

2017

## August

## UST 2017 PRODUCTION CALENDAR

| Sunday  | Monday   | Tuesday   | Wednesday            | Thursday  | Friday   | Saturday  |
|---|--|---|----------------------|---|--|---|
|   |  | 1   | 2                    | 3   | 4  | 5   |
| 6   | 7  | 8   | 9                    | 10  | 11   | 12  |
| 13  | 14   | 15  | 16                   | 17  | 18   | 19  |
| 20  | 21   | 22  | 23                   | 24  | 26   | 27  |
| <b>27</b><br><br>Light Plot Due-#2<br>Prop List Due-#2<br>Sound Plot Due-#2 | <b>28</b> <i>Classes Begin</i><br><b>3:00 Production mtg 1</b><br><b>3:40 Design mtg 3</b><br><br><b>4:00 Fire Training</b><br><br><b>Rehearsal Props Due</b><br><b>Rehearsals begin #1-</b><br><b>Lyric</b> | <b>29</b><br><b>MAJOR/MINOR</b><br><b>Meeting 3:00</b><br><br>R#1 | <b>30</b><br><br>R#1 | <b>31</b><br><br><b>3:30 PUB SHOOT- #1</b><br><br>R#1 | #1 Awake & Sing (Ken)<br>#2 Sideways Stories (MO)<br>#3 Much Ado (Adrienne)<br>#4 Pan (Jason)<br>#5 Mattress (guest)<br>#6 Fusion (Richie) | Show #1 – Caine Lyric<br>Show #2 – Morgan Theatre<br>Show #3 - Morgan Theatre<br>Show #4 – Black Box<br>Show #5 – Morgan Theatre<br>Show #6 – Caine Lyric |

| Sunday   | Monday  | Tuesday   | Wednesday  | Thursday   | Friday  | Saturday  |
|--|---|---|--|--|---|---|
| DESIGN CONCEPT MEETINGS SPRING SEMESTER SHOWS BEGIN                  |   |   |  |  | 1<br><br>R#1  | 2   |
| 3  | 4 <i>Labor Day</i><br><br>R#1   | 5 <i>Faculty Meeting</i><br><br>R#1   | 6 <i>Props-Last day to Add Sound Design Complete</i><br><br>3:00 Production mtg 1<br>R#1 | 7 <i>Auditions #3</i><br>5:00 Cattle Call<br>R#1 | 8 <i>Final Props List Due</i><br>10:30 Auditions-BFA's<br>R#1 | 9 <i>Hang Complete</i><br>10:00 call backs<br>R#1 (S or Su)   |
| 10   | 11 <i>3:00 Production mtg 1</i><br><i>4:00 Design mtg 3 &amp; 4</i><br>R#1  | 12 <i>Area Meetings</i><br><i>Load-in #1</i><br><i>Show Props Complete</i><br><br>DESIGNER RUN #1         | 13 <i>Setup #1</i><br>Program Info Due<br>R#1  | 14 <i>Setup #1</i><br>R#1                        | 15 <i>Finish #1</i><br>R#1                                    | 16 <i>Lights &amp; Sound Programming Complete</i><br>R#1  |
| 17<br><br>Light Plot Due-#3<br>Prop List Due-#3<br>Sound Plot Due-#3 | 18 <i>Finish #1</i><br><i>3:00 Production mtg 1</i><br><i>Photo Call Shot Lists Due</i><br><i>3:30 Production mtg 2</i><br><i>4:00 Design mtg 3 &amp; 5</i><br>R#1/SET TECH<br><i>Rehearsal Props Due</i><br><i>Rehearsals begin #2</i> | 19 <i>Faculty Meeting</i><br><br>Q2Q / TECH<br>R#2  | 20<br><br>FULL TECH<br>R#2   | 21<br><br>DRESS<br>R#2                           | 22<br><br>DRESS<br>R#2  | 23<br><br>10-2 FULL RUN<br>w/o costumes<br>R#2 (S or Su)  |
| 24   | 25 <i>Set &amp; Costume Full Design Pkg. Due-#3</i><br><i>3:00 Production mtg 2</i><br><i>4:00 Design mtg 5</i><br>FINAL DRESS<br><i>Photo Call</i><br>R#2  | 26 <i>Area Meetings</i><br><i>7:00 CONVOCATION</i><br><i>Patrick Page</i><br><br>7:30 Perf - Awake<br>R#2 | 27<br><br>7:30 Perf - Awake<br>R#2   | 28<br><br>7:30 Perf - Awake<br>R#2               | 20<br><br>7:30 Perf - Awake<br>R#2                            | 30 <i>STRIKE</i><br><i>FALL OPEN HOUSE</i><br><br>2:00 Perf - Awake<br>7:30 Perf - Awake<br>R#2 (S or Su) |

