

Scene Memory 5 | Little Shop of Horrors | Page 2 | SM 6

PROLOGUE

(Music Cue 1) A VOICE NOT UNLIKE GOD'S thunders in serious, prophetic tones: *Band On*

Band -10db Drums -10db
 Voice
 Band -20db Drums -20db

Fader #
 ⑧ Voice 0db

On the twenty-first day of the month of September, in an early year of a decade not too long before our own, the human race suddenly encountered a deadly threat to its very existence. And this terrifying enemy surfaced - as such enemies often do - in the seemingly most innocent and unlikely of places. *out for rest of SM*

(I-A) "LITTLE SHOP OF HORRORS"

①-3 URCHINS *H:7 -7.5 db Band -17 db*

LITTLE SHOP
 LITTLE SHOPPA HORRORS
 LITTLE SHOP
 LITTLE SHOPPA TERROR
 CALL A COP
 LITTLE SHOPPA HORRORS
 NO!
 OH OH OH NO-OH!

LITTLE SHOP
 LITTLE SHOPPA HORRORS
 BOP SH'BOP
 LITTLE SHOPPA TERROR
 WATCH 'EM DROP
 LITTLE SHOPPA HORRORS
 NO!
 OH OH OH NO-OH!

SHING-A-LING
 WHAT A CREEPY THING
 TO BE HAPPENIN'
 LOOKOUT! LOOKOUT! LOOKOUT! LOOKOUT!

① ③ ② ①-3

Original Script Page 13-14 14

Little Shop of Horrors

①-3 SHANG-A-LANG
 FEEL THE STRUM AND DRANG
 IN THE AIR!
 YEAH, YEAH, YEAH, YEAH
 SHA LA LA

③ STOP RIGHT WHERE YOU ARE
 DONCHA MOVE A THING

YOU BETTER

YOU BETTER
 TELLIN' YOU; YOU BETTER
 TELL YOUR MAMA
 SOMETHIN'S GONNA GET 'ER
 SHE BETTER
 EVERYBODY BETTER
 BEWARE!

② RONNETTE
 COME-A, COME-A, COME-A

①-3 URCHINS *Band -15 db*

LITTLE SHOP
 LITTLE SHOPPA HORRORS
 BOP SH'BOP
 YOU'LL NEVER STOP THE TERROR
 LITTLE SHOP
 LITTLE SHOPPA HORRORS
 NO! NO NO N'NO!
 NO NO N'NO-OH OH OH!

Buttons!!! Band -10 for final hit

SM 7

*Vocals + Band -7, -12
 -10, -17 Everybody
 -10, -17 Come-a x 3*

Band -22db

Little Shop Script Notation

Priorities

- Only necessary information conveyed as efficiently and clearly as possible
 - Fader number corresponding to character name
 - Volume baselines, to be adjusted as necessary
 - Dynamics
 - Band instrument changes
 - Scene memory changes
- "Make it as difficult to fail as possible"
- Prevent against repeated mistakes
 - Missed pickups
 - Phasing from multiple hot mics too close together
 - Losing dialogue in the band
- In case of emergency, someone else could successfully mix the show with just the script

I retyped the entire script to remove stage directions, adjust changed lines, and make it easier to read at a glance. Names are left aligned with all dialogue indented, so who speaks in what order is easy to pick out as you scan down the page. As a result of these changes, the mix script and original have different page numbers, both of which are notated on each page for ease of communication between me and the designer or stage manager

Fader # Baseline volume Top of Horrors

Little Shop Script Notation cont.

Little Shop of Horrors

① SEYMOUR -5 db
I don't think so

② SNIP -7.5 db
Well it's a good thing I came down in person then. Pleased to meet you.
Kid. Skip Snip. William Morris Agency. *Band -20 db*
-5 db
FORGET THE CABLE WE SENT YOU
IT'S NICE TO MEET ME, THE PLEASURE IS YOURS
NOW LET MY FIRM REPRESENT YOU
WE WANT TO BOOK YOU ON LECTURING TOURS
COLLEGE CAMPUS, ROTARY CLUB -
THE KINDA BOOKINGS MY OFFICE CAN DO -
SHOW THE PLANT, THEN TALK, ANSWER QUESTIONS.
IT'S EDUCATIONAL, LUCRATIVE TOO.

Instrument change

E. Guitar OFF
A. Guitar ON

Band -20db

Emphasize band dynamics

Band -15db

Drums -25

Emphasize Drums within band mix

-15

① SEYMOUR -5 db
MY FUTURE'S STARTING
I'VE GOT TO LET IT
STICK WITH THAT PLANT AND GEE,
MY BANK ACCOUNT WILL THRIVE.
WHAT AM I SAYING?
NO WAY, FORGET IT!
IT'S MUCH TOO DANGEROUS TO KEEP THAT PLANT ALIVE!
-25db **Increase vocals w/ band**
I TAKE THESE OFFERS,
THAT MEANS MORE KILLING
WHO KNEW SUCCESS WOULD COME WITH MESSY, NASTY STRINGS?

