The Cat and the Canary
GREATER THEMATIC MUSIC CUE SHEET
for
"The CAT and the CANARY"
A Super Mystery Drama Adapted for the Screen From the Stage
Play of the Same Name

COMPILED BY JAMES C. BRADFORD

The purpose of this "GREATER THEMATIC MUSIC CUE SHEET" is to make possible a more detailed and accurate rendition of suggested music, a perfect sequence of modulations from one selection to another, a more careful handling of the dynamics for effects, and, in fact, to supersede the complete music score, usually published and unusually completely used.

By carefully adhering to the suggestions offered on this Thematic Music Cue Sheet together with the types and styles of musical selections picked for the various scenes, actions and characters, a most effective and satisfactory performance must result from any theatre combination of musicians, as extra care was taken to select only such arrangements as could be properly and effectively played by any size orchestra, or even with Organ or Piano.

As the picture calls for music of a mysterious, foreboding and gruesome character throughout, with a slight comedy relief here and there, it is important that sufficient changes of tempo and character of the music be made, in order to offset a monotonous performance of the production.

An effect that will carry out the illusion of the mysterious house on the hill, is the use of the wind machine back stage, and the effect of flapping draperies in the desolate corridor; a soft effect of wind for the corridor scenes with a crescendo as the door is opened, preceded by a ponderous pounding of the knocker on the wooden door, will create the suspense called for. Loud music for this production is unwarranted, and a soft mystical touch throughout is what is demanded, except for the final scenes which start with the struggle in the cellar and continue through to the end of the picture. Lots of action is demanded from this point until the capture of the masquerader.

The themes in this production are described as follows:

MYSTERY THEME: (Cues 5, 8, 11, 14, 21, 27, 29, 41, 48, 50, 53, 68) A gruesome monotonous minor selection which appropriately creates the mystery and desolation of the locale of the scenes; it should be played at all times with muted brass and very "P" in dreary tempo, "Silent Night" (Rebikov).

MAMMY THEME: (Cues 6, 19, 25, 31) A perpetual movement showing the uncertainty and questionable position of this woman who is distrusted by everyone in the household. Play "P" at all times, "Unfinished Symphony" (Schubert).

PAUL THEME: (Cues 13, 24, 38, 52, 65) A humorous characteristic showing the nervous character of an uneasy mortal of peculiar characteristics. "Animal Cartoonix No. 2" (Aborn).

SUSAN THEME: (Cues 20, 30, 37, 44) A humorous chatterbox selection depicting the gabbling of this old maid. "Chatter" (Kahn).

GUARD THEME: (Cues 26, 32) A mysterious march showing the official position of this uniformed person in search of someone. "Marche Miniature" (Jacobi).

LOVE THEME: (Cues 39, 66) A popular song ballad with a good swing, and an appropriate text. "How I Love You" (Brown).

Continued on Inside of Back Cover
1. AT SCREENING
   Phantoms (Schad)  ½ Min.

2. (Title) ON A LONELY PINE CLAD HILL
   The Hour of Ghosts (Berce)  1 Min.

3. (Action) INSERT—LAST WILL AND TESTAMENT OF
   Ase's Death from "Peer Gynt" (Grieg)  ½ Min

4. (Title) AND FOR TWENTY YEARS
   Misterioso Dramatico No. 22 (Borch)  ½ Min.

5. (Title) BUT ON THE NIGHT
   MYSTERY THEME: Silent Night (Rebikov)  1 Min.
   (Note: Play very slow "PP" with monotonous bass)

6. (Action) MAMMY PLEASANT APPEARS
   MAMMY THEME: Unfinished Symphony (Schubert)  2 Min.
   (Note: Play with muted brass "PP" and very weird.)

   (Note: Catch knock on door.)
7. (Action) ROGER CROSBY AT SAFE  

8. (Action) HE SEES MOTH IN SAFE  

9. (Action) KNOCK ON DOOR  

10. (Title) HARRY BLYTHE  

11. (Action) AUTO HEADLIGHTS APPEAR ON DARK ROAD  

12. (Action) AUNT SUSAN AND CECILY ENTER  

13. (Action) EXTerior—HEADLIGHTS OF ANOTHER MACHINE APPEAR  

NOTE: Play "P" when cat is seen on road, and produce effect of cat spitting if possible. Do not fail to catch report of tire blow-out, knocking on door as previously, wind effects, etc.
14. **Title** IT IS MIDNIGHT—READ THE WILL **Mystery Theme**: Silent Night (Rebikov) **3 Min.**

