CADENCE CHEAT SHEET (DUAL SYSTEM SOUND):

revised - 8/11/2024

What the 1st AD says is **bolded**, **highlighted**, **and said over walkie**:

PICTURE'S UP!

Sound Mixer will voice slate at this time.

LAST LOOKS!

- "Last Looks" is only for HMU and Costumes to do any final touches.

LET'S LOCK IT UP! WE'RE GOING FOR PICTURE!

"Lock it up" is to notify everyone to be quiet.

ROLL SOUND!

- 1. 2nd AD/PAs call "ROLLING!"
- 2. Sound calls "Sound Speeds" (usually called by Boom Ops who are in communication w/ Sound Mixer, if they are not in communication then the Sound Mixer calls "Sound Speed.")
- 3. 1st AC speeds the camera and (if necessary) signals to 2nd AC that it's speeding.
- 4. 2nd AC calls "Mark" (A-Camera Mark, B-Camera Mark, etc.) and slates
 - If Tailslating, call "Tailslating" at this point. After "Cut" is called, slate will enter frame upside down, call "Mark" and clack sticks, then turn the slate so it's readable before the camera is cut.
- 5. Operator calls "Set" when ready (implying they are framed up, in focus, and ready to go)
- Director or AD will call "Action"/"Background" and Directors will only call "Cut" and/or "Setting" with ADs echoing this

*After each "Cut," the 1st AD checks with camera and sound to see how it was for them, then they check with Director to see if they want to go again.

WE'RE GOING AGAIN!

- Make sure everyone is ready. Then call the Roll once more.

PICTURES UP! LOCK IT UP! ROLL SOUND!

- Call goes as above until the director calls "Cut." AD repeats the "cut" and PAs follow after AD on walkie.
- AD continues to ask "Going Again?" until they are told "GOT THAT." Once 1st AD hears "got that," they'll then call:

GOT THAT! MOVING ON! THANK YOU.

NEW DEAL! CAMERAS MOVE! WE'RE GOING TIGHTER!

- "New Deal" means the camera(s) are moving to their next setup position.
- "We're going tighter" references that the set is moving on to a tighter frame. This is because we
 typically shoot scenes starting with the widest frame and then working towards the tightest
 frames.

If you're moving on to the next scene then call: GOT THAT SCENE! MOVING ON TO SCENE "X." LET'S BRING IN CAST TO REHEARSE.