

**Show**  
**Sound** 

# ANNIE GET YOUR GUN

**mm productions**

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'Annie get your Gun' can be as simple or as complicated as you like.

The most important issue to get sorted out before rehearsals start is how you and the director are going to do the shooting. Generally, it would be better to use 'live' (i.e. blank-firing) guns. This means that there will be a visual and a sonic focus. There are 2 types of blanks - loud and really loud. Make sure you get the right ones for your venue. It is possible to wire up a gun to trigger a sound effect if you want to 'boost' the sound - please contact us for details.

On the CD, we have included the entire pull, shot, smash sequence in the regular cues, but if you are using live guns, the pull and smash are in the extra section. You may need two CD players for this sequence, depending on how fast it goes and how nimble you are with your cueing fingers.

The other effect which needs thought is the Motorbike sequence at the end of Act 1. We have included the entire effect as a single cue which you may care to use - this was used in a production where the sequence was performed off stage. The building blocks for this effect are in the Extras, so you can create your own.

Other than that, there are train and harbour atmospheres which you can incorporate as necessary. If the train scene comes on as a traveller, it might be worth trying to get some effects speakers on or near it, to help the focus of the sound.

## **Track listing notes**

The cues and tracks in bold are the basic cues for the show. These could be used in order straight from the CD/Minidisk.

Extra tracks that you can incorporate in your production are marked with an X in the cue list, and are to be used as you see fit.

We do not claim that this CD is the definitive sound for every production, but invite you to use it as a starting point for your own creative juices.

# TRACK LISTING

## Act 1 & 2

Track	Cue	Act.Sc	Page	Description	Notes	Time
1	1	1,1	1	Gun Shot	Charlie	4s
2	2	1,1	12	Rifle Shot	Annie shoots the hat	4s
3	3	1,1	20	Rifle Shot	Annie shoots the rooster	4s
4	4	1,1	32	Pull, shot, smash		4s
5	5	1,1	33	Pull, shot, smash		4s
6	6	1,1	33	Pull, shot, smash	Cues 4 to 10 are the sequence for the clay pidgeon competition up to Music 9 - Gun Fantasy	4s
7	7	1,1	33	Pull, shot, smash		5s
8	8	1,1	34	Pull, shot, smash		4s
9	9	1,1	34	Pull, shot, smash		4s
10	10	1,1	34	Pull, shot, smash		4s
11	11	1,1	34	Series of 20 pulls & Shots	Gun Fantasy	25s
12	12	1,1	35	Pull, shot, smash		4s
13	13	1,1	35	Pull, shot, smash	Cues 12 to 16 are the sequence for the clay pidgeon shoot after the Gun Fantasy.	4s
14	14	1,1	35	Pull, shot, smash		4s
15	15	1,1	35	Pull, shot, smash		4s
16	16	1,1	36	Pull, shot,	No smash, Frank miss	5s
17	17	1,2	43	Train atmosphere		2' 32s
18	18	1,2	60	Shot - lights out		4s
19	19	1,4	74	Motorcycle sequence		34s
20	20	2,1	87	Harbour atmosphere		2' 32s
21	21	2,1	87	Shot & squawk		4s
22	22	2,4	135	Pull, shot		4s
23	23	2,4	135	Pull, shot		4s

# TRACK LISTING

## Extras

Track	Cue	Act.Sc	Page	Description	Notes	Time
24	X1			Clay Trap		5s
25	X2			Smash of Clay		4s
26	X3			Crowd murmer		9s
27	X4			Crowd cheer		15s
28	X5			Crowd cheer (loud)		10s
29	X6			Bike sequence - no crowd or shots		33s
30	X7			Seagull squawk		4s