

# PRESHOW/ ACT 1

PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
Preshow	<b>A</b>	Preshow Music (Magical Bookstore)	Music	Speakers	<b><i>WHEN HOUSE OPENS</i></b>
Preshow	<b>B</b>	FADE Preshow Music (Magical Bookstore)	VC	<b><i>FADE DOWN</i></b>	<b><i>WHEN SHOW STARTS</i></b>
Preshow	<b>C</b>	Preshow Announcement	V/O	Speakers	<b><i>-AUTO-CONTINUE-</i></b>
Preshow	<b>D</b>	END Preshow Music (Magical Bookstore)	VC	<b><i>FADE OUT</i></b>	<b><i>-AUTO-FOLLOW-</i></b>
Pg. 3	<b>E</b>	MAGICAL SWOOSH	Effect	Speakers	<b><i>AFTER VIDEO</i></b>
Pg. 3	<b>F</b>	Magical Journey	Music	Speakers	<b><i>-AUTO-CONTINUE-</i></b>
Pg. 3	<b>G</b>	PAGE TURNING	Effect	Speakers	<b><i>-AUTO-CONTINUE-</i></b>
Pg. 3	<b>H</b>	END PAGE TURNING	VC	<b><i>FADE OUT</i></b>	<b><i>ON LIGHT UP</i></b>
Pg. 3	<b>I</b>	END Magical Journey	VC	<b><i>FADE OUT</i></b>	<b><i>-AUTO-CONTINUE</i></b>
Pg. 4	<b>J</b>	RUSTLING OF BUSHES	Effect	Speakers	PHYLLIS: I heard rustling in the bushes
Pg. 4	<b>K</b>	MEN SHOUTING	Effect	Speakers	<b><i>-AUTO-CONTINUE-</i></b>
Pg. 4	<b>L</b>	END RUSTLING OF BUSHES	VC	<b><i>FADE OUT</i></b>	<b><i>-AUTO-CONTINUE-</i></b>
Pg. 4	<b>M</b>	END MEN SHOUTING	VC	<b><i>FADE OUT</i></b>	<b><i>-AUTO-CONTINUE-</i></b>
Pg. 4	<b>N</b>	WAVES SLASHING	Effect	Speakers	PHYLLIS: She said that we were on a ship.
Pg. 4	<b>O</b>	BOAT CREAKING	Effect	Speakers	PHYLLIS: I cried myself to sleep.
Pg. 4	<b>P</b>	END WAVES SLASHING	VC	<b><i>FADE OUT</i></b>	PHYLLIS: It entombed us.
Pg. 4	<b>Q</b>	END BOAT CREAKING	VC	<b><i>FADE OUT</i></b>	PHYLLIS: .... And I was in my 7 <sup>th</sup> year of life.
Pg. 4	<b>R</b>	SHACKLES RATTLING	Effect	Speakers	PHYLLIS: .... I was quite glad to be on dry ground.
Pg. 4	<b>S</b>	END SHACKLES RATTLING	VC	<b><i>FADE OUT</i></b>	PHYLLIS: ... we were dragged into a building.
Pg. 4	<b>T</b>	GAVEL	Effect	Speakers	PHYLLIS: ... angry man standing at a desk with a hammer,
Pg. 4	<b>U</b>	Auctioneer	V/O	Speakers	PHYLLIS: ... made me flinch
Pg. 4	<b>V</b>	GAVEL (SOLD)	Effect	Speakers	PHYLLIS: ... the hammer was hit.
Pg. 5	<b>W</b>	CARRIAGE – HORSES	Effect	Speakers	PHYLLIS: Placed inside a carriage...
Pg. 5	<b>X</b>	SCRIBBLING (WITH A QUILL)	Effect	Speakers	PHYLLIS: This was between my 12 <sup>th</sup> and 14 year.
Pg. 6	<b>Y</b>	PAGE TURNING (SCENE CHANGE)	Effect	Speakers	<b><i>AS PLACARD FADE TO BLACK</i></b>
Pg. 7	<b>Z</b>	END PAGE TURNING (SCENE CHANGE)	VC	<b><i>FADE OUT</i></b>	<b><i>ON LIGHTS UP</i></b>

