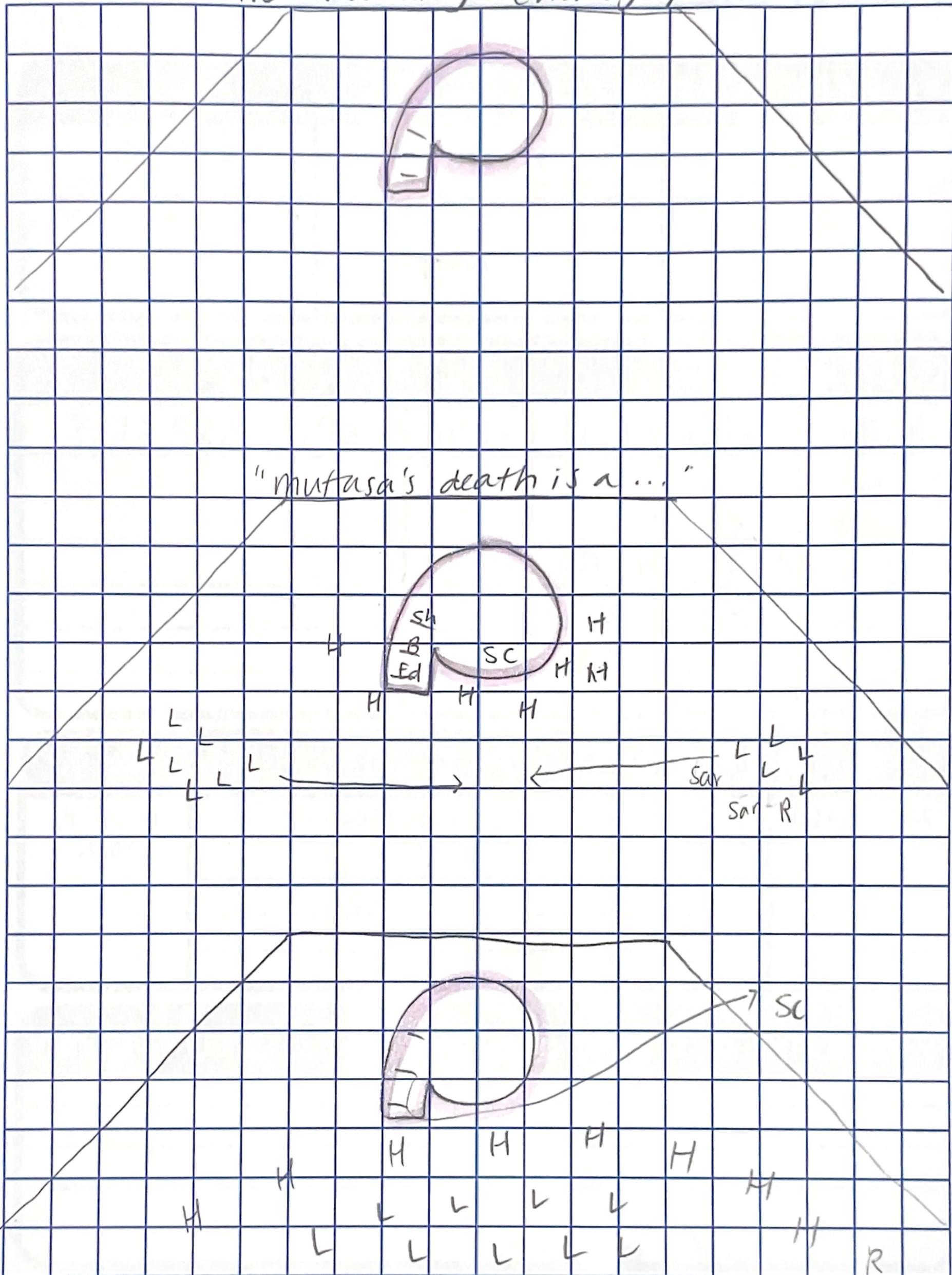
## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC

## VISION      CHALLENGES      SOLUTIONS


# BLOCKING

"The Mourning" choreographed



SCENE: Be the mourning

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Scar take position as king	<u>Pride Rock</u>	mourning loss of simba, mufasa + Scar as king.

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Rafiki	USL	USL		
Lions	USL	US		
Scar	USR	USL	Royal crown	
Hyenas	USR	US		

