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QUESTIONS REGARDING SETS FOR
ADVENTURES OF SAMUEL PICKWICK, ESQ.

THE WELLS'S INN:

1. A roof over Wells's Inn.
2. Many different light sources in Wells's Inn.
3. The impression must be that there are several tables in the Inn, but that these have been pushed aside for the Temperance Meeting. These can then be turned around in the darkness.

THE INN:

1. The impression must be that every step aside makes a place for hiding. It must be a definite labyrinth where everyone is lost (just as Pickwick is lost).
2. The empty space on the stage should be broken up if possible.
3. We need a kitchen for the Sam, Wells and Mary scenes - they must be at home in one corner of the stage, but this spot should be as separated from the other part of the Inn as possible. It is like a scullery or servants' quarters.
4. There must be a fireplace and high-backed chairs for the Pickwickians to sit in and to hide in sometimes - individual chairs would be better than settles and three chairs are necessary. This scene should not be played too far away from the audience.
5. Some of the lighter luggage will be taken up to the bedrooms, and the heavier stuff will be brought in through the kitchen by the older Wells. If a pile of luggage is on the stage, Sam and the father could play their scene on it.
6. The places to hide people is one of the most important problems in this scene.
 - (a) The screen behind which Rachel is hidden is too far away - it must be closer so that the audience will not see her, but must feel that she is there. She must not be psychologically forgotten by them.
 - (b) Somewhere Joe sits.
 - (c) Tupman must be observed from two places.

The three important places are: where the scene takes place, where Rachel is hidden, where Joe is hidden.

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7. Can we use the mullioned window to see through.
8. Provide as many light sources as possible - both lamps and candles.
9. The roof on this scene if possible - (roofs on all six scenes if possible.)
10. What will the street be like.

COURT SCENE:

1. Jury door top.