| Sunday  | Monday  | Tuesday   | Wednesday   | Thursday                                       | Friday  | Saturday  |
|---|---|---|---|--|---|---|
| <b>1</b>  | <b>2</b><br>Props-Last day to Add<br>Sound Design Complete<br>Design Approvals #3<br>3:00 Production mtg 2<br>4:00 Design mtg 5<br><br>R#2 – Morgan | <b>3</b> <i>Area Meetings</i><br><br>3:30 PUB SHOOT- #2<br><br>R#2            | <b>4</b><br>Final Props List Due<br><br>R#2                 | <b>5</b><br><br>R#2                            | <b>6</b><br>Show Props Complete<br>Road to Broadway-<br>Stephen Karam, 10:30<br>master class/7:30 perf<br><br>R#2 | <b>7</b> Hang Complete<br><br>R#2 (S or Su)                                     |
| <b>8</b>  | <b>9</b><br><br>3:00 Production mtg 2<br>4:00 Design mtg 5<br><br>DESIGNER RUN #2   | <b>10</b> <i>Faculty Meeting</i><br>Load in #1<br>Program Info Due<br><br>R#2 | <b>11</b> Setup #2<br><br>R#2                               | <b>12</b> Setup #2<br><br>R#2                  | <b>13</b> Finish #2<br>Lights & Sound<br>Programming<br>Complete<br><br>R#2                                       | <b>14</b> 8/10-#2<br><br>10-2 SET TECH<br><br>4-8 FULL RUN                      |
| <b>15</b>   | <b>16</b><br>3:00 Production mtg 2<br>Photo Call Shot Lists Due<br>4:00 Design mtg 5<br><br>Q2Q/FULL TECH   | <b>17</b><br>Kelly O'Hara Master<br>Class 12-2<br><br>FULL TECH               | <b>18</b> Daines Opening<br>7:30 GRAND GALA<br>Kelly O'Hara | <b>19</b> <i>Friday Class</i><br><br>DRESS     | <b>20</b> <i>Fall Break</i>   | <b>21</b>   |
| <b>22</b><br>Light Plot Due-#4<br>Sound Plot Due-#4<br>Light Plot Due-#5<br>Prop List Due-#5<br>Sound Plot Due-#5 | <b>23</b><br>3:00 Production mtg 3<br>4:00 Design mtg 5 & 6<br><br>DRESS<br>Rehearsal Props Due<br>Rehearsals begin #3                              | <b>24</b> <i>Area Meetings</i><br><br>FINAL DRESS<br>Photo Call<br>R#3        | <b>25</b><br>School Perf – Sideways<br><br>R#3              | <b>26</b><br>School Perf - Sideways<br><br>R#3 | <b>27</b><br>School Perf - Sideways<br><br>7:30 Perf - Sideways<br>R#3  | <b>28</b> STRIKE<br><br>2:00 Perf - Sideways<br><br>7:30 Perf - Sideways<br>R#3 |
| <b>29</b>   | <b>30</b><br>3:00 Production mtg 3<br>4:00 Design mtg 5 & 6<br><br>R#3  | <b>31</b> <i>Faculty Meeting</i><br><br>R#3                                   |   |  |   |   |

