

<i>It's a Wonderful Life: A Live Radio Play</i>	Page	Q#	Effect	Who	Cue
Preliminary Cue Synopsis	3		Rim Shot	Kit	"medicinal"
	10		Sled Down Hill	Piano	"Yipee"
	10		Sled Down Hill	Piano	"Yipee"
Directed By: Lee Gundersheimer	10		Ice Cracks		"YIPPIEE"
	10		Water Sloshes		"YIPPIEE"
	11		Door with Bell Opens and Shuts		"drug"
Sound Design: Dylan Lee	11		Door with Bell Opens and Shuts		"Mary"
	12		Lid Clang		"Shoelaces"
	12		Paper Bag Passed		"Here you are"
Sound Board Operator: Matt Dufault	13		Ice Cream Noises		"ice cream"
	13		Whip Cream		"day I die"
	13		Door with Bell Opens and Shuts		"Mary"
Foley Artist: Becca Charpentier	13		Telegram Opening		Beat After "Mary"
	14		Whiskey Stones in Glass		"grief in whiskey"
	14		Capsules Falling on the Floor		"back here"
Live Broadcast Engineer: Christopher Harwood	14		Capsules Being Put Back Into Glass Bottle		"Mr. Gower"
	14		Door with Bell Opens and Shuts		"get going"
	14		Door with Bell Opens and Shuts		"get going"
University of Minnesota Duluth	15		Slap		"talking to"
	15		Slap - More Aggressive		"out of here"
	15		Pill Bottle Rattle		"poison"
11/29/12 -12/8/12	16		Door Opens and Shuts		"forgetful is all"
	18		Door Opens and Shuts		"Good God man"
Live Broadcast on 12-2-12	19		Car Door Opens and Shuts		"on my hat"
	19		High Heeled Footsteps		"on my hat"
Re-Broadcast on 12-25-12	19		High Heeled Footsteps		"See you later"
	19		Car Horn		"would you like..."
	19		Car Screech		"would you like..."
	20		Dinner Plates and Silverware Jingle		"all set to go"
	21		Running Footsteps		"I guess"
	21		Bottles Clacking		"a little"
	21		Bottles Slamming		"one drop"
	21		Running Footsteps		"I've got to hurry"

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Preliminary Cue Synopsis	21		Door Slam		"I've got to hurry"
	23		High Heels Walking Away		"you - Oh!"
	23		Traffic Noises throughout the Scene		"candy counter"
Directed By: Lee Gundersheimer	23		High Heels Walking Away		"because you - Oh!"
	26		Rocks Being Picked Up		"throw a rock"
	27		Glass Breaks		"second floor there"
Sound Design: Dylan Lee	27		Angry Cat		"second floor there"
	27		Rocks Being Picked Up		"throw a rock too?"
	27		Glass Breaks		"throw a rock too?"
Sound Board Operator: Matt Dufault	28		Door Opens and Slams		"wrong people!"
	29		Gavel Hitting Desk		"appoint a successor"
	29		Gavel Hitting Desk		"buzzard said"
Foley Artist: Becca Charpentier	31		Gavel Hitting Desk		"Uncle Billy"
	31		Door Slams		"I want my motion..."
	31		Phone Hangs Up		"I'll have to call you back"
Live Broadcast Engineer: Christopher Harwood	31		Door Opens		"You're fifty-eight"
	31		Door Slams		Beat After "fifty-eight"
	32		Train Whistle		"oil fields of Venezuela"
University of Minnesota Duluth	32		Train Stopping		"dinner is served"
	34		Trash Cans Knocked Over		"See you later"
	35		Screen Door Opens and Shuts		"get some air"
11/29/12 -12/8/12	36		Crickets Chirping		"Mary, you hear"
	37		Door Opens and Shuts		"since I'm here"
Live Broadcast on 12-2-12	39		Telephone Rings		"in the first place!"
	40		Phone Receiver Slammed Down (In Other Room)		"I am not!"
Re-Broadcast on 12-25-12	40		Phone Being Picked Up		"little closer"
	41		Phone Receiver Slammed Down		"Give me that phone"
	42		Sponsor Recording	QLab	
	43		Car Door Slam		"to the train station..."
	43		Car Horn		"to the train station..."
	43		Car Driving Throughout Scene		"to the train station..."
	43		Money Being Pawed		
	44		Door Opens		"George, Please! George!"

