Sample Musical — Cue Sheet

CueSync · Generated 2026-11-13 20:00

Act 1

Call	When	#	Dept	Cue / Notes	Page
STBY	00:00:00	**A1.1**	LX	House to half — On the SM's call as the MD enters, 5 s	1
STBY	00:00:06	**A1.1s**	SFX	Overture, conductor cue — Playback on the MD's downbeat	1
GO	00:00:30	**A1.1v**	VX	Title projection on the scrim — Fade up over 4 bars	1
GO	00:02:52	**A1.2**	LX	Scrim out, morning state — Last chord of the overture, 3 s	3
GO	00:02:56	**A1.2v**	VX	Projection out — Snap with the scrim	3
GO	00:03:10	**A1.2s**	SFX	Birdsong ambience in — Fade in 4 s, under dialogue	3
STBY	00:07:48	**A1.3s**	SFX	Doorbell — Visual: the visitor reaches the door	9
GO	00:08:00	**A1.3**	LX	Warm wash, 3 s — Interior, late afternoon	9
GO	00:08:20	**A1.3v**	VX	Window glow on the cyc — Slow 10 s build	10
STBY	00:13:58	**A1.4**	LX	Cold side light, snap — Visual: on the slap	15
STBY	00:14:00	**A1.4s**	SFX	Thunder roll — Go with LX A1.4	15
GO	00:14:06	**A1.4v**	VX	Storm clouds on the cyc — Loop until A1.5v	15
GO	00:19:55	**A1.5s**	SFX	Rain under, 8 s fade — Keep under the duet	22
GO	00:20:00	**A1.5**	LX	Duet specials, 5 s — Two specials DS, cyc to deep blue	22
GO	00:20:12	**A1.5v**	VX	Clouds out, stars in — Crossfade 6 s	22
GO	00:27:56	**A1.6**	LX	Full stage, ensemble state — Build on the key change, 2 s	30
GO	00:28:00	**A1.6v**	VX	City skyline on the scrim — With the key change	30
GO	00:28:30	**A1.6s**	SFX	Crowd swell — Ride the level with the chorus	31
STBY	00:34:58	**A1.7**	LX	Blackout on button — Visual: the final cut-off	37

Call	When	#	Dept	Cue / Notes	Page
STBY	00:35:00	**A1.7s**	SFX	Applause sting — Go with LX A1.7	37
GO	00:35:04	**A1.7v**	VX	Interval slide — Hold through the interval	37

Act 2

Call	When	#	Dept	Cue / Notes	Page
STBY	00:55:00	**A2.1**	LX	House to half — On clearance from front of house, 5 s	40
STBY	00:55:06	**A2.1s**	SFX	Entr'acte, conductor cue — Playback on the MD's downbeat	40
GO	00:55:30	**A2.1v**	VX	Act 2 title on the scrim — Fade up over 4 bars	40
GO	00:59:56	**A2.2**	LX	Street at dusk, 4 s — Scrim out on the last bar	42
GO	01:00:00	**A2.2v**	VX	Projection out — Snap with the scrim	42
GO	01:00:20	**A2.2s**	SFX	Distant traffic — Low, under dialogue	42
STBY	01:06:50	**A2.3s**	SFX	Phone ring — Visual: the lead sits at the desk	48
GO	01:07:00	**A2.3**	LX	Office interior, 3 s — Desk lamp practical on	48
GO	01:07:15	**A2.3v**	VX	Rain on the windows — Loop until A2.4v	48
GO	01:14:58	**A2.4**	LX	Isolate the letter, 8 s — Single special DSC	55
GO	01:15:00	**A2.4s**	SFX	Underscore in — Under the reading, 6 s fade	55
GO	01:15:10	**A2.4v**	VX	Handwriting projection — Fade 6 s	55
GO	01:22:56	**A2.5**	LX	Chase, full rig — Locked to the track	61
GO	01:23:00	**A2.5v**	VX	Fire projection — With the drum hit	61
STBY	01:23:04	**A2.5s**	SFX	Glass smash — Visual: the lantern falls	61
GO	01:30:00	**A2.6**	LX	Dawn, slow 20 s — Cyc to pale gold	67
GO	01:30:05	**A2.6s**	SFX	Morning birds — Fade in 6 s	67
GO	01:30:20	**A2.6v**	VX	Sunrise on the cyc — Crossfade 20 s with LX A2.6	67
STBY	01:34:58	**A2.7**	LX	Bows state — Visual: the final cut-off	71
STBY	01:35:00	**A2.7s**	SFX	Bows music — Go with LX A2.7	71
GO	01:35:02	**A2.7v**	VX	Curtain-call slide — Hold until house up	71