

## SUGGESTIONS FOR SUBSTITUTIONS, DYNAMICS, EFFECTS, ETC.

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- Cue 1. A popular "rain" song with rain effects ad lib throughout; play in "snappy" tempo and "F" for opening.
- Cue 2. A lively Intermezzo or fast One-Step to cover the credits of cast.
- Cue 3. TRUMBULL THEME: A light humorous Intermezzo or Characteristic to cover the nervous action of Trumbull as his aunt forces him to leave town against his will.
- Cue 4. TRASK THEME: A bright, snappy Intermezzo for the active, fast, energetic movements of Trask.
- Cue 5. A popular girl song to cover the close-ups and two girls seated in cafe—a number with appropriate text.
- Cue 6. A fast action number as Trask pursues Sydney wildly around town.
- Cue 7. A continuation of the previous action.
- Cue 8. TRUMBULL THEME. A light, humorous Characteristic as previously enumerated for Trumbull and Trask sequence.
- Cue 9. A fast light Hurry or Scherzo for the quick get-away of Trask and his fast ride to catch steamer. Racing auto effects, horns, sirens, etc. ad lib.—steamer whistle.
- Cue 10. A fast Gigue or Intermezzo for the funny antics of the nurse with goat and the lively crowd on wharf seeing their friend off on steamer—steamer whistle ad lib.
- Cue 11. TRASK THEME: A fast, lively Intermezzo as previously enumerated.
- Cue 12. CROOK THEME: A comedy Misterioso or Grotesque for funny actions of Pussyfoot and Blondie.
- Cue 13. A light Novelette or Intermezzo for the neutral deck scene on steamer.
- Cue 14. A light neutral piece for activity about ship as bellhop announces dinner.
- Cue 15. A light happy Novelette or Caprice for scene in dining room—a light Valse may also be played here.
- Cue 16. A fast Gigue or Comedy piece for scene in stateroom between Trask and nurse.

- Cue 17. A continuation of comedy in previous sequence.
- Cue 18. Fast comedy and activity—a Moto Perpetual or Scherzando.
- Cue 19. TRASK THEME: A fast, lively Intermezzo as previously enumerated.
- Cue 20. Fast action—comedy Allegro, Scherzando or One-Step for shivering of Trask.
- Cue 21. A slow, drowsy, sleepy selection for sequence in stateroom.
- Cue 22. A burlesque Mysterioso or Grotesque as Trask throws milk from window and scampers around deck.
- Cue 23. GIRL THEME: A popular melody Fox-Trot with appropriate text to follow action of pretty girl.
- Cue 24. A fast Hurry or Allegro movement for general excitement, commotion and activity—comedy hurry style.
- Cue 25. A comedy Eccentric or Grotesque piece—burlesque style.
- Cue 26. A bright, snappy Novelette or Caprice for scene between Sydney and Trask.
- Cue 27. A fast comedy number—Moto Perpetual style or Scherzando for chasing and scramble of leading characters.
- Cue 28. CROOK THEME: A selection as previously enumerated.
- Cue 29. A burlesque comedy Grotesque or humorous selection—bellhop ringing bell.
- Cue 30. A fast Hurry or Moto Perpetual for scrap between Trask and nurse.
- Cue 31. CROOK THEME: A selection as previously enumerated.
- Cue 32. A fast Gigue or light Hurry for hurried action after discovery of upset and scrap in stateroom.
- Cue 33. An Agitato or lyric Appassionato for excitement at having captured thief and general commotion.
- Cue 34. A fast, lively Intermezzo or Scherzando for continued lighter excitement.
- Cue 35. GIRL THEME: A popular melody Fox-Trot with appropriate text for final sequence between Sydney and Trask; play "F" for close-in.

THE END

Complete orchestrations and piano parts of each separate number contained hereon, can be purchased from CAMCO MUSIC SERVICE CORPORATION, 315-317 WEST 47TH STREET, NEW YORK CITY.

