

Michael Rasbury
Sound Design & Composition

Board Operator: Chris Schardin
Theatre: The Connelly, New York, NY

Sound Cue List

Bury The Dead

Directed by Joe Calarco

Cue	Scene	Page	Auto Follow	Fade	What	When	Location	Deck/Trk	Length
.5	1:1	1	<input type="checkbox"/>	<input type="checkbox"/>	Black Slide	Top of Show	Screen	QLAB	
.55	1:1	5	<input type="checkbox"/>	<input type="checkbox"/>	Microphone	Our Host blows into the microphone to test it.	Podium	MIC	
.7	1:1	6	<input type="checkbox"/>	<input type="checkbox"/>	Town Hall Meeting Slide	Our Host, "Welcome one and all to a town hall meeting."	Screen	QLAB	
1	1:1	6	<input type="checkbox"/>	<input type="checkbox"/>	Aerial DC Slide	After Our Host, "First slide"	Screen	QLAB	
1.1	1:1	7	<input type="checkbox"/>	<input type="checkbox"/>	George Steph Slide	After Our Host, "...grad school there and well, he-"	Screen	QLAB	
1.2	1:1	7	<input type="checkbox"/>	<input type="checkbox"/>	Vietnam Slide	After Our Host, "...Scrumptious. Next!"	Screen	QLAB	
1.3	1:1	7	<input type="checkbox"/>	<input type="checkbox"/>	World War II Memorial Slide	After Our Host, "What's left to be said? Next!"	Screen	QLAB	
1.4	1:1	5	<input type="checkbox"/>	<input type="checkbox"/>	World War 1 Slide	After Our Host, "...if they heard that. Next!"	Screen	QLAB	
1.5	1:1	8	<input type="checkbox"/>	<input type="checkbox"/>	Town Hall Meeting Slide	After Our Host, "...do something here tonight."	Screen	QLAB	
2	1:1	12	<input type="checkbox"/>	<input type="checkbox"/>	Microphone	After Our Host, "OK then. Let's begin."	Podium	MIC	
3	1:1	12	<input type="checkbox"/>	<input type="checkbox"/>	CD Distant War Underscore	Visual	Boombox	QLAB	03:00
4	1:1	12	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade CD Distant War Underscore	After Our Host, "The skirmish has ended..."	Boombox	QLAB	00:05
5	1:1	24	<input type="checkbox"/>	<input type="checkbox"/>	Latin Prayers	Visual	Boombox	QLAB	02:08
6	1:1	24	<input type="checkbox"/>	<input type="checkbox"/>	Switch to Kaddish	After Our Host, "...the other end and recites the Hebrew prayer."	Boombox	QLAB	01:57
7	1:1	24	<input type="checkbox"/>	<input type="checkbox"/>	Switch to Latin	Visual	Boombox	QLAB	02:08
8	1:1	24	<input type="checkbox"/>	<input type="checkbox"/>	Switch to Kaddish	Visual	Boombox	QLAB	01:57
9	1:1	24	<input type="checkbox"/>	<input type="checkbox"/>	Switch to Latin	Visual	Boombox	QLAB	02:08
10	1:1	24	<input type="checkbox"/>	<input type="checkbox"/>	Blank Soldier Slide	After Matt, "I heard a groan."	Screen	QLAB	

