

GENERAL INFO:			
DAY/DATE:	Friday, 10/21	Calling SM:	Emily Cuerdon
Performance #	2	Deck ASM:	Kayla Heal
Location:	Paramount Mainstage	House Count:	461
		Run Time:	1 hr, 26 mins
		House Open:	9:41a
		Curtain Up:	10:15a
		Curtain Down:	11:41a
		Talkback Down:	11:54a

PERFORMANCE SUMMARY:

The energy of this performance was a little lower compared to yesterday, but it was our most "accurate" show yet. From actor's hitting their marks more consistently and calling getting smoother and crew doing transitions faster and more elegantly it has definitely improved. Our audience was larger than yesterday, and we had a nice mix of ages in the house. Instead of audience members getting distracted during *Everywhere That You Are*, the end of the song was met with a rousing round of applause. The butt wiggle choreography in *Plump & Juicy* is looking to be a solid crowd pleaser, and was met with joyous laughter. The adults and older students in the house enjoyed Ladahlord's snappy comeback: "to get your undivided attention" when James asked why they were screaming right before *Shake It Up*.

General:

1. We will be adding Spiker & Sponge's Motorcycle entrance to the fight call.
2. Show started late because we held curtain for a late student group that were assigned to sit in the front row.
3. The Rail cue fired correctly for the transition from the Peach into the Aunt's Cottage (for *A Getaway for Spiker & Sponge*). Rail operators forgot to fly in the Garden Groundrow during this transition. This was discovered when SM fired LX cue that shoots light through the scrim and there was no Cottage in the light! Rail crew said over headset they forgot to fly it in and proceeded to fly it in. SM backed up a cue so the Groundrow wouldn't be illuminated as it flew in. Once Groundrow had flown in, SM called LX cue to light the Cottage and the rest of the scene proceeded as normal.

Director, Music Director & Choreographer:

1. No notes at this time, thanks!

Scenic:

1. A wheel fell off the Train puppet today. It was put on the paint deck after the performance.

Lighting:

1. As per discussed after the performance, LX cues 247-250 (puppet pit up/down and up/down for puppet "bows") should be before LX cue 246 (which is the cue for the beginning of *Curtain Call*). LX cue 250.5 (bump cue for *Curtain Call*) can stay as is.
2. LX cue 121 was called early. LX cue 151 was called late. LX cue 165 was fired late due to operator error. LX cue 191 was called early.

Costumes:

1. The "tear-able" scarf Spiker rips got stuck in the pocket of her pink dress and her line was delivered late. SM will check in with her regarding the setting of that prop.
2. One of the antennas on Grasshopper's headband was a little wobbly today.

Props:

1. As per discussed post-show, the blue pen needs to be repaired and is in the road box. Thank you!
2. The bulb on the motorcycle is broken and will not be replaced as per discussion between Bob and Connor.

Puppets:

1. No notes today, thanks!

Questions? Concerns? Please contact Stage Manager Emily Cuerdon:

Sound:

1. Sound cue 242 (ocean fade out) didn't fire due to operator error and Sound cue 241 (Rough Waters for Centipede vomit scene) was so loud that even though Sound cues 243-246 (shark hits) were called and fired correctly, SM couldn't hear them. SM had board op kill sound cue 242 once we discovered that was the issue and Sound cue 247 onwards were called and fired correctly.

Production Management:

1. No notes at this time, thanks!

Stage Management:

1. Please see Costume Note #1.

Company Management:

1. No notes today, thanks!

General Management:

1. Looking forward to pizza tomorrow for dinner break!

Family Weekend Committee:

1. No notes at this time, thanks!

Education:

1. No notes at this time, thanks!

Absence, Illness, Lateness, etc:

1. T. Doelger was 7 minutes late to call and A. Settlage was 24 minutes late to call.