## SUGGESTIONS FOR SUBSTITUTIONS, DYNAMICS, EFFECTS, ETC.

- Cue 1 A broad melodious Andante of a serious character; play very full and with lots of expression.
- Cue 2 An agitated turbulent movement to show the activity involved in the production of a newspaper. Timpany produce the rumbling effect of the presses.
- Cue 3 BALLARD THEME: A broad manly forceful Andante or Moderato to show the strong character of the Editor.
- Cue 4 STEELE THEME: A pleasing Andante or a grave selection of the tragic type, whichever suits your temperament will be effective.
- Cue 5 A light happy selection of abandon and care-free style.
- Cue 6 A sleepy Burlesque on a "tired" song to show the tired feeling of the "morning after"—play "PP" and in a humorous manner.
- Cue 7 A popular jazz tune to show the spirit of levity at the party; play until fade-out.
- Cue 8 A popular song with appropriate text to show the mental condition of Bill upon discovering someone in his bed. Play slowly and "P" until he realizes the joke, then pick up tempo.
- Cue 9 A popular tune with appropriate text to follow the actions of Bill after making the discovery.
- Cue 10 A bright cheerful Intermezzo to accompany Bill as he blissfully rides along in his car and collides with taxi, "fixing" the driver and again traveling along in his care-free manner.
- Cue 11 A popular girl song with appropriate text to accompany the flirtation of June and Bill during their ride otward home.
- Cue 12 A bright happy Waltz or Novelette to show the happiness created by June when she arrives home and is greeted by those who love her.
- Cue 13 A light Intermezzo or Humoresque to show the humor of the situation and the disappointment of Bill.
- Cue 14 A movement of a restless, active, nervous style to show the activity about the office, and the anxiety of the Editor, Ballard, to procure the desired information against Steele.
- Cue 15 STEELE THEME: Play as previously enumerated.
- Cue 16 A Dramatic Tension or selection of the foreboding type to show the anxiety of Steele and his associates, to crush the news if possible, that is about to break.
- Cue 17 BALLARD THEME or a selection similar to same.
- Cue 18 A whirling type piece to show the spinning of the wheel.
- Cue 19 A popular song with appropriate text to accompany the actions of Bill as he tries to continue his acquaintance with June.
- Cue 20 A little old fashioned "pickaninny" song to cover the sequence of the little colored child crying.
- Cue 21 A bright, happy juvenile Intermezzo or Humoresque to accompany the actions of the happy "kiddies" at the picnic table.
- Cue 22 A selection suitable for Organ. An Organ Solo at this point is called for, and would be most effective.
- Cue 23 A bright, happy Intermezzo or juvenile selection to accompany the actions of the playful children on the street.
- Cue 24 A dramatic Andante or Appassionato to accompany the emotions and drama of this scene where the child is killed by the motor car.
- Cue 25 A sinister selection to accompany the movement of the "gang" as they coolly plot the murder of Ballard.

- Cue 26 STEELE THEME or a short Andante as Steele deliberates over the fate of his personal friend, but political enemy.
- Cue 27 A Lamento or plaintive, pathetic number to show the grief of the stricken family over the death of their child.
- Cue 28 A light Valse to accompany the movements of the guests at the card game at the Steele home.
- Cue 29 LOVE THEME: A popular Ballad with appropriate text to accompany the lovers in the music room. Start as Organ Solo; orchestra pick up as June stops playing and Bill places ring on her finger. Orchestra play "PP" con sordini strings only.
- Cue 30 A dramatic Tension, Agitato or Furioso to create the angry menacing atmosphere of the mob in front of the Steele house.
- Cue 31 A lyric Appassionato to cover the sequence of Bill reading newspaper and the general dramatic atmosphere of the entire sequence.
- Cue 32 BALLARD THEME or a selection similar to same.
- Cue 33 A minor Appassionato or sinister foreboding selection to show the ominous situation prevailing.
- Cue 34 BALLARD THEME or a Lamento to cover the death scene in the office of the Editor. Play "PP" con sordini strings only, very plaintive.
- Cue 35 A melodious plaintive strain to show the emotion of Bill as he looks at father's coat and muses. Play "PP" con sordini strings only.
- Cue 36 LOVE THEME: A popular Ballad as played in previous love sequence, or one of a similar character. Play "PP" con sordini strings only.
- Cue 37 A Con Moto in  $\frac{3}{4}$  is effective here, and breaks up the previous rhythm; play in a subdued agitated undertone.
- Cue 38 An Appassionato or lyric Agitato to accompany the actions of Steele in his menacing attitude toward Bill.
- Cue 39 A popular election time March for the political procession as it passes.
- Cue 40 A sinister foreboding Agitato to accompany the actions of the gangsters as they prepare to wreck the newspaper office with a bomb.
- Cue 41 A Furioso, storm or fire descriptive selection to show the general excitement of the situation. Effects may be used throughout this sequence; start quietly and gradually build up.
- Cue 42 A light Perpetual Motion to show the activity of newsboys in delivering the papers.
- Cue 43 An ominous sinister selection to show the depression of the "gang" and Steele at the inevitable outcome of their plot.
- Cue 44 A dramatic Appassionato to accompany the actions of Bill as he appears in the Steele home and confronts Mr. Steele.
- Cue 45 LOVE THEME: A popular Ballad as previously enumerated.
- Cue 46 STEELE THEME: Play "PP" con sordini or as an Organ Solo throughout, bringing in the orchestra for the close-in. Produce effect of pistol shot very carefully.

