



**Day One**

Key:
Crew Call
Dancer Call

<u>Start</u>	<u>End</u>	<u>Event</u>
7:00 AM		Doors Open
		<p><b>NOTE:</b> As much pre-hung as house schedule allows Steamer on hand</p>
7:00 AM		Crew Call (Load In)
		<p><b>Crew for load in:</b> 1 - House TD 1 - Wardrobe (<i>must be skilled</i>, able to wash, steam, iron, m 1 - Fly 1 - ME / Light board op 3 - Stage Hands (min 2 elec, add as needed to operate lift)</p> <p><b>NOTE:</b> We should have the appropriate amount of crew to be able to focus with out having to "up and down" the lift</p>
7:00 AM	9:30 AM	Focus / Loadin (Street Beat)
9:00 AM		Dancer Call
		<p><b>NOTE:</b> Please have hospitality ready for dancer arrival Dressing rooms should be unlocked CD Power needed on stage Ballet Barres needed on stage</p>
9:30 AM	10:30 AM	Dancer class
12:00 AM		Crew Call (Street Beat)
		<p><b>Show crew for Street Beat:</b> 1 - Light Board Op 1 - Sound Board op 1 - Fly</p>
10:30 AM	11:00 AM	House Opens
11:00 AM		<b>Curtain Up</b>
11:00 AM	12:00 PM	Street Beat Performance
12:00 PM	12:30 PM	Strike
12:30 PM		<b>Doors close</b>