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/MUSIC
	<u>Pride Rock</u>		

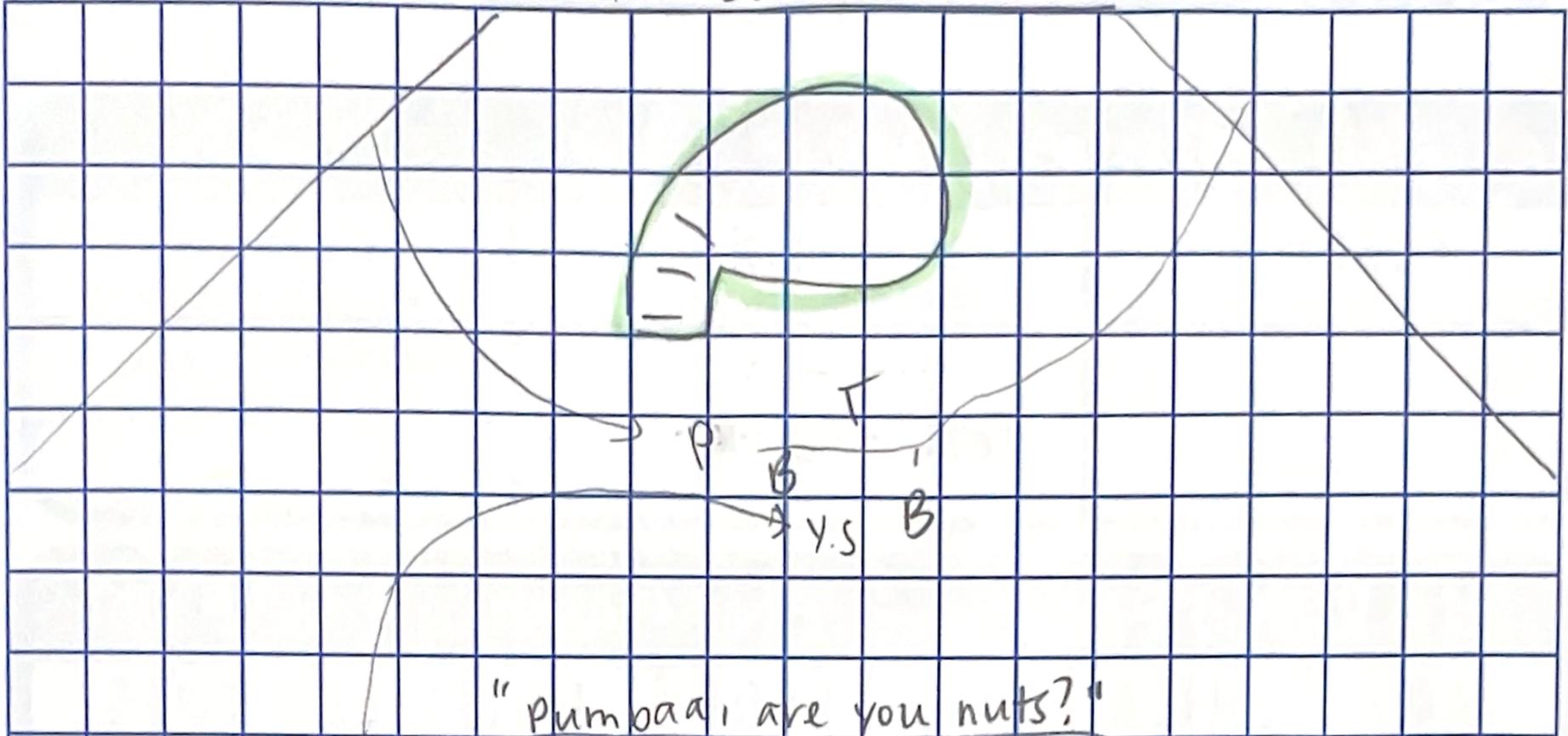
## VISION

## CHALLENGES

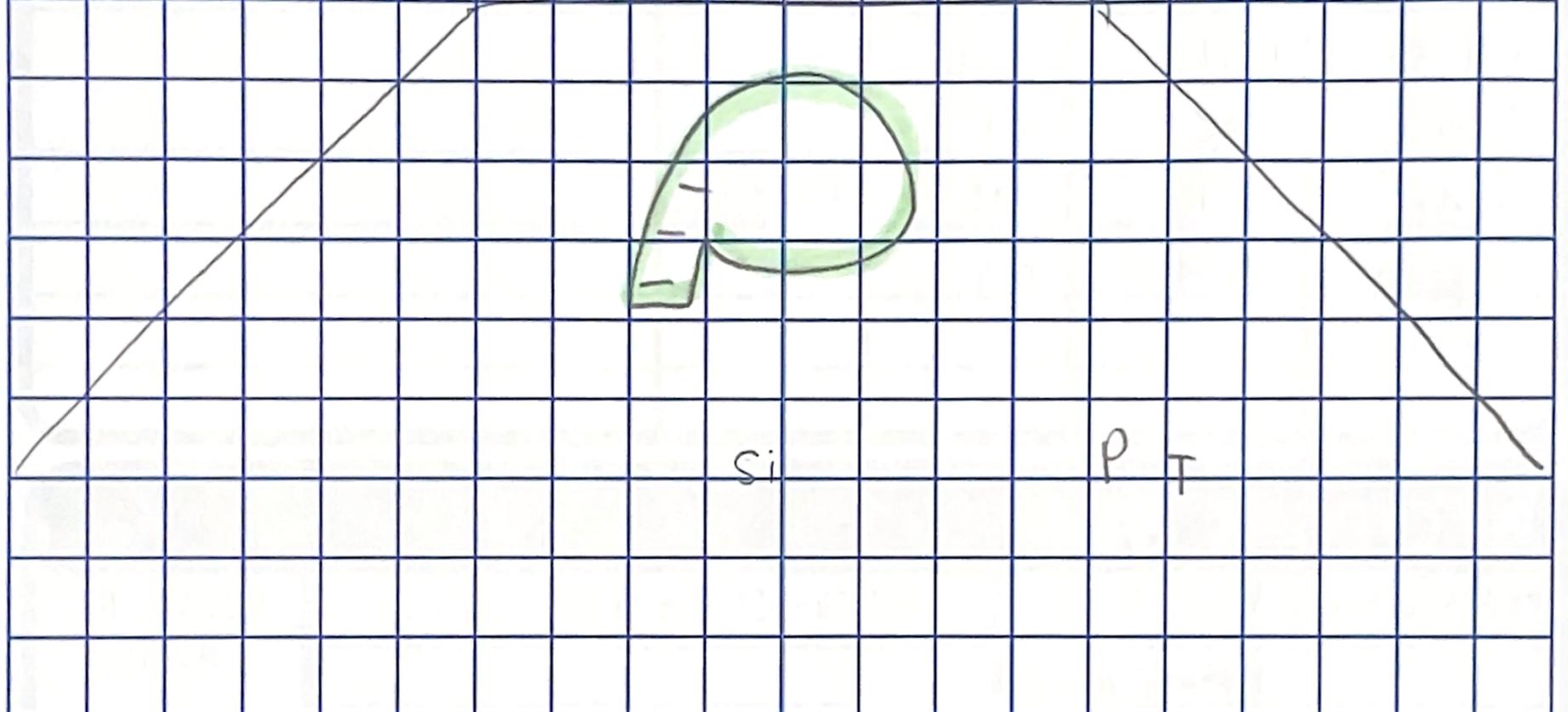
## SOLUTIONS


# BLOCKING

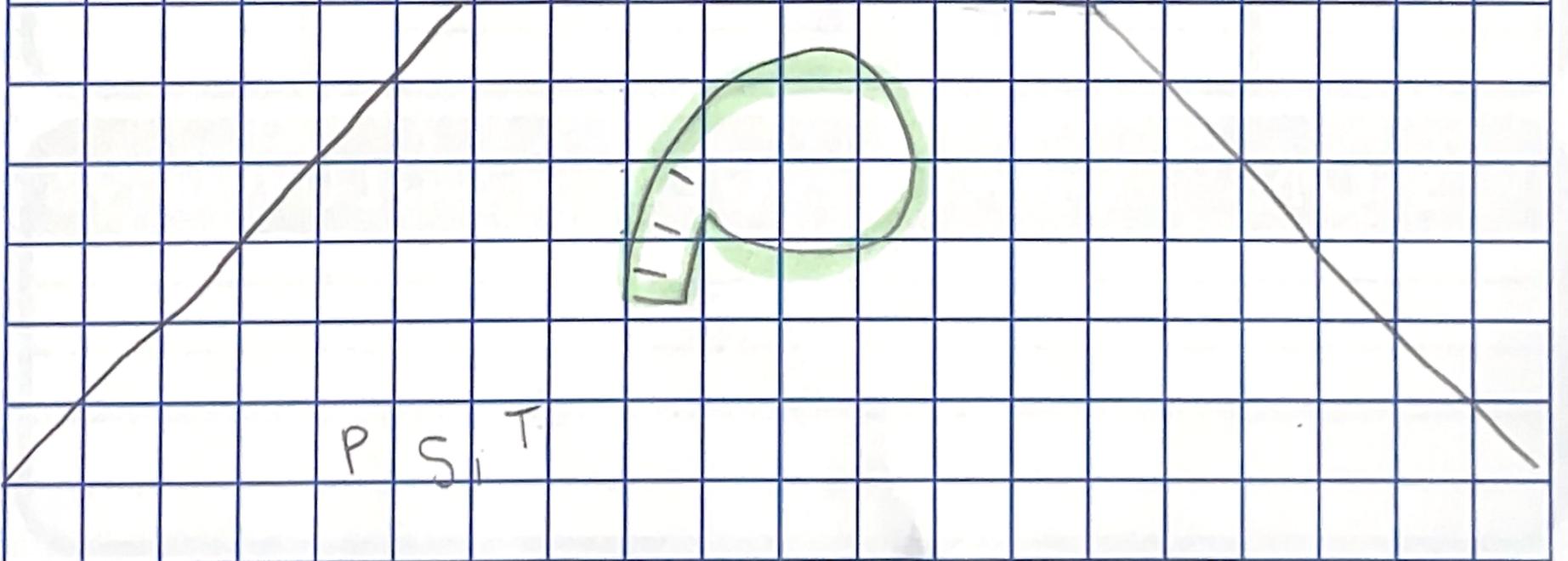
"Get out of here!"



"Pumbaa, are you nuts?"



"So what's eatin' ya?"



SCENE: 9a the desert + jungle

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Introduce Timon + Pumbaa and their way of life	Desert + <u>Jungle</u>	Shoo buzzards, get to know Simba

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Simba	House L			
Timon	USR			
Pumbaa	USR			
Buzzards	USL	USR		

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
Vegetation	Waterfall	set by ensemble during song	
	<u>Jungle rock</u>	set by ensemble during song	

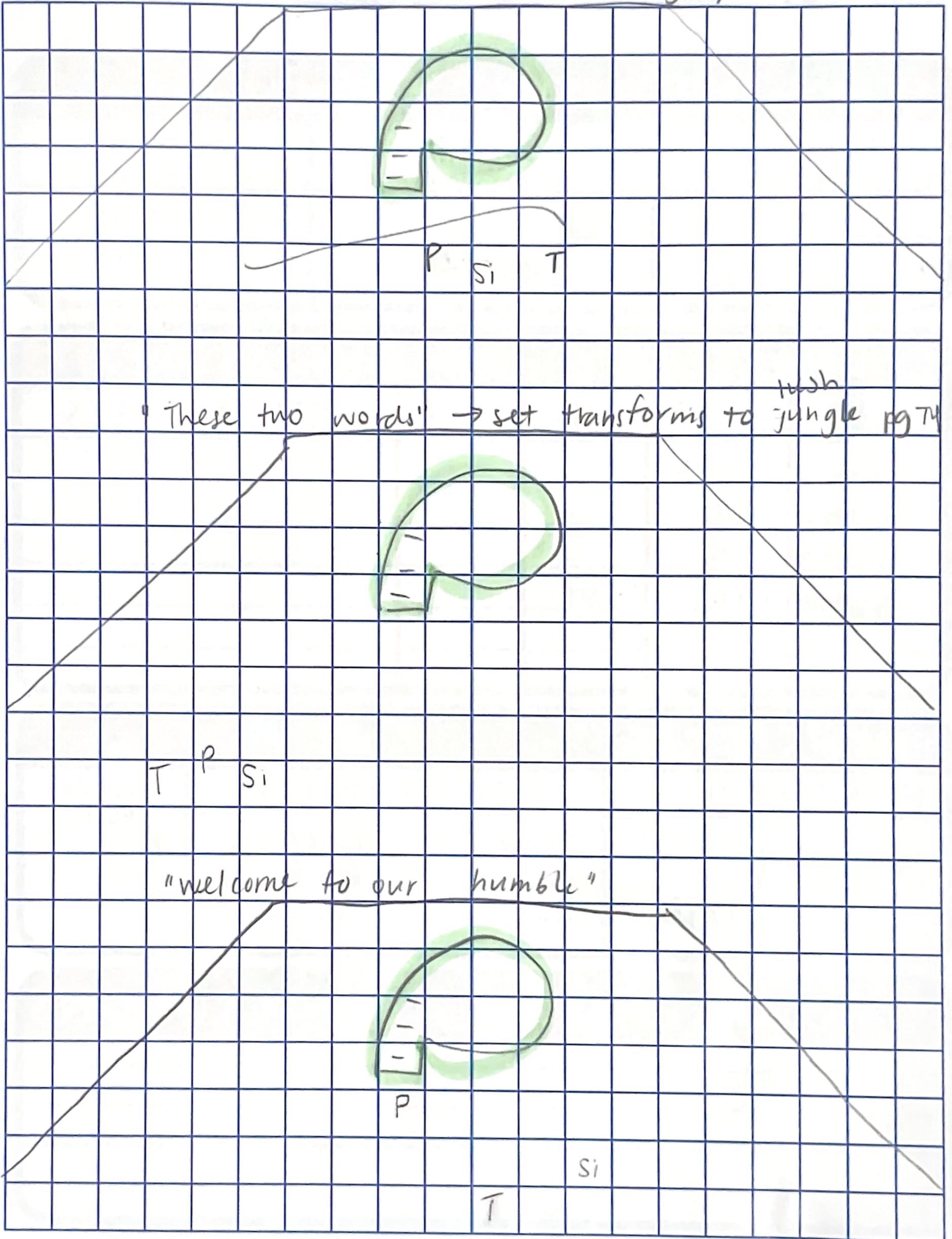
## VISION

## CHALLENGES

## SOLUTIONS


# BLOCKING

\* Hakuna matata choreographed.



(\*) older simba swaps younger usl

SCENE: 9b Hakuna Matata, 9c Slimy, 9d Hakuna pt 2.

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
show Simba a new way of life	Dush jungle	Timon + Pumba leading Simba

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Timon		USL		
Pumba		USL		
Y Simba		USL		
O Simba	USL	USL		

