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

These notes accompany the ground plan and storyboard.

1 UNISON BUILDING ON QUAY STREET

Audience check-in - tickets, coats/bags, toilets.

2 HANOVER SQUARE

Audience exit Unison and walk down Hanover Square - Pram Race rushes by them. Note that Hanover Street is a good option as it’s a private road so no road closure required.

3 WATCHMAN’S ENTRANCE

Audience enter Guildhall through the Watchman's Entrance on Hanover Square - 0/308A.

4 CORONOR COURT & OFFICE CORRIDOR

Audience go through doors into 0/308; then into 0/307; then turn right through doors 'HM CORONER - COURT AND OFFICES'. Audience turn immediately right into 0/C11D and left into COURT ROOM 1 - 0/C11. Audience wander/sit/stand, and as soon as everyone is in Lillian is cued to make her entrance. Lillian appears, from the cells in the basement, up in to the dock. To stay in show set-up throughout the run.

5 CORRIDOR 0/304

Lil steps down and walks through audience and leads them out of the Court room through same door and all along corridor 0/304 (all doors along corridor are closed). Lillian leads audience through doors at end of corridor, all turn left - 0/302 - and make way up main staircase to Reception room, as per original.

6 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

7 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

8 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

9 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

10 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

11 BACK STAIRCASE - Room 201 down to front entrance

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

12 RECEPTION / OUTSIDE / BALCONY

* Bells ring out Lillian's Lament

13 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