



## Welcome to A Midsummer Night's Dream!

### Show Summary

A Midsummer Night's Dream is a three act opera that tells the story of lovers, fairies, and bumbling actors in an enchanted forest where magic causes chaos. Oberon and Titania, the fairy king and queen, feud as the mischievous Puck meddles with humans, leading to mistaken identities and comedic confusion. In the end, order is restored, and love triumphs.

### Content

Magic & Adult Themes

### Contact

SM Email - [midsummersccm2025gmail.com](mailto:midsummersccm2025gmail.com)

Production Stage Manager - Debbie Heyl (she/her)

**Assistant Stage Manager - Michael Hamburg (he/him) - (513)-967-9046**

Assistant Stage Manager - Sarah Anderson (she/her)

Production Assistant - Ela Congleton (she/her)

Scenic Crew Calendar	Tech Schedule
	



## Expectations

### Responsibilities

Throughout the show you will be given paperwork outlining your track as a crew member. Please highlight your track and write your name at the top. Throughout tech, please make notes of any changes that are made. At the end of every night, I will collect your packets and update the paperwork as necessary. If you see something unsafe or an unfamiliar face please say something to stage management. Always keep an eye and ear on the show.

### Attendance

You are expected at all call times listed in the tech schedule and block calendar. Please sign-in via the sheet at the table saw as you arrive each day. We will meet in the scene shop to set up, review expectations, and hand out paperwork. Keep all of your belongings in the scene shop for security (don't bring things you don't need at your calls). Please ensure that you are on time each day so we can begin. If you are unable to make it on time let me know via text or email. At the end of the day, we will meet in the scene shop, collect paperwork, and check-in before you are dismissed. Do not leave without dismissal from an ASM and the TD.

### Etiquette

Please be punctual and arrive ready for the day's work! During the show please pay attention and anticipate your next cue. We will allow phones backstage, but do not let them become a distraction. Keep them silent. Stage management reserves the right to confiscate phones if they become a problem.

### Self Care

Please take care of yourself. If you need a minute, you are always encouraged to ask to step out of the space. Please notify an ASM first before doing so. During meal breaks, I highly recommend leaving the space and getting a change of scenery.

### Dress Code

Please wear closed toed shoes and comfortable work clothing that you can easily move around in. Starting on Monday, March 3rd, we will be wearing full run blacks or all black clothing including long sleeves, full length bottoms and all black closed-toed shoes. This includes NO graphic logos, crop tops or shorts.

### Homework

During downtime and breaks, you are encouraged to work on homework. However, please remember to still be aware of what is going on around you, anticipate your cues and be ready to assist during a hold. Please do NOT wear any sort of headphones when you are on crew call.

Dir: R. Guarino  
M: W. Langley  
PSM: D. Heyl

ASM: M. Hamburg  
ASM: S. Anderson  
PA: E. Congleton



### Food & Drink

Please eat before your call! There is no food or drink allowed backstage in the theater. Water is allowed but only in a sealed container that doesn't leak or make noise when knocked over. No metal water bottles.

### Children

We will have 7 children in this show. **When they are in rehearsal, keep all talk appropriate. This means no swearing, talk of adult activities, and remaining on your best behavior.** We have 3 child supervisors to assist with their needs. Please make an effort to make them feel welcome.

### Social Media

**There should be no videos or photos taken during rehearsal or tech.** The show is not completed at that time and if shared would be disrespectful of all the designers and the cast. The exception to this rule is if there is a planned and approved Instagram takeover on CCM or UC's accounts. After the show has opened, if you do post, please credit the show's designers. Their handles will become available to you later on, but they deserve praise for their work just like you do every performance.

### Tickets

Crew members do not receive comp tickets, but as a CCM student you do receive 2 tickets for \$5.00 each. UC students have \$10 tickets and there are also rush tickets available for CCM students the day of each show. The box office is located next to Corbett Auditorium. Tickets are currently on sale. Ticket Website: <https://ccmonstage.universitytickets.com/>

### A Final Note from Stage Management

Debbie's motto (taken from Brene Brown): "Assume that everyone is only doing their best at any given time."

Be respectful to all members of the cast, company, designers and tech students. We want to create an educational environment of discovery. We are all students and we are all learning.

We're excited to collaborate with you on this production!

👋👁️ Debbie, Michael, Sarah, and Ela

### Show-Specific Terminology

**The Mothership** – The spaceship.

**Wagons** – Two platforms with trash on them that are preset DS of the spaceship.

**Climbable Trees** – The two trees with ladder rungs. One is SL and one is SR.

**Rubble** – The platforms surrounding the spaceship and the platforms USL.

**RP Screen** – The US white screen. It will have projections on it from the back. This means you cannot crossover US.

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## Useful Terminology

**Go** – Signal for a crew member to execute a cue

**Hold** – Signal for a crew member to pause as the production is stopping, do not go forward

**Standby** – Signal that a cue is about to be called, the crew should prepare for the cue

**Deck** – The stage

**Cue** – Point where something changes/ happens

**Handoff** – Giving a prop to a performer

**Preset** – Setting a prop/scene piece in advance

**Catch** – Receiving a prop from a performer

**Track** – Following where a prop is moving sides of stage/ where it is on stage

**Set** – Placing a prop in a specific location

**Strike** – Removing a prop from a location

**Spike** – A mark depicting where a prop/ scenic piece should be placed (most often tape)

**Cue Light** – A light which indicates cues, when the light is on “standby” and when it turns off “go”

**Sight Line** – Location which is visible from the house (these will be taped out backstage)

**Heads up** – A phrase used to draw your attention. Something is moving around you or falling.

**Wings** – The space directly off stage to the sides. Scenery, props, and costumes are kept here

**Page** – Hold back a curtain to allow something/someone to enter backstage

## Remember OPERA!

**O**n time – Arrive 10 minutes before call time and be ready to start on time. You are not to leave until you have been released by the Stage Manager as well as TDs.

**P**repare – Before each rehearsal, make sure you eat a good meal with protein and bring a water bottle.

**E**nthusiasm – Even though your days are long, please arrive with the intention to spread good vibes and be a team player!

**R**est – Rehearsals require a lot of energy. Because of the demands of tech week, make sure you are getting a full night's rest and pace yourself throughout the day. (Eat some fruit & veggies too!)

**A**ttitude - Opera is about teamwork! Please be courteous and respectful to opera staff, artists, musicians, and crew. “Please” and “Thank you” are always appreciated.