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12	1:1	25	<input type="checkbox"/>	<input type="checkbox"/>	Low Tone	After First Soldier, "...down there groaned." with projection	Stage/Mains/Sub	QLAB	04:12
12.5	1:1	25	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1 Soldier Slide	With previous	Screen	QLAB	
13	1:1	26	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stop Latin	After First Soldier, "Stop them!"	Boombox	QLAB	00:00
13.5	1:1	26	<input type="checkbox"/>	<input type="checkbox"/>	2 Soldiers	After Jeff, "I heard it."	Screen	QLAB	
13.6	1:1	26	<input checked="" type="checkbox"/>	<input type="checkbox"/>	3 Soldiers	After Jeff, "I heard it."	Screen	QLAB	
13.7	1:1	26	<input checked="" type="checkbox"/>	<input type="checkbox"/>	4 Soldiers Slide	With Previous	Screen	QLAB	
13.8	1:1	26	<input checked="" type="checkbox"/>	<input type="checkbox"/>	5 Soldiers Slide	With Previous	Screen	QLAB	
13.9	1:1	26	<input checked="" type="checkbox"/>	<input type="checkbox"/>	6 Soldiers Slide	With Previous	Screen	QLAB	
14	1:1	26	<input type="checkbox"/>	<input type="checkbox"/>	Boom/Swoosh	After Sixth Soldier Appears	Stage/Mains/Sub	QLAB	00:16
18	1:2	27	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Second Tone Fades In	On Matt, "Don't be afraid of us."	Sides/Rear/Mains	QLAB	00:04
23	1:2	27	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stop Whispers	After Matt, "Talk as our equals."	Sides/Rear/Mains	QLAB	00:06
23.5	1:2	27	<input type="checkbox"/>	<input type="checkbox"/>	Black Slide	After Third Soldier, "Do you--do you want a cigarette?"	Screen	QLAB	
25	1:2	28	<input type="checkbox"/>	<input type="checkbox"/>	Drum Cadence	After Captain, "Gentlemen! At ease!"	Boombox	QLAB	00:34
26	1:2	29	<input type="checkbox"/>	<input type="checkbox"/>	Drum Cadence Stop	Actor Visual	Boombox	QLAB	00:00
26.4	1:2	29	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Flag Waving	With Previous	Screen	QLAB	
26.5	1:3	31	<input type="checkbox"/>	<input type="checkbox"/>	Low Tone	After Our Host, "...thrown on the burial scene again."	Stage/Mains/Sub	QLAB	04:12
26.6	1:3	31	<input type="checkbox"/>	<input type="checkbox"/>	6 Soldiers Slide	After Our Host, "examining the corpses in their graves."		QLAB	
26.7	1:4	34	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Low Tone	After Doctor, "Yes, General."		QLAB	00:05

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26.8	1:4	34	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Flag Waving Slide	After Our Host, "...lights up on the General's office."		QLAB	
26.9	1:4	34	<input type="checkbox"/>	<input type="checkbox"/>	Black Slide	Visual with sand bags.		QLAB	
27	1:5	37	<input type="checkbox"/>	<input type="checkbox"/>	Modern Battle Ambience	After Host, "The sound of guns is very strong."	Boombox	QLAB	04:58
28	1:5	38	<input type="checkbox"/>	<input type="checkbox"/>	ADD Louder Machine Gun	After Out Host, "There is the chatter of a machine gun off in the night"	Boombox	QLAB	00:08
29	1:5	38	<input type="checkbox"/>	<input type="checkbox"/>	ADD Louder Machine Gun	After Out Host, "The machine gun chatters again."	Boombox	QLAB	00:04
29.4	1:5	38	<input type="checkbox"/>	<input type="checkbox"/>	Mic to Boombox	Visual	Podium to Mains	MIC	
29.5	1:5	38	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Up Boombox/Add Bombs	Visual	Boombox	QLAB	00:06
29.6	1:5	38	<input type="checkbox"/>	<input type="checkbox"/>	Big Battle Sounds	As Our Host crosses the stage	Stage/Sub	QLAB	01:28
30	1:5	38	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Modern Battle Ambience	On Our Host, "Keep it quiet!"	Boombox	QLAB	00:00
31	1:5	41	<input type="checkbox"/>	<input type="checkbox"/>	6 Soldiers Slide	After Captain, "There they are sir!"	Screen	QLAB	
31.1	1:5	39	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Low Tones	With Previous	Stage/Mains/Sub	QLAB	04:12
31.2	1:6	41	<input type="checkbox"/>	<input type="checkbox"/>	Microphone as Telephone	After Our Host, "The editor picks up the telephone."	Podium	MIC	
31.3	1:6	41	<input type="checkbox"/>	<input type="checkbox"/>	Microphone as Telephone	After Reporter, "Are you goin' to put it in?"	Podium	MIC	
31.4	1:6	41	<input type="checkbox"/>	<input type="checkbox"/>	Microphone as Telephone	After Reporter, "What's he got to do with it?"	Podium	MIC	
31.5	1:6	41	<input type="checkbox"/>	<input type="checkbox"/>	Microphone as Telephone	After Reporter, "What does he say?"	Podium	MIC	
32	1:7	42	<input type="checkbox"/>	<input type="checkbox"/>	5 Soldiers Slide	After First General, "Private Schelling"	Screen	QLAB	
32.01	1:7	42	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Heartbeat and Boom	With Previous	Stage/Mains/Sub	QLAB	02:44

