

The Idiots Guide to Scene Changes

Act one

Key: - Blue = going on / being set
Red = coming off / being struck

Pre-set Abbey flats

	<u>During Scene</u>	<u>After Scene</u>
1:1 (Nonnburg abbey)	Nothing to do	Close trav. Set grassy knoll,
1:2 (A mountainside)	Nothing	Strike grassy knoll, Set office furniture, Open trav.
1:3 (Abbey office)	Nothing	Strike furniture, Close Abbey flat, Set treads, chaise, chair and table.
1:5 (The Villa)	Nothing	Close trav, Set bench. (DSR)
1:6 (Villa garden)	Set f/window, bed and table (DSL)	Strike bench
1:7 (Maria's bedroom)	(behind trav) Strike villa furniture, treads and flats. Set terrace treads	Strike f/window bed and table

1:8 (A corridor in the villa)	Nothing	Set garden furn. Open trav
1:9 (The Terrace)	Nothing	Close trav,
1:10 (the corridor)	Strike terrace treads. Set villa furniture , treads and flats.	Open trav,
1:11 (The Villa)	Nothing	Strike villa treads, and furniture. Open abbey flats Set office furniture.
1:13 (Abbey Office)	Nothing	Nothing
<u>Interval</u>	Strike office furniture, and flats. Set terrace treads and garden furniture. (could be done behind trav.)	

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Act Two

	<u>During Scene</u>	<u>After Scene</u>
2:1 (The Terrace)	Nothing	Close trav. Set office furniture.
2:3 (Abbey Office)	Strike terrace treads and garden furniture Set abbey flats.	Open trav.
2:4 (A Cloister)	Nothing	Strike office furn, Close abbey flats Set villa furniture and treads.
2:5 (The Villa)	Nothing	Close trav.
2:6 (Concert Hall)	Drop Swastikas Strike chaise & chair	Strike Swastikas Set gravestones
2:7 (Abbey Garden)	Nothing	Strike gravestones Open trav.
<u>Finale</u>	Nothing	Go to Pub