

Young Frankenstein

Sound Cues

Q#	Sound Cue	Pg #	Source	Lvl	Speaker	Purpose	Cue for GO [^]
1	Preshow	1	Qlab		Mains	Mood	Top of show
4	Preshow X	1	Qlab		-	Sound out	When set
-	AF -> Cell Announcement	1	Qlab		Mains	Turn cell phones off	Autofollow
6	Thunder / Storm	1					Starts show
7	Church Bells / Rain	1	Qlab		Mains	Mood	Curtain open
10	Rain level dn	1	Qlab		-	For singing	All "^Listen to our tale of woe"
13	Start rain fade out	1	Qlab		-	Transition Mood	All - "Our Town was torn with strife ^"
16	Rain X	2	Qlab		-	Support Mood shift	All - "...truly blessed, and this is what we say ^"
19	School Bell	10	Qlab		Mains	Actor cue	End of 'The Brain' [beat] GO^
22	Boat Horn -> Pier sounds	13	Qlab		HR/M	Set location	With boat on projection
25	Pier sounds X	15	Qlab		-	For singing	F - "I can still dream ^, can't I"
28	Train approach / depart	19	Qlab		Mains	Location	Train on projection
-	AF -> Ambience	19	Qlab		Mains	Mood	Autofollow
34	Wolf howling	19	Qlab		HR	Mood	Visual - As shoeshine man exits
37	Thunder Clap	19	Qlab		Mains	Mood	Ig - "Dr. Frankenstein ?^"
40	Ambience X	20	Qlab		-	For singing	Ig - "Right up there with the world's greatest pairs ^"
43	Hallow thump	23	Qlab		Mains	Match action	Visual - F pats Ig on back
46	Ambience	25	Qlab		HL/HR	Location/Time of day	With lights up for scene
49	Whip crack	26	Qlab		Mains	Match action	In - "A hayride ^"
52	Whip crack	26	Qlab		Mains	Match action	In - "We'll have lots of fun ^" (in rythmn)
55	Whip crack	26	Qlab		Mains	Match action	In - "Underneath the sun ^" (in rythmn)
58	Wolf howling	28	Qlab		HR	Actor cue	End of Inga's Yodel
61	Whip crack	29	Qlab		Mains	Match action	In - "Roll in the dee ^" (in rythmn)
63	Ambience	31	Qlab		Mains	Mood	End of hayride
64	Door knock	31	Qlab		HR	Match action	Visual - Igor knocks on door
67	Horse whinny	31	Qlab		Mains	Joke	FB - "...your housekeeper, Frau Blucher ^"
70	Horse whinny	32	Qlab		Mains	Joke	F - "Inga, may I present Frau Blucher ^"
73	Horse whinny	32	Qlab		Mains	Joke	F - "After you, Frau Blucher ^"

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76	Horse whinny & gallop	32	Qlab		Mains	Joke	Ig - " Blucher ^"
79	Clock strike midnight	33	Qlab		Mains	Transition / Set time	shift in music
80	fire / storm underscore	33	Qlab		HL/HR	Mood	w/ Lights up (when set)
82	Horse whinny	35	Qlab		HR	Joke	F - "Goodnight, Frau Blucher ^"
-	AF -> storm grows	35	Qlab		-	Mood	Autofollow
85	Wolf howl (Fire X)	35	Qlab		HL	Mood	Visual - F falling asleep
88	Thunder	35	Qlab		Mains	Mood	Visual - Victor appears
91	Storm X	35	Qlab		-	For singing	V - "...beloved grandson, listen closely ^"
94	Wall moving	39	Qlab		HL	Match action	Visual - Wall moving
97	Wall moving	39	Qlab		HL	Match action	Visual - Wall moving
100	Wall moving	40	Qlab		HL	Match action	Visual - Wall moving
103	Wall moving	40	Qlab		HL	Match action	Visual - Wall moving
104	Transition / storm	40	Qlab		Mains	Mood / Transition	F - "...close your robe and follow me ^"
105	Storm X	41	Qlab		Mains	Sound out	w/ Lights up
106	Lab switch on	42	Qlab		Mains	Match action	Visual - F throwing switch
-	AF -> Wolf Howl	42	Qlab		HR	Mood	Autofollow
109	Horse whinny	42	Qlab		HL	Joke	F - "Frau Blucher !^"
112	Distant storm	45	Qlab		HL/HR	Mood	After song is over
115	Clock Ticking	45	Qlab		Mains	Time passage	F - "...could make it work!. Preposterous !^"
118	Thunder / Clock X	45	Qlab		Mains	Emphasis	F - "It... could... work !^"
121	Storm out	46	Qlab		-	For music	Ig - " Yes ^, Master!"
124	Storm back	47	Qlab		Mains	Mood	Ig - "He's going to be very ^ popular "
127	Thunder / Rope	47	Qlab		Mains	Mood / Transition	Ig - "Trust in me, master " [1/2 beat] GO^
130	XF -> outdoor night amb	48	Qlab		HL/HR	Location	A beat or two before lights up
133	XF -> storm	50	Qlab		HL/HR	Mood	K - "remember our new law" w/ music
136	Thunder Clap / Storm	50	Qlab		Mains	Actor cue	K - "...until that man is dead." [beat] GO^
137	Transition lvl dn	50					
139	Brain Squishing	50	Qlab		HR	Match action	Visual - Igor dropping brain

