

Notes: This is the final 'production run' version of this cue sheet.

Cue #	Act,PG.	Line / Action	Description
1	A0S0	House Open	Preshow Music
6	A1,11	[Beginning of show]	DD introduction
11	A1, 11	[After Introduction]	Opening scene music theme & Telephone
16	A1, 12	[enter from service quarters]	Service door squeek
21	A1, 12	[Ms. Clackett picks up phone]	Telephone stops ringing
26	A1, 14	[Key in Lock]	The sound of a key in door lock
	A1, 14	[Front door opens]	Outside ambience merge with previous
36	A1, 14	[Front door closes]	Ambience ends
41	A1, 16	[Front door opens]	Outside ambience
46	A1, 16	[Front door closes]	Ambience ends
51	A1, 21	[enter from service quarters]	Service door squeek
56	A1, 22	[Key in Lock]	Sound of key in lock, --door opens, outside ambience
61	A1, 22	PHILIP: No, it's Mrs. Clackett's...	Car passing
66	A1, 22	[Philip closes front door]	Ambience ends
71	A1, 24	[LLOYD comes onstage]	End director mic
76	A1, 30	[LLOYD returns into audience area]	Resume director mic
81	A1, 32	[Service quarters door opens]	Door creek
86	A1, 34	[Burgler arm through window]	Glass shatter 1
91	A1, 38	[Front door opens]	Outside ambience
96	A1, 38	[Front door closes]	Ambience ends
101	A1, 38	[Service quarters door opens]	Door creek
106	A1, 39	[Front door opens]	Outside ambience
111	A1, 39	[Front door closes]	Ambience ends
116	A1, 46	[Service quarters door opens]	Door creek
121	A1, 48	[Burgler arm through window]	Glass shatter 2

Cue #	Act,PG.	Line / Action	Description
126	A1, 50	[Burgler arm through window]	Glass shatter 3
131	A1, 50	[Service quarters door opens]	Door creek
136	A1, 50	[Service quarters door opens]	Door creek
141	A1, 56	[Front door opens]	Outside ambience
146	A1, 56	[Front door closes]	Ambience ends
151	A1, 59	[Front door opens]	Outside ambience
156	A1, 59	[Front door closes]	Ambience ends
161	A1, 61	[Front door opens]	Outside ambience
166	A1, 61	[Front door closes]	Ambience ends
171	A1, 64	[LLOYD comes onstage]	End director mic
176	A1, 67	Poppy runs offstage	End of act musical theme~similar to opening theme ~Followed by Intermission Music interlude
181	A2, 69	[Start of act]	End intermission interlude, fade in aud. ambience ~Activate microphone
186	A2, 70	[LLOYD comes through passdoor]	Audience ambience special through door
191	A2, 70	[LLOYD exits passdoor]	End audience special
196	A2, 70	[LLOYD comes through passdoor]	Audience ambience special through door
201	A2, 70	[LLOYD exits passdoor]	End audience special
206	A2, 72	[LLOYD comes through passdoor]	Audience ambience special through door
211	A2, 72	[LLOYD exits passdoor]	End audience special
216	A2, 76	[LLOYD comes through passdoor]	Audience ambience special through door
221	A2, 76	[LLOYD exits passdoor]	End audience special
226	A2, 79	[LLOYD comes through passdoor]	Audience ambience special through door
231	A2, 79	[LLOYD exits passdoor]	End audience special
236	A2, 79	[LLOYD comes through passdoor]	Audience ambience special through door
241	A2, 79	[LLOYD exits passdoor]	End audience special
246	A2, 80	TIM: ...is about to begin at any moment	Long fade out of audience ambience, change to light grumble
251	A2, 83	[LLOYD comes through passdoor]	Audience grumble special

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256	A2, 83	[LLOYD exits passdoor]	Audience grumble special out
261	A2, 83	[LLOYD comes through passdoor]	Audience grumble special--quiet
266	A2, 83	[LLOYD exits passdoor]	Audience grumble special out
271	A2, 84	POPPY: Quiet backstage	Audience ambience out--long fade
268	A2, 84	Poppy: Preshow announcement go	DD introduction
276	A2, 84	POPPY: Music cue 1 GO	Nothing On song with telephone
281	A2, 84	[enter from service quarters]	Mufled door squeek
286	A2, 84	MRS. CLACKETT: Its no good you going on...	Light applause
291	A2, 84	MRS. CLACKETT: ...one pair of feet.	Laugh from audience
296	A2, 85	[picks up telephone]	Stop telephone ringing
301	A2, 86	[key in lock]	Distant key in lock
306	A2, 86	[Front door opens]	Distant outside ambience MERGED WITH PREVIOUS
311	A2, 86	[Front door closes]	Ambience ends
316	A2, 86	[Service quarters door opens]	Mufled door squeek
321	A2, 91	[Service quarters door opens]	Mufled door squeek
326	A2, 93	[Front door sequence]	Key in door, -door opens, begin distant ambience
331	A2, 93	[Front door closes]	End ambience
336	A2, 94	[Service quarters door opens]	Mufled door squeek
341	A2, 99	[FLAVIA latches cupboard door]	Subtle latch noise
346	A2, 100	[Service quarters door opens]	Mufled door squeek
351	A2, 102	[Front door opens]	Mufled service quarters door squeek--purposefully miscued
356	A2, 102	[RODGER unlocks cupboard door]	Subtle latch noise
361	A2, 106	[Front door opens]	Distant outside ambience
366	A2, 106	[Front door closes]	Ambience ends
371	A2, 108	[Burgler arm through window]	Glass shatter 4
376	A2, 109	[Service quarters door opens]	Mufled door squeek
381	A2, 116	[GARRY falling down stairs]	Audience laughing

Cue #	Act,PG.	Line / Action	Description
386	A2, 116	[GARRY is finished falling]	, and fade out laughter
391	A2, 126	[Service quarters door opens]	Mufled door squeek
396	A2, 127	[Service quarters door opens]	Mufled door squeek
401	A2, 131	[CURTAIN]	Light crashing noise, , then musical interlude
406	A3, 133	[Start of act]	Fade interlude, begin DD act introduction with audience in background, begin Nothing On music introduction
411	A3, 133	[music starts and stops again]	Start intro again and fade out quickly
416	A3, 133	[the sound of a slap]	Slap effect
421	A3, 134	TIM: ...enjoy the remains of the evening	Fade out audience ambience
426	A3, 134	[introductory music]	Nothing on Song
431	A3, 134	[enter from service quarters]	Door creek and song fade out
436	A3, 134	[MRS Clackett looks at the phone]	Phone starts to ring
441	A3, 134	[MRS Clackett picks up the phone]	Phone stops ringing
446	A3, 135	[Key in Lock]	Key in door, -door opens, begin ambience
451	A3, 135	[Front door closes]	End ambience
456	A3, 136	[phone hits the floor]	Phone ring echo
461	A3, 140	[Exit MRS Clackett]	Door creek
466	A3, 144	[enter from service quarters]	Door creek
471	A3, 149	[enter RODGER from front door]	Service door squeek with abrupt stop
476	A3, 156	[enter from service quarters]	Duck quack
481	A3, 157	[arm comes through window]	Very late glass break
486	A3, 157	[Selsdon comes through window]	On time glass break
491	A3, 158	[LLOYD comes through window]	Glass Break
496	A3, 161	[Tim runs hurridly off]	Crashing scene end sequence
501	A3, 161	[end of show]	Post-show music
	END	OF	SHOW