

**CMEA Festival**  
*Timeline*

Basic Information

*What:* CMEA Festival

*Where:* Challenger Middle School

*When:* Tuesday, March 22<sup>nd</sup>

Reminders

Admission to the festival is free – we welcome any and all supporters.

Please remember that we are guests at Challenger Middle School and are representing our school, selves, and program at all times. Please do be courteous and supportive of all groups performing – this is a Mira Mesa cluster event!

Should you elect to watch another group: (1) enter only BEFORE the group begins, and (2) stay for the ENTIRETY of the group's performance. You may clap politely after each selection, but remember, the adjudicators will be working throughout so the expectation is that the audience is silent.

Following each performance, one of the adjudicators will have the opportunity to work briefly with the ensemble.

Timelines

<i>Concert Orchestra</i>	<i>String Orchestra</i>	<i>Symphony Orchestra</i>
3:00 PM – Carpool	5:00 PM – Call Time	6:30 PM – Call Time
3:30 PM – Call Time	5:30 PM – Tuning	7:00 PM – Tuning
4:00 PM – Tuning	6:00 PM – Warm Up	7:30 PM – Warm Up
4:30 PM – Warm Up	6:45 PM – Performance	8:15 PM – Performance
5:15 PM – Performance		

Please do consider coming out and supporting other Mira Mesa cluster schools, teachers, and musicians for their performances. A festival lineup has been included below for your convenience.

<b><i>School/Ensemble Name</i></b>	<b><i>Director Name</i></b>	<b><i>Check-in Time</i></b>	<b><i>Warm-up Time</i></b>	<b><i>Performance Time</i></b>
Challenger MS Advanced Band	Ted Foster	N/A	3:00 PM	3:45 PM
Wangenheim MS Intermediate Orchestra	Cassandra Brown	3:15 PM	3:45 PM	4:30 PM
Mira Mesa HS Concert Orchestra	Matthew Mulvaney	4:00 PM	4:30 PM	5:15 PM
Wangenheim MS String Orchestra	Cassandra Brown	4:45 PM	5:15 PM	6:00 PM
Mira Mesa HS String Orchestra	Matthew Mulvaney	5:30 PM	6:00 PM	6:45 PM
Challenger MS Advanced Orchestra	Ted Foster	6:15 PM	6:45 PM	7:30 PM
Mira Mesa HS Symphony Orchestra	Matthew Mulvaney	7:00 PM	7:30 PM	8:15 PM