

THE VOICE OF THE PRAIRIE SOUND DESIGN CUESHEET v.3

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PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
ACT 1					
PRESHOW	1	Preshow Music	Music	Speakers	WHEN HOUSE OPENS
PRESHOW	2	Preshow Music Volume Change	VC	FADE	WHEN SHOW STARTS
PRESHOW	3	END Preshow Music	VC	FADE OUT	AFTER ANNOUNCEMENTS
Pg. 9	4	Opening Music	Music	Speakers	START OF ACT 1
Pg. 9	5	Voiceover #1	V/O	Speakers	AUTO-FOLLOW
Pg. 9	6	Opening Music Volume Change	VC	FADE UP	ON LIGHT SHIFT
Pg. 10	7	END Opening Music	VC	FADE OUT	POPPY: ...A thirsty afternoon, is it not?
Pg. 12	8	Nighttime Soundscape	Effect	Speakers	POPPY:... Give me your arm.
Pg. 12	9	Campfire Sounds	Effect	Speakers	AUTO-FOLLOW
Pg. 13	10	End Nighttime Soundscape	VC	FADE OUT	POPPY:... Ham and redeye gravy.
Pg. 13	11	End Campfire Sounds	VC	FADE OUT	AUTO-FOLLOW
Pg. 13	12	Music for Voiceover #2	Music	Speakers	AUTO-FOLLOW
Pg. 13	13	Voiceover #2	V/O	Speakers	AUTO-FOLLOW
Pg. 13	14	END Music for Voiceover #2	VC	FADE OUT	AUTO-FOLLOW
Pg. 14	15	Electronic Pop	Effect	Speakers	LEON:... Careful, don't touch anything else, or you'll get a...
Pg. 14	16	Static/Electronic Pop	Effect	Speakers	LEON:... Yeah, right there, you got it.
Pg. 15	17	Record Starting	Effect	Speakers	LEON:... So turn your radio on!
Pg. 15	18	1920's Hillbilly Twangy Music	Music	Speakers	AUTO-FOLLOW
Pg. 15	19	Record Screech	Effect	Speakers	LEON:...Quinn character shows up, send him right in.
Pg. 15	20	END 1920's Hillbilly Twangy Music	VC	ABRUPT END	AUTO-FOLLOW
Pg. 15	21	1920's Hillbilly Twangy Music Skipping	Effect	Speakers	AUTO-FOLLOW
Pg. 15	22	END Hillbilly Twangy Music Skipping	VC	ABRUPT END	LEON: Damn! I mean..
Pg. 16	23	Record Starting	Effect	Speakers	LEON: She'd love to know what you think of the show.
Pg. 16	24	More Hillbilly Twangy Music	Music	Speakers	AUTO-FOLLOW
Pg. 17	25	END More Hillbilly Twangy Music	VC	FADE OUT	LEON: I've heard a lot about you.
Pg. 18	26	SNAP-CRACLE-POP	Effect	Speakers	DAVID: My...Poppy. Oh. My –

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Pg. 20	27	Nighttime Soundscape	Effect	Speakers	DAVEY & DAVID: ... and butter all over my face.
Pg. 20	28	Campfire Soundscape	Effect	Speakers	AUTO-FOLLOW
Pg. 21	29	Campfire Soundscape Volume Change	VC	FADE DOWN	DAVID: "I'm driving my wagon-"
Pg. 21	30	Nighttime Soundscape Volume Change	VC	FADE DOWN	AUTO-FOLLOW
Pg. 21	31	Davey's Poppy Dream Music	Music	Speakers	AUTO-FOLLOW
Pg. 22	32	END Davey's Poppy Dream Music	VC	FADE OUT	DAVEY: That's right, Poppy, you laugh. Laugh, Sleep.
Pg. 22	33	END Campfire Soundscape	VC	FADE OUT	AUTO-FOLLOW
Pg. 22	34	END Nighttime Soundscape	VC	FADE OUT	AUTO-FOLLOW
Pg. 23	35	Record Starting	Effect	Speakers	LEON:... This is the future!
Pg. 23	36	Even More Hillbilly Twangy Music	Music	Speakers	AUTO-FOLLOW
Pg. 24	37	END Even More Hillbilly Music	VC	FADE OUT	LEON: Thanks again.
Pg. 24	38	Music for Voiceover #3	Music	Speakers	ON BLACKOUT
Pg. 24	39	Voiceover #3	V/O	Speakers	AUTO-FOLLOW
Pg. 24	40	END Music for Voiceover #3	VC	FADE OUT	AUTO-FOLLOW
Pg. 24	41	Barnyard Soundscape	Effect	Speakers	AUTO-FOLLOW
Pg. 25	42	Barnyard Soundscape Volume Change	VC	FADE DOWN	DAVEY: I can't.
Pg. 26	43	Father's Coming (Dogs Barking)	Effect	Speakers	FRANKIE: Not me. (SOUND) Papa. Here he comes.
Pg. 27	44	Barnyard Soundscape Volume Change 2	VC	FADE UP	FATHER: (ENTERS) Frankie!
Pg. 25	45	END Barnyard Soundscape	VC	ABRUPT END	ON BARNYARD DOOR CLOSING
Pg. 29	46	Music for Voiceover #4	Music	Speakers	ON BLACKOUT AFTER DAVEY: Okay! Okay! Stop! Frankie!
Pg. 29	47	Voiceover #4	V/O	Speakers	AUTO-FOLLOW
Pg. 29	48	END Music for Voiceover #4	VC	FADE OUT	AUTO-FOLLOW
Pg. 34	49	Music for Voiceover #5	Music	Speakers	ON BLACKOUT
Pg. 34	50	Voiceover #5	V/O	Speakers	AUTO-FOLLOW
Pg. 34	51	END Music for Voiceover #5	VC	FADE OUT	AUTO-FOLLOW
Pg. 34	52	On The Train	Effect	Speakers	AUTO-FOLLOW
Pg. 34	53	End On The Train	VC	FADE OUT	DAVEY: Now, yes now, Jump! JUMP!
Pg. 35	54	Thunder Clap	Effect	Speakers	NEWS VENDOR: ...it's Frankie The Blind Girl! Hey!