2017

## November

## UST 2017 PRODUCTION CALENDAR

| Sunday  | Monday  | Tuesday   | Wednesday                            | Thursday  | Friday  | Saturday  |
|---|---|---|--------------------------------------|---|---|---|
|   |   |   | 1<br>R#3                             | 2<br>Auditions 4, 5 & 6<br>5:00 BFA 1 <sup>st</sup> year's<br>6:00 Cattle Call<br>R#3 | 3<br>10:30 Auditions BFA's<br>5:00 Call Backs<br>R#3                    | 4<br>R#3 (S or Su)                                  |
| 5   | 6<br>Props-Last day to Add<br>Sound Design Complete<br>3:00 Production mtg 3<br>4:00 Design mtg 4 & 6<br>R#3 - Morgan | 7 <i>Area Meetings</i><br>R#3   | 8 <i>Final Props List Due</i><br>R#3 | 9<br>R#3  | 10<br><i>Show Props Complete</i><br>R#3                                 | 11 <i>Hang Complete</i><br>R#3 (S or Su)            |
| 12<br><i>Anne Negri<br/>Residency</i>                                     | 13<br>3:00 Production mtg 3<br>Photo Call Shot Lists Due<br>4:00 Design mtg 4 & 6<br><br>DESIGNER RUN #3              | 14 <i>Faculty Meeting</i><br>Load In #3<br>Program Info Due<br><br>3:30 PUB SHOOT #3<br>R#3 | 15 <i>Setup #3</i><br>R#3            | 16 <i>Setup #3</i><br>R#3   | 17 <i>Finish #3</i><br>Lights & Sound<br>Programming<br>Complete<br>R#3 | 18 8/10-#3<br><br>10-2 SET TECH<br><br>4-8 FULL RUN |
| 19<br>2018-19 DESIGN /<br>PRODUCTION<br>ASSIGNMENT<br>APPLICATIONS<br>DUE | 20<br>3:00 Design mtg 6<br><br>Q2Q /FULL TECH   | 21 <i>Area Meetings</i><br><br>FULL TECH  | 22                                   | 23<br><i>Thanksgiving<br/>Break</i>   | 24  | 25 DK#3   |
| 26 DK#3   | 27<br>3:00 Design mtg 6<br><br>FULL TECH  | 28 <i>Faculty Meeting</i><br><br>DRESS  | 29<br><br>DRESS                      | 30<br><br>FINAL DRESS<br>Photo Call   |   |   |

2017

# December

## UST 2017 PRODUCTION CALENDAR

| Sunday  | Monday   | Tuesday                | Wednesday                    | Thursday                 | Friday  | Saturday  |
|---|--|------------------------|------------------------------|--------------------------|---|---|
|   |  |                        |                              |                          | 1<br><br>7:30 Perf - Ado                          | 2<br><br>2:00 Perf - Ado<br><br>7:30 Perf - Ado |
| 3   | 4<br><b>Set &amp; Costume Full Design Pkg. Due-#5</b><br><br>3:00 Production mtg 4 | 5 <i>Area Meetings</i> | 6<br><br>7:30 Perf - Ado     | 7<br><br>7:30 Perf - Ado | 8 <i>Last Day of Class</i><br><br>7:30 Perf - Ado | 9 <b>STRIKE</b><br><br>2:00 Perf - Ado          |
| 10<br>Rehearsals will begin for Show #4 this week – student's finals schedules have priority. | 11<br><b>Design Approvals #5</b><br><br>Rehearsal Props Due<br>Rehearsals begin #4 | 12                     | 13<br><br><i>FINALS WEEK</i> | 14                       | 15  | 16  |
| 17  | 18   | 19                     | 20                           | 21                       | 22  | 23  |
| 24<br><br>31  | 25   | 26                     | 27                           | 28                       | 29  | 30  |

2018

# January

## UST 2017 PRODUCTION CALENDAR

| Sunday   | Monday   | Tuesday   | Wednesday  | Thursday   | Friday   | Saturday   |
|--|--|---|--|--|--|--|
|  | 1  | 2   | 3  | 4  | 5  | 6  |
| 7  | 8 <i>Classes Begin</i><br>3:00 Production mtg 4<br>4:00 Major/Minor Mtg<br>R#4 - Black Box   | 9<br>R#4  | 10<br>R#4  | 11<br>R#4  | 12<br>R#4  | 13<br>R#4 (S or Su)  |
| 14   | 15 <i>Holiday</i>  | 16 <i>Faculty Meeting</i><br>Props-Last day to Add<br>Sound Design Complete<br>4:00 PUB SHOOT #4<br>R#4 | 17<br>Final Props List Due<br>3:00 Production mtg 4<br>R#4 | 18<br>R#4  | 19<br>Show Props Complete<br>R#4                           | 20 <b>Hang Complete</b><br>R#4 (S or Su)                         |
| 21<br>Light Plot Due-#6<br>Prop List Due-#6<br>Sound Plot Due-#6 | 22<br>3:00 Production mtg 4<br>Photo Call Shot Lists Due<br>4:00 Production mtg 5<br>R#4<br>Rehearsal Props Due<br>Rehearsals begin #5 | 23 <i>Area Meetings</i><br><br>DESIGNER RUN #4<br>R#5   | 24<br>Program Info Due<br>R#4/R#5                          | 25 <b>Setup #4</b><br>(risers/chairs)<br>R#4/R#5 | 26<br>Lights & Sound<br>Programming<br>Complete<br>R#4/R#5 | 27 8/10-#4<br><br>10-2 SET TECH<br>4-8 FULL RUN<br>R#5 (S or Su) |
| 28   | 29<br>3:00 Production Mtg 5<br>Set & Costume Full<br>Design Pkg. Due-#6<br>Q2Q/FULL TECH<br>R#5 - Morgan                               | 30 <i>Faculty Meeting</i><br><br>DRESS<br>R#5   | 31<br><br>DRESS<br>R#5                                     |  |  | Show #4-Lyric<br>Show #5-Morgan<br>Show #6-Black Box             |