THE END

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## SUGGESTIONS FOR SUBSTITUTIONS, DYNAMICS, EFFECTS, ETC.

- Cue 1. Open up with a big crash "FF", and play a lively Symphonic Prelude to establish the character of the production immediately.
- Cue 2. A medley of German folk songs played in march tempo to establish the immediate locale of this sequence.
- Cue 3. A German folk song with appropriate text to show the love and kind nature of this old composer, and the esteem in which he is held by his friends.
- Cue 4. A German comrade folk song played in march tempo by the village band officiating at the ceremony.
- Cue 5. A Reverie or Andante of the plaintive order to cover the emotions of Franz as he is handed scroll by his friend. Play "PP" con sordini strings only.
- Cue 6. A rollicking German march played by the marching village band as they escort Franz from the village.
- Cue 7. FRANZ THEME: A Lamento to show the despair of this grand old man in failing to be recognized in musical circles, and his inability to have his Symphony performed.
- Cue 8. A light Waltz movement to show the activity of Elsa and her cheerful manner in acting as the bread winner of the family.
- Cue 9. A popular rain song. During this sequence the rain machine should be used freely off stage.
- Cue 10. A popular song with appropriate text to follow the thoughts of George as he muses over his meeting with Elsa.
- Cue 11. A juvenile selection to cover the appearance of the little girl—piano pupil of Franz, as she appears for her music lesson.
- Cue 12. FRANZ THEME: A Lamento to show the despair of Franz as enumerated previously.
- Cue 13. A simple Piano piece that a child beginner would be apt to play. Piano alone—imitate playing of child.
- Cue 14. A bright snappy Intermezzo to show the energetic actions of Levy the booking agent.
- Cue 15. SYMPHONY THEME: Play as Piano Solo very singing and legato, with a great deal of pathos.
- Cue 16. A bright snappy up-to-date song with appropriate text to show the joy of Levy in placing his act.
- Cue 17. A popular German tune to cover the sequence of the pinochle game of the old friends.
- Cue 18. A bright major Allegro to cover the entrance of George and his anxiety to get away with Elsa.
- Cue 19. FRANZ THEME: A Lamento to show the despair of Franz as previously enumerated.
- Cue 20. A soft Valse strain to cover scene against which the Burlesque Orchestra may tune their instruments frantically ad lib.
- Cue 21. BURLESQUE THEME: A direct music sequence for the playing of "Spring Song;" burlesque freely by off key intonation, discords, wrong notes and other funny sounds. This is a spot where you can get a big laugh if worked properly.
- Cue 22. An Andante or Apassionato to show the despair of the old composer in having to resort to comedy to earn a living.
- Cue 23. LOVE THEME: A modern love Waltz ballad with appropriate text to cover the love scenes between Elsa and George.
- Cue 24. A light sentimental pathetic or plaintive Andante to follow the continued despair of Franz. Play "PP" con sordini strings only.
- Cue 25. FRANZ THEME: Play as previously enumerated.
- Cue 26. SYMPHONY THEME: Start at figure (9)—Hawkes edition; play as Piano Solo—orchestra pick up when Piano stops and continue.
- Cue 27. An Oriental or minor jazz dance tune for the exhibition dance of the cabaret girl.
- Cue 28. A bright snappy One-Step for the appearance of the girls with trays as they pass among the guests distributing missiles to be thrown at orchestra act.
- Cue 29. BURLESQUE THEME: A direct cue for "Spring Song" (Mendelssohn)—play off pitch, out of tune, wrong notes and weird sounds ad lib. Properly executed you will get the desired laughs.
- Cue 30. A fast One-Step for hasty exit of musicians from the dance floor.
- Cue 31. An Apassionato to show the wild despair of Franz in sacrificing his art for this cabaret entertainment.

