



VINEGAR TOM by Caryl	Churchill
Sound Cue Lis	:
Director: Annie Levy	Asst. Director: Alex Ayes
Sound Design: Matt Reynolds	Lighting Design: Jacob Olson
Music Director: Erato Kremmyda	Costume Design: Kati Stankovich
Scene Design: Lynn Hutton	Props Master: Jonathan Harder
Tech Director: Justin Mosher	Stage Manager: Martine McClellan

Date: 2/5/2018

Cue	Page	Scn	GO!	Description	File	Notes
TEST	N/A	N/A	"Testing Sound!"	Test each speaker group	٧	
10	N/A	N/A	House Opens	Preshow music: ethereal, mechanical, feminine [How To Destroy Angels] Actors trickle in, set up, hang ropes, tie things, climb onstage	٧	
15	N/A	N/A	Ready, with house to half	Music crossfades into 999999 under Preshow Speech	٧	
AF	N/A	N/A	With lights up	Machines, rope, chains, steel, rust, steam find a pulse under intro sequence or a hum [30]		
30	N/A	N/A	Intro complete	Sound out		Silence into sc1
AF	5	1	With lights up	Crickets/frogs? Cold weather		Post-coitus
40	9	1	"won't be seeing me"	Mechanical music, conflict, pouting, spit, spurned [This Isn't The Place]		
af	9	2	Transition complete	Music out, cows, gentle breeze, twilight		B/Jk/M talk fields and cows
50	12	2	"it's getting dark"	Sound out, mechmusic, curious, skeptical, confused [This Isn't The Place :30]		
55	13	3	Transition complete	Music out, fireplace embers, low sparks [daenerys fire]		J/A on going out
60	14	3.5	Bass begins	Sound out, song: Nobody Sings		Nobody Sings
65	15	3.5	song over	Transition music? Weary, bitter, disconsolate, or hum- [Corona Radiata]		
70	15	4	Transition complete	Music out, cows, gentle breeze, day		Butter won't come/yeast/J curse
75	15	4	1st "come butter come"	Slow fade out of fx before Joan enters		





Cue	Page	Scn	GO!	Description	File	Notes
80	18	4	last "make the butter come"	Transition music. Angry, sour, exasperated [19Ghosts]		
af	18	5	Transition complete	Music out		Charm inside/Jk limp/bowl
	23	5.5	"there's no harm"	Song: Oh Doctor (no sound cue)		Oh Doctor
100	24	6	Transition complete	Drips from the factory a little?		Doc bleeds B
105	24	6.5	"to be married"	Sound out. Song: Oh Doctor Reprise		Oh Doctor Reprise
110	26	6.5	last "I can see myself"	Transition music? Dripping, cutting, crazy [28Ghosts]		
115	26	7	Transition complete	Music out. Frightened cattle through a wall. Maybe an unsettling hum/whine creeps in over the course of the scene [2Ghosts]		cows sick
120	30	7.5	"can't hurt us"	Sound out. Song: Something To Burn		Something To Burn
130	31	8	Transition complete	Fireplace-fire-daenerys		Abortion potion
135	33	8	"it's to do you good"	Transition. Neutral, calm. Just a beat, grows with next 3 breaths. [A Warm Place]		
af	33	9	Transition complete	Fireplace-fire-daenerys		B unsure
145	34	9	"come when you like"	Transition. Neutral, calm. Just a beat, grows with next 3 breaths. [A Warm Place]		
af	34	10	Transition complete	Fireplace-fire-daenerys		Jk/M/E She's a witch!
155	36	10	"is your mind easy?"	Transition. Neutral, calm. Just a beat, grows with next 3 breaths. [A Warm Place]		
af	36	11	Transition complete	Fireplace-fire-daenerys		Jk/E Misplaced manhood
165	37	11	"kill her else"	Sound out. Transition. Ominous, foreboding, dangerous [19		
af	37	12	Transition complete	Fire and boiling cauldron		J/M What stinks?
175	38	12.5	"I'll burn your thatch"	Sound out. Song: If Everybody Worked As Hard As Me		If Everybody Worked As Hard As Me
186				Making mudman, hum [2, 999999, Corona]		
190	44	13	"touched by a witch"	Transition. Uh-oh, danger, turning point-just a beat, then bells [2]		
af	44	14	Transition complete	Brief Bellringing around the space. Music continues under scene until Alice exit		M/Jk/G/P/S/A Hear ye, pricking







