|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Day** | **Time** | **Location** | **Event** |
| **2/7/2018** | **Wed** | 4:15-5:15pm | Cabe Green Room | Mandatory Choreographer and Designer meeting |
|  |  |  |  |  |
| **2/24/2018** | **Sat** |  | Cabe |  Wet Strike |
|  |  |  |  |  |
| **3/13/2018** | **Tues** | 1:00pm-5:00pm | Staples | Media Center Lay Dance floor, Hang & Cable Air-hung & Side lights  |
|  |  |  |  |  |
| **3/14/2018** | **Wed** | 1:00-5:00pm | Staples | **Light Designers-Light Level Excel Sheet and Stage Manager Call Sheet due at 5:00pm** to smithb@hendrix.eduDanny-Begin Focus with programmer and ladder crew |
|  |  |  |  |  |
| **3/15/2018** | **Thurs** | 2:30pm-5:00pm | Staples | Danny-Focus - with Programmer |
|  |  |  |  |  |
| **3/16/2018** | **Fri** | 2:10pm-4:10pm | Staples | Finish Focus & Program Light Cues - with Programmer |
|  |  |  |  |  |
| **3/17-24/2018** | **Sat-Sat** |  |  | **SPRING BREAK** |
|  |  |  |  |  |
| **3/25/2018** | **Sun** | 1:00pm-5:00pm | Staples | Focus and Program Light Cues - As Needed |
|  |  |  |  |  |
| **3/26/2018** | **Mon** | **2:10-5:00pm** | Staples | **Set Sound Levels & Head Sets, Designers & Choreographers Look at/Cue Pieces 1-4 w/Programmer** |
|  | 2:10 | Set up / Sound levels / notes |
| 2:30 | TBA |
| 3:00 | TBA |
| 3:30 | TBA |
| 4:00 | TBA |
| 4:30 | TBA |
| 5:00 | **Dinner** |
| 5:30 | Dance Studio | Optional Dancer Warm-up and Problem Solving Session |
|  | Staples | Sweep and mop |
| 6:00 | **Crew Call and Dancer Warmup - TECH pieces 1-4 w/Programmer** |
| 6:30 | TBA |
| 7:00 | TBA |
| 7:30 | TBA |
| 8:00 | TBA |
| 8:30 | TBA |
| 10:00 | End of Rehearsal |
|  |  |  |  |  |
| **3/27/2018** | **Tue** | **2:30-5:00pm** | Staples | **Set Sound Levels & Head Sets, Designers & Choreographers Look at/Cue Pieces 5-7 w/Programmer** |
|  |  | 2:30 | TBA |
|  |  | 3:00 | TBA |
|  |  | 3:30 | TBA |
|  |  | 4:00 | TBA |
|  |  | 4:30 | TBA |
|  |  | 5:00 |  | **Dinner** |
|  |  | 5:30 | Dance Studio | Optional Dancer Warm-up and Problem-Solving session |
|  |  |  | Staples | Sweep and mop |
|  |  | **6:00** | **Crew call and Dancer Warmup for TECH w/Programmer** |
|  |  | 6:30 | TBA |
|  |  | 7:00 | TBA |
|  |  | 7:30 | TBA |
|  |  | 8:00 | TBA |
|  |  | 10:00 | End of Dry Tech |
|  |  |  |  |  |
| **3/28/2018** | **Wed** | **2:10pm-4:10pm** | Staples | **Notes** |
|  |  | 5:30 | Sweep and mop |
|  |  | Dance Studio | Optional Dancer Warm-up and Problem-Solving |
|  |  | **6:00** | Staples | **DRESS REHERSAL Crew & Designer Call & Preshow Checks w/Programmer** |
|  |  | 6:30 | Dancer Call & Warmups |
|  |  | 6:45 | Dancers get into costume |
|  |  | 7:00 | House Opens |
|  |  | 7:30 | Begin Dress Run |
|  |  | 10:00 | End of Dress Rehearsal |
|  |  |  |  |  |
| **3/29/2018** | **Thurs** | **2:30pm-5:00pm** | Staples | **Notes** |
|  |  | 5:30 | Sweep and mop |
|  |  | Dance Studio | Optional Dancer Warm-up and Problem-Solving |
|  |  | **6:00** | Staples | **DRESS REHERSAL Crew & Designer Call & Preshow Checks w/Programmer** |
|  |  | 6:30 | Dancer Call & Warmups |
|  |  | 6:45 | Dancers get into costume |
|  |  | 7:00 | House Opens |
|  |  | 7:30 | Begin Dress Run |
|  |  | 10:00 | End of Dress Rehearsal |
|  |  |  |  |  |
| **3/30/2018** | **Fri** | **2:10pm-4:10pm** | Staples | **Notes** |
|  |  | 5:30 | Sweep and mop |
|  |  | Dance Studio | Optional Dancer Warm-up and Problem-Solving |
|  |  | **6:00** | Staples | **SHOW CALL Crew Call & Preshow Checks w/Programmer** |
|  |  | 6:30 | Dancer Call & Warmups |
|  |  | 6:45 | Dancers get into costume |
|  |  | 7:00 | House Opens |
|  |  | 7:30 | Opening Performance |
|  |  |  |  |  |
| **3/31/2018** | **Sat** | **2:10pm-4:10pm** | Staples | **Notes** |
|  |  | 5:30 | Sweep and mop |
|  |  | Dance Studio | Optional Dancer Warm-up and Problem-Solving |
|  |  | **6:00** | Staples | **SHOW CALL Crew Call & Preshow Checks w/Programmer** |
|  |  | 6:30 | Dancer Call & Warmups |
|  |  | 6:45 | Dancers get into costume |
|  |  | 7:00 | House Opens |
|  |  | 7:30 | Final Performance |
|  |  | End of Show |  | **FULL COMPANY STRIKE** |