- Cue 32. A Berceuse of the simple type played very "P" and unemotional to show the actions of the worn out old man.
- Cue 33. A popular "daddy" song to cover the scene between Elsa and her beloved father. Play "PP" con sordini strings only, very sweetly.
- Cue 34. A light neutral major Intermezzo or Valse to cover the drawing room scenes at the reception of Mrs. Ostberg.
- Cue 35. A minor legato Waltz played in the lower register of the orchestra with a slight undertone of suspense.
- Cue 36. A novelty jazz Fox-Trot to cover the cabaret scene; the most effective for this sequence being "Horses" (Gay).
- Cue 37. A bright snappy One-Step for the appearance of the girls with trays as they pass among guests distributing missiles to be thrown as in previous cue No. 28.
- Cue 38. BURLESQUE THEME: A direct cue for "Spring Song" (Mendelssohn)—play as previously enumerated.
- Cue 39. A fast One-Step or Galop for the throwing of the missiles, and the general levity of the guests. Drummer catch thuds ad lib.
- Cue 40. A modern jazz Fox-Trot for the dancing of the spectators.
- Cue 41. An Appassionato or light tragic Andante to cover the drama of the sequence, and the anxiety of George's parents over his attachment for Elsa.
- Cue 42. SYMPHONY THEME: Play from the beginning this time.
- Cue 43. A child Lullaby or Berceuse to cover the entrance and simplicity of the little girl as she appears and presents her teacher with a bouquet of flowers. Play "PP" con sordini strings only.
- Cue 44. A Lento or minor Prelude for the scene between Franz and his old friends in their anxiety to help him.
- Cue 45. A romantic Appassionato of the lyric type to show the strong emotion of George as he appears at Elsa's home.
- Cue 46. A light children's playful tune to follow the frolicking children playing in the park.
- Cue 47. A medley of German folk songs of the marching style which recalls to Franz his happy departure from home.
- Cue 48. An Agitato or Appassionato Tragico to follow the collapse of Franz from the bench, and the hurried actions of his friends to get him away.
- Cue 49. A Cantabile or Reverie of hope to establish the dejected spirit of Elsa.
- Cue 50. An Appassionato or tragic dramatic selection to establish the drama of this sequence, and the despair of Elsa.
- Cue 51. An Agitato or turbulent Con Moto to show the anxiety of Elsa to promote the performance of her father's Symphony in order to save his life.
- Cue 52. A tragic love melody in minor to show the despair and heartache of George in discovering the false attitude of his sweetheart.
- Cue 53. A Perpetual Motion or selection of uneasiness to show the perturbed state of the great conductor's mind in being disturbed for the agent, Levy.
- Cue 54. SYMPHONY THEME: Start at figure (4) Hawkes edition, and play very quietly as in the distance as Hertz looks through the pages of the Symphony.
- Cue 55. A Symphonic Allegro Malto Vivace to follow the playing of the orchestra under the direction of Alfred Hertz. The 3rd movement of "Symphony No. 6" by Tschaiikowsky fits here exceedingly well.
- Cue 56. FRANZ THEME: A Lamento or hopeful minor strain to show the drama of Franz's realization of his great dream.
- Cue 57. SYMPHONY THEME: Start at figure (4), and play very full using the Organ to fill in and broaden out the melody in the imitation of a Symphony Orchestra; follow the screen carefully and close with the orchestra.
- Cue 58. A big broad gladsome Maestoso emblematical of the joy of success, and of the attaining of a supreme purpose.
- Cue 59. A plaintive Lamento showing the heartache of George in the thought of having lost his sweetheart, Elsa.
- Cue 60. A Marcia Maestoso of a triumphant ovation.
- Cue 61. LOVE THEME: A modern Love Waltz ballad with appropriate text to show the love of Elsa and George.

