Auburn Area Community Theater Jr. Performers Fall Show Aristocats Kids

Responsibilities and Obligations

August 11th & 12th from 4:00-6:00 - Open Auditions for actors ages 5 - 12 -Please sign up for **one** audition time

August 14th - 4:00 - 7:00 - Callbacks are by invitation only

"Callbacks" is a theater term, meaning, we want to take a second look to determine who is best for each role. We DO NOT actually call you back, <u>you</u> will need to check the posted list to find out <u>if and when</u> you need to be there. Not everyone who is called back gets a role.

We will post the callback list Wednesday the 13thth by 10:00 a.m. at auburnact.org

The cast list will be posted at the same place no later than Friday the 15thth by 5:00 p.m.

Rehearsal and Show Locations

Auditions, Call Backs, and Rehearsals will be held at the Jan Dempsey Art Center 222 E. Drake Ave. Auburn AL 36830 August 25th and 27th rehearsals will be at an alternate TBA location.

Rehearsal & Show Dates

Regular Rehearsals:

August 18th – September 17th
Monday, Wednesday 4:00-6:00, and Saturdays 9:00-12:00

Monday, August 18th - Full Cast Mandatory First rehearsal

Saturday, August 23rd - Mandatory Parent Meeting from 11:15 - 12:00

August 30th and September 1^{st-}Labor Day weekend - there are NO rehearsals

Monday, September 8^{th -} Mandatory Full Cast rehearsals begin today

There can be **NO CONFLICTS** after this point for any rehearsals or shows.

Saturday, September 20th - Set Build Day

Actors Rehearsal- 9:00-2:00 (Pizza Lunch will be provided)

Parents Help with the Set - 8:00 a.m. -12:00 p.m.

September 22nd - September 24th - Tech Rehearsals 3:30-7:00 (You will need to send or bring a dinner for the 5:00 dinner break)

September 25th - Dress Rehearsal 3:30–6:30 The performance, with special guests invited, will begin at **5:00.** There will not be time for a dinner break, so please make sure your actors eat a heavy snack, or early dinner before they arrive.

Performances

September 26, 27, 29, October 2, 3, 4 – 6:30 – Six Evening Performances

September 27, October 4th – 4:00 – Two Matinees

Other Obligations

Each family is required to spend at least 3 hours per actor helping with the show. In addition, everyone is required to help "strike the set" (take down the set and clean everything up) after the final show is over.

Each actor gets one complimentary (free) ticket, you must pay for all other tickets.

Rehearsal Attendance Policy

Theater is the ultimate team activity. It is so important that everyone is at their rehearsals. It is impossible to adequately rehearse a scene when some of the cast is missing.

- *The actors might not be scheduled to be at every rehearsal for the entire time.
- *Your child will need to be at all their scheduled rehearsals.
- *We LOVE to celebrate with actors their birthday if it happens to fall on a rehearsal or show date. A Birthday is NOT an excused absence. Please let us know so that we can have a mini party with them!
- * Please list ALL of conflicts on the Google Form. It MUST be filled out before you audition. If needed, you can add any additional conflicts before the Call Back Audition.
- *We DO take the number of conflicts into account when casting a show.
- *ALL Saturday rehearsals are mandatory. For already scheduled school or family obligations, you may be excused from ONE Saturday rehearsal, but it must be listed on your conflict sheet. Any other circumstances need to be approved by the director.
- *An absence is considered unexcused if a rehearsal is missed for any reason other than illness, family emergency or something that is NOT already listed on the conflict calendar. If an actor has more than **1 unexcused absence**, your actor will be dismissed from the show.
- *You must contact the Stage Manager <u>prior</u> to rehearsal to be excused for illness or family emergency.

Please check <u>all schedules</u>, family obligations, dance, sports, school conflicts etc. when listing your conflicts.

If you have any questions, please contact: Director: Melanie Brown – mbrown@auburnact.org