15. **Action** ANNABELLE ENTERS **Junella (Kahn)** **1½ Min.**

16. **Title** THAT CLOCK HASN'T STRUCK IN TWENTY YEARS **Silence—no music** **¾ Min.**

17. **Action** CLOCK STOPS STRIKING—CROSBY OPENING ENVELOPE **Desert Monotony (Aborn)** **2¾ Min.**

18. **Action** HARRY CONGRATULATES ANNABELLE **Soubrette (Silbert)** **¾ Min.**

19. **Action** MAMMY PLEASANT APPEARS WITH ENVELOPE **Unfinished Symphony (Schubert)** **¾ Min.**

20. **Title** I'M GOING, I DON'T WANT THE CRAZY FOOL'S MONEY **SUSAN Theme**: Chatter (Kahn) **1½ Min.**

21. **Title** NOW I KNOW HE WAS CRAZY **Mystery Theme**: Silent Night (Rebikov) **1 Min.**

22. **Title** IF YOU EVER NEED ME FOR ANYTHING **L'Encore (Herbert)** **1½ Min.**
23. (Action) ANNABELLE AND CROSBY ALONE IN ROOM
          Sinister Misterioso (Berge)     3/4 Min.

24. (Action) FLASH-BACK TO FAMILY AT TABLE—PAUL TALKING
          PAUL THEME: Animal Cartoonix No. 2 (Aborn)    3/8 Min.

25. (Action) MAMMY PLEASANT ENTERS WITH TRAY... MAMMY THEME: Unfinished Symphony (Schubert)     3/8 Min.

26. (Action) GUARD ENTERS
          GUARD THEME: Marche Miniature (Jacobi)     2/4 Min.

27. (Action) FLASH-BACK TO ANNABELLE AND CROSBY... MYSTERY THEME: Silent Night (Rebkov)     1 1/4 Min.

28. (Action) ANNABELLE DISCOVERS CROSBY MISSING... Laocon (Leuschner)     2 1/2 Min.

29. (Action) CLOSE-UP OF ANNABELLE
          MYSTERY THEME: Silent Night (Rebkov)     3/8 Min.
30. **(Title)** I'LL BET SHE KNOWS WHERE

**SUSAN THEME:** Chatter (Kahn) ........................................ ¾ Min.

31. **(Action)** MAMMY ENTERS

**MAMMY THEME:** Unfinished Symphony (Schubert) .... ¾ Min.

32. **(Action)** GUARD APPEARS AGAIN

**GUARD THEME:** Marche Miniature (Jacoib) .......... ½ Min.

33. **(Action)** ANNABELLE ALONE IN ROOM

**Misterioso Dramatique No. 54** (Borch) .................. ½ Min.

34. **(Title)** NOBODY HAS SLEPT IN THAT BED

**Indian Invocation** (Herbert) (2nd Move.) ............ ½ Min.

35. **(Action)** SUSAN SITTING ON BED ALONE

**Ghost In the Haunted Room** (Anthony) ............... 1¾ Min.

36. **(Title)** WHAT ARE YOU DOING HERE

**Notte Misteriosa** (Beece) .................. ¾ Min.

37. **(Action)** FLASH-BACK TO SUSAN

**SUSAN THEME:** Chatter (Kahn) .................. ¾ Min.

38. **(Action)** PAUL AT DOOR OF ANNABELLE’S ROOM

**PAUL THEME:** Animal Cartoonix No. 2 (Aborn) .... ¾ Min.

39. **(Title)** I'M NOT AT ALL CLEVER

**LOVE THEME:** How I Love You (Brown) .......... ¾ Min.
40. (Action) ANNABELLE OPENS LETTER 

Mystery Theme: Silent Night (Rebikov)  

41. (Action) PAUL IN DARK HALLWAY

Queer Antics (Zamecnik)  

42. (Action) CECILY STARTS TO REMOVE CLOTHES

I Gotta Get Myself Somebody to Love (Handman)  

NOTE: Play very quietly and deliberate.  

43. (Action) SUSAN LOOKS UNDER BED

Majestic Misterioso (Kilenzi)  

NOTE: Start "P" and gradually work up, and catch her scream on one of the "F" chords.  

