**The Last Ballad of Lillian Bilocca – Room Requirements**

These notes accompany the ground plan and storyboard.

1 OUTSIDE

* Pram race rushes by audience
* The exact spot for audience to gather is TBC - either the front of the Guildhall or the building showed previously around the back
* Note that Hanover Street is a good option as it’s a private road so no road closure required

2 ENTRANCE & STAIRCASE

* Audience is led along past reception and up main staircase

3 BALLROOM (RECEPTION ROOM) - Room 72

* Carpet, tables and chairs removed if possible
* Potentially use bar but would need appropriate pumps
* A few high bar stools at bar
* Some bar tables and stools/chairs for actors, and some more around edge of room for audience possibly - rest will stand/ move around the outside of the action
* Mirror ball hanging below main ceiling light
* Audience will leave in two groups and follow two different routes
* To stay in show set-up throughout the run

4 CORRIDOR 'SHORE' - ROOM 303 along to 306

* Audience will see fragments of scenes, characters, happenings through open doors, along corridor & through door windows

ROOM 74

* Gentleman's club setting using furniture already in situ, plus additional furniture possibly - easy enough to clear out if necessary

ROOM 77

* Children Christmas party - children at table - could use table in situ and add dressing possibly - easy enough to clear out if necessary

ROOMS 80 & 82

* Hairdressers - installation - corner/cross section of salon using flats and floor, hairdryers etc
* Could be constructed on moving truck but would need to stay in the room

ROOMS 301 & 301A

* Silver Service waitresses chatting on a cigarette break
* This is a walk through for Guildhall kitchen but we would like to use it as the second entrance into the Banquet Room if possible

5 CORRIDOR 'SHIP' - Rooms 301 along to 304

* Audience will experience more of a soundscape and possibly see fragments of scenes, characters, happenings through open doors, along corridor, through door windows

ROOMS 59, 60 & 61

* Trawler men on board ship sat at table playing cribbage or dominoes - table, chairs
* Easy enough to clear out if necessary

ROOM 90 & 90A

* Trawler men gutting/loading fish - possibly standing in crates - fish spilling out into corridor ideally
* Very important to creative team & would need to stay in show set-up

6 COUNCIL CHAMBER - Room 89

* Audience will enter and put on headphones and sit along benches or move around behind seats
* Large table and chairs in centre removed
* Dark at start – candlelit
* Installation - typical Hessle road kitchen - table, sink unit, cupboards
* To stay in show set-up

7 COMMITTEE ROOM - Room 57

* Audience enter through nearside door next to Room 58 - this is going to be a busy, crowded scene
* Two large tables removed
* Chairs might stay possibly and be placed around edge
* Microphone at front, left of fireplace - Lillian & ladies might stand on chairs?
* Audience leave through far door
* To stay in show set-up

8 BANQUET ROOM - Room 67

* Large round tables and chairs - use those in situ possibly - dressed with white tablecloths, remains of coffee/drinks and possibly ice sculptures
* Raised stages at each end - one for the Trawler owners and one for the Band
* Trawler owners might be smoking on balcony through Room 300 as audience enter
* Audience sit at tables
* Lillian enters through hidden door in Room 67A
* Presentation of trophy – microphone
* Music, dancing
* To stay in show set-up

9 BACK STAIRCASE - Room 201 down to front entrance

* Audience make their way down back stairs - possibly past a cloakroom/coat check

10 RECEPTION / OUTSIDE / BALCONY

* Bells ring out Lillian's Lament

11 PRODUCTION SPACES

* Plant room – Is this 66 or 73?
* 73A, 76 & 75, 63, 67C, 69 & 68 – to be used for storing kit, dressing rooms & ‘back of house’ operations
* All to stay in show set-up