



Sound Cue Sheet

02/06/2024

Birmingham-Jefferson Convention Complex presents in the
Birmingham Children's Theatre

Mr. Chickee's Funny Money

Book by David Ingber based on the novel by Christopher Paul Curtis

Director: Asia Penix

Sound Design: Benjo Verge

Scene Design: Marc Quattlebaum Costume Design: William Ditty

Lighting Design: Lyndell McDonald Props Design: Layne Garrett

Stage Manager: Cheyenne Oliver Tech Director: Marc Quattlebaum

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
P	R	E	S	H	O	W
A.1	N/A	N/A	3	Ready for house open	Pre-Show: The "Funny Money" playlist (40 mins)	ALL
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

PROLOGUE: The Flint River

A.4 “Prologue” #1

A.5	Prologue	9	3	*Stage Manager Cue*	Fade in River Flowing sound effect	ALL
A.6	Prologue	9	0	*Stage Manager Cue*	Splash sound effect	ALL

A.7 “Where Your Dreams Come to Life” #2

A.8	Prologue	10	1	"...in America..."	Rewind Tape sound effect	ALL
A.9	Prologue	9	3	*Stage Manager Cue*	Fade out River Flowing sound effect	ALL

SCENE 1: The Streets of Flint

B.1	Scene 1	13	0	(ZOOPY, a dog the size of a man, enters, gleefully woofing.)	Dog Woofing sound effect	ALL
B.2	Scene 1	14	0	(ZOOPY, starts coughing.)	Dog Coughing sound effect	ALL

B.3 “A Job For Us” #3

B.4 “Who Are We?/Fondoo Phone Call” #3a

SCENE 2: The U.S. Treasury Department of Flint

B.5	Scene 2	21	0	*Stage Manager Cue*	Cell Phone Ringing sound effect	ALL
B.6	Scene 2	22	0	<i>(AGENT 2 holds up a beeping device)</i>	Tracking Device Beeping sound effect	ALL
B.7	Scene 2	22	0	<i>(He starts moving, and it starts beeping again.)</i>	Tracking Device Beeping sound effect	ALL

B.8 “I’m on the Case” #4

B.8	Scene 2	24	2	"2,3,4!"	Fade in Mystery/Detective Instrumental	ALL
B.9	Scene 2	24	2	*Stage Manager Cue*	Fade out Mystery/Detective Instrumental	ALL
F.1 "After I'm on the Case" #4a						
SCENE 3: The Carters' House						
F.2	Scene 3	25	0	"Roof!"	Dog Woofing sound effect	ALL
F.3 "The FFD Headquarters" #4b						
SCENE 4: The FFD Headquarters						
F.4	Scene 4	27	1	"Hit it!"	Fade in "Yeah" Instrumental	ALL
F.5	Scene 4	28	1	*Stage Manager Cue*	Fade out "Yeah" Instrumental	ALL
F.6	Scene 4	28	0	(ZOOPY starts barking, as if he senses something in the air.)	Dog Woofing sound effect	ALL
F.7	Scene 4	28	0	(ZOOPY keeps barking as MR. CHICKEE walks by.)	Dog Woofing sound effect	ALL
F.8	Scene 4	28	0	"Ain't that a. (Beat.)"	Censoring Bleep sound effect	
F.9 "It's in the Music"						
J.1 "To the Basement!" #5a						
SCENE 5: The Carters' Basement						

J.2 “Look! There’s a Note” #5b						
J.3 “James Brown!” #5c						
J.4 “Till It All Gets Better” #6						
J.5 “Till It All Gets Better [Playoff]” #6a						
SCENE 6: The Treasury						
J.6 “Long Live the King” #7						
J.7	Scene 6	40	0	<i>(The party is cut off by a loud siren.)</i>	Loud Siren sound effect	ALL
J.8 “Fondoo Phone Call #2” #7a						
J.9 “The FFD Headquarters” #7b						
SCENE 7: The FFD Headquarters						
L.1 “That’s How I’d Spend It” #8						
L.2 “That’s How I’d Spend It [Reprise]” #8a						
L.3 “The FFD Rap Battle” #9						
L.4 “My Best Friend” #10						
L.5	Scene 7	40	0	<i>(We hear a very faint beeping noise that gradually gets louder)</i>	Tracking Device Beeping sound effect	ALL

L.6	Scene 7	55	0	<i>(A knock at the door.)</i>	Knock on Door sound effect	ALL
L.7	Scene 7	55	0	<i>(Opens the door.)</i>	Opening a Door sound effect	ALL
L.8 “Chase!” #10a						
SCENE 8: The Streets of Flint						
L.9	Scene 8	56	2	<i>(...There’s a chance scene a la Scooby Doo.)</i>	Chase Music Instrumental	ALL
R.1	Scene 8	56	3	“We’re almost there”	Fade in River Flowing sound effect	ALL
R.2	Scene 8	57	0	<i>(ZOOPY has leapt into the river below.)</i>	Splash sound effect	ALL
R.3	Scene 8	58	3	*Stage Manager Cue*	Fade out River Flowing sound effect	ALL
R.4 “Zoopy’s Gone” #10b						
R.5 “Zoop, Zoop, Zoopy” #10c						
R.6	Scene 8	59	0	<i>(ZOOPY comes bounding out of the river, spraying water everywhere.)</i>	Dog Shaking Off Water sound effect	ALL
R.7 “As Long As We Believe” #11						
R.8	Scene 8	62	0	<i>(ZOOPY, starts coughing.)</i>	Dog Coughing sound effect	ALL
R.9 “Bows” #12						
X.1 “Exit Music” #13						
E	N	D	S	H	O	W

X.2	N/A		2	End of show	Fade in Post Show music	ALL
X.3	N/A		2	End of Show	Fade out Post Show music	ALL