

SOUND DESIGN CUESHEET v.1

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PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
<b>ACT 1</b>					
PRESHOW	A	Preshow Music	Music	Speakers	<b>WHEN HOUSE OPENS</b>
PRESHOW	B	END Preshow Music	VC	<b>FADE OUT</b>	<b>WHEN SHOW STARTS</b>
PRESHOW	C	Preshow Announcement Music	Music	Speakers	<b>-AUTO-FOLLOW-</b>
PRESHOW	D	Preshow Announcement	V/O	Speakers	<b>-AUTO-CONTINUE-</b>
PRESHOW	E	END Preshow Announcement Music	VC	<b>FADE OUT</b>	<b>-AUTO-FOLLOW-</b>
Pg. 1	F	Alarm Clock	Effect	Speakers	<b>Measure 2 of "Good Morning Baltimore"</b>
Pg. 24	G	School Bell	Effect	Speakers	<b>Music #6a Transition to Detention</b>
Pg. 25	H	School Bell	Effect	Speakers	PRINCIPAL: ... three more days of detention
Pg. 25	I	#7 Detention to Hop (Underscore)	Music	Speakers	<b>-AUTO-FOLLOW-</b>
Pg. 27	J	Record Scratch	Effect	Speakers	TRACY: I'm a bad bad girl who needs to be punished!
Pg. 27	K	END #7 Detention to Hop (Underscore)	VC	<b>ABRUPT END</b>	<b>-AUTO-FOLLOW-</b>
Pg. 27	L	School Bell	Effect	Speakers	STOOIE: Congress!
Pg. 33	M	Phone Rings	Effect	Speakers	EDNA: She can't hear you.
Pg. 38	N	Phone Rings	Effect	Speakers	EDNA: ...Whoever you are. Goodbye!
Pg. 39	O	Phone Rings	Effect	Speakers	EDNA:...mistakes of Miss Debbie Reynolds.
Pg. 42	P	Store Bell (PINKY)	Effect	Speakers	<b>WHEN MR. PINKY ENTERS</b>
Pg. 42	Q	Store Bell (PINKY)	Effect	Speakers	<b>WHEN MR. PINKY EXITS</b>
Pg. 46	R	School Bell	Effect	Speakers	<b>SCENE EIGHT – DODGEBALL</b>
Pg. 49	S	School Bell	Effect	Speakers	GYM TEACHER: Game over.
Pg. 55	T	The Dirty Boogie	Effect	Speakers	SEAWEED: ... Let's play some hide and seek!
Pg. 55	U	Store Bell (MOTOR)	Effect	Speakers	TRACY, PENNY, & LINK: The dirty boogie!
Pg. 56	V	Store Bell (MOTOR)	Effect	Speakers	LINK: We're having a blast. Come jump in.
Pg. 56	W	Store Bell (MOTOR)	Effect	Speakers	VELMA:...you'd be at the bottom of this barrel.
Pg. 57	X	Store Bell (MOTOR)	Effect	Speakers	EDNA: Tracy, be a dear, hold mommy's waffles.
Pg. 57	Y	Store Bell (MOTOR)	Effect	Speakers	<b>ON AMBER'S EXIT</b>
Pg. 57	Z	Store Bell (MOTOR)	Effect	Speakers	<b>ON VELMA'S EXIT</b>

Pg. 58	AA	Record Scratch	Effect	Speakers	TRACY: You're going to crash White Day!
Pg. 58	AB	END The Dirty Boogie	VC	Speakers	<b>-AUTO-CONTINUE-</b>
Pg. 60	AC	Store Bell (MOTOR)	Effect	Speakers	<b>ON LINK'S EXIT</b>
Pg. 66	AD	Police Sirens	Effects	Speakers	<b>Measure 107 of "Big, Blonde, and Beautiful"</b>
Pg. 66	AE	END Police Sirens	VC	<b>FADE OUT</b>	<b>END OF ACT ONE</b>

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<b>INTERMISSION</b>					
INTERMISSION	AF	Intermission Music	Music	Speakers	<b>-AUTO-FOLLOW-</b>
INTERMISSION	AG	END Intermission Music	VC	<b>FADE OUT</b>	<b>START OF ACT TWO</b>
INTERMISSION	AH	Police Sirens	Effect	Speaker	<b>SECOND REPEAT DURING ENTR'ACTE</b>

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<b>ACT 2</b>					
Pg. 72	AI	Cell Door Slam	Effect	Speakers	GUARD:... So, there.
Pg. 74	AJ	Phone Rings	Effect	Speakers	During Blackout after "Good Morning, Baltimore (Reprise)"
Pg. 79	AK	Prison Alarm SFX	Effect	Speakers	<b>SCENE THREE – TRACY'S JAIL CELL &amp; PENNY'S BEDROOM</b>
Pg. 79	AL	Prison Echoey Footsteps.	Effect	Speakers	<b>-AUTO-CONTINUE-</b>
P2. 82	AM	Phone Rings (Prudy's Interruption)	Effect	Speakers	PRUDY: ...crying "Wee Wee Wee" all the way home.
Pg. 87	AN	Thunder Clap	Effect	Speakers	<b>SCENE FOUR – MOTORMOUTH'S INSPIRATION</b>
Pg. 87	AO	Helicopters	Effect	Speakers	<b>-AUTO-CONTINUE-</b>
Pg. 87	AP	Sirens (Left Side)	Effect	Speakers	<b>-AUTO-CONTINUE-</b>
Pg. 87	AQ	Sirens (Right Side)	Effect	Speakers	<b>-AUTO-CONTINUE-</b>
Pg. 87	AR	Thunder Clap	VC	Speakers	<b>-AUTO-FOLLOW-</b>

Pg. 87	AS	Newscaster V/O	V/O	Speakers	LORRAINE: ... Now its on channel two!
Pg. 88	AT	Door Slam	Effect	Speakers	MOTORMOUTH: Lord have pity, it's a crazy city.
Pg. 88	AU	Door Knock (On Glass)	Effect	Speakers	PENNY: That's okay. My mother's gonna kill me anyway.
Pg. 88	AV	Shop Bell (MOTOR)	Effect	Speakers	LITTLE INEZ: No she won't. She'll kill him!
Pg. 103	AW	Hairspray Can Opens	Effect	Speakers	WILBUR:...the largest novelty item ever erected. Fire!
POST SHOW	AX	Post Show Music	Effect	Speakers	<b><i>AFTER #25 – Exit Music</i></b>
POST SHOW	AY	END Post Show Music	Effect	Speakers	<b><i>WHEN HOUSE IS EMPTY</i></b>

**\*NOTE\***

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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