

**If you ever feel unsafe, please exit the stage or refrain from entering and find a Stage Manager immediately.
We encourage everybody to speak up when something feels unsafe.**

If at Top of Show, Glinda Feels Ill or Something is Wrong:

- o Look to your right to the guys on the fly rail and let them know you want to come back in. They have eyes on you as soon as your ascent begins.

Glinda in Bubble (need to come down):

- o Glinda say "stop" or "hold" we will bring down.
- o SM/Head Carp will radio the acknowledgement and Head Carp will bring her in & Call Map IN
- o Deck SMs will proceed with clearing stage of actors
- o Calling SM will tell MD & Sound and announce to audience

If Glinda is NOT Clipped but HAS Flown:

- o Glinda hold onto bubble & signal as in Act 1 (wand down) or say "stop" or "hold" we will bring her in.
- o SM/Head Carp will radio the acknowledgment and Head Carp will bring her in & Call Map IN
- o Deck SMs will proceed with clearing stage of actors
- o Calling SM will tell MD & Sound and announce to audience

If Lover Lift Does Not Move:

- o Stage Manager (standing SR1) will flashlight Lover
- o Lover exit L1

If Bed Isn't Working:

- o Mother give birth on floor (still enter & exit through clockface doors)

If Bubble Doesn't Fly For Elphaba Entrance:

- o Stage Manager tells Elphaba to walk and not run DS.
- o Elphaba run around SR side of bubble to DS position

If Benches Aren't Working:

- o Students sit on floor

If Chalkboard is Not Working:**INTO CLASSROOM 1:**

- o Ponytail & Tin Double set chalkboard (Chalkboard goes to 5L & 5R on each side) from SR Wing 2
- o On Exit: Ponytail & Tin Double strike it following Nessa to SR Wing 2 (Props will Catch it from you)

OUT OF CLASSROOM 1: If Chalkboard Faults (Stops in Motion):

- o Umbrella & Ducky/2nd Lover Strike chalkboard to SR Wing 2 – Umbrella pull guide knife first; Umbrella place foot to stop chalkboard from moving downstage. SM or Props will catch from you.

INTO CLASSROOM 2:

- o Tin Double & Ribbon bring DS as normal & Stay with It
- o Ozian Officials will strike

If Bridge is Not Working**"I'm Not That Girl":**

- o Adjust Glinda and Fiyero's cross onstage from R2 → L2
- o Elphaba go to DR Cog.

Train Station:

- o Bull Enter 2L for "All aboard." Exit R2 for QC.

Thank Goodness

- o Village Inquirer, Umbrella & Rat adjust spacing to be on deck level

If Wizomania Curtain Does Not Close All the Way:

- o Morrible, Guards, Elphaba & Glinda beware the USR tower will be more offstage than normal for Wizard Chamber 1, the transition & the entirety of Defying Gravity prior to the flight.

Elphaba in Levitator Safety Signals (need to come down):

- o Elphaba say "stop" or "hold" we will bring down.
- o SM/Head Carp will radio the acknowledgement and Head Carp will bring her in & Call Map IN
- o Deck SMs will proceed with clearing stage of actors
- o Calling SM will tell MD & Sound and announce to audience

LEVITATOR Plan B:

- SMs will try their best to get to ensemble in wings but we need help spreading the word!*
- o Head Carp will tell Elphaba "Plan B" from behind blackout drop
 - **Elphaba DO NOT get out of the levitator unless you are told "Plan B" – Head Carp will release you)
- o Elphaba run US of towers to blackout drop on "My friend..."
- o Elphaba cross between US towers on "It's not her"
- o Elphaba cross toes to top of trap on 2nd "It's MEEE"
- **Elvis Guard be sure to fall to SL 3/4*
- o Ensemble enter R2 & L2 and fill in the towers (US & DS)
- o Ensemble exit R1 & L1 in Blackout
 - **Elphaba step US of Map in Blackout

ALL MONKEYS Safety Signals:

- o "X" Arms = ABORT the flight
- o Deck SM will flash their flash lite to acknowledge and bring monkey in
- o If UR or UL (onstage) Monkey aborts, carp will have to bring out box in order to bring them 'in' and unclip.

DESCENDER HARNESS CONTINGENCY:

- o If you do not feel resistance on your descender line, DO NOT MOVE. Stay put and do not climb.

If Oz Head Does Not Turtle:

- o Elphaba lay broom down on Oz Head base
- o Wizard gesture "town of green" with hands

If No Debris:

- o Glinda toss flowers offstage

NO GOOD DEED Plan B:

- o ALL Smoke will be CUT
- o Elphaba run up DL trap (NO Grimmerie) – WAIT UNTIL SM TELLS YOU THAT YOU ARE CLEAR
- o Elphaba should go straight to the stovetop burners until the green emergency cue light goes on

No Bubble Act II

- o Glinda take Grimmerie from Chistery and walk to SR 6 @ Track 1 for Finale
- o Stage Manager will come on deck in the blackout and hold Glinda until SR traffic is clear for you to exit
- o Glinda exit as normal in SR Wing 2 and hand-off book to Props in the wing instead of onstage

If DSL Tower is NOT Working:

- o Tumbler be aware there is less room when you exit after OSD cross
- o Glinda do NOT take yellow purse during OSD quick change
- o Elphaba & Glinda, beware that the broom and cape will be set at the DSL gear wall instead
- o It will be further distance to travel
- o Witch's Father & Lifter, beware the position of capturing Glinda will be different
- o Wizard put Velcro broom on DSL gear
- o It will be a further distance to travel
- o Tumbler, beware the tower will be different for Monkey Release
- o Elphaba, beware that Props will set the bucket onstage of the DSL Gear Wall AFTER Witch Hunter's Exit
- o Elphaba, either put letter in sleeve, folded up, or throw offstage in L1
- o Glinda, walk in circle without tower after melting – drop hat as normal

If Glass Breaks Onstage: Please Note: Broken Glass does not always equal an immediate show stop, but it is possible

- Green Elixir Bottle: We will stop the show, due to the liquid that will also spill out.
- Oz Head Bulbs:
 - As always, if you feel unsafe, please exit or refrain from entering. Everyone is encouraged to speak up!
 - Stage Management will also make whatever cuts or changes are necessary for safety in that moment
 - Stage Managers will immediately inform the company where the glass is through whatever channels are available (ie. Paging, WhatsApp, on deck)
 - At the earliest opportunity during the act, the crew will sweep the glass up with a dry mop
 - Until given the all clear, please do not kneel, sit, lay, roll, etc on the floor. The only thing that should be touching the floor is your shoes
 - Wardrobe will help us be mindful of any pieces of glass that get caught in costumes, and a thorough vacuum will be done in all dressing rooms before the next performance

Balcony Rail Cue lights

- **YELLOW** = SMs ARE AWARE
- **GREEN** = SOLVED
- **RED (will flash) + Offstage Cue Lights will flash** = EXIT STAGE & WAIT FOR INSTRUCTIONS