



Sound Cue Sheet

10/27/2023

Birmingham-Jefferson Convention Complex presents in the  
Birmingham Childrens Theatre

## Peter Pan

By: Douglas Irvine

Director: Ashley Ann Woods

Sound Design: Benjo Verge

Set Design: T. Gary Weatherly

Props: CJ Romano

Lighting Design: Lyndell McDonald

Stage Manager: Layne Garrett

Costume Design: Brittany D. Bodley

Tech Director: Marc Quattlebaum

Cue	Scene #	Location	Page #	Time	GO!	Description	Speaker
STEST	N/A	N/A	N/A	1:00	Ready for sound check	Call out "TESTING SOUND" and run cue STEST. Music will play in all speakers. Confirm that sound is clear and undistorted.	ALL
1	N/A	N/A	N/A	3	Ready for house open	Preshow: Peter Pan Soundtrack/Festive Music playlist 50 mins	ALL
2	N/A	N/A	N/A	3	Ready for Story	Fade out preshow music w/ house to half	ALL
3	N/A	N/A	N/A	3	Preshow music complete	Fade in Curtain Call Speech	ALL
4	Scene 1	The Shadow Goes Missing	2	5	After Curtain Call Speech	Fade in Festive Music Instrumental	ALL
5	Scene 1	The Shadow Goes Missing	2	3	*Stage Manager Cue*	Fade out Festive Music Instrumental	ALL



6	Scene 1	The Shadow Goes Missing	2	0	“Wendy has a daughter called Jane”	Fairy Dust sound effect	ALL
7	Scene 1	The Shadow Goes Missing	5	0	<i>(The window of the nursery opens...)</i>	Wind/Flying In sound effect	ALL
8	Scene 2	Peter Looks for his Shadow	8	0	<i>(There’s a tinkle)</i>	Ringling Tinker Bell sound effect	ALL
9	Scene 2	Peter Looks for his Shadow	8	0	<i>(Another tinkle)</i>	Ringling Tinker Bell sound effect	ALL
10	Scene 2	Peter Looks for his Shadow	8	3	*Stage Manager Cue*	Fade in Underscoring Chase Music mix with something else	ALL
11	Scene 2	Peter Looks for his Shadow	8	3	*Stage Manager Cue*	Fade out Underscoring Chase Music	ALL
12	Scene 2	Peter Looks for his Shadow	13	0	*Stage Manager Cue*	Tink Inside of Jar sound effect	ALL
13	Scene 2	Peter Looks for his Shadow	20	0	<i>(He sprinkles some dust on the children)</i>	Fairy Dust Sprinkling sound effect	ALL
14	Scene 2	Peter Looks for his Shadow	21	2	(...suddenly they fly away...)	Wind Magic Fly Away sound effect	ALL
15	Scene 2	Peter Looks for his Shadow	21	3	End of Scene 2	Auto Follow Fantasy World Music	ALL
16	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	21	3	*Stage Manager Cue*	Fade out Fantasy World Music	ALL
17	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	21	0	Top of Scene 3	Auto Follow Tropical forest w/ random goat sound effect	ALL
18	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	21	2	*Stage Manager Cue*	Fade above out Tropical forest w/ random goat sound effect	ALL

19	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	25	0	(...tick, tick, tick, tick...)	Fade in Clock Tick sound effect	ALL
20	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	25	2	* Stage Manager Cue *	Fade out Clock Tick sound effect	ALL
21	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	25	0	* Stage Manager Cue *	Trees Ruffling sound effect	ALL
22	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	25	0	* Stage Manager Cue *	Trees Ruffling sound effect	ALL
23	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	26	0	“Wolves are coming after me!”	Dogs Growling/Barking sound effect	ALL
24	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	26	0	(...with a whimper the wolves...)	Whimpering Dogs sound effect	ALL
25	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	27	2	“See it comes.”	Fade in Flying/Wind Magic sound effect	ALL
26	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	27	2	“See it comes.”	Fade out Flying/Wind Magic sound effect	ALL
27	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	27	0	* Stage Manager Cue *	Arrowing Releasing from A bow sound effect	ALL
28	Scene 3	The Pirates Arrive and the Boys Shoot Wendy	37	1	End of Scene 3	Fade in Fantasy Underscore Music	ALL
29	Scene 4	The Mermaids Lagoon	37	2	Top of Scene 4	Fade out Fantasy World Underscore Music	ALL
30	Scene 4	The Mermaids Lagoon	37	3	Top of Scene 4	Auto Continue Fade in Siren music	ALL
31	Scene 4	The Mermaids Lagoon	37	3	Top of Scene 4	Fade down Siren music	ALL
32	Scene 4	The Mermaids Lagoon	37	0	* Stage Manager Cue *	Big Fish Splash sound effect	ALL

