



Welcome to The Lightning Thief

Show Summary

The Lightning Thief is about a teen boy named Percy Jackson who discovers he is a demigod, and must go on a quest to prevent the gods from going to war. Accompanied by two friends, Annabeth Chase and Grover Underwood, Percy makes his way across the United States while battling mythic monsters, fighting self doubt, and confronting betrayals to find out who he is.

Content

- ★ Mild Violence
- ★ Mental Health Struggles
- ★ Magic

Who	Position	Job
Lily Landoch (she/her)	Production Stage Manager	Calling, Blocking, Schedules, Gen.
Sarah Anderson (she/her)	Assistant Stage Manager	Costumes and WHAM
Andrew Hille (he/him)	Assistant Stage Manager	Scenic and Props
Alyssa McCarty (she/her)	Production Assistant	Line Calling and Notes

Contact

SM Email - lightningthiefccm2025@gmail.com

Assistant Stage Manager - Sarah Anderson (she/her) - (###) ###-####

Important Dates

Performance Dates:

Thursday, October 23 @ 8:00p

Friday, October 24 @ 8:00p

Saturday, October 25 @ 2:00p + 8:00p

Strike: Sunday, October 26 @ 10a

Attendance

Dir: Rachel Stevens

MD: Rosamund Hencinski

PSM: Lily Landoch



As a member of this team, you are expected at all call times listed in the tech schedule and block calendar. Please sign-in via the sheet pinned outside the scene shop as you arrive each day, and ensure that you are on time. We will meet in the scene shop each day 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). 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.

If you are unable to make it on time let me know via text or email. A single unexcused absence will result in your removal of the show which will lead to you having to make up your assignment. If you are running late please let me (Sarah) know.

Dress Code

Please wear closed toed shoes and comfortable work clothing that you can easily move around in. Starting on Monday, October 20, 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.

For those who will be costumed, please keep track of your orange shirts, and be aware of when you should be wearing them during transitions.

Ettiquite

Please be punctual and arrive ready for the day's work! During the show please pay attention and anticipate your next cue. We 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.

Food + Drink

Make sure to eat before your calls! Food and drink is not permitted backstage. Any snacks you have must be kept in the scene shop. Water is allowed but only in a sealed container that doesn't leak or make noise when knocked over. No metal water bottles.

Guests

No guests are permitted backstage at any time. If you see an unfamiliar face you don't know who you believe shouldn't be backstage please let an SM know immediately.

Homework

Dir: Rachel Stevens
MD: Rosamund Hencinski
PSM: Lily Landoch

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ASM: Sarah Anderson
ASM: Andrew Hille
PA: Alyssa McCarty



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 call.

Self Care

Taking care of yourself is very important. 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.

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/>

Final Notes

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!



Useful Knowledge

Upstage Right	Upstage Center	Upstage Left
Midstage Right	Center Stage	Midstage Left
Downstage Right	Downstage Center	Downstage Left
House		

Terminology

Catch: When a prop is received from an actor/performer.

Cue: The point at which an effect or change happens.

Deck: The stage.

Go: The word used to signal crew members to execute a cue.

Hand Off: Giving a prop to an actor.

Help: Prepare a prop for an actor to grab.

Hold: There is a stop in the production. You are to immediately stop what you are doing and NOT execute a cue.

House: Where the audience is located.

House Left: The left part of the audience from the viewpoint of sitting in the House

House Right: The right part of the audience from the viewpoint of sitting in the House

Page: To hold back a curtain to allow for a performer or piece of scenery to enter/exit stage unobstructed.

Preset: Placing a props or piece of scenery before it is needed.

Return: To take a prop/scenic unit back to his designated spot backstage.

Set: Placing a prop or piece of scenery where it is needed and ready for use.

Spike: A mark onstage that represents the placement of a prop or piece of scenery.

Standby: Warning for anyone who is executing a cue, letting them know that a cue is about to be called.

Strike: Removing a prop or piece of scenery from the stage/wings.

Track: Following a prop or piece of scenery's movement, either on or off stage or from one side of backstage to another.