

HOW TO REHEARSE

SOME THOUGHTS TO TAKE WITH YOU INTO REHEARSAL

1. Like Little Red Riding Hood - you are trying to find CRUMBS to lead you, one by one to Granny's House –FIND AND FOLLOW THE CRUMBS - Don't just jump into the Woods and wander about blindly.
2. Find a CRUMB – (a moment) COMMIT TO IT...ACHIEVE IT...It will point you to the NEXT CRUMB (moment)
3. BUILD MOMENT BY MOMENT – Do not proceed until you have REALIZED the moment at hand. UNTIL YOU HAVE EARNED IT. Don't breeze through it...if you do that it won't tell you anything and therefore WON'T LEAD YOU TO THE NEXT MOMENT.
4. COMMIT TO YOUR ACTIONS, CHOICES, and ACTIVITIES. Do them FOR REAL – at least initially. At least for now so that you can learn by experiencing the REALITY OF DOING.
5. TAKE YOUR TIME – when working with your actors don't be afraid to say – “let me take a minute to think of how to express this” so that you can COMPRESS YOUR DIRECTIONS into CLEAR, CONCRETE, SPECIFIC, SHORT BYTES...not long rambling explanations or intellectual rationalizations.
6. SEARCH FOR THE PRESENT AND CONCRETE FACT – don't keep referring back to backstory...What is wanted was an IMMEDIATE FACT – not a convoluted history.
7. Help your actors make CHOICES THAT FEED THEM – That propel them into ACTION. ACTIVE not PASSIVE CHOICES. POSITIVE not NEGATIVE CHOICES. WINNING not LOSING CHOICES. Make your characters PLAY TO WIN. Give your Characters their best chance to Win what they Want. If the scene as written says they lose...then they will lose just by doing the scene. They don't need to “help it along” by PLAYING THE RESULT. Remember how to get across the suspension bridge hanging over a great gorge in the jungle? Just walk on it.
8. USE SPECIFICS THAT YOU KNOW ABOUT PEOPLE – Remember you know more about the High School Quarterback than you do about God and Lucifer. Play the concrete real actions and the Big Meanings and Themes will emerge by themselves.

9. USE WHAT YOU'VE GOT TO GET WHAT YOU NEED...USE EVERYTHING – Your eyes, your face, THE WORDS!!! Fill up the words with meaning. Not Literal meaning. Whatever meaning your action dictates. Don't just MUSCLE your way through the action

10. TRUST YOUR ACTORS. ASK THEM QUESTIONS...
They may not be able to tell you what they know unprompted, but by asking the right questions (i.e. Active and concrete and factual questions) you will draw out a wealth of good info and choices from them.

11. TRUST THE SCENE: You're all doing only good scenes that actually work.
Trust them to tell their stories. That will happen if you and your actors fulfill the MOMENT to MOMENT reality...talking and Listening and really Doing what the characters do... Therefore if it's a seduction scene you and your actors DO NOT NEED TO TELL THE AUDIENCE that it's a seduction scene. Just play and fulfill the beats. DO NOT TELEGRAPH OR INDICATE THE RESULTS OF THE SCENE.
Remember, there's such a thing as over-directing as well as overacting.

12. EXPLORE THE OPPOSITES: if it's a seduction scene, trying playing as if the actors DON'T want to jump all over each other...see what that does to the scene.

13. EXPLORE PACE: if you've played a scene 3 times slowly try having them do it fast and see if that gives you anything you need. The same goes the other way around. If they're zipping through it have them try it once slowly. See what you learn.

ABOVE ALL – HAVE FUN. REMEMBER:
WHAT WE ARE DOING IS MAKE BELIEVE.
IT IS PLAY – and it works when it is filled with belief, commitment and FUN.

Barnet Kellman