Cue	Page	Scn	GO!	Description	File	Notes
200	47	14	Alice exit	Fade down with Alice exit, still a dim hum.		
205	48	14	"pricked your babies"	Transition. Goody theme and under monologue [6]		
af	49	15	Transition complete	Music down.		G monologue
220	50	16	Transition complete	Music out. Daenerys fire		B/E
225	51	16.5	"can't hurt me"	Sound out. Song.		If You Float
235	53	17	Transition complete	Music out. Maybe a warehouse drip		G/P/A Enhanced Interrogation
240	55	17	"if it comes back"	Transition. Machine at work. [30 loops first 20s]		
245	55	18	Transition complete	Music out. Warehouse drip again		S/P/G/J devil's marks
250	57	18	"who'd believe that?"	Drips out, wind		
255	57	19	Transition complete	Music down, continues until hanging. [19]		J/E/M Hanging
260	58	19	J/E hanged, "daily struggle"	Music out. Thunk of stool, stretch of rope, crack of neck, slow swinging of rope in the light wind. [rope-pull-1, rope-goes-tight, neck crack, Rope 1, wind-eerie]		
	58	20	"give us the land, amen"	No change, rope keeps swinging into sc20		
270	59	20.5	"I'd make them feel it"	Sound out. Song.		Lament for the Witches
275	60	20.5	song over	silence		
279			Top of the scene	Vaudeville them blasts in, then dips under scene, then fades out slowly [Sensation Jazz One-Step]		
280	61	21	"ecclesiastes"	Comes back up		
281	62	21	"help of the devil"	Fade out		
295	N/A	N/A	Beat after blackout	Curtain call music bursts forth. [Fur-Lined]		
300	N/A	N/A	Ccall complete	Fade down music, let play out.		







Sound Startup/Shutdown

Date: 2/5/2018

VINEGAR TOM by Caryl Churchill

,	•
Director: Annie Levy	Asst. Director: Alex Ayes
Sound Design: Matt Reynolds	Lighting Design: Jacob Olson
Scene Design: Lynn Harmon	Costume Design: Kati Stankovich
Tech Director: Justin Mosher	Props Master: Jonathan Harder
Stage Manager: Martine McClellan	

