

Seattle Public Theater 12-13  
 Director: Kelly Kitchens  
 SM: Michael Hanley

## Understudy *Sound Plot*

Sound Designer: Dustin Morache  
 Updated 1/24/13  
 Version: 3.5

Q#	Sound Cue	Pg #	Source	Lvl	Speaker	Purpose	Cue for GO [^]
3	Cell announce	2	Qlab			not needed?	few minutes before top of show
6	Backup Gunshot	2	Qlab			If gun doesn't work	top of show (Q7 AF)
7	Timer Start	2	Qlab			Time show	With gunshot
15	Cell Phone	6	Qlab			Actor cue	R "Sarcasm in show <b>business</b> ?^"
16	Stop Phone	7	Qlab			Sound out	visual on answering
23	General Inn	18	Qlab			Location	R "Laura. The bedroom-- <b>Laura</b> ^, Not the inn..."
25	General Bedroom	18	Qlab			Match dialog	R "...out the inn and bring in the bedroom <b>please</b> ^"
27	General Inn	19	Qlab			Actor response	few beats after 25
29	Inn X	21	Qlab			Sound out	J "Glassware is there <b>Glassware</b> ^"
31	Full Inn	21	Qlab			Actor cue	R "...try this without lights and <b>sound</b> ^"
35	Build Inn	22	Qlab			Emotion Build	visual on start of H's x to tape recorder
39	Inn X	23	Qlab			Lose Kafka	H "Is there a <b>problem</b> ?"
40	Update Timer	31	Qlab			End Section 1, Start Sec 2	
41	General Inn	33	Qlab			Actor cue	R "...from the top of the scene, all <b>right</b> ^?"
43	Set Change	33	Qlab			Response to set	R "No no! Laura! Come <b>on</b> ^! Wait-..."
45	Executioner	33	Qlab			Response to set	visual on wall hitting it's lowest position
47	Dead Stop	33	Qlab			Support dialog	R "Laura! I am coming up <b>there</b> ^! Stay there"
M1	Mic On	35	Mic	U	8		J "Roxanne, where we <b>at</b> ^ with this."
M2	Mic Off	36	Mic	U	8		R "I can't find <b>Laura</b> ^"
M3	Mic On	36	Mic	U	8		J "You got all that ^ <b>Roxanne</b> ?"
M4	Mic Off	36	Mic	U	8		R "... then bringing the law table <b>on</b> ^"
53	Full Trial	38	Qlab			Kafka scene	J "Yes! Yes! <b>Yes</b> ^!"
56	Build Trial	40	Qlab			Match emotional shift	J "Do you have ^ <b>papers</b> ?"
58	Build Sub	41	Qlab			Emotion	H "I do not accept <b>that</b> ^"
59	Trial X	41	Qlab			Lose sounds	R "That's you, <b>Harry</b> ^!"
63	Trial	42	Qlab			Kafka scene	J "to just keep going?" R "Yes, <b>please</b> ^"
65	Trial X	42	Qlab			Lose sounds	R "...we're missing the gun <b>again</b> ^?"
71	Sneak Judge in	54	Qlab			Laura took cue	R "You have had so <b>many</b> ^, many chances."
75	Judge lvl up	55	Qlab			Build energy	R "...every other whelp in the <b>docket</b> ^!"
76	Judge Kiss	55	Qlab			Cover kiss	visual on kiss

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77	Judge X	55	Qlab			Sound out	H "Okay, is that in the <b>script</b> ^?"
80	Update Timer	60	Qlab			End Sec 2, Start Sec 3	
81	Full Trial	60	Qlab			Kafka scene	R "...bla Jake exits. Take it away <b>Jake</b> ^."
83	Build Sub	60	Qlab			Build emotion	H "I do not accept <b>that</b> ^"
86	Isolate Trial	63	Qlab			Match emotion + lights	visual on J exit
88	Build Prestorm	63	Qlab			Match emotion	visual on H look at gun
89	Storm	63	Qlab			Kafka scene	R "Laura where is the <b>storm</b> ^?"
91	Storm X	63	Qlab			Sound out	when ready
93	Cell Phone	64	Qlab			Actor cue	J "What is it?" H "I don't <b>know</b> ^."
94	Stop Phone	64	Qlab			Sound out	visual on J answering phone
99	Set Change (Lamp)	72	Qlab			Response to set	J "...smoking today? I could use <b>some</b> ^."
101	Set Change (Wall)	72	Qlab			Response to set	J "...probably shouldn't be moving <b>things</b> ^"
103	Set Change (Windows)	72	Qlab			Response to set	R "...we haven't, Laura, <b>Laura</b> ^ stop it!"
104	Set Change (Beam)	72	Qlab			Response to set	R "... she does things! You know <b>this</b> ^!"
105	Set Change (Ramp)	72	Qlab			Response to set	R "Who knows what she'll <b>do</b> ^?"
107	General Dungeon	72	Qlab			Kafka scene	R "And don't talk to <b>me</b> !^ Laura, this is..."
109	Dead Stop	73	Qlab			From script	R "I'm getting a migraine. All right. Act <b>Three</b> ^"
115	Full Dungeon	77	Qlab			Kafka scene	H "The light is gone. <b>Fatigue</b> ^"
117	Dungeon X	77	Qlab			Sound out	H "How do you <b>know</b> ?^"
119	Cell Phone	78	Qlab			Actor cue	R "I want to get the the <b>dancing</b> ^."
120	Stop Phone	78	Qlab			Sound out	visual on Roxanne closing phone
121	General Dance	82	Qlab			Set up dance	R "No, this not actually the <b>cue</b> ^"
125	X	83	Qlab			Sound out	J "downbeat. You slide <b>forward</b> ^"
127	Full Dance	84	Qlab			Kafka scene / emotion	R (beat) "Please, Laura" (9 beats) ^
131	Cha-Chunk/Dance X/Timer	84	Qlab			Sound out	during 11th 8 count
AF	Curtain Call	84	Qlab			Emotion / Energy	Autofollows after wind in 131 fades out
137	Lvl dn	84	Qlab			Sound level	With House Lights up
139	Fade out	84	Qlab			Sound level	Only if a different announcement Is made