Sound Cue Sheet   08/23/2023

Cue	Scene #	Page #	Time	GO!	Description	Notes
STEST	N/A	N/A	1:00	Ready for sound check	Call out "TESTING SOUND" and run cue STEST. Confirm that sound is clear and undistorted. If popping, disconnect and reconnect USB/Firewire connection from control computer to sound card and restart QLab.	
A.1	N/A	N/A	0	Ready for house open	Preshow Playlist: 44 mins	
A.2	N/A	N/A	3	Ready for Story	Fade out Preshow Playlist w/ house to half	
P	R	O	L	OG	U	E
A.3	Prologue	2	0	*Stage Manager Cue*	Fade in chilly wind sound effect	Curtain opening
A.4	Prologue	2	0	*Stage Manager Cue*	Fade out chilly wind sound effect	Autofollow
A	C	T		O	N	E
A.5	Scene 1	5	0	*(The telephone rings...)*	1950s Phone Ringing sound effect	
A.6	Scene 1	8	0	*Stage Manager Cue*	Stereo Click sound effect	Autofollow

A.7	Scene 1	8	2	*Stage Manager Cue*	Fade in "Stormy Weather"	Gradually make louder
A.8	Scene 1	8	2	*Stage Manager Cue*	Fade out "Stormy Weather"	
A.9	Scene 1	8	2	*Stage Manager Cue*	Fade in Wind sound effect	
B.1	Scene 2	9	0	Top of Scene 2	Fade out Wind sound effect	
B.2	Scene 2	22	0		1950s Phone Ringing sound effect	
B.3	Scene 4	30	2		Fade in Wind sound effect	
B.4	Scene 5	31	2		Fade out Wind sound effect	
B.5	Scene 5	38	2	*Stage Manager Cue*	1950s Doorbell sound effect	
A	C	T		T	W	O
B.6	Scene 1	40	0	*Stage Manager Cue*	*Stage Manager Cue*	
B.7	Scene 2	50	2	*(Sound of wind outside.)*	*Stage Manager Cue*	
B.8	Scene 2	55	0	*(...door knocks...)*	Knock on Wood Door sound effect	
B.9	Scene 2	55	0	*(...WIND RAGES.)*	Fade in Violent Stormy Wind sound effect	
F.1	Scene 3	56	2	*Stage Manager Cue*	Fade out Violent Stormy Wind sound effect	
E	N	D	S	H	O	W
F.2	N/A	N/A	3	*Stage Manager Cue*	Fade in Post Show Playlist	
F.3	N/A	N/A	3	*Stage Manager Cue*	Fade out Post Show Playlist	