automatically open the show. ONCE QLAB IS UP AND READY, then go up to the Gallaway booth and power up the rest of the sound system IN THE FOLLOWING ORDER: 1 power up the sound rack by flipping the red switch in the middle of the rack. 2. power up the mixer by pressing the yamaha power supply	Date: 2/3	Stage Manager: Martine Medician					
At the sound position, turn on the M7CL sound mixing console (the power button is on the back by the power cable. Turn on the wireless mic rack by flipping the red switch on the front. 3 Log in to the Gallaway profile with the password "sound" and click on Qlab in the dock (looks like a beaker containing purple liquid). It shou automatically open the show. ONCE QLAB IS UP AND READY, then go up to the Gallaway booth and power up the rest of the sound system IN THE FOLLOWING ORDER: 1 power up the sound rack by flipping the red switch in the middle of the rack. 2. power up the mixer by pressing the yamaha power supply button at the top left under the console. 3. power up the amps by flipping the red power switch on the top right under the console. This wi provide power to the ClearCom and Program Feed Mixer, as well as to the amplifiers. The CD players do not need to be on for this show. 5 Back at the sound position, turn on mixes 1-4 (MainL, MainR, DeckL, DeckR). Sound System Check. Call out, "Testing Sound," then load the "Test" cue (by clicking on it) and hit go. The main speakers will come on for a few seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. 7 Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.		Startup					
mic rack by flipping the red switch on the front. Uog in to the Gallaway profile with the password "sound" and click on Qlab in the dock (looks like a beaker containing purple liquid). It shou automatically open the show. ONCE QLAB IS UP AND READY, then go up to the Gallaway booth and power up the rest of the sound system IN THE FOLLOWING ORDER: 1 power up the sound rack by flipping the red switch in the middle of the rack. 2. power up the mixer by pressing the yamaha power supply button at the top left under the console. 3. power up the amps by flipping the red power switch on the top right under the console. This wi provide power to the ClearCom and Program Feed Mixer, as well as to the amplifiers. The CD players do not need to be on for this show. Back at the sound position, turn on mixes 1-4 (MainL, MainR, DeckL, DeckR). Sound System Check. Call out, "Testing Sound," then load the "Test" cue (by clicking on it) and hit go. The main speakers will come on for a few seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.	1	Upon arrival to the space, be sure to sign in at the callboard.					
Log in to the Gallaway profile with the password "sound" and click on Qlab in the dock (looks like a beaker containing purple liquid). It shou automatically open the show. ONCE QLAB IS UP AND READY, then go up to the Gallaway booth and power up the rest of the sound system IN THE FOLLOWING ORDER: 1 power up the sound rack by flipping the red switch in the middle of the rack. 2. power up the mixer by pressing the yamaha power supply button at the top left under the console. 3. power up the amps by flipping the red power switch on the top right under the console. This wi provide power to the ClearCom and Program Feed Mixer, as well as to the amplifiers. The CD players do not need to be on for this show. 5 Back at the sound position, turn on mixes 1-4 (MainL, MainR, DeckL, DeckR). Sound System Check. Call out, "Testing Sound," then load the "Test" cue (by clicking on it) and hit go. The main speakers will come on for a few seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. 7 Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.	2						
automatically open the show. ONCE QLAB IS UP AND READY, then go up to the Gallaway booth and power up the rest of the sound system IN THE FOLLOWING ORDER: 1 power up the sound rack by flipping the red switch in the middle of the rack. 2. power up the mixer by pressing the yamaha power supply button at the top left under the console. 3. power up the amps by flipping the red power switch on the top right under the console. This wi provide power to the ClearCom and Program Feed Mixer, as well as to the amplifiers. The CD players do not need to be on for this show. 5 Back at the sound position, turn on mixes 1-4 (MainL, MainR, DeckL, DeckR). Sound System Check. Call out, "Testing Sound," then load the "Test" cue (by clicking on it) and hit go. The main speakers will come on for a few seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. 7 Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.	_	, , , ,					
ONCE QLAB IS UP AND READY, then go up to the Gallaway booth and power up the rest of the sound system IN THE FOLLOWING ORDER: 1 power up the sound rack by flipping the red switch in the middle of the rack. 2. power up the mixer by pressing the yamaha power supply button at the top left under the console. 3. power up the amps by flipping the red power switch on the top right under the console. This wi provide power to the ClearCom and Program Feed Mixer, as well as to the amplifiers. The CD players do not need to be on for this show. 5 Back at the sound position, turn on mixes 1-4 (MainL, MainR, DeckL, DeckR). Sound System Check. Call out, "Testing Sound," then load the "Test" cue (by clicking on it) and hit go. The main speakers will come on for a few seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. 7 Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.	3	og in to the Gallaway profile with the password "sound" and click on Qlab in the dock (looks like a beaker containing purple liquid). It should					
power up the sound rack by flipping the red switch in the middle of the rack. 2. power up the mixer by pressing the yamaha power supply button at the top left under the console. 3. power up the amps by flipping the red power switch on the top right under the console. This wi provide power to the ClearCom and Program Feed Mixer, as well as to the amplifiers. The CD players do not need to be on for this show. 5 Back at the sound position, turn on mixes 1-4 (MainL, MainR, DeckL, DeckR). Sound System Check. Call out, "Testing Sound," then load the "Test" cue (by clicking on it) and hit go. The main speakers will come on for a few seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. 7 Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.		automatically open the show.					
button at the top left under the console. 3. power up the amps by flipping the red power switch on the top right under the console. This wi provide power to the ClearCom and Program Feed Mixer, as well as to the amplifiers. The CD players do not need to be on for this show. 5 Back at the sound position, turn on mixes 1-4 (MainL, MainR, DeckL, DeckR). Sound System Check. Call out, "Testing Sound," then load the "Test" cue (by clicking on it) and hit go. The main speakers will come on for a few seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. 7 Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.							
Back at the sound position, turn on mixes 1-4 (MainL, MainR, DeckL, DeckR). Sound System Check. Call out, "Testing Sound," then load the "Test" cue (by clicking on it) and hit go. The main speakers will come on for a few seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.	4	button at the top left under the console. 3. power up the amps by flipping the red power switch on the top right under the console. This will					
Sound System Check. Call out, "Testing Sound," then load the "Test" cue (by clicking on it) and hit go. The main speakers will come on for a few seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.		provide power to the ClearCom and Program Feed Mixer, as well as to the amplifiers. The CD players do not need to be on for this show.					
few seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.	5	Back at the sound position, turn on mixes 1-4 (MainL, MainR, DeckL, DeckR).					
undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again. 7 Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.		Sound System Check. Call out, "Testing Sound," then load the "Test" cue (by clicking on it) and hit go. The main speakers will come on for a					
7 Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.	6	ew seconds, then shift to the left, then the right, then lower left, then lower right, then all, then fade out. Verify that all are working and					
		undistorted. If popping, close QLab, unplug and replug the USB, wait 10s, restart QLab and try again.					
8 When it's time to open house, start the preshow cue (Q10).	7	Go to each of the dressing rooms and booth rooms to check monitors (you can run the preshow cue to do this). Set DR dials to 10.					
	8	When it's time to open house, start the preshow cue (Q10).					

	Shutdown
1	Once the curtain call cue has played out, turn off mixes 1-4.
2	In the Gallaway booth, IN THE FOLLOWING ORDER: 1. switch off the amps by pressing the red switch at the top right under the console. 2. switch off the mixer by pressing the Yamaha Power Supply button at the top left under the console. 3. switch off the rack by flipping the red
	switch in the middle of the rack.
3	Back at the sound position, close Qlab and log out of the Mac.
4	Power down the wireless mic rack by pressing the red switch at the front of the rack to the 0 (off) position.
5	Turn off the mixing console by pressing the power button on the back and request permission to leave from the Stage Manager.

Should you have difficulties, notify the SM and contact Matt Reynolds (770-530-6504) for aid.

















