



THE PLAY THAT GOES WRONG

The location of any loud noises are identified using the diagram, e.g. "USR" = Upstage Right

STANDARD PERFORMANCE

Loud Noises and Sound Effects

Action	Where	SHOW START
Shouting & running around searching for dog	Foyer, Front Of House	-0:15 - -0:05
Slamming Door multiple times onstage (Trevor The Technician)	Onstage / FOH Areas	-0:05 - 0:00
SHOW START		
Banging on door	USR	+0:08 - +0:09
Light spike + sudden music change - within 30 seconds of each other	Onstage	+0:09
Light spike + music change - lasting 30 seconds at loud volume	Onstage	+0:11
Banging on door + Sandra shouting	USR	+0:12
Max (Blue Blazer) burst through door + banging on door	USR	+0:13
Door Slam	USR	+0:14
Elevator sound effect x 2	Onstage	+0:17
Doorbell Cue	Onstage	+0:17
Door Slam x 3	USR	+0:18
Jonathan (Purple Jacket) 'falls' off upper level + shouting	USL	+0:23
Jonathan (Purple Jacket) kicks down door	USR	+0:25
Door Slam x 4	USR	+0:27
Shield falling + door slamming	USR	+0:29
Door Slam	USR	+0:30
Coal scuttle fire effect	CSR	+0:32
Fire extinguisher release and commotion	USR / DSR	+0:32
Sandra (Red Dress) slams door on Dennis	USR	+0:33
Door Slam	USR	+0:34
Sandra (Red Dress) + Chris (Tweed) have a heated interview with loud vocals	CS/CSR	+0:35
Sandra (Red Dress) is knocked out by a door and loud sound effect	DSR	+0:36
Door Slam	USR	+0:37
Sandra (Red Dress) moved through window DSC where cast shout	DSC	+0:38
Max (Cricket Whites) traps arm in door	DSR	+0:40
Ledger sequence - Chris (Tweed) shouting loudly	CS	+0:40 - +0:43
Door Slam	USR	+0:44
Elevator sound effect + smoke onstage	Onstage	+0:46
Banging on walls	USR	+0:46
Telephone sound effect	Onstage	+0:47
Max (Cricket Whites) thrown against clock	USL	+0:51
Door Slam	USR	+0:51
Sword fight	Onstage	+0:51 - +0:54
Plank hit	USL	+0:51
Max (Cricket Whites) thrown against clock	USL	+0:51
Robert hits max in face with door	USR	+0:52
Set Falls - big crash	CS	+0:53
Gun shot offstage	Offstage	+0:53
Elevator crashes + smoke onstage	CSL	+0:54
Jonathan (Purple Jacket) kicks down door	USR	+0:55
Door Slam x 5	USR	+0:55
Light spike and music cue x3	Onstage	+0:56
Max (Cricket Whites) hits head on window loud sound effect	DSC	+0:58
Loud noises from cast onstage / chaos	Onstage	+1:01

INTERVAL

Loud Noises and Sound Effects		
Action	Where	
Set Falls - big crash	DS	+1:27
Bell chimes from Trevor's (Technician) perch x14	Dress Circle AUD Right	+1:29
Door Slam	USR	+1:30
Elevator crashes + smoke onstage	CSL	+1:30
Bookcase hitting Dennis (Butler)	DSL	+1:31
Thunder SFX	Onstage	+1:32
Max (Gardener) crashes with upper level support 1st set level drop	DSL	+1:33
2nd set level drop from raised set	DSL	+1:39
Telephone sound effect	Onstage	+1:40
Robert (Yellow Plus Fours) exits upper level with all furniture crash noises	DSL	+1:41
Robert (Yellow Plus Fours) falls from upper level SFX	Offstage	+1:42
Annie (Ripped Red Dress) knock out - loud bangs x 2	DSC	+1:42
Door Slam	USR	+1:43
Sandra (Pink Baby Doll) Clock Knockout	DSC	+1:44
Door Slam	USR	+1:45
3rd Level Drop	Onstage	+1:49
Small explosion + truss drop	Onstage	+1:49
Annie (Ripped Red Dress) hit by clock door	DSC	+1:51
Annie (Ripped Red Dress) + Sandra (Pink Baby Doll) argument - shouting	CS	+1:51
Jonathan (Purple Jacket) bursts in & kick down door	DSR	+1:52
Bookcase fight	USL	+1:53
Door Slam	USR	+1:53
Tray hit in face Annie (Ripped Red Dress) + Sandra (Pink Baby Doll)	USC	+1:53
Banging on door	DSR	+1:53
*****From here there is continuous loud noise until the end of the show *****		
Clock reveal / shouting / applause	CS	+1:53
Annie (Ripped Red Dress) + Sandra (Pink Baby Doll) fight again	DSC	+1:54
Truss Swing	Onstage	+1:55
Vase smash	USR	+1:56
Door bell sound effect	Onstage	+1:56
Annie (Ripped Red Dress) punches Sandra (Pink Baby Doll)	USC	+1:56
Slap sound effect	Onstage	+1:56
Gun shot onstage	Onstage	+1:58
Flats fall onstage x4	Onstage	+1:58
Annie (Ripped Red Dress) Scream	Onstage	+1:58
Small explosion and chandelier drop	CS	+2:00
Loud applause and cheering (most likely)	Auditorium	+2:00