2018

# February

## UST 2017 PRODUCTION CALENDAR

| Sunday                                 | Monday  | Tuesday   | Wednesday   | Thursday                                      | Friday   | Saturday   |
|--|---|---|---|---|--|--|
|  |   |   |   | 1<br><br>FINAL DRESS<br>Photo Call<br><br>R#5 | 2<br><br>7:30 Perf - Pan<br><br>R#5  | 3<br>SPRING<br>OPEN HOUSE<br><br>2:00 Perf – Pan<br><br>7:30 Perf - Pan<br>R#5 (S or Su) |
| 4                                      | 5<br>Props-Last day to Add<br>Sound Design Complete<br>Design Approvals #6<br><br>3:00 Production mtg 5<br>4:00 Design mtg 1,2,3<br>R#5 | 6<br><i>Area Meetings</i><br><br>3:30 PUB SHOOT #5<br><br>R#5   | 7<br>Final Props List Due<br><br>7:30 Perf - Pan<br><br>R#5 | 8<br><br>7:30 Perf - Pan<br><br>R#5           | 9<br>Load in #5<br>Show Props Complete<br>Program Info Due<br><br>7:30 Perf - Pan<br><br>DESIGNER RUN #5 | 10<br>STRIKE<br>Hang Complete<br><br>7:30 Perf - Pan                                     |
| 11<br><br>KCACTF this week<br>Mesa, AZ | 12<br>Setup #5<br>3:00 Production mtg 5<br>Photo Call Shot Lists Due<br>4:00 Design mtg 1,2,3<br><br>R#5                                | 13<br>Setup #5<br><i>Faculty Meeting</i><br><br>R#5             | 14<br>Finish #5<br><br>#5 Sitz Probe                        | 15<br>Finish #5<br><br>R#5                    | 16<br>Lights & Sound<br>Programming<br>Complete<br><br>SET TECH  | 17<br>8/10-#5<br><br>10-2 Q2Q/FULL TECH<br><br>4-8 FULL TECH                             |
| 18                                     | 19<br><i>Holiday</i><br><br>TECH W/ORCHESTRA  | 20<br><i>Monday Class</i><br>3:00 Design mtg 1,2,3<br><br>DRESS | 21<br><br>DRESS   | 22<br><br>FINAL DRESS<br>Photo Call           | 23<br><br>7:30 Perf - Mattress   | 24<br><br>2:00 Perf – Mattress<br><br>7:30 Perf - Mattress                               |
| 25                                     | 26<br>3:00 Design mtg 1,2,3<br><br>7:30 Perf - Mattress   | 27<br><i>Area Meetings</i><br><br>7:30 Perf - Mattress          | 28<br><br>7:30 Perf - Mattress                              |   |  |  |

