

Sound Department Patch Documentation

Project	Template	Venue(s)	Clvb 33
Type	Template	Date(s)	Template
Console	Midas M32	Created by	Anna K Simmons
Version #	Template	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic	Stand	Connection	Position	Notes
1	X	1	Vox 1						
2	X	2	Vox 2						
3	X	3	Vox 3						
4	Direct to Split		Vox 4						
5	A	1	Vox 5						
6	A	2	Vox 6						
7	Direct to Split		Vox 7 (MC)						
8	X	15	Spare 1						
9	X	4	Instrument 1						
10	X	5	Instrument 2						
11	X	6	Instrument 3						
12	X	7	Instrument 4						
13	A	3	Instrument 5						
14	Direct to Split		Instrument 6						
15	A	4	DJ 1 L						
16	A	5	DJ 1 R						
17	X	8	DI 1						
18	X	9	DI 2						
19	X	10	DI 3						
20	X	11	DI 4						
21	A	6	DI 5						
22	A	7	DI 6						
23	A	8	Guitar DI						
24	Direct to Split		Bass DI						
25	C	1	Piano Hi						
26	C	2	Piano Lo						
27	C	3	Piano Foldback						
28	A	9	Kick						
29	A	10	Snare						
30	A	11	Overhead Stage Right (OHSR)						
31	A	12	Overhead Stage Left (OHSL)						
32	X	16	Spare 2						
Aux 1	Local Input 1		Projector L	Proj L	Stereo DI Box		XLR-3	FOH	
Aux 2	Local Input 2		Projector R	Proj R			XLR-3		
Aux 3	Local Input 3								

Sound Department Patch Documentation

Project	Literary Arts	Venue(s)	Clvb 33
Type	Literary Arts	Date(s)	Summer 2026
Console	Midas M32	Created by	Anna K Simmons
Version #	V1	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic	Stand	Connection	Position	Notes
1	X	1	Vox 1	Speaker	SM58	RB	XLR-3	DSR	
2	X	2	Vox 2	Spare Vox	SM58	TB	XLR-3	SR Wing	
3	X	3	Vox 3						
4	Direct to Split		Vox 4						
5	A	1	Vox 5						
6	A	2	Vox 6						
7	Direct to Split		Vox 7 (MC)	Host	SM58	TB	XLR-3	DSL	
8	X	15	Spare 1						
9	X	4	Instrument 1						
10	X	5	Instrument 2						
11	X	6	Instrument 3						
12	X	7	Instrument 4						
13	A	3	Instrument 5						
14	Direct to Split		Instrument 6						
15	A	4	DJ 1 L						
16	A	5	DJ 1 R						
17	X	8	DI 1						
18	X	9	DI 2						
19	X	10	DI 3						
20	X	11	DI 4						
21	A	6	DI 5						
22	A	7	DI 6						
23	A	8	Guitar DI						
24	Direct to Split		Bass DI						
25	C	1	Piano Hi						
26	C	2	Piano Lo						
27	C	3	Piano Foldback						
28	A	9	Kick						
29	A	10	Snare						
30	A	11	Overhead Stage Right (OHSR)						
31	A	12	Overhead Stage Left (OHS�)						
32	X	16	Spare 2						
Aux 1	Local Input 1		Projector L	Proj L	Stereo DI Box		XLR-3	FOH	Used to send audio from projection laptop to DI
Aux 2	Local Input 2		Projector R	Proj R			XLR-3		
Aux 3	Local Input 3								

Aux 4	Local Input 4							
Aux 5	Local Input 5	<i>1/8" L</i>	<i>1/8" L</i>	Stereo DI Box		XLR-3	FOH	Used for playback from the Ipad, 1/8" at FOH
Aux 6	Local Input 6	<i>1/8" R</i>	<i>1/8" R</i>			XLR-3		
Aux 7	Local Input 7							
Aux 8	Local Input 8							
Talkback		<i>Sound VOG/Talkback</i>	<i>Sound VOG/Talkback</i>	SM58		XLR-3	FOH	

M32 Buses & Matrices

FOH	Snake	Default Label	Project Label	Model	Pre/Post	Connection	Position	Notes
Bus 1	X (M1)	<i>Monitor 1 (M1)</i>						
Bus 2	X (M2)	<i>Monitor 2 (M2)</i>						
Bus 3	X (M3)	<i>Monitor 3 (M3)</i>						
Bus 4	X (M4)	<i>Monitor 4 (M4)</i>						
Bus 5	A (M5)	<i>Monitor 5 (M5)</i>						
Bus 6	A (M6)	<i>Monitor 6 (M6)</i>						
Bus 7	A (M7)	<i>Monitor 7 (M7)</i>						
Bus 8		<i>Recording (Morantz)</i>						For archival recording, format card before use.
Bus 9		<i>Front Fills</i>						
Bus 10		<i>DJ Sub</i>						For when the additional sub is added for DJs.
Bus 11								
Bus 12		<i>Sub</i>						
Bus 13		<i>FX 1 Return</i>						
Bus 14		<i>FX 2 Return</i>						
Bus 15		<i>FX 3 Return</i>						
Bus 16		<i>FX 4 Return</i>						
Matrix 1		<i>House Left (HL)</i>						
Matrix 2		<i>House Right (HR)</i>						
Matrix 3		<i>Infills</i>						
Matrix 4		<i>Sub</i>						
Matrix 5		<i>Record L</i>						
Matrix 6		<i>Record R</i>						

On-Stage Power Requirements

Component	Socket Amount	Type	Component Location	Suggested O/S Power Drops
Music stand light	1	Grounded 3 Prong	DSR	Pull from the power under stage lip

Sound Department Patch Documentation

Project	Faris Hytiaa Hosted by Zac Wiggins	Venue(s)	Clvb 33
Type	Comedy	Date(s)	June 18th 2026
Console	Midas M32	Created by	Anna K Simmons
Version #	V1.1	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic	Stand	Connection	Position	Notes
1	X	1	Vox 1	Vox 1	SM58	RB	XLR-3	DSC	
2	X	2	Vox 2	Backup SR	SM58	TB	XLR-3	SR Wing	
3	X	3	Vox 3						
4	Direct to Split		Vox 4						
5	A	1	Vox 5						
6	A	2	Vox 6						
7	Direct to Split		Vox 7 (MC)	Vox 7/MC	TG V35d	TB/Towel	XLR-3	SL Wing	
8	X	15	Spare 1						
9	X	4	Instrument 1						
10	X	5	Instrument 2						
11	X	6	Instrument 3						
12	X	7	Instrument 4						
13	A	3	Instrument 5						
14	Direct to Split		Instrument 6						
15	A	4	DJ 1 L						
16	A	5	DJ 1 R						
17	X	8	DI 1						
18	X	9	DI 2						
19	X	10	DI 3						
20	X	11	DI 4						
21	A	6	DI 5						
22	A	7	DI 6						
23	A	8	Guitar DI						
24	Direct to Split		Bass DI						
25	C	1	Piano Hi						
26	C	2	Piano Lo						
27	C	3	Piano Foldback						
28	A	9	Kick						
29	A	10	Snare						
30	A	11	Overhead Stage Right (OHSR)						
31	A	12	Overhead Stage Left (OHS�)						
32	X	16	Spare 2						
Aux 1	Local Input 1		Projector L	Proj L	Stereo DI Box		XLR-3	FOH	
Aux 2	Local Input 2		Projector R	Proj R			XLR-3		
Aux 3	Local Input 3								

Aux 4	Local Input 4							
Aux 5	Local Input 5	<i>1/8" L</i>	<i>1/8" L</i>	Stereo DI Box		XLR-3	FOH	
Aux 6	Local Input 6	<i>1/8" R</i>	<i>1/8" R</i>			XLR-3		
Aux 7	Local Input 7							
Aux 8	Local Input 8							
Talkback		<i>Sound VOG/Talkback</i>	<i>Sound VOG/Talkback</i>	SM58		XLR-3	FOH	

M32 Buses & Matrices

FOH	Snake	Default Label	Project Label	Model	Pre/Post	Connection	Position	Notes
Bus 1	X (M1)	<i>Monitor 1 (M1)</i>	<i>M1</i>	dB LVX 12	Post-Fader	XLR-3	DSR	
Bus 2	X (M2)	<i>Monitor 2 (M2)</i>						
Bus 3	X (M3)	<i>Monitor 3 (M3)</i>						
Bus 4	X (M4)	<i>Monitor 4 (M4)</i>						
Bus 5	A (M5)	<i>Monitor 5 (M5)</i>						
Bus 6	A (M6)	<i>Monitor 6 (M6)</i>						
Bus 7	A (M7)	<i>Monitor 7 (M7)</i>						
Bus 8		<i>Recording (Morantz)</i>						For archival recording, format card before use.
Bus 9		<i>Front Fills</i>						
Bus 10		<i>DJ Sub</i>						For when the additional sub is added for DJs.
Bus 11								
Bus 12		<i>Sub</i>						
Bus 13		<i>FX 1 Return</i>						
Bus 14		<i>FX 2 Return</i>						
Bus 15		<i>FX 3 Return</i>						
Bus 16		<i>FX 4 Return</i>						
Matrix 1		<i>House Left (HL)</i>						
Matrix 2		<i>House Right (HR)</i>						
Matrix 3		<i>Infills</i>						
Matrix 4		<i>Sub</i>						
Matrix 5		<i>Record L</i>						
Matrix 6		<i>Record R</i>						

On-Stage Power Requirements

Component	Socket Amount	Type	Component Location	Suggested O/S Power Drops
Monitor 1 (M1)	1	Grounded 3 Prong	DSR	Pull from the power under stage lip if using Monitors for the show