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC

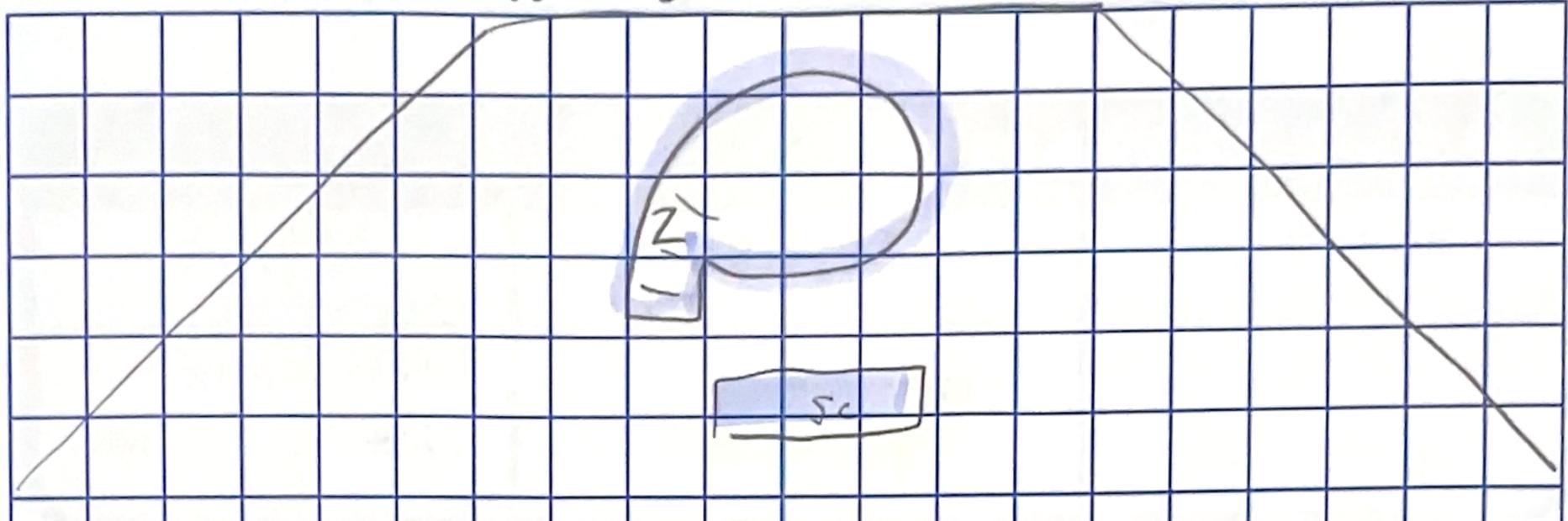
## VISION

## CHALLENGES

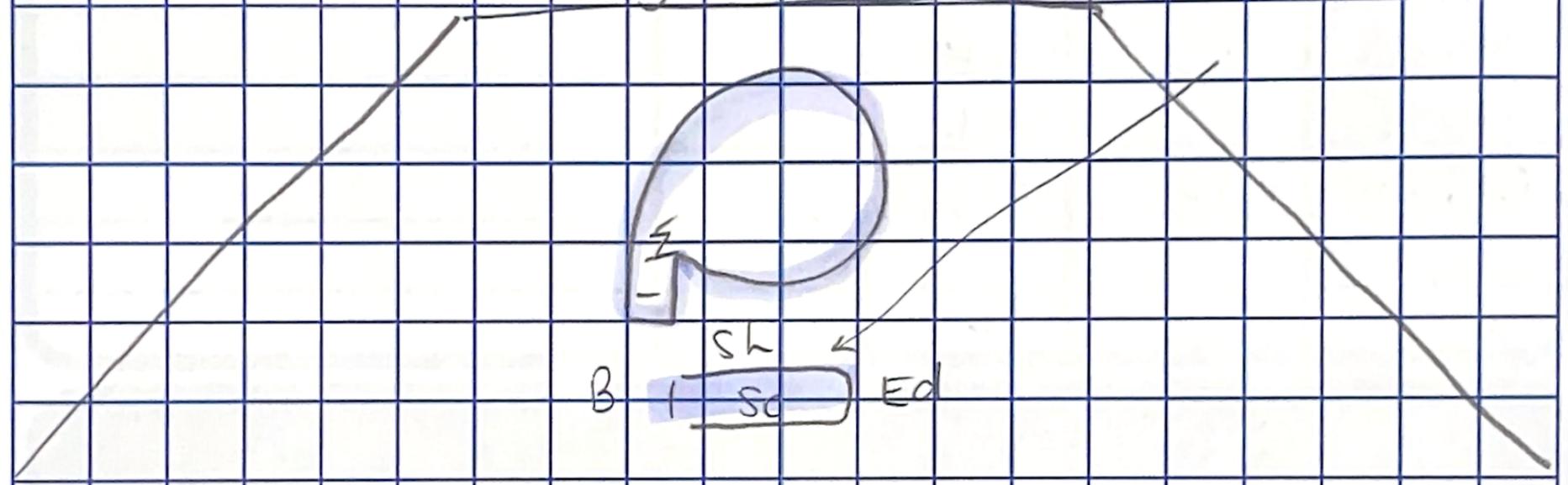
## SOLUTIONS


# BLOCKING

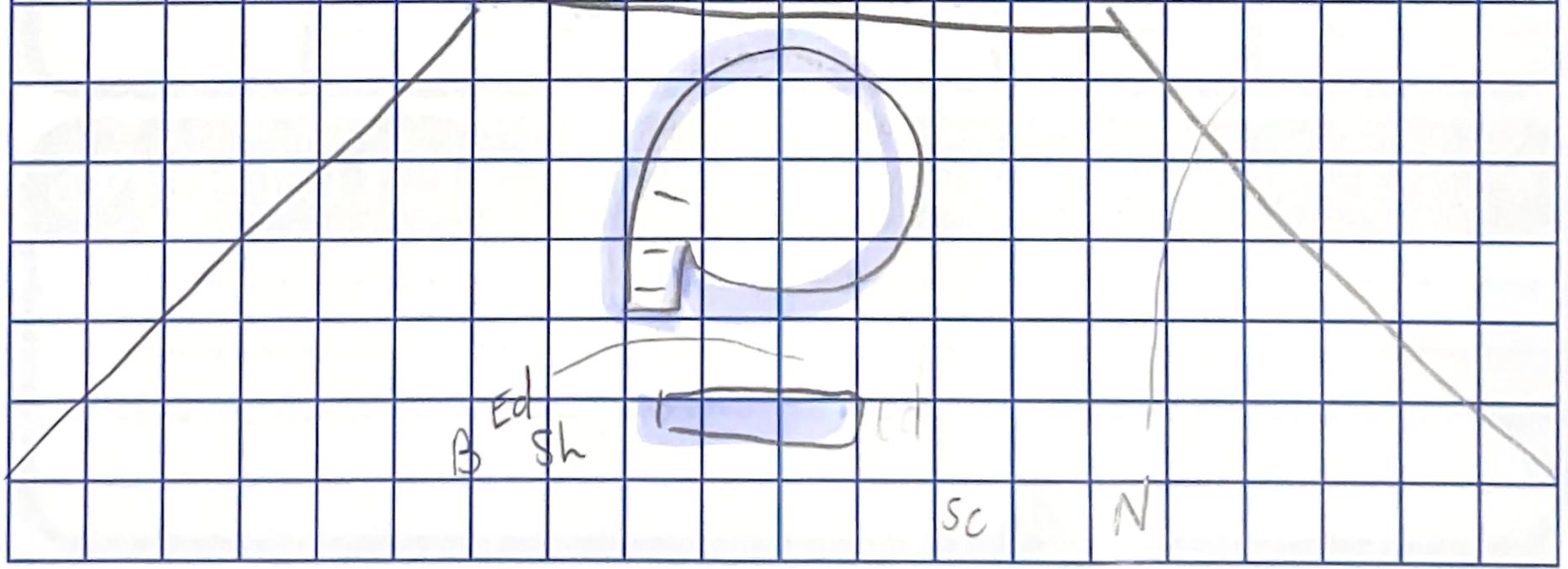
"Nobody knows the..."



"Hey boss"



"Your timing couldn't..."



SCENE: sc 10 .. There's no food

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Show ruin in the Pridelands	Scar's cave	Everyone starving.

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Zazu	USR	USR		
Scar	USR	USR		
Nala	USL	USL		
Shenzi	USL	USL		
Banzai	USL	USL		
Ed	USL	USL		

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
	Scar's cave	jungle removed - back to scar's cave ↖ rock off USR for next scene.	
	KKK rock		

