REHEARSAL REPORT

Stage Manager's Name

You're a Good Man, Charlie Brown

Sunday, April 7, 2019

Rehearsal Hall

Scheduled Rehearsal:	Actual Rehearsal:		Absence, Illness or Accidents:
	Began	11:00am	
11:00am – 2:00pm	Break	2:00pm	
2:00pm – 3:30pm	Return	3:30pm	
3:30pm – 7:30pm	End	7:30pm	
	Overtime	0	
Total Scheduled: 7.0 hours	Total Worked:	7.0 hours	

Today's Rehearsal Breakdown				
Time	Work	Scene/Pages/Actors		
10:00am – 11:00am	Formatting Meeting	Artistic Team & SMs		
11:00am – 12:24pm	Music Review	2.12/The Red Baron – 2.13/Rabbit Chasing		
	Music Work	2.16/Glee Club Rehearsal		
12:34pm – 1:58pm	Music Work	2.17/Quick Changes – 2.18/Little Known Facts		
3:30pm – 4:52pm	Staging	2.12 – 2.13/The Red Baron – Rabbit Chasing		
5:02pm – 6:20pm	Staging	2.13 - /Rabbit Chasing		
6:30pm – 7:30pm	Staging	2.12/The Red Baron		
7:30pm – 8:00pm	Formatting Meeting	Artistic Team & SMs		
Rehearsal Notes:				

Next Rehearsal Schedule Tuesday, April 9, 2019

9:30am – 11:00am	Formatting Meeting	Artistic Team & SMs
11:00am – 2:00pm	Music Work2.19/Suppertime, 2.19A/Night Scene, and	Full Company
	2.20/Happiness	
2:00pm – 3:30pm	Break	
3:30pm – 7:30pm	Review and Clean—2.12/Red Baron – 2.13A/Change Music	Full Company
	Staging—2.14/Baseball Game – 2.16/Glee Club Rehearsal	
7:30pm	End of Rehearsal Day	

Please Note that marketing team will be in/out over the course of the day to take rehearsal photos and video.

Costume Fittings: 10:30am—Lucy (30 min.) Haircuts: 10:00am--Linus (30 min.), 10:30am—Snoopy (30 min.)

PRODUCTION NOTES

General:

 Reminder that the cast will be in/out over the day off to use the rehearsal halls as practice rooms. Rehearsal Hall A is available to them all day. Rehearsal Hall B is available to them 12pm – 1pm and 4pm – the rest of the day (per our discussion with Production Management).

Props:

- 1. The updated Props List is attached for your reference.
- 2. Can we please add a coach's whistle to our props list? This will now be #221. And, can we please have something for rehearsals asap?
- 3. Please cut the rolling chalkboard (#155) and the large safari net (#205).
- 4. There are items on the landing that can go away please (rug, bench, etc.).
- 5. FYI—The doghouse is being using as a drumming surface multiple times during the show.
- 6. We will need five bats for THE BASEBALL GAME please.
- 7. The plush baseball will come from the piano bench. We will have the opportunity to changeover the items that are in there at intermission. Also, we left all the items that need to be stored in the piano bench on top of the rehearsal piano bench for you (or at least all we currently know about).

Instruments:

- 1. Snoopy's mandolin and the melodica with the stuck key are on the director's table for you for easy locating.
- 2. Do we still have sleigh bells in stock? If so, can we please have some to play with on Tuesday?
- 3. We are interested in adding a pick-up to Snoopy's banjo if possible. The actor mentioned a K & K Contact Pick-Up. Do we have something like that in the budget?

1. The Preliminary Automation Info is attached for your reference. We will continue to send updates as things are staged this coming week.

Costumes:

- 1. The updated costume flow chart is attached for your reference. This version includes the sections that were staged today.
- 2. Would it be possible to get Schroeder's mask and baseball hat in the hall? Also, it would be great to have the other baseball hats, if possible. At this point, Patty's and Lucy's are added offstage, and the rest are added in onstage changes.
- 3. FYI, Schroeder's mitt/glove is being thrown down in his "tantrum."
- 4. Everyone needs storage in their costumes for kazoos in Act II please.
- 5. Linus needs to be able to put an egg shaker in his pocket as well.

Sound:

1. Please see Props Note #5, Instruments Note #3, and Costumes Note #2.

Electrics:

1. We are interested in Snoopy being able to run up Aisle 3 around a section of seating in the break and then down Aisle 2 during THE RED BARON. We know that a follow spot can't light him for that full distance. Do you have the inventory to cover that move, or do we need to look at other staging options?

Scenic Artists: Nothing new, thanks.