
General:

1. Actors will **not** be on the ladder while it is in motion.
2. Costumes & Sound had a meeting today to talk about mic placement on actors.
3. Company Management brought up that 2 members of the Musical Theatre Society will be presenting an award in front of the curtain 5 minutes before the start of the performance on either Thursday (4/14) or Friday (4/15) night. They will need a handheld microphone and be in appropriate lighting.

Director:

1. Please see General Notes #1 and #3, and Scenic Note #7.

Scenic:

1. Is the rigger going to be operating the flyrail on the deck or up on the mid-gal?
2. It will look like the actor is operating the ladder when it moves. As soon as how the ladder is moving is established, please let Stage Management know.
3. The ladder will have metal rungs.
4. "Glue-on" sandpaper was brought up to help preventing slipperiness on the ladder.
5. The street lamp has been cut.
6. The words on the final signs will be decided by the end of the day.
7. Assistant Scenic Designers Junior and Sean will be visiting rehearsal this Sunday (2/28) to walk the set, and ensure the scenic model makes its way to the rehearsal room where Stage Management will keep it safely locked up during the rehearsal process.
8. Once the location of where the winches will be backstage, please let Stage Management know.
9. The paint sample that was brought in today will become more blue.
10. When the paint sample has becomes final, please send a sample along to Lighting.
11. Please give Stage Management the contact information for the rigger and automation technician as soon as that information is confirmed.
12. The pallets on the ground plan are ~24"—30" smaller than what they will be. Can we confirm that enough show deck can be built so that the pallets will still be able to go far enough offstage to not be an issue with sightlines?
13. There are 2 carpenters coming in this week. The call for 2 more carpenters went out last week for spring break.
12. Please see Costume Note #1.

Lighting:

1. The Camel sign will be a light box that that has a frosted/speckled paint treatment on it to create the affect of being made out of a grid of lots of tiny little lights.
2. L-wire will be used for 3 signs.
3. The amount and color of L-wire that is currently in stock will determine the footage and color of the L-wire that needs to be purchased.
4. An updated drawing that reflects changes and substitutes that were made based on the budget.
5. Approximately 60% of the lights will be LEDs.
6. How many spotlights that require operators will be used in the production?

Costumes:

1. Since actors will no longer be on the ladder while it is in motion, it is safe for actors to wear socks that have "grippy" soles on the ladder.
2. Hot Box, Runyonland and Crap Shooter costume fittings have started!
3. The last pair of heels will be picked up from the cobbler tomorrow and be available for rehearsal soon!
4. Quick change booth location options were discussed, including USL and USR.

5. Usually the women have a little more time than the men for quick changes, but still not enough time to make it all the way to the dressing rooms downstairs. The possibility of using the back hall as a quick change booth was discussed.

Props:

1. The mosaic bench in Havana will not have a back on it.
2. Connor will check in regarding the size of the hand-held sign for the Mission Band.

Sound:

1. Production Management has located baffling for the orchestra pit, it is currently in the Semel trap room.
2. Pit plot details to be finalized between Sound Design, Music Direction and General Management.
3. Elizabeth is aiming to turn in the final sound design early so as to jumpstart discussions before spring break.
4. There was a discussion of having a "Jon Monitor" OSR.

Production Management:

1. Thank you for locating the baffling for the orchestra pit!
2. Please see Scenic Note #13.

Stage Management:

1. Please stay in close contact with Costumes in regards to costume props.
2. Please see Scenic Note #2, #5, #7, #8, #11, and #12, and Lighting Note #6, and Costume Notes #3, and #4, and Props Notes #1 and #2, and Sound Note #4.

General Management:

1. Please see Sound Note #2.

Company Management:

1. Please see General Note #3.