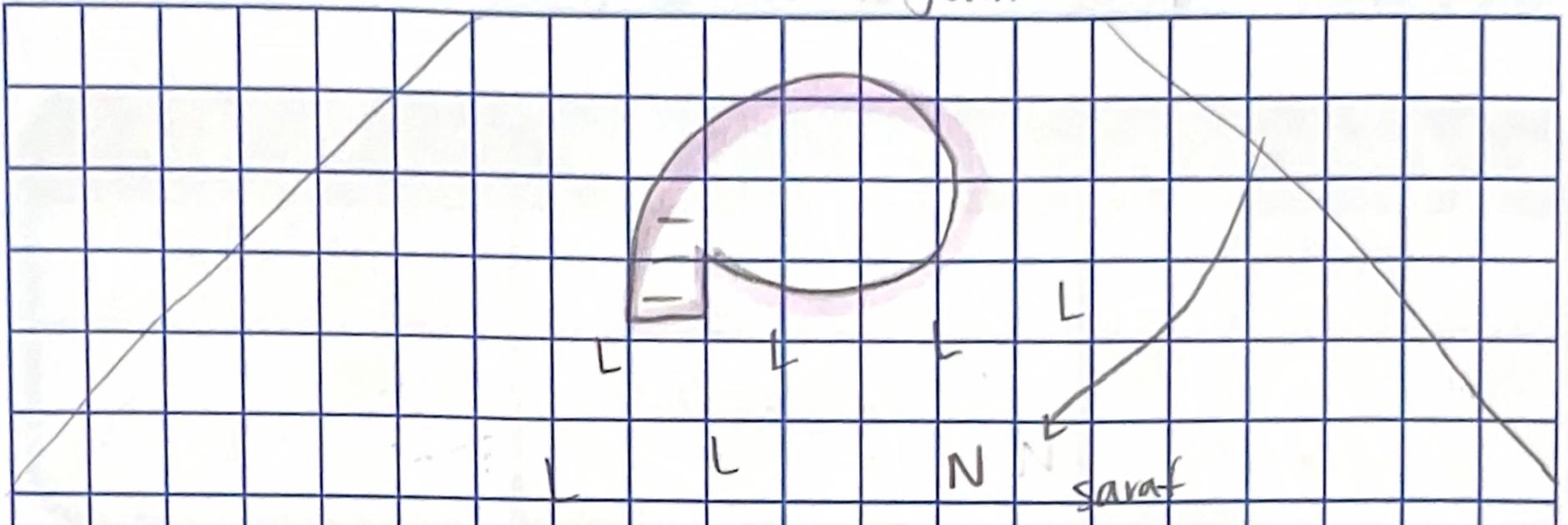
## VISION

## CHALLENGES

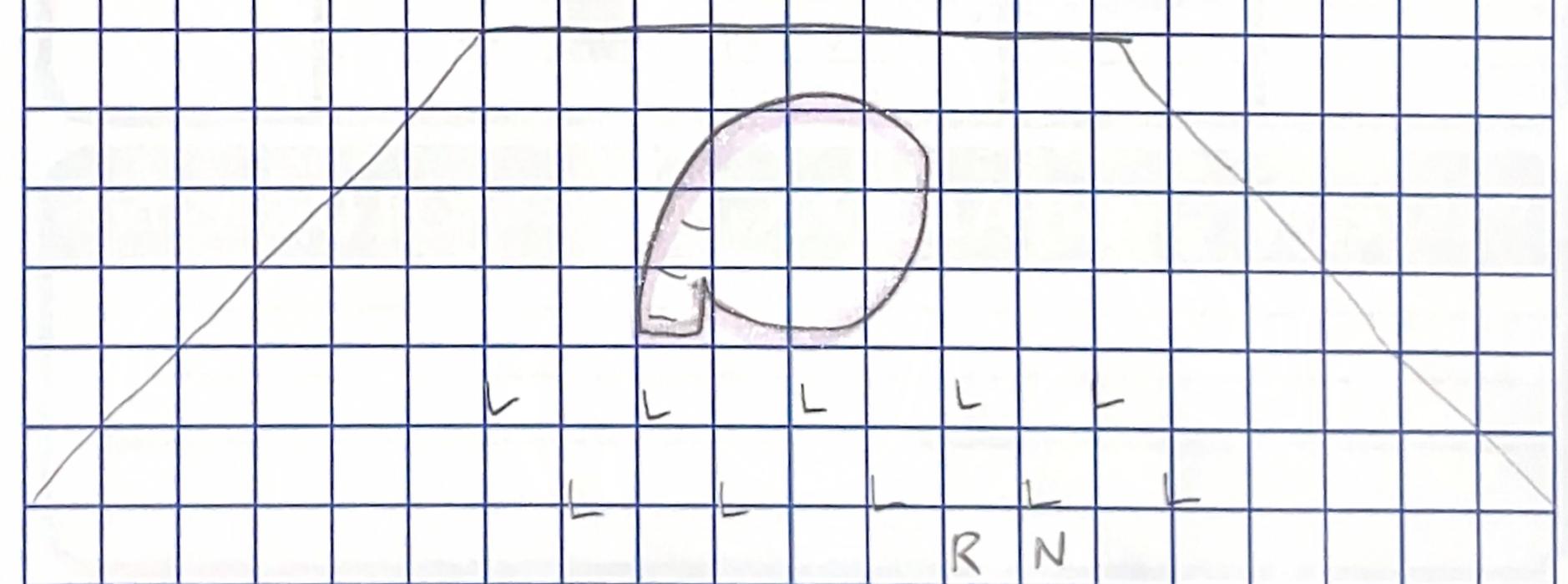
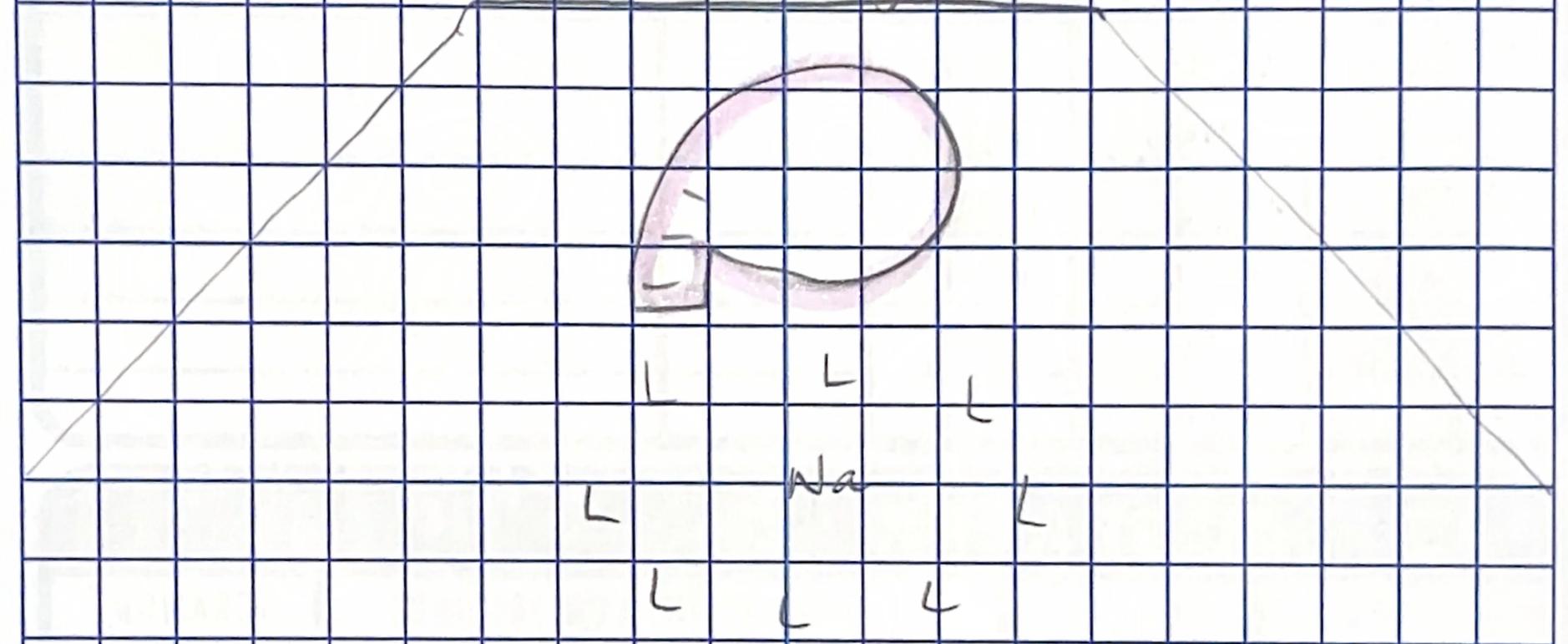
## SOLUTIONS


# BLOCKING

"and where the journey"



"Pride lands, my land"



SCENE: Sell shadowland

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Showing Nala's bravery + loyalty	<u>Pride Rock</u>	Nala leaving to save her people

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Nala	USL	USL		
Lions	us both sides	us		
Rafiki	USL	USR	stick	

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/MUSIC
	<u>Pride Rock</u>	set back to Pride rock	

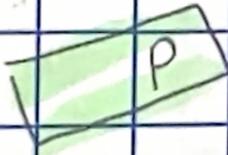
## VISION

## CHALLENGES

## SOLUTIONS


# BLOCKING

"okay, fine then"



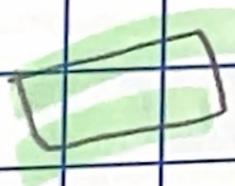
T

S

"Was it something I said?"

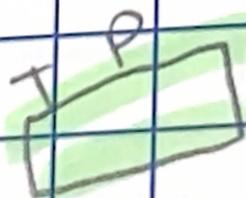


S



P T

"She's gonna eat me"



SI

N

SCENE: sc 12a playing + 12b she's gonna eat me

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Show Simba is discontent w life	Jungle	Lion energy: Simba + Nala

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Simba	USL, USR	USR		
Timon	USL			
Pumbaa	USL			
Nala				

