

TEEN OUTSTANDING DANCER SCHEDULE



Wednesday, July 8	Thursday, July 9	Friday, July 10	Saturday, July 11	Sunday, July 12	Monday, July 13	Tuesday, July 14	Wednesday, July 15
<u>10:00 AM - 11:00 AM</u> Teen OD Check-in (Tournament A) <u>11:00 AM - 12:30 PM</u> Teen OD Orientation (Masters Ballroom) <u>1:00 PM- 10:00 PM</u> Teen OD Opening Number Rehearsal *Dinner break 6-6:15 PM (Tournament A & B)	<u>3:00 PM - 5:00 PM</u> Teen OD Jazz Audition (Masters Ballroom) <u>5:30 PM- 9:30 PM</u> Teen OD Opening Number Rehearsal (Masters Ballroom)	<u>10:30 AM - 12:30 PM</u> Teen OD Ballet Audition (Masters Ballroom) <u>1:00 PM - 5:30 PM</u> Teen OD Opening Number Rehearsal (Arbor Ballroom)	<u>8:00 am - 9:20 PM</u> Teen Solo Competition * Teen OD solos from 1:50 PM- 9:20 PM (Champions Ballroom) <u>3:00 PM -6:00 PM</u> Costume Fittings (Gallery B) <u>9:40 PM (Following Competition)</u> 45 min on stage rehearsal for Teen OD opening number *Please arrive anytime during this time frame, you will not be needed the whole time.	<u>7:30 AM - 11:15 AM</u> Teen Workshop Classes (Champions Ballroom) <u>11:30 AM - 1:00 PM</u> Teen OD Workshop Audition (Masters Ballroom) <u>1:15 PM - 2:45 PM</u> Teen OD Opening Number Rehearsal (Tournament A&B)	<u>7:30 AM - 11:15 AM</u> Teen Workshop Classes (Champions Ballroom)	<u>7:30 AM - 11:15 AM</u> Teen Workshop Classes (Champions Ballroom) <u>2:30 PM - 4:00 PM</u> Teen OD Opening Number (Masters Ballroom) <u>7:30 PM</u> Junior Gala (Champions Ballroom)	<u>7:30 AM - 11:15 AM</u> Teen Workshop Classes (Champions Ballroom) <u>12:30 PM - 2:00 PM</u> Teen OD Opening Number Tech Rehearsal (Champions Ballroom) <u>5:00 PM</u> Call time Closing Gala <u>6:00 PM</u> CLOSING GALA (Champions Ballroom)

REQUIRED COSTUME PIECES (PLEASE PACK!)

COSTUME INFO (Based on Dancer's Preference):
 Boys: Black Danceable Pants, Black Tank Top
 Girls: Black Briefs, Black Bra Top

DON'T FORGET TO SIGN UP FOR
 THE TEEN OD BAND GROUP!
 All updates throughout the event
 will be pushed to these groups.



As of 7/7 *SUBJECT TO CHANGE