44. (Title) YOU'RE NOT WHAT AUNT SUSAN EXPECTED

SUSAN THEME: Chatter (Kahn)  

45. (Action) ANNABELLE LOOKING FOR BUTTON

Misterioso Burlesque (Savino)  

46. (Action) PANEL OPENS—ANNABELLE FINDS JEWEL CASE

Conspiracy (Zamecnik)  

47. (Action) PAUL ON DARK STAIRS

In Gloomy Forest (Axt)  

48. (Action) CURTAINS AT HEAD OF BED MOVE

Mystery Theme: Silent Night (Rebikov)  

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49. (Action) HAND TEARS NECKLACE FROM ANNABELLE'S THROAT
   Repeat No. 28 "Lanceon" .......................... 3 Min.
   "Largo molto maestoso"

50. (Action) PANEL OPENS—GROSVY'S BODY FALLS OUT
   MYSTERY THEME: Silent Night (Rehikov) .............. ½ Min.

   NOTE: Catch piercing scream as Annabelle awakens.

   "Largo presto e stringente"

51. (Action) ANNABELLE PAINTS AND IS CARRIED OUT.
   Reproach (Zamecnik) .................................. 3 Min.

   "Adagio in moto"

52. (Title) WHAT'S ALL THIS ABOUT PAUL
   PAUL THEME: Animal Cartoonix No. 2 (Aborn) ....... 1½ Min.

   "Adagio in moto"

53. (Action) BODY DISCOVERED MISSING
   MYSTERY THEME: Silent Night (Rehikov) .............. ½ Min.

54. (Action) PAUL ENTERS PANEL—ANNABELLE CAUGHT.
   Defense of Honor (Zamecnik) .......................... 2 Min.

55. (Action) FIGURE IN DOORWAY WATCHING ANNABELLE
   Weird Misterioso (Klenyi) ............................ 2½ Min.

56. (Action) PAUL IN CELLAR
   Dramatic Agitato No. 22 (Simon) ...................... ½ Min.

   NOTE: Play last strain only, strings, tremelo

57. (Action) FLASH-BACK TO ANNABELLE AND DOCTOR.
   Repeat No. 55 "Weird Misterioso" .................... ½ Min.
58. (Title) ANNABELLE, DON'T DRINK THAT .......... Aria No. 84 (Berce) .......... 3/4 Min.


60. (Action) FLASH TO PAUL IN CELLAR AGAIN.......... Disturbance (Zamecnik) .......... 2 Min.


63. (Action) CLOAKED FIGURE GRABS ANNABELLE ....... The Ambush (Patou) .......... 2 Min.

64. (Title) LOOK OUT FOR HIM ......................... Aevitation (Borch) .......... 3 Min.

65. (Title) EVERYTHING'S ALL RIGHT ANNABELLE ... PÄUL THEME: Animal Cartoonix No. 2 (Aborn) .......... 3/4 Min.

66. (Action) CECILY AND AUNT SUSAN OPEN DOOR ... LOVE THEME: How I Love You (Brown) .......... 1 Min.

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THE END

Orchestrations or single piano parts of each separate musical selection suggested herein, can be purchased from CAMENO MUSIC SERVICE CORPORATION, 312-317 WEST 47TH STREET, NEW YORK CITY.
SUGGESTIONS for PLAYING

Cue 1. Open up with a Phantom Patrol, and play rather "F" with muted brass.

Cue 2. A dramatic mystical selection of a dread character. Snarling animals such as cats may be reproduced moderately, but great care must be exercised in the handling of such effects so as not to burlesque this sequence.

Cue 3. A dirge typical of death and loneliness.

Cue 4. A marked Mysterioso played "P" with a soft tread effect on tympani, and wind effects softly for the corridor bits.

Cue 5. MYSTERY THEME

Cue 6. MAMMY THEME: Here the knocking effect may be used as arrivals appear at door. Crescendo wind for opening of door; "P" for corridor bits.

Cue 7. A soft Mysterioso.

Cue 8. MYSTERY THEME

Cue 9. An ominous marked Mysterioso with dramatic pauses. Here knocking on door occurs again with the wind "F" for opening, and "P" for corridor.

Cue 10. A light hurry of the perpetual motion character. A soft auto horn may be used effectively, be careful not to burlesque. Here knocking on door occurs again with the following effects as previously used.

Cue 11. A light Intermezzo brightly played to offset the previous mystical atmosphere.

Cue 12. MYSTERY THEME

Cue 13. PAUL THEME: A humorous characteristic. Catch effect of Ford auto horn "P," cat in middle of road spitting, and tire blow-out. Here knocking on door occurs again with the following effects as previously used.

Cue 14. MYSTERY THEME: Here knocking on door occurs again followed as previously suggested.

Cue 15. A light Caprice played very brightly as a relief to the previous selections.

