

# SHREK JR.

Maine State Music Theatre

Rehearsal Report #12

Date: Tuesday, July 20<sup>th</sup>, 2021

Director: Betsy Puelle

Stage Manager: Katy Sullivan

*Today we finessed the timing of puppets in Travel Song, the movement of the two Fionas in I Know It's Today, and added props into Freak Flag. Then we ran the show with notes.*

• ***Please see the Entrance Exit Plot attached!***

## **Scenery/Paints:**

1. We would like the side panels of the Travel Song Flat to be attached with Hinges instead of clamps. When the flat is in its "closed" position, we would like to have it pinned securely closed. The actors will set the Flat on spike, remove the pins, and pivot the side panels to the open position. All this is done out of the audience's sight (upstage of the main curtain), but it does need to setup rather quickly (less than a minute).
2. On the upstage side of the Travel Flat (in its closed position) we would like to devise a way to store the puppets in such a way that the flat and the props can all travel onstage compactly. (scenery/props)
3. The Travel Flat will be pushed partially onstage through R2 at the top of scene 9. Anything that can be done to the bottom of the Travel Flat for a smoother push would be appreciated (felt was suggested).
4. The House Main will track open and closed throughout Shrek. It will NOT fly during Shrek. House Main will be preset in the closed position at the top of the show.
5. The Dragon will have four different trim heights (Out, High, Mid, and Low). Specific flight pattern for the dragon sequences have yet to be determined.
6. Confirming that Shrek will utilize one flown arch, and Beauty and the Beast will utilize all three. The three Beauty & the Beast arches will be flown on lineset 15, as designed. We are interested in moving the single arch for Shrek to lineset 19, but are also willing to consider lineset 20 if proximity to the electric is too close. The Shrek arch will split center.
7. Confirming that the upstage Trees will be dead-hung between L/S 23 [Black Traveler] and L/S 24 [Sun]. The lower portion of the trees will be upstage of the groundrow.

## **Props:**

1. Can Puss in Boots' right arm be rigged so that the puppeteer can make him wave (up and down) during Travel Song?
2. On the upstage side of the Travel Flat (in its closed position) we would like to devise a way to store the puppets in such a way that the flat and the props can all travel onstage compactly. See Scenery Note #1 for more information on what we have in mind for the flat itself. (scenery/props)

**Electrics/Lighting/ Projections:**

1. Confirming that Shrek will utilize one flown arch, and Beauty and the Beast will utilize all three. The three Beauty & the Beast arches will be flown on lineset 15, as designed. We are interested in moving the single arch for Shrek to lineset 19, but are also willing to consider lineset 20 if proximity to the electric is too close. The Shrek arch will split center.

**Music/Sound:**

1. We would like to add a “magical” sound effect on page 17, when the Wicked Witch’s broom stands on its own and she says “I’m gonna spell it out for ya.” Approximately three to five seconds in length.

**Costumes/Wardrobe/Wigs:**

1. What are the mechanics of the Big Bad Wolf’s transformation from Granny Dress to Sparkly Dress in Scene 11? We are hoping that the actor will be able to pull the granny dress off to reveal the sparkly dress one smooth motion (hopefully during a switch-leap).
2. What is the current ETA for a costume plot?
3. Please see attached for our most up-to-date entrance/exit plot.
4. Farquaad’s miniature legs no longer need to detach.
5. Will the Rat Dancers and Blind Mice have noses as part of their costumes?
6. The Pinocchio nose will need to be affixed tightly to John R.’s face so it will stay in place when he tumbles at the end of Freak Flag.

**Company Management:**

1. Nothing new today, thanks!

**Facilities:**

1. Nothing new today, thanks!

**Production Manager:**

- 1.

**Script:**

1. Nothing new today, thanks!

**Health:**

1. All Good.

**SM/Notes:**

1. Nothing new today, thanks!