

# The American Clock

## Sound Cues

Q#	Sound Cue	Pg #	Speaker	Cue for Go [^]	Purpose / Notes
100	Preshow	14		w/ House Open	Mood
103	Preshow X	14		When set for monologues	Sound out for monologues
107	Cell Announcement	14		After monologues	Get audience to turn off phones
141	Opening Sequence	14		After Cell Announcement	Cover actors getting in place
147	Sound X	14		Start of Song	Sound out for song
155	Sunny Day Ambience	15		End of Money Mashup	Mood
157	Ambience X	15		AR - "... blanket of red, white, and <b>blue</b> ^"	Sound out for scene
AF	Bridge Mics	15		Autofollow	Enhance Comedy duo
165	Mics X / Transition	16		AR - "Yeah, well... bye <b>bye</b> ^"	Mic out
167	Transition X	16		Start of music	Sound out
171	Plane Button	17		LB - "... in that tiny little <b>plane</b> ^"	Emphasis
172	Baseball Button	17		LB - "... smashing those <b>homers</b> ^"	Emphasis
173	Horse Button	17		LB - "... raced a racehorse... and <b>won</b> ^"	Emphasis
176	Phone Mic	17		Visual on MB picking up phone	Effect
177	Phone Hang Up / Mic X	17		Visual on MB hanging up phone	Sound out / Emphasis
191	Phone Mic	19		MB - " <b>Trafalgar</b> five, seven-seven-one-one"	Effect
192	Mic X	19		MB - "Trafalgar five, seven-seven-one- <b>one</b> ^"	Sound out
194	Phone Mic	19		MB - " <b>Herb</b> ?... Maybe I ought to get rid of..."	Effect
195	Phone Hang Up / Mic X	19		Visual on MB hanging up phone	Sound out / Emphasis
203	Ticking Clock	20		Visual on DrR sitting	Texture / Tension
205	Clock Escalate	20		DrR - "Out of <b>the</b> ^ market!"	Grow Tension
207	Clock Escalate	20		DrR - "The <b>stock</b> ^ keeps going up."	Grow Tension
215	Clock Escalate	21		DrR - "...you're dumping <b>twelve</b> ^ million dollars?"	Grow Tension
222	Clock X / Transition	22		Visual on DrR exit	Sound out
223	Top of Bar Song	22		w/ Start of Bar Song	XF -> Bar Ambience
225	Start of Scene	22		End of Bar Song	Bump level, then slowly drop
227	Door Buzzer	22	DSL	When actor cue is needed	Actor cue
234	Aside Mic	23		Diana - " <b>The</b> name of Jesse Livermore..."	Aside Emphasis
235	Mic X	23		MB - "... General Motors, for God's <b>sake</b> ^"	Mic out
237	Aside Mic	23		LB - " <b>Ah</b> , yes, the Great Men."	Aside Emphasis
238	Mic X	23		LB - "... of the never-ending <b>Boom</b> ^"	Mic out
246	Rose Area Mic	25		L - "...speak positively and show our <b>confidence</b> ^"	Aside Emphasis
247	Mic X	25		RB - "... in a crowd of innocent <b>pilgrims</b> ^"	Mic out

