

Detailed sound cue sheet

This example extract is from the beginning of a sound cue sheet for *Hansel and Gretel*. It is likely to be more detailed than one that you would need to produce, but gives all the information about every sound change the sound operator will make during the performance. It also shows where speakers are located and their output levels. Note how the levels are balanced. (Number 2 and Number 4 speakers are not used in this extract.)

Sound cue sheet: <i>Hansel and Gretel</i>												
						Speaker routing and levels						
Cue	Page	When	Cue point	Sound and action	Cue timing	1 Left FOH	2 Left sub bass	3 Right FOH	4 Right sub bass	5 Stage 1	6 Stage 2	7 Fire effect
1	13	Pre-set music	As audience assemble		(n/a)	-20		-20				
2	13	On clearance to start		Fade pre-set music. Then play Track 2 Intro Music as cast enter	5 sec	-10		-10				
3	13	Actors in position		Fade music out	4 sec	(to fade)		(to fade)				
4	13	"Sleep at all"	Visual cue as Father moves to join Mother	Track 3: Owl hoots in distance	Snap					-10	-10	
5	14	"Do as she said"	Suspense underscore. Cue on words	Track 5: Music snaps at low level. 10 secs, then fade out on its own	5 sec	-20		-20				
6	14	"Midnight hour"	Cue on words	Track 4: Montage of wind and owl hoots. With lights	2 sec	-15		-15		-10	-10	
7	14	"Pebbles"	As Hansel loos down at pebbles	Track 5: Suspense underscore. Snaps at low level. 5 secs, then fade out on its own	2 sec	-15		-15		-15	-15	
8	14	"Back into bed"	On words and with lights	Track 6: Distant cock crow	Snap					-12		
9	15	"To the forest"	As they begin to move	Track 7: Gentle wind with birdsong	5 sec					-15	-15	
10	15	"Onto the path"	As they move onward	Cross-fade Tracks 7 and 8: Creepy forest effect	12 sec					-15	-15	
11	15	"Collected a big pile"	As they collect wood	Add fire effect	20 sec					-15	-15	15