



INTERN REHEARSAL TRACK

NATHALIE

ACT 1 PRESHOW:

SET 80s BENCHES, PARKING METER CHAIRS, DOC'S LAB (crash mat and soft squares if necessary)

I, SCENE 1 DOC'S LAB			
4	SR Auto 3	STRIKE DOC'S LAB, then SPIN	DSM CUE
I, SCENE 2 TOWN SQUARE MATTER OF TIME			
4	SR to DSR	MOVE HV SIGN OFF TRUCK TO DSR, PUT BIN IN PLACE	
I, SCENE 3 AUDITORIUM			
	USR SR – Auto 1 & 2	STRIKE 80S BENCH, MOVE DSR Q F/O!! SET 80S BENCH + BIN, RECEIVE AUDITION CHAIRS	
I, SCENE 4 HILL VALLEY EXT			
11 12	SR – Auto 1&2 SR Auto 3 SR ONSTAGE	STRIKE BENCH + BIN, unbreak Mcfly House SET MCFLY HOUSE -> green spike Q F/O !! HELP SET FRIDGE BOX, then get 80's BENCH OFF RAMP	
I, SCENE 5 MCFLY HOME			
13	ONSTAGE	MOVE FRIDGE BOX BACK ON TRUCK	Sandwich made
18	SR Auto 3	STRIKE MCFLY TRUCK (then SPIN? or later?)	DSM CUE
I, SCENE 6 TWIN PINES MALL 'IT WORKS'			
	SR Auto 3 USR	GET 2x 50S BENCH ON DECK	
19	SR AUTO 3 SR AUTO 3	SET TRIPOD AND DOC'S PALLET STRIKE TRIPOD AND DOC'S PALLET	
	SR AUTO 3 SR SR AUTO 3	SET TRIPOD AND DOC'S PALLET (spin truck?) STRIKE TRIPOD AND DOC'S PALLET	
	SR OFFSTAGE	TRIPOD AND DOC'S PALLET OFFSTAGE	Proj sequence
I, SCENE 7 – FARMLAND CRASH			
27	SR AUTO 1 & 2	SET HEDGE (long side facing DS) + strawb basket Q F/O!! HELP JO WITH 50S BENCH	DSM CUE F/O
I, SCENE 8 – TOWN SQUARE '55 'CAKE'			
	DSR OFFSTAGE	MOVE 80S BENCH, MOVE diner truck and counter in place	
31	SR AUTO 1 & 2	STRIKE HEDGE	DSM CUE
I, SCENE 9 – DINER 'I'M GOOD AT BEING BAD' – 'NO FUTURE' – 'GOTTA START'			
31	SR Auto 3	SET DINER TRUCK	DSM CUE
	SR OFFSTAGE SR AUTO 3 DSR OFFSTAGE	MOVE BED UP ON DECK STRIKE DINER TRUCK, then SPIN MOVE CRASHMAT ON DECK WITH SAMMIE	
	USR SL US	STRIKE 50S BENCH Q F/O!! GO SL, RECEIVE BIKE AND BRING SR Q F/O! SET BED COMPLETELY US (after window in place C of revolve) – make sure there are wedges	DSM CUE (start of reprise)

I, SCENE 10 – MY MYOPIA			
	ONSTAGE MSR (GUIDE 1)	BE BICYCLE STAND facing DSR, then leave stage	F/O
	SR Auto 1 & 2	SET DRESSER (facing ourwards, pink and red, let Sammie guide)	DSM CUE WATCH IT!
I, SCENE 11 – LORRAINE’S HOUSE INT. ‘ PRETTY BABY ’			
	ONSTAGE	**CURTAIN CUES** - ENSEMBLE JOIN: OPEN - END ‘BUTTON’ : CLOSE	
48	ON REVOLVE SR Auto 1 & 2 SR Auto 3	TAKE OFF SR WEDGES AND PUT ON BED Q F/O! STRIKE DRESSER AND STOOL Q F/O!! SET DOC’S LAB SR	DSM CUE F/O F/O
I, 12a - DOC’S LAB			
50	USR OFFSTAGE SR Auto 3	STRIKE BED OFFSTAGE, MOVE SCHOOLBENCHES ON DECK STRIKE DOC’S LAB make sure wedges on C LOCKER	F/O DSM CUE
54/55	SR Auto 3 USR Onstage (guide 1)	SET DOC’S LAB SET 2 SCHOOL BENCHES AS US AS POSSIBLE SET 3 LOCKERS (C one centred on CL), look at labels, check right side), then brake	DSM CUE
I, SCENE 13 - HILL VALLEY HIGH ‘55 CORRIDOR			
	SR AUTO 3 ON REVOLVE SR OFFSTAGE	STRIKE DOC’S LAB HELP MOVE BENCHES DS (same time as lockers) MOVE x3 SCHOOL DESKS ON DECK	
I, SCENE 14 - HILL VALLEY LUNCHROOM ‘55			
	US	STRIKE SCHOOL BENCHES OFF DECK	After first 180 revolve
	SR OFFSTAGE	RECEIVE DESK CHAIRS	
I, SCENE 15 – BACK IN TIME			
	SR AUTO 3	SET DOC’S LAB (offstage side revolve steparoo)	DSM CUE
	US SR AUTO 3	STRIKE ALL LOCKERS TO SR quickly! Q F/O!! MOVE DOC’S LAB OFF SLIGHTLY (to white mark)	F/O DSM CUE
END OF ACT 1			

