

# **2021 PRE-UIL CONCERT INFORMATION**

## ***Tuesday, February 16, 2021 – ALLEN HS PAC***

### ***AHS Concert II Orchestra (Sub NV-F)***

- 4:30 PM – Uncase & Tune in BACK of the Orchestra Room
- 4:55 PM – Warmup begins on STAGE (ALREADY BE TUNED)
- 5:20 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

### ***Ereckson MS Concert II Orchestra (Sub NV-C)***

- 4:55 PM – Uncase & Tune in AHS Commons
- 5:20 PM – Warmup begins in Multi-Purpose Room (ALREADY BE TUNED)
- 5:45 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

### ***Ford MS Concert I Orchestra (Sub NV-B)***

- 5:20 PM – Uncase & Tune in AHS Commons
- 5:45 PM – Warmup begins in Multi-Purpose Room (ALREADY BE TUNED)
- 6:10 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

### ***Curtis MS Concert II Orchestra (Sub NV-B)***

- 5:45 PM – Uncase & Tune in AHS Commons
- 6:10 PM – Warmup begins in Multi-Purpose Room (ALREADY BE TUNED)
- 6:35 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

### ***Ereckson MS Sinfonia II Orchestra (Sub NV-A)***

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

### ***Ford MS Sinfonia II Orchestra (Sub NV-A)***

- 6:35 PM – Uncase & Tune in AHS Commons
- 7:00 PM – Warmup begins in Multi-Purpose Room (ALREADY BE TUNED)
- 7:25 PM – Concert Begins – Sightreading Immediately after Concert in Ensemble Room

### ***Curtis MS Sinfonia II Orchestra (Sub NV-A)***

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

### ***LFC Symphony Orchestra (Sub NV Full)***

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