

Of Mice & Men

Sound Plot

Act	Scene	Page	Description	Speaker Locations	Source
			Preshow music	1,2,3,4	SFX
I	1	7	Singing sparrow, distant sound of ranch dogs barking aimlessly, clear quail call/warning call/flock's wings	5,6,8	SFX
I	1	10	Dog howls	8	SFX
I	1	11	Splashing	6	SFX
I	1	13	Dogs and coyotes howling after "I never get no peace."	8	SFX
I	1	16	Night Owl	4	SFX
I	1	16	Coyote Howl—one long followed by two/three short	8	SFX
I	1	16	All dogs in country begin to bark	6,8	SFX
I	1	16	Coyote Howl	8	SFX
I-1 > I-2		16	Transition music "Lonesome Moonlight Waltz" -Wayne Henderson	1,2,3,4	SFX
I	2	25	Barley teams coming in from fields	5	SFX
I	2	25	Whip crack	Off	Foley
I	2	29	Dinner triangle rings	Off	Foley
I-2 > II-1		30	Transition Music "Muddy Waters Tribute" -Kinzel & Hyde	1,2,3,4	SFX
II	1	31	Sounds of horseshoe game	Off	Foley
II	1	37	Animal Scratching/scurrying	MIDI	ETC console
II	1	38	Luger revolver shot	Off in distance	Foley
II-1 > II-2			Intermission music	1,2,3,4	SFX
II	2	48	Climaxing Thunder Sequence, begin at lights up	1,2,3,4	SFX
II	2	48	Horses eating, stamping, jingling, whinnying (thru scene)	7	SFX
II	2	52	Horses move restlessly, one whinnies	7	SFX
II-2 > III-1		57	Transition: Thunder storm with lighting	1,2,3,4, MIDI	SFX
III	1	58	Horses in stalls rattling chains, chomping at hay	7	SFX
III	1	58	Horseshoe Game: clang of shoes on peg	Off	Foley
III	1	59	Clang of horseshoes on iron stake	Off	Foley
III	1	61	Sounds from horseshoe game	Off	Foley
III	1	62	Clang of horseshoe on metal	Off	Foley
III	1	63	Horses stamp and halter chains clink	7	SFX
III-1 > III-2		67	Transition music: "Trouble is Going On" -Keith Dunn	1,2,3,4	SFX
III	2	67	Distant dog barks, quiet quail calls	8,6	SFX
			Curtain call music	1,2,3,4	SFX