ACT 2 PRESHOW

Future chair on first position spikes, hoverboard with newspaper on it

II, SCENE 1 FUTURE LAB "21 ST CENTURY"			
	onstage	GIVE DOC'S IPAD to Katie FC MOVE US (2 nd mark)	Start 2 nd chorus
	onstage	FC MOVE US (3 rd mark)	Space invaders
	Onstage	FC MOVE DS (2 nd mark)	Slow walk after dubstep
	SR	STRIKE HOVERBOARD and leave SR	DSM CUE
	SR AUTO 3	SET DOC'S LAB	
II, SCENE 2, DOC'S LAB – SOMETHING ABOUT THAT BOY REPRISE			
	SR USR (guide 2)	STRIKE FC USR AND OFF DECK SET FENCES, SET STAGWEIGHTS ON WASHING LINE SR, set towels	F/O
	SR AUTO 3	STRIKE DOC'S LAB	DSM CUE
II, SCENE 3 GEORGE'S BACKYARD			
	SR AUTO 3	SET DOC'S LAB	DSM CUE
II, SCENE 4 DOC'S LAB – FOR THE DREAMERS			
	USR	STRIKE FENCES SR AND OFF DECK, STRIKE STAGWEIGHTS	F/O
	SR AUTO 3	STRIKE DOC'S LAB AND SPINK	DSM CUE
II, SCENE 5 SCHOOL HALL – TEACH HIM A LESSON			
	DSR SR AUTO 3	MOVE 50S BENCH TO RAMP SET DINER TRUCK	F/O DSM CUE
II, SCENE 6 DINER – ONLY A MATTER OF TIME REPRISE			
	SR AUTO 3 SR AUTO 1 & 2	STRIKE DINER TRUCK Q F/O!! SET 50S BENCH (onstage side on 4)	DSM CUE DSM CUE
	DSR	MOVE 80S BENCH TO RAMP	F/O
	SR AUTO 1 & 2	STRIKE 50S BENCH OFF DECK	DSM CUE
II, SCENE 7 SCHOOL DANCE – DEEP DIVING			
	SR AUTO 1 & 2	SET 80S BENCH (CENTRE ON 8)	DSM CUE
II, SCENE 8 PARKING LOT			
	SR AUTO 1 & 2	STRIKE 80S BENCH + VODKA BOTTLE	DSM CUE
II, SCENE 9 ENCHANTMENT DANCE – EARTH ANGEL / JOHNNY			
	SR SR	GIVE MARTY GIBSON GUITAR STRIKE MIC STAND AND DRUM STOOL OFF DECK Then GO SL	Ppl start leave

II, SCENE 10 CLOCKTOWER SEQUENCE			
	SL AUTO 1 & 2	PRESET STEPS IN POSITION SET STEPS UP TO CL	DSM CUE (after hedges)
	SL AUTO 1 & 2	STRIKE STEPS Q F/O! GO TO CAR!	DSM CUE
	ONSTAGE	CAR SPIN FUN SEQUENCE (moves stuck on car) with Emma and Jo	Sheet cues
	USR	STRIKE CAR USR, FRONT FACING OFFSTAGE	
II, SCENE 11 TOWN SQUARE '85 – POWER OF LOVE AND FINALE			
	SR TO REVOLVE USR	REVERSE CAR ONSTAGE TO RED ' L' SPIKES STRIKE CAR SAME WAY	DSM CUE DSM CUE
	Onstage	SET CAR TO C REVOLVE	
	onstage	MOVE CAR DS (APPEARANCE) MOVE CAR FURTHER DS SPIN AWC 180	On "time"
	onstage	MOVE CAR US AND STEER INTO USL BAY	