Sound Department Patch Documentation

Project	Sargeant X Comrade	Venue(s)	Clvb 33
Type	Concert	Date(s)	June 19th 2026
Console	Midas M32	Created by	Anna K Simmons
Version #	V1.7	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic	Stand	Connection	Position	Notes
1	X	1	<i>Vox 1</i>	<i>Gtr Vox</i>	SM58	TB	XLR-3	DSC	
2	X	2	<i>Vox 2</i>	<i>Lead Vox</i>	SM58	TB	XLR-3	DSL	
3	X	3	<i>Vox 3</i>						
4	Direct to Split		<i>Vox 4</i>						
5	A	1	<i>Vox 5</i>	<i>DJ Vox</i>	SM58	TB	XLR-3	USC	
6	A	2	<i>Vox 6</i>						
7	Direct to Split		<i>Vox 7 (MC)</i>	<i>SL VOG/TB</i>	TG V35d	RB	XLR-3	SL Wing	
8	X	15	<i>Spare 1</i>						
9	X	4	<i>Instrument 1</i>	<i>Guitar Amp</i>	SM57	SB	XLR-3	DSR	
10	X	5	<i>Instrument 2</i>						
11	X	6	<i>Instrument 3</i>						
12	X	7	<i>Instrument 4</i>						
13	A	3	<i>Instrument 5</i>						
14	Direct to Split		<i>Instrument 6</i>						
15	A	4	<i>DJ 1 L</i>	<i>DJ 1 L</i>	Stereo DI Box		XLR-3	USC	
16	A	5	<i>DJ 1 R</i>	<i>DJ 1 R</i>			XLR-3		
17	X	8	<i>DI 1</i>						
18	X	9	<i>DI 2</i>						
19	X	10	<i>DI 3</i>						
20	X	11	<i>DI 4</i>						
21	A	6	<i>DI 5</i>	<i>Seq L</i>	Stereo DI Box		XLR-3	USC	
22	A	7	<i>DI 6</i>	<i>Seq R</i>			XLR-3	USC	
23	A	8	<i>Guitar DI</i>						
24	Direct to Split		<i>Bass DI</i>	<i>Bass Amp</i>	Senn 509	SB	XLR-3	CSL	
25	C	1	<i>Piano Hi</i>						
26	C	2	<i>Piano Lo</i>						
27	C	3	<i>Piano Foldback</i>						
28	A	9	<i>Kick</i>	<i>Kick</i>	Beta 52	SB	XLR-3	USR	
29	A	10	<i>Snare</i>	<i>Snare</i>	SM57	SB	XLR-3	USR	
30	A	11	<i>Overhead Stage Right (OHSR)</i>	<i>OHSR</i>	ADX 50	TB	XLR-3	USR	
31	A	12	<i>Overhead Stage Left (OHSL)</i>	<i>OHSL</i>	ADX 50	TB	XLR-3	USR	
32	X	16	<i>Spare 2</i>						
Aux 1	Local Input 1		<i>Projector L</i>	<i>Proj L</i>	Stereo DI Box		XLR-3	FOH	
Aux 2	Local Input 2		<i>Projector R</i>	<i>Proj R</i>			XLR-3		
Aux 3	Local Input 3								

Aux 4	Local Input 4							
Aux 5	Local Input 5	<i>1/8" L</i>	<i>1/8" L</i>	Stereo DI Box		XLR-3	FOH	
Aux 6	Local Input 6	<i>1/8" R</i>	<i>1/8" R</i>			XLR-3		
Aux 7	Local Input 7							
Aux 8	Local Input 8							
Talkback		<i>Sound VOG/Talkback</i>	<i>Sound VOG/Talkback</i>	SM58		XLR-3	FOH	

M32 Buses & Matrices

FOH	Snake	Default Label	Project Label	Model	Pre/Post	Connection	Position	Notes
Bus 1	X (M1)	<i>Monitor 1 (M1)</i>	<i>M1 GTR</i>	dB LVX 12	Post-Fader	XLR-3	DSR	
Bus 2	X (M2)	<i>Monitor 2 (M2)</i>	<i>M2 VOX</i>	dB LVX 12	Post-Fader	XLR-3	DSC	
Bus 3	X (M3)	<i>Monitor 3 (M3)</i>	<i>M3 BASS</i>	dB LVX 12	Post-Fader	XLR-3	DSL	
Bus 4	X (M4)	<i>Monitor 4 (M4)</i>						
Bus 5	A (M5)	<i>Monitor 5 (M5)</i>	<i>M5 DJ</i>	dB LVX 12	Post-Fader	XLR-3	USL	
Bus 6	A (M6)	<i>Monitor 6 (M6)</i>	<i>M6 DRUMS</i>	dB LVX 12	Post-Fader	XLR-3	USR	
Bus 7	A (M7)	<i>Monitor 7 (M7)</i>						
Bus 8		<i>Recording (Morantz)</i>						For archival recording, format card before use.
Bus 9		<i>Front Fills</i>						
Bus 10		<i>DJ Sub</i>						For when the additional sub is added for DJs.
Bus 11								
Bus 12		<i>Sub</i>						
Bus 13		<i>FX 1 Return</i>						
Bus 14		<i>FX 2 Return</i>						
Bus 15		<i>FX 3 Return</i>						
Bus 16		<i>FX 4 Return</i>						
Matrix 1		<i>House Left (HL)</i>						
Matrix 2		<i>House Right (HR)</i>						
Matrix 3		<i>Infills</i>						
Matrix 4		<i>Sub</i>						
Matrix 5		<i>Record L</i>						
Matrix 6		<i>Record R</i>						

Power Requirements

Component	Socket Amount	Type	Component Location	Suggested O/S Power Drops
Monitor 1 (M1)	1	Grounded 3 Prong	DSR	2+ outlets near drums for M6 and Guitar Amp 4 outlets near DJ Table for M5, any ontable power draws and Bass Amp M1, M2, M3 (3 Monitors) can pull from the power drop under the stage lip.
Monitor 2 (M2)	1	Grounded 3 Prong	DSC	
Monitor 3 (M3)	1	Grounded 3 Prong	DSL	
Monitor 5 (M5)	1	Grounded 3 Prong	USL	
Monitor 6 (M6)	1	Grounded 3 Prong	USR	
Bass Amp	1	Grounded 3 Prong	DSL	
Guitar Amp	1	Grounded 3 Prong	DSR	
Turntable/DJ Rigs	2+	TBD	USC	

Sound Department Patch Documentation

Project	DJ Faust	Venue(s)	Clvb 33
Type	DJ	Date(s)	June 20th 2026
Console	Midas M32	Created by	Anna K Simmons
Version #	V1.2	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic	Stand	Connection	Position	Notes
1	X	1	<i>Vox 1</i>						
2	X	2	<i>Vox 2</i>						
3	X	3	<i>Vox 3</i>						
4	Direct to Split		<i>Vox 4</i>	<i>SL VOG</i>	58	TB	XLR-3	SL Wing	
5	A	1	<i>Vox 5</i>	<i>DJ Mic</i>	TG V35d	Table	XLR-3	USC	Doesn't use it much but there incase it is wanted at all, on a switch.
6	A	2	<i>Vox 6</i>						
7	Direct to Split		<i>Vox 7 (MC)</i>						
8	X	15	<i>Spare 1</i>						
9	X	4	<i>Instrument 1</i>						
10	X	5	<i>Instrument 2</i>						
11	X	6	<i>Instrument 3</i>						
12	X	7	<i>Instrument 4</i>						
13	A	3	<i>Instrument 5</i>						
14	Direct to Split		<i>Instrument 6</i>						
15	A	4	<i>DJ 1 L</i>	<i>DJ 1 L</i>			XLR-3	USC	Lines run from his rig to our split
16	A	5	<i>DJ 1 R</i>	<i>DJ 1 R</i>			XLR-3	USC	
17	X	8	<i>DI 1</i>						
18	X	9	<i>DI 2</i>						
19	X	10	<i>DI 3</i>						
20	X	11	<i>DI 4</i>						
21	A	6	<i>DI 5</i>						
22	A	7	<i>DI 6</i>						
23	A	8	<i>Guitar DI</i>						
24	Direct to Split		<i>Bass DI</i>						
25	C	1	<i>Piano Hi</i>						
26	C	2	<i>Piano Lo</i>						
27	C	3	<i>Piano Foldback</i>						
28	A	9	<i>Kick</i>						
29	A	10	<i>Snare</i>						
30	A	11	<i>Overhead Stage Right (OHSR)</i>						
31	A	12	<i>Overhead Stage Left (OHSL)</i>						
32	X	16	<i>Spare 2</i>						
Aux 1	Local Input 1		<i>Projector L</i>						
Aux 2	Local Input 2		<i>Projector R</i>						

Aux 3	Local Input 3							
Aux 4	Local Input 4							
Aux 5	Local Input 5	<i>1/8" L</i>	<i>1/8" L</i>			XLR-3		
Aux 6	Local Input 6	<i>1/8" R</i>	<i>1/8" R</i>			XLR-3		
Aux 7	Local Input 7							
Aux 8	Local Input 8							
Talkback		<i>Sound VOG/Talkback</i>	<i>Sound VOG/Talkback</i>	58	FOH	XLR-3		

M32 Buses & Matrices

FOH	Snake	Default Label	Project Label	Model	Pre/Post	Connection	Position	Notes
Bus 1	X (M1)	<i>Monitor 1 (M1)</i>	<i>DJSR</i>	dB LVX 12	Post	XLR-3	USC	Propped them up on apple boxes on both sides of the DJ Position
Bus 2	X (M2)	<i>Monitor 2 (M2)</i>	<i>DJSL</i>	dB LVX 12	Post	XLR-3		
Bus 3	X (M3)	<i>Monitor 3 (M3)</i>						
Bus 4	X (M4)	<i>Monitor 4 (M4)</i>						
Bus 5	A (M5)	<i>Monitor 5 (M5)</i>						
Bus 6	A (M6)	<i>Monitor 6 (M6)</i>						
Bus 7	A (M7)	<i>Monitor 7 (M7)</i>						
Bus 8		<i>Recording (Morantz)</i>						For archival recording, format card before use.
Bus 9		<i>Front Fills</i>						
Bus 10		<i>DJ Sub</i>						For when the additional sub is added for DJs.
Bus 11								
Bus 12		<i>Sub</i>						
Bus 13		<i>FX 1 Return</i>						
Bus 14		<i>FX 2 Return</i>						
Bus 15		<i>FX 3 Return</i>						
Bus 16		<i>FX 4 Return</i>						
Matrix 1		<i>House Left (HL)</i>						
Matrix 2		<i>House Right (HR)</i>						
Matrix 3		<i>Infills</i>						
Matrix 4		<i>Sub</i>						
Matrix 5		<i>Record L</i>						
Matrix 6		<i>Record R</i>						

Power Requirements

Component	Socket Amount	Type	Component Location	Suggested O/S Power Drops
M1	1	3 Prong Grounded	USC	Can pull from the stage edge if running power there, or pull from SL side
M2	1	3 Prong Grounded	USC	
DJ Rig	2+	3 Prong Grounded	USC	