33	Scene 4	The Mermaids Lagoon	38	0	<i>(Another Mermaid leaps through...)</i>	Big Fish Splash sound effect	ALL
34	Scene 4	The Mermaids Lagoon	38	3	“Careful!”	Fade out Siren music	ALL
35	Scene 4	The Mermaids Lagoon	42	3	“I heard nothing”	Fade in Magical Beast Underscore Music	ALL
36	Scene 4	The Mermaids Lagoon	43	3	“Never”!	Fade out Magical Beast Underscore	ALL
37	Scene 4	The Mermaids Lagoon	47	3	“Are you ready boys?”	Fade in Fighting Music Underscore	ALL
38	Scene 4	The Mermaids Lagoon	47	0	* Stage Manager Cue *	Fade in Tic Toc Clock sound effect	ALL
39	Scene 4	The Mermaids Lagoon	47	3	* Stage Manager Cue *	Fade out Fighting Music Underscore	ALL
40	Scene 4	The Mermaids Lagoon	47	0	* Stage Manager Cue *	Crocodile Growl sound effect	ALL
41	Scene 4	The Mermaids Lagoon	47	0	* Stage Manager Cue *	Fade out Tic Toc Clock sound effect	ALL
42	Scene 4	The Mermaids Lagoon	48	3	“...let’s go home.”	Fade in Boat Rocking in Water sound effect	ALL
43	Scene 4	The Mermaids Lagoon	49	5	* Stage Manager Cue *	Fade out Boat Rocking in Water sound effect	ALL
44	Scene 4	The Mermaids Lagoon	50	5	End of Scene 4	Fade in Siren Music	ALL
45	Scene 4	The Mermaids Lagoon	50	3	* Stage Manager Cue *	Fade out Siren Music	ALL
46	Scene 5	The Home Under the Ground	50	3	Top of Scene 5	Auto Continue Fade in Magical Beast Underscore Music	ALL

47	Scene 5	The Home Under the Ground	50	3	* Stage Manager Cue *	Fade out Magical Beast Underscore	ALL
48	Scene 5	The Home Under the Ground	51	3	* Stage Manager Cue *	Fade in Fairytale Music	ALL
49	Scene 5	The Home Under the Ground	51	3	* Stage Manager Cue *	Fade out Fairytale Music	ALL
50	Scene 5	The Home Under the Ground	62	4	<i>(...is a huge battle sound)</i>	Pirate Cannon 1 sound effect	ALL
51	Scene 5	The Home Under the Ground	62	1	* Stage Manager Cue *	Auto Follow Fade in Pirate Battle Onboard sounds effect	ALL
52	Scene 5	The Home Under the Ground	62	0	* Stage Manager Cue *	Pirate Cannon 2 sound effect	ALL
53	Scene 5	The Home Under the Ground	62	5	* Stage Manager Cue *	Auto Follow Pirate Cannon 3 sound effect	ALL
54	Scene 5	The Home Under the Ground	62	3	* Stage Manager Cue *	Fade out Pirate Battle Onboard sounds effect	ALL
		The Home Under the Ground	62	2	<i>(take the Indigenous person's tom-tom)</i>	Indigenous Drum sound effect	ALL
56	Scene 5	Hook Enters the Underground Home	63	2	* Stage Manager Cue	Fade in Tension Monologue Music	ALL
57	Scene 6	Hook Enters the Underground Home	63	2	* Stage Manager Cue *	Fade out Tension Monologue Music	ALL
58	Scene 6	Hook Enters the Underground Home	63	2	* Stage Manager Cue *	Fade in Bells(Fairies Flying Around) sound effect	ALL
59	Scene 6	Hook Enters the Underground Home	64	3	End of Scene 6	Fade in Fantasy World Music	ALL