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248	Choral Mics	25		L - "... the climb has probably begun <b>already</b> ^"	Robertson, Taylor, Irene, & Banks
251	Some Mics X	25		Irene/Banks - "Yeah, what did they <b>believe</b> ^?"	Lose Taylor, Irene, & Banks. Add Moe
253	Phone Ring	25		When called	Actor cue
255	Moe Area Mic X	25		MB - "... the gentleman at the end of the <b>bar</b> ^"	Mic out
265	Restaurant Ambience	26	DS/CS	AR - "^^ <b>Not</b> long after, Jesse Livermore..."	Soundscape Dialogue
267	Writing -> Steps	26	CS->DSL	AR - "... and, calling for an <b>enve</b> ^ <b>lope</b> , addressed..."	Soundscape Dialogue
270	Gun Shot / Amb X	27	DSL	AR - "... into the washroom, and shot <b>himself</b> ^"	Soundscape Dialogue
273	Transition	27		After Song	??? Radio? Bike?
275	Transition X	27		When set	Sound out for scene
286	Bike ride off	28	DSR	Visual on LB exit	Follow action
288	Car starting -> Street Ambience	28		AR - "... thirty thousand dollars in my <b>shoes</b> ^"	Transition / Flavor / Location
301	Taxi Horn	30	DSL	MB - " <b>Taxi!</b> ^"	Follow action / dialog
302	Taxi Drive Off	30		Frank - " <b>Damn</b> ^"	Punctuate
304	Ambience X	30		Irene - "... just the in-laws and fresh <b>air</b> ^"	Sound out for song
306	Ambience / Babies Crying	30		After Song	Transition / Match dialog
308	XF -> Muted Ambience	30	US	RB - "... doubling up could also drive you <b>crazy</b> ^"	Move into scene
319	Bike ride on	31	USR-> C	Visual on LB entrance	Match action. Setup for theft.
321	Distant Mob	32		LB - "^^ <b>The</b> bank has just been closed..."	Soundscape Dialogue
322	Mob X	32		LB - "There is no more money in the <b>bank</b> ^"	Sound out
325	Bike ride off & Bell	32	US	Visual on thief	Draw audience attention US
327	Transition	32		Visual on RB & LB exit	Cover scene shift
328	Transition X -> Chorus Mics	32		On piano notes for song	Reverb
329	Mic Reverb lvl dn	32		Chorus - "He forgets not his own [beat] ^"	To underscore dialog
333	Mic Reverb X / Ambience	33		MrsT - "... and we wasn't able to move. <b>Amen</b> ^"	Move into scene
345	Judge Mic	34	CS	Judge - "I would like to make only one point <b>clear</b> ^"	Emphasis
347	Judge Mic X	34		Judge - "... order go down, no man is <b>safe</b> ^"	Mic out
353	Shotgun	35		Visual on deputy being diarmed	Match action
357	Gavel	35		Howard - "Sold for one <b>dollar</b> ^"	Emphasis
363	Fade out Ambience	36		Taylor - "^^ <b>It's</b> like I stole my own place."	Silence / Move into next scene
365	Train Underscore	36		w/ Guitar start	Underscore / Layers / Texture
367	Underscore shift	36		With music dip for Banks line	Volume down / Lose train
371	Underscore shift back to train	37		Banks - "... all the way on the Santa <b>Fe</b> ^"	Match dialog. Low level
373	Underscore lvl up	37		w/ whistle after Banks final line	Increase with music

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374	Underscore X	37		End of song before shift to just guitar	Sound out
377	Doorbell	37		LB - "...ask for something to eat. Why <b>us</b> ^?"	Match later dialog
415	Transition	41		Grandpa - "...worry about yourself" w/ lights^	Cover scene shift
417	Transition X	41		When set	Sound out
419	Phone	41		Quinn *sing* - "...but I'm all dressed up <b>tonight</b> ^"	Actor cue
445	Quinn Mic Delay	44		Quinn - "Mr. Graham, I <b>am</b> ^ resigning"	Emphasis. Timing important.
447	Quinn Mic Delay	44		Quinn - "Resigning, I^ said"	Emphasis. Timing important.
463	Quinn Mic	46		Quinn - "...I sure as hell know the <b>question</b> ^"	Emphasis
464	Quinn Mic X	46		Quinn - "...it's not going to be much <b>fun</b> ^"	Mic out
466	Phone ring	46		After lyrics of song	Actor cue
467	Transition	46		A beat after music ends	Cover scene shift
469	Ambience Underscore	46		RB - " <b>Who</b> would believe it?"	Level dn / Match dialog
473	Ambience X	47		RB - "...when you couldn't wait for the <b>morning</b> ^"	Sound out for scene
497	Piano & Doris Mic	49		Sidney starting to sing	Add Emotion
499	Doris Mic X	49		Visual on Doris x to piano	Focus mic
501	Piano Mic X	50		w/ Song end	Mic out
503	Underscore	50		Visual on Sidney & Doris exit	Highlight dialog
504	Add Fires	50		AR - "...down the length of <b>Manhattan</b> Island."	Match dialog
505	Lose Fires / Add Clock	50		AR - "...people stil blame <b>themselves</b> ^ rather..."	Add tension
506	Add Fires	50		AR - "And you can't help <b>it</b> ^, first thing..."	Match dialog
507	Underscore X -> Street Amb	50		AR - "...reflecting off the river through the <b>night</b> ^"	Sound out for scene. Very light ambience
510	Street Ambience level up	51		MB - "I'll walk you a <b>way</b> "	Match walking
511	Ambience level down	51		Beat before MB "How much money've got, Lee"	Highlight awkward tension
513	Street Amb Fade Out / Wind	51		MB - "She worries" LB - "I <b>know</b> ^"	Transition to 4th wall. Slow fade.
514	Subway Ambience	51		LB - " <b>We</b> went down to the subway together..."	Match dialog. Location / Texture
516	XF -> Fantasy	51		LB - "...I began to talk, and before I knew <b>it</b> ^"	Highlight fantasy storytelling
518	Slow fade out	51		LB - "...the Depression was practically <b>over</b> ^!"	Slightly back to reality
519	Chorus / Lee Mics	51		LB - "...I knew we had a long time ahead of <b>us</b> ^"	Highlight / Pretty chorus
521	Mic Reverb level up	52		LB - "...from wherever it had gone to <b>hide</b> ^"	Add Emotion
523	Mics X	52		w/ Drums	Let music take the energy
527	Intermission	52		w/ House Lights up	Mood
533	Intermission X	53		When set	Start Second Act
537	Wind	53		RB - "...anything except money, money, <b>money</b> ^"	Texture