Sound Department Patch Documentation

Project	Karaoke Hosted by Miss Rizz	Venue(s)	Clvb 33
Type	Karaoke	Date(s)	June 18th 2026
Console	Midas M32	Created by	Anna K Simmons
Version #	V1	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic	Stand	Connection	Position	Notes
1	X	1	Vox 1	Vox 1	SM58	TB	XLR-3	CS	E-tape the connection to the mic for security,
2	X	2	Vox 2	Vox 2	SM58	TB	XLR-3	CS	ensuring to not apply pressure to the latch
3	X	3	Vox 3						
4	Direct to Split		Vox 4						
5	A	1	Vox 5						
6	A	2	Vox 6						
7	Direct to Split		Vox 7 (MC)	Vox 7/MC	TG V35d	TB/Towel	XLR-3	SL Wing	Mic on switch so it can be left live, toggle by host
8	X	15	Spare 1						
9	X	4	Instrument 1						
10	X	5	Instrument 2						
11	X	6	Instrument 3						
12	X	7	Instrument 4						
13	A	3	Instrument 5						
14	Direct to Split		Instrument 6						
15	A	4	DJ 1 L						
16	A	5	DJ 1 R						
17	X	8	DI 1						
18	X	9	DI 2						
19	X	10	DI 3	Playback L	Stereo DI Box		XLR-3 & 1/8"	CS	For playback onstage from laptop to play tracks.
20	X	11	DI 4	Playback R					
21	A	6	DI 5						
22	A	7	DI 6						
23	A	8	Guitar DI						
24	Direct to Split		Bass DI						
25	C	1	Piano Hi						
26	C	2	Piano Lo						
27	C	3	Piano Foldback						
28	A	9	Kick						
29	A	10	Snare						
30	A	11	Overhead Stage Right (OHSR)						
31	A	12	Overhead Stage Left (OHS�)						
32	X	16	Spare 2						
Aux 1	Local Input 1		Projector L	Proj L	Stereo DI Box		XLR-3	FOH	
Aux 2	Local Input 2		Projector R	Proj R			XLR-3		
Aux 3	Local Input 3								

Aux 4	Local Input 4							
Aux 5	Local Input 5	<i>1/8" L</i>	<i>1/8" L</i>	Stereo DI Box		XLR-3	FOH	
Aux 6	Local Input 6	<i>1/8" R</i>	<i>1/8" R</i>			XLR-3		
Aux 7	Local Input 7							
Aux 8	Local Input 8							
Talkback		<i>Sound VOG/Talkback</i>	<i>Sound VOG/Talkback</i>	SM58		XLR-3	FOH	

M32 Buses & Matrices

FOH	Snake	Default Label	Project Label	Model	Pre/Post	Connection	Position	Notes
Bus 1	X (M1)	<i>Monitor 1 (M1)</i>	<i>M1 SR</i>	dB LVX 12	Post-Fader	XLR-3	DSR	
Bus 2	X (M2)	<i>Monitor 2 (M2)</i>	<i>M2 SL</i>	dB LVX 12	Post-Fader	XLR-3	DSL	
Bus 3	X (M3)	<i>Monitor 3 (M3)</i>						
Bus 4	X (M4)	<i>Monitor 4 (M4)</i>						
Bus 5	A (M5)	<i>Monitor 5 (M5)</i>						
Bus 6	A (M6)	<i>Monitor 6 (M6)</i>						
Bus 7	A (M7)	<i>Monitor 7 (M7)</i>						
Bus 8		<i>Recording (Morantz)</i>						For archival recording, format card before use.
Bus 9		<i>Front Fills</i>						
Bus 10		<i>DJ Sub</i>						For when the additional sub is added for DJs.
Bus 11								
Bus 12		<i>Sub</i>						
Bus 13		<i>FX 1 Return</i>						
Bus 14		<i>FX 2 Return</i>						
Bus 15		<i>FX 3 Return</i>						
Bus 16		<i>FX 4 Return</i>						
Matrix 1		<i>House Left (HL)</i>						
Matrix 2		<i>House Right (HR)</i>						
Matrix 3		<i>Infills</i>						
Matrix 4		<i>Sub</i>						
Matrix 5		<i>Record L</i>						
Matrix 6		<i>Record R</i>						

On-Stage Power Requirements

Component	Socket Amount	Type	Component Location	Suggested O/S Power Drops
Monitor 1 (M1)	1	Grounded 3 Prong	DSL	Pull from the power under stage lip if using Monitors for the show
Monitor 2 (M2)	1	Grounded 3 Prong	DSR	Pull from the power under stage lip if using Monitors for the show
Computer	1	Grounded 3 Prong	CS	Can use power run from stage lip or separate run from SL power

Sound Department Patch Documentation

Project	Three Sisters	Venue(s)	Clvb 33
Type	Concert	Date(s)	June 26th 2026
Console	Midas M32	Created by	Anna K Simmons
Version #	V1.4	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic/DI	Stand	Connection	Position	Notes
1	X	1	<i>Vox 1</i>	<i>Ji Won Vox</i>	58	TB	XLR-3		
2	X	2	<i>Vox 2</i>	<i>Keys Vox</i>	58	TB	XLR-3		
3	X	3	<i>Vox 3</i>	<i>Irene Vox</i>	58	TB	XLR-3		
4	Direct to Split		<i>Vox 4</i>	<i>Heather Vox</i>	58	TB	XLR-3		
5	A	1	<i>Vox 5</i>						
6	A	2	<i>Vox 6</i>						
7	Direct to Split		<i>Vox 7 (MC)</i>	<i>SL VOG</i>	dB TG V35d	RB/Rack	XLR-3		
8	X	15	<i>Spare 1</i>						
9	X	4	<i>Instrument 1</i>	<i>Guitar</i>	Mono DI		1/4" & XLR-3		Added 06/25, borrow from JBT closet
10	X	5	<i>Instrument 2</i>						
11	X	6	<i>Instrument 3</i>						
12	X	7	<i>Instrument 4</i>						
13	A	3	<i>Instrument 5</i>						
14	Direct to Split		<i>Instrument 6</i>						
15	A	4	<i>DJ 1 L</i>						
16	A	5	<i>DJ 1 R</i>						
17	X	8	<i>DI 1</i>	<i>Violin DI</i>	Mono DI		1/4" & XLR-3		
18	X	9	<i>DI 2</i>	<i>Keys L</i>	Stereo DI		1/4" & XLR-3		*If bringing own keys, if using the baby grand the position shifts and we will use the PNO lines (3)
19	X	10	<i>DI 3</i>	<i>Keys R</i>					
20	X	11	<i>DI 4</i>	<i>Ten Uke 1</i>	Mono DI		1/4" & XLR-3		
21	A	6	<i>DI 5</i>	<i>Ten Uke 2</i>	Mono DI		1/4" & XLR-3		
22	A	7	<i>DI 6</i>	<i>Bari Uke</i>	Mono DI		1/4" & XLR-3		
23	A	8	<i>Guitar DI</i>						
24	Direct to Split		<i>Bass DI</i>	<i>Ubass</i>	Mono DI		1/4" & XLR-3		
25	C	1	<i>Piano Hi</i>						
26	C	2	<i>Piano Lo</i>						
27	C	3	<i>Piano Foldback</i>						
28	A	9	<i>Kick</i>						
29	A	10	<i>Snare</i>						
30	A	11	<i>Overhead Stage Right (OHSR)</i>						
31	A	12	<i>Overhead Stage Left (OHSL)</i>						
32	X	16	<i>Spare 2</i>						
Aux 1	Local Input 1		<i>Projector L</i>	<i>Projector L</i>					
Aux 2	Local Input 2		<i>Projector R</i>	<i>Projector R</i>					
Aux 3	Local Input 3								

Aux 4	Local Input 4							
Aux 5	Local Input 5	<i>1/8" L</i>	<i>1/8" L</i>					
Aux 6	Local Input 6	<i>1/8" R</i>	<i>1/8" R</i>					
Aux 7	Local Input 7							
Aux 8	Local Input 8							
Talkback		<i>Sound VOG/Talkback</i>	<i>Sound VOG/Talkback</i>	58	FOH	XLR-3		

M32 Buses & Matrices

FOH	Snake	Default Label	Project Label	Model	Pre/Post	Connection	Position	Notes
Bus 1	X (M1)	<i>Monitor 1 (M1)</i>	<i>Ji Won M1</i>	dB LVX 12	Post	XLR-3		
Bus 2	X (M2)	<i>Monitor 2 (M2)</i>	<i>Keys M2</i>	dB LVX 12	Post	XLR-3		
Bus 3	X (M3)	<i>Monitor 3 (M3)</i>	<i>Irene M3</i>	dB LVX 12	Post	XLR-3		
Bus 4	X (M4)	<i>Monitor 4 (M4)</i>	<i>Heather M4</i>	dB LVX 12	Post	XLR-3		
Bus 5	A (M5)	<i>Monitor 5 (M5)</i>						
Bus 6	A (M6)	<i>Monitor 6 (M6)</i>						
Bus 7	A (M7)	<i>Monitor 7 (M7)</i>						
Bus 8		<i>Recording (Morantz)</i>						For archival recording, format card before use.
Bus 9		<i>Front Fills</i>						
Bus 10		<i>DJ Sub</i>						For when the additional sub is added for DJs.
Bus 11								
Bus 12		<i>Sub</i>						
Bus 13		<i>FX 1 Return</i>						
Bus 14		<i>FX 2 Return</i>						
Bus 15		<i>FX 3 Return</i>						
Bus 16		<i>FX 4 Return</i>						
Matrix 1		<i>House Left (HL)</i>						
Matrix 2		<i>House Right (HR)</i>						
Matrix 3		<i>Infills</i>						
Matrix 4		<i>Sub</i>						
Matrix 5		<i>Record L</i>						
Matrix 6		<i>Record R</i>						

Power Requirements

Component	Socket Amount	Type	Component Location	Suggested O/S Power Drops
Monitors	4	3 Prong Grounded	CS Lip/O/S if needed	CS under the lip, 4 outlets on this power run check length of IEC runs to confirm before finalizing position of the power drop
Keys	1	3 Prong Grounded	O/S near keys Irene/2nd Position	Near keys, there are 4 outlets located backstage R where the DJ sub draws from, can run extension from there to stage.