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Preliminary Cue Synopsis	44		Crowd Ruckus	Actors	"George, Please! George!"
	44		Door Close		"George, Please! George!"
	45		Telephone Rings		"we'll lose our license!"
Directed By: Lee Gundersheimer	46		Telephone Receiver Slammed		"you will never re-open!"
	46		Crowd Pounding on Door		"pickle"
	46		Door Opens		"let them in"
Sound Design: Dylan Lee	48		Money Being Handed Out		"get by"
	48		Tick Tock of Clock		"Look at the clock. Look!"
	43		Cuckoo Clock Cuckoos Six Times		"Six o'clock we made it!"
Sound Board Operator: Matt Dufault	49		Door Shuts		"Uncle Billy"
	49		Door Lock Click		"Uncle Billy"
	49		Telephone Rings		"Uncle Billy"
Foley Artist: Becca Charpentier	49		Creaky Door		"even a marriage bed"
	50		Baby Cries		"Bring the kids!"
	51		Door Opens		"George into his office"
Live Broadcast Engineer: Christopher Harwood	51		A Zippo Lighter Opens and Strikes		"Thank you, sir"
	51		Puffing on a Cigar	Actor	"Thank you, sir"
	53		Shoes Storm out of Room		"scurvy little spider!"
University of Minnesota Duluth	53		Door Opens and Slams		"scurvy little spider!"
	53		Creaky Door		"scurvy little spider!"
	54		Baby Crying		"run the USO"
11/29/12 -12/8/12	55		Cat Call		"the troops"
	55		Parachute Decent		"into France"
Live Broadcast on 12-2-12	55		War Noises		"soldiers"
	56		Newspaper Thwack (Rolled)		"Here ya go"
Re-Broadcast on 12-25-12	56		Footsteps		"Gotta make a deposit"
	57		High Heels Walking		"Building and Loan"
	58		High Heels Walking Away		"Merry Christmas, George"
	52		Door Opens and Shuts		"Uncle Billy"
	60		Things Being Searched Through		"Uncle Billy"
	61		Door Opens and Slams		"Well, it's not going to be me!"
	61		Creaky Door Opens and Shuts		After music break
	64		Footsteps		"Zuzu"

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Preliminary Cue Synopsis	64		Door Opens		"Zuzu"
	65		Flower Drink		"a drink"
	65		Telephone Rings		"Uh-huh"
Directed By: Lee Gundersheimer	66		Phone Hangs Up		"She hung up"
	66		Telephone Rings		"hang her up"
	67		Door Opens and Slams		"Mary..."
Sound Design: Dylan Lee	67		MARY Dials the Operator on the Telephone		"Where's daddy going?"
	69		Dialing Telephone		"warrant for your arrest"
	69		GEORGE Runs From POTTER		"They'll arrest me"
Sound Board Operator: Matt Dufault	69		Door Slam		"They'll arrest me"
	70		Plates and Cash Register		"It's a Wonderful Life..."
	70		Bottles Clacking		"just sitting there..."
Foley Artist: Becca Charpentier	71		MR. WELCH Punches GEORGE		"George Bailey, huh!"
	71		Bar Stool Falls Over		"George Bailey, huh!"
	71		Door Opens and Shuts		"All right! All right!"
Live Broadcast Engineer: Christopher Harwood	72		Door Opens and Shuts		"leave me alone"
	72		Howling Wind		After music break
	72		CLARENCE's Decent from Heaven to Earth	Kit	"It's time, Clarence"
University of Minnesota Duluth	72		Wind Quieter		"Thanks just the same"
	72		Splash from CLARENCE Jumping into the Water		"Thanks just the same"
	72		Wind Surges		"Thanks just the same"
11/29/12 -12/8/12	73		Splash of GEORGE Jumping in after CLARENCE		"Hold it, mister! I'm coming!"
	73		Wind Surges		"Hold it, mister! I'm coming!"
Live Broadcast on 12-2-12	73		Water Sloshing Dies Down		"Now, get out of that water!"
	73		Wind Dies Down		"Now, get out of that water!"
Re-Broadcast on 12-25-12	73		Door Opens and Shuts		"Now, get out of that water!"
	73		Wet Clothes being rung out		"passed away in it"
	74		Chair Falling		"Hea-?"
	75		Finger Chimes		"A-S-2"
	75		Door Opens and Slams		"a doctor, but I do!"
	77		Crash of Thunder		"You've never been born"
	78		Bottles Clacking		"Bedford Falls"
	79		Bottles (Semi Filled) and Glasses		"Quick"

