

**Revised Calendar  
November 28 – December 10**

- Monday 11-28
  - 4 – 530
    - Block Finale
      - **Called: Everyone**
- Tuesday 11-29
  - 4 – 445
    - Sing One Step Closer
      - **Called: Eric, Ariel**
  - 445 – 530
    - Block One Step Closer
      - **Called: Eric, Ariel**
  - **We could use help prepping for Activity Night**
- Wednesday 11-30
  - 4 – 530
    - No Rehearsal – Activity Night
- Thursday 12-1
  - 4 – 530
    - Sing Under The Sea, Kiss the Girl
      - **Called: Everyone not blocking**
  - 4 – 430
    - Block King Triton’s Court – Before Part of Your World
      - **Called: Triton, Sebastian, Ariel, Flounder**
  - 430 - 5
    - Block Flounder Flounders
      - **Called: Triton, Sebastian, Flounder**
  - 5 - 530
    - Block Grotto Destruction
      - **Called: Triton, Ariel**
- Friday 12-2
  - 4 – 530
    - Sing Fathoms Below and Human Stuff
      - **Called: Sailors/Seagulls, Scuttle, Eric, Grimsby**
  - 4 – 445
    - Murky Waters
      - **Called: Flotsam, Jetsam, Ariel, Flounder**
  - 445 – 530
    - Ursula’s Lair – beginning
      - **Called: Ursula, Flotsam, Jetsam**
- Monday 12-5
  - 4 – 530

- Palace Hall Dinner
      - **Called: Ariel, Eric, Carlotta, Grimsby, Sebastian, Chef Louis**
- Tuesday 12 – 6
  - 4 – 445
    - Sing Les Poissons
      - **Called: Chef Louis, Waiters**
  - 4 – 445
    - Part of Your World Reprise and Following Scene
      - **Called: Ariel, Scuttle, Flounder, Sebastian, Flotsam, Jetsam, Grimsby, Prince Eric,**
  - 445 – 530
    - The Beach post Poor
      - **Called: Ariel, Sebastian, Flounder, Scuttle, Eric**
- Wednesday, 12 – 7
  - 4 – 530
    - Sing Daughters of Triton and She’s in Love
      - **Called: Sisters**
  - 4 – 530
    - The Storm
      - **Called: Pilot, Sailors, Eric, Grimsby, Flounder, Ariel, Scuttle**
- Thursday, 12 – 8
  - 4 – 530
    - Block Under the Sea
      - **Called: Everyone**
- Friday, 12 – 9
  - Block Kiss the Girl
    - **Called: Everyone**
- Saturday, 12 – 10
  - 10 – 3
    - Run Everything
      - **Called: Everyone**