



# Man of La Mancha **Performance Report**

# CLACKAMAS REPERTORY THEATRE

<b>PRODUCTION:</b>	Man of La Mancha	<b>SHOW#:</b>	#14
<b>STAGE MANAGER:</b>	Grant Christnacht	<b>DATE:</b>	8/26/23

## METRICS

**START:** 7:33 pm                    **STOP:** 9:31 pm                    **TOTAL:** 1hr 57m

## HOUSE COUNT: #212

**STOP: 9:31 pm**

**TOTAL: 1hr 57m**

**AUDIENCE RECEPTION:** We had a great house that ended with a standing ovation and many teary eyes. I am excited to report this was also our first performance where no phones went off during the show!

## **INJURY/ILLNESS/ABSENCE/LATENESS**

- ABSENCE/ILLNESS: 

## PERFORMANCE

- 1) We had a stellar show performance-wise, both on-stage and in the pit, while experiencing a few minor technical difficulties behind the scenes.
- 2) DonQ's beard got stuck on his mic as he went to take it off, leading into the It's All The Same.

## TECHNICAL

- 1) As [REDACTED] was out sick, [REDACTED] absorbed their track. We were late on the final sign cue- this has been clarified, as I call it, in the event [REDACTED] is out tomorrow.
- 2) Thank you, [REDACTED] for addressing the broken “broken lance” and the horse head, respectively.
- 3) We had recurring issues with [REDACTED]’s mic. At first, it would drop out, which was fixed by re-seating the connection to the pack. However, we experienced a back-and-forth connection wise throughout the song A Little Gossip. [REDACTED] is troubleshooting the pack and will try a new element for tomorrow.
- 4) During the second stair-in cue, the pull lock became engaged, causing [REDACTED] to have to fight against the stairs to get them in. After examining the issue after the fact, we were able to replicate it and have identified a potential strategy to get us through the show tomorrow. As this was going on, the accompanying sound cue was late on my end. We will conduct a thorough rigging inspection and test the stairs before the show.



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- 5) For the first few minutes of the show, we lost the fire pit lights. This was caused by human error on my end following the addition/removal of the skybox lights from the night before. The issue was rectified by restoring to a previous show file backup.