<i>It's a Wonderful Life: A Live Radio Play</i>	Page	Q#	Effect	Who	Cue
Preliminary Cue Synopsis	79		Bottles (Semi Filled) and Glasses		"Two double bourbon"
	79		Cash Register Bell Rings		"never seen before"
Directed By: Lee Gundersheimer	80		Bottle Slammed Down on Bar		"That does it!"
	81		Door Opens and Shuts		"he ain't here"
	81		Cash Register Rings Repeatedly		"giving out wings"
Sound Design: Dylan Lee	82		Soft Wind		Crowd Laughs
	83		Wind Stops		"And I'm going home alone!"
	83		Running Through Snow		"And I'm going home alone!"
Sound Board Operator: Matt Dufault	83		Police Siren		"And I'm going home alone!"
	84		Stomping Through Snow		"Now, get out of our way"
	84		Car Drives Up		"Now, get out of our way"
Foley Artist: Becca Charpentier	85		Car Door Opens and Closes		"I'm going off my nut!"
	85		Car Door Opens and Closes		"lived in for twenty years"
	85		Slow Creaky Door		
Live Broadcast Engineer: Christopher Harwood	86		GEORGE Punches BERT		"Bert, I hate to do this, but..."
	86		GEORGE Running Through Snow		"Run... George! Run, George!"
	86		Knocking on Door		"Ma Bailey's Boarding House"
University of Minnesota Duluth	86		Creaky Door Opens		"Ma Bailey's Boarding House"
	87		Door Slams and Locks		"that's where you belong!"
	87		Finger Chimes		"that's where you belong!"
11/29/12 -12/8/12	89		GEORGE Running Through Snow		"close up the library"
	89		Keys Jingling		"close up the library"
	89		Wind Dies Down		"easier way to earn my wings..."
Live Broadcast on 12-2-12	89		GEORGE Running Through Snow		"easier way to earn my wings..."
Re-Broadcast on 12-25-12	90		Police Whistle		"Help! Help! Police!"
	91		Wind Builds		"Clarence, where are you?"
	91		Wind Stops		"Oh God, please let me live again"
	91		Car Door Opens and Closes		"I'll drive you home"
	92		Police Siren		"turn the siren wide open"
	92		Creaky Door Opens and Closes Numerous Times		After music break
	93		Door Opens and Shuts		"Hallelujah!"
94		Coins Into Cash Box		"Merry Christmas!"	
94		Coins Into Cash Box		"I busted the jukebox, too!"	

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Preliminary Cue Synopsis	94		Coins Into Cash Box		"rounds on my charge accounts"	
	94		Coins Into Cash Box		"I changed my mind"	
	95		Coins Into Cash Box		"forty-two dollars!"	
	Directed By: Lee Gundersheimer	95		Coins Into Cash Box		"if I ever get a husband!"
		95		Knocking on Door		"Merry Christmas, Everyone"
	Sound Design: Dylan Lee	95		Door Opens		"NEWBORN KING"
		96		Cork Pops		"How about some wine"
		97		Bell on Tree Rings		"very dear friend of mine"
Sound Board Operator: Matt Dufault						
Foley Artist: Becca Charpentier						
Live Broadcast Engineer: Christopher Harwood						
University of Minnesota Duluth						
11/29/12 -12/8/12						
Live Broadcast on 12-2-12						
Re-Broadcast on 12-25-12						