Sound Department Patch Documentation

Project	<i>Sterling Scott Hosted by Tesh Ayten</i>	Venue(s)	Clvb 33
Type	Comedy	Date(s)	July 2nd 2026
Console	Midas M32	Created by	Anna K Simmons
Version #	V1.1	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic	Stand	Connection	Position	Notes
1	X	1	<i>Vox 1</i>	<i>Vox 1</i>	SM58	RB	XLR-3	DSC	
2	X	2	<i>Vox 2</i>	<i>Backup SR</i>	SM58	TB	XLR-3	SR Wing	
3	X	3	<i>Vox 3</i>						
4	Direct to Split		<i>Vox 4</i>						
5	A	1	<i>Vox 5</i>						
6	A	2	<i>Vox 6</i>						
7	Direct to Split		<i>Vox 7 (MC)</i>	<i>Vox 7/MC</i>	TG V35d	TB/Towel	XLR-3	SL Wing	
8	X	15	<i>Spare 1</i>						
9	X	4	<i>Instrument 1</i>						
10	X	5	<i>Instrument 2</i>						
11	X	6	<i>Instrument 3</i>						
12	X	7	<i>Instrument 4</i>						
13	A	3	<i>Instrument 5</i>						
14	Direct to Split		<i>Instrument 6</i>						
15	A	4	<i>DJ 1 L</i>						
16	A	5	<i>DJ 1 R</i>						
17	X	8	<i>DI 1</i>						
18	X	9	<i>DI 2</i>						
19	X	10	<i>DI 3</i>						
20	X	11	<i>DI 4</i>						
21	A	6	<i>DI 5</i>						
22	A	7	<i>DI 6</i>						
23	A	8	<i>Guitar DI</i>						
24	Direct to Split		<i>Bass DI</i>						
25	C	1	<i>Piano Hi</i>						
26	C	2	<i>Piano Lo</i>						
27	C	3	<i>Piano Foldback</i>						
28	A	9	<i>Kick</i>						
29	A	10	<i>Snare</i>						
30	A	11	<i>Overhead Stage Right (OHSR)</i>						
31	A	12	<i>Overhead Stage Left (OHS�)</i>						
32	X	16	<i>Spare 2</i>						
Aux 1	Local Input 1		<i>Projector L</i>	<i>Proj L</i>	Stereo DI Box		XLR-3	FOH	
Aux 2	Local Input 2		<i>Projector R</i>	<i>Proj R</i>			XLR-3		
Aux 3	Local Input 3								

Aux 4	Local Input 4							
Aux 5	Local Input 5	<i>1/8" L</i>	<i>1/8" L</i>	Stereo DI Box		XLR-3	FOH	
Aux 6	Local Input 6	<i>1/8" R</i>	<i>1/8" R</i>			XLR-3		
Aux 7	Local Input 7							
Aux 8	Local Input 8							
Talkback		<i>Sound VOG/Talkback</i>	<i>Sound VOG/Talkback</i>	SM58		XLR-3	FOH	

M32 Buses & Matrices

FOH	Snake	Default Label	Project Label	Model	Pre/Post	Connection	Position	Notes
Bus 1	X (M1)	<i>Monitor 1 (M1)</i>	<i>M1</i>	dB LVX 12	Post-Fader	XLR-3	DSR	
Bus 2	X (M2)	<i>Monitor 2 (M2)</i>						
Bus 3	X (M3)	<i>Monitor 3 (M3)</i>						
Bus 4	X (M4)	<i>Monitor 4 (M4)</i>						
Bus 5	A (M5)	<i>Monitor 5 (M5)</i>						
Bus 6	A (M6)	<i>Monitor 6 (M6)</i>						
Bus 7	A (M7)	<i>Monitor 7 (M7)</i>						
Bus 8		<i>Recording (Morantz)</i>						For archival recording, format card before use.
Bus 9		<i>Front Fills</i>						
Bus 10		<i>DJ Sub</i>						For when the additional sub is added for DJs.
Bus 11								
Bus 12		<i>Sub</i>						
Bus 13		<i>FX 1 Return</i>						
Bus 14		<i>FX 2 Return</i>						
Bus 15		<i>FX 3 Return</i>						
Bus 16		<i>FX 4 Return</i>						
Matrix 1		<i>House Left (HL)</i>						
Matrix 2		<i>House Right (HR)</i>						
Matrix 3		<i>Infills</i>						
Matrix 4		<i>Sub</i>						
Matrix 5		<i>Record L</i>						
Matrix 6		<i>Record R</i>						

On-Stage Power Requirements

Component	Socket Amount	Type	Component Location	Suggested O/S Power Drops
Monitor 1 (M1)	1	Grounded 3 Prong	DSR	Pull from the power under stage lip if using Monitors for the show

Sound Department Patch Documentation

Project	<i>Sterling Drake</i>	Venue(s)	Clvb 33
Type	Concert	Date(s)	July 3rd 2026
Console	Midas M32	Created by	Anna K Simmons
Version #	V1	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic	Stand	Connection	Position	Notes
1	X	1	<i>Vox 1</i>	<i>Bg/Harmonica Vox</i>	SM58	TB	XLR-3	DSR	
2	X	2	<i>Vox 2</i>	<i>Lead Vox</i>	SM58	TB	XLR-3	DSC	
3	X	3	<i>Vox 3</i>						
4	Direct to Split		<i>Vox 4</i>						
5	A	1	<i>Vox 5</i>	<i>Bg/Bass Vox</i>	SM58	TB	XLR-3	USL	
6	A	2	<i>Vox 6</i>						
7	Direct to Split		<i>Vox 7 (MC)</i>	<i>Vox 7/MC</i>	TG V35d	TB/Towel	XLR-3	SL Wing	
8	X	15	<i>Spare 1</i>						
9	X	4	<i>Instrument 1</i>						
10	X	5	<i>Instrument 2</i>						
11	X	6	<i>Instrument 3</i>						
12	X	7	<i>Instrument 4</i>						
13	A	3	<i>Instrument 5</i>						
14	Direct to Split		<i>Instrument 6</i>						
15	A	4	<i>DJ 1 L</i>						
16	A	5	<i>DJ 1 R</i>						
17	X	8	<i>DI 1</i>	<i>Violin DI</i>	Mono DI		1/4" & XLR-3	DSR	
18	X	9	<i>DI 2</i>	<i>Guitar DI</i>	Mono DI		1/4" & XLR-3	DSC	
19	X	10	<i>DI 3</i>	<i>Mandolin DI</i>	Mono DI		1/4" & XLR-3	DSL	
20	X	11	<i>DI 4</i>	<i>Banjo DI</i>	Mono DI		1/4" & XLR-3	DSL	
21	A	6	<i>DI 5</i>						
22	A	7	<i>DI 6</i>						
23	A	8	<i>Guitar DI</i>						
24	Direct to Split		<i>Bass DI</i>	<i>Upright Bass</i>	Mono DI		1/4" & XLR-3	USL	
25	C	1	<i>Piano Hi</i>						
26	C	2	<i>Piano Lo</i>						
27	C	3	<i>Piano Foldback</i>						
28	A	9	<i>Kick</i>						
29	A	10	<i>Snare</i>						
30	A	11	<i>Overhead Stage Right (OHSR)</i>						
31	A	12	<i>Overhead Stage Left (OHS�)</i>						
32	X	16	<i>Spare 2</i>						
Aux 1	Local Input 1		<i>Projector L</i>	<i>Proj L</i>	Stereo DI Box		XLR-3	FOH	
Aux 2	Local Input 2		<i>Projector R</i>	<i>Proj R</i>			XLR-3		
Aux 3	Local Input 3								

Aux 4	Local Input 4							
Aux 5	Local Input 5	<i>1/8" L</i>	<i>1/8" L</i>	Stereo DI Box		XLR-3	FOH	
Aux 6	Local Input 6	<i>1/8" R</i>	<i>1/8" R</i>			XLR-3		
Aux 7	Local Input 7							
Aux 8	Local Input 8							
Talkback		<i>Sound VOG/Talkback</i>	<i>Sound VOG/Talkback</i>	SM58		XLR-3	FOH	

M32 Buses & Matrices								
FOH	Snake	Default Label	Project Label	Model	Pre/Post	Connection	Position	Notes
Bus 1	X (M1)	<i>Monitor 1 (M1)</i>	<i>M1 (Violin/Harmonica)</i>	dB LVX 12	Post-Fader	XLR-3	DSR	
Bus 2	X (M2)	<i>Monitor 2 (M2)</i>	<i>M2 (Gtr/Vox)</i>	dB LVX 12	Post-Fader	XLR-3	DSC	
Bus 3	X (M3)	<i>Monitor 3 (M3)</i>	<i>M3 (Mando/Banjo)</i>	dB LVX 12	Post-Fader	XLR-3	DSL	
Bus 4	X (M4)	<i>Monitor 4 (M4)</i>						
Bus 5	A (M5)	<i>Monitor 5 (M5)</i>	<i>M5 (Bass)</i>	dB LVX 12	Post-Fader	XLR-3	USL	
Bus 6	A (M6)	<i>Monitor 6 (M6)</i>						
Bus 7	A (M7)	<i>Monitor 7 (M7)</i>						
Bus 8		<i>Recording (Morantz)</i>						For archival recording, format card before use.
Bus 9		<i>Front Fills</i>						
Bus 10		<i>DJ Sub</i>						For when the additional sub is added for DJs.
Bus 11								
Bus 12		<i>Sub</i>						
Bus 13		<i>FX 1 Return</i>						
Bus 14		<i>FX 2 Return</i>						
Bus 15		<i>FX 3 Return</i>						
Bus 16		<i>FX 4 Return</i>						
Matrix 1		<i>House Left (HL)</i>						
Matrix 2		<i>House Right (HR)</i>						
Matrix 3		<i>Infills</i>						
Matrix 4		<i>Sub</i>						
Matrix 5		<i>Record L</i>						
Matrix 6		<i>Record R</i>						

On-Stage Power Requirements				
Component	Socket Amount	Type	Component Location	Suggested O/S Power Drops
M1 (Violin/Harmonica)	1	Grounded 3 Prong	DSR	
M2 (Guitar/Vox)	1	Grounded 3 Prong	DSC	
M3 (Mando/Banjo)	1	Grounded 3 Prong	DSL	
M5 (Bass)	1	Grounded 3 Prong	USL	

Sound Department Patch Documentation

Project	<i>Sugar Country Burlesque</i>	Venue(s)	Clvb 33
Type	Concert	Date(s)	July 10th 2026
Console	Midas M32	Created by	Anna K Simmons
Version #	V.1	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic	Stand	Connection	Position	Notes
1	X	1	<i>Vox 1</i>	<i>Vox 1</i>	SM58	TB	XLR-3	DSR	
2	X	2	<i>Vox 2</i>	<i>Vox 2</i>	SM58	TB	XLR-3	DSC	
3	X	3	<i>Vox 3</i>	<i>Vox 3</i>	SM58	TB	XLR-3	DSL	
4	Direct to Split		<i>Vox 4</i>	<i>RF 1</i>	EW-D835	TB	XLR-3		Ensure swapping of mic clips to the Sennheiser wireless ones from the Shure one
5	A	1	<i>Vox 5</i>	<i>RF 2</i>	EW-D835	TB	XLR-3		
6	A	2	<i>Vox 6</i>						
7	Direct to Split		<i>Vox 7 (MC)</i>	<i>Vox 7 (MC)</i>	TGv35d	TB	XLR-3	SL Wing	
8	X	15	<i>Spare 1</i>						
9	X	4	<i>Instrument 1</i>						
10	X	5	<i>Instrument 2</i>						
11	X	6	<i>Instrument 3</i>						
12	X	7	<i>Instrument 4</i>						
13	A	3	<i>Instrument 5</i>						
14	Direct to Split		<i>Instrument 6</i>						
15	A	4	<i>DJ 1 L</i>						
16	A	5	<i>DJ 1 R</i>						
17	X	8	<i>DI 1</i>						
18	X	9	<i>DI 2</i>						
19	X	10	<i>DI 3</i>						
20	X	11	<i>DI 4</i>						
21	A	6	<i>DI 5</i>						
22	A	7	<i>DI 6</i>						
23	A	8	<i>Guitar DI</i>						
24	Direct to Split		<i>Bass DI</i>						
25	C	1	<i>Piano Hi</i>						
26	C	2	<i>Piano Lo</i>						
27	C	3	<i>Piano Foldback</i>						
28	A	9	<i>Kick</i>						
29	A	10	<i>Snare</i>						
30	A	11	<i>Overhead Stage Right (OHSR)</i>						
31	A	12	<i>Overhead Stage Left (OHS�)</i>						
32	X	16	<i>Spare 2</i>						
Aux 1	Local Input 1		<i>Projector L</i>	<i>Proj L</i>	Stereo DI Box		XLR-3	FOH	
Aux 2	Local Input 2		<i>Projector R</i>	<i>Proj R</i>			XLR-3		
Aux 3	Local Input 3								

