**Intro to Pilot and Steward for The Flycycle and The Submercycle**

Crew is normally two pilots one steward or one pilot and one steward. Flycycle pilot is Captain Bigshot, Submer is Calypso, stewards are Pearl and/or Valerian.

PUBLIC INTERACT WITH STEWARD

VIPs queue up then take a seat 2 at a time on appropriate VIP seats, host asks them where they want to go and they dress up accordingly from trunk, ‘cycle returns from previous trip and swaps to new passengers who are introduced with great fanfare\*, trips last approx 4minutes, going between 30 and 200m. Hosts stays at Departure Lounge asking next passengers where they would like to go and giving them appropriate hats and scarves from the glorious dressing up box. Organising queue, setting the vibe, maintaining the theatrical space at the right size.

When people leave we can give them a badge and postcard to tell people about their journeys.

**The Build up:**

**Steward allocate journeys , make audience remember “journey number 1,2,3…7”**

Stewards urge them to go somewhere real and discuss geography and nature then when previous passengers return get them round the back and with microphone introduce with great fanfare “everyone give a huge round of applause for ?? and ?? going to ??”

**The Journeys - 7 PER SLOT - Steward gets it from public if they can’t get a go**

Spontaneous collective story telling and rhymes, find your own style, draw in people and things you see, pretend you are abroad etc, make them use props

Lengths of journeys are tweaked on the day through discussion between steward and pilot.

**Common to both roles**: always build the world of the show, **make people feel special** , once they are VIPS everyone else has to respect them, be so sure of the whole experience, never undermine it. You are always in charge.

**Captain BigShot**: confidence, knowing joy, aloof, doesn’t understand valerians devotion

**Captain Calypso -** Full on aquatic adventurer, don;t let the facts get in the way of a good story.

Tend to play a bit calmer as being inside Submer is quite intense.

hold on to Submer as people get on and off as big people can tip it forward.

Brakes on when you park to stop either cycle rolling away

**Scenario:**

* Receive passengers from Valerian,
* check names, salute, ask destination, and why, agree wisdom of choice, introduce -to ‘cycle
* seat them, make comfortable and safe (seat belts and blanket), introduce jobs and features, mount up, call Valerian if not ready, play take off sounds if they are working,
* make hullabaloo for take off - describe journey and passers by, judge length, don’t let it die, better too short than too long, make big deal of landing, get off and personally say goodbye to passengers
* never take hands off the steering, always look ahead at safety, be aware if cycle makes strange noises

**Trouble shooting:**

**Door pops open** – stop in character, close it

Something **slips** round on bike , usually on main scaff bar axle, need scaff spanner and sometimes m10 spanner – ease back to departure lounge and take time to mend it

**Chain** comes off, play it in role

you ride somewhere you **can’t turn round** - hop off and solve in character

**Puncture** – ease back to departure lounge and be very clear with people that we are taking a break, can fill with puncture repair canister or change inner tube (takes approx 15mins depending on where van is)

Add a bit of time on to end of slot if time was lost repairing

**Safety:**

check site

brakes on when you park

always test ride before putting any passengers on

check welds below cycles and that head tube is tight up

check tyres are well inflated

**Boarding**

careful of doors not swiping especially little ones

no loose scarfs or boas etc DANGER OF SUFFOCATION

make sure VIP blanket is tucked away

make sure bums are on backs of seats when you belt up

HOLD ON if little ones climb up forwards then turn around

**on ride:**

avoid kerbs and big drops

don’t push to turn tighter than it will go, risk jack knifing and falling over

don’t get carried away on story and lose sight of toddlers or dogs

make sure periscope does not bop any eyes

**through day:**

keep an eye that axles have not bent, or that seats of bodies have rotated

make sure departure lounges are not wiggling loose

**Submer order**

* Stop : get them to do something (crab impression) -
* welcome - get them in - seat belts on and ask them about their journey (arms up! Bum back!)

- have you ever been on a Submercycle before?

* this is the equipment you have to use - periscope (safety talk), thrusters, grabber, speakermaphone
* did you bring your imagination?
* close hatches, depressurise - hold onto your noses or your brains will melt and fall out of your ears and you’ll never remember anything ever again.
* I’m in the captains chair you can let go of your noses now
* testing systems (building excitement)
* clear the docks dive dive dive (toot)

Story - tie in passers by, have a feel for where you are

don’t be afraid to get off and turn manually

* return - manoeuvre to your take off position, doors open, belts up, facing in and forwards
* “what was your favourite part of the adventure, are you still in one piece ? 10-10? how long have we been gone? Thankyou for travelling with us, goodbye!

