

2019 MIDDLE SCHOOL PRE-UIL CONCERT INFORMATION

Thursday, February 21, 2019

**ALL Concerts located in the Lowery FC Auditorium
Concert dress is formal concert attire**

Curtis MS Sinfonia II (Sub NV)

- 4:10 PM – Uncase & Tune in AHS Commons
- 4:35 PM – Warmup begins on Stage (ALREADY BE TUNED)
- 5:00 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

Ereckson MS Sinfonia II (Sub NV)

- 4:35 PM – Uncase & Tune in AHS Commons
- 5:00 PM – Warmup begins on Stage (ALREADY BE TUNED)
- 5:25 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

Ford MS Concert I (Sub NV)

- 5:00 PM – Uncase & Tune in AHS Commons
- 5:25 PM – Warmup begins on Stage (ALREADY BE TUNED)
- 5:50 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

Curtis MS Sinfonia I (NV)

- 5:25 PM – Uncase & Tune in AHS Commons
- 5:50 PM – Warmup begins on Stage (ALREADY BE TUNED)
- 6:10 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

Ereckson MS Sinfonia I (NV)

- 5:50 PM – Uncase & Tune in AHS Commons
- 6:10 PM – Warmup begins on Stage (ALREADY BE TUNED)
- 6:35 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

Ford MS Sinfonia I (NV)

- 6:10 PM – Uncase & Tune in AHS Commons
- 6:35 PM – Warmup begins on Stage (ALREADY BE TUNED)
- 7:00 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

Curtis Chamber (V)

- 7:00 PM – Uncase & Tune in AHS Commons
- 7:25 PM – Warmup begins on Stage (ALREADY BE TUNED)
- 7:50 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

Ereckson MS Chamber (V)

- 7:25 PM – Uncase & Tune in AHS Commons
- 7:50 PM – Warmup begins on Stage (ALREADY BE TUNED)
- 8:15 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

Ford MS Chamber (V)

- 7:50 PM – Uncase & Tune in AHS Commons
- 8:15 PM – Warmup begins on Stage (ALREADY BE TUNED)
- 8:40 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room