

REHEARSAL REPORT #28

10/29/17 | RJO Stage | Version 1 | Subject to Change



TODAY'S SCHEDULE		THURSDAY'S SCHEDULE	
1:00 PM	Props and LX Notes	11:00 AM	Production Supervision
2:00 PM	Sound Notes		Sweep/ Clean Up
5:30 PM	Deck Clear	12:00 PM	Scenic and Props in for Notes
6:00 PM	SM Deck/ Intermission Shift	2:00 PM	Mitchell in for Notes
	Rehearsal	4:00 PM	Daniel in for Notes
7:00 PM	Cast Into Fight Call Costumes	5:30 PM – 6:00 PM	Deck Clear Begins
7:15 PM	Fight Call	6:00 PM – 6:30 PM	Deck Clear Ends/ SM Deck
7:30 PM	Half Hour	6:30 PM – 6:45 PM	Cast into Fight Call Costumes
8:00 PM	Final Tech/ Dress Rehearsal	6:45 PM – 7:10 PM	Fight Call
8:01 PM	Run-through Act I (45:57)	7:30 PM – 8:00 PM	Half Hour/ House Open
8:47 PM	Intermission Break	8:00 PM – 10:00 PM	Performance #1
9:03 PM	Run-through Act II (51:54)	10:00 PM – 11:00 PM	Clean up/ Reset
9:55 PM	Director Notes		
10:25 PM	Production Meeting		
11:00 PM	End of day		

GENERAL

1. Today's run went well with a few minor notes. Act I had a runtime of 45:57, and Act II ran 51:54, for a total of 1:38:41.

From PM:

2. Please throw away all trash and remove personal belongings. Production Supervision will begin a Lost & Found for anything left behind in the theater.
3. Only the department heads involved in strike need to be at the strike meeting. This means: Keith, Sarah, Ron, Jon M, Mitchell, Brian, Dan and Production Supervision
4. Happy Opening everyone!

SCENIC

From PM:

1. A few small notes tomorrow in the space, starting at 12p.

PROPS

From PM:

1. Props will add a slightly smaller body form to one of the bags.
2. The Moneychanger bag will be tied so the top of the body form does not peek out.
3. Props will take a look at the candle that was not working.
4. The Fake Marie body form broke in half today. A screw and staple was left in the body bag when Shay got in, but she is okay.
5. Some of the book facings fell off and one piece snapped in half.

COSTUMES

From PM:

1. Jack's hat was floppy tonight but costumes fixed it.
2. Marie's hair will go back to the braided style.



LIGHTING

From PM:

1. Daniel will look at the candle that did not go off in the shift between Act 1 and Intermission.
2. Daniel will look at the final lighting moment with the bones.
3. Daniel will be in for just a few minutes on the board in the afternoon.

SOUND

1. The record scratch moment will come in a bit sooner.
2. Vinny will add more level on the curtain call song.
3. For the final moment, from "She has risen" to the moment of the eye reveal, there will be bells and underscoring. Then the effects will cut out on "changed" and come back in with the bells again.
4. Jon will be in to tidy up the mix position and clear out the comm.
5. Jon sent an email to Stu to clarify the Tufte comm swap.

VOCAL COACH

1. No notes today; thank you!

ACTING COACH

1. No notes today; thank you!

COMPANY / GENERAL MANAGEMENT

1. No notes today; thank you!

STAGE MANAGEMENT

From PM:

1. Stage Management has bumped the actors' call time to 6:30p to accommodate for the length of fight call.

PRODUCTION MANAGEMENT

From PM:

1. Please throw away all trash and remove personal belongings. Production Supervision will begin a Lost & Found for anything left behind in the theater.
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OFFICE OF THE ARTS

From PM:

1. **Top of Day tomorrow is 11a.**
2. See Sound Note #2