**Valerian/Pearl:**  immense pride in captains and cycles, devotion, service, make people feel special, punctuality, well presented, always has flags to hand.

- check queues before start, possibly manage them, check with captains, start music at right level, flags (up to 7)

Starting script

(nb captains act out whatever you say to introduce them so you can have fun)

ringading “Bingbong - Welcome pleasure seekers to Pif-Paf Travel Agency , where YOU can journey to the dizzying heights and the very deepest depths of your imagination on these two magnificent Flight Of Fancy simulators, to my Starboard, The Flycycle and to port, The Submercycle! But these amazing machines are nothing without their captains

- welcoming through the starboard Curtain of Dreams Captain Bigshooooot!! The man who has broken the Sound Barrier in Stereo! Landed on the top of Mt Everest Blindfolded (and blind drunk), who’s calve muscles are made from pure TITANIUM, and was awarded two gold medals, one for smooth landings, the other for smooth talking, watch out ladies, Captain, take your immense calves to The Flycycle. Next through the port curtain of dreams, Capatain Calypsoooooo!!! Who every morning swims to the bottom of the mariana trench, BEFORE BREAKFAST, who has played poker with Poseidon and won this imaginary (insert improbable silver thing) and with just one kiss can make an entire line of Mermen swoon, oh yes, Captain make your way to the Submercycle.

My name is Pearl, and I shall be looking after the departure lounge today. It just remains for YOU to form an orderly QUEUE, TWO by two. Sharp elbows and quick wits my friends.”

”good morning - which of these amazing cycles would you like to go on a journey on?

**“**welcome the departure lounge - make way for the VIPs - make your selves comfortable here on these , the most comfortable seats you can imagine, help your self to (insert imaginary snacks)... any problems you ask for me.

“Have you thought where you would like to journey..., may I interest you in a menu/Carte des voyages? I shall be right back

“you’ve decided? a fabulous choice, and what will you do there, oh BRILLIANT, now, you look lovely, but.. you could be more appropriately dressed for..., come make your way and DIVE into the dressing up box of joy.

“we’re ready to go, remind me, who’s who?

“show me your best - superhero pose, Hawaiian hula dance

to crowd, “ringading , bing bong, Captain ?? to departure lounge please.

“Welcome, assembled diplomats, paparazzi and oh, the ambassador of Fiji! You will not be disappointed because stepping through the curtain of dreams now to a huge round of applause are ?? and ?? ? (no the other side) , traveling to ?? with Captain ?? don;t they look amazing! - Bing Bong

(dash between stations,)

“clear the run way clear the docks”,

(move punters, lots of flags)

“there they go! just a dot in the clouds, ripple on the water, “

“Can you hear that? I think, look, up there! Its Captain... Down here captain, down here!!!”

(piawww screech, do the landing)

“wow, what was the best bit , what happened (not “how was that”)”

“ everyone still 10-10. all fingers, all hands?”

**Practical Notes**

prevention is better than cure when it comes to queue

Queues : 7 journeys per side for 45 mins, allocate journeys, if someone leaves stick with the ones you have. V Important to not let people queue for any time if they can’t get a journey.

“We are coming back ask a steward”

“ we can’t take any more because the Captains Legs will fall off., sorry”

“ We cannot promise you a trip”

let captains know penultimate/ultimate rides

I like the dressing up box facing forward . Nixi likes it facing back.

keep departure lounge clear, try to get people to keep space out front clear, clear buggies

Nixi will take control of setting up the space, try to watch her

**Notes on audience**: really big people will generally be self conscious, they can go on on their own, parents can hold a baby in arms if they are made aware, not just for kids! Try to get adults on. Sometimes kids freak out, take your time, keep in character

**TRAINING DAY PROGRAM**

**Pearl first then Calypso**

* show kit constructed
* read through doc
* take apart and put together relevant kit nr 1 warm up
* run through script with props then script run nr 1 (
* try costume
* de- rig - rig nr 2
* talk though script nr 2
* dress run nr 1
* derig rig 3
* dress run nr 2

Calypso straight into script and costume, look at rig derig another time