

JOURNEY'S END SOUND CUE SHEET

COLLEGE OF SOUTHERN MARYLAND

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PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
ACT 1					
Preshow	CHECK	SOUND CHECK			
Preshow	A	Preshow (WW1 News Broadcast)	Music	Speakers A	WHEN HOUSE IS OPEN
Preshow	B	The Sounds of War*	Effect	Speaker B	AUTO-CONTIUE
Preshow	C	END Preshow (WW1 News Broadcast)	VC	FADE DOWN	START OF ACT 1
Preshow	D	Preshow Announcement	V/O	Speakers A	AUTO-FOLLOW
Pg. 1	E	Opening (Trench Whistle)			AUTO-CONTINUE
Pg. 1	F	Opening (Drums)			AUTO-FOLLOW
Pg. 1	G	END Opening (Drums)			ON LIGHTS UP
Pg. 1	H	Rumble of Guns	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	I	Flare (Verey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	J	Flare (Verey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	K	Flare (Verey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	L	Flare (Verey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	M	Flare (Verey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	N	Flare (Verey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	O	Flare (Verey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	P	Flare (Verey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	Q	Flare (Verey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	R	Flare (Verey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	S	Flare (Verey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	T	Flare (Verey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	U	Flare (Verey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	V	Flare (Verey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	W	Flare (Verey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 1	X	Flare (Verey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW

Pg. 1	Y	Flare (Verrey Lights)	Effect	Speakers A	<i>AUTO-FOLLOW</i>
Pg. 1	Z	Flare (Verrey Lights) Explosion	Effect	Speakers A	<i>AUTO-FOLLOW</i>
Pg. 1	AA	Flare (Verrey Lights)	Effect	Speakers A	<i>AUTO-FOLLOW</i>
Pg. 1	AB	Flare (Verrey Lights) Explosion	Effect	Speakers A	<i>AUTO-FOLLOW</i>
Pg. 2	AC	Rumble of Guns	Effect	Speakers B	HARDY: And we'll start the day over again.'
Pg. 2	AD	Rumble of Guns	Effect	Speakers B	HARDY: Splendid! Have a drink!
Pg. 3	AE	Rats Scurrying	Effect	Speakers A	HARDY:... but then, of course, I don't see them all.
Pg. 5	AF	Rats Scurrying	Effect	Speakers A	OSBORNE: Rats!
Pg. 10	AG	Rumble of Guns (Repeating)	Effect	Speakers B	OSBORNE: Letters are collected every day.
Pg. 11	AH	END Rumble of Guns (Repeating)	Effect	Speakers B	RALEIGH: Yes.
Pg. 12	AI	Rumble of Guns	Effect	Speakers B	RALEIGH: ... and a sort of rumble in the distance.
Pg. 17	AJ	Grenades A	Effect	Speakers A	TROTTER: Look 'ere, skipper, its nearly eight now;
Pg. 17	AK	Grenades B	Effect	Speakers B	<i>AUTO-CONTINUE</i>
Pg. 17	AL	Grenades A	Effect	Speakers A	<i>AUTO-CONTINUE</i>
Pg. 18	AM	Whine/Explosion x2	Effect	Speakers B	STANHOPE:...That'll be at six.
Pg. 24	AN	Machine Gun Fires	Effect	Speakers A	OSBORNE:... You've had a hard day of it.
Pg. 26	AO	Three Gun Shots	Effect	Speakers A	OSBORNE:... Good night.
Pg. 26	AP	Rumble of Guns	Effect	Speakers B	<i>AS LIGHTS TRANSITION TO INTERMISSION I</i>
Pg. 26	AQ	END The Sounds of War	V/C	FADE OUT	<i>AUTO-CONTINUE</i>
INTER I	AR	INTERMISSION I Music	Music	Speakers AB	<i>AUTO-FOLLOW</i>

PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
ACT 2					
INTER I	AS	END INTERMISSION I Music	V/C	FADE OUT	<i>START OF ACT 2</i>
Pg. 27	AT	GUN SHOT Sequence*	Effect	Speakers B	<i>AUTO-FOLLOW</i>
Pg. 29	AU	FADE GUN SHOT Sequence	V/C	FADE DOWN	OSBORNE:... It'll be quite warm soon.
Pg. 29	AV	Garden Scene Underscore	Music	Speakers A	<i>AUTO-CONTINUE</i>
Pg. 30	AW	END Garden Scene	V/C	FADE OUT	TROTTER:... Cheer!

Pg. 30	AX	RESTORE GUN SHOT Sequence	Effect	Speakers B	<i>AUTO-FOLLOW</i>
Pg. 32	AY	Two Bangs and a Whistle	Effect	Speakers B	OSBORNE: It was rather fun.
Pg. 38	AZ	END GUN SHOT Sequence	V/C	ABRUPT END	OSBORNE: D'you want to hear?
Pg. 39	BA	ACT 2, Scene 2 Interlude	Music	Speakers B	STANHOPE: Yes Please.
Pg. 39	BB	END Act 2, Scene 2 Interlude	V/C	FADE OUT	<i>ON LIGHTS UP</i>
Pg. 45	BC	STANHOPE vs HIBBERT	Music	Speakers AB	<i>ON HIBBERT'S RE-ENTRANCE</i>
Pg. 46	BD	END STANHOPE vs HIBBERT	V/C	FADE OUT	<i>WHEN STANHOPE'S COUNT DOWN GETS TO FIVE</i>
Pg. 46	BE	FIVE, FOUR, THREE, TWO,	Music	Speakers A	<i>AUTO-CONTINUE</i>
Pg. 46	BF	ONE!	V/C	ABRUPT END	<i>WHEN STANHOPE REACHES ONE</i>
Pg. 48	BG	Two Rifle Grenades Fire	Effect	Speakers B	<i>ON HIBBERT'S EXIT</i>
Pg. 53	BH	Two Gun Shots	Effect	Speakers B	RALEIGH: I – say!
INTER II	BI	INTERMISSION II MUSIC	Music	Speakers AB	<i>AUTO-FOLLOW</i>
INTER II	BJ	END INTERMISSION II MUSIC	V/C	FADE OUT	<i>START OF ACT III</i>

PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
ACT 3					
Pg. 60	BK	The Waiting of RALEIGH and OSBORNE	Effect	Speakers B	RALEIGH: It must be.
Pg. 61	BL	END The Waiting of RALEIGH and OSBORNE	V/C	FADE DOWN	RALEIGH: Yes. Rather!
Pg. 61	BM	Trench Whistle	Effect	Speakers B	<i>AUTO-CONTINUE</i>
Pg. 61	BN	The Raid*	Effect	Speakers AB	RALEIGH: Righto.
Pg. 62	BO	Shell Fire and Shriek	Effect	Speakers B	STANHOPE: Only One.
Pg. 62	BP	Shriek Continues and Explosion	V/C	Speakers A	<i>AUTO-CONTINUE</i>
Pg. 62	BQ	END The Raid	V/C	ABRUPT END	<i>AUTO-CONTINUE</i>
Pg. 65	BR	Heavy Guns	Effect	Speakers A	STANHOPE: Sorry
Pg. 65	BS	ACT 3, Scene 2 Interlude	Music	Speakers B	<i>AUTO-CONTINUE</i>
Pg. 65	BT	END ACT 3, Scene 2 Interlude	V/C	FADE OUT	<i>ON LIGHTS UP</i>
Pg. 65	BU	END Heavy Guns	V/C	Speakers A	<i>AUTO-CONTINUE</i>

Pg. 71	BV	STANHOPE vs RALEIGH	Music	Speakers A	STANHOPE: You can bring Mr. Raleigh's dinner.
Pg. 71	BW	Rumble of Guns	Effect	Speakers B	AFTER MASON EXITS
Pg. 74	BX	END STANHOPE vs RALEIGH			STANHOPE: Oh, get out. For God's sake, get out!
Pg. 74	BY	Rumble of Guns	Effect	Speakers B	AS THE LIGHTS FADE
Pg. 74	BZ	ACT 3, Scene 3 Interlude	Music	Speakers B	AUTO-FOLLOW
Pg. 74	CA	The Sounds of War*	Effect	Speakers B	AUTO-CONTINUE
Pg. 74	CB	END ACT 3, Scene 3 Interlude	V/C	FADE OUT	ON LIGHTS UP
Pg. 74	CC	Flare (Verrey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 74	CD	Flare (Verrey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW
Pg. 74	CE	Flare (Verrey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 74	CF	Flare (Verrey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW
Pg. 77	CG	First and Second Bang	Effect	Speakers A	TROTTER:... I'll be up soon.
Pg. 77	CH	Third (Louder) Bang	Effect	Speakers B	STANHOPE:... somewhere by the reserve line.
Pg. 77	CI	END The Sounds of War	V/C	FADE OUT	AUTO-CONTINUE
Pg. 77	CJ	Finale (German Attack)*	Effect	Speakers B	AUTO-CONTINUE
Pg. 81	CK	The Death of RALEIGH	Music	Speakers A	ON SERGEANT-MAJOR'S EXIT
Pg. 81	CL	FADE DOWN Finale (German Attack)	V/C	FADE DOWN	AUTO-CONTINUE
Pg. 82	CM	MOMENT OF SILENCE	V/C	FADE OUT	ON STANHOPE'S EXIT
Pg. 83	CN	Flare (Verrey Lights)	Effect	Speakers A	AUTO-FOLLOW
Pg. 83	CO	Flare (Verrey Lights) Explosion	Effect	Speakers A	AUTO-FOLLOW
Pg. 83	CP	RESTORE Finale (German Attack)	V/C	FADE UP	AUTO-CONTINUE
Pg. 83	CQ	Whine of Shell	Effect	Speakers B	ON STANHOPE'S EXIT
Pg. 83	CR	END Finale (German Attack)	V/C	FADE OUT	AUTO-CONTINUE
Pg. 83	CS	HUGE Explosion	Effect	Speakers A	AUTO-CONTINUE
Pg. 83	CT	HUGE Explosion	Effect	Speakers B	AUTO-CONTINUE
Pg. 83	CU	Sounds of Rubble and Rocks	Effect	Speakers A	AUTO-CONTINUE
Pg. 83	CV	HUGE Explosion	Effect	Speakers AB	AUTO-CONTINUE
Pg. 83	CW	The End	Music	Speakers B	AUTO-CONTINUE
Pg. 83	CX	END Sounds of Rubble and Rocks	Effect	FADE OUT	AUTO-CONTINUE
PSTSHOW	CY	Post Show Music	Music	Speakers AB	AUTO-CONTINUE

PSTSHOW	CZ	Post Show Music	V/C	FADE OUT	<i>ONCE HOUSE IS CLEARED</i>
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NOTES:

- Cues that are starred are the underscore soundscapes for their scenes or acts. They have their respective cues that end them, but they play underneath until that cue is called.
- The Verey lights that happens in the beginning of the play are in five-minute increments. They will automatically play after five minutes.
- I used the term Auto-Follow as a generic term. It could be an Auto-Follow or an Auto-Continue. Auto-Continues work the same as Auto-Follows. The only difference is that Auto-Continues are immediate and Auto-Follows happen after the previous cue. Both do not require the Soundboard Operator to hit GO in QLab.

KEY:

VC – Volume Change

V/O – Voiceover

Effect – Sound Effect

Music – Music or Soundscape

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