**UTC Commission**

**1.16.11**

**Attendance:**

Coordinator: Kat

Communications: Deborah

BET – Abby, Herbie, Mindy (Charlie), Leah

BK - Bri

HTG – Aliza (Footloose), Julie (Fuddy), Viktoria (fuddy), Jade (Footloose)

Players – Nora (Room), Yoni (Room)

Tymp – Jess (Charlie), Robbie (footloose), Elle (Bdeis Cares)

Hannah – Footloose

Dave – Titus (HTP)

Abigail – Next to Normal (Freeplay)

Michelle – Fuddy (BET)

Sam – Gabler (Freeplay)

Amanda – Bash (Freeplay)

**Agenda**

*Announcements*

Expectations

Constitution finished

Monday 11:15 PM in Feldberg (3 exceptions in Sherman), emails leading up

I can’t I have rehearsal - $250 (out of 5000)

Banquet (current juniors) – budget of about 1500 – committee will be upcoming

Flyer is completed

Shirts are being worked on – goal for I can’t

*Activities Fair*

Sign up sheets

Individual group sheets, please send the new lists to Kat to update UTC listserv

Techie listserv + 5 groups

Groups next to each other

All the theater groups are together (hopefully)

*Common Auditions*

Participants

BET – Fuddy

Players – Room

Freeplay – Bash

Freeplay – Gabler

Musicals are on their own for common auditions

Callbacks are on your own

Questions for Audition Sheet

Form is created – previous experience, conflicts, movement experience, accent experience, kissing, romantic touching, crying

Any other questions – please email Kat IMMEDIATIELY (Friday deadline)

MPR – 6-11 Sunday, Thur, Friday, Sat (possible callbacks)

Spingold? (crawford or 111) – 6-11 Mon- Wed

10 minute slots starting at 6 pm

Someone to run it

Producers run these – Viktoria will wrangle producers at the front desk

Freeplay and HTG email Viktoria their producers

*Common Castings*

Monday 1/30 @ 6pm location TBA (313?) UNTIL WE ARE DONE

2 people per straight play, 3 per musical (MAXIMUM)

Everyone is invited to common casting, including projects

HTP – one director has reached out, going up 1st week of March, start auditions during UTC callbacks, have them come to common casting, if a conflict, they will be called