

**Show  
Sound** 

# ANNIE GET YOUR GUN

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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 sound design.

# 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<br>or shots |       | 33s  |
| 30    | X7  |        |      | Seagull squawk                       |       | 4s   |