

**Show
Soundfx**

The Wizard
Of Oz

MJH Sound Design

6 Maraschino Crescent
Holt Drive, Colchester
Essex. CO2 0DN UK
Tel: +44 (0)1206 513540
e-mail: enquiries@mjhsound.co.uk
www.mjhsound.co.uk

INTRODUCTION

The Wizard of Oz effects plot is comprised of a varied range of sounds from dogs, chicks and cows to howling wind, thunder and lion roars. It takes a certain amount of imagination from the sound designer or operator to put these effects to good use, as there are only a few effects with comic value such as the Tin Mans whistle.

However the sound plot is not complicated at all, the one and only cue on this CD which has been designed to accommodate for two effects is cue 8 where the twister has picked up the house and objects are flying past the window. This effect incorporates the sound of the wind blowing and the mooing of a cow as it passes the window. The timing of this effect has been made by reading through the script and placing the cow effect at roughly the appropriate time, however if this is not a suitable timing the wind and cow effect have been placed separately on the cd so you can recreate it if you wish to do so.

Please note that the explosions for the Witches entrances and exits are not included in the cue list as these are traditionally done practically using pyros, however we have included an effect in the extra section of the cd.

The script for this show is that used by the RSC for their production.

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

Track	Cue	Act,Sc	Page	Description	Notes	Time
1	1	1,1	1	Small dog bark		4s
2	2	1,1	2	Sound of week old chicks		1m2s
3	3	1,1	3	Squeaking noise		17s
4	4	1,3	16	Barking is heard off stage		4s
5	5	1,4	21	The sound of wind rises		31s
6	6	1,5	23	Wind rises to a howl		40s
7	7	1,5	24	Wind rises to a scream		17s
8	8	1,5	25	Wind rises to a crescendo		1m
	9	1,5	25	Cow moos	<i>Imbedded in cue 8 @ 20sec</i>	
9	10	1,5	26	Thunder and lightning		12s
10	11	1,5	26	A loud crash		4s
11	12	1,10	54	A gong sound		6s
12	13	1,10	56	Steam whistle		4s
13	14	1,12	61	Roar of lions,screams of monkeys,tropical birds.		27s
14	15	1,12	62	Loud ferocious roar		4s
15	16	1,12	62	Another roar		4s
16	17	1,12		Another roar	<i>runs on from cue 15</i>	4s

TRACK LISTING

ACT 2

Track	Cue	Act,Sc	Page	Description	Notes	Time
17	18	2 ,1	2	Bell jangling loudly		4s
18	19	2 ,1	3	Knocker on door (3 bangs)		5s
19	20	2 , 1	3	Sound of locks turning		12s
20	21	2 , 2	9	Roar of witch's broomstick overhead		22s
21	22	2,2	9	Broomstick roar off		20s
22	23	2,4	21	Door slams shut & is bolted		4s
23	24	2,6	27	Owls hoot & bats twitter		31s
24	25	2,6	32	Approaching monkeys		31s
25	26	2,7	33	Deafening monkeys		41s
26	27	2,8	39	Massive bolts being shot into place		5s
27	28	2,9	40	Barking is heard		4s
28	29	2,12	56	A dog barks		4s
29	30	2 ,14	62	Breeze over the prairie		17s
30	31	2 ,14	62	Dog whimpering		9s

TRACK LISTING

Extra FX

Track	Cue	Act.Sc	Page	Description	Notes	Time
31	X1			Full dog sample		8s
32	X2			Wind rises to crescendo (no cow)		59s
33	X3			Cow moo (no wind)		4s
34	X4			Lion atmos		31s
35	X5			Jungle atmos (no lions)		34s
36	X6			Owls (no bats)		26s
37	X7			Bats (no owls)		32s
38	X8			Explosion		4s