

# Aladdin Audition Form



Missoula Children's Theatre is happy to present Aladdin. All students in Kindergarten – 12<sup>th</sup> grade are welcome to audition.

**Auditions:** Monday, February 15, 2016 at 4 p.m. through 6 p.m.

**Rehearsals:** two 2-hour sessions after school throughout the week (February 16-February 19) *Note: not all cast members will be needed at every session*

**Performances:** Saturday, February 20, 2016 at 3 p.m. and 7 p.m.

Performer name:

Grade:                      Teacher (homeroom):

Please mark which activities your student is involved in



Band



Orchestra



Visual Arts



Chorus



Theatre

Parent/Guardian Name:



I would like to volunteer to help with box office and receive a free ticket to the show



My student is responsible for walking or driving themselves home

Street  
Address

Phone 1

Phone 2

Email

Emergency Contact/Phone

Permission waiver

### **MUST BE SIGNED TO PARTICIPATE**

*For safety reasons, all campers need to be picked up by an approved adult from the lobby at the end of rehearsals. There will be a sign out sheet, and the approved adult need to sign the sheet to show that they have picked up their camper(s). Alternative pick-up arrangements are available, but they need to be discussed with the Education Director.*

*Parents/Guardians and emergency contacts are already considered approved adults. You may add an approved adult at any time, but that needs to be communicated by the registering parent/guardian to the Education Director.*

*I give permission for my children to attend the programs and activities under the supervision of the employees of the George Daily Auditorium. I agree to hold the George Daily Auditorium and its employees blameless for any and all claims that might arise as a result of the participation of my child in these programs. Furthermore, I give permission to the George Daily Auditorium to use any photographs or videos taken of my child for purposes of publication and promotion.*

\_\_\_\_\_  
Parent/Guardian Signature