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SFX Cue Sheet

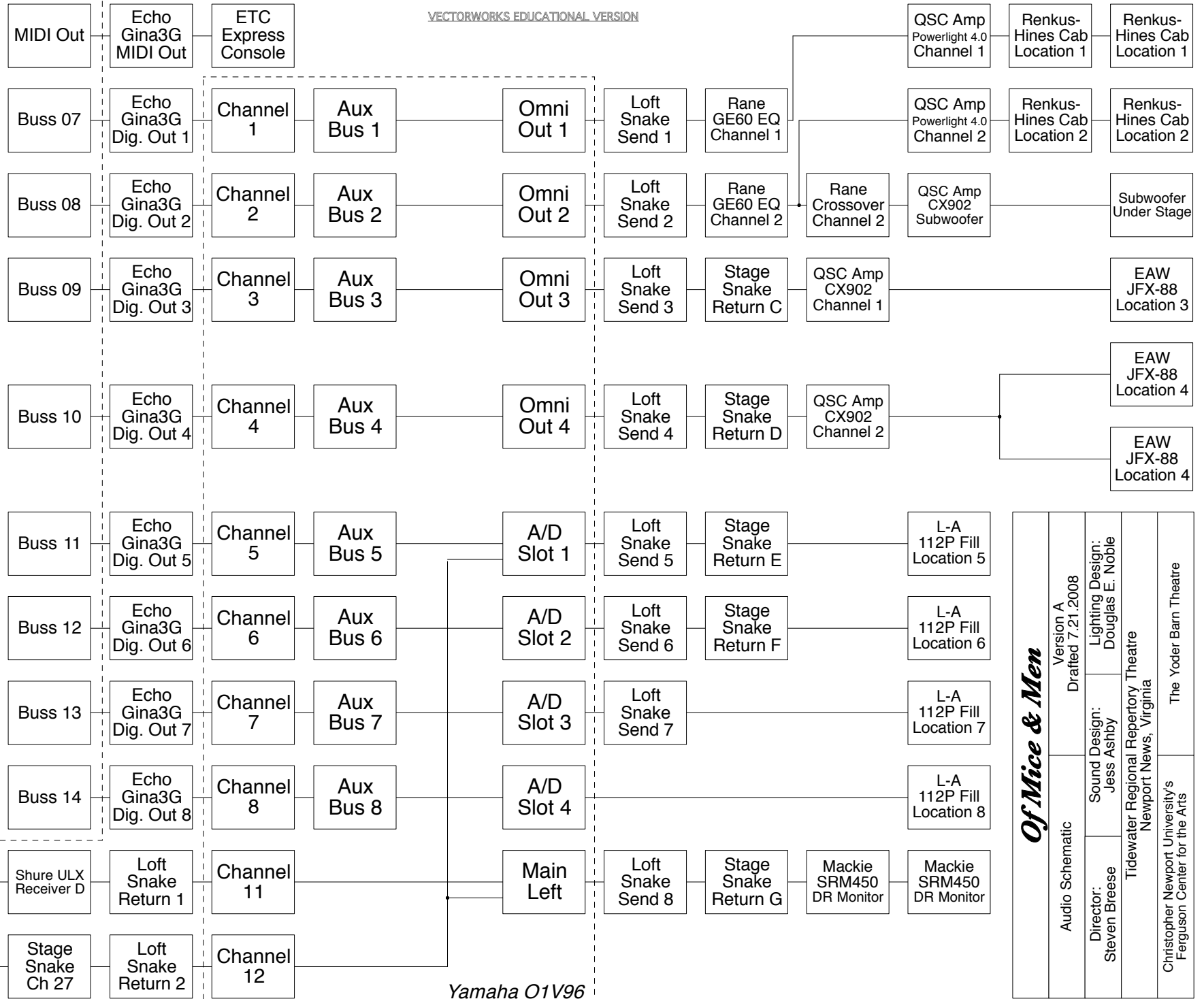
Cue	Act	Scene	Page	Description	Speaker Locations
A				Preshow music (half-hour)	1,2,3,4
B				Preshow Announcement, fade music	1,2,3,4
C				Intro Music	1,2,3,4
D				Music Fade	1,2,3,4
E	I	1	7	quail call/warning call/flock's wings	6,8,7
F	I	1	10	Dog howls long	8
G	I	1	11	Lennie splashing in the river	6
I	I	1	13	Dogs and coyotes howling after "I never get no peace."	8
J	I	1	16	Coyote Howl—one long followed by two/three short	8
	I	1	16	Night Owl	4
	I	1	16	All dogs in country begin to bark	5,8
L	I-1 > I-2		16	Transition music	1,2,3,4
M			17	Fade transition music	1,2,3,4
N	I	2	25	Barley teams coming in from fields	5
O	I-2 > II-1		30	Transition Music (pretimed 25 seconds)	1,2,3,4
P	II	1	37	Animal scratching/scurrying (Lx13.5)	MIDI
R	II-1 > II-2		48	Intermission music	1,2,3,4
S			48	End intermission music, thunder roll	1,2,3,4
T	II	2	48	Horses make noise on Lennie's entrance	7
U	II	2	52	Horses move restlessly, one whinnies on Candy's entrance	7
V	II	2	53	Light Thunder on "Nobody been in here but Slim."	1,2,3,4
W	II	2	54	Thunder on "...slingin' money around got me jumpy."	1,2,3,4
X	II	2	55	Thunder & Lightning on "We tole you you ain't."	1,2,3,4
Y	II	2	56	Thunder & Lightning on "So you done it."	1,2,3,4
Z	II-2 > III-1		56	Transition: Thunder storm with lighting	1,2,3,4
AA	III	1	58	Horses in stalls rattling chains, chomping at hay	7
BB	III	1	63	Horses stamp and halter chains clink on Lennie's exit	7
CC	III-1 > III-2		67	Transition music	1,2,3,4
DD	III	2	67	Distant dog barks, quiet quail calls	6,8
EE	III	2	67	Distant dog barks	8
FF	III	2	70	Closing music	1,2,3,4
GG	III	2	70	Music bump for curtain call	1,2,3,4

