

OCTOBER 2022

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
					<u>Headshots</u> 4pm-8pm	
16	17	18	19	20	21	22
	FIRST REHEARSAL 6pm-10pm	Rehearsal 6pm-10pm	Rehearsal 6pm-10pm	Rehearsal 6pm-10pm		Rehearsal 10am-2pm
23	24	25	26	27	28	29
	Rehearsal 6pm-10pm	Rehearsal 6pm-10pm	Rehearsal 6pm-10pm	Rehearsal 6pm-10pm		Rehearsal 10am-2pm
30	31					
	NO REHEARSAL					

THIS CALENDAR IS SUBJECT TO CHANGE.

Updated 8/1/2022 AKG

NOVEMBER 2022

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 Rehearsal 6pm-10pm	2 Rehearsal 6pm-10pm	3 Rehearsal 6pm-10pm	4 Rehearsal 6pm-10pm	5 Rehearsal 10am-2pm
6	7 Rehearsal 6pm-10pm	8 DESIGNER RUN 6pm-10pm	9 Rehearsal 6pm-10pm	10 Rehearsal 6pm-10pm	11 Rehearsal 6pm-10pm	12 TBD Rehearsal 10am-2pm
13	14 Mic Checks & Costume Parade 6pm-10pm	15 Spacing on Stage 6pm-10pm	16 Spacing on Stage 6pm-10pm	17 Spacing on Stage 6pm-10pm	18 Spacing on Stage 6pm-10pm	19 TECH- Q2Q 10am-6pm
20 TECH- Q2Q 10am-6pm	21 TECH 5pm-11pm	22 TECH 5pm-11pm	23 TECH 5pm-11pm	24 TECH 5pm-11pm	25 TECH 5pm-11pm	26 TECH 5pm-11pm
27	28 Tech- Run w/ Mics Crew Call 5pm Actor Call 6pm-11pm	29 Tech- Full Dress Crew Call 5pm Actor Call 6pm-11pm	30 (Production Photos) Tech- Full Dress Crew Call 5pm Actor Call 6pm-11pm			

DECEMBER 2022

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 (Staff/FOH Viewing) Tech- Final Dress Crew Call 5pm Actor Call 6pm-11pm	2 OPENING NIGHT! Performance @ 7:30PM	3 Performance @ 2:00PM Performance @ 7:30PM
4 Performance @ 1:00PM TBD Performance @ 6:00PM	5	6	7	8 Performance @ 7:30PM	9 Performance @ 7:30PM	10 TBD Performance @ 2:00PM TBD Performance @ 7:30PM
11 Performance @ 1:00PM TBD Performance @ 6:00PM	12	13	14	15 FIELD TRIP @ 10AM Performance @ 7:30PM	16 Performance @ 7:30PM	17 Performance @ 2:00PM Performance @ 7:30PM
18 Performance @ 1:00PM TBD Performance @ 6:00PM	19 FIELD TRIP @ 10AM	20	21	22 Performance @ 7:30PM	23 Performance @ 7:30PM	24 Performance @ 2:00PM
25	26	27	28	29	30	31

***Call Time will be up to 2 hours before Performance Time for cast depending on pre-show needs.*