Dream Think Speak

SHOW REPORT – ‘ONE DAY, MAYBE’

PERFORMANCE : 9 DATE : 08.09.17

SHOW 1 : 18:00 ATTN. 15

SHOW 2 : 18:30 ATTN. 34

SHOW 3 : 19:01 ATTN. 38

SHOW 4 : 20:15 ATTN. 38

SHOW 5 : 20:47 ATTN. 38

SHOW 6 : 21:17 ATTN. 38

NOTES

ONE :

1. MD’s mic was not working in the Reception area. It worked fine during the preshow check and once the MD entered the High Street. In future there will be tape over the power button so it cannot be accidently switched off.
2. Two of the header lights were out of the High Street units when we went to preset. They had been working during the preshow check.
3. There was a suggestion one of the kPads had not been returned. A full inventory will be done to determine exactly how many are used in different areas of the show.

TWO:

1. Music in Cell 1 did not play.
2. One Maze Guard did not appear on a kPad. The problem was resolved before the next show.

FOUR:

1. The app on one of the Maze Guard kPads was exited. Mr Kambasha attended and resolved the problem.

SIX:

1. Some audience members moved items in the Police Station – a portrait and flag.
2. Two audience members wore the police hats from their cells to the Jesa. These were reclaimed in good time.
3. There was no music in Cell 8 – Mr Foley has identified the problem and consulted with Mr Flight as to how to fix this.
4. This group caught up with Show 5 in the cells which meant the three Jesa performers had to wait until the audience were in the cells before they could exit.

Other

1. One of the stools from ‘Bambi’ has broken. This will be fixed if possible tomorrow.
2. A cuepoint has been identified for Mr Kambasha to check the Maze Guard kPads are functioning correctly.
3. Can we place a box outside the cells so the radios can be collected sooner?
4. Can we please ask the cast to change out of their Spirit costumes before starting their break so the costumes can be reset and checked earlier?
5. The lighters for the candles ran out of fuel – more to be purchased tomorrow.
6. The numbers in the Spirit costumes need to be redone so they can be identified more easily.
7. Header lights in ‘Bambi’, VR1, ‘Spike’ and ‘On The Go’ were not functioning correctly. This will be investigated tomorrow.
8. There is a loose cable in VR1.
9. We need to put something over the lightswitches in the cells and in the corridor in the Candle Room to prevent audience members switching on the lights.
10. Sporadic VR unit glitches this evening. The VR assistants reported that they are in communication with Mr le Guennec to try and resolve them. They have been asked to compile a list of issues during the shows so we have a better understanding of what is happening and with what frequency.

Many Thanks

Jay Hirst

CSM