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
	Jungle		
	K2K rock		

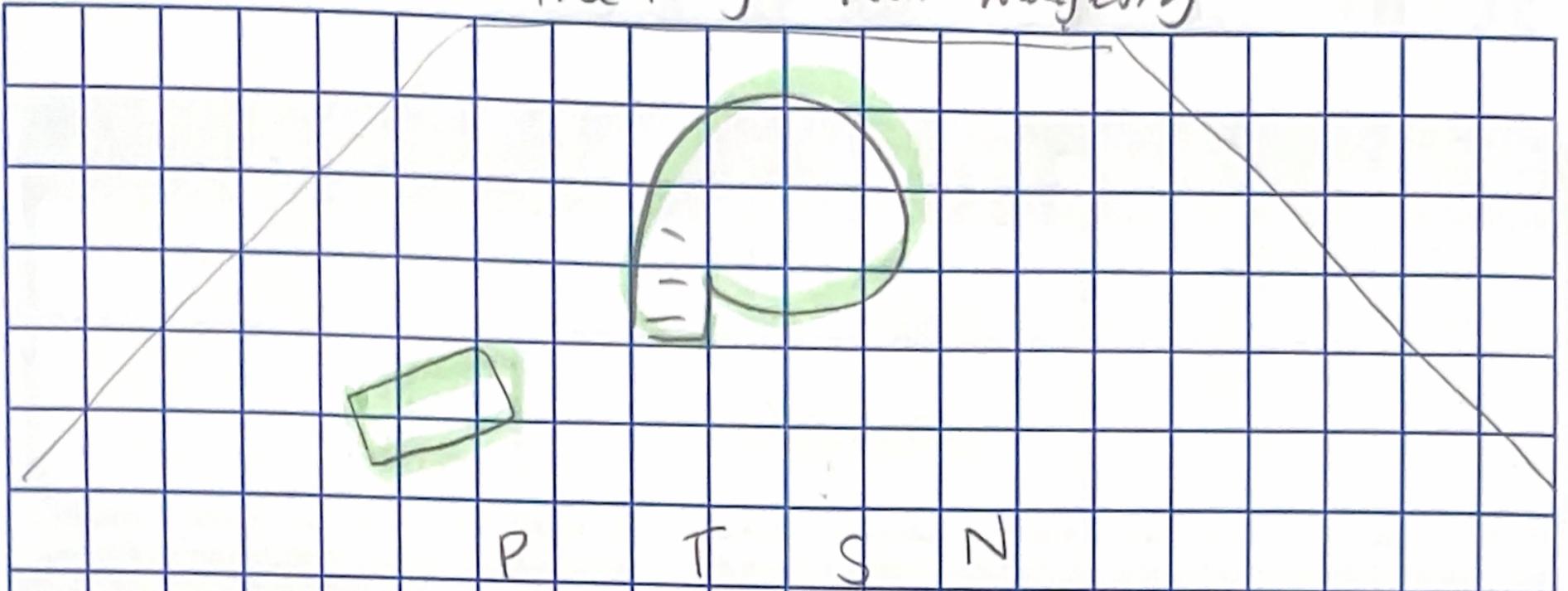
## VISION

## CHALLENGES

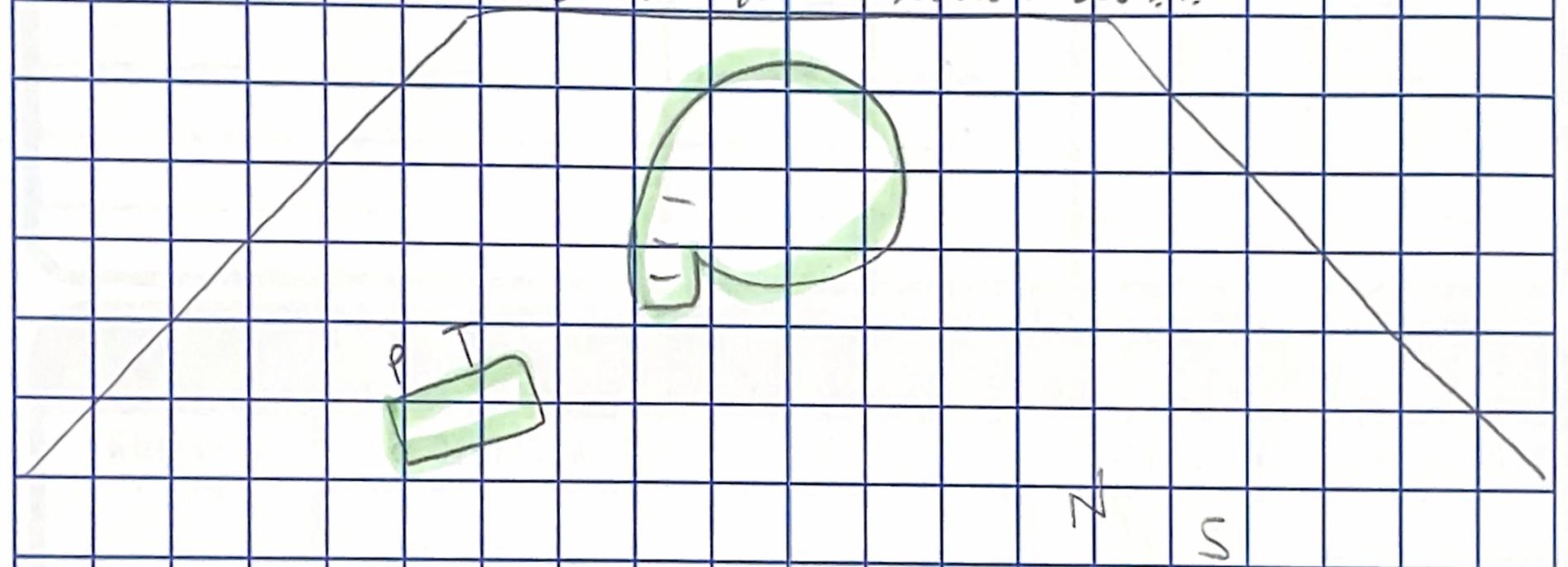
## SOLUTIONS


# BLOCKING

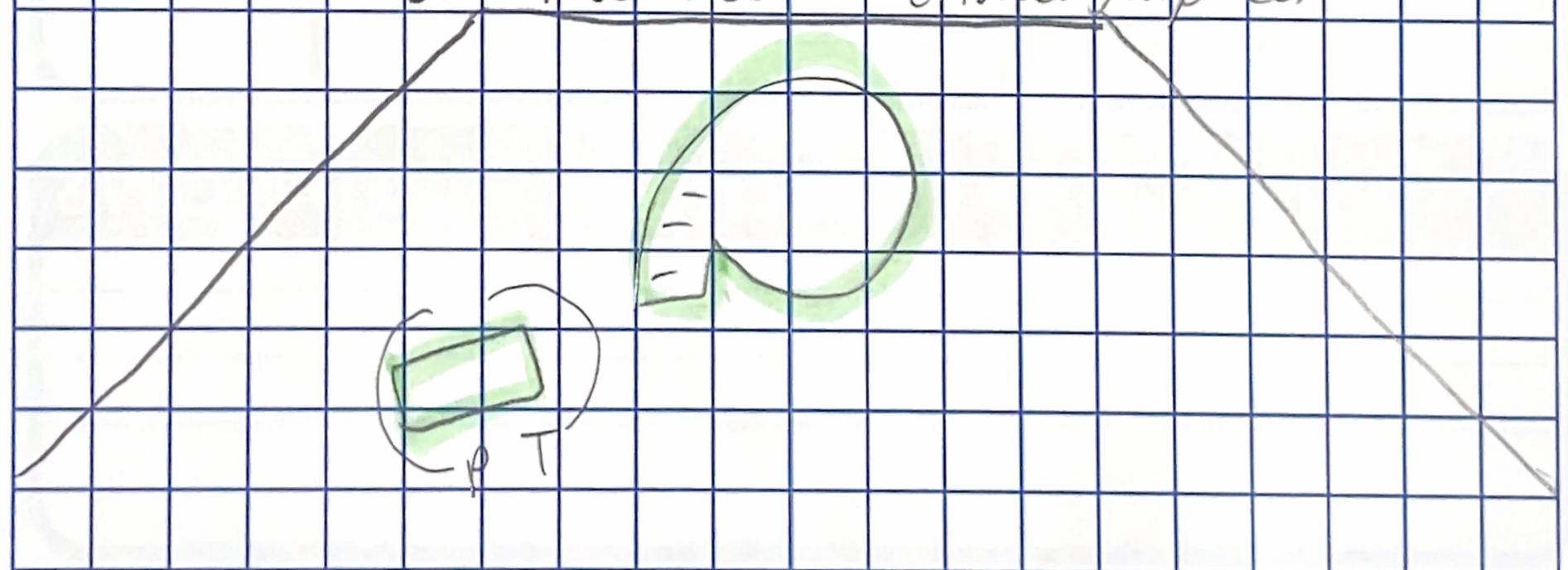
"The King... Your Majesty"



"could you excuse us?..."



\* Can you feel... choreographed



SCENE: 12c Can you feel...

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
expand relationship between Nala + Simba	Jungle	Simba + Nala realizing their love

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Timon		USR		
Pumbaa		USR		
Simba		USL		
Nala		USL		
Rafiki	USL	UR		

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
	Jungle		
	waterfall		
greens			

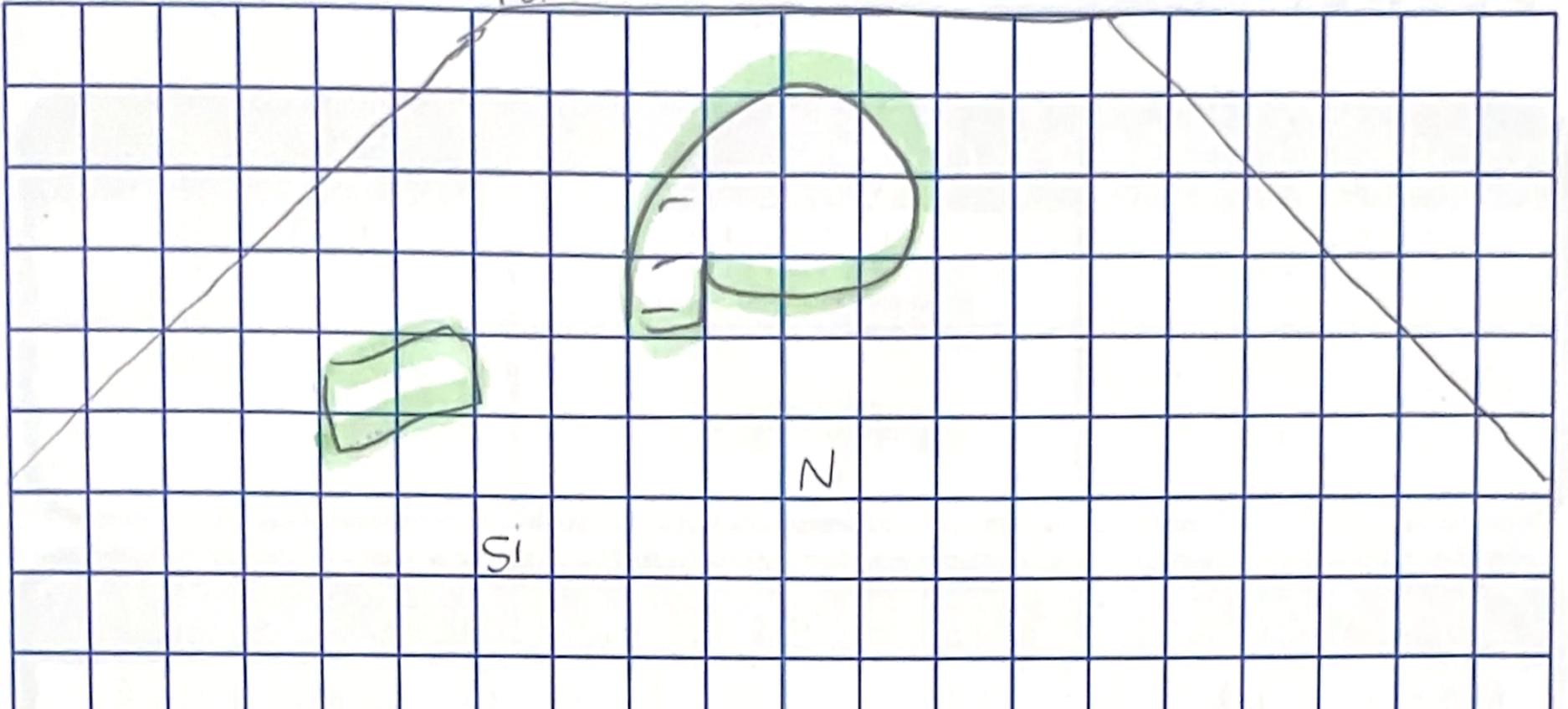
## VISION

## CHALLENGES

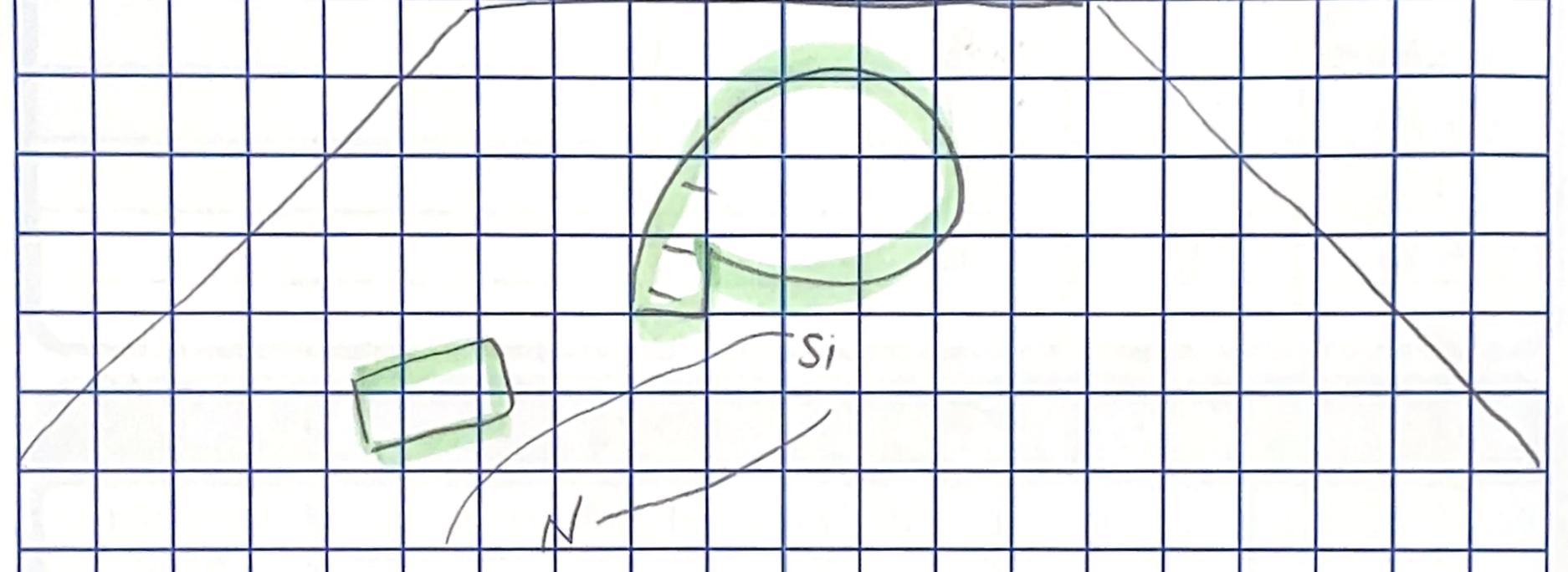
## SOLUTIONS


# BLOCKING

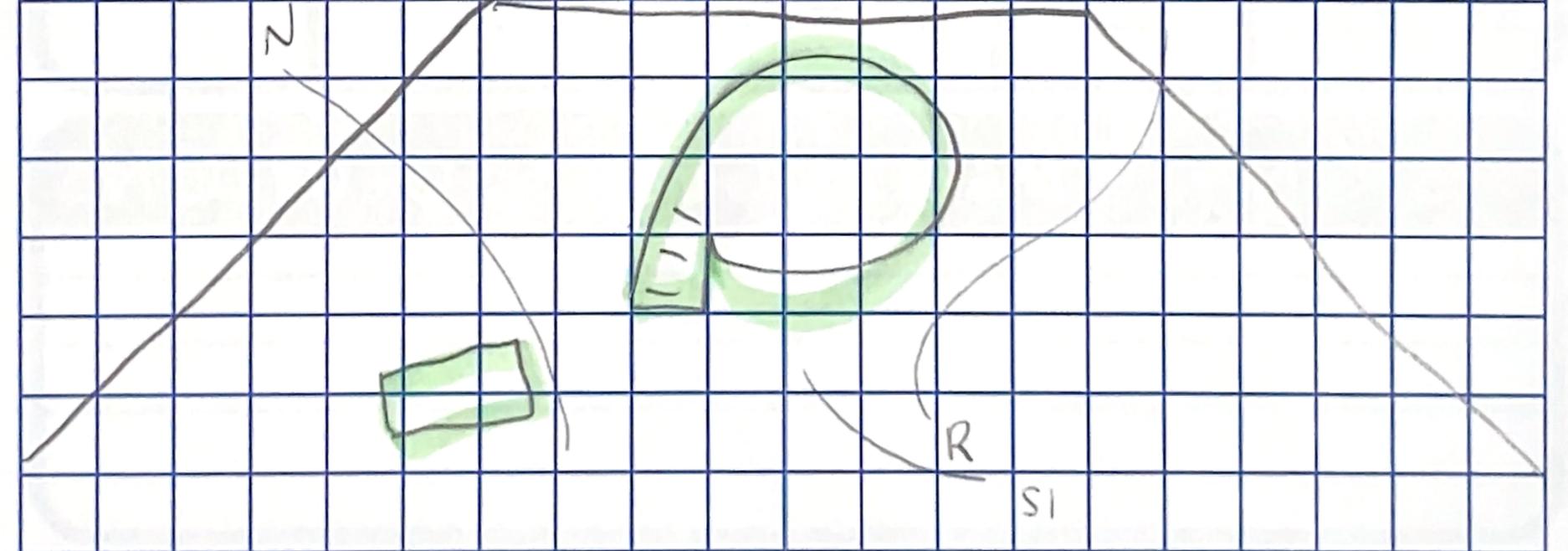
"lots more you haven't..."



