

Seattle Public Theatre 11-12
 Director: Kelly Kitchens
 SM: Erica Hansen

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Sound Plot

Sound Designer: Dustin Morache
 Updated 3/26/12
 Version: 2.0

Q#	Sound Cue	Pg #	Source	Lvl	Speaker	Purpose	Cue for GO [^]
1	Preshow	-	Qlab		1a	Mood	House open
3	Preshow X	-	Qlab		1a	Sound off	Visual on ball boy turning off radio
5	Cell Announce	-	Qlab		2	Turn Phones off	When set
AF	Intro	3	Qlab		2,3,4	Mood	Autofollow
11	Intro X	3	Qlab		3,4	Sound out	Visual on K getting to table
13	Flashbulbs		Qlab		2	Location / old time vibe	Into scene (<i>with lights</i>)
	MIC ON	3	Mic	-5	2	Set apart interview	Top of scene (with Q 13)
	Feedback	3	Mic	+2	2	Match action / Mood	When K leans into mic @ top of scene
	Level up on mic	3	Mic	-2	2	Match action	K leans into mic, 2nd "Pretty pumped, pretty psyched"
	Level back on mic	3	Mic	-5	2	Match action	When K leans back away from mic
19	Transition 1-2	3	Qlab		2,3,4	Movement / Mood	K "We're gonna kick their ass" [beat] ^
	MIC OFF	3	Mic	∞	2	Revert back to scene	(with Q 19)
19.5	Trans Lvl Dn	3	Qlab		2,3,4	Cover weight bench	Visual - weight bench slowing down right before set
20	Trans X / Weight Room	4	Qlab		2	Location / tension	Anticipate lights into scene
	Set Mid EQ on Mic		Mic	1 o clock		Better mic pickup	Any time during scene
29	Ambience X / Transition 2-3	27	Qlab		2,3,4	Movement / Mood	A "That feels good ^"
30	Trans X	28	Qlab		-	End sound / set apart	Anticipate lights into scene
	MIC ON	28	Mic	-5	2	Set apart interview	(with Q 30)
39	Transition 3-4	28	Qlab		2,3,4	Movement / Mood	R "I'm in a towel here ^"
	MIC OFF	28	Mic	∞	2	Revert back to scene	(with Q 39)
40	Trans X	29	Qlab		-	End sound / set apart	When set (<i>with lights</i>)
	MIC ON	29	Mic	-5	2	Set apart interview	(with Q 40)
49	Transition 4-5	29	Qlab		1-4	Movement / Mood	R "I have a game to play ^"
	MIC OFF	29	Mic	∞	2	Revert back to scene	(with Q 49)
50	Trans X / Manager's office	30	Qlab		1a	Location / tension	Anticipate lights into scene
53	Door open	30	Qlab		4	Match action	Visual on R enter
54	Door close	32	Qlab		4	Match action	Visual on R closing door
55	Phone ring	38	Qlab		1a	Actor cue	K "Are you gonna help me out or not ^"

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56	STOP Phone ring	38	Qlab		-	Match action	Visual on K hangs up phone
57	Door open	38	Qlab		4	Match action	Visual on R exit
58	Door close	38	Qlab		4	Match action	Visual on K closing door
59	Amb X / Transition 5-6	38	Qlab		1-4	Movement / Mood	K dialing, picking up phone, [beat] ^
60	Trans X	39	Qlab		-	End sound	Anticipate lights into scene
60	MIC ON	39	Mic	-10	2	Set apart interview	(with Q 60)
67	Flashbulbs	39	Qlab		3,4	Match action	Visual on K holding up jersey
69	Interview X / Transition 6-7	39	Qlab		1-4	Movement / Mood	K "...the subject a whole lot of thought ^"
69	MIC OFF	39	Mic	∞	2	Revert back to scene	(with Q 69)
70	Trans X / Dugout	40	Qlab		1-4	Location	Anticipate lights into scene
72	Hit	40	Qlab		3	Match dialog	K "Let's see what you got" [beat] ^
72.5	Hit	40	Qlab		3	Match dialog	K "One more just like that. Come on" [beat] ^
72.6	Hit	40	Qlab		3	Location / tension	K "What's up, rook!" A "Hey man !^,"
72.7	Hit	40	Qlab		3	Location / tension	A "Our rotation is indeed fierce ^"
72.8	Hit	41	Qlab		3	Location / tension	K "This is your first All-Start Game ^"
72.9	Hit	41	Qlab		3	Location / tension	A "I, um, I didn't actually, no." K " What ^"
73	Hit	42	Qlab		3	Match dialog	A "Show me what you got" [beat] ^
73.5	Hit	42	Qlab		3	Match dialog	A "One more like it" [beat] ^
74	Hit	44	Qlab		3	Match dialog	A "...make sure you're down on it" [beat] ^
74.2	Hit	44	Qlab		3	Location / tension	A "You'll do fine, New park. Hitter friendly ^"
74.4	Hit	45	Qlab		3	Location / tension	K "So...?" A "So, talk to me for real ^?"
74.6	Hit	45	Qlab		3	Location / tension	K "...stupid when it doesn't. It could easily not ^"
74.7	Hit	45	Qlab		3	Location / tension	A "So what do you think is going on ^?"
74.8	Hit	46	Qlab		3	Location / tension	A "...a pretty good year." K "Who?" A " Raul ^"
75	Hit	46	Qlab		3	Match dialog	A "No pitcher. Drill this one." [beat] ^
75.3	Hit	46	Qlab		3	Location / tension	K "...at this point I am no longer enjoying at all ^"
75.7	Hit	47	Qlab		3	Location / tension	K "Please don't strike me down with your mighty power ^"
76	Hit	47	Qlab		3	Match dialog	K "Like what. What things. Oh" [beat] ^