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Foley Cue Sheet

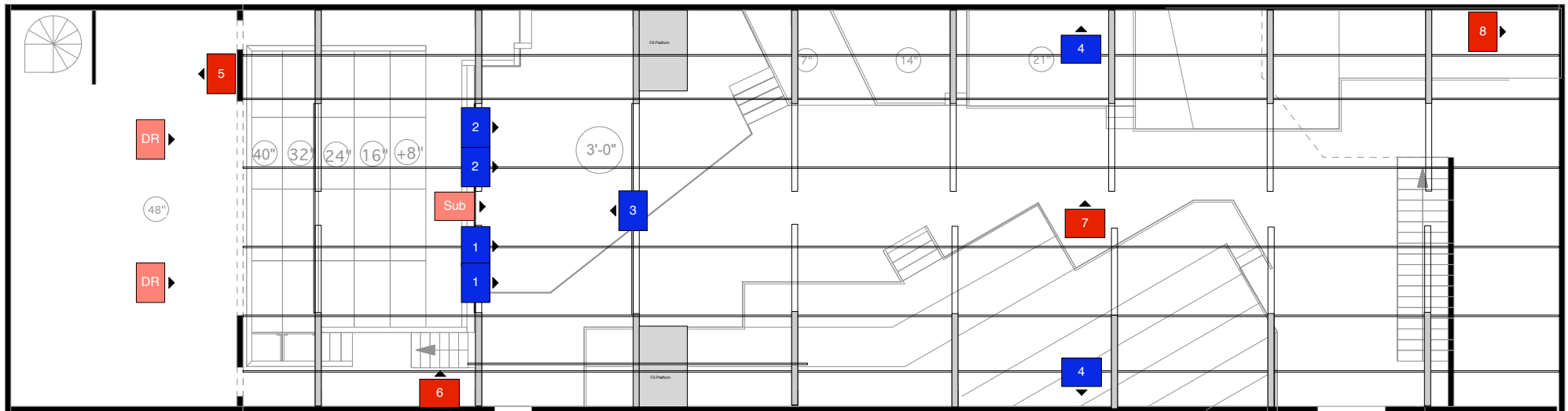
Cue	Act	Scene	Page	Description
Apricot	I	2	25	Whip crack and men noise
Banana			26	Slim calls crooks
Cantelope			27	Men at washbasins
Date	I	2	29	Dinner triangle rings, men make noise
Eggplant	II	1	31	Sounds of horseshoe game
Fig	II	1	31	Sounds of horseshoe game
Grape	II	1	31	Sounds of horseshoe game
Honeydew	II	1	38	Luger revolver shot
Juice			45	Scuffle noises
Kiwi	III	1	58	Horseshoe Game: clang of shoes on peg
Lemon	III	1	59	Clang of horseshoes on iron stake
Mandarin			59	Horseshoe Game "See you later."
Nectarine			59	Game: "You won't tell about the suitcase?"
Orange	III	1	61	Sounds from horseshoe game "...George ain't gonna be mad about this pup."
Pomegranite	III	1	62	Clang of horseshoe ringer
Raspberry	III	1	63	Game sounds "George will be made if you yell."
Strawberry	III	1	64	Game sounds on "They ain't no way out."
Tangerine	III	1	65	Game sounds on George exit
Ugly-fruit	III	2	70	Sounds of men hunting
Valencia	III	1	70	Sounds of men coming back