"Hakuna matata. It's same..."



"Who are you?"



SCENE: 12d Simba + Nala chat + 12e Rafiki enters

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Identify Simba's fear	Jungle	Nala pushing Simba, him not responding

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Simba				
Nala		USR		
Rafiki	USL		STICK	

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
	Jungle		
	Rock		

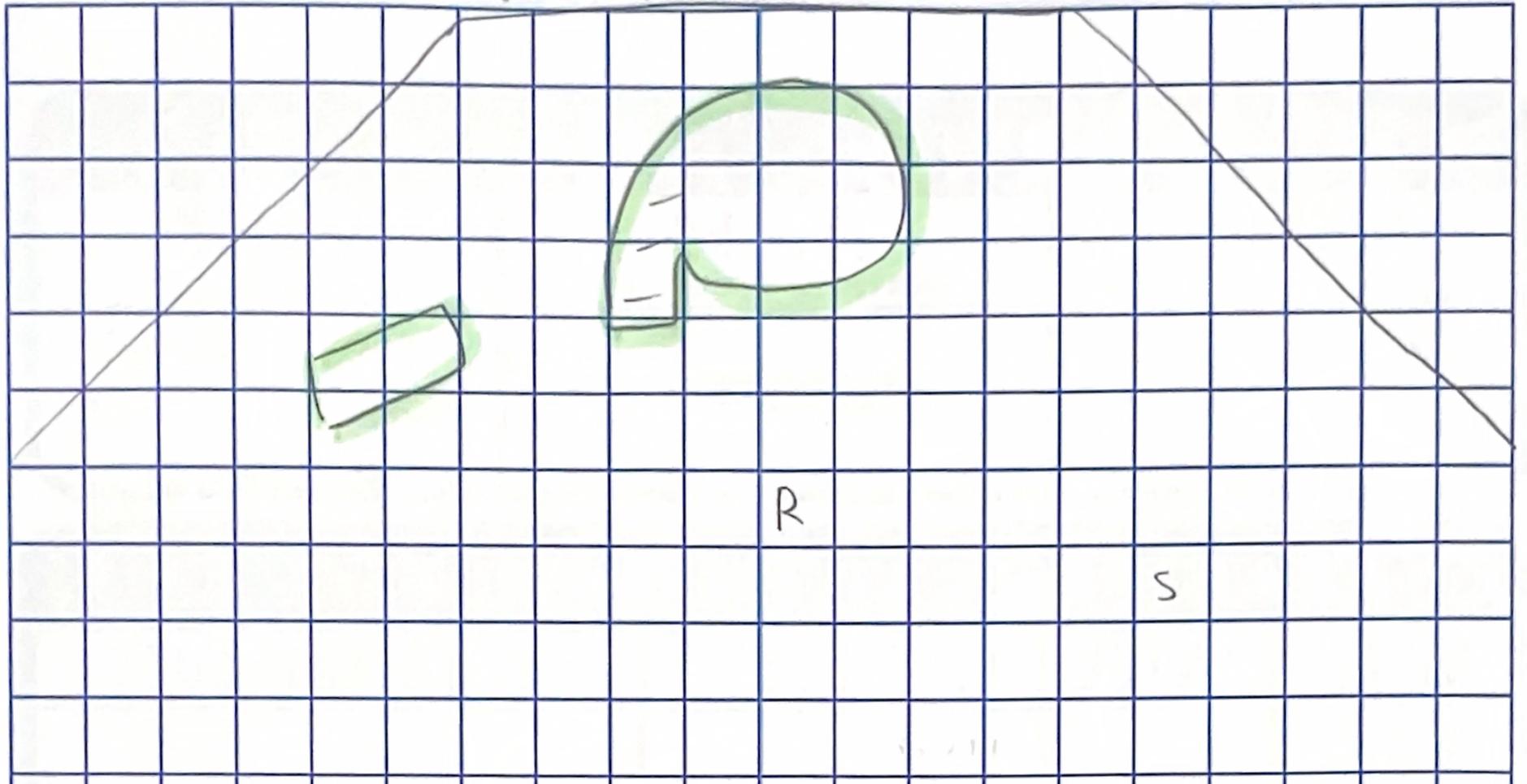
## VISION

## CHALLENGES

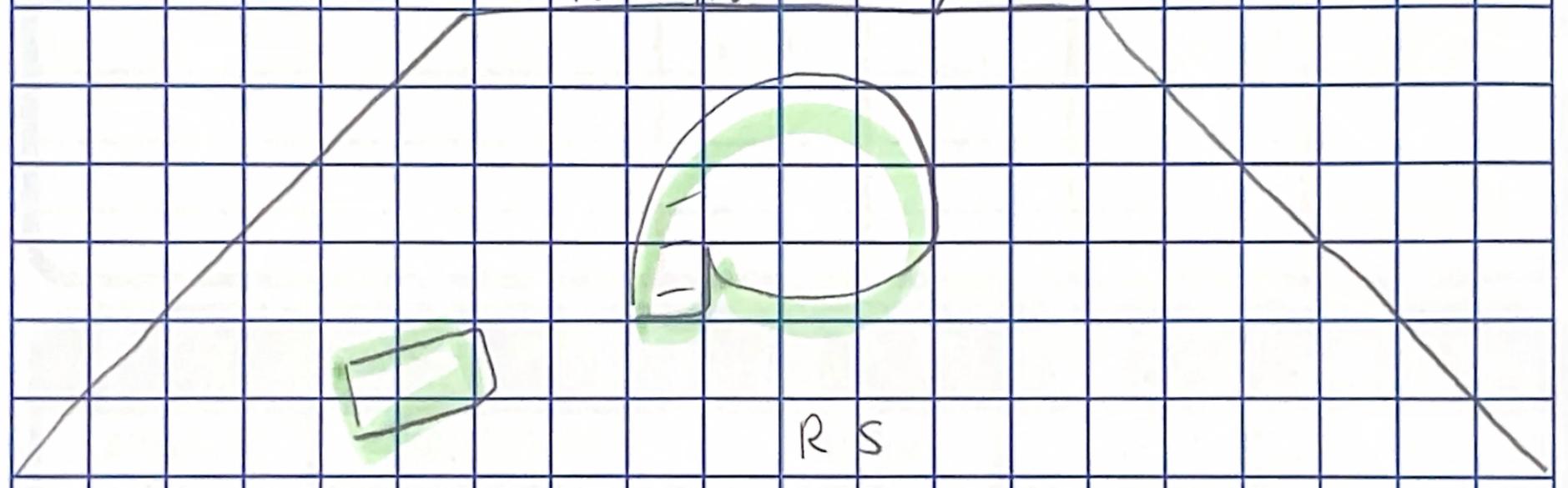
## SOLUTIONS


# BLOCKING

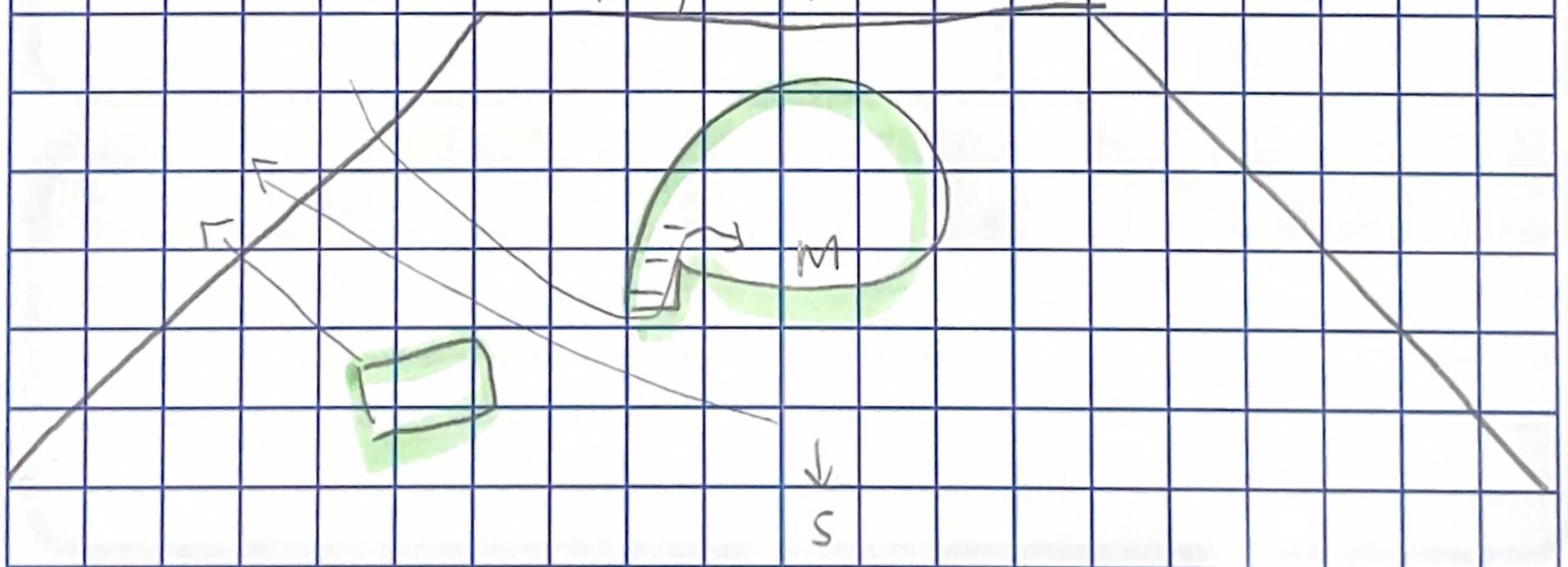
"wait there's no..."



"He lives in you"



last "in your reflection"



SCENE: Sc 12f He Lives in You

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Rafiki helping Simba remember who he is	Jungle	Simba finding his confidence.