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PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
Pg. 7	<b>AA</b>	BUG SQUISH	Effect	Speakers	CATE: ... and squish them
Pg. 7	<b>AB</b>	Nighttime Soundscape	Effect	Speakers	CATE: ... and night tending to the tobacco.
Pg. 7	<b>AC</b>	WALKING THROUGH FIELD	Effect	Speakers	<b>-AUTO-CONTINUE-</b>
Pg. 7	<b>AD</b>	END Nighttime Soundscape	VC	<b>FADE OUT</b>	CATE: They are the bane of my existence
Pg. 7	<b>AE</b>	END WALKING THROUGH FIELD	VC	<b>FADE OUT</b>	<b>-AUTO-CONTINUE-</b>
Pg. 8	<b>AF</b>	HORSE NEIGHING	Effect	Speakers	CATE: Horses were taken.
Pg. 8	<b>AG</b>	COW MOOING	Effect	Speakers	CATE: Cows were taken.
Pg. 8	<b>AH</b>	END HORSE NEIGHING	VC	<b>ABRUPT END</b>	CATE: There wasn't enough
Pg. 8	<b>AI</b>	END COW MOOING	VC	<b>ABRUPT END</b>	<b>-AUTO-CONTINUE-</b>
Pg. 9	<b>AJ</b>	PAGE TURNING (SCENE CHANGE)	Effect	Speakers	<b>AS PLACARD FADE TO BLACK</b>
Pg. 10	<b>AK</b>	END PAGE TURNING (SCENE CHANGE)	VC	<b>FADE OUT</b>	<b>ON LIGHTS UP</b>
Pg. 10	<b>AL</b>	SEWING MACHINE	Effect	Speakers	<b>-AUTO-CONTINUE-</b>
Pg. 10	<b>AM</b>	END SEWING MACHINE	VC	<b>FADE OUT</b>	<b>-AUTO-CONTINUE-</b>
Pg. 10	<b>AN</b>	WHIP CRACKING x 3	Effect	Speakers	ELIZABETH: ... he bound my hands and whipped me.
Pg. 12	<b>AO</b>	PAGE TURNING (SCENE CHANGE)	Effect	Speakers	<b>AS PLACARD FADE TO BLACK</b>
Pg. 12	<b>AP</b>	END PAGE TURNING (SCENE CHANGE)	VC	<b>FADE OUT</b>	<b>WHEN VIDEO PLAYS</b>
Pg. 13	<b>AQ</b>	Nighttime Soundscape	Effect	Speakers	<b>ON LIGHTS UP</b>

# INTERMISSION/ACT 2/ POST SHOW

PAGE #	CUE	SOUND EFFECT	TYPE	SOUND LOCATION	CUE LINE
Pg. 13	AR	INTERMISSION MUSIC (Field Songs)	Music	Speakers	HARRIET: Well, then... Come on!
Pg. 13	AS	END Nighttime Soundscape	VC	<b>FADE OUT</b>	<b>ON LIGHTS OUT</b>
Pg. 13	AT	END INTERMISSION MUSIC (Field Songs)	VC	<b>FADE OUT</b>	<b>AS PLACARD FADE TO BLACK</b>
Pg. 14	AU	PAGE TURNING (SCENE CHANGE)	Effect	Speakers	<b>-AUTO-CONTINUE-</b>
Pg. 14	AV	END PAGE TURNING (SCENE CHANGE)	VC	<b>FADE OUT</b>	<b>ON LIGHTS UP</b>
Pg. 14	AW	Reporter Voiceover	V/O	Speakers	<b>-AUTO-CONTINUE-</b>
Pg. 15	AX	PAGE TURNING (SCENE CHANGE)	Effect	Speakers	<b>AS PLACARD FADE TO BLACK</b>
Pg. 15	AY	END PAGE TURNING (SCENE CHANGE)	VC	<b>FADE OUT</b>	<b>ON LIGHTS UP</b>
Pg. 15	AZ	Introduction of Bessie Coleman	V/O	Speakers	<b>-AUTO-CONTINUE-</b>
Pg. 15	BA	APPLAUSE	Effect	Speakers	BESSIE: ...apply to the flight schools in France.
Pg. 15	BB	APPLAUSE	Effect	Speakers	BESSIE: ... from the F.A.I. in France.
Pg. 15	BC	AUDIENCE MURMURS	Effect	Speakers	BESSIE: ... to open my own flight school.
Pg. 17	BD	LOUD APPLAUSE	Effect	Speakers	BESSIE: ... Thank you.
Pg. 17	BE	PAGE TURNING (SCENE CHANGE)	Effect	Speakers	<b>AS PLACARD FADE TO BLACK</b>
Pg. 18	BF	END PAGE TURNING (SCENE CHANGE)	VC	<b>FADE OUT</b>	<b>ON LIGHTS UP</b>
Pg. 18	BG	WOODPECKER	Effect	Speakers	MAHALIA: I would listen....
Pg. 18	BH	TRAIN APPROACHING	Effect	Speakers	MAHALIA: ... the rumblings...
Pg. 18	BI	STEAMBOAT WHISTLE	Effect	Speakers	MAHALIA: .... The whistles....
Pg. 18	BJ	Street Peddlers Soundscape	Effect	Speakers	MAHALIA: .... The songs...
Pg. 18	BK	END Street Peddlers Soundscape	VC	<b>FADE OUT</b>	MAHALIA: You should have seen how...
Pg. 18	BL	Mardi Gras Blues Music (Bessie)	Music	Speakers	<b>-AUTO-CONTINUE-</b>
Pg. 18	BM	END Mardi Gras Blues Music (Bessie)	VC	<b>FADE OUT</b>	MAHALIA: My family didn't take too kindly...
Pg. 19	BN	APPLAUSE	Effect	Speakers	MAHALIA: And I know he watches me.
BOWS	BO	BOW MUSIC	Music	Speakers	MS. STORY: Come back and see us.
POSTSHOW	BP	POST SHOW MUSIC	Music	Speakers	<b>-AUTO-FOLLOW-</b>
POSTSHOW	BQ	END POST SHOW MUSIC	VC	<b>FADE OUT</b>	<b>WHEN HOUSE IS EMPTY</b>

**\*NOTE\***

Auto-Continues work the same as Auto-Follows. The only difference is that **AUTO-CONTINUE** are immediate and **AUTO-FOLLOW** 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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