SFX 6
on Dell
Optiplex
GX270



Yamaha O1V96

Of Mice & Men	Version A Drafted 7.21.2008	Lighting Design: Douglas E. Noble
	Sound Design: Jess Asby	
Director: Steven Breese	Tidewater Regional Repertory Theatre Newport News, Virginia	
Audio Schematic		The Yoder Barn Theatre
Christopher Newport University's Ferguson Center for the Arts		



- 1. Renkus-Hines: Main Left Cabs
- 2. Renkus-Hines: Main Right Cabs
- 3. EAW JFX-88: Reverse Main
- 4. EAW JFX-88: House Fills
- 5. L-Acoustics 112P: Backstage Fill/Monitor
- 6. L-Acoustics 112P: Steps Fill
- 7. L-Acoustics 112P: House Floor Fill
- 8. L-Acoustics 112P: Balcony Fill
- DR. Mackie SRM450: Dressing Rm Monitors
- Hanging Cabinets
- Floor Cabinets
- Under Stage Cabinets

<i>Of Mice & Men</i>		
Speaker Plot		Version A Drafted 7.22.2008
Director: Steven Breese	Sound Design: Jess Ashby	Lighting Design: Douglas E. Noble
Tidewater Regional Repertory Theatre Newport News, Virginia		
Christopher Newport University's Ferguson Center for the Arts		The Yoder Barn Theatre

FCFA

Accessory/Cable Sign Out Form

Production: *Of Mice & Men*

Contact Name: Jess Ashby

Theater: Yoder Barn

Contact Phone: 540.222.3321

Equipment	No. Requested	Date Out	Date In (Est)	Date In (Actual)	Notes
Yamaha 01V96	(21)JJ01439	6/16/08	7/29/08		
Mackie SRM450 cab		6/16/08	7/29/08		Carry-over from <i>Quilters</i>
Mackie SRM450 cab		6/27/08	7/29/08		
Event 20/20bas V2 monitor		7/4/08	7/16/08		
EAW JFX88 cab		6/16/08	7/29/08		Carry-over
EAW JFX88 cab		6/16/08	7/29/08		Carry-over
EAW JFX88 cab		6/27/08	7/29/08		
Tannoy speaker bracket (2)		6/16/08	7/29/08		Carry-over
C-clamp speaker bracket (2)		6/27/08	7/29/08		
Ensoniq PRS16 synthesizer		7/1/08	7/29/08		
Sennheiser e614 mic	1	6/16/08	7/29/08		Carry-over
Shure SM57 w/ clip	1	6/16/08	7/29/08		Carry-over
Shure SM57 w/ clip	10	6/16/08	7/29/08		Carry-over
Rapco 24x8 audio snake		6/16/08	7/29/08		Carry-over
Whirlwind 8ch audio snake		6/27/08	7/16/08		
50' XLR cable (3)		6/16/08	7/29/08		Carry-over
25' XLR cable (12)		6/16/08	7/29/08		Carry-over
10' XLR cable (3)		6/16/08	7/29/08		Carry-over
10' TRS-XLR male cable (4)		6/27/08	7/29/08		
6' XLR cable (3)		6/27/08	7/29/08		
Long boom tall tripod stand (2)		6/16/08	7/29/08		Carry-over
50' Neutrik speaker cable		6/16/08	7/29/08		Carry-over
50' Neutrik/tails speaker cable		6/16/08	7/29/08		Carry-over
Neutrik female/female adapter		6/27/08	7/29/08		Carry-over
50' Belkin Category 5 cable		6/16/08	7/16/08		

OUT

Signature: _____
(Receiving Party)

Signature: _____
(FCFA Representative)

IN

Signature: _____
(Returning Party)

Signature: _____
(FCFA Representative)

Please fill out completely and file with the Technical
Director or acting Department Head