Cue 16. Silence—a chime clock off stage may be effectively used here. chiming the hour of midnight. If no clock can be obtained, play the Mystery Theme here, but do not use bells in orchestra pit, or the illusion will be absolutely ruined.

Cue 17. A weird monotony of gruesomeness and suspense—muted brass throughout.

Cue 18. A light Novelette or Intermezzo as a relief to previous selections.

Cue 19.—MAMMY THEME

Cue 20. SUSAN THEME

Cue 21. MYSTERY THEME: Silence until portrait crashes to floor; catch fall of painting on tympani, then start the music.

Cue 22. A light eccentric selection used as relief.

Cue 23. An ominous Mysterioso with a sinister character.

Cue 24. PAUL THEME

Cue 25. MAMMY THEME

Cue 26. GUARD THEME: A March Mysterioso played "MF" and very marcato.

Cue 27. MYSTERY THEME: A careful performance at this point is necessary, as the bookcase moves have brass crescendo very reedy with mutes; again with the appearance of the hand, and trill for strangulation and disappearance of Crosby.

Cue 28. A furious Agitato depicting Annabelle's despair and fear; play open and start "P"—catch scream and work up.

Cue 29. MYSTERY THEME

Continued on Back Cover
Cue 30. SUSAN THEME: A chatter number characteristic of a gabbling woman—humoristic.
Cue 31. MAMMY THEME
Cue 32. GUARD THEME: A March Mysterioso—play “MF” and very marcato.
Cue 33. An ominous Mysterioso of a sinister character.
Cue 34. A weird Invocation brass muted—very sinister and fearful.
Cue 35. A comic Mysterioso as a relief to previous sequences.
Cue 36. A Dramatic Mysterioso.
Cue 37. SUSAN THEME: A chatter number characteristic of a gabbling woman.
Cue 38. PAUL THEME
Cue 39. LOVE THEME: A popular song ballad with a text suitable for these two young lovers.
Cue 40. MYSTERY THEME
Cue 41. A comedy characteristic of a burlesque type played rather “P” with muted brass.
Cue 42. A popular song appropriate to the situation.
Cue 43. A weird comedy Mysterioso—start “P” and gradually accelerando to scream; try and catch scream on one of the “F” chords.
Cue 44. SUSAN THEME: A chatter number as previously suggested.
Cue 45. A Mysterioso burlesque very marked in tempo, but “P.”
Cue 46. An agitated Mysterioso depicting the discovery of the jewel.
Cue 47. An ominous mystical selection depicting the dark recesses of a haunted house at night.
Cue 48. MYSTERY THEME: Play as at Cue 27, only eliminate the trill for finish; make the same crescendo, etc. though. Catch scream.
Cue 49. A furious Agitato—play “F” until action slows down again.
Cue 50. MYSTERY THEME: Stop music as panel opens—absolute quiet—just a dull thud on the tympani as body falls, then start music.
Cue 51. A light agitated movement with plenty of action in the minor preferably. Wind effect again for corridor flashes.
Cue 52. PAUL THEME: Play as previously.
Cue 53. MYSTERY THEME: Play as previously.
Cue 54. An Agitato showing the fearlessness of Paul as he enters dark recess. Horses’ footfalls may be reproduced on tympani for milk wagon flashes. Music “PP” for exteriors.
Cue 55. A weird mystical foreboding Mysterioso for the development of a new weird character.
Cue 56. A dramatic Agitato with regular pizzicato bass for searching of Paul in dark cellar.
Cue 57. A weird mystical foreboding Mysterioso as at Cue 55.
Cue 58. An Agitato of a mystical type.
Cue 59. GUARD THEME: A March Mysterioso—play “MF” and very marcato.
Cue 60. Agitato full of action for a severe struggle of two men. Catch effects of falls, etc., on tympani—no cymbal crashes.
Cue 61. A poursuite number with effect of horses’ hoofs reproduced on tympani, but not a galop.
Cue 62. MYSTERY THEME: Play as at Cues 27 and 48 with the brass crescendo for opening of door, and hand clutching for Annabelle’s throat.
Cue 63. A furious Agitato for the continuation of the struggle that started in the cellar—accelerando.
Cue 64. A furious Agitato—a continuation of the previous number. Keep the motion going until the final capture by the police.
Cue 65. PAUL THEME: A relief for the closing selection—play very bright.
Cue 66. LOVE THEME: Start rather “MF,” and gradually crescendo for close; be sure and time this accurately for the finish.

THE END.