THE END

## SUGGESTIONS FOR SUBSTITUTIONS, DYNAMICS, EFFECTS, ETC.

- Cue 1 LEGION THEME: A rollicking spirited March to show the abandon and care-free spirit of the soldiers of fortune.
- Cue 2 A trudging slow measured meter selection to follow the slow trudging of the soldiers as they march across the burning desert sands.
- Cue 3 LEGION THEME: A rollicking spirited March.
- Cue 4 RICHARD THEME: A minor melody plaintive and appealing in style to show the brotherly feeling of Richard for his fallen comrade.
- Cue 5 A trumpet call for the soldiers to fall in and continue their trudging across the hot sands.
- Cue 6 A hard brutal selection to show the indomitable spirit of Col. Destinn.
- Cue 7 LEGION THEME: A rollicking spirited March.
- Cue 8 A light frivolous Arabian Intermezzo or Fox-Trot to follow the actions of the visitors at Sibe-Bel-Abbes.
- Cue 9 LEGION THEME: A rollicking spirited March for the entrance of the legion into the town.
- Cue 10 A sad minor melody to show the mental condition and anguish of Richard at discovering Sylvia on the balcony. Through this selection the S. D. may play "pp" march beats for the passing soldiers in the background.
- Cue 11 A continuation of Richard's mental anguish over the presence of his former sweetheart.
- Cue 12 An Andantino or Elegie with Cello Solo predominating, to show the despair of Richard at the realization of having lost his sweetheart.
- Cue 13 SYLVIA THEME: An amorous slow minor selection to show the power of evil Sylvia exercises over Richard.
- Cue 14 A selection of foreboding evil or intrigue to follow the entrance of Arnaud into his host's library to steal confidential information. Start slowly and "P", and gradually work up for struggle between Arnaud and Richard.
- Cue 15 RICHARD THEME: A minor melody of appeal and beauty to show the self sacrificing spirit of Richard.
- Cue 16 A Lamento or Adagio to show the serious nature of the situation Richard finds himself in, and the sorrow of his old friend and host.
- Cue 17 A light dramatic selection or Appassionato to follow the actions of Gabrielle at discovering the unfortunate position of Richard and her despair at his leaving England.
- Cue 18 A trudging slow minor March movement to show the tired worn out trudging soldiers.
- Cue 19 GABRIELLE THEME: A simple melody or song with appropriate text to show the love and beauty of this girl for Richard. Play "PP" con sordini, strings only. Soft S. D. beats for background of marching soldiers.
- Cue 20 A French military March for the playing of the band and troops, and the general military atmosphere.
- Cue 21 RICHARD THEME: An emotional minor selection to show Richard's love for the unscrupulous Sylvia.
- Cue 22 SYLVIA THEME: A slow sensuous minor strain to follow Sylvia through this sequence.
- Cue 23 GABRIELLE THEME: A beautiful soulful melody to show the love of Gabrielle for Richard. Play "PP" con sordini, strings only.
- Cue 24 A dramatic melody to show the obsession of Richard for Sylvia.
- Cue 25 A slow minor selection of the intrigue style to follow the action of Captain Arnaud as he prepares to leave on his mission.
- Cue 26 A flare of Trumpets—very short and brilliant.
- Cue 27 A dance Waltz in minor or Oriental style for the dancing in ballroom; "PP" for exterior flashes.

- Cue 28 A serious dramatic Appassionato or Agitato to cover the argument between Arnaud and Richard in the garden, and the general commotion caused by the pistol shot. Be sure and catch report of pistol.
- Cue 29 A bright French March for the marching troops or the Legion Theme. Play "PP" for flash-back to Sylvia and Arnaud.
- Cue 30 A sad mournful melody to show the terrific mental and physical strain under which Richard is laboring and his collapse in cell.
- Cue 31 RICHARD THEME: A selection as previously enumerated.
- Cue 32 SYLVIA THEME: A cold unfeeling selection to follow Sylvia as she tries to entice Col. Destinn.
- Cue 33 A dramatic Mysterious Tension to follow the drama of this sequence between Col. Destinn, Sylvia and Richard.
- Cue 34 A continuation of the previous dramatic sequence.
- Cue 35 A slow number of the suspense style as Col. Destinn seriously considers the events of the last sequence. Play "PP" con sordini, strings only.
- Cue 36 LEGION THEME: Play as previously enumerated.
- Cue 37 GABRIELLE THEME: Play as previously directed. Add S. D. beats against melody to cover the passing of the soldiers in the background—"P."
- Cue 38 A French March for the marching soldiers or the Legion Theme.
- Cue 39 A storm scene; start quietly and gradually build up to the scene in which the soldiers are buried in the sand.
- Cue 40 A Lamento or dreary selection to cover the appearance of the protruding hand of the dead soldier from the sand, and the desolate situation caused by the havoc of the storm.
- Cue 41 A continuation of the previous death sequence; play "PP" con sordini, strings only.
- Cue 42 An Agitato or Furioso to follow the mutiny of the survivors of the storm.
- Cue 43 A number to cover the drama and seriousness of the situation that confronts Richard and his followers.
- Cue 44 A selection of measured monotonous rhythm played "PP" and in the lower register, strings only, preferably for this sequence.
- Cue 45 A selection of suspense to show the serious situation confronting Richard and the pity of Col. Destinn for the victim. Play in a hesitating manner "PP" at all times without emotion.
- Cue 46 The number selected is most effective here as Col. Destinn looks at the photograph of his little son. Play "PP" very plaintive, strings only, in lower register.
- Cue 47 A selection with measured slow rhythm in minor; play "PP" strings only, very monotonous tempo.
- Cue 48 A tragic appealing melody to show the despair of Col. Destinn and the hopeless position of Richard.
- Cue 49 A Lamentoso or Doloroso to show the tragic situation confronting Richard, and the realization of Col. Destinn that he is sending his own son to death; play "PP" con sordini throughout.
- Cue 50 GABRIELLE THEME: Play as previously enumerated. "PP" con sordini, strings only.
- Cue 51 A Lamento for the scene in prison between Col. Destinn and Richard who is unaware of who Col. Destinn really is.
- Cue 52 A serious dirge or monotone for the daybreak scene and the gruesome task awaiting the firing squad; play "PP" throughout.
- Cue 53 Either a heroic soldier theme may be played here "PP" or the theme covering the son for whom Destinn sacrifices himself.
- Cue 54 Your closing selection is entirely optional, as Richard, Gabrielle or Legion Themes may be played for the close.