Aux 4	Local Input 4							
Aux 5	Local Input 5	1/8" L	1/8" L	Stereo DI Box		XLR-3	FOH	
Aux 6	Local Input 6	1/8" R	1/8" R			XLR-3		
Aux 7	Local Input 7							
Aux 8	Local Input 8							
Talkback		Sound VOG/Talkback	Sound VOG/Talkback	SM58		XLR-3	FOH	

M32 Buses & Matrices								
FOH	Snake	Default Label	Project Label	Model	Pre/Post	Connection	Position	Notes
Bus 1	X (M1)	Monitor 1 (M1)	M1 (DSR)	dB LVX 12	Post-Fader	XLR-3	DSR	
Bus 2	X (M2)	Monitor 2 (M2)	M2 (DSC)	dB LVX 12	Post-Fader	XLR-3	DSC	
Bus 3	X (M3)	Monitor 3 (M3)	M3 (DSL)	dB LVX 12	Post-Fader	XLR-3	DSL	
Bus 4	X (M4)	Monitor 4 (M4)						
Bus 5	A (M5)	Monitor 5 (M5)						
Bus 6	A (M6)	Monitor 6 (M6)						
Bus 7	A (M7)	Monitor 7 (M7)						
Bus 8		Recording (Morantz)						For archival recording, format card before use.
Bus 9		Front Fills						
Bus 10		DJ Sub						For when the additional sub is added for DJs.
Bus 11								
Bus 12		Sub						
Bus 13		FX 1 Return						
Bus 14		FX 2 Return						
Bus 15		FX 3 Return						
Bus 16		FX 4 Return						
Matrix 1		House Left (HL)						
Matrix 2		House Right (HR)						
Matrix 3		Infills						
Matrix 4		Sub						
Matrix 5		Record L						
Matrix 6		Record R						

On-Stage Power Requirements				
Component	Socket Amount	Type	Component Location	Suggested O/S Power Drops
M1 (DSR)	1	Grounded 3 Prong	DSR	Pull from under stage lip
M2 (DSC)	1	Grounded 3 Prong	DSC	
M3 (DSL)	1	Grounded 3 Prong	DSL	

Sound Department Patch Documentation

Project	<i>Kue Varo & The Only Hopes</i>	Venue(s)	Clvb 33
Type	Concert	Date(s)	July 11th 2026
Console	Midas M32	Created by	Anna K Simmons
Version #	V1	Last Modified	06-29-2026 21:59:18

M32 Inputs

FOH	Snake ID	Port ID	Default Label	Project Label	Mic	Stand	Connection	Position	Notes
1	X	1	<i>Vox 1</i>						
2	X	2	<i>Vox 2</i>						
3	X	3	<i>Vox 3</i>	<i>Kue Vox</i>	SM58	TB	XLR-3		
4	Direct to Split		<i>Vox 4</i>	<i>Ez Vox</i>	SM58	TB	XLR-3		
5	A	1	<i>Vox 5</i>						
6	A	2	<i>Vox 6</i>						
7	Direct to Split		<i>Vox 7 (MC)</i>	<i>SL VOG/MC</i>	TGv35d	TB/Towel	XLR-3		
8	X	15	<i>Spare 1</i>						
9	X	4	<i>Instrument 1</i>	<i>Bob Gtr</i>	SM57	TB	XLR-3		
10	X	5	<i>Instrument 2</i>	<i>Russ Gtr</i>	SM57	TB	XLR-3		
11	X	6	<i>Instrument 3</i>						
12	X	7	<i>Instrument 4</i>						
13	A	3	<i>Instrument 5</i>						
14	Direct to Split		<i>Instrument 6</i>						
15	A	4	<i>DJ 1 L</i>						
16	A	5	<i>DJ 1 R</i>						
17	X	8	<i>DI 1</i>	<i>Korg Synth</i>	Mono DI *		XLR-3		*If they are stereo this can be Korg L & R, DI 3 & DI 4 become Freak L & R See above.
18	X	9	<i>DI 2</i>	<i>Freak Synth</i>	Mono DI *		XLR-3		
19	X	10	<i>DI 3</i>		*		XLR-3		
20	X	11	<i>DI 4</i>		*		XLR-3		
21	A	6	<i>DI 5</i>						
22	A	7	<i>DI 6</i>						
23	A	8	<i>Guitar DI</i>						
24	Direct to Split		<i>Bass DI</i>	<i>Bass Amp Mic</i>	509		XLR-3		
25	C	1	<i>Piano Hi</i>						
26	C	2	<i>Piano Lo</i>						
27	C	3	<i>Piano Foldback</i>						
28	A	9	<i>Kick</i>	<i>Kick</i>	Beta 52		XLR-3		
29	A	10	<i>Snare</i>	<i>Snare</i>	SM57	TB	XLR-3		
30	A	11	<i>Overhead Stage Right (OHSR)</i>	<i>OHSR</i>	ADX 50	TB	XLR-3		
31	A	12	<i>Overhead Stage Left (OHSL)</i>	<i>OHSL</i>	ADX 50	TB	XLR-3		
32	X	16	<i>Spare 2</i>	<i>Spare</i>					
Aux 1	Local Input 1		<i>Projector L</i>	<i>Proj L</i>	Stereo DI Box		XLR-3	FOH	
Aux 2	Local Input 2		<i>Projector R</i>	<i>Proj R</i>			XLR-3		
Aux 3	Local Input 3								

Aux 4	Local Input 4							
Aux 5	Local Input 5	<i>1/8" L</i>	<i>1/8" L</i>	Stereo DI Box		XLR-3	FOH	
Aux 6	Local Input 6	<i>1/8" R</i>	<i>1/8" R</i>			XLR-3		
Aux 7	Local Input 7							
Aux 8	Local Input 8							
Talkback		<i>Sound VOG/Talkback</i>	<i>Sound VOG/Talkback</i>	SM58		XLR-3	FOH	

M32 Buses & Matrices

FOH	Snake	Default Label	Project Label	Model	Pre/Post	Connection	Position	Notes
Bus 1	X (M1)	<i>Monitor 1 (M1)</i>	<i>M1 (Bob)</i>	dB LVX 12	Post-Fader	XLR-3	DSR	
Bus 2	X (M2)	<i>Monitor 2 (M2)</i>	<i>M2 (Russ)</i>	dB LVX 12	Post-Fader	XLR-3	DSR	
Bus 3	X (M3)	<i>Monitor 3 (M3)</i>	<i>M3 (Kue)</i>	dB LVX 12	Post-Fader	XLR-3	DSC	
Bus 4	X (M4)	<i>Monitor 4 (M4)</i>	<i>M4 (Ez)</i>	dB LVX 12	Post-Fader	XLR-3	DSL	
Bus 5	A (M5)	<i>Monitor 5 (M5)</i>	<i>M5 (Matt)</i>	dB LVX 12	Post-Fader	XLR-3	USL	
Bus 6	A (M6)	<i>Monitor 6 (M6)</i>						
Bus 7	A (M7)	<i>Monitor 7 (M7)</i>						
Bus 8		<i>Recording (Morantz)</i>						For archival recording, format card before use.
Bus 9		<i>Front Fills</i>						
Bus 10		<i>DJ Sub</i>						For when the additional sub is added for DJs.
Bus 11								
Bus 12		<i>Sub</i>						
Bus 13		<i>FX 1 Return</i>						
Bus 14		<i>FX 2 Return</i>						
Bus 15		<i>FX 3 Return</i>						
Bus 16		<i>FX 4 Return</i>						
Matrix 1		<i>House Left (HL)</i>						
Matrix 2		<i>House Right (HR)</i>						
Matrix 3		<i>Infills</i>						
Matrix 4		<i>Sub</i>						
Matrix 5		<i>Record L</i>						
Matrix 6		<i>Record R</i>						

On-Stage Power Requirements

Component	Socket Amount	Type	Component Location	Suggested O/S Power Drops
M1 (Bob)	1	Grounded 3 Prong	DSR	
M2 (Russ)	1	Grounded 3 Prong	DSR	
M3 (Kue)	1	Grounded 3 Prong	DSC	
M4 (Ez)	1	Grounded 3 Prong	DSL	
M5 (Matt)	1	Grounded 3 Prong	USL	
Korg Synth	1	Grounded 3 Prong	DSL	
Freak Synth	1	Grounded 3 Prong	DSL	
Bass Amp	1	Grounded 3 Prong	USL	
Guitar Amp 1	1	Grounded 3 Prong	USR	
Guitar Amp 2	1	Grounded 3 Prong	USC	