## CHARACTERS      ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Rafiki		USR		
Simba				looking out when talk to dad
ensemble	all wings	all		
Mufasa	USR			go up rock

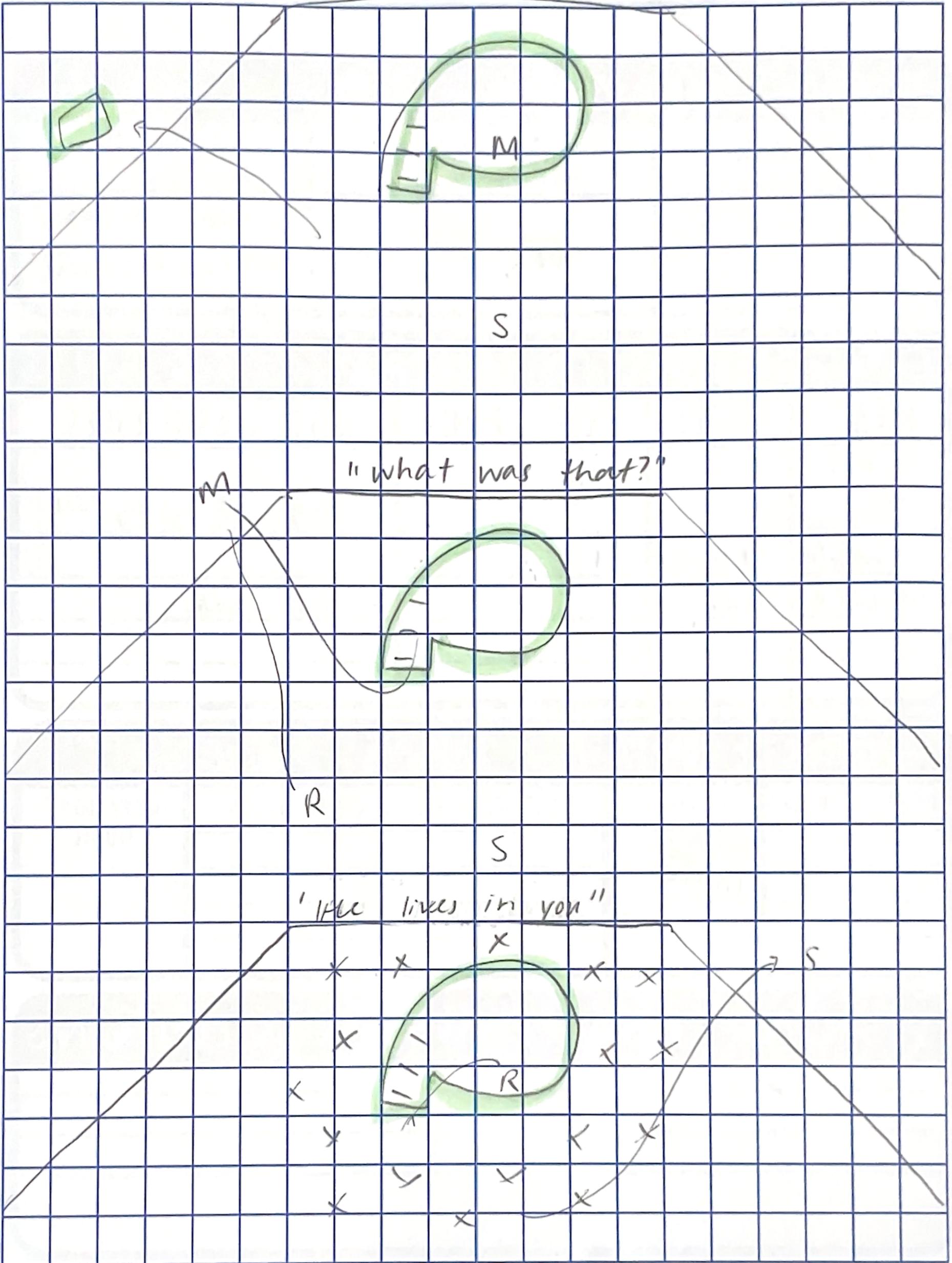
## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/MUSIC
	Jungle rock		

## VISION      CHALLENGES      SOLUTIONS


# BLOCKING

"Simba... Father?"



SCENE: sc 12g reunite w. Mufasa - 12i He lives  
pt 2

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
Simba finding the courage to go back	Jungle	Simba being encouraged/blessed

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Mufasa		USR		
Simba		USR		
Rafiki	USR	hide behind pride rock		
Ensemble	both wings			

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/MUSIC
	Jungle		
	rock	taken off during scene	
		w. Mufasa	

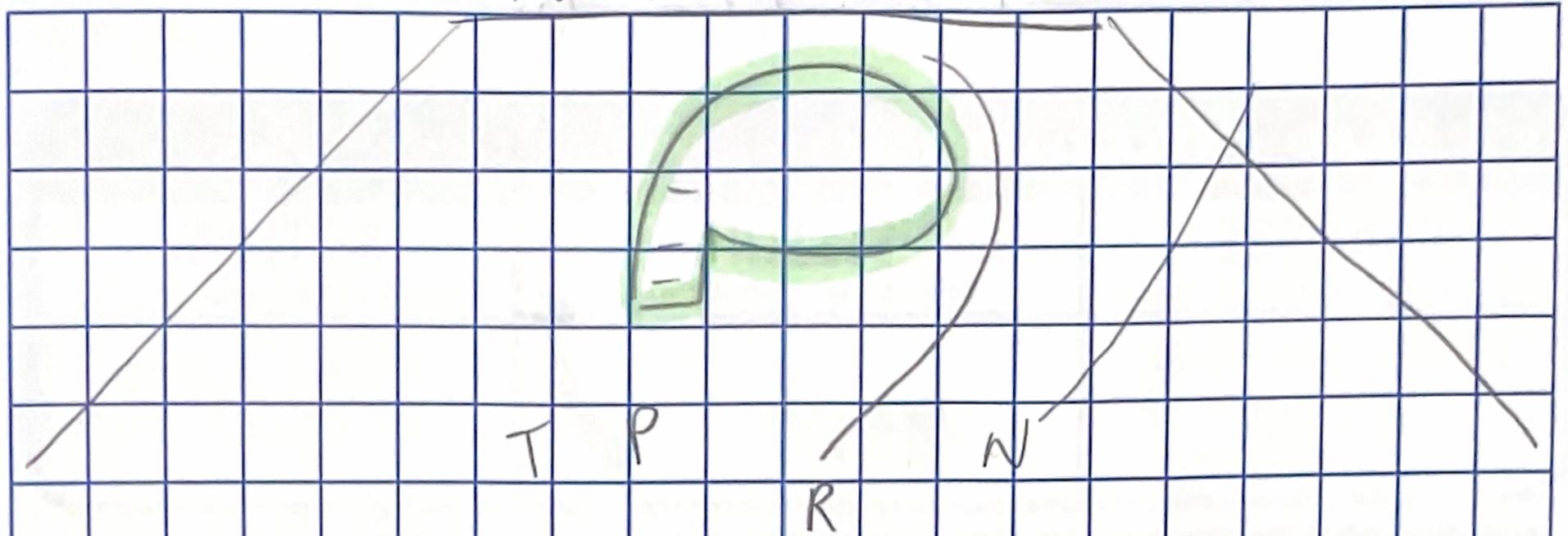
## VISION

## CHALLENGES

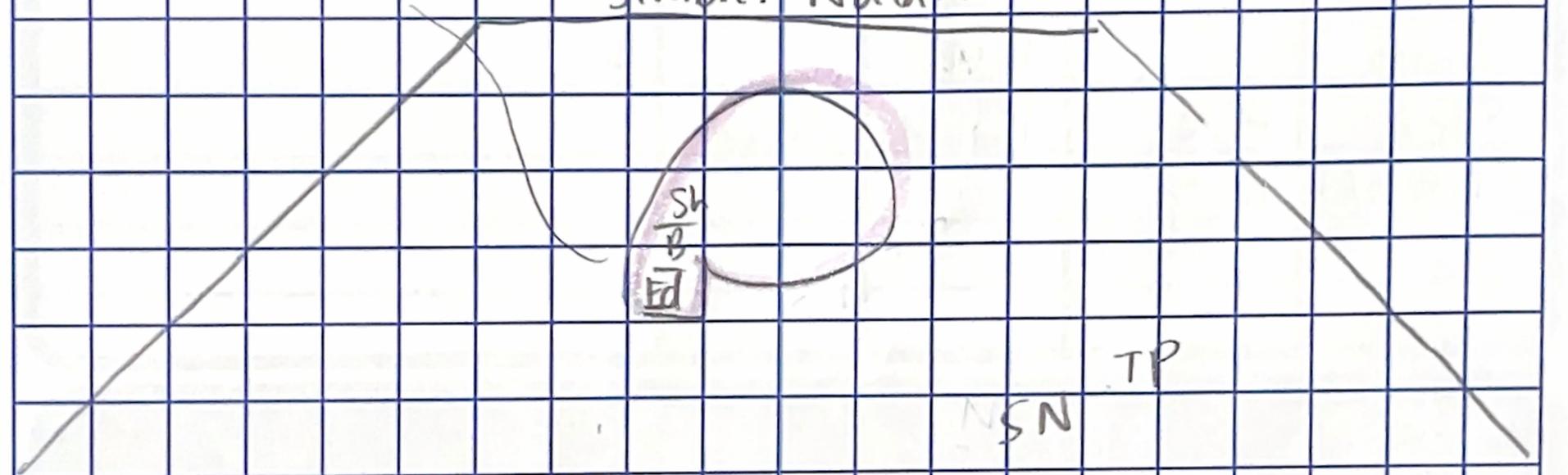
## SOLUTIONS


# BLOCKING

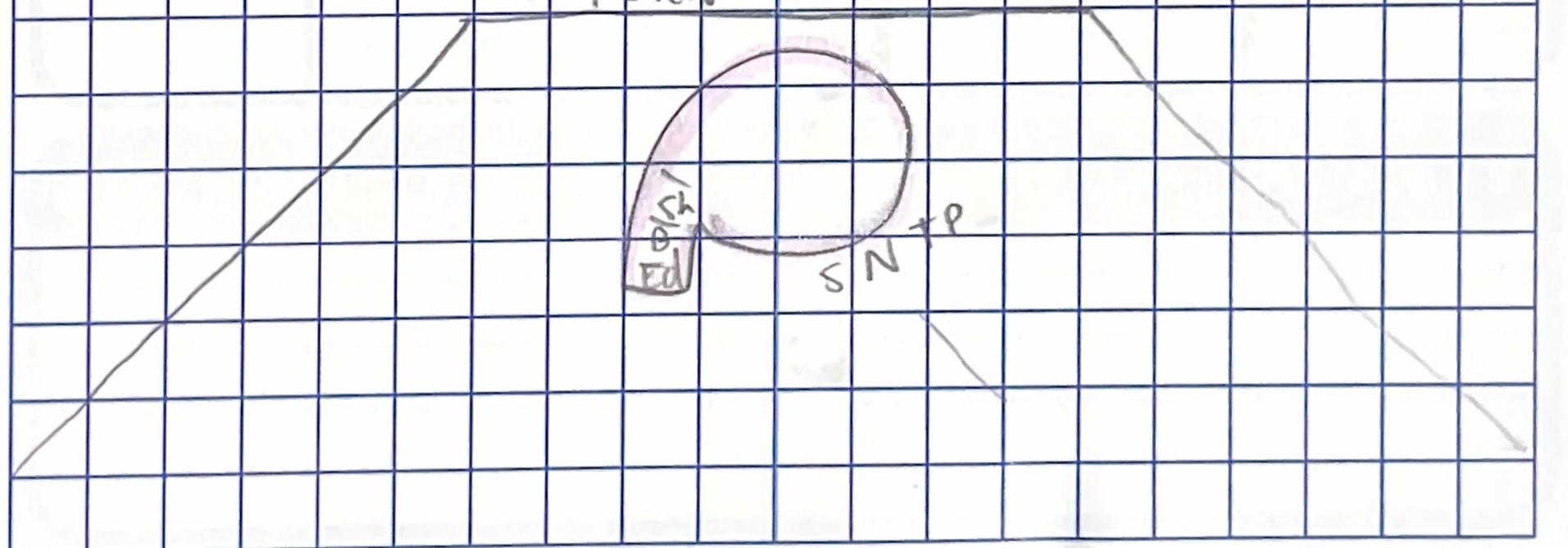
"You won't find him"



"Simba! Nala..."



