Production: SBT Production #: 083000

Episode: na

MUSIC SPOTTING NOTES Wednesday, June 13, 2001

REEL 1 (5 Starts)

1m1 1:31.09

s1:00:11:00 s1:01:42:03 "Main Title"

Main Title start; from black to printing press; to fade in newspaper hawkers; to cross fade train; cadence with train stop. This is a complicated cue as it starts with MT and Logo transitioning through background scenes. Each scene will require a tempo change and/or accelerando.

1m2 2:52.21

s1:02:00:18 s1:04:52:24 "End of the Line"

Starts with sheriff searching the train - with tempo increases to accommodate the pace of the action - ends with Smith galloping off and the sheriff in pursuit. Need to be careful in handling the tempo changes as the pace of the video changes abruptly.

1m3 1:16.78

s1:06:00:03 s1:07:16:26 Background Instrumental "Guess You Got Me"

Smith barely escapes - swimming underwater but discovered by the deputy. Thinking him dead, they leave and Smith meets Bob Jones - a man his fate was tied to and the cause of his murder warrent.

1m4 1:28.15

s1:07:58:02 s1:09:26:07

Background Instrumental

"To the Boss"

Smith is invited to join the gang and they ride to the hideout - to meet with the boss. This cue has a false ending [hold] at 00:08:46:00 [V cadence] and then picked up again at 00:08:58:01. Sound should get increasingly sinister with a relief at the R -> L pan to road. After return, the tension should steadily increase...

1m5 14.18 "The Tunnel"

s1:09:48:23 s1:10:02:28

Background Instrumental

Smith looks over the tunnel - something about the hideout set up is registering with him. Puzzeling and inquisative - almost but not quite sinister sound.

REEL 2 (13 Starts) 2m1 8.17 s2:10:06:22 s2:10:14:27 Background Instrumental	"Do Something with Him"  Jones talks to the boss and the boss is not a nice guy. A tight, sparse, sinister, threatening to the extreme cue.
2m2 55.52 s2:10:22:05 s2:11:17:20 Background Instrumental	"The Cook" Fade up of Smith as cook - much lighter verging on the comical. Becomes increasingly tense as he enters the main room with increasing intensity as the card game starts. Ends on hand grab with tension to the extreme. Watch dialog making sure to play under it.
2m3 8.61 s2:11:58:13 s2:12:07:01 Background Instrumental	"Knockdown" Smith gets hit and a murderous smile shows on his face but he never gets to the boss as he is hit with the chair [dead hit 00:12:05:19]. Watch, as the cue end comes very quickly after the dead hit.
2m4 14.81 s2:12:24:16 s2:12:39:10 Background Instrumental	"Underscore" Start Sheriff theme on Fade to Black
2m5 40.84 s2:13:43:05 s2:14:24:00 Background Instrumental	"Wanted Desperadoes" Sheriff and deputy talking about the wanted men - play under dialog!!! very subdued.
2m6 33.10 s2:15:05:08 s2:15:38:11 Background Instrumental	"Ride into Town"  Cue starts with Jones putting coffee down - start sparsely and increase to full sound on cross fade to ride into town. Watch dialog as they hitch horses. This cue morphs into 2M7

2m7 1:12.04 s2:15:38:12 s2:16:50:13 Background Instrumental	"Sally" Cue morphs from 2m6 - from sinsister to light hearted and romantic as Smith and Jones get distracted by Sally [introduce Sally Theme. Cue becomes sinsiter again as they focus on the impending robbery. Extreme tension on shot of safe [dead hit at 00:16:30:23]. Cue becomes airy and light return to Sally Theme.
2m8 59.09 s2:17:02:00 s2:18:01:02 Background Instrumental	"Broken Eggs" Comic interlude as Smith and Jones interact infront of Sally. Try to interweave the 3 themes in a lighthearted and comical fashion.
2m9 24.82 s2:18:19:06 s2:18:44:01 Background Instrumental	"Underscore" Light but tense as variation of Sally theme - intensity and anxiety peak with shot of the warning note. Watch dialog.
2m10 2:23.01 s2:19:30:01 s2:21:53:01 Background Instrumental	"Bungled Robbery"  Smith and Jones approach the back of the store - tense, sinister, rough sound following "without any lights on" [watch dialog]. Transitions between the two calendar shots indicating time compressed scene.
2m11 34.73 s2:22:08:13 s2:22:43:05 Background Instrumental	"Underscore" Continuation of the second half of 2m10 - really just resumes after a silent pause. Parts of Smith & Jones themes separately and intertwined as they are viewed separately and interacting.
2m12 14.88 s2:22:55:02 s2:23:09:28 Background Instrumental	"The Hat Band" Light intertwining of Smith and Jones themes but turns sinister as Jones eyes the hat band and knows Smith has been seeing Sally.

