

Quick Run Through...

We had a quick run through of our show before starting the live performances again. Just something to work off any cobwebs that may have formed during the two days off. And by quick I do mean quick. A complete show has been running a bit over two hours without intermission. We finished the entire show in under 1.5 hours. Shaving over 1/2 hour from our show was a bit of a feat. Yes, there was fast talking, flying scene changes (only moving what was necessary) and quick moving. But it was needed.

First and foremost we had fun on stage tonight. So many times in a performance, we the actors, forget to have fun. We are concerned with getting all of our lines. Hitting all of our cues. Making all of our entrances. Giving a good show to the audience. All of that yes, but we forget from time to time to have fun. Tonight we had fun. We had fun with the characters. Fun with our lines. Fun with the other actors. That is what community theater is really about. We do this, not only for love of theater, but for fun. It is a non-paying hobby. A passion for some, but it is a way to relax and have fun. From all the plays I've seen in the past 10 or so years, the ones where the actors are having fun are the most enjoyable. If the fun of this evening carries over to tomorrow and the weekend, our best performances are yet to be seen.

The second part of this rehearsal was to get back into gear. Shake off some of the dust that had settled during those last few rehearsals, and the first weekend of the play. Go back and re-visit some of the lines. Make sure we are saying them as close as possible. Always trying to give the audience the play as it was written. Since we are human and this is live theater, we come close, but never quite perfect. We strive, but fall short. Gaffs are made, but we can't let that show to the audience. We take this rehearsal to again get comfortable with our characters.

Fun stuff tonight. This looks like a good omen for this weekend's shows.

Again.. Come see a show, it is well worth it.