

## **A1 Prologue**

Set props 1 to catch chair in SR1

Preset Kitchen SR2 US

Set props 2 in SR4 to catch rolling wall

➔ Go SL

## **Transition (end of Tradition)**

Set Spring Tree SL3 ➔ Behind onstage edge of Tevye's house

Preset Tevye's cart SL3 US

Catch stool from Bielke (track SR)

➔ Go SR (Track stool)

## **1.1 Tevye's House**

Have props 2 preset SR fence in SR4 DS

After rover is moved (start of Matchmaker), Set Well SR3 DS with props 1

Have Props 1 stand by for stove catch

Have Props 2 stand by for SR Fence onstage (cue light)

➔ Go SL

## **Transition (end of Matchmaker)**

Set SL fence (try to get it as close to edge as possible) with Qlight SR3

➔ Go SR

## **1.2 Tevye's House**

Reset Kitchen to Sabbath

Reset Kitchen Table to Sabbath and push into SR1 C with Extension following

Preset 1 Square Chair (US), Wicker Chair (DS), Rung Back Chair (next row C)

➔ Go SL (track Red Book, Wooden Bowl, Spoons, White Reg)

Reset Kitchen Cabinet to Sabbath

Preset Kitchen Cabinet SL2 DS

➔ So SR

Have props 1+2 preset Kitchen SR2 US (outside of tab)

Set Props 2 to strike SR Fence SR4

Set Props 1 to catch Well in SR3 and take downstage

**Transition (end of Rich Man)**

Catch Tevye's Cart and pull handles DS

Hand Kitchen Chairs to Head Carp.

**1.3 Sabbath**

Have props 1+2 preset Sabbath tables SR3 US (blue tray OnS square silver OffS)

Have Props 1+2 bring benches SR2 (2 DS 1US)

Set 2 Stools SR2 (1 OnS of benches, 1 OffS of benches)

Set Newspaper on SR2 US bench

Reset Tevye's Cart (Strike cheese, switch bronze milk jug and bucket, place Perchik leather bag on the back of well)

Clear dead cheese props from well

Wait until Sabbath Tables enter and then preset Red Door SR3 DS

Preset props 1+2 in SR3+SR4 to catch Sabbath setups

**Transition (end of Sabbath)**

Open tab SR2

Catch Sabbath Setup SR2

**1.4 Inn(side)**

Have props 1+2 clear Kitchen Table, Extension, and 5 Chairs

Clear Kitchen Table

Put away Sabbath Setups SR (during To Life)

Preset props 1+2 SR2 US to catch Kitchen

**Transition (end of To Life)**

Catch 2 stools SR2 and fuckin' chuck

Catch Inn Table SR2 and pull DS fast!

**1.5 Inside Out**

Have props 1+2 clear tables + benches + stools

Have Props 2 preset SR fence SR4 DS

Preset Well SR2 US

Preset Tevye's Cart SR3 US

Set props 1 to catch Red Door

Set props 2 to set SR fence onstage (cue light)

➔ Go SL

### **Transition (end of Inn Exterior)**

Set SL Fence SL3 to C (GO GO GO)

### **1.6 Perchek and Hodel Dance**

Reset SL Wedding Tables

Preset Tevye's Bed SL3 US

➔ Go SR

Reset SR Wedding Tables

Preset Golde's Bed SR3 US

Preset Wardrobe SR3 DS

Set props 2 SR4 for SR Fence strike (cue light)

Set props 1 SR2 to catch Well

➔ Go SL

### **Transition (end of Miracle of Miracles)**

Strike Spring Tree to SR4 (FAST, drop incoming!)

