

Position: DIRECTOR

Job Description: In a nutshell, the Director is responsible for casting and staging the show and ensuring, with the Producer and Stage Manager, that all elements of the show come together in a timely fashion and that come opening night, there IS a show.

Tasks during the rehearsal process include:

- Overseeing auditions and helping select the best cast possible
- Helping writers find the most funny
- Running scene/blocking rehearsals
- Making sure you're prepared for each rehearsal
- Helping cast with character, costume and prop issues/ideas
- Possibly helping with the video shoot
- Working with the SM to keep rehearsals running smoothly and effectively
- Keeping communication lines open (via the SM) ensuring everyone on the team is clear of any changes to schedule, script, locations etc.

Tasks during Run of Show include:

- No official tasks, but you could:
- Help with setting up the house each night
- Helping monitor actors' beer consumption
- Drinking beer

Time Commitment: One full day (minimum) of Auditions in March; Several Prod. Team meetings in advance of rehearsal (1st read through, production schedule etc) in early April. Once rehearsals begin (as per the agreed upon production schedule) the Director will be responsible to run 2 three hour rehearsals on weeknight evenings. You will also be required to attend Production Team meetings as required (one every couple of weeks). The week the show opens, count on it owning pretty much all your time (outside of your regular job) including 1 full tech day (usually a Sunday) and late night rehearsals leading up to opening. During the run the Director traditionally is there at the beginning of the show to give the "Pre-show" speech. The Director is also traditionally there to consume and pass beers. *Times and dates are subject to change at the discretion of the Prod. Team and PLAYERS Board

Rehearsal Process: This is when most of the actual "Directing" will take place. This is your time to block all scenes and work on character, pace and overall flow of the show. The Director should come with a game plan for each rehearsal. This often involves at minimum a ½ hour to an hour of prep time. It's the directors choice how much blocking will be pre-determined and what will come about "naturally". Best to have an idea of how you want each scene to look before starting, and be flexible to nurture what develops. Rehearsals will seem plentiful in the beginning but will fly by. It's the Director's job (working with the Stage Manager) to maximize the time you have, and make sure each company member called is used during a given rehearsal.

Production Meetings: The Director is required to attend all Production meetings to report on the progress of rehearsals, communicate any issues that need attention from the Producer(s) and/or



PLAYERS Board. This is also often when the Director can communicate with both the Musical Director and Choreographer(s) to see how other areas of the show are progressing.

Personal Time: The Director can start by reading the script over and over until it literally lives inside your brain. Maybe not that much, but you get the idea. As mentioned, you can plan for at least a ½ hour of prep time for each rehearsal. Also, start a Folder in your email account and be prepared to spend about 20 minutes a day reading and responding to emails. Some days that will not happen and some days there will be way more. Decisions will have to be made and changed on the fly and a lot of this is done over email on a PLAYERS show. When it gets to Tech Week, you can more or less abandon the concept of 'Personal Time'. Don't worry – you're guaranteed to have some great folks in the trenches with you.

Run of Show: Evenings and weekends for the better part of two weeks for Tech and Performances.

Toughest Part: Knowing when to push hard and demand more and when to let go. It's good to have high expectations, but remember that everyone is a volunteer and there for a good time. Letting go of the whole thing before opening is the hardest part for sure.

Best Part: Watching it grow from words on a page to opening night. Seeing and helping cast members achieve growth through the process and glory in the end. Watching a group of people get real tight with each other and being at the centre of it. It's awesome.

Recommended Skills or Experience: Directing experience on at least 2 other productions. Organisation, confidence, strong people management skills and an ability to maintain an overall vision and momentum for the show.

Why it's worth it: The people that work with PLAYERS are scientifically proven to be some of the best you'll ever meet. We work hard and we play hard. The more responsibility you have, the more time you invest, the bigger the pay-off not only in the end, but throughout the journey.



Position: ASSISTANT DIRECTOR

Job Description: In a nutshell, the Assistant Director is responsible for working along side the Director casting and staging the show and ensuring, with the Producer and Stage Manager, that all elements of the show come together in a timely fashion and that come opening night, there IS a show. This is a great opportunity for an individual looking to gain Directing experience for the future.

Tasks during the rehearsal process include:

- Helping to oversee auditions and helping select the best cast possible
- Helping writers find the most funny
- Making sure you're prepared to run rehearsal when called upon.
- Helping cast with character, costume and prop issues/ideas
- Be prepared to offer feedback during rehearsal process
- A willingness to be a true team player, and work collaboratively under the guidance of the Director.

Tasks during Run of Show include:

- No official tasks, but you could:
- Help with setting up the house each night
- Helping monitor actors' beer consumption
- Drinking beer

Time Commitment: One full day (minimum) of Auditions in March; Several Prod. Team meetings in advance of rehearsal (1st read through, production schedule etc) in early April. Once rehearsals begin (as per the agreed upon production schedule) the Assistant Director will be responsible to help the Director run 2 three hour rehearsals on weeknight evenings. You will also be required to attend Production Team meetings as required (one every couple of weeks). The week the show opens, count on it owning pretty much all your time (outside of your regular job) including 1 full tech day (usually a Sunday) and late night rehearsals leading up to opening. During the run the Assistant Director traditionally is there at the beginning of the show to help give the "Pre-show" speech. The Director is also traditionally there to consume and pass beers. *Times and dates are subject to change at the discretion of the Prod. Team and PLAYERS Board

Rehearsal Process: This is when most of the actual "Directing" will take place. This is your time to aid the Director in blocking all scenes and work on character, pace and overall flow of the show. The Assistant Director should come prepared and aligned with the Director's game plan for each rehearsal and a strong willingness to learn and be called upon when needed.



Job Descriptions

Production Meetings: The Assistant Director is required to attend all Production meetings to report on the progress of rehearsals, communicate any issues that need attention from the Producer(s) and/or PLAYERS Board. This is also often when the Directing team can communicate with both the Musical Director and Choreographer(s) to see how other areas of the show are progressing.

Personal Time: The Assistant Director can start by reading the script over and over until it literally lives inside your brain. Maybe not that much, but you get the idea. As mentioned, you can plan for at least a ½ hour of prep time for each rehearsal. Also, start a Folder in your email account and be prepared to spend about 20 minutes a day reading and responding to emails. Some days that will not happen and some days there will be way more. Decisions will have to be made and changed on the fly and a lot of this is done over email on a PLAYERS show. When it gets to Tech Week, you can more or less abandon the concept of 'Personal Time'. Don't worry – you're guaranteed to have some great folks in the trenches with you.

Run of Show: Evenings and weekends for the better part of two weeks for Tech and Performances.

Toughest Part: Knowing when to push hard and demand more and when to let go. Truly willing to be the ultimate team player and soak in everything you can to help both the show and yourself develop. It's good to have high expectations, but remember that everyone is a volunteer and there for a good time. Letting go of the whole thing before opening is the hardest part for sure.

Best Part: Watching it grow from words on a page to opening night. Finding a true collaborative partner in the Director. Seeing and helping cast members achieve growth through the process and glory in the end. Watching a group of people get real tight with each other and being at the centre of it. It's awesome.

Recommended Skills or Experience: Some Directing experience preferred but not required. Organization, confidence, strong people management skills and an ability to maintain an overall vision and momentum for the show.

Why it's worth it: The people that work with PLAYERS are scientifically proven to be some of the best you'll ever meet. We work hard and we play hard. The more responsibility you have, the more time you invest, the bigger the pay-off not only in the end, but throughout