

Costumes:

Pakeesa's clothes

Hair

Distress Tim's hoodie and Buff's baseball cap

Temp tattoo for Buff

Lights:

Missed most of it, background noise...

Work on fluoros

Rehang fluoros

Find new fixture and transfer hood?

Props:

Visa-Mastercard

Dirty tennis balls (I will deal with that)

Labelling root beer? ("Unlabeled aren't going to kill me, but if we had labels on the root beer, that will be fantastic)

Sharps six pack carriers should be ditched

Try to match beers to boxes

(most of this SMs can deal with)

1 preset tennis ball by base of phone with other skates

Empty can preset DR

Scenic:

Black facia

Curb texture

Graffiti

Grass or weeds

Coffee shelf paint

Yellow parking lot lines

Gray trim around window

Gloss tile

Distress paletts

Generally further

Store and door

Rust drips on lighting sculpture

Sound:

Work with fade ins

Levels mostly good

New siren panning

Kiss off needs to be slightly softer at the end (quiet moment)

Another boom box speaker SL behind corner

Backgrounds: nothing in act 3

Environments will hopefully be there tomorrow (in space at 4)

SMs

See props

Make sure light backstage is off for open store door

Strike coat

Transfer blackberry

Misc.:

South-Hall is pronounced "Suthall" (ask Peter)

Actual run will be about 7:30 go

Ted Hewlett is coming back (hopefully) to do some extra fight stuff