

**Sound Design & Composition**

Board Operator:

Theatre:

# Sound Cue List

: Director

Cue	Scene	Page	Auto Follow	Fade	What	When	Location	Deck/Trk	Length
.5	:-	-	<input type="checkbox"/>	<input type="checkbox"/>	Preshow Music	Open House			55:00
.6	:-	-	<input type="checkbox"/>	<input type="checkbox"/>	Fade Preshow Music	Before start...			00:12
1	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	Opening of Play/Pantomime	Top of scene		1	1:00
2	1:1	5	<input type="checkbox"/>	<input type="checkbox"/>	I Will Always Love You	Lucentio is recreating Bianca's poses (Line 115)		2	00:20
3	1:1	5	<input type="checkbox"/>	<input type="checkbox"/>	I Will Always Love You (Whitney Houston)	Line 138		3	00:20
4	1:1	5	<input type="checkbox"/>	<input type="checkbox"/>	2001 Theme	Line 182		4	00:49
6	1:1	5	<input type="checkbox"/>	<input type="checkbox"/>	Dental Ding	With smile		5	00:20
7	1:2	7	<input type="checkbox"/>	<input type="checkbox"/>	Scene II Intro Music	Top of scene		6	00:21
8	2:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Scene Change Music	Top of scene		7	00:22
9	2:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Cell Phone Music	Bianca's Entrance		8	3:00
10	2:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Cell Phone Music Off	When she answer's the phone...		9	00:04
11	2:1	16	<input type="checkbox"/>	<input type="checkbox"/>	MacBook Pro Startup Chime	Line 90 (Visual)		10	00:04
12	2:1	17	<input type="checkbox"/>	<input type="checkbox"/>	Guitar Smash	Line 130 (offstage)		11	00:04
13	2:1	20	<input type="checkbox"/>	<input type="checkbox"/>	Boxing Bell	Visual (break in the fight)		12	00:10
13.5	2:1	20	<input type="checkbox"/>	<input type="checkbox"/>	Boxing Bell	Visual (resume the fight)		13	00:10
14	3:1	24	<input type="checkbox"/>	<input type="checkbox"/>	Scene Change Music	Top of scene		14	00:42
15	3:1	24	<input type="checkbox"/>	<input type="checkbox"/>	MacBook Pro Chime and Latin	Page 25		15	00:26
16	3:1	25	<input type="checkbox"/>	<input type="checkbox"/>	Turntable Scratching	Lines 62-67		16	01:00
17	3:1	25	<input type="checkbox"/>	<input type="checkbox"/>	More Short Scratching	Under Servant		17	01:00
18	3:2	26	<input type="checkbox"/>	<input type="checkbox"/>	Scene Change Music	Top of scene		18	00:31

**Michael Rasbury**  
*Sound Design & Composition*

*Board Operator: Matt Compton*

*Theatre: Lake Tahoe Shakespeare Festival*

# Sound Cue List

*The Taming of the Shrew*

*Scott Gilbert: Director*

Cue	Scene	Page	Auto Follow	Fade	What	When	Location	Deck/Trk	Length
19	3:2	26	<input type="checkbox"/>	<input type="checkbox"/>	Benny Hill Dumb Show	Top of scene		19	00:32
20	3:2	26	<input type="checkbox"/>	<input type="checkbox"/>	Clock Ticking With Chime	After Benny Hill music		20	00:28
20.5	-:-	-	<input type="checkbox"/>	<input type="checkbox"/>	Intermission Music	During Intermission		21	30:00
20.6	-:-	-	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Intermission Music	Before start...			30:00
20.7	4:1	32	<input type="checkbox"/>	<input type="checkbox"/>	Music out of intermission	Top of scene		22	00:49
20.8	3:2	26	<input type="checkbox"/>	<input type="checkbox"/>	Clock Ticking With Chime	After Benny Hill music		23	00:28
21	3:2	28	<input type="checkbox"/>	<input type="checkbox"/>	Wedding March Offstage...	After line 103....		24	00:32
22	3:2	29	<input type="checkbox"/>	<input type="checkbox"/>	Wedding Concludes offstage	After line 141		25	01:02
23	3:2	29	<input type="checkbox"/>	<input type="checkbox"/>	Interrupt Wedding March with Scratch	Visual on Kate gets jerked...		26	00:04
23.1	3:2	31	<input type="checkbox"/>	<input type="checkbox"/>	Polaroid	Visual		27	00:02
23.2	3:2	31	<input type="checkbox"/>	<input type="checkbox"/>	Polaroid	Visual		28	00:02
23.3	3:2	31	<input type="checkbox"/>	<input type="checkbox"/>	Polaroid	Visual		29	00:02
24	3:2	31	<input type="checkbox"/>	<input type="checkbox"/>	Bowling Strike	Visual		30	00:04
25	4:1	32	<input type="checkbox"/>	<input type="checkbox"/>	Medieval Love is a Battlefield	Top of scene		31	00:49
25.50	4:1	32	<input type="checkbox"/>	<input type="checkbox"/>	Artic Winds	Top of scene		32	00:36
25.6	4:1	32	<input type="checkbox"/>	<input type="checkbox"/>	Rimshot	Line 12		33	00:04
31	4:2	36	<input type="checkbox"/>	<input type="checkbox"/>	Scene Change Music	Top of scene		34	00:13
32	4:3	38	<input type="checkbox"/>	<input type="checkbox"/>	Scene Change Music (Hungry Like the Wolf)	Top of scene		35	00:42
32.5	4:3	38	<input type="checkbox"/>	<input type="checkbox"/>	Splash	Line 32		36	00:42
33	4:4	42	<input type="checkbox"/>	<input type="checkbox"/>	Scene Change Music	Top of scene		37	00:47

Cue	Scene	Page	Auto Follow	Fade	What	When	Location	Deck/Trk	Length
34	4:4	42	<input type="checkbox"/>	<input type="checkbox"/>	Mission Impossible	On Baptista's entrance		38	00:47
36	4:5	44	<input type="checkbox"/>	<input type="checkbox"/>	Scene Change Music	Top of Scene		39	00:32
37	5:1	45	<input type="checkbox"/>	<input type="checkbox"/>	Scene Change Music/Dumbshow Music	Top of scene		40	00:28
37.5	5:1	45	<input type="checkbox"/>	<input type="checkbox"/>	Benny Hill Chase	Line 11		41	00:28
37.6	5:1	45	<input type="checkbox"/>	<input type="checkbox"/>	Scratch/End Benny Hill	Visual		42	00:04
38	5:2	47	<input type="checkbox"/>	<input type="checkbox"/>	Scene Change Music	Top of scene		43	00:30
39	5:2	52	<input type="checkbox"/>	<input type="checkbox"/>	End of Play	Will cues start...		44	01:30
40	5:2	52	<input type="checkbox"/>	<input type="checkbox"/>	Curtain Call	Celebration!		45	03:44