60	Scene 7	On the Pirate Ship	64	3	Top of Scene 7	Fade out Fantasy World Music	ALL
61	Scene 7	On the Pirate Ship	64	3	Top of Scene 7	Auto Follow Fade in Boat Rocking sound effect	ALL
62	Scene 7	On the Pirate Ship	66	0	* Stage Manager Cue *	Fade in Clock Tic sound effect	ALL
63	Scene 7	On the Pirate Ship	66	0	* Stage Manager Cue *	Fade out Clock Tic sound effect	ALL
64	Scene 7	On the Pirate Ship	70	0	<i>(Stanley jumps overboard...)</i>	Huge Splash of Water sound effect	ALL
65	Scene 7	On the Pirate Ship	72	2	“Peter Pan!”	Fade in Pirate Fighting Music Underscore	ALL
66	Scene 7	On the Pirate Ship	74	2	“...powder keg.”	Fade out Pirate Fighting Music Underscore	ALL
67	Scene 7	On the Pirate Ship	74	0	* Stage Manager Cue *	Auto Follow Fade in Burning Fuse on Bomb sound effect	ALL
68	Scene 7	On the Pirate Ship	74	0	* Stage Manager Cue *	Fade out Burning Fuse on Bomb sound effect	ALL
69	Scene 7	On the Pirate Ship	74	3	* Stage Manager Cue *	Auto Follow Bomb Splash sound effect	ALL
70	Scene 7	On the Pirate Ship	74	0	* Stage Manager Cue *	Fade in Clock & Croc sound effects	ALL
71	Scene 7	On the Pirate Ship	75	2	* Stage Manager Cue *	Fade in Clock & Croc sound effects	ALL
72	Scene 7	On the Pirate Ship	75	2	End of Scene 7	Fade in Fantasy World Music	ALL

73	Scene 8	The Return Home	75	2	Top of Scene 8	Fade out Fantasy World Music	ALL
74	Scene 8	The Return Home	75	3	“Quick Tink, close the window...”	Whoosh Wind sound effect	ALL
75	Scene 8	The Return Home	76	3	<i>(Wendy and Micheal enter.)</i>	Auto Follow Fade in Whoosh Wind sound effect	ALL
76	Scene 8	The Return Home	76	2	<i>(He and Tink Exits)</i>	Fade in Wind sound effect	ALL
77	Scene 9	The Finale	80	3	Top of Scene 9	Fairy Dust Transition sound effect	ALL
78	Scene 9	The Finale	81	0	<i>(The window blows open...)</i>	Gust of Wind/Window slams opened sound effect	ALL
79	Scene 9	The Finale	84	0	“...you can go...”	Fairy Dust sound effect	ALL
80	Scene 9	The Finale	84	3	*Stage Manager Cue*	Fade in Fairy Fantasy Music	ALL
81	Scene 9	The Finale	84	3	*Stage Manager Cue*	Fade out Fairy Fantasy Music	ALL
		<b>B</b>	<b>O</b>	<b>W</b>	<b>S</b>		
82	N/A	N/A	2	0	*Stage Manager Cue*	Fade in Festive Music Instrumental	ALL
83	N/A	N/A	2	0	*Stage Manager Cue*	Fade out Festive Music Instrumental	ALL
<b>E</b>	<b>N</b>	<b>D</b>		<b>S</b>	<b>H</b>	<b>O</b>	<b>W</b>
84	N/A	N/A	2	0	End of show	Fade in Post Show music	ALL
85	N/A	N/A	2	0	End of Show	Fade out Post Show music	ALL