

The 39 Steps Rehearsal Report

Date: 4/1/25	Director: [REDACTED]
Location: Knutson Theatre	SM: Grace Engstrom
Start: 6:30pm CST	Agenda: Full Run
End: 10:44pm CST	Rehearsal #: 20

Attendance: [REDACTED]
Late/Absent: [REDACTED]
Health Injuries: N/A

Work Accomplished:

- 6:30-6:45: Walk Through the Stage and General Announcements
- 6:45-6:47: Boundary and Needs Check Ins
- 6:47-7:13: Notes from 3/31 Run
- 7:13-7:30: Intimacy Call
- 7:30-7:35: Act 1 Preset
- 7:35-7:56: Fight Call
- 7:56-8:06: 10 Minute Break
- 8:06-8:10: Fight Call
- 8:10-9:23: Act 1 Run Through
- 9:23-9:33: 10 Minute Break
- 9:33-10:44: Act 2 Run Through

General:

1. Tonight Intimacy Call timed out at about 11 minutes and 32 seconds
 - a. We should have no problem getting it down to 10 minutes as we solidify more and more stuff
2. Tonight Fight Call timed out at about 24 minutes
 - a. This was with some adjustments having to be made so we should still be able to condense it down to 15 minutes
3. Tonight Act 1 timed out at about 1 hour and 7 minutes
4. Tonight Act 2 timed out at about 1 hour and 7 minutes

5. The whole show timed out at about 2 hours and 14 minutes (this was not including any sort of intermission time)
 - a. I would say that tonight's run through was a more accurate representation of run times than previous runs
6. We did end up running a little bit over time but got permission from everyone who stayed to continue going so that we could finish our run through and gave everyone the option to leave if that was what they preferred
7. We did record this run through and the videos are up in the recording folder on the google drive for those of you who would like to reference it as we are heading into tech rehearsals

Director:

1. Please send [REDACTED] any additional fight choreography notes/information so that they can begin taking over fight call tomorrow

Scenic:

1. Would you like us to respike the furniture pieces before first tech or would you like for us to wait until first tech so that you are able to see how each picture looks before respiking everything?

Lighting:

1. Can we please add spike marks to the shadowplay lights to indicate their in position and their out position?
 - a. Can we do green for their in position and orange for the out position to keep it consistent with the other flies?
2. Please make sure to let Stage Management know as soon as cue sheets are updated and on the drive so that I can make sure that all my cues are in my calling script before paper tech on Thursday
 - a. Wednesday by 11:00am is ideal as that is 24 hours before paper tech

Sound:

1. Nothing at this time, thank you!

Costume/Hair/Makeup:

1. The right sleeve on [REDACTED] Inspector Albright jacket has a hole in the right sleeve again, can we please have someone take a look at that?
 - a. From my understanding of what the actors told me there is a hole in the inner black lining as well as the outer fabric of the jacket which is making it easy to poke through from one to the other, can we make sure to look at both of those layers so that we can hopefully prevent this from happening again?

Props:

1. Nothing at this time, thank you!
Intimacy Director:
1. Nothing at this time, thank you!
Production Manager:
1. Nothing at this time, thank you!
Technical Director:
<ol style="list-style-type: none"> 1. Thank you for the fix on the stairs center stairs! I don't know exactly what was happening with them yesterday but tonight I didn't notice any creaking on those center stairs 2. Can we please look at making sure all of the legs are properly spiked, there are some that are and some that aren't and I just want to make sure we have them all in at the correct and even length 3. Is it possible for the in spike for the grand to be spiked lower? Where it is currently spiked we can see people's feet walking behind the grand before their entrances
Producer:
1. Nothing at this time, thank you!
Publicity:
1. Nothing at this time, thank you!
Stage Management:
1. Nothing at this time, thank you!
Next Rehearsal: 4/2/25
<ul style="list-style-type: none"> • 6:30-10:30pm: Fun Run