Cue Sheet — Example

Show _____ · **Date** _____ · **Venue** _____ · **Department** _____ · **Operator** _____ · **Version** _____

Cue	Dept	Segment	Standby	GO on	Action	Fade / Time	Operator	Notes
LX 1	Lighting	Preshow	Lighting	House open	Preset look, house lights full	0s	LX op	
SND 1	Audio	Preshow	Audio	House open	Walk-in playlist	Fade in 5s	A1	Loudness -18 LUFS
VID 1	Video	Preshow	Video	House open	Holding loop on all screens	Cut	V1	
SND 2	Audio	Opening	Audio 2, 3	Caller: GO opening	Kill playlist, start opening bed	Fade out 2s / in 0s	A1	Opening bed is track 3
LX 2	Lighting	Opening	Lighting 2	Caller: GO opening	House out	3s	LX op	Hold if officials not clear
VID 2	Video	Opening	Video 2	Caller: GO opening	Roll intro video	Cut	V1	Fallback: logo loop
LX 3	Lighting	Opening	Lighting 3	Hit at 01:12 in video	Chase sequence A	0s	LX op	On the drum hit
SND 3	Audio	Entrance	Audio 4	Caller: GO home	Entrance sting	0s	A1	
LX 4	Lighting	Entrance	Lighting 4	Caller: GO home	Sequence B, follow spots on tunnel	1s	LX op; spots	
PA 1	PA	Entrance	PA	Caller: GO home	Read home team intro	—	PA announcer	Script page 2
SND 4	Audio	Anthem	Audio 5	Caller: GO anthem	Anthem mic live, bed out	Fade 3s	A1	Mic check at T-20
LX 5	Lighting	Anthem	Lighting 5	Caller: GO anthem	Spot on singer, house to 20%	5s	LX op	
LX 6	Lighting	Game	Lighting 6	Anthem final note	Game look, house full	3s	LX op	
VID 3	Video	Game	Video 3	Caller: GO game	Game graphics package	Cut	V1	

Cue Sheet

Show _____ · Date _____ · Venue _____ · Department _____ · Operator _____ · Version _____

Cue	Dept	Segment	Standby	GO on	Action	Fade / Time	Operator	Notes