	Date 11/30/18	Cabaret Performance Sound Cue Sheet		Sound Designer: Jake Neighbors	

Cue	Page	Type	Scene	Cue Name	Mark
001	1	CHECK	Pre	Speaker Check/Warm Up	PRE
When: At the top of call as soon as the system is booted up					
004	1	FADE	Pre	Fade Out Speaker Check/Warm Up	PRE
When: At the top of call as soon as the system is booted up					
010	1	SFX	Pre	Pre Show	
When: Five minutes to house opening What: Club Ambience to help emmerse the audience into the world of the Kit Kat Klub					
011	1	FADE	Pre	Fade and Stop Pre Show	
With: The pre show announcement call					
120	4	SFX	A1:S2	Traveling Train Interior	ACT 1
When: Measure 2 of Train Music What: The sound of train cars rattling and the sound of the steam engine puffing away					
122	4	FADE	A1:S2	Fade Traveling Train Interior	
When: With lights up into scene What: Fade down by 9 DB					
128	7	FADE	A1:S2	Distant Train Whistle	
When: After Cliff's line, "Fraulein Schneider"					
128.5	7	FADE	A1:S2	Fade Traveling Train Interior	
When: AUTOFOLLOW from 128 Note: Does not need to be called					
129	7	FADE	A1:S2	Fade and Stop Traveling Train Interior	
When: After Ernst' line, "Welcome to Berlin!"					
190	48	SFX	A1:S9	Tomorrow Belongs to Me	
When: As The Emcee places the needle on the record What: Boy Soprano version of Tomorrow belongs to me Note: Does not have a fade out cue					
191	71	SFX	Intermis	Transition Ambience	INTMSN
When: With House lights up What: More crowd ambience					
192	72	Fade	Intermis	Fade and Stop Transition Ambience	
When: With House lights out					

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Cue	Page	Type	Scene	Cue Name	Mark
227	75	SFX	A2:S2	Glass Break	ACT 2
When: As The Emcee lets go of the brick					
What: The sound of a window shattering apart					
Note: Does not have a fade out cue					
270	92	SFX	A2:S7	Train Depature	
When: With the scenic transition GO					
What: The sound of the train carrying Cliff to his freedom, and The Emcee to his demise					
271	92	SFX	A2:S7	Train Conductor Annoucement	
When: A couple of beats into cue 270					
What: Payton's pre-recorded train announcement					
272	92	FADE	A2:S7	Fade Train Station Ambience	
When: With the lights up cue into scene seven					
275	92	SFX	A2:S7	Midi Track Band Finale	
When: After Cliff's line, " it was the end of the world . . ."					
What: The finale that will show that the orchestra has dissappeared					
Note: Will be timed during tech, so no fade should be required					
275.3	92	FADE	A2:S7	Fade and Stop Train Station Ambience	
When: With the lights up cue into scene seven					
275.5	92	FADE	A2:S7	Fade Up Midi Track Band Finale	
When: With Schnieder's entrance					
What: The Sound of the finale will grow in intensity and fill into every speaker in the house					
276	93	DVAMP	A2:S7	Devamp Midi Track Band Finale (Clean)	
When: With the MC's line, "Orchestra is beautiful"					
What: The finale that will show that the orchestra has dissappeared					
Note: Will be timed during tech, so no fade should be required					
276.5	93	DVAMP	A2:S7	Devamp Midi Track Band Finale (Verb)	
When: AUTOFOLLOW from 276					
278	93	SFX	A2:S7	Accordian Solo 01	
When: After The Emcee's line, "Auf wieder sehni"					
279	93	SFX	A2:S7	Acodian Solo 02	
When: After The Emcee's line, "A Beintot"					
280	93	SFX	A2:S7	Drumroll	
When: As the SM has noted in their prompt book					

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Cue	Page	Type	Scene	Cue Name	Mark
280	93	SFX	A2:S7	Cymbal Crash	
When: As the SM has noted in their prompt book					
281.5	93	Fade	A2:S7	Fade and Stop Drumroll	
When: AUTOFOLLOW from 281 Note: Does not need to be called					