"Follow me"



\* Luau Hawaiian Treat choreographed

SCENE: 12j who is monkey, 13a sneaking to pride rock

SCENE OVERVIEW		
PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
	jungle → pride rock	

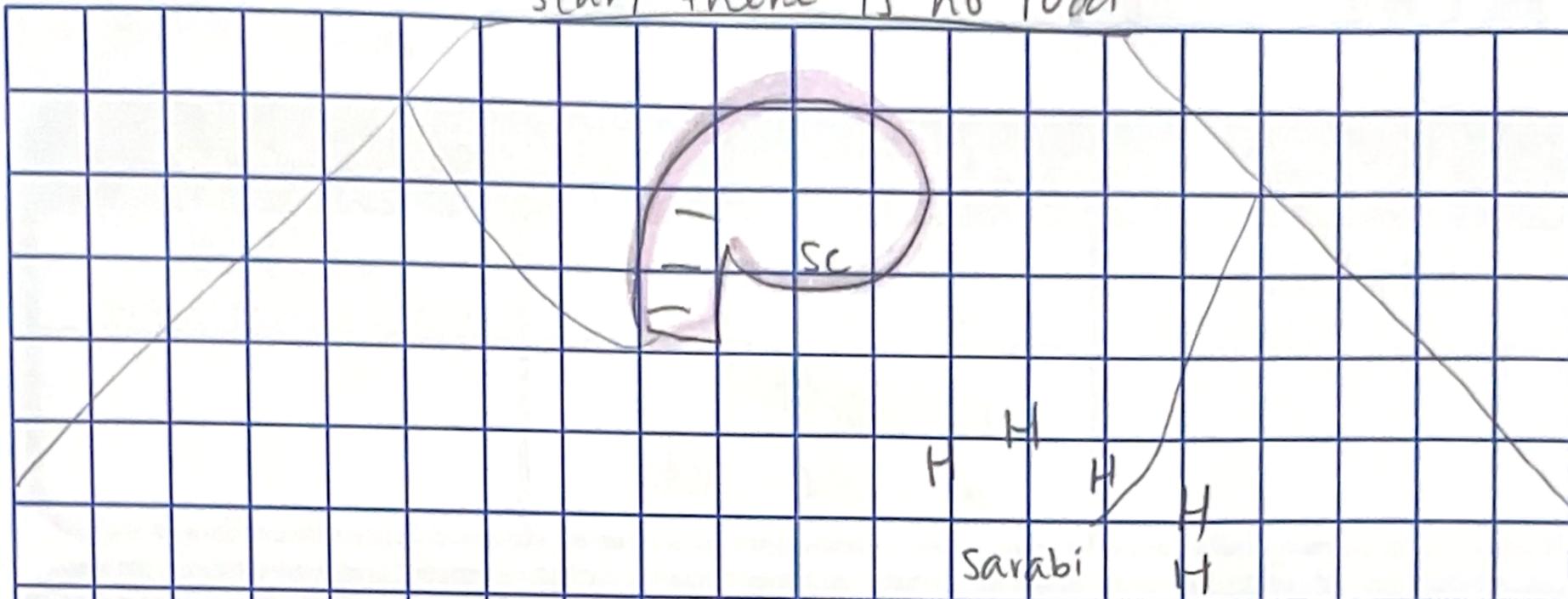
CHARACTERS			ENTRANCES & EXITS	
NAME	ENTER	EXIT	PROP	NOTES AND CUES
Nala	USL	USL		
Timon	USR	USL		
Pumbaa	USR	USL		
Rafiki	behind rock	USR		
Simba				

PROPS & SET			
PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/MUSIC
	prideland	return to prideland	

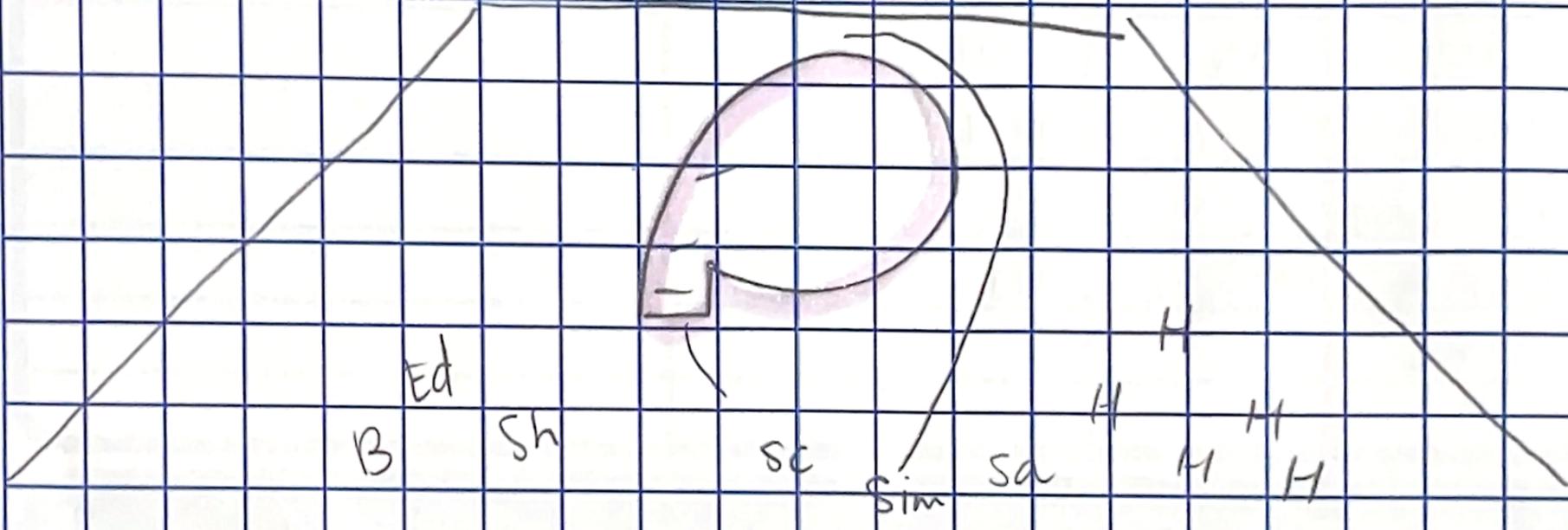
VISION	CHALLENGES	SOLUTIONS

# BLOCKING

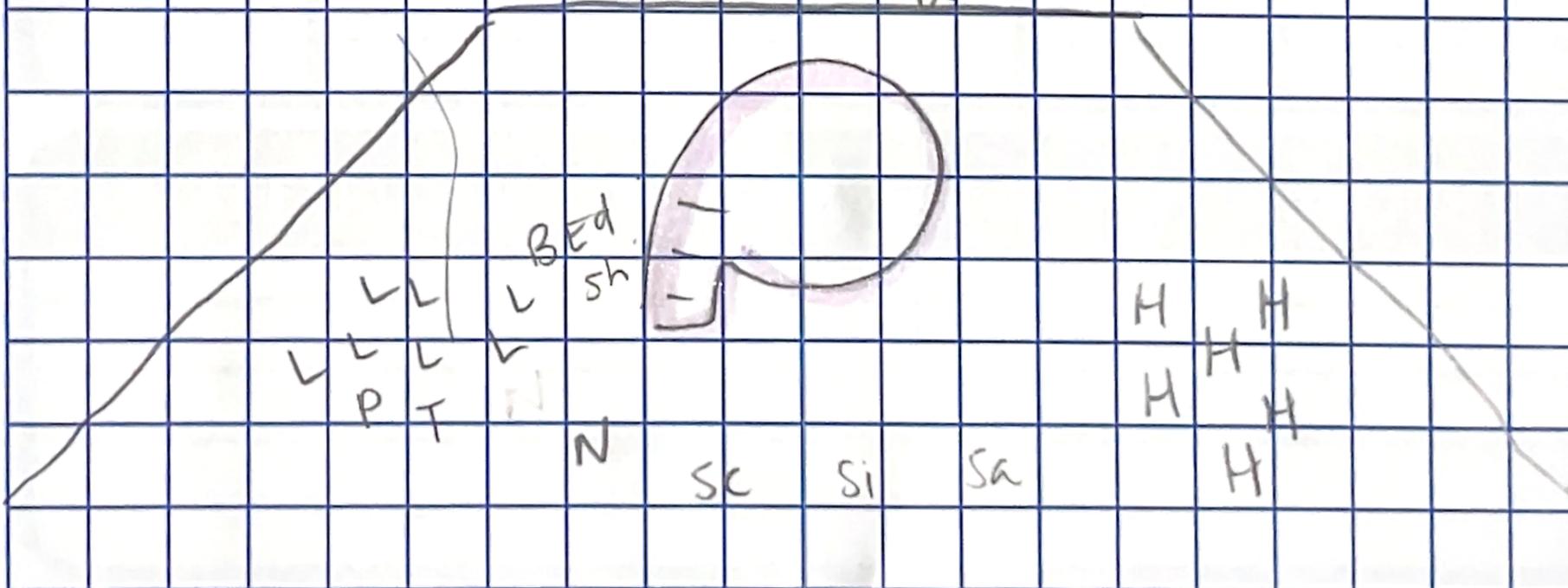
"Scar, there is no food"



"No Scar"



"Well, we don't"



\* Scar + hyenas exit out Howr R  
 \* Finale choreographed

SCENE: Sc 13 — Finale

## SCENE OVERVIEW

PURPOSE <small>WHAT IS THE PRIMARY PURPOSE OF THE SCENE?</small>	SETTING <small>WHERE DOES THIS SCENE TAKE PLACE?</small>	ACTION <small>DESCRIBE THE MAIN ACTION/CONFLICT</small>
To get Simba back in the Pridelands.	Pride Rock	Overthrowing Scar as 'King'

## CHARACTERS

## ENTRANCES & EXITS

NAME	ENTER	EXIT	PROP	NOTES AND CUES
Scar	USR			
Sarabi	USL			
Hyenas	USL			
Shen, Banra				

## PROPS & SET

PROPS & PRESET	SET PIECES	SET TRANSITION FROM PREVIOUS	DURATION/ MUSIC
	Pride Rock		

## VISION

## CHALLENGES

## SOLUTIONS