I SIGN THESE CONTRACTS,
THAT MEANS I'M WILLING
TO KEEP DOING BLOODY. AWFUL. EVIL THINGS!

NO! NO! THERE'S ONLY SO FAR YOU CAN BEND!
NO! NO! THIS NIGHTMARE MUST COME TO AN END!
NO! NO!
YOU'VE GOT NO ALTERNATIVE,

Don't lose SEYMOUR Vocals

Priority Reminder

SEYMOUR
SEYMOUR OLD BOY,
THOUGH IT MEANS YOU'LL BE BROKE AGAIN
AND UNEMPLOYED,
IT'S THE ONLY SOLUTION,
IT CAN'T BE AVOIDED
THE VEGETABLE MUST BE DESTROYED!
-5 db
BUT THEN ...
THERE'S AUDREY,
LOVELY AUDREY.
IF LIFE WERE TAWDRY AND IMPOVERISHED AS BEFORE
SHE MIGHT NOT LIKE ME
SHE MIGHT NOT WANT ME
WITHOUT MY PLANT, SHE MIGHT NOT LOVE ME ANY MORE!

Restore band to baseline after "Riding" the volume up for higher energy section

A Guitar OFF
E Guitar ON

Restore Band -20db
Drums -25db

③-5 URCHINS -12 db
THEY SAY THE MEEK SHALL INHERIT

① SEYMOUR -5 db
WHERE DO I SIGN?

③-5 URCHINS
YOU KNOW THE BOOK DOESN'T LIE

② SNIP -5 db
RIGHT ON THE LINE

③-5 URCHINS
IT'S NOT A QUESTION OF MERIT

② SNIP
THAT'LL DO FINE

③-5 URCHINS -10 db
IT'S NOT DEMAND AND SUPPLY

② SNIP
THIS COPY'S MINE

Scene Memory Layout

The main purpose of scene memories is to only display the Mics channels used in a given scene or number to prevent turning on the wrong, potentially backstage, mic.

Other purposes include:

- Speaker routing
- Reverb assignment
- Saving the levels of the band members in relation to each other (i.e. E. Guitar louder compared to the Piano in one song, and quieter in another.)

Scene Memory 5 | Page 2

Little Shop of Horrors Band Off Mics Off

PROLOGUE

SM 6

(Music Cue 1) A VOICE NOT UNLIKE GOD'S thunders in serious, prophetic tones: Band On

Fader # ⑧ Voice 0 db Band -10 db Drums -10 db
 ↓ Voice Band -20 db ↓ roll Drums -20 db

On the twenty-first day of the month of September, in an early year of a decade not too long before our own, the human race suddenly encountered a deadly threat to its very existence. And this terrifying enemy surfaced – as such enemies often do – in the seemingly most innocent and unlikely of places. ↓ out for rest of SM

(I-A) "LITTLE SHOP OF HORRORS"

①-3 URCHINS Hit -7.5 db Band -17 db

LITTLE SHOP
 LITTLE SHOPPA HORRORS
 LITTLE SHOP
 LITTLE SHOPPA TERROR
 CALL A COP
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① ③ ② ①-3



SM 5 Pre-Show
No microphones on



SM 6 LITTLE SHOP
VOICE and URCHINS displayed.
VOICE is separate to make it easy to ignore once the URCHINS begin the number proper.
BAND is displayed on a second, separate bank and is always on during the run of the show.

Scene Memory Layout Cont.

SM 6 Cont. from previous page



SM 6

3

Little Shop of Horrors

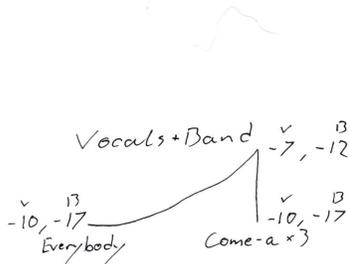
①-③

SHANG-A-LANG
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IN THE AIR!
YEAH, YEAH, YEAH, YEAH
SHA LA LA

③ STOP RIGHT WHERE YOU ARE
DONCHA MOVE A THING

YOU BETTER

YOU BETTER
TELLIN' YOU; YOU BETTER
TELL YOUR MAMA
SOMETHIN'S GONNA GET 'ER
SHE BETTER
EVERYBODY BETTER
BEWARE!



②

RONNETTE
COME-A, COME-A, COME-A

①-③

URCHINS *Band -15db*
LITTLE SHOP
LITTLE SHOPPA HORRORS
BOP SH'BOP
YOU'LL NEVER STOP THE TERROR
LITTLE SHOP
LITTLE SHOPPA HORRORS
NO! NO NO N'NO!
NO NO N'NO-OH OH OH!

Button!!! Band -10 for final hit

SM 7

Band -22db



SM 7 Scene 1

Setting up for the following scene. Faders are set in a consistent order; If SEYMOUR is in a scene he will be first fader. If not, AUDREY is first fader. If so, she'll be second. On it goes for MUSHNIK, ORIN, the URCHINS and the WINOs in order.

This keeps various actors in roughly the same positions on the board, making it very easy to adjust the correct person at just a glance.