Rehearsal Report Midsummer The Musical 2020

SM: Molly Litvin

Contact: <u>ml196@nyu.edu</u> and/or 917-562-3559

Date: Sometime during Mid Summer 2020

Start/End Time: 10 am- 5:59 pm

Schedule:

10am-11am - Work Act I Music

11am-12pm - Work Act II Music

12pm-1:30pm - Act I Tablework

1:30-2:30pm - Lunch

2:30-3:30pm - Block Act I

3:30-5pm - Act II Tablework

5pm-6pm - Block Act II

Actual Schedule:

10:04 am-11:04 am - Work Act I Music

11:14am-12:14pm - Work Act II Music

12:14pm-1:34pm - Act I Tablework

1:34-2:34pm - Lunch

2:34-3:34pm - Block Act I

3:34-4:59pm - Act II Tablework

4:59pm-5:59pm - Block Act II

SM(s): Molly

Lighting Notes:	Cast Attendance:
	Everyone besides Henry and Charlene were present/on time.
Sound Notes:	Cast Missing:
	Henry (Demetrius): 8 minutes late- no excuse.
	Charlene (Helena): Sick- she emailed last night
Set & Prop Notes:	Production Staff on Set:
Need "Ale" as a prop. Act 2. Scene 2Woods, Act 2, "the trees need to fly in"	Director/ Music Director

 "Hopefully have fog for the forest scenes" Check/discuss ground levels for the Fairies when they are in the forest 	
Costumes: Philostrate needs to have "really extravagant, flamboyant costume"- Director	 Management Notes/Notes for Crew: Tomorrow we need to work on Act 3, where Puck squeezes juice in Lysander's eyes Isabella (Hermia) bumped her head on rehearsal blocks. Ice packs were given. We filled out an incident report Pick back up with music, tablework, and blocking for Act III. If there's more time, the MD would like to teach the rest of the music for the show. The goal is to work through the entire show on this Saturday; anyone from the design team cancome watch (needs to be enough chairs and space for guests)
Music Notes: - If there is time tomorrow, MD would like to teach the rest of the music for the show.	Choreography Notes:

NOTES FOR CAST:

- The goal is to work through the entire show on this Saturday; anyone from the design team cancome watch
- Next Monday is the deadline for bios to be submitted to Company Management.