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142	Thunder Clap	50	Qlab		Mains	Tension	F - "...in the history of medical science ^"
145	Thunder Clap	50	Qlab		Mains	Tension	F - "We must hurry. To your stations ^"
148	Generator	51	Qlab		Mains	Match action	Visual - Igor turning on generator
151	Release Safety Valve	51	Qlab		HL	Match action	Visual - Igor releasing saftey value
154	Storm lvl dn	51	Qlab		-	For music	F - "...into the frightful face ^ of Death itself."
157	Storm grow	51	Qlab		-	Mood	F - "Will ignite a mortal spark ^"
160	First switch	52	Qlab		HL	Match action	Visual - Igor throwing first switch
163	Second switch	52	Qlab		HL	Match action	Visual - Igor throwing second switch
166	Thunder Clap	52	Qlab		Mains	Tension	F - "Will ignite a mortal spark ^"
169	Third Switch	52	Qlab		Mains	Match action	Visual - Igor throwing third switch
172	Storm escalate	53	Qlab		-	Tension	With singing
175	Storm climax / out (AF rain)	53	Qlab		-	Mood / Sound out	"Give my creature life" [3 beats] GO^
176	Rain X	53	Qlab		-	Sound out	F - "I've failed. Utterly failed ^"
178	Knocking	59	Qlab		HR	Actor cue	F - "Is that what you're telling me" [beat] GO^
179	Rain	60	Qlab		Mains	Transition	w/ Lights out
180	Rain X	61	Qlab		-	Sound out	w/ Lights up
181	Intermission	67	Qlab		Mains	Mood	w/ House up
184	Intermission X	68	Qlab		-	Sound out	When set
186	Thunder	68	Qlab		Mains	Mood	Signal band to play
187	Werewolf howl (storm)	68	Qlab		Mains	Mood	w/ Lights up
190	Lvl up storm	70	Qlab		-	Mood	w/ Lights out
193	XF -> Lab ambience	71	Qlab		Mains	Location	A beat or two before lights up
199	Horse whinny	74	Qlab		HR	Joke	FB - "...the housekeeper, Frau" [beat] GO^
200	Tweety birds	80	Qlab		Mains	Joke / Transition	Once exterior cabin shows on projection
201	Tweety birds X	81	Qlab		-	Sound out	w/ Lights up
204	Crickets	89	Qlab		Mains	Joke	1/2 beat after FB enterance
205	Audience Consternation	89	Qlab		Mains	Script	Monster's entrance
206	Audience response	89	Qlab		Mains	Match speech	F - "Walk. Heel to toe ^"

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207	Audience response	90	Qlab		Mains	Match speech	F - " Backwards ^"
208	Portal light explodes	93	Qlab		Mains	Actor cue	As Monster bows
209	Fire X	94	Qlab		Mains	Support action	As Monster and Elizabeth exit
211	Lab ambience	99	Qlab		Mains	Location	w/ Lights up
214	Angry Villagers knocking	99	Qlab		HR	Actor cue	F - "...stuffed cabbage, stuffed cabbage ^"
217	Helmets lower	100	Qlab		Mains	Match action	In - "Ja, Doktor, lowering !^"
220	Connect to machine	101	Qlab		Mains	Match action	Ig - "Yes, master. Connecting ^"
223	Machine lvl up	101	Qlab		HR	Actor cue	In - "Doktor, the feeling is moo-chul ^"
226	Switch thrown	101	Qlab		Mains	Match action	Visual - Igor throwing switch
229	Turn machine off	101	Qlab		-	Sound out	Visual - Monster & Fred stop moving
230	Whistling Wind	104	Qlab		Mains	Mood / Transition	w/ Lights out
230.5	Wind X	105	Qlab		-	Sound out	w/ Lights up
231	Thunder	105	Qlab		Mains	Emphasis	F - "I am a Frankenstein ^"
232	Bats	110	Qlab		HR	Support character	Ig - "... no, no. It's in the middle ^"