➔ Go SR

### **1.7 Bedroom Dream**

Have props 1 preset Tailor Counter SR1 DS after Lazer exits

Preset Tailor Door SR3 US after ghosties exit

Set props 1+2 SR2 to catch bed

### **Transition (end of Dream)**

Catch Wardrobe and move quickly US

### **1.8 Village Street/ Tailor Shop**

Have props 1+2 preset padded Wedding Table SR3 DS

Have props 1+2 preset strong Wedding Table SR2 DS

Set props 1 to catch Tailor Counter

Preset props 2 with Chuppah (reds on right, blues on left)

➔ Go SL

Preset Spring Tree SL2 US

**Transition (When Motel gets his hat)**

Set Spring Tree DSL glow tape spike

➔ Go SR

### **1.9 Wedding**

Handoff Chuppah SR3 with props 2 (red on right, blue on left)

Preset Gift Table SR2 C

Set props 2 OnS of rover to catch Chuppah

Push Gift Table OnS after dance and Lazer pass

Preset Stanchions SR3 US

Track (Small bucket, shirt package for tailor counter, shovel for cart, fiddle, silverware box) to SR

Talk to SL locals about intermission duties

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### **INTERMISSION**

Clean up all the wedding BS

Set Well DS C

Set Bench DSL

Make sure Tailor Door Crossed

Train Pallet on preset on deck

Props 2 sets SR Fence onstage

Set Winter Tree B onstage C

Set SL Fence onstage

Cross Tavye's Cart SR

Reset Kitchen Table for Packing

Pick up Feathers!

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### **A.2.1 Tevye's House Exterior**

End of Do You Love Me? Set props 1+2 to catch fences from SR3 and SR4

#### **Transition (end of Do You Love Me?)**

Catch Well SR2 and move DS

### **2.2 The Rumor**

Preset Golde's backpack, wicker basket, blanket, and box on well unit

#### **Transition**

Open SR2 curtain for train pallet

Close curtain after JJ exits

### **2.3 Train Station**

Have props 2 preset rolling wall SR2 DS

Have props 1 preset Tailor Door SR3 US

Have props 2 preset Tailor Counter SR1 C

Have props 1 preset Sewing Machine SR3 DS

#### **Transition**

Open tab SR2 on LX 426 for pallet exit

Close tab SR2 after rolling wall enters

### **2.4/2.5 Village Street/Tailor Shop**

Bring Trees C, B, A up on deck with props 1+2

Preset props 1+2 to catch Sewing Machine + Counter US

#### **Transition**

Catch Sewing Machine Lid then Machine SR2, send US to props 1+2

Catch Tailor Counter SR1 and send US to props 1+2

#### **Village Street**

Preset Tree C SR2 US

Preset Tree B SR3 US

Preset Tree C OffS of Tree B

Set Props 1+2 SR3 to catch Rolling Wall and Tailor Door

#### **Transition**

Page tab SR3 around tree branches

## **2.6 Village Outskirts**

Preset Hateful Cart SR3 US outside of tab

Have props 1 preset SL Fence SR3 DS

After Chava Dancers enter, have props 2 preset SR fence SR4 DS

Handoff 3 Rifles to Russian Boys

### **Transition**

Have props 1+2 slowly push fences onstage after Russian Boys enter

## **2.7 Barn**

Preset Motel's Cart SR3 US outside of tab

Preset Crate SR3 US inside of tab

Props 1+2 Kitchen Table SR2 US

Have Props 1+2 preset luggage on bench SR DS in wing

Catch Guns SR3

### **Transition**

Guide Tevye's Cart offstage SR1

## **2.8 Packing**

Reset Tevye's Cart to Packing

Preset Tevye's Cart SR2 C

Reset Hateful Cart to Epilogue

Have props 2 catch Kitchen Table SR2 US

Preset Hateful Cart SR2 DS, outside of tab

Preset Bielke's Basket and Sprintze's Bundle SR2 DS

Preset Lazar's Cart SR1 C offstage and add his suitcase

Hand off Tzietel Bucket to Golde SR3

Set props 1+2 to pull fences slowly and tree catch , SR 3+4

### **Transition**

Open tab SR2

Catch Tree SR2 US

Hand off Suitcase + Bundle to 2 actors

## **2.9 Epilogue**

Have props 1+2 help strike trees

Strike Crate out of the way

Set props 1+2 to catch Luggage SR3 +4

## **Transition**

Catch Luggage SR DS wing

## **Bows**

Put shit away

High five props 1+2