<i>It's a Wonderful Life:</i>	Execution
<i>A Live Radio Play</i>	Drummer Rim Shot
Preliminary Cue Synopsis	Piano Slide
	Piano Slide
Directed By:	Cracking Sheet of Balsa Wood
Lee Gundersheimer	Bucket being pulled from a tub of water
	Open and Close Door Unit While Ringing Bell with Other Hand
Sound Design:	Open and Close Door Unit While Ringing Bell with Other Hand
Dylan Lee	Lid Clang
	Brown Paper Bag
Sound Board Operator:	Spoon hitting dish, scoop
Matt Dufault	Canned whipped cream
	Open and Close Door Unit While Ringing Bell with Other Hand
Foley Artist:	Rip Piece of Paper
Becca Charpentier	Whiskey Stones in Glass
	Mints Falling on Wooden Desk
Live Broadcast Engineer:	Mints Being Placed in Glass Bottle
Christopher Harwood	Open and Close Door Unit While Ringing Bell with Other Hand
	Open and Close Door Unit While Ringing Bell with Other Hand
University of Minnesota	Slap Hands/Slapstick
Duluth	Slap Hands Harder
	Rattle Pill Bottle
11/29/12 -12/8/12	Open and Shut Door Unit
	Open and Shut Door Unit
Live Broadcast on 12-2-12	Open and Close Desk Drawer
	Walk High Heels Towards Mic
Re-Broadcast on 12-25-12	Walk High Heels Towards Mic
	Squeeze Bike Horn
	Vocalize Screech
	Jingle Silverware Around Plates
	Place Shoes on Hands and Run on the Desk
	Jingle Bottles Together
	Slam Bottles on Desk
	Place Shoes on Hands and Run on the Desk

<i>It's a Wonderful Life:</i>	Execution
<i>A Live Radio Play</i>	Slam Door Unit
Preliminary Cue Synopsis	Place Heels on Hands and Walk on the Desk
	Vocalize Traffic Noises
Directed By:	Walk High Heels Away From Mic
Lee Gundersheimer	Jingle Rocks Together
	Break Piece of Glass in the Glass Box
Sound Design:	Vocalize Cat
Dylan Lee	Jingle Rocks Together
	Break Piece of Glass in the Glass Box
Sound Board Operator:	Open and Slam Door Unit
Matt Dufault	Strike Gavel on Desk
	Strike Gavel on Desk
Foley Artist:	Strike Gavel on Desk
Becca Charpentier	Slam Door Unit
	Hang Up Phone
Live Broadcast Engineer:	Open Door Unit
Christopher Harwood	Slam Door Unit
	Wooden Train Whistle
University of Minnesota	Vocalize Steam Release
Duluth	Drop Trash Can Lid on Can
	Open and Shut Screen Door Unit
11/29/12 -12/8/12	Vocalize Crickets
	Open and Shut Door Unit
Live Broadcast on 12-2-12	Telephone Ringer
	Slam Telephone Far Away From Mic and Off Axis
Re-Broadcast on 12-25-12	Pick up phone while rotating and hitting sides
	Slam Telephone Closer to Mic and On Axis
	Slam Car Door Unit
	Squeeze Bike Horn
	Open Door Unit

<i>It's a Wonderful Life: A Live Radio Play</i>	Execution
Preliminary Cue Synopsis	Make Noises Based off of Surrounding Text
	Shut Door Unit
	Telephone Ringer
Directed By: Lee Gundersheimer	Slam Telephone Closer to Mic and On Axis
Sound Design: Dylan Lee	Paw Playing Cards
	Hold Clock Close to Mic
	Vocalize
Sound Board Operator: Matt Dufault	Slam Door Unit
	Rotate Deadbolt cylinder with Screwdriver
	Telephone Ringer
Foley Artist: Becca Charpentier	Creaky Door Special (320 Sycamore)
	Vocalize
	Open Door Unit
Live Broadcast Engineer: Christopher Harwood	Open and Strike Zippo Lighter
	Puff Cigar
	Angrily Stomp Shoes Against Desk
University of Minnesota Duluth	Open and Shut Door Unit
	Creaky Door Hinge
	Vocalize Baby Cry
11/29/12 -12/8/12	Vocalize Cat Call
	Vocalize Loose Wind/Whistle
Live Broadcast on 12-2-12	Vocalize Bombs and Chaos
	Rolled Up Newspaper Whacked into Non-Dominant Hand
Re-Broadcast on 12-25-12	Walk Shoes on Desk Towards Mic
	Walk High Heels
	Walk High Heels Away from Mic
	Open and Shut Door Unit
	Open and Slam Door Unit
	Creaky Door Special (320 Sycamore)
	Crunch Sack Filled with Corn Startch