**THE END**



## SUGGESTIONS FOR SUBSTITUTIONS, DYNAMICS, EFFECTS, ETC.

### PART 1

- Cue 1 A broad Lento Maestoso of regal character; play "FF"—with lots of brass.
- Cue 2 A Maestoso for the sequence of the sleeping King to show the monarch in all his glory; play "PP" throughout.
- Cue 3 BARKILPHEDRO THEME: A sinister selection appropriate for the character of a knave; play "PP" until King awakens, then stronger.
- Cue 4 A cruel Maestoso to show the torture and cruelty Clancharlie is subjected to by the merciless King and his Jester; play "FF" without emotion—brass very harsh throughout.
- Cue 5 A Storm Scene or Furioso to show the atmosphere as the ship leaves during a severe storm; effects of wind throughout.
- Cue 6 A Storm of lesser degree to follow the lonely child as he plods through the snow looking for shelter; wind effects "PP".
- Cue 7 A large Sostenuto of uneasiness to show the concern and amazement of Ursus at the discovery of the children at his door.
- Cue 8 A light Scherzando or Grazioso to show the happiness of the strolling players as they trudge along pursuing their trade.
- Cue 9 A sinister or suspicious selection to cover the actions of "Old Doc Hardquanonne"; play "MF" in a sinister mysterious manner.
- Cue 10 A bright jog-trotting English selection to show the happy atmosphere surrounding the players.
- Cue 11 A bright Allegro of English character to show the jollity and abandon of the Southwark Fair scene; play "FF" and spirited.
- Cue 12 LOVE THEME: A song or love Ballad of the classic style to follow the actions of the lovers; play "P" con sordini strings only very sweetly with emotion.
- Cue 13 A bright Gigue in old style to show the abandon of the visitors at the Southwark Fair and their disregard for the emotions of the lovers.
- Cue 14 An Andante Moderato or Maestoso to show the regal character of the old castle.
- Cue 15 BARKILPHEDRO THEME: Play as previously enumerated.
- Cue 16 JOSIANA THEME: A light "chic" coquettish rubato Valse to follow the abandoned manner of Josiana while at her bath, and her disregard for the presence of the Jester in her boudoir.
- Cue 17 An English Intermezzo or Gavotte to cover the scene between Queen Anne and Barkilphedro; play very "P" throughout and very deliberate in style.
- Cue 18 An Allegro con Fuoco to show the concern of the Queen at the discovery of the rightful heir to Clancharlie's estate. Play very marked and not too fast.
- Cue 19 An English selection in style played by a string orchestra through the court scene.
- Cue 20 A bright Gigue for the Southwark Fair flash-back and the actions of Josiana and her ruffian friend as they boisterously go about the streets; play "FF" and very bright.
- Cue 21 An Agitato or Furioso to cover the actions of the Queen's henchmen as they capture Dr. Hardquanonne.
- Cue 22 A bright lively Vivace in English style to follow the spectators at the Fair, and their appreciation of the great Clown; play very bright and "FF".
- Cue 23 LOVE THEME: A beautiful sentimental song of the classic type; play "PP" con sordini strings only, with a great deal of emotion.
- Cue 24 A bright Allegro in 6/8 meter to show the levity of Josiana and her ruffian friends on the street.
- Cue 25 A Hurry or Agitato to cover the street brawl caused by the argument between the ruffians and Dirry-Moir, her suitor.
- Cue 26 A moderately sleepy tempo to show the languid manners of the assembled guests as they await the appearance of Josiana. Play with string orchestra very quietly.
- Cue 27 QUEEN THEME: A Maestoso or Pomposo to show the regal splendor of the monarch.
- Cut 28 JOSIANA THEME: A light, "chic," coquettish Valse as previously enumerated.
- Cue 29 An Allegro Con Spirito movement for the scene at the fair.
- Cue 30 LOVE THEME: A selection as previously enumerated.
- Cue 31 A bright Presto or Allegro to show the joy of Ursus at the success of the performance in having such a large crowd of spectators; play "FF" and with spirit.
- Cue 32 A mystical introduction for the appearance of Dea on the platform—one with shrills or tremolo effects; play "PP".