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Pg. 36	55	Thunderstorm Soundscape	Effect	Speakers	<i>AUTO-FOLLOW</i>
Pg. 36	56	Bottle Smashing	Effect	Speakers	FRANKIE: Yeah. Sh.
Pg. 37	57	END Thunderstorm Soundscape	VC	<i>FADE OUT</i>	DAVEY: And Kilty says "Quick! Hide in the confessionals!"
Pg. 38	58	Train Approaching	Effect	Speakers	<i>ON LIGHT CHANGE AFTER</i> DAVEY: ...Okay! Stop! Frankie!
Pg. 39	59	Train Approaching Volume Change	Effect	Speakers	FRANKIE: I think I could float onto that train.
Pg. 39	60	Train Whistle	Effect	Speakers	<i>AUTO-FOLLOW</i>
Pg. 39	61	END Train Approaching	VC	<i>FADE OUT</i>	DAVEY: Now! Jump! JUMP!
Pg. 41	62	Record Starting	Effect	Speakers	LEON: I hear one more banjo I'll go beserk!
Pg. 41	63	Bessie Smith Blues	Music	Speakers	<i>AUTO-FOLLOW</i>
Pg. 42	64	END Bessie Smith Blues	VC	<i>FADE OUT</i>	LEON: Ow.
Pg. 42	65	Nighttime Soundscape	Effect	Speakers	<i>AUTO-FOLLOW</i>
Pg. 44	66	Static/Pop	Effect	Speakers	WHEN SUSIE KISSES DAVID
Pg. 47	67	Wind Soundscape	Effect	Speakers	ON LEON'S EXIT
Pg. 47	68	END Nighttime Soundscape	VC	<i>FADE OUT</i>	FRANKIE: I know.
Pg. 48	69	END Wind Soundscape	VC	<i>FADE OUT</i>	FRANKIE:...Take us into the clouds! Come on!
Pg. 48	70	ACT 1 Ending Music	Music	Speakers	DAVID: Well, that's another story.
Pg. 49	71	ACT 1 Ending Music Volume Change	VC	<i>FADE UP</i>	<i>AUTO-FOLLOW</i>

ACT ONE NOTES:

Cue 65 will continue into the next scene as the scene requires it as well. It will end on cue 68 to leave the sound of the cliff wind.

Cue 70 will continue into the Intermission Music

PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
INTERMISSION					
INTERMISSION	72	Intermission Music	Music	Speakers	<i>AUTO-FOLLOW</i>
INTERMISSION	73	END Intermission Music	VC	<i>FADE OUT</i>	<i>AFTER INTERMISSION</i>

INTERMISSION NOTES:

Intermission Music will be 20 minutes long. It will be put on a loop as a just in case.

PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
ACT 2					
Pg. 50	74	Music for Voiceover #6	Music	Speakers	<i>START OF ACT TWO</i>
Pg. 50	75	Voiceover # 6	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 50	76	END Music for Voiceover #6	VC	<i>FADE OUT</i>	<i>AUTO-FOLLOW</i>
Pg. 51	77	Woman's Letter	V/O	Speakers	<i>WHEN LEON STARTS READING FIRST LETTER</i>
Pg. 51	78	Man's Letter	V/O	Speakers	<i>WHEN LEON STARTS READING SECOND LETTER</i>
Pg. 57	79	Schoolboy Voiceover	V/O	Speakers	FRANCES: ... that to me the world looks like this.
Pg. 57	80	END Schoolboy Voiceover	VC	<i>FADE OUT</i>	<i>AUTO-FOLLOW</i>
Pg. 57	81	Passerby Voiceover	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 57	82	James Voiceover	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 57	83	Gossipmonger Voiceover	V/O	Speakers	FRANCES: No, James.
Pg. 57	84	James Voiceover #2	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 57	85	Schoolgirl Voiceover	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 57	86	James Voiceover #3	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 57	87	Schoolboy Voiceover #2	V/O	Speakers	FRANCES: Quiet! Everyone! Quiet!
Pg. 57	88	Gossipmonger Voiceover #2	V/O	Speakers	FRANCES: Quiet!

PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
Pg. 57	89	James Voiceover #4	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 58	90	Schoolchildren Voiceover	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 58	91	James V/O #4 Volume Change	VC	FADE UP	<i>AUTO-FOLLOW</i>
Pg. 58	92	Schoolchildren V/O Volume Change	VC	FADE UP	<i>AUTO-FOLLOW</i>
Pg. 58	93	END James Voiceover #4	VC	ABRUPT END	FRANCES: Quiet! Everyone, please be quiet!
Pg. 58	94	END Schoolchildren Voiceover	VC	ABRUPT END	<i>AUTO-FOLLOW</i>
Pg. 58	95	Davey Voiceover	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 58	96	Record Starting	Effect	Speakers	LEON:... Back to.... more music, I suppose.
Pg. 60	97	Another 1920's Hillbilly Twangy Music	Music	Speakers	<i>AUTO-FOLLOW</i>
Pg. 60	98	END 1920's Hillbilly Twangy Music	VC	ABRUPT END	WHEN FRANCES TURNS OFF RADIO
Pg. 61	99	Frances To Frankie Music	Music	Speakers	FRANCES: ...teach me fear later. In the home.
Pg. 61	100	END Frances To Frankie Music	VC	FADE OUT	DAVEY: Huh?
Pg. 64	101	Boy Voiceover	V/O	Speakers	WATERMELON MAN: ...whup this boy good! Frankie!
Pg. 64	102	Gossipmonger Voiceover #3	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 64	103	Passerby Voiceover	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 64	104	Boy Voiceover #2	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 64	105	Gossipmonger Voiceover #4	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 65	106	Mean Voice Voiceover	V/O	Speakers	FRANCES: Oh.
Pg. 65	107	Watermelon Man Voiceover	V/O	Speakers	JAMES: FRANKIE THE BLIND GIRL!
Pg. 65	108	Voices Voiceover	V/O	Speakers	<i>AUTO-FOLLOW</i>
Pg. 66	109	Voices Voiceover #2 Volume Change	VC	Speakers	<i>AUTO-FOLLOW</i>
Pg. 66	110	Voices Voiceover #2 Volume Change #2	VC	Speakers	<i>AUTO-FOLLOW</i>
Pg. 69	111	A Crash (James Walks Into Something)	Effect	Speakers	DAVID:...Thank you. God Bless.
Pg. 70	112	Train Whistle	Effect	Speakers	JAMES: Her name is Frances, not Frankie.
Pg. 70	113	Frankie On A Train	Effect	Speakers	<i>AUTO-FOLLOW</i>
Pg. 71	114	END Frankie On A Train	VC	FADE OUT	FRANCES:... whirling around me, like a nightmare
Pg. 71	115	Train Whistle	Effect	Speakers	<i>AUTO-FOLLOW</i>

PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
Pg. 75	116	James' Telephone Call #1	V/O	Speakers	DAVID: Leon is that you?
Pg. 75	117	James' Telephone Call #2	V/O	Speakers	AUTO-FOLLOW
Pg. 75	118	James' Telephone Call #3	V/O	Speakers	FRANCES: Where are you?
Pg. 76	119	Squawking Chicken Effect	Effect	Speakers	FRANCES: Let's hurry.
Pg. 76	120	Chicken Soundscape	Music	Speakers	AUTO-FOLLOW
Pg. 77	121	END Chicken Soundscape	VC	FADE OUT	Jailer: Shaddup! Shaddup!
Pg. 85	122	Radio Announcer Voiceover	V/O	Speakers	AS DAVID AND FRANCES EXITS
Pg. 85	123	Applause Effect	Effect	Speakers	AUTO-FOLLOW
Pg. 85	124	END Applause Effect	VC	FADE OUT	AUTO-FOLLOW
Pg. 86	125	Train Whistle	Effect	Speakers	WATERMELON MAN: Now get outa this shed!!!
Pg. 86	126	Train Approaching Soundscape	Music	Speakers	AUTO-FOLLOW
Pg. 86	127	Train Whistle	Effect	Speakers	POPPY AND FRANKIE: Fly!!!
Pg. 86	128	END Train Approaching Soundscape	VC	ABRUPT END	AUTO-FOLLOW
Pg. 86	129	Curtain Call/ Post Show Music	Music	Speakers	DAVID: ... folks at home for making me welcome.
POST SHOW	130	Curtain Call/Post Show Volume Change	VC	FADE UP	END OF SHOW
POST SHOW	131	End Curtain Call/Post Show Music	VC	FADE OUT	AFTER HOUSE IS CLEARED

ACT TWO NOTES:

Cue 126 will have a built in crescendo so it ends up being loud towards the end.

Cue 129-130 Curtain Call Music and Post Show Music is the same song on a loop.

KEY:

VC – Volume Change

V/O – Voiceover

Effect – Sound Effect

Music – Music or Soundscape

NOTE

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.

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