

Show
Sound 



mm productions

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INTRODUCTION

The effects plot for Scrooge is particularly complicated, and needs some thought from both the director and the sound designer.

The first 28 tracks on the CD are the 28 cues as they appear in the back of the French's edition. You must think hard about how you are going to play the appearance of Marley's ghost (Pages 18 to 20 - Cues 5 to 13). In our version, Cues 5 & 6 are designed to run straight through, as are 7,8 & 9, and also 10,11,12 & 13. If you decide to do it this way, your Scrooge and Marley will have to rehearse and react to the CD, as it dictates the timing of this scene.

It is possible for us to create another CD with cues 6, 8 11 and 13 (i.e. every other cue) so that by using 2 CD players you could react more to the action on stage. we currently charge a further £30.00 to create this CD.

Cues 19, 25 and 26 could be done onstage, and so may not be necessary. If you wish us to create cue 26 using your Scrooge, we can do this for £30.00 if you supply a tape, CD or Minidisk with his voice giving the appropriate calls.

You will also notice that the cue 27 clock chime is faster, louder and clearer than the other chimes. This is in accordance with the script instruction for it to chime 'merrily', hence the artistic licence.

The extra tracks are provided for you to create your own cues if you wish. We have included a carriage clock at the end, as this has been used in some productions to replace the church bell clock chimes, particularly for Cues 17,18 and 20

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

Track	Cue	Act,Sc	Page	Description	Notes	Time
1	1	1,1	1	Church Bells chime 6		27s
2	2	1,2	5	Church Bells chime 7		28s
3	3	1,3	7	Ominous rumble of thunder		15s
4	4	1,3	11	Ominous rumble of thunder		14s
5	5	1,5	18	Howling wind with Marley's voice		34s
6	6	1,5	18	Running footsteps	<i>runs on from Cue 5</i>	27s
7	7	1,6	18	Wind moans mournfully		42s
8	8	1,6	19	Wind moans mournfully	<i>runs on from Cue 7</i>	20s
9	9	1,6	19	Echoing bells	<i>runs on from Cue 8</i>	27s
10	10	1,6	19	Clanking sounds and heavy footsteps		17s
11	11	1,6	19	Dragging chains, creaking, wailing and footsteps	<i>runs on from Cue 10</i>	26s
12	12	1,6	19	Bolts slide, key turns, door opens	<i>runs on from Cue 11</i>	17s
13	13	1,6	19	Rushing wind. Door shakes then flies open	<i>runs on from Cue 12</i>	44s
14	14	1,6	20	Clanking of chains		11s
15	15	1,6	21	Clanking of chains		15s
16	16	1,6	22	Ghostly wind		37s
17	17	1,6	24	Clock strikes midnight		47s
18	18	1,6	26	Clock strikes one		39s
19	19	1,7	27	Childrens voices exit		15s
20	20	1,11	39	Clock strikes two		13s

TRACK LISTING

ACT 2

Track	Cue	Act,Sc	Page	Description	Notes	Time
21	21	2,4	62	Clock strikes 3, macabre and ghostly sounds		21s
22	22	2,4	62	Thunder - howling gale		45s
23	23	2,7	69	Clanking chains		6s
24	24	2,8	71	Heavy clanking effects		26s
25	25	2,8	71	Banshee wail		7s
26	26	2,8	72	Echoing receding cries		12s
27	27	2,10	73	Bells chime 9 merrily		38s
28	28	2,12	84	Church bells ring		32s

TRACK LISTING

Extras

Track	Cue	Act.Sc	Page	Description	Notes	Time
29	X1			Howling wind		1' 7s
30	X2			'Scrooge' #1		8s
31	X3			'Scrooge #2		7s
32	X4			'Scrooge #3		6s
33	X5			Footsteps x3 types		35s
34	X6			Tinkling bells #1		13s
35	X7			bells #2		13s
36	X8			bells #3		13s
37	X9			bells #4		12s
38	X10			bells #5		12s
39	X11			bells #6		15s
40	X12			bells #7		15s
41	X13			bells #8		12s
42	X14			Chains x2 types		27s
43	X15			Ghost sounds		35s
44	X16			Wails		23s
45	X17			Bolt #1		4s
46	X18			Bolt #2		4s
47	X19			Lock		8s
48	X20			Door shakes		14s
49	X21			Clock - full westminster chimes, then one strike		25s
50	X22			Same clock striking three		17s