

ESCAPE Theatre Code of Conduct: Parents & Cast-members

Within the grand tradition of theatre, it begins with an attitude of respect for others. Our code of conduct is not only requested, but required, to continue the high quality and the integrity of an ESCAPE production.

Parents please read this with your child or teen before rehearsals begin.

- We will be <u>respectful</u> to others at all times. (ESCAPE staff, kids, parents, and volunteers at the theatre)
- We will turn in all paperwork and payments by the stated due dates.
- We will turn in the <u>Production week agreement/Conflicts</u> at the 1st rehearsal, on Mon. September 16.
- We understand that if it is not turned in on time, my child/teen will not be able to audition for lead role
- I am aware of Monday morning emails, and will make time to read on Mondays before rehearsals.
- I will attend <u>Paperwork night on Mon. Sept. 9</u>, and understand it is not a suggestion, but requirement.
- Our family will meet <u>Costume Check deadlines</u>, and attend Costume Check day on <u>Sun. Nov 17</u>. If I do
 not meet costume deadlines, I will not be able to sign up for the next show. Communication is the key!
- We understand that each family is required to have <u>one parent volunteer</u> during Production Week.
- We will sign up for a **Parent committee** <u>on-time on the website</u> within the 48 hour period.
- NEW parents will attend a short 20 minute Parent meeting on the First rehearsal, at 6, 7, or 8 pm.
- We will <u>practice our songs and dances</u> with the website regularly. If I do NOT know everything one month before show time- I will understand why the cast-member may be pulled from a specific dance.
- We will respect the rules at the Performing Arts Center during Production Week (food, phones, etc).
- We will unplug and ESCAPE and put cell phones away during all rehearsals, AND at the theatre.
- We will do our part to protect the copyright of the show, and understand that No videotaping is or
 photos are allowed at the performances. I will also communicate this to our guests in the audience,
 and tell them to put phones away. We can be fined up to \$50,000 if we break our royalty contract.
- We will **Respect the Casting decisions** of the ESCAPE Directors, choreographers, and staff.
- We will help my child or teen to accept casting decisions in a positive manner.
 - *Celebrations for earning a lead role should be acknowledged but managed. Care should be taken <u>not</u> to make other students feel sad. **Please, just BE KIND to others**.
 - *Disappointment in not being placed in a lead role should be acknowledged and used as a learning experience to discover what can be done to help achieve different results in the future.
 - *The Directors care about <u>ALL of these kids</u>, and that is why the audition process takes a few weeks. It takes time to make decisions as a TEAM for the best possible show. <u>The Directors may have a different VISION than you have.</u> Please be respectful of that.
 - *Parents are asked to refrain from calling or emailing the Directors about casting decisions right away. Always give your feelings 48 hours before you send an email, or make a phone call. ALL of these youth and teens are talented and amazing! Casting is VERY hard on everyone.
- We will thoroughly review any <u>possible Conflicts</u> & understand that **if we ADD conflicts** after a role has been given, it could be taken away. <u>Be honest & up front with ANY possible conflicts</u>. Being a LEAD role is a BIG responsibility, and many others in ESCAPE are counting on YOU as well, on both Mon. & Wed.
- IF other conflicts arise during the 4 months I will call Elizabeth in the ESCAPE office ASAP to discuss.
- We understand that ENSEMBLE rehearsals are just as important as LEAD rehearsals. Leads are leaders!!
- We will follow the guidelines established by ESCAPE Theatre, and the Santa Clarita PAC.

Thank you for reading this WITH your child or teen. Sign below that you understand our policies.

		Date
Print Parent Name	Print Cast-member Name	September, 2024