- Cue 33 A light merry Scherzando to follow the hilarious laughing of the spectators.
- Cue 34 GWYNPLAINE THEME: A "clown" song with appropriate text to follow the emotions of the heart broken entertainer.
- Cue 35 DEA THEME: A plaintive soulful melody to show the deep love and trust of this girl, Dea, and her good influence over Gwynplaine. Play "PP" con sordini, Cello Solo, very plaintive.
- Cue 36 A rhythmic pacing monotone style of selection to follow the uncertain mental condition of Gwynplaine.
- Cue 37 An agitated Misterioso of the ominous type to follow the secret escape of Gwynplaine and his ride in the curtained carriage. Play rather "P" throughout.
- Cue 38 JOSIANA THEME optional or a sinister minor Valse of the sensuous type to show the passion of Josiana and her desire to obtain Gwynplaine.
- Cue 39 QUEEN THEME: A Maestoso as previously enumerated.
- Cue 40 DEA THEME: A plaintive Andantino played con sordini, strings only.
- Cue 41 LOVE THEME: A song or love Ballad as previously enumerated; play "PP" con sordini, strings only, with emotion.
- Cue 42 A dramatic Andante Maestoso to cover the drama of this situation and the pathos of Gwynplaine being forced to leave his friends and sweetheart.
- Cue 43 A Lamento of the rhythmic type to cover the prison sequence and awaited horror for those who pass within its walls.

### INTERMISSION

#### PART 2

- Cue 44 A Dirge to cover the funeral procession of the grave diggers as they pass out with coffin.
- Cue 45 QUEEN THEME: A Maestoso as previously enumerated.
- Cue 46 A tragic love melody to show the despair of the players and their anxiety to save Dea from the knowledge of her sweetheart's death.
- Cue 47 The Prologue from "Pagliacci" fits here according to its text very well, or else use the Gwynplaine Theme.
- Cue 48 A mystical or ethereal atmospheric selection for the entrance of Dea, one as previously played for her entrance.
- Cue 49 A tragic Appassionato of the pathetic type to follow the despair of Ursus and the terrific grief of Dea at her discovery of the deception of her friend in hiding Gwynplaine's death from her.
- Cue 50 An Allegro Maestoso with Trumpet Fanfares and the effect of galloping horses.
- Cue 51 A Perpetual Motion of the serious order to show the excitement on the street, and the collision of the carriage and green wagon.
- Cue 52 QUEEN THEME: A Maestoso as previously enumerated.
- Cue 53 A plaintive pathetic melody to follow the actions of Dea as she is led about by dog and later by Dirry-Moir.
- Cue 54 A bright English tune of the comedy type to follow the antics in the House of Lords. Catch ringing of tingling little bell.
- Cue 55 A dramatic Andante Sostenuto as a Prelude to the action to follow number cited, very effective.
- Cue 56 An Agitato of the dramatic order for a highly dramatic situation to follow Gwynplaine's actions in corridor and his escape.
- Cue 57 A Furioso or Agitato to cover the pursuit of Gwynplaine by the Queen's soldiers and his escape over the house tops.
- Cue 58 A continuation of Gwynplaine's pursuit to the water front and the attack of the wolf dog on Barkilphedro.
- Cue 59 GWYNPLAINE THEME OR LOVE THEME: The close is optional to the conductor or Organist.

### THE END

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## SUGGESTIONS FOR SUBSTITUTIONS, DYNAMICS, EFFECTS, ETC.