The Virgin, Mary		Company:	Sheep's Clothing Theatre	Writer(s):		Brianna Russell	Audio Cue Sheet [V.7] Last Edited: 04/27/2026	
		Venue:	The Theatre Centre	Director:		Catie Thorne		
		Dates:	April 27th - May 2nd 2026	Document by:		Anna K Simmons		
Cue Name	Cue #	Cue Type	Duration	Calling Notes	Page #	Auto?	Design Notes	
Preshow Playlist	2	Group	41:49.42	Top of Pre-Show/House Open	N/A	☐		
Fade & Stop Preshow Playlist	4	Fade	00:08.00	Top of Show	N/A	☐		
Dream Soundscape	8	Group	08:28.00	Transition to S1, in darkness after blueout	3	☐		
Mary Monologue Soundscape	9	Group	07:25.00	Mary: "We were driving along the coast"	3	☐		
Storm Starts	10	Group	04:10.91	Mary: "I have to believe"	3	☐		
Fade & Stop Dream Soundscape	12	Group	00:08.00	Transition to S2	4	☐		
Heraion Room Tone	14	Group	19:38.29	Top of S2	4	☐		
Storm Intensifies	16	Group	00:57.32	After we are in the scene of the Heraion for a while	4	☐		
Loud Clap	18	Audio	00:03.90	Hera sits to begin the game	4	☐		
Loud Clap	20	Audio	00:03.90	Hera: "No"	4	☐		
Loud Claps & Crashes	22	Group	00:11.93	Hera: "Not happening"	4	☐		
Silence	24	Group	00:09.00	Hera: "I said no"	4	☐		
Thunder Rumble	26	Group	00:06.42	After blackout before Jo and Mary enter	4	☐		
Storm Draws Slightly	28	Group	00:10.00	Mary: "In a second"	6	☐		
Silence	30	Group	00:35.00	Mary rips off Blindfold	6	☐		
Lightning	32	Audio	00:17.76	Jo: "Not David."	8	☐		
Thunder & Lightning	34	Group	00:37.79	Hera appears	12	☐		
Silence	36	Group	04:57.88	Rock turns to dust in Hera's hand	17	☐		
Thunder & Lightning	38	Group	00:16.75	Jo: "Because they aren't real"	22	☐		
Silence	40	Group	04:57.88	Mary: "What's stopping us from having two?"	23	☐		
Thunder Crashes	42	Group	00:10.00	Hera: "My husband, I mean."	27	☐		
Dream Ambience	44	Group	05:15.05	Hera: "Almost" BLACKOUT/Transition to S3	29/30	☐		
Storm Rages	46	Group	00:27.32	Top of S3	30	☐		
Thunder & Lightning	48	Group	07:37.40	Top of Jo's Monologue	30	☐		
Thunder & Lightning	50	Group	00:12.85	Jo: "keep us out of everyone's minds?"	30	☐		
Heraion Soundscape Restoration	52	Group	07:52.05	Jo's exit/Transition to S4	30/31	☐		
Thunder & Lighting	54	Group	00:14.29	Jo: "Hera's a little liar"	31	☐		
Fade Down Soundscape	56	Fade	00:03.00	Mary: "It's a good thing. (Beat) Come on."	32	☐		
Thunder & Lightning	58	Group	00:16.75	Jo: "certainly know, wouldn't you?"	41	☐		
Thunder & Storm	60	Group	01:46.44	Jo: "Thank god for that."	43	☐		
Thunder & Lightning	62	Group	00:27.32	Hera: "Fulfill our womanly duties"	50	☐		
World Shift	64	Group	12:48.00	Jo: "I don't have to be."/Transition to S5	51	☐		
Thunder Rumbles	68	Group	00:35.36	Hera: "I have to... go to dinner"	64	☐		
Thunder & Lightning	70	Group	00:30.26	Jo: "Don't think so."	65	☐		
Rain Gradual Stop	72	Group	00:03.00	Jo: "And so are you."	65	☐		
Thunder Crash	74	Audio	00:07.04	Hera standing alone in the remainder of storm	67	☐		
Thunder Rumble	76	Group	03:45.83	Hera: "Shut up"	67	☐		
Thunder	78	Group	00:27.32	Hera: "They could come back."	67	☐		
Sad Thunder	80	Group	00:15.36	Hera: "They could still come back."	67	☐		
Thunder	82	Group	00:30.72	Hera: "We shoulda just bet the money."	67	☐		
Round of Thunder & Lightning	84	Group	00:42.10	Hera: "I find calming about the storm."	68	☐		
Silence	86	Group	04:57.88	Hera: "Fuck you, Mary. Fuck you."	68	☐		
Hera's Dreams	88	Group	04:22.44	Hera: "But Mary. Not Mary."	68	☐		
Thunder	90	Group	00:11.73	Hera: "And she deserves you."	70	☐		
Thunder & Lightning	94	Group	00:37.79	Hera: "And that is what a real mother should do."	70	☐		
World Morphs	96	Group	03:30.50	Hera: "To last you a lifetime."/Transition to S7	70	☐		
Baby Cries	98	Group	00:20.00	Top of S7	71	☐		
Crying Intensifies	100	Group	00:06.00	Jo: "Which is more than last time"	71	☐		
Baby Calms	102	Group	00:14.39	Jo: "I just want to see her." (Beat.)	72	☐		
Baby Coos	104	Group	03:17.40	Mary cradles the baby after being handed her	72	☐		
Distant Thunder & Return Synth	106	Audio	00:10.10	Jo: "Hi baby. Hi, baby."	72	☐		

TVM - Sound Documentation

<i>The Virgin, Mary</i>	Company:	Sheep's Clothing Theatre	Writer(s):		Brianna Russell	Audio Cue Sheet [V.7] Last Edited: 04/27/2026	
	Venue:	The Theatre Centre	Director:		Catie Thorne		
	Dates:	April 27th - May 2nd 2026	Document by:		Anna K Simmons		
Cue Name	Cue #	Cue Type	Duration	Calling Notes	Page #	Auto?	Design Notes
End of Show	108	Audio	00:06.00	End of Show	72	☐	
Bows	109	Group	05:22.33	When actors are ready	N/A	☐	
Fade & Stop Bows	110	Fade & Stop	00:08.00	When audience is out	N/A	☐	

Click, Bush, Train, Bug - Sound Cue List

Version 7

Last Revision: 11/15/2023

Show: Click, Bush, Train, Bug

Sound Designer: Anna Simmons

Status	Cue Number	Name	Cue Type	Page #	Calling Notes	Duration	Effect or Other Cue Notes	General Notes
Done	SQ 1	Pre-show Music	Music			18:03.58		
Done	1.1		Music			03:31.00	Auto Follow	
Done	1.2		Music			03:55.46	Auto Follow	
Done	1.3		Music			03:36.22	Auto Follow	
Done	1.4		Music			03:26.22	Auto Follow	
Done	1.5		Music			03:33.88		
Done	SQ 2	Fade & Stop Pre-show Music (SQ 1)	Fade & Stop			00:08.00		
Done	SQ 4	Ambience	Sound Effect	2	Top of show	06:42.03		
Done	SQ 5		Sound Effect	3		00:37.55		
Done	SQ 6	Fade & Stop (SQ 5)	Fade & Stop	3		00:03.00		
Done	SQ 7	Fade & Stop Ambience (SQ 4)	Fade & Stop	5		00:06.00		
Done	SQ 10	Click	Sound Effect	5				
Done	SQ 15		Music	7		02:24.00		Finished building a version we can use
Done	SQ 16	Fade & Stop (SQ 15)	Fade & Stop	8		00:01.00		
Done	SQ 20		Sound Effect	9	Visual Cue: Holds to click	00:03.08		
Done	SQ 21		Sound Effect	9				
Done	SQ 22		Fade & Stop	10				
Done	SQ 23		Sound Effect	10		00:00.30		
Done	SQ 25							
Done	SQ 30		Sound Effect	17		00:02.66		
Done	SQ 33		Sound Effect	20				
Done	SQ 34		Sound Effect	20				
Done	SQ 35		Sound Effect	21				
Done	SQ 36		Sound Effect	21				
Done	SQ 40		Sound Effect	21		00:00.62		
Done	SQ 45	Beep	Sound Effect	22		00:00.90		
Done	SQ 50		Sound Effect	27		00:01.45		
Done	SQ 53	Ambience	Sound Effect	29		02:43.50		
Done	SQ 54	Fade & Stop Ambience (SQ 53)	Fade & Stop	29		00:07.00		
Done	SQ 55		Sound Effect	36		00:03.08		
Done	SQ 57		Sound Effect	36				
Done	SQ 58	Fade & Stop	Fade & Stop	37				
Done	SQ 60		Sound Effect	38 - 39		02:58.38		
Done	SQ 61		Fade & Stop	39		00:01.00		
Done	SQ 63		Sound Effect	40		00:00.58		
Done	SQ 64		Sound Effect	41				
Done	SQ 65		Fade & Stop	42		00:03.00		
Done	SQ 66		Sound Effect	49		2:36.43		
Done	SQ 70		Bump	49		00:10.00		
Done	SQ 75		Bump	49		00:08.00		
Done	SQ 80		Bump	49		00:06.00		
Done	SQ 85		Sound Effect	50		00:03.52		
Done	SQ 90		Bump	50		00:09.00		
Done	SQ 95		Bump	50		00:05.00		
Done	SQ 100		Bump	51		00:05.00		

Done	SQ 103	Fade & Stop		Fade & Stop	51		00:15.00	
Done	SQ 105			Sound Effect	60		00:02.66	
Done	SQ 106			Sound Effect	61			
Done	SQ 107			Sound Effect	63			
Done	SQ 110			Sound Effect	64		2:36.43	
Done	SQ 115			Bump	65		00:10.00	
Done	SQ 120	Fade & Stop		Fade & Stop				
Done	SQ 123	Fade & Stop		Fade & Stop	65		00:07.00	
Done	SQ 124			Sound Effect	71		00:59.86	
Done	SQ 125	Fade & Stop		Fade & Stop	71			
Done	SQ 130	90's Music		Music	76		01:40.31	
Done	SQ 131	Fade 90's Music (SQ 130)		Fade	77		00:08.00	-25db
Done	SQ 132	Fade & Stop 90's Music (SQ 130)		Fade & Stop	79			
Not Started	SQ 145	Bow Music		Music			00:01.00	Not been determined yet
Not Started	SQ 146	Fade & Stop Bow Music (SQ 145)		Fade & Stop				
Not Started	SQ 150	Post-Show Music		Music				

Eventually, We Land - Sound Cue List

Version 6

Show: *Eventually, We Land*

Last Revision: 11/15/2023

Sound Designer: Anna Simmons

Status	Cue Number	Name	Cue Type	Page #	Calling Notes	Time	Effects or Other Cue Notes
Done	SQ 1	Pre-show Music	Group		When ready to open the house	20:35.67	
Done	1.1		Music			4:56.08	
Done	1.2		Music		AUTOFOLLOWS 1.1	5:19.61	
Done	1.3		Music	PRESHOW	AUTOFOLLOWS 1.2	5:19.94	
Done	1.4		Music		AUTOFOLLOWS 1.3	5:00.03	
Done	SQ 2	Fade & Stop Pre-show Music	Fade & Stop		Whenever you want to stop music and begin the show	8 Seconds	
Done	SQ 5	Intro 	Group			37 Seconds	
Done	5.1						
Done							Prewait - 2 Seconds
Done							Prewait - 2 Seconds
Done							Prewait - 4 Seconds
Done							Prewait - 3.5 Seconds
Done				2	Top of the show		Prewait - 4 Seconds
Done							Prewait - 3 Seconds
Done							Prewait - 2 Seconds
Done							Prewait - 1.5 Seconds
Done							Prewait - 3 Seconds
Done							Prewait - 2 Seconds
Done	SQ 10		Group			3:40.64	
Done	10.1		Sound Effect	4	After  Into Scene 1	0.26 Seconds	
Done	10.2		Sound Effect			3:40.38	
Done	SQ 15	Soft Music	Music	10		5:26.32	
Done	SQ 16	Fade & Stop Soft Music	Fade & Stop	13	"  Shift"	7 Seconds	
Done	SQ 20	 Monologue	Sound Effect	13	"Shift"	53.79 Seconds	
Done	SQ 25	Drone	Sound Effect	13	AUTOCONTINUES SQ 20	2:47.21	Prewait set to 52 seconds
Done	SQ 26	Fade & Stop Drone	Fade & Stop	14		1 Second	
Done	SQ 30	Room Tone	Sound Effect	14	AUTOCONTINUES SQ 26	7:52.05	Prewait set to 5 seconds
Done	SQ 31	Fade & Stop Room Tone	Fade & Stop	16		1 Second	
Done	SQ 35		Group				
Done	35.1		Sound Effect	17	 into Scene 3	01:12.00	
Done	35.2		Music			06:12.50	
Done	SQ 36	Fade  Ambience	Group			4 Seconds	
Done	36.1	Fade  Ambience	Fade	17		4 Seconds	
Done	36.2		Fade			4 Seconds	
Done	SQ 37	Fade  Ambience	Group			1 Second	
Done	37.1	Fade  mbience	Fade	20		1 Second	