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76.2	Hit	48	Qlab		3	Location / tension	K "...just got bought. And the game is dead ^"
76.4	Hit	48	Qlab		3	Location / tension	K "Who comes along, Adam?" A "Babe Ruth ^."
76.6	Hit	48	Qlab		3	Location / tension	K "...Combs, Dugan, Ruth." A "Okay, but ^"
77	Hit	49	Qlab		3	Cover actor	K drops mic, turns, [beat] ^
77.5	Hit	49	Qlab		3	Match dialog	Once K has a moment to look out at field
77.7	Hit	49	Qlab		3	Location / tension	K "This is the game, Adam. I'm playing the game ^"
78	Hit	50	Qlab		3	Match dialog	K "Keep your head down." [beat] ^
78.5	Hit	50	Qlab		3	Match dialog	K "Nice. Don't force it." [beat] ^
79	Transition 7-8	50	Qlab		3	Movement / Mood	K 2nd "On the screws ^"
80	Trans X	51	Qlab		-	End sound	Anticipate lights into scene
80	MIC ON	51	Ql	-10	2	Set apart interview	(with Q 80)
89	Interview X / Transition 8-9	51	Qlab		2,3,4	Movement / Mood	A "And that I was there ^"
89	MIC OFF	51	Ql	∞	2	Movement / Mood	(with Q 89)
90	Trans X / Capitol room	52	Qlab		3,4	Location / tension	Anticipate lights into scene
90	"Mute" Channels 3-4	52	n/a		n/a	Stereo footsteps	As soon as Q 90 goes
91.2	Footsteps	52	Qlab		3,4	Location / tension	R "...was just, to calm me down, just taking some ^"
91.4	Footsteps	53	Qlab		3,4	Location / tension	K "...did that on the advice of a lawyer, or ^"
91.6	Footsteps	54	Qlab		3,4	Location / tension	R "...you want to react to it, that fine ^"
91.6	Patch 1B Speaker	55	n/a		n/a	get ready for last scene	Any time during scene before next trans, here is longest break
92	Footsteps	57	Qlab		3,4	Actor cue	R "To me ^, here in this room, can you even..."
92.5	Footsteps	59	Qlab		3,4	Actor cue	R "...vote you right into the Hall" K " But! Don't you ^"
92.7	Footsteps	61	Qlab		3,4	Location / tension	K "You what ^. You 'took me under your wing'?"
93	Ambience Transition	62	Qlab		2,3,4	Switch location / Mood	R "Everyone else will know it too ^"
93.5	Ambience Trans X	62	Qlab		2,3,4	Sound out	Visual on A stepping on stage
94	Hit (Grounder)	62	Qlab		1b	Match action	A pitches [1/2 beat] ^
95	Hit (Pop-up)	62	Qlab		1b	Match action	A pitches [1/2 beat] ^
96	Swing and miss	63	Qlab		1b	Match action	A pitches [1/2 beat] ^
96	"Unmute" Channels 3-4	63	n/a		n/a	Revert to back speakers	Can be anypoint during speech, but this is longest break

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97	Hit (line drive to side)	63	Qlab		1b	Match action	A pitches [1/2 beat] ^
98	Hit (line drive up middle)	63	Qlab		1b	Match action	A pitches [1/2 beat] ^
99	Hit (home run)	63	Qlab		1b	Match action	A pitches [1/2 beat] ^
101	Lights off 1	63	Qlab		3	Tension / Final button	Visual on A's look back to batter [beat] ^
101.5	Lights off 2	63	Qlab		4	Tension / Final button	Immediately after 101 (<i>with lights</i>)
102	Lights off 3 (reverbed)	63	Qlab		2	Tension / Final button	[1/2 beat] after 101.5 (<i>with lights</i>)
103	Curtain Call	63	Qlab		2,3,4	Mood	several beats after black, feel it out
105	Lvl dn / Postshow	63	Qlab		2,3,4	Mood / Level dn	w/ House Lights up

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