

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 – |

| PAGE # | CUE | SOUND EFFECT | TYPE | SOUND LOCATION | CUE LINE |
|--------|-----|-------------------------------------|--------|-------------------|--|
| 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! |

| PAGE # | CUE | SOUND EFFECT | TYPE | SOUND LOCATION | CUE LINE |
|--------|-----|----------------------------------|--------|------------------------|--|
| 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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