- Cue 1 **PICTURE THEME:** A bright snappy popular up-to-date tune to follow the actions of the picture; play the song written for this production.
- Cue 2 "Home Sweet Home" is very appropriate at this spot to cover the welcome home spirit; play in same tempo as previous selection.
- Cue 3 A bright snappy Gigue or gossip selection to cover the animated argument in this sequence.
- Cue 4 A friendship or pal selection to show the admiration and friendly feeling existing between the two old friends.
- Cue 5 An old fashioned band March for the parade sequence; play burlesque and a bit "sour".
- Cue 6 A continuation of the March for the crowd waiting at the station to greet Jack and the band's continuous playing.
- Cue 7 A March for the parade from the station; catch effect of auto striking tree.
- Cue 8 A bright snappy Intermezzo to cover the jolly spirit of the homecoming.
- Cue 9 **PICTURE THEME:** A bright snappy popular up-to-date tune.
- Cue 10 **KRUGER THEME:** A Humoresque or comedy German tune to follow the actions of Kruger; A Bassoon number will help the comedy considerably.
- Cue 11 An old automobile selection—"In My Merry Oldsmobile" or "Get Out and Get Under" to cover the humorous automobile sequence.
- Cue 12 A bright lively Intermezzo to follow the animated action on the screen.
- Cue 13 **KRUGER THEME:** A Humoresque as previously enumerated.
- Cue 14 **PICTURE THEME.** A bright snappy popular up-to-date tune.
- Cue 15 A neutral Valse to cover this short sequence.
- Cue 16 **PICTURE THEME:** A bright snappy popular up-to-date tune.
- Cue 17 A fast comedy characteristic Intermezzo or Humoresque to follow the fast moving comedy of this sequence.
- Cue 18 A continuation of the previous sequence of mirth and merriment.
- Cue 19 **PICTURE THEME:** A bright snappy popular up-to-date tune as previously enumerated.
- Cue 20 A Gigue or comedy Hurry to cover the comedy argument of this sequence between Kruger and Bauer.
- Cue 21 A short Pathetique or Romance to show the despair and heartache of Mr. Bauer as the wheels of his factory stop; play "PP" con sordini, strings only.
- Cue 22 **MARIAN THEME:** A sweet melodious Waltz song to follow the love interest between Marian and Jack.
- Cue 23 A sinister Mysterioso or ominous selection to show the evil intentions of the banker and his friends.
- Cue 24 **KRUGER THEME:** A Humoresque as previously enumerated.
- Cue 25 A burlesque selection that a crowd of workers might sing; imitate the singing if possible.
- Cue 26 A Con Moto or Appassionato movement of the lyric style to cover the drama of the situation.
- Cue 27 A plaintive or sentimental selection to show the heartache and despair of old Bauer at the thought of losing his factory; Play "PP" con sordini, strings only.
- Cue 28 A Con Moto or lyric Appassionato.

- Cue 29 A continuation of the previous action and anxiety over the deplorable condition of the factory and Jack's eagerness to change it.
- Cue 30 **CRAIG THEME:** A bright snappy Fox-Trot to follow the eccentric actions of the promoter, Craig, as he unfolds his tale to Bauer.
- Cue 31 A country band selection; play as enumerated in previous sequences.
- Cue 32 A Gigue or comedy Hurry to cover the argument of this sequence.
- Cue 33 A popular country band tune for the playing of the village band; play as previously enumerated—not too good.
- Cue 34 A tough style One-Step played in the lower register and not fast to cover the entrance of the guards and their anxiety to locate Craig.
- Cue 35 **MARIAN THEME:** A sweet melodious Waltz song as previously enumerated.
- Cue 36 A lively Intermezzo to play Bauer on as he appears from his trip—happy that he has accomplished what he started out to do.
- Cue 37 A tough style One-Step played in the lower register for the re-appearance of the guards looking for Craig.
- Cue 38 A fast Moto Perpetuelle or Scherzo to show the anxiety of Jack to locate his father and stop his further efforts.
- Cue 39 A sinister or cruel selection to show the despair and oppressed situation that surrounds the Bauer factory.
- Cue 40 An Agitato or Furioso to show the actions of the angry workers at not having received their wages.
- Cue 41 A light Hurry or Agitato to follow the continued tension of the situation surrounding the workers.
- Cue 42 **CRAIG THEME:** A bright snappy Fox-Trot as previously enumerated.
- Cue 43 A continuation of agitation.
- Cue 44 An old "pal" selection to show the love of the old friends for each other; play "PP" con sordini, strings only.
- Cue 45 A bright snappy Intermezzo or One-Step to follow the appearance of the wagons as they pass by.
- Cue 46 **PICTURE THEME.** Play as previously enumerated; watch for cuckoo effect and shot as Kruger fires at it.

THE END

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