



Sound Cue Sheet

10/10/2022

The University of Alabama Department of Theatre and Dance presents in the
Marian Galloway Theatre

Imaginary Invalid

By Molière

Director: Kelley Schoger Sound Design: Benjo Verge
Scene Design: Madison Grant Lighting Design: Libby Zamiska
Costume Design: Joseph Musgrove Props: Regan Ellward
Stage Manager: Marissa Councill Tech Director: Sam Marchitto

Cue	Scene #	Page #	Time	GO!	Description	Speaker
STEST	N/A	N/A	1:00	Ready for sound check	Call out "TESTING SOUND" and run cue STEST. Music will play in all speakers, then pan to high left, high right, low left, low right, then all, then out. Confirm that sound is clear and undistorted. If popping, disconnect and reconnect the USB/Firewire connection from the control computer to the sound card and restart QLab.	ALL
A.1	N/A	N/A	3	Ready for house open	Pre-Show: Classical music playlist 40 mins	ALL
A.15	N/A	N/A		*Stage Manager Cue*	Switch to last song, "Ortega's Mime"	
A.16	N/A	N/A		*Stage Manager Cue*	Play "Mime" Piano Instrumental	
A.17	N/A	N/A	4	*Stage Manager Cue*	Fade "Mime" Piano Instrumental	

A.18	N/A	N/A	7	*Stage Manager Cue*	Fade and Stop Pre-Show music	
A.2	N/A	N/A	3	Ready for Story	Fade out Pre-Show music w/ house to half	ALL
A.3	N/A	N/A	3	Pre-Show music complete	Auto Follow Curtain Call Speech	ALL
P	R	O	L	OG	U	E
				NO SOUNDS		
	A	C	T	O	N	E
A.4	Scene 1	4	0	"...you with the labor!"	Farting Sound Effect	ALL
A.5	Scene 1	4	0	"Heart pounding..."	Heart Beating Sound Effect	ALL
A.6	Scene 1	N/A	1	*Stage Manager Cue*	Fade out Heart Beating Sound Effect	ALL
A.7	Scene 1	5	0	(... <i>produces an enormous fart.</i>)	Enormous Farting Sound Effect	ALL
A.8	Scene 2	9	0	"...and I've known some great actors in my day."?	Comedic Drum Crash Sound Effect	ALL
A.9	Scene 3	10	0	*Stage Manager Cue*	Thunder Sound Effect	ALL
B.1	Scene 3	14	0	"He's a very sick man!"	Wet Farting Sound Effect	ALL
B.2	Scene 3	14	0	"...not an invalid."	Dun Dun Dun Dun Sound Effect	ALL

B.3	Scene 4	15	3	Top of Scene 4	Thunder Sound Effect	ALL
B.4	Scene 4	17	0	"...that makes me rise."	Fart Sound Effect	ALL
B.5	Scene 4	18	0	"...has passed."	Elongated Farting Sound Effect	ALL
B.6	Scene 5	20	3	Top of Scene 5	Magically Appear Bling Sound	ALL
B.7	Scene 5	23	0	"He's a doctor"	Comedic Drum Crash Sound Effect	ALL
B.8	Scene 5	25	1	" <i>BELINE'S brain is...</i> "	Clock Ticking Sound Effect	ALL
B.9	Scene 5	N/A	1	*Stage Manager Cue*	Thunder Sound Effect	ALL
F.2	Scene 8	27	3	Top of Scene 8	Cool, Sauv�, Strong Cologne Wearing Sound Effect	ALL
F.3	Scene 8	N/A	2	*Stage Manager Cue*	Fade out Cool, Sauv�, Strong Cologne Wearing Sound Effect	ALL
F.4	Scene 8	28	0	"...attention to myself."	Revealing/Classical Sound Effect	ALL
F.5	Scene 10	30	3	*Stage Manager Cue*	Dreamy Sound Effect	ALL
F.55	Scene 10	30	3	*Stage Manager Cue*	Fade out Dreamy Sound Effect	ALL
F.56	Scene 10	32	0	*Stage Manager Cue*	Record Scratch Sound Effect	ALL
IN	TE	RM	IS	SI	ON	
F.6	N/A	N/A	2	*Stage Manager Cue*	Fade in Intermission Music	ALL
F.7	N/A	N/A	2	*Stage Manager Cue*	Fade out Intermission Music	ALL

F.8	N/A	N/A	0	Auto follow Intermission Music	Intermission Speech	ALL
A	C	T		T	W	O
F.9	Scene 11	35	1	<i>(A Baroque fanfare)</i>	Trinity's Entrance Music	ALL
J.1	Scene 11	35	2	*Stage Manager Cue*	Fade out Trinity's Entrance	ALL
J.2	Scene 12	44	0	<i>(Thunder)</i>	Thunder Sound Effect	ALL
J.3	Scene 13	45	1	<i>(...a cluck sneaks out.)</i>	Rooster Squawking Sound Effect	ALL
J.35	Scene 13	45	2	*Stage Manager Cue*	Fade out Rooster Squawking Sound Effect	HL/H R
J.4	Scene 13	45	0	*Stage Manager Cue*	Rooster Squawking Sound Effect	ALL
J.45	Scene 13	45	2	*Stage Manager Cue*	Loud Rooster Sound Effect	HR/L R
J.5	Scene 13	46	0	*Stage Manager Cue*	Fade out Squawking Sound Effect	ALL
J.8	Scene 14	51	0	"...you've never been married."	Comedic Drum Crash Sound Effect	ALL
J.85	Scene 15	52	0	*Stage Manager Cue*	Whistle Sound Effect	ALL
L.5	Scene 15	55	0	<i>(DOCTOR PURGEON and MONSIEUR FLEURANT exit.)</i>	Trinity's Exit Music	ALL
L.6	Scene 15	55	2	*Stage Manager Cue*	Auto Follow Fade out Trinity's Exit Music	ALL

L.7	Scene 16	59	0	“Come on now. Beat me properly please.”	Siri Sound Effect	ALL
L.8	Scene 16	59	0	*Stage Manager Cue*	Siri “Sorry I didn’t get that” Sound Effect	ALL
L.9	Scene 16	60	0	“...needs to be done.”	Dun Dun Dun Dun Sound Effect	ALL
R.1	Scene 16	60	2	“Amputation!!”	Saw Sound Effect	ALL
R.2	Scene 16	60	2	*Stage Manager Cue*	Fade out Saw Sound Effect	ALL
R.3	Scene 17	63	0	(<i>Thunder</i>)	Thunder Sound Effect	ALL
R.4	Scene 17	63	0	“...side effects”	Thunder Sound Effect	ALL
R.5	Scene 18	65	0	“DEAD!”	Hitting Cymbals Sound Effect	ALL
R.6	Scene 18	65	0	“DEAD”	Hitting Cymbals Sound Effect	ALL
R.7	Scene 18	66	3	(<i>“DE BONNEFOI enters.”</i>)	Happy/Exciting Sound Effect	ALL
R.75	Scene 18	66	3	*Stage Manager Cue*	Happy/Exciting Sound Effect	ALL
R.8	Scene 19	69	3	(<i>But the sound of birds...</i>)	Beline’s Bird Sound Effect	ALL
E	P	I	L	OG	U	E
				NO SOUNDS		
		B	O	W	S	
R.9	N/A		2	*Stage Manager Cue*	Fade in Bow Music	ALL

S.1	N/A		2	*Stage Manager Cue*	Fade out Bow Music	ALL
E	N	D	S	H	O	W
S.2	N/A		2	End of show	Fade in Post Show music	ALL
S.3	N/A		2	End of Show	Fade out Post Show music	ALL