Eventually, We Land - Sound Cue List - V6

Done	37.2	Fade ██████████ Music	Fade			1 Second
Done	SQ 40	██████████ Door	Sound Effect	22	██████████	
Done	SQ 45	Restore ██████ Ambience	Group			1 Second
Done	45.1	██████████	Bump	22	██████████	1 Second
Done	45.2	██████████	Bump			1 Second
Done	SQ 46	Fade & Stop ██████ Ambience	Group			6 Seconds
Done	46.1	Fade & Stop ██████ mbience	Fade & Stop	22	██████████	6 Seconds
Done	46.2	Fade & Stop Music	Fade & Stop			6 Seconds
Done	SQ 50	██████████	Sound Effect	22	AUTOFOLLOWS SQ 46	8 Seconds
Done	SQ 55	██████████ Drone	Sound Effect	27	██████████	
Done	SQ 60	██████████	Sound Effect	30	██████████	59 Seconds
Done	SQ 61	██████████	Sound Effect	30	██████████	5 Seconds
Done	SQ 70	██████████ Sounds	Sound Effect	37	Transition	9 Seconds
Done	SQ 75	██████████	Group			9 Seconds
Done	75.1	██████████	Sound Effect	39	Visual ██████ entrance	0.28 Seconds
Done	75.2	██████████	Sound Effect			9 Seconds
Done	SQ 90	██████████	Sound Effect	46	█████ exits/Transition to next scene	01:40.82
Done	SQ 91	Fade ██████████	Fade	46	██████████	2 Seconds
Done	SQ 92	Fade & Stop ██████████	Fade & Stop	46	██████████	5 Seconds
Done	SQ 95	██████████ Sounds	Sound Effect	51	██████████	
TBD	██████████	██████████	Sound Effect	51	██████████	
Done	SQ 101	Fade & Stop ██████ Sounds	Fade & Stop			
TBD	██████████	F ██████████	Fade & Stop			
Done	SQ 110	Comforting Tone ██████	Group			
Done	110.1	Comforting Tone	Sound Effect	61	██████████	06:04.41
Done	110.2	██████████	Sound Effect			22 Seconds
Done	SQ 116	Fade & Stop Tone ██████	Group			5 Seconds
Done	116.1	Fade & Stop Comforting Tone	Fade & Stop	62	██████████	5 Seconds
Done	116.2	██████████	Fade & Stop			5 Seconds
Done	SQ 120	Exhale	Sound Effect	64	██████████	2 Seconds
Done	SQ 125	Interview ██████	Sound Effect	64	AUTOFOLLOWS SQ 120	01:48.48
Done	SQ 130	██████████	Group			11 Seconds
Done	130.1	██████████	Sound Effect	65	End of the Interview	2 Seconds
Done	130.2	██████████	Sound Effect			9 Seconds
Not Started	SQ 140	Bows	Music		Time to bow	
Not Started	SQ 141	Fade & Stop Bows	Fade & Stop		When bows end	
Done	SQ 150	Post Show Music	Group	Post Show	House lights up and shows over	
Done	150.1	██████████	Music			04:37.98
Done	150.2	██████████	Music		Autofollows 150.1	03:45.76
Done	150.3	██████████	Music		Autofollows 150.2	

Cue Synopsis

Project Title: <i>Cabaret</i> - THP 377 Lighting Design	Lighting Designer: Anna Simmons
Location: SLC Lighting & Sound Lab	Date: 12/13/2023

General Cue Information					
Cue #	Description	Time (in Seconds)	Page #	Calling Notes	Notes
11	Blackout, with just hints of red	5	1	Top of Act 1	Lee 789 (3/789)
14	Spotlight on the Emcee	3	1	<i>Emcee Enters</i>	
15	Increase the general levels	5	1	WILLKOMEN, BIENVENUE	
16	Red light 1	0 (Snap)	1	IM CABARET	Lee 789 (3/789)
17	Red light 2	0 (Snap)	1	AU CABARET	Lee 789 (3/789)
18	Red light 3	0 (Snap)	1	TO CABARET	Lee 789 (3/789)
19	Restore general wash look and add red	3	1	MEINE DAMMEN	Lee 789 (3/789)
20	Spotlight on the Emcee and red out	3	1	I AM YOUR HOST!	
21	Red light 1	0 (Snap)	1	IM CABARET	Lee 789 (3/789)
22	Red light 2	0 (Snap)	1	AU CABARET	Lee 789 (3/789)
23	Red light 3	0 (Snap)	1	TO CABARET	Lee 789 (3/789)
24	General wash, brighter take out red	5	1	LEAVE YOUR TROUBLES OUTSIDE	
25	Spot on the orchestra	2	1	ORCHESTRA IS BEAUTIFUL	
26	Bright wash with hints of red	5	1	(7 - 8's)	Lee 789 (3/789)
27	Restore general wash look and add red	3	2	I TOLD YOU THE ORCHESTRA	Lee 789 (3/789)
28	Spot on Rosie	1	2	ROSIE	
29	Spot on Lulu	1	2	LULU	
30	Spot on Frenchie	1	2	FRENCHIE	
31	Spot on Texas	1	2	TEXAS	
32	Spot on Fritzie	1	2	FRITZIE	
33	Spot on Helga	1	2	HELGA	
34	Restore general wash look and add red	3	2	ROSIE	Lee 789 (3/789)
36	Bright wash with hints of red	5	2	(2 - 8's)	Lee 789 (3/789)
37	Restore general wash look and take out red	5	2	OUTSIDE IT IS WINTER	
38	Add more red to the wash	7	2	WIR SAGEN -	Lee 789 (3/789)
39	Red light 1	0 (Snap)	2	IM CABARET	Lee 789 (3/789)
40	Red light 2	0 (Snap)	2	AU CABARET	Lee 789 (3/789)
41	Red light 3	0 (Snap)	2	TO CABARET	Lee 789 (3/789)
42	Restore general wash look and take out red	5	2	WE ARE HERE TO SERVE YOU!	
44	Spot on Bobby	1	2	BOBBY	
45	Spot on Victor	1	2	VICTOR	
47	Spot on Bobby	1	2	BOBBY	
48	Restore general wash look	3	2	THERE'S REALLY ONLY ONE WAY TO	
49	Spot on Hans	1	2	HANS	
50	Spot on Herman	1	2	HERMAN	
52	Spot on Fraulein Sally Bowles	1	2	FRAULEIN SALLY BOWLES!	
53	Bright wash with hints of red	5	2	(8 - 8's)	Lee 789 (3/789)
54	Bright wash with flashing red lights	7	3	WILLIKOMMEN, BIENVENUE	Flashing effect (match BPM maybe)
55	Softer wash with red out	2	3	(WHISPER) WILLKOMMEN	
56	Restore general wash look	5	3	BLEIBE, RESTE, STAY!	
57	Bright wash with hints of red	7	3	WIR SAGEN-	
58	Red light 1	0 (Snap)	3	IM CABARET	Lee 789 (3/789)
59	Red light 2	0 (Snap)	3	AU CABARET	Lee 789 (3/789)
60	Red light 3	0 (Snap)	3	TO CABARET	Lee 789 (3/789)
61	General wash, no red	5	3	THANK YOU, THANK YOU	
62	Kit Kat Club special	2	3	WELCOME TO THE KIT KAT KLUB!!	
63	Blackout	3	3	KLUB!!	
64	General wash	5	4	(CLIFF, then ERNST enter)	
67	Increase level on Cliff	3	7	(reading card)	
68	Decrease level on Cliff	3	7	WELCOME TO BERLIN!	
69	Wash with hints of red	5	7	WILLKOMEN, BIENVENUE	Lee 789 (3/789)
70	Blackout	5	7	RESTE, STAY!	
71	Wash, indoor lighting look (warm)	7	8	SO YOU SEE, HERR BRADSHAW:	
72	Wash with Spot on Fraulein Schneider	3	9	DIFFERENCE OF FIFTY MARKS -	
82	Remove wash, just spot on Schneider	7	11	SO WHO CARES? WHO CARES?	
83	General wash	10	11	SO WHAT!	
91	General wash with slight red tones	7	13	WELCOME TO BERLIN!	Lee 789 (3/789)
92	Increase lights on Cliff	7	13	(CLIFF Opens typewriter)	
93	Red-out (Near blackout slight red)	2	14	(CLIFF slams the typewriter)	Lee 789 (3/789)
94	Moody wash (some blue and red tones)	5	15	MEINE DAMMEN	Lee 789 (3/789) & Lee 071 (3/071)
95	Spot on Sally	10	15	THE TOAST OF MAYFAIR	
97	Add more general wash	5	15	(4 - 4's)	
98	Restore moody wash	2	16	MUM'S THE WORD	
100	Blackout	5	16	ANYTHING CAN HAPPEN...	
101	General wash	7	17	TABLE NUMBER THREE	
104	Increase level on Emcee	5	20	MEINE DAMMEN	
105	Flashing light effect	10	20	TEN -- NINE -- EIGHT	Matching the speed in which they count down
106	Bright, celebratory	3	20	HAPPY NEW YEAR!	
107	Restore general wash	5	20	I CAN DO ANYTHING	
110	Cue Light Special	1	23	YOU KNOW	
111	Cut Cue Light Special	3	23	TOODLE PIP	
114	Spot on Sally	0 (snap)	24	(Cymbal crash. Lights snap up on Sally)	
115	Fade out the general wash	10	24	YOU HAVE TO UNDERSTAND	
117	Soft general wash	10	25	SALLY AND THE GIRLS	
119	Fade the general wash	5	26	YOU'RE BETTER OF WITHOUT ME	
120	Fade down the spot on Sally, bring in reds	20	26	MEIN HERR	Lee 789 (3/789)
121	Spot on Sally	0 (snap)	26	THE FINAL PERFORMANCE OF	

