

Scene Change Checklist v2.0

Act I Sc 1 [Little Ogre/Big Bright Beautiful World]

"And so the little ogre went along his way."

CHARLIE opens cyc

Act I Sc 2 [Story of My Life]

Act I Sc 2 > Act I Sc 3

Swamp walls switched to Forest walls

Forest walls placed in front of cyc

CHARLIE closes Cyc

ERIKA escorts Cyc

CHARLIE swaps cave and swamp walls

ISABEL swaps sign to far side

SPENCER takes off skunk

Act I Sc 3 [Meeting Donkey]

Act I Sc 3 > Act I Sc 4

GUARDS move forest flats off

GUARDS pick up map if needed

BEN opens cyc

Act I Sc 4 [Torture Chamber]

GUARDS, **SPENCER**, and **CHARLIE** move walls for Duloc

GUARDS, **SPENCER**, and **CHARLIE** move walls back behind Cyc

Act I Sc 4 > Act I Sc 5

BEN closes Cyc

CHARLIE escorts Cyc

GUARDS move the forest flats back to their places

Act I Sc 5 [Punch Buggy]

BEN gets broom and sets it in tower

CHARLIE, **SPENCER**, and **ERIKA** set up Duloc doors and walls

Act I Sc 5 > Act I Sc 6

GUARDS move forest flats to the side
Once they are behind the doors **BEN** opens cyc

Act I Sc 5 > Act I Sc 6

BEN closes cyc
CHARLIE Escorts cyc
AUDREY, AARON, HERSHEY, HELENA, ROHIN, BEN, CHARLIE and
SPENCER: set up for the tower scene

- Doors back
- Flats back
- Tower spin around

BEN opens cyc

Act I Sc 6 [What's Up Duloc]

Act I Sc 6 > Act I Sc 7

BEN closes cyc
CHARLIE Escorts cyc
ERIKA pulls forest flats
CHARLIE and **SPENCER** move tower back
HERSHEY, DREW, BEN, and **KAELYN** set out Sunflower flats
BRYCE and **HENRY** place puppets
BEN opens cyc

Act I Sc 7 [Travel Song]

Set up for the bridge

- Tower to the side
- Flats out
- Flower flats back

BEN closes cyc
CHARLIE Escorts cyc
SKELLIES move bridge
SKELLIES half open cyc

Act I Sc 8 [Forever]

DRAGON BOYS get into place
BEN opens cyc when dragons are ready

Act I Sc 8 > Act I Sc 9

No Changes

Act I Sc 9 [This is How a Dream Comes True]

BEN closes cyc with Shrek

CHARLIE grabs cave when Skellies return and opens cyc slightly for it

Act I Sc 9 > Act I Sc 10

CHARLIE gets light set

Check shutters

Act I Sc 9 [A Hero]

Intermission [See Intermission Checklist]

Act II Sc 1 [Good Morning]

Act II Sc 1> Act II Sc 2

GUARDS move forest flats to the side

BEN opens cyc

Act II Sc 2 [Ballad of Farquaad]

Act II Sc 2 > Act II Sc 3

BEN closes cyc

CHARLIE Escorts cyc and puts in place on large yellow spike

ERIKA places barn and attaches scrim

CHARLIE flips swamp wall if needed

ERIKA/CHARLIE make sure barn flat is on spike (aka angled)

Act II Sc 3 [Air Guitar]

Act II Sc 4 [Make a Move]

Act II Sc 5 [When Words Fail]

Act II Sc 6 [Meeting Farquaad/Build a Wall]

Act II Sc 6 > Act II Sc 7

CHARLIE, SPENCER, and PRATEEK pull all walls back

CHARLIE/SPENCER closes cyc

Act II Sc 7 [Freak Flag]

CHARLIE and SPENCER set up two swamp walls

CHARLIE and SPENCER put all other walls behind black curtain

Act II Sc 7 > Act II Sc 8

BEN opens cyc once all creatures are off

Act II Sc 8 [Donkey's Wall]

PREPARE!!!

Act II Sc 8 > Act II Sc 9

Act II Sc 9a [Fiona Prepares]

BEN closes cyc

ERIKA Escorts cyc and picks up Donkey's stones

PRATEEK and VICTOR hold curtains

CHARLIE, SPENCER, KYRAH, and ALEX pull out ottoman, altar,
walls, and window

CHARLIE opens cyc

Act II Sc 9b [Wedding]

SPENCER holds window closed

CHARLIE and ELENi help ERIKA into dragon

SPENCER and CHARLIE open windows