

JOIN CREW: LAW & ORDER: FAIRY TALE UNIT

Colonial Players Presents...



LAW & ORDER Fairy Tale Unit November 13 & 14

Four crews. Four different ways to make the show happen.

Choose the job that fits your interests and schedule.

STAGE CREW

MOVE IT. SET IT. MAKE EVERY TRANSITION WORK.

WHAT YOU DO: Move scenery and props, preset the stage, help with scene changes, and keep backstage organized and safe.

TIME COMMITMENT: Begins in November. Plan to be available Nov. 5, 6, 7, 10, 11, 12, 13 & 14. Exact calls may vary by day.

BEST FOR: Students who like teamwork, being active, solving problems fast, and being part of the action backstage.

LIGHT + SOUND CREW

CONTROL THE MOOD. HIT THE CUE. RUN THE SHOW.

WHAT YOU DO: Learn light and sound cues, help run the board, manage microphones, and make sure every cue happens at the right moment.

TIME COMMITMENT: Occasional I&E meetings first to learn basics. Plan to be available Nov. 5, 6, 7, 10, 11, 12, 13 & 14. Nov. 11-14 are especially important.

SOUND CHALLENGE: 24 CHARACTERS WILL BE MIC'D, so mic checks, labeling, organization, and quick troubleshooting will matter.

MAKEUP CREW

CREATE THE CHARACTERS AUDIENCES REMEMBER.

WHAT YOU DO: Help with character makeup, touch-ups, simple effects, and getting performers stage-ready before they go on.

TIME COMMITMENT: Begins in November. Practice/prep may happen Nov. 5, 6, possible Nov. 7, and Nov. 10-11 as needed. Nov. 12 FINAL DRESS and Nov. 13-14 are required. PERFORMANCES are the biggest commitments.

BEST FOR: Students who like makeup, character design, detail work, creativity, and helping actors transform.

ART CREW

DESIGN THE WORLD BEFORE THE CURTAIN GOES UP.

WHAT YOU DO: Help create and paint props, signs, scenic pieces, decorations, and other visual elements for the production.

TIME COMMITMENT: Meets during I&E at least ONE DAY EACH WEEK. Work continues through early November so major projects are ready before full runs and tech. Extra finishing/repair work may be needed before Nov. 10-12.

BEST FOR: Students who enjoy drawing, painting, crafting, building, lettering, and turning ideas into real stage pieces.

NOVEMBER PRODUCTION CALENDAR

Nov. 5 - First Half Run (after school) | Nov. 6 - Second Half Run (after school) | Nov. 7 - Possible / Selected Crew
Nov. 10 - Full Run (after school) | Nov. 11 - Tech Run | Nov. 12 - Final Dress | Nov. 13 - Performance | Nov. 14 -
Performance

Exact crew calls will be shared, but students joining November crews should keep these dates available.