## **SCHEDULE 2023: Show Day**

## Saturday, December 9th

9:00 am	(Mello Center open)
9:15 am	Makeup Room open
9:30 am	Check-In Crew arrives
10:00 am	Quick Change & Costuming Team arrive
11:00 am	Advanced Dancers (Levels 5-7) called to check in
11:00 am	Meeting: Stage Managers, Wranglers, Act Runners, Quick Change Crew
11:15 am	Warm Up for Advanced Dancers
11:15 am	Show A Check-In Runners arrive
11:30 am	Levels 2-4 (AD Cast), Tech, Adults called to check in (if not previously called)
11:30 am	Front-of-house volunteer meetings, staff assignments (ushers, door
	monitors/security, programs, ticket-takers, and box office volunteers)
12 noon	AD-Ballet 1 (Angels and Rosebuds) called to check in
12 noon	Box Office Opens (for ticket purchase/will call); lobby opens for pre-show sales
12:15 pm	Cast Gathering (all cast & crew) in auditorium/on-stage
12:30 pm	House opens for guests (curtain closed; mop stage)
1-3:00 pm	Show A
	t! Door Dash/Uber Eats or packed food is recommended; not much time to go out to eat and get back in time for Show B od allowed in dressing rooms.) <b>All dancers must be checked out &amp; back in between shows!</b>
4:00 pm	Check-In Crew arrives
4:15 pm	Ballet Lev. 5-7 / Advanced Dancers re-check in
4:15 pm	Show B Check-In Runners arrive
4:15 pm	Wranglers Arrive
4:30 pm	Stage Crew arrive - Stage Mgrs / Quick Changers / Act Runners
4:30 pm	B5-B7 re-warm up on stage
4:30 pm	BC Cast arrives (Lev. 2-4, Ballet Tech, Adults)
<mark>4:30 pm</mark>	Front-of-house volunteer meetings, staff assignments (ushers, door
	monitors/security, programs, ticket-takers, and box office volunteers)
5:00 pm	BC Ballet 1 (Angels & Rosebuds) arrive
5:00 pm	Box Office Opens; lobby opens for pre-show sales
<u>5:15 pm</u>	All cast on stage for Cast Gathering in auditorium/on-stage
5:30 pm	Doors Open / Curtain closed on stage
6-8:00 pm	Show B

Clean up, prep for Sunday, know your call time for Sunday!

## SCHEDULE 2023: Show Day Sunday, December 10th



9:00 am	(Mello Center open)
9:15 am	Makeup Room open
9:30 am	Check-In Crew arrives
10:00 am	Quick Change & Costuming Team arrive
11:00 am	Advanced Dancers (Levels 5-7) called to check in
11:00 am	Meeting: Stage Managers, Wranglers, Act Runners, Quick Change Crew
11:15 am	Warm Up for Advanced Dancers
11:15 am	Show C Check-In Runners arrive
11:30 am	Levels 2-4 (BC Cast), Tech, Adults called to check in (if not previously called)
<mark>11:30 am</mark>	Front-of-house volunteer meetings, staff assignments (ushers, door
	monitors/security, programs, ticket-takers, and box office volunteers)
12 noon	BC-Ballet 1 (Angels and Rosebuds) called to check in
12 noon	Box Office Opens (for ticket purchase/will call); lobby opens for pre-show sales
12:15 pm	Cast Gathering (all cast & crew) in auditorium/on-stage
12:30 pm	House opens for guests (curtain closed; mop stage)
1-3:00 pm	Show C !! Door Dash/Uber Eats or packed food is recommended; not much time to go out to eat and get back in time for Show D
(No food allowed in dressing rooms.) All dancers must be checked out & back in between shows!	
4:00 pm	Check-In Crew arrives
4:15 pm	Ballet Lev. 5-7 / Advanced Dancers re-check in
4:15 pm	Show D Check-In Runners arrive
4:15 pm	Wranglers Arrive
4:30 pm	Stage Crew arrive - Stage Mgrs / Quick Changers / Act Runners
4:30 pm	B5-B7 re-warm up on stage
4:30 pm	AD Cast arrives (Lev. 2-4, Ballet Tech, Adults)
<mark>4:30 pm</mark>	Front-of-house volunteer meetings, staff assignments (ushers, door
	monitors/security, programs, ticket-takers, and box office volunteers)
5:00 pm	AD Ballet 1 (Angels & Rosebuds) arrive
5:00 pm	Box Office Opens; lobby opens for pre-show sales
<u>5:15 pm</u>	All cast on stage for Cast Gathering in auditorium/on-stage
5:30 pm	Doors Open / Curtain closed on stage
6-8:00 pm	Show D ends; break down, pack up, clean up, transport back to SBDA!
	We need help unloading at SBDA!!!

Strike / Clean Up: any available hands are much appreciated! We need to clean and roll up marley floors, sets, organize and pack up costumes and props, take down lobby decor, load everything into vehicles, clean dressing rooms, etc. AND TAKE BACK TO SBDA and offload at the studio.