

***Next to Normal* – Run Crew Training**

11/01/18

Schedule:

6:30-7:00 – Train PAs on A) Cubes, B)Piano, and C) Fly Rail

A. Cubes:

1. There are 4 cubes – point out the name of each Cube (A,B,C,D)
 - a. Cube A has a table and 4 chairs, Cube B has a table and 1 chair, Cube C has a toilet
2. They move like this
3. Important to keep control of the cubes – either move slowly, or have two hands on the cube
4. Cubes will not move when they are braked – show brakes
5. Show proper operation of brakes
 - a. For 90° the brakes need to go all the way to the box top
 - b. For magneted brakes, the brake needs to attach
 - c. For looped brakes, loop needs to go completely over head
 - d. If cubes do not brake – need to let stage management know immediately
 - i. May not be safe for actors. Actors have been trained to watch for brakes coming loose, but we should watch for it too
 - ii. If it isn't locking we can tighten them like this
 - iii. If it is broken and must be removed – ASM makes the decision, use screw gun to remove brake, and use the buffers
 - e. If loops break you can reattach with more gaffe tape, if magnets break, tape handle up
6. Exiting Cubes
 - a. Cube space will be tight backstage, so you have to be mindful of where you put the cubes
 - b. Cubes should be locked when in the wings
 - c. Cube A will only be able to exit stage when Masking Legs 2 are flown
7. Most Important Point: Contact / Pay Attention to Partner
 - a. You can do this with eye contact or pre-determined symbols
 - b. Must keep nonverbal contact between you and your partner and with other people around you
 - i. Lots of big moves to make so you have to work together to make sure no one is going to hit anyone
 - ii. If I am moving this way, I can't see behind me, but you can

B. Piano:

1. This is the piano
2. This is the piano keyboard
3. This is how it becomes the piano.
 - a. They need to make sure they have piano stand and piano insert before bringing onstageThis is how it becomes the gurney

Pre-Show Checklist

A. Cubes

- Check that all 8 brakes work properly (lock them down and see if cube moves)
- Check that all 8 brakes can be looped/magnetted/etc. properly

B. Piano

- Check that Piano setup has piano stand and piano insert with it
- Check that Piano keyboard is not stuck

Post-Show Checklist

A. Cubes

- Move all Cubes to resting spots and unlock them
- Check that all 8 brakes work properly and let Marilyn know if one doesn't

B. Piano

- Put the Piano, Piano bench, and rolling chairs in the wings