



PERFORMANCES FOR STUDENTS

INFORMATION & INSTRUCTION

2022-2023 SY

We look forward to your school joining us for the upcoming MACC School Performance! Please review the information below and acknowledge prior to registering for your selected show(s).

ARRIVAL & DEPARTURE

Plan to arrive at the MACC at least 20 minutes prior to your scheduled show. Performances will begin on time.

The length of the show is approximately an hour, without an intermission.

ATTENDANCE & CANCELLATIONS

Please have the exact count of students and a count of staff /teachers upon arrival.

Seats are limited, therefore we kindly ask if you register for a particular performance that you commit to attending. Otherwise please cancel no later than 7 (seven) days of your reserved performance. This will keep our performances available to all who are interested in attending.

SEATING

Seating will be assigned based on number of students, grade levels (the MACC does not discriminate or assign seats based on school type, school district, demographic, etc.).

SPECIAL REQUESTS

If any, please advise of special needs students or requests (i.e. limited mobility) prior to arrival.

BUS

Please have your students remain seated on the bus until you are in front of our Box Office and/or your bus is greeted by a MACC staff member or volunteer.

PARKING

If you are traveling via private car(s), school vans - the last two rows nearest the McCoy Studio Theater is your designated parking area, please see a MACC staff member or volunteer once you have parked and before going to the theater

COST

This year, the cost is **FREE!**

Each school is allowed 1 (one) chaperone per 10 (ten) students at no charge.

LUNCH

Food and drinks are not allowed in the theater. We kindly ask that lunches shall not be consumed on site, however Keopuolani Park is within walking distance and a great option with lots of space and available restrooms.

If a table is needed to store lunches during the performance please let us know. We can arrange to have a table set up.