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32.1	1:7	42	<input type="checkbox"/>	<input type="checkbox"/>	4 Soldiers Slide	After First General, "Private Morgan"	Screen	QLAB	
32.2	1:7	42	<input type="checkbox"/>	<input type="checkbox"/>	3 Soldiers Slide	After First General, "Private Levy"	Screen	QLAB	
32.3	1:7	42	<input type="checkbox"/>	<input type="checkbox"/>	2 Soldiers Slide	As First General, "Private Dean"	Screen	QLAB	
32.4	1:7	42	<input type="checkbox"/>	<input type="checkbox"/>	1 Soldier Slide	As First General, "Private Webster"	Screen	QLAB	
32.5	1:7	42	<input type="checkbox"/>	<input type="checkbox"/>	Blank Soldier Slide	As First General, "Private Driscoll"	Screen	QLAB	
32.6	1:7	42	<input type="checkbox"/>	<input type="checkbox"/>	Black Slide	After First General, "Oh my God."	Screen	QLAB	
32.7	1:7	42	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Heartbeat and Tones	With Previous	Stage/Mains/ Sub	QLAB	00:05
33	1:9	43	<input type="checkbox"/>	<input type="checkbox"/>	6 Soldiers Slide	After Matt, "...covered fire."	Screen	QLAB	
34	1:9	45	<input type="checkbox"/>	<input type="checkbox"/>	Low Tone	After Captain, "Gentlemen."	Stage/Mains/ Sub	QLAB	06:01
34.5	1:9	46	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Boom	With Previous	Stage/Mains/ Sub	QLAB	00:16
35	1:9	47	<input type="checkbox"/>	<input type="checkbox"/>	Heartbeat	After Fourth Corpse, "home"	Stage/Mains/ Sub	QLAB	02:44
36	1:9	48	<input type="checkbox"/>	<input type="checkbox"/>	Cymbal Scrape	Visual	Stage/Mains/ Sub	QLAB	00:10
36.5	1:9	48	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Heartbeat and Low Tone	With Previous	Stage/Mains/ Sub	QLAB	00:10
37	1:10	49	<input type="checkbox"/>	<input type="checkbox"/>	Microphone	For Our Host, "Umm... "We see three business men..."	Podium	MIC	
38	1:10	49	<input type="checkbox"/>	<input type="checkbox"/>	Black Slide	Visual	Screen	QLAB	
38.5	1:14	50	<input type="checkbox"/>	<input type="checkbox"/>	Microphone	For Matt, "It has been reported that certain..."	Podium	MIC	
39	1:17	51	<input type="checkbox"/>	<input type="checkbox"/>	Air Raid Siren	After ALL MEN, "service to our country."	Stage/Mains/ Sides/Rears	QLAB	01:43

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40	1:17	52	<input type="checkbox"/>	<input type="checkbox"/>	General Voice Over	After Our Host, "I'm sorry ladies and gentlemen, I'm-"	Stage/Mains/Sides/Rears	QLAB	01:20
40.5	1:17	52	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Big Boom	After General V.O., "...Sweethearts."	Stage/Mains/Sides/Rears/Sub	QLAB	00:47
41	1:17	52	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Door Slam 1	TBA- Mid General Speech	Stage/Sub	QLAB	00:03
42	1:17	52	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Door Slam 2	TBA- Mid General Speech	Stage/Sub	QLAB	00:02
43	1:17	52	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Door Slam 3	TBA- Mid General Speech	Side/Sub	QLAB	00:06
44	1:17	52	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Door Slam 4	JMid General Speech	Side/Sub	QLAB	00:06
45	1:17	52	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Expressionistic Airplanes and Bombs	End of Speech	Stage/Mains/Sides/Rears/Sub	QLAB	00:25
46	1:17	52	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Expressionistic Fire and Bomb Melt	End of Expressionistic Airplanes and Bombs	Stage/Mains/Sides/Rears/Sub	QLAB	00:25
46.4	1:17	53	<input checked="" type="checkbox"/>	<input type="checkbox"/>	6 Soldiers Detail Slide	With Previous	Screen	QLAB	
46.5	1:17	53	<input type="checkbox"/>	<input type="checkbox"/>	Black Slide	Visual	Screen	QLAB	
47	1:20	61	<input type="checkbox"/>	<input type="checkbox"/>	Gunshot	Visual	Stage/Mains/Rears/Sub	QLAB	00:07
48	1:24	70	<input type="checkbox"/>	<input type="checkbox"/>	Snare Drum	" <i>Something of significance happens.</i> " ☺	Stage/Rear	QLAB	01:16
49	1:24	70	<input type="checkbox"/>	<input type="checkbox"/>	Final Collage	End of spoken dialogue	Stage/Mains/Sides/Rears/Sub	QLAB	02:04