122	Blackout	5	26	SALLY BOWLES!!	
123	General Wash	7	27	YOU KNOW WHAT IS THE TROUBLE	
127	Dim the wash	10	35	IT'S NONE OF MY BUSINESS	
128	Spot on Sally	3	35	TELL THE TRUTH AND SAY	
129	Restore general wash, spot out	2	36	SALLY, I'M AFRAID	
130	Spot on Sally	3	36	SHE TELLS ME PERFECTLY	
131	Restore general wash, spot out	2	36	SALLY -- I JUST CAN'T	
132	Spot on Sally & Cliff	5	37	I MET THIS TRULY	
133	Bed Special	3	37	I'VE ONLY GOT ONE NARROW BED	
134	Restore general wash	3	37	THINK OF SOMETHING	
135	General wash with red accents	5	37	SOME PEOPLE HAVE TWO PEOPLE	
137	Red flashing lights special	5	40	(Dance 10 - 4's)	
138	Restore General wash	5	40	OOH! AHH!	
139	Blackout	7	41	LULU AND ME!	
140	General Wash	10	42	(FRAULEIN KOST is entering)	
144	Spot on Schenider	8	45	IF YOU BROUGHT ME DIAMONDS	
145	Spot on Schultz	8	45	IF IN YOUR EMOTION	
150	Restore general wash, slight emphasis on them	10	46	(They dance) (7 - 4's)	
153	Restore general wash, remove emphasis	8	47	AH...	
159	Blackout	1	47	(The door closes.)	
160	Spot on the emcee	3	48	(The EMCEE enters)	
161	Soft wash	20	48	THE SUN	
164	Blackout	5	48	(Cymbal crash)	
165	Shadowy wash	7	49	(CLIFF enters, opening a letter)	
167	Increase level of wash	5	52	IM PREGNANT	
169	Fade back to the shadowy wash	5	54	YOU SEE THE DOCTOR?	
170	Spot on Sally	5	54	MAYBE THIS TIME, I'LL BE LUCKY	
171	Increase intensity on spot	3	54	EVERYBODY LOVES A WINNER	
172	Increase intensity on spot	3	54	EVERYBODY LOVES A WINNER	
173	Increase intensity on spot	3	54	MAYBE THIS TIME...	
174	Remove spot, restore wash	7	55	(ERNST knocks and enters)	
177	Spot on Emcee	2	57	SO YOU SEE?	
178	Wash with green accents	5	57	MONEY MAKES THE WORLD GO	Lee 735 (3/735)
186	Flashing light effect	2	58	(Dance - 6 - 8's)	Lee 735 (3/735)
187	Wash with green accents	5	58	MONEY MONEY MONEY	
194	Blackout	5	59	IT MAKES THE WORLD GO ROUND!	
195	Wash	7	60	(FRAULEIN KOST is smuggling)	
197	Spot on Schultz	10	63	HOW THE WORLD CAN CHANGE	
198	Spot on Chanteuse	5	63	O WIE WUNDERBAR	
202	Blackout	5	64	MARRIED ME	
203	General wash	7	65	(SALLY is carrying a large gift-wrapped)	
209	Spot on Kost	10	70	THE SUN	
210	Spot on Ludwig	5	71	HERR LUDWIG! SING WITH ME!	
211	General wash	5	71	EVERYONE!	
213	Blackout	5	71	TOMMORROW BELONGS TO ME!	
214	Dark with slight red accents	15	71	INTERMISSION	Look to stay on during intermission
215	General wash	7	72	(The EMCEE dances with two audience)	
216	Red flashing lights special	3	72	(The EMCEE now dressed as a girl)	Lee 789 (3/789)
217	Remove red back to wash	3	72	(The EMCEE reveals himself)	
218	All red	1	72	(goose-stepping "Heil Hitlers")	Lee 789 (3/789)
219	Restore wash, red out	10	72	(Line marches off stage)	
220	Blackout	5	72	(introduce the next scene)	
221	General wash	7	73	FRAULEIN SCHNEIDER	
223	Spot on Schultz	7	75	AND THE OLD	
224	Restore general wash	0 (Snap)	75	(EMCEE drops a brick)	
225	Blackout	5	75	I UNDERSTAND	
226	General wash, red accents	7	76	(the EMCEE and a Gorilla enter)	
228	Flashing light effect	5	76	(Dance Break)	Lee 789 (3/789)
229	Restore general wash with red accents	3	76	WHY DON'T THEY LEAVE US ALONE	Lee 789 (3/789)
232	Blackout	3	77	JEWISH AT ALL	
233	Shadowy wash	7	78	(SALLY is dressed to go out)	
237	Spot on Schneider	15	80	AND IF YOU DO NOT LIKE PARIS	
241	Restore shadowy wash	2	81	FRAULEIN SCHNEIDER	
248	Spot on Emcee	6	83	(The EMCEE appears and sings)	
251	Blackout	9	84	CARE VERY MUCH	
252	General wash, red accents	10	84	(SALLY and MAX are kissing)	Lee 789 (3/789)
257	Wash dims, red out	10	86	(The EMCEE appears as lights dim)	
259	Spot on Sally	3	86	FRAULEIN SALLY BOWLES.	
268	Add red accents	3	88	BACK IN CHELSEA	Lee 789 (3/789)
270	Blackout, with red accents	10	88	I LOVE A CABARET	Lee 789 (3/789)
271	General wash	7	88	(CLIFF is busily packing)	
280	Blackout	10	91	(CLIFF exits)	
282	General wash	5	92	(Lights up on a railroad compartment)	
285	Red accents	25	92	(hear the music of WILLKOMMEN)	Lee 789 (3/789)
286	Light increases on Emcee and Cliff	5	92	FREMDE, ETRANGER, STRANGER	
289	Spot on Emcee, light wash around	7	93	MEINE HAMMEN UND HERREN	
292	Spot on Orchaestra	5	93	EVEN THE ORCHAESTRA IS BEAUTIFUL	
293	Wash	3	93	(SCHNEIDER, SCHULTZ, KOST AND ERNST)	
297	Spot on Emcee	15	93	(EMCEE slowly takes off his coat)	
300	Blackout	7	93	(Cymbal crash. Blackout)	

Cue Synopsis

Project Title: *3 Lights, 3 Looks* - THP 377 Lighting Design

Lighting Designer: Anna Simmons

Location: Sound & Light Lab

Date: September 28th 2023

General Cue Information					Designer/Programmer Information		
Cue #	Cue Name	Time	Description	Notes	Fixtures	Intensity	Colours
1	Hopeful	5 Seconds	Bright lights, no colour alterations, sunny, warm	General sunny energy, a bright light that is not altered with colour.	12, 16	12 @ 50%, 16 @ 50%	
2	Melancoly	7 Seconds	Dark, limited diagonal yellow-toned light, blue top light on subject	Emphasis on the blue top light, shadowing on the face from the overhead lighting as the focus.	5, 12, 16	5 @ 70%, 12 @ 20%, 16 @ 20%	: Lee 071 (3/071)
3	Quiet	0.5 Seconds	Lack of most light, very minimal blue top light and minimal diagonal light aswell	Drastic contrast from Melancoly (Cue 2), going for a "snap" effect so smallest interval of fade time possible is ideal.	5, 12, 16	5 @ 10%, 12 @ 15%, 16 @ 15%	: Lee 071 (3/071)

Choreographic Works - Piece #14 - Cue Sheet						
Choreographer: Zoe Guthrie				Lighting Designer: Anna Simmons		
Cue #	Time Code	Cue Description	Blocking	Music Notes	Time	Lights Used
140	0:00	Blackout	Dancers are offstage	No music		
141	0:09	Full Wash (Neutral)	Vienna, begins walking from SL to SR	No music	5 Seconds	Warm Bax - Group 31: (50%) Cool Tips - Group 131 & 132 (40%)
142	1:21	Pink Special	Vienna stands DS slight DSR	Music begins	7 Seconds	Warm Bax - Group 31: (60%) Cool Tips - Group 131 & 132 (40%) Scroller Shins Group 81 & 82: Frame 7 - Cal C Mag/R4730 (30%) Lustr Mids - 61 & 62: Colour 5/4790 (30%)
143	2:57	Purple Shift	Vienna & Zoe travel SL together, Vienna leans head on Zoe's back/ribs area	Music shifts to darker and slower	10 Seconds	Warm Bax - Group 31: (50%) Scroller Bax - Group 41: Frame 21 (30%) Lustr Mids - 61 & 62: Colour 5/382 (30%)
144	3:34	Return to Pink	All 4 dancers hold arms in the air and bring them down while moving toward the floor in a crouch.	Music shifts back to groovy	7 Seconds	Warm Bax - Group 31: (60%) Cool Tips - Group 131 & 132 (40%) Scroller Shins Group 81 & 82: Frame 7 - Cal C Mag/R4730 (30%) Lustr Mids - 61 & 62: Colour 5/4790 (30%)
145	4:00	Blackout	The dancers move into their final position after grooving	Music fades out	5 Seconds	

Choreographic Works - <i>Piece #18</i> - Cue Sheet					
Choreographer: Madison Guarino			Lighting Designer: Anna Simmons		
Cue #	Time Code	Cue Description	Blocking	Time	Lights Used
180	N/A	Blackout			
181	0:00	General Lighting	When dancers are ready	4 Seconds	- Group 31 @ 60% - Group 130 @ 40% - Group 80 @ 20%
182	1:00	DSC	When Andrew begins to put Madison back on the floor after the first lift	5 Seconds	- Group 80 @ 30% - Group 60 @ 20%
183	3:52	Darker Motif	When Madison shoves Andrew	3 Seconds	- Group 60 @ 15% - Group 130 @ 30%
184	4:24	Partial Blackout, CSR Madison Special	When Andrew guides Madison into place with arm up, once her arm is up	3 Seconds	Sole spotlight, Thinking channel 8 AND/OR 36, maybe introduce 86
185	4:30	Blackout	At end	4 Seconds	

Just enhancing the look, more on the shins

Things will darken here, maybe more push from solely the shins

DownPool might be the best bet actually need to see where they will be guessing

Head Over Heels - Sound Effect Chart								
	Label	Description	Act.Scene	Page	Duration	Status	Line	Notes
SQ 10	Thunder 1	Thunder Loud	1.2	16	0:07	Done	'after' BASILIUS: We're listneing	Louder bang in the begining?
SQ 20	"Note During Visions of Nowness"	Earth stands still, fire, thunder lightning, hurricane, duel of the fates, waves crashing, harry potter fight, Voldemort, evil magic	1.2	17			In - PYTHIO: Earth stands still. Thence Out - PYTHIO: inflexible rule	Fade-in 3 secs Fade-out 4 secs Volume -10 to -15
SQ 30	Lion Roar 2	Lion Roar loud	1.7	40	0:06	Done		A different sound?
SQ 40	Fanfare 1	Sound of Trumpets	1.8	44	0:05	Done		
SQ 50	Pee	PP	1.10	52	0:15			
SQ 60	Cave Ambience	cave noises, echos, bats	2.4	78				
SQ 70	Swords	Various clashes & hits	2.5	89				
	STABS?							
SQ 80	Awful Sounds	A symphony of unpleasant noises (e. g. hurricane, alarms, thunder, tornado, etc.)	2.5	94	1:31	Done		*Content Warning: Sudden Loud Noises*
SQ 90	Magic Sounds		2.5	98				
	Birds	Birds chirping		UNKWN				