2018

## March

## UST 2017 PRODUCTION CALENDAR

| Sunday                                | Monday  | Tuesday   | Wednesday                             | Thursday                                       | Friday  | Saturday  |
|---------------------------------------|---|---|---------------------------------------|--|---|---|
|                                       |   |   |                                       | 1<br><b>STRIKE</b><br><br>7:30 Perf - Mattress | 2   | 3   |
| 4                                     | 5   | 6   | 7<br><i>Spring Break</i>              | 8  | 9   | 10  |
| 11<br>USITT 14-17, Ft. Lauderdale, FL | 12<br>3:30 Production mtg 6<br>4:00 Design mtg 1,2,3<br><br>Rehearsal Props Due<br>Rehearsals begin #6            | 13 <i>Faculty Meeting</i><br><br>R#6                          | 14<br><br>R#6                         | 15<br><br>R#6                                  | 16<br><br>R#6   | 17<br><br>R#6 (S or Su)   |
| 18                                    | 19<br>3:30 Production mtg 6<br>4:00 Design mtg 1,2,3<br><br>R#6   | 20 <i>Area Meetings</i><br><br>R#6                            | 21<br><br>R#6                         | 22<br><br>R#6                                  | 23<br><br>R#6   | 24 <b>STRIKE</b><br><br>R#6 (S or Su)                             |
| 25                                    | 26<br>Props-Last day to Add<br>Sound Design Complete<br>3:30 Production mtg 6<br>4:00 Design mtg 1,2,3<br><br>R#6 | 27 <i>Faculty Meeting</i><br><br>3:30 PUB SHOOT #6<br><br>R#6 | 28<br>Final Props List Due<br><br>R#6 | 29<br><br>R#6                                  | 30 <b>Load In #6</b><br>Show Props Complete<br><br>Auditions #1 & #2<br>10:30 - BFA juries<br>5:00 Auditions #1&2<br>Cattle Call<br><br>R#6 | 31 <b>Hang Complete</b><br><br>Callbacks tbd<br><br>R#6 (S or Su) |



2018

April

## UST 2017 PRODUCTION CALENDAR

| Sunday | Monday   | Tuesday  | Wednesday  | Thursday                                   | Friday   | Saturday  |
|--------|--|--|--|--|--|---|
| 1      | <b>2 Setup #6</b><br>3:30 Production mtg 6<br>Photo Call Shot Lists Due<br>Program Info Due<br>4:00 Design mtg 1,2,3<br><br><b>DESIGNER RUN #6</b> | <b>3 Setup #6</b><br><i>Area Meetings</i><br><br>R#6 | <b>4 Setup #6</b><br><br>R#6   | <b>5 Finish #6</b><br><br>R#6              | <b>6</b><br>Lights & Sound<br>Programming<br>Complete<br><br>R#6         | 7 8/10-#6<br><br>10-2 SET TECH<br><br>4-8 FULL RUN            |
| 8      | <b>9</b><br><br>Q2Q/FULL TECH  | <b>10 Faculty Meeting</b><br><br>DRESS               | <b>11</b><br><br>DRESS   | <b>12</b><br><br>FINAL DRESS<br>Photo Call | <b>13</b><br><br>7:30 Perf - Fusion                                      | <b>14</b><br><br>2:00 Perf - Fusion<br><br>7:30 Perf - Fusion |
| 15     | <b>16</b>  | <b>17 Area Meetings</b>                              | <b>18</b><br><br>7:30 Perf - Fusion  | <b>19</b><br><br>7:30 Perf - Fusion        | <b>20</b><br><br>7:30 Perf - Fusion                                      | <b>21 STRIKE</b><br><br>7:30 Perf - Fusion                    |
| 22     | <b>23</b><br><br>Portfolio review setup  | <b>24</b><br><br>Portfolio review &<br>strike        | <b>25</b><br><br><b>FULL SET &amp; COSTUME<br/>           DESIGN PACKAGES<br/>           FOR SHOWS 1-3 DUE</b> | <b>26</b>                                  | <b>27 Last Day of Class</b><br><br>Graduate Student<br>Retention reviews | <b>28</b>   |
| 29     | <b>30</b>  |  |  |  |  |   |

2018

May

## UST 2017 PRODUCTION CALENDAR

| Sunday                       | Monday | Tuesday                          | Wednesday                                     | Thursday | Friday | Saturday            |
|------------------------------|--------|----------------------------------|---|----------|--------|---------------------|
|                              |        | 1                                | 2<br>Design Approvals #1-3<br><br>FINALS WEEK | 3        | 4      | 5<br><br>GRADUATION |
| 6                            | 7      | 8<br>Lyric Rep shops begin tent. | 9   | 10       | 11     | 12                  |
| 13<br>Lyric Rep begins tent. | 14     | 15                               | 16  | 17       | 18     | 19                  |
| 20                           | 21     | 22                               | 23  | 24       | 25     | 26                  |
| 27                           | 28     | 29                               | 30  | 31       |        |                     |