<i>It's a Wonderful Life: A Live Radio Play</i>	Execution
Preliminary Cue Synopsis	Open Door Unit
	Pour Water
Directed By: Lee Gundersheimer	Hang up Telephone
	Telephone Ringer
	Open and Slam Door Unit
Sound Design: Dylan Lee	Turn Rotary Dial to 0
	Dial 726-8561
	Run Shoes Away from Mic
Sound Board Operator: Matt Dufault	Slam Door Unit
	Knock Plates and Ring Register
	Knock Bottles Together
Foley Artist: Becca Charpentier	Hit Baseball Glove
	Knock Chair Over
	Open and Shut Door Unit
Live Broadcast Engineer: Christopher Harwood	Open and Shut Door Unit
	Crank Wind Machine Harshly
	Chimes Crescendo
University of Minnesota Duluth	Crank Wind Machine Lightly
	Pull Bucket from Tub of Water
	Crank Wind Machine Harshly
11/29/12 -12/8/12	Pull Bucket from Tub of Water and Slosh Bucket Around Tub
	Crank Wind Machine Harshly
Live Broadcast on 12-2-12	Cease Sloshing Bucket Around Tub
	Let go of Handle to Wind Machine
Re-Broadcast on 12-25-12	Open and Shut Door Unit
	Squeeze Rags
	Knock Wooden Chair Over
	Finger Chimes
	Open and Slam Door Unit
	Strike Thunder Sheet
	Knock Semi Filled Bottles Together
	Knock Semi Filled Bottles together and finish with knocking glass

<i>It's a Wonderful Life: A Live Radio Play</i>	Execution
Preliminary Cue Synopsis	Knock Semi Filled Bottles together and finish with knocking glass
	Cash Register
	Slam Semi Filled Bottle Down on Desk
Directed By: Lee Gundersheimer	Open and Shut Door Unit
	Multiple Openings of the Cash Register
	Gently Turn Wind Machine Handle
Sound Design: Dylan Lee	Let go of Handle to Wind Machine
	Corn Starch in Small Sack
	Hand Crank Siren
Sound Board Operator: Matt Dufault	Big Crunches with Corn Starch in Small Sack
	Open and Close Door Unit
Foley Artist: Becca Charpentier	Open and Close Door Unit
	Creaky Door Special (320 Sycamore) Slowly Opens
	Punch Tightly Packed Sand Bag
Live Broadcast Engineer: Christopher Harwood	Big Crunches with Corn Starch in Small Sack
	Knock on Door Unit
	Open Creaky Door Unit
University of Minnesota Duluth	Slam Door Unit and Turn Lock
	Finger Chimes
	Big Crunches with Corn Starch in Small Sack
11/29/12 -12/8/12	Jingle Keys
	Slow Cranking of Wind Machine
Live Broadcast on 12-2-12	Big Crunches with Corn Starch in Small Sack
	Police Whistle
Re-Broadcast on 12-25-12	Speed up Cranking of Wind Machine
	Let go of Handle to Wind Machine
	Open and Close Door Unit
	Vocalization for Siren
	Creaky Door Special (320 Sycamore) Opens and Closes A Lot
	Open and Close Door Unit
	Drop Coins into Metal Box
	Drop Coins into Metal Box

<i>It's a Wonderful Life:</i>	Execution
<i>A Live Radio Play</i>	Drop Coins into Metal Box
Preliminary Cue Synopsis	Drop Coins into Metal Box
	Drop Coins into Metal Box
Directed By:	Drop Coins into Metal Box
Lee Gundersheimer	Knock on Door Unit
	Open Door Unit
Sound Design:	Pull Cork from Bottle Close to Mic
Dylan Lee	Ring Bell on Door Unit
Sound Board Operator:	
Matt Dufault	
Foley Artist:	
Becca Charpentier	
Live Broadcast Engineer:	
Christopher Harwood	
University of Minnesota	
Duluth	
11/29/12 -12/8/12	
Live Broadcast on 12-2-12	
Re-Broadcast on 12-25-12	