

The Assumption Cue Sheet

| Cue No. | Scene | Line/Visual Cue | Effect | Panning | Duration (s) | Notes |
|---------|-----------|--|--------------------------------|---------|---------------------------|--|
| 0.0 | Rig Check | N/a | Storm | N/a | N/a | played through 1 speaker at a time to test each |
| 0.1 | Pre-Show | N/a | Storm | Central | (Looped until show start) | Storm.wav |
| 1.0 | Scene 1 | DSM call start of show | Fade storm | Central | 10 | Fades to onstage only |
| 1.1 | Scene 1 | DSM call to signal actor to stage | Door Open creek | SR | 6.55 | Door open 1.wav |
| 1.2 | Scene 1 | DSM visual queen on cliff | Door close Creek | SR | 2.18 | Door close 1.wav |
| 2.0 | Scene 2 | DSM visual Scene change Theresa enters | Fade and stop storm | Central | 4 | |
| 3.0 | Scene 3 | DSM visual Theresa exits | Typewriter | Central | 11.33 | Typewriter scene 3.wav this fades after 3 seconds |
| 4.2 | Scene 4 | But then the day dawned | Abbey siege | SR | 9.27 | Abbey siege.wav |
| 4.3 | Scene 4 | And the Vikings | Abbey burning | SR | 30 | Abbey burning.wav |
| 4.4 | Scene 4 | Some say he was | Fade Abbey burning | SR | 3 | |
| 4.5 | Scene 4 | Oh, what a place it was | Lords and ladies Galliard | SR | 39.27 | Lords and Ladies Galliard.wav this fades down after 3 seconds to a quieter level |
| 4.6 | Scene 4 | But times change | Fade lords and ladies galliard | SR | 3 | |
| 6.0 | Scene 6 | A containment plan... mission | Wind and waves | Central | 43.64 | Wind and Sea calm.wav |
| 7.0 | Scene 7 | DSM visual Provan tossing in bed | Fireplace | SL | 30 | Fireplace.wav this fades to a lower level over 8 seconds |
| 7.1 | Scene 7 | DSM visual cue he wakes | Fade and stop fireplace | SL | 3 | |

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| 7.2 | Scene 7 | DSM visual cue top of the ramp | Building creek, fire and boy | Central | 48.42 | Building creek.wav, 4 seconds wait then Fireplace.wav which fades over 16 seconds and Boys cries creepy.wav starts 5 seconds after the fire |
| 7.3 | Scene 7 | DSM visual cue he reaches for door | Fade all and stop | Central | 2 | |
| 9.0 | Scene 9 | Who's never been in love | Time passes motif | Central | 162.8 | Time Passes motif.wav It is played 4 times upon repeat it fades up under the last beat of the previous |
| 10 | Scene 10 | Basement doors opened | Cellar door | Central | 4.91 | Cellar Door 1.wav this also fades out scene 9 at the same time across 3 seconds |
| 11.0 | Scene 11 | DSM visual Provan hits pillow and sleeps | Abbey burning -to war soundscape | SL | 90 | The abbey burning.wav and boy's cries 2.wav are herd here then it brings in the falling bombs soundscape.wav and then the gun shots allied side.wav, gun shots enemy side.wav, gun reload.wav, gun shots spot 1.wav are spaced out across this. |
| 12.0 | Scene 12 | DSM visual Mama k enter bedroom | Fade all and stop | Central | 15 | |
| 13.0 | Scene 13 | DSM visual Boy AV appears | Fireplace | Central | 30 | Fireplace.wav This fades up over 10 seconds |
| 13.1 | Scene 13 | DSM visual Provan starts screaming | Fade and stop fireplace | Central | 7 | |
| 14.0 | Scene 14 | DSM Visual cue Maria draws | Chalk | Central | 4:09 | Chalk 1.wav, chalk long.wav (which pans across the stage), Chalk 2.wav, chalk cross 2.wav, chalk cross 3.wav, chalk 3.wav This scene is a loop of the three chalk sounds following each other mixing the order up and adding the cross sounds intermittently over the top. |
| 15.0 | Scene 15 | DSM visual doors close | Wind and sea Wind calm | Central | 43 | Wind and sea.wav Wind calm.wav This scene fades up under the end of scene 14 then fades scene 14 out |
| 15.1 | Scene 15 | DSM Visual Theresa enters | Fade& stop wind calm &Wind and sea calm | Central | 6 | |

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| 16.0 | Scene 16 | DSM call Visual cue Theresa outside Provan's door | Scream 1 | SL | 28.91 | Scream 1.wav |
| 16.1 | Scene 16 | DSM visual Theresa turns away | Fade& stop scream 1 | SL | | |
| 16.2 | Scene 16 | DSM visual Theresa enters room (stage left ramp) | Abbey burning | Central | 30 | Abbey Buring.wav |
| 16.3 | Scene 16 | DSM visual Raising of knife | Build to knife | SL | 17.45 | This builds up for 8 seconds then the dagger should swing at 8.5 seconds Build to knife.wav This also stops the abbey burning sound |
| 16.4 | Scene 16 | DSM visual Hand chop motion | Daggar hand slice | SL | 1 | Dagger hand slice.wav |
| 18.0 | Scene 18 | DSM visual Molls walks down Ramp | Typewriter | Central | 7.02 | Typewriter scene 18.wav |
| 19.0 | Scene 19 | Because Arthur spoke to me | Fireplace | SL | 30 | Fireplace.wav this fades up across 3 seconds |
| 19.1 | Scene 19 | I was 7 years old | Fade fireplace and stop | SL | 5 | |
| 20.0 | Scene 20 | To be blank again. | Waves intense stretched long | Central | 71.1 +57.39 | This sound is played once fully (with a very quick fade up then fades to its level over 10 seconds) the. played again with the initial wave cut out the sound so that it doesn't distract from the scene but continues right through it. Waves intense stretched long.wav |
| 20.1 | Scene 20 | DSM visual queenside sign falling | Splash and fade and stop waves | Central | 20 | |

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| 22.0 | Scene 22 | The prisoner says this is... and she's right | Build to knife | Central | 17.45 | This builds up for 8 seconds then the dagger should swing at 8.5 seconds Build to knife.wav |
| 22.1 | Scene 22 | DSM Visual swing/sign of that | Knife swing new + blood new | Central | 2.41 | Dagger slice new.wav Dagger slice new.wav immediately followed by blood new.wav and blood new needs faded in its last second. |
| 23.0 | Scene 23 | thank you once again for your continued support | Audience applause | Central | 8.73 | Audience applause.wav |
| 23.1 | Scene 23 | DSM visual sheet removed from painting | Audience intense | Central | 33 | This is the sound played several times overlapping with at slightly different lengths so that it lasts long enough Audience intense.wav |
| 23.2 | Scene 23 | Called with lx cue | Big ending | Central | 32 | This plays build to knife stretched.wav for 2 seconds then the sounds blood new.wav, splash extended.wav, fire place.wav, falling bomb 1.wav after 21 seconds there is a 3 second fade on all sound still running |