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543	Wind X	54		LB - "... where you knew nobody wanted <b>you</b> ^"	Sound out for scene
557	Lee Mic Reverb	55		w/ Lee starting music	Enhance Music
560	Mic X / Ambience	56		LB - "^How scary and beautiful..."	Match action. Location.
562	Add Angry Crowd	56		LB - "It's all stopped; like a magic spell" [1/2 beat] ^	Soundscape Dialogue
563	Rifle cock	56		LB - "... and that <b>man</b> ^ pointing his rifle..."	Soundscape Dialogue
564	Lose Crowd	56		LB - "... government had paid him to hand <b>out</b> ^"	Follow dialog
565	Lee Mic	56		LB - "... break out and simmer <b>down</b> ^"	Emphasis
566	Lee Mic X	56		LB - "Is this when revolution <b>comes</b> ^"	Mic out
567	Ambience X	56		LB - "... rotting on the stalk. It's <b>insane</b> ^"	Sound out
568	Subway Ambience	56		Visual on Joe enter	Ties character to subway. Auto fade out
587	Underscore	58		w/ Guitar start	Texture
591	Add Chains	59		Banks - "... anywhere you'd go was always a <b>jail</b> ^"	Follow dialog
593	XF -> Trains	59		Banks - "... four months against my <b>will</b> ^"	Follow dialog
594	Underscore X	59		As music dies down just to bass	Sound out
595	Transition	59		RB - "... something. Anything. But <b>believe</b> ^"	Cover scene shift. Riverside ambience
597	XF -> Café Ambience	59		w/ Lights up	Underscore scene
599	Rolling Thunder	59		LB - "... specially with this <b>Depression</b> ^"	Tension
601	Rolling Thunder	60		Issac - "... he the <b>sheriff</b> ^"	Tension
605	Rolling Thunder	60		Issac - "Looks like <b>rain</b> ^"	Tension
611	Rolling Thunder	61		Issac - "Ten <b>Dollars</b> ^"	Tension
615	Radio On	61	Piano	Visual on Radio knob turned	Match action. Static-y
617	Roosevelt speech	61	Piano	Visual on aerial wire held out	Match action. Speech in script.
619	Speech static	61	Piano	Visual on aerial wire let down	Match action
621	Roosevelt speech	62	Piano	Visual on aerial wire held out	Match action. Speech in script.
622	Speech static	62	Piano	Visual on aerial wire let down	Match action
624	Roosevelt speech	62	Piano	Sheriff - "... we got a deal? Or <b>not</b> ^?"	Match action. Speech in script.
626	Speech -> Transition	62	Surrounds	w/ lights	Pull speech into larger room
628	Speech X	62		when Sidney and Doris are set	Sound out
643	Piano Mic	64		w/ start of "Sittin' Around"	Music stands out
651	Mic Reverb level up	65		*song* - "Your lips on mine -- Instead of" ^	Emphasize moment
653	Mic X	65		End of Song	Mic out. Slow fade
655	Riot	65		w/ crowd entrance	Reinforce stage noise
657	Riot X -> Clock	65		w/ Moe & Lee entrance	Sound out for scene

