



SFX Cue List

Cue	Page	Sound Effect	Cue Point
0.5	Pre Show	City Sound Scape	[DSM Cue]
0.7	1	Fade Out City Sound Scape	Top of Show [DSM Cue]
1	17	Neon On	Tony Clicks on Ladder - End of Something's Coming [DSM Cue]
2	46	Big Deal Enters Doorbell	BABY JOHN: 'Could a zip gun make you do it like that?' [Visual Cue]
3	48	Riff Enters Doorbell	ANYBODYS: 'A telephone call girl' [Visual Cue]
4	52	Sharks Enter Doorbell	End of Cool [DSM Cue]
5	55	Tony Enters Doorbell	RIFF: 'Weapons' [Visual Cue]
6	57	Shrank Enters Doorbell	ACTION: '.. wanna change your mind, maybe we could all' [Visual Cue]
7	59	Action Leaves Doorbell	SHRANK: 'One of these days there wont be nobody to hold you' [Visual Cue]
8	72	Pre Rumble Train	End of Tonight [DSM Cue]
9	77	Police Siren	After Krupke's Whistle [DSM Cue]
10	77	Helecopter	TONY: 'Mariaaaa' [DSM Cue]
10.5	77	Sudden Stop Helecopter	[DSM Cue]
11	Interval	City Sound Scape	When Audience Applauds [Visual Cue]
11.5	78	Fade Out City Sound Scape	Top of Act 2 [DSM Cue]
12	90	Alleyway Scape	After scene changeout of Somewhere into Alleyway [DSM Cue]
12.2	90	Fade Down Alleyway Scape	Just before BABY JOHN and A RAB start speaking [DSM Cue]
12.5	95	Fade Out Alleyway Scape	When Officer Krupke Music begins [DSM Cue]
13	110	Action Enters Doorbell	ACTION: 'Where's Tony' [Visual Cue]

Cue	Page	Sound Effect	Cue Point
14	110	Mambo Jukebox	ACTION: 'Play the Juke' [Visual Cue]
15	110	Anita Enters Doorbell	ACTION: '..get outside and see if ya see Chino or any PRs' [Visual Cue]
16	114	Anita Leaves Doorbell	ANITA: 'Tell him Chino found out and - and shot her!' [Visual Cue]
17	117	Train	TONY: 'Come and get me CHINOOOO' [DSM Cue]