



## The 39 Steps by Patrick Barlow

### Sound Cue Plot

V.1.2 – November, 2024

Please see the **READ ME FIRST** included in your download file for complete setup instructions. This show has been programmed in QLab v.4 and MultiPlay v.3. A programming file for Show Cue Systems v.11 is also included, but support for SCS is NOT available. To download QLab, go to <https://qlab.app/download/>. For the latest version of MultiPlay, go to <https://bit.ly/4bfPGe>. Go to the last entry of the thread to access the latest version. Version 3 of MultiPlay is technically a beta release. You may want to drop back a few versions from the latest release to avoid bugs. I can confirm that version .187 is stable as to playback of this design. To download v.187 please go to <https://bit.ly/4aUPD8Q>. NOTE: This MP playback file WILL NOT work in version 2 of MultiPlay.

#### DESIGN NOTES:

- Cues are number based on the page number on which they appear in the acting edition of your script. The decimal indicates the cue number on the page.
- Group cues are highlighted in GREEN in the table below. These cues auto-continue/follow as needed to execute the cue. Individual elements of a group cue are designated by <page>.<cue number>.<letter>. Cues in BLUE are optional in one way or another. Cues in ORANGE require recording/post production.
- All music used in this design (not to include pre-show and intermission playlists) is licensed for use, or is in the public domain.
- An .mp3 file of the Mr. Memory Theme is provided. Please pass it on to your Hannay to give him plenty of time to learn the tune.
- The chase sequence includes three separate music cues that trigger in succession. You can tailor blocking to the changes in the music as much or as little as you like. The BBC announcer VO can track as needed, and the airplane and machine gun effects can follow as required.
- Cue 65.1b is optional IF you opt to use the marching band business. If you choose to cut the marching band, this cue and 65.2 can be cut and the previous music allowed to track until A2 S21 begins. 65.1a would then become your cue on lights up for A2S21
- One last note. This is a fairly complex design with more than 180 cues. I suggest you have a dedicated sound technician for playback. It would be a lot for someone to try to call the show or to run lights as well as handle sound in this particular case. Plan for plenty of technical rehearsal time to get levels set and to give your operator the best chance for success.

**A note about system levels.** I suggest you use the crowd applause cues in the first scene and the birdsong in cue 22.2 as reference to set your overall system levels. Make sure you have enough system level to get those effects at an appropriate level in your space. The rest of the design should then be close to appropriate. However, your ear in your space is the final judge! Please adjust levels of individual cues as needed. This design is set up for simple stereo playback. You can adjust pans as needed for any of the cues to place them appropriately on the stage.

If you opted to have me produce your Anabella Voice Over file, please record it as either a .wav or .mp3 files and email it to [kirk@technopraxis.org](mailto:kirk@technopraxis.org). Get a good quality recording. It can be done on a phone. Place the phone 6 to 8 inches from the actors mouth, slightly off axis to avoid plosive p's. Please carefully listen to your files to make sure they don't have any issues. Please leave 5 seconds or so at the end of each piece of dialogue to accommodate the tail of the reverb that I'll be adding. It is fine to .zip or compress your files. Remember that I generally need 3 to 5 days to get your files turned around.

Thank you so much for your interest in my designs. It means a great deal to me that my designs have life after the initial production. Please don't hesitate to reach out if you have questions or issues!



Kirk Longhofer  
 Wichita, Kansas  
 November 29, 2024

<u>Cue</u>	<u>Cue Type</u>	<u>Action/File</u>	<u>Cue Name</u>	<u>Cue Notes</u>
9.1	Group	Pre-Show Playlist	Pre-Show Playlist	
9.2	Fade	Fade Pre-Show Playlist	Fade Pre-Show Playlist	GO on House to 1/2
9.3	Audio	RESERVED FOR CURTAIN SPEECH	Curtain Speech	OPTIONAL for Recording Curtain Speech
9.4	Audio	39 Steps Main Theme.wav	Show Open - Go in Dark	LX GO at 00:23
10.1	Audio	Mr Memory Theme.wav	Memory Man Theme	
11.1	Audio	Short Applause A.wav	Applause for Mr. Memory	
11.2	Fade	Cut Applause	Cut Applause	
11.3	Audio	Short Applause B.wav	2nd Applause	
[REDACTED]				
11.4	Audio	Short Applause B.wav	Applause	

13.2	Fade	Cut Applause	Cut Applause	
13.3	Audio	Crowd Laugh.wav	Crowd laughs	
13.4	Audio	Short Applause B.wav	Applause	
13.5	Fade	Cut Applause	Cut Applause	
13.6	Audio	Short Applause B.wav	Applause	
13.7	Fade	Cut Applause	Cut Applause	
14.1	Group	Gunshot and Pandemonium	Gunshot and Pandemonium	
14.1a	Audio	Gunshot A.wav	Gunshot	
14.1b	Audio	Crowd Panic.wav	Crowd Panic	
22.1	Group	Anabella Death	Death of Anabella	
22.1a	Audio	Rotary Telephone.wav	Telephone Rings	Set for 4 Rings. Adjust if needed.
22.1b	Audio	Tension Transition.wav	Tension Transition	
22.1c	Audio	RESERVED FOR Anabella VO.wav	Annabella Voice Over	Reserved for Anabella Voice Over
22.2	Group	Transition to S5	Transition to A1 S5	Visual on Hannay Exit and B/O
22.2a	Fade	Fade Underscore	Fade Underscore Above	
22.2b	Audio	Morning Birdsong	Morning Birdsong	
24.1	Fade	Fade Above	Morning Birdsong	
25.1	Group	Train Transition	Train Transition	

53.3a	Audio	Cocktail Party.wav	Sounds of Cocktail Party	
53.3b	Audio	Swing Dance.mp3	Dance Music	
53.4	Fade	Cut Party	Cut Party	
54.1	Group	Party Sounds	Party Sounds	
54.1a	Audio	Cocktail Party.wav	Sounds of Cocktail Party	
54.1b	Audio	Swing Dance.mp3	Dance Music	
56.1b	Audio	Swing Dance.mp3	Dance Music	
56.2	Fade	Cut Party	Cut Party	
57.1	Audio	Clock 4.wav	Ticking Clock	
58.1	Group	Gunshot and Fade Clock	Gunshot and Fade Clock	
58.1a	Audio	Gunshot A.wav	Gunshot	
59.1d	Group	Intermission Playlist	Intermission Playlist	
61.1	Fade	Fade Intermission	Fade Intermission	
61.2	Audio	39 Steps Main Theme.wav	Act II Open - GO in Dark	Lights GO at 00:23
63.1	Group	Chase Begins Again	Chase And Siren	