

Director: Walt Jones
 AD: Karlie Murray
 Stage Manager: Jessica Kroupa
 ASM: Lili Federico
 & Katie Strickland

One Man, Two Guvnors

By Richard Bean
 Crew Run Sheet



Updated: 2.6.2019
 v.1

Time	Where	Dept	Crew	Details
PRESHOW				
Pre show	Charlie's	DECK	<i>Colby, Myers, White</i>	PUT ON: Table, (3) chairs, flippable chair, side table, African sculpture, sculpture stand, bowl of peanuts, food platter, wine bottle, champagne bottle, (6) champagne flutes
Pre show	Pub	DECK	<i>Colby, Myers, White</i>	PUT ON: Bench, trash can, (4) pint pots, cigarette butt
Pre show	Restaurant	DECK	<i>Colby, Myers, White</i>	PUT ON: Trap off, stair rails on, table, mouse trap, cut out, small box, trolley, cutlery plate, (2) wine lists, lobster bib, (3) small plates, (4) large plates
Pre show	HL Vom	DECK	<i>Colby, Myers, White</i>	PRESET: Stanley's trunk, Rachel's trunk
Pre show	Trap	DECK	<i>Colby, Myers, White</i>	PRESET: Alfie's soup, Gareth's soup, meat plate, water jug, meat balls, veggie tray, fish tray, (2) wine bottles, crown of lamb, crepe suzette, potatoes
Pre show	Characters	PROPS	<i>Strickland</i>	<i>[GIVE PROPS]</i> Francis: invitation, (2) letters Stanley: authorization letter, money, envelope of money Rachel: authorization letter, trunk key Dangle: (2) business cards, flask Alan: business card Charlie: envelope of money Alfie: pacemaker, cork screw Lloyd: invitation Kelby: police batten Audience: hummus sandwich

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ACT I				
1.1 - 1.2 transition	Table	DECK	<i>Colby, Myers, White</i>	TABLE TURN: Stage Right to <i>Pub</i> Setting (B)
After transition	Table	DECK	<i>Colby, Myers, White</i>	REMOVE: African Sculpture, Sculpture Stand ADD: Plant
After <i>KJ</i> XT	HLV	COSTUMES	<i>Randal, Stumpf</i>	QC: <i>KJ</i> from nun → cop (HLV)
1.2 - 1.3 transition	Table	DECK	<i>Colby, Myers, White</i>	TABLE TURN: Stage Left to <i>Charlie's House</i> setting (A)
After transition	Characters	PROPS		<i>[COLLECT PROPS]</i> <u>Coltin:</u> Money <u>Rachel:</u> (3) Letters <u>Stanley:</u> Business card, Money Envelope <u>Francis:</u> Cigarette Butt, Trunk Key
After transition	Table	DECK	<i>Colby, Myers, White</i>	REMOVE: (4) Pint Glasses ADD: Newspaper, Flower, Hat
1.3 - 1.4 transition	Table	DECK	<i>Colby, Myers, White</i>	TABLE TURN: Stage Left to <i>Restaurant</i> setting (C)
After transition	Table	DECK	<i>Colby, Myers, White</i>	REMOVE: side table ADD: <i>n/a</i>
INTERMISSION				
1 MIN into Intermission	Table	DECK	<i>Colby, Myers, White</i>	TABLE TURN: Stage Right to <i>Charlie's House</i> setting (A)
During Intermission	Table	DECK	<i>Colby, Myers, White</i>	REMOVE: <i>ALL SET & PROPS</i> , Stair Rails ADD: Trap Cover, <i>Hallway</i> Walls, <i>Alley</i> Walls

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During Intermission	Characters	PROPS		<i>[COLLECT PROPS]</i> <u>Lloyd</u> : Money <u>Stanley</u> : Envelope of Money
During Intermission	Characters	PROP	<i>Strickland</i>	<i>[GIVE PROPS]</i> <u>Francis</u> : cigarette, money <u>Stanley</u> : (2) money <u>Rachel</u> : flick knife, money <u>Dolly</u> : (2) letters <u>Dangle</u> : hankie <u>Alan</u> : skull w/ knife <u>Alfie</u> : lunchbox, travel brochure <u>Kelby</u> : camera <u>Adam</u> : camera
ACT II				
Into 2.1 transition	Table	DECK	<i>Colby, Myers, White</i>	TABLE TURN : Stage Left to <i>Alley</i> Setting (D)
2.1 - 2.2 transition	Table	DECK	<i>Colby, Myers, White</i>	TABLE TURN : Stage Left to <i>Pub</i> Setting (B)
After transition	Character	PROPS		<i>[COLLECT PROPS]</i> <u>Rachel</u> : Flick Knife <u>Pauline</u> : Knife <u>Alan</u> : Skull
After transition	Table	DECK	<i>Colby, Myers, White</i>	REMOVE : <i>Alley</i> Walls ADD : Ironing Board, Iron, Stanley's Trunk, Rachel's Trunk, (12) Shirts, Framed Photo, Diary
2.2 - 2.3 transition	Table	DECK	<i>Colby, Myers, White</i>	TABLE TURN : Stage Right to <i>Hallway</i> Setting (E)
After transition	Table	DECK	<i>Colby, Myers, White</i>	REMOVE : Garbage can, Newspaper, Cigarette ADD : <i>Pier</i> Walls

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2.3 - 2.4 transition	Table	DECK	<i>Colby, Myers, White</i>	TABLE TURN: Stage Right to <i>Pier</i> Setting (B-2)
2.3 - 2.4 transition	Outer Table	DECK	<i>Colby, Myers, White</i>	OUTER TABLE TURN: Stage Right to <i>Pier</i> Setting (B-2)
Top of 2.4	DCS Trap	ASM	<i>Strickland</i>	OPEN TRAP
After transition	Table	DECK	<i>Colby, Myers, White</i>	REMOVE: Ironing Board, Iron, Stanley's Trunk, Rachel's Trunk, (11) Shirts, Framed Photo ADD: <i>n/a</i>
After <i>KJ</i> XT	BSR	COSTUMES	<i>Randal, Stumpf</i>	QC: KJ tourist → cop
After <i>Rachel</i> XT	BSR	COSTUMES	<i>Randal, Stumpf</i>	QC: Rachel Roscoe look → Rachel look
End of 2.4	DCS	ASM	<i>Strickland</i>	CLOSE TRAP
2.4 - 2.5 transition	Table	DECK	<i>Colby, Myers, White</i>	TABLE TURN: Stage Left to <i>Charlie's House</i> setting (A)
2.4 - 2.5 transition	Outer Table	DECK	<i>Colby, Myers, White</i>	OUTER TABLE TURN: Stage Left to Clear Off
After transition	Characters	PROPS		<i>[COLLECT PROPS]</i> <u>Kelby:</u> Camera <u>Adam:</u> Camera <u>Francis:</u> (3) Money <u>Stanley:</u> Diary
After transition	Table	DECK	<i>Colby, Myers, White</i>	REMOVE: Bench ADD: <i>n/a</i>
POST SHOW				
Post Show	Table	DECK	<i>Colby, Myers, White</i>	REMOVE: <i>ALL SET & PROPS</i> ADD: <i>n/a</i>

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Post Show	Characters	PROPS		PRESET <i>Character</i> and <i>Set</i> PROPS in Props Cabinet
Post Show	Off Stage	DECK	<i>Colby, Myers, White</i>	PRESET <i>SET PIECES</i> for TOP OF SHOW offstage
Post Show	Off Stage	COSTUMES	<i>Randal, Stumpf</i>	PRESET <i>COSTUMES</i> for TOP OF SHOW on Costume Rack