

Chief Script Writer's Report to FASS Committee

September 26, 2005

Progress as of September 24

We now have a complete working draft of the non-song portions of the play, and expect to have all song drafts completed in early October. We started the formal revision process on August 15 with a marathon readthrough and discussion of the first act, in which we identified inconsistencies in character and plot development, which we are in the process of repairing. The script as it now stands can be downloaded from <http://theorem.ca/~csloss/fass>.

The writing staff has two regular meetings per week this term – on Monday nights at 7:00 p.m. we meet in the Grad House board room to discuss the spoken dialogue of the script, and on Tuesdays at 7:00 p.m. we meet in HH 373 to discuss songs.

Plans for the Near Future

We have scheduled another revision session for September 25, during which we will revise Act II for character and plot consistency. Once this stage of the revision process is complete, we will have revision sessions focusing on reducing length, on character workload / payoff, and on humour and general excellence. Detailed timelines for our future plans have been posted on the writing website.

More immediately, we will be working on gathering the information we will need for our later revision sessions to be effective. In particular, we are conducting an analysis of past scripts in an attempt to establish an average correspondence between the performance time and numbers of spoken lines, songs, and non-verbal actions. Once we have established these averages, we will use them to estimate the length of the 2006 script, and to assist with our length-based revisions. We will also be counting the number of lines spoken by each character in order to help identify characters whose workload should be increased or reduced.

Progress towards Goals

- **Restrict overall length to between two and three hours long.** We are studying the relationship between performance time and spoken lines, songs, etc. in order to help us accurately estimate the length of our play. We have also explicitly included length-focused revision sessions as one stage of our revision process.
- **Increase “payoff” of small roles, reduce workload of major roles.** Sessions which focus on this have been explicitly included in our revision plan.
- **Reduce tech requirements of vignettes.** We have come up with a preliminary description of the content of the vignettes, none of which will require any set pieces or elaborate tech work.

Respectfully submitted,

Craig Sloss
Chief Script Writer