2m13 14.88 s2:22:55:02 s2:23:09:28 Background Instrumental	"Holding Up the Stage" Smith is going to rob the stage ahead of the gang and safeguard the money box for Sally. Start with light heroic Smith theme building to cross fade and full with Smith on horseback. Sinister turn with shot of the gang and then transition to ACTION music - increase and decrease tempo as needed to match the screen actions. End with abrupt dead hit.
REEL 3 (8 Starts) 3m1 1:19.18 s3:27:30:05 s3:28:49:11 Background Instrumental	"Suspicion" The gang starts to suspect Smith - underscore as the gang rides away, Smith theme on shot of riding into town. Intertwine Smith/Sally theme at the store. Intense anxiety as Jones discovers the Hat Band on the road - sinister and anger with Jones at the hotel waiting for Smith.
3m2 38.54 s3:29:22:14 s3:30:01:00 Background Instrumental	"Confrontations" Start with pleasant Smith/Sally theme through the cross fade becoming increasingly sinister after the fade. Tense Smith theme as he enters the saloon. Tension builds to breaking point and then breaks abruptly on shot of hat with Hatband.
3m3 1:02.16 s3:30:45:20 s3:31:47:25 Background Instrumental	"Revelations"  A bitter sweat statement as Jones reveals his secret - flashes of anger in Smith as he realizes that Jones is the man who commited the crime he is wanted for. Turns tragic as Jones continues his story.
3m4 5.51 s3:32:04:11 s3:32:09:26 Background Instrumental	"Underscore" Transition from 3m3 - starts on Black increasingly sinister as gang fades up.
3m5 1:05.33 s3:32:50:02 s3:33:55:12 Background Instrumental	"Suspect Again" Tense/anxious separate Smith/Jones themes with cuts between the two men. An extreme sinister aspect to tension as Jones throws cigarette [larger sound].

3m6 16.45 "Underscore" Tense/anxious/sinister - impact as Jones sees eggs... s3:34:20:28 s3:34:37:11 **Background Instrumental** "Underscore" 3m7 27.56 Sinister Jones theme - anxious Smith theme... s3:35:03:08 s3:35:30:25 Background Instrumental 3m8 "Talk to Sally" 1:24.28 Sheriff & deputy decide to talk to Sally - Smith arrives but the Sheriff s3:35:46:06 s3:37:10:15 is already talking with her. Smith sends a note to her. All the while, Smith is being tailed by Jones. All character themes mix with emphasis Background Instrumental dependent on the shifting character focus. Movement from Sally, Sally & sheriff, Smith, Jones, Smith/Jones... REEL 4 (6 Starts) "Meet Me" 4m1 18.69 Smith finally gets a note to Sally - she finishes with the sheriff but the s4:37:15:28 anxiety builds - things are coming to a close and good and bad will shoo s4:37:34:19 it out. Background Instrumental 4m2 1:01.76 "Trail Her" The sheriff questions the actions and behavior of Sally - they decide to s4:38:16:13 wait and tail her when she leaves s4:39:18:06 Background Instrumental 4m3 19.42 "Trailing Sally" Sally Theme as the sheriff trails her introduce tinge of sheriff theme s4:39:40:15 here. s4:39:59:28 **Background Instrumental** 

4m4 1:14.51 "Games Up" A complicated cue - 3 tempo changes to match action: 1] The sheriff s4:40:16:26 and deputy trail Sally. He walks in on Smith, Jones, & Sally. 2] Sally s4:41:31:11 distracts them and fight starts. 3] They make their escape galloping Background Instrumental away in a flurry of bullets. "Aftermath" 4m5 52.22 Smith and Jones split up - Jones heads back into town to tell Sally that s4:41:44:27 he set up Smith. Notice evil grin on Jones as Smith leaves. 2 Tempos s4:42:37:04 need one for Smith/Jones split up and one for the posse galloping off. Background Instrumental Try to intertwine Smith/Jones/Sally theme. "Save Him" 4m6 1:24.02 Jones tells Sally what he has done to take care of Smith - she tells him s4:43:09:02 how Smith knew what Jones had done yet understood. Jones admits his s4:44:33:02 stupidity and goes to set things straight. Background Instrumental REEL 5 (4 Starts) 1:09.84 5m1 "Into the Trap" The boss sets his men for the trap - tragic Smith theme as he rides into s5:44:33:03 the trap - with a suspicion that something is up. Jones rides to warn s5:45:42:28 Smith. The tension is extreme building as Smith and Jones ride and with Background Instrumental each shot of a bad guy. May need tempo change to reflect actions. 5m2 5:00.13 "Gun Fight//Posse Rides" The posse rides with Sally - Smith/Jones escape using the stage and s5:46:27:15 are pursued by the gang - the posse chases the bad guys. s5:51:27:19 Background Instrumental

5m3 28.66 "Jones does Right"

Increasingly tragic as the stage hores approach - Jones is mortally s5:51:51:19 wounded - stage plunges off the road. Smith tried his best to same s5:52:20:09 Jones but to no avail - Jones and Smith settle the issue between them **Background Instrumental** 

as Jones starts to fade.

5m4 45.18 \$5:52:54:02

s5:53:39:07 Background Instrumental "I'm Glad//End Title"

Jones puts the sheriff right about Smith - starts sad and tragic as Jones confesses and slowly fades into death. Score morphs into heroic and romantic building as Sally and Smith kiss, End Title as Logo comes up, ends on fade to black.

TOTAL STARTS: 36
Background Instrumental 30:37.05
TOTAL MUSIC: 35:00.35