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661	Underscore	66		LB - "Probably was." MB - " <b>Hmm</b> ^!"	Texture / Set apart
662	Ship Horn	66		AR - "...SS <b>Manhattan</b> ^..."	Punctuate
663	Ship Horn	66		AR - "...the <b>Berengaria</b> ^..."	Punctuate
664	Ship Horn	66		AR - "...the United <b>States</b> ^..."	Punctuate
665	Construction	66		AR - "...most of them would never sail <b>again</b> ^"	Contrast
667	Underscore X -> Clock	66		AR - "...who would ever rent space in <b>it</b> ^?"	Sound out / Tension
AF	Baby cries	66	DSR	Autofollow	Let audience know about baby
668	Clock X	66		LB - "It's no disgrace, <b>Dad</b> ^"	For Robertson / Silence
669	Crowd	66		AR - "...withering in the best years of its <b>life</b> ^"	Reinforce
673	Crowd X	67		Kapush - "What can you <b>expect</b> ^ from a..."	Sound out
711	Irene Speech	71		Irene - "Now lemme tell you <b>people</b> ^"	Underscore / Emphasize
714	Shift to March	71		Irene - "...when I start <b>poundin</b> ^' time..."	Follow dialog / Emotion
717	Speech Out	71		Irene - "...so they's think I'm Catholic <b>too</b> ^"	Sound out
724	Moe Mic	72		MB - "...into the house! He... <b>he</b> don't believe..."	Empahsis
725	Mic X	72		MB - "... he don't believe in <b>anything</b> ^"	Mic out
727	Stamp Mic Delay	72		Visual - Right before stamp	Punctuate. Timing important.
729	Subway Platform	72		AR - "...I don't understand why it <b>held</b> ^"	Mood / Location
731	Approaching Subway	73	SR	When called	Actor cue
732	Louder	73		Visual - actors start cross to center	Response to scene / Tension
733	Brakes	73	CS	Visual - Joe jumping	Follow action
734	Subway X -> Etherial	73		Visual - actors setting Joe down	Mood
735	Transition	73		w/ lights	Cover scene shift. Radio
737	Transition X	73		w/ lights up on Lee	Sound out
738	Apartment Ambience	73		LB - "...writers for the Superman comic <b>strip</b> ^"	Underscore
742	Eddie Mic	74		Eddie - "...read what he just <b>said</b> ^"	Empahsis
743	Mic X	74		Eddie - "One man alone is no fucking <b>good</b> ^"	Mic out
745	Eddie Mic - "Believe"	74		Eddie - "...believe is beautiful. <b>I</b> believe in..."	Empahsis
746	Eddie Mic - "Believe"	74		Eddie - "...in my comrades. <b>I</b> believe in the..."	Empahsis
747	Eddie Mic - "Believe"	74		Eddie - "...Soviet Union. <b>I</b> believe in the..."	Empahsis
755	Ambience X	75		Eddie - "You are <b>not</b> ^ a good person."	Sound out / Silence
757	Transition	75		LB - "She's right, too [beat] ^"	Cover scene shift
759	Transition X -> Underscore	75		w/ lights up on Rose	Sound out for Rose narration
761	Underscore X	76		RB - "Ah, luck, <b>luck</b> ^"	Sound out for scene

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785	Door Open / Close	78	DSR	RB - "He has merciless <b>eyes</b> ^"	Actor cue / Tension
792	Rose Underscore	79		Fanny - "Here, I'm <b>playing</b> ^"	Pull out of time. Mic or effects?
793	Restore	79		RB - "That I never heard. I nearly fell <b>over</b> ^"	Restore to scene
795	Rose Underscore	79		Doris - "... just what to do, wait a <b>minute</b> ^"	Pull out of time
797	Underscore X	79		RB - "... the hell did I lay out here. What is <b>this</b> ^"	Restore to scene
823	Door Open	82	DSR	Fanny - "... something's got to <b>happen</b> ^"	Actor cue / Tension
825	Door Close	82	DSR	MB - "Hello? [beat]"	Follow action
841	Doorbell	84	DSR	MB - "God Almighty, I am <b>trying</b> ^"	Actor cue
842	Doorbell	84	DSR	Grandpa - "Rose" RB - " <b>Shhhh</b> ^"	Actor cue
843	Doorbell	84	DSR	RB - "God in heaven... make him go <b>away</b> ^"	Actor cue
844	Knocking	84	DSR	RB - "... the strength, and the <b>wisdom</b> ^"	Actor cue
845	Door Knock	84	DSR	RB - "... Mr. Roosevelt the way to help <b>us</b> ^"	Actor cue
846	Door Knock	84	DSR	RB - "... help our dear country, and the <b>people</b> ^"	Actor cue
848	Fight Bell -> Cheers	84	SL	w/ music	Transition / Match dialog
862	Melodia whistle	86		Banks - "Yes, sir, I still hear that <b>train</b> ^"	Repeat convension
865	Wind	86		LB - "How's Doris, are you <b>still</b> ^"	Entrance of ghosts
867	Wind X	86		Sidney - "... to hear about Aunt Rose, and <b>Moe</b> ^"	Sound out
872	Wind	87		LB - "... money obsessed her, <b>but</b> ^ what she..."	Add Emotion
873	Wind Level Dn	87		LB - "... the air of her own free <b>life</b> ^"	Pull down to underscore
874	Rose Mic	87		LB - "... with this headful of <b>life</b> ^"	Empahsis
875	Rose Mic X / Chorus Mic Verb	87		RB - " <b>Sing</b> ^"	Mic out / Add to music
876	Mic Level Dn	87		AR - " <b>There</b> were moments when the word..."	Underscore
878	Mic Level Up	87		Quinn - "That's <b>it</b> ^, God, how I love that music."	Energy / Emotion
879	Mic X	87		w/ Drums	Mic out
901	Curtain Call	-		A beat or two after blackout	Mood / Energy
903	Level Dn	-		w/ House Lights up	Appropriate level
905	Music X	-		House is clear or otherwise needed	Sound out