

TRAVELING WARDROBE SUPERVISORS INFORMATION FORM

Part One: Production and Supervisor Contact Information

- 1A. Name of Production:
- 2A. Name of Wardrobe Supervisor:
- 2B. Wardrobe Supervisor Phone:
- 2C. Wardrobe Supervisor Email:
- 2D. Wardrobe Supervisor Preferred Method of Contact: Email
- 3A. Name of Assistant Wardrobe Supervisor:
- 3B. Assistant Wardrobe Supervisor Phone:
- 3C. Assistant Wardrobe Supervisor Email:
- 3D. Assistant Wardrobe Supervisor Preferred Method of Contact: Email

Part Two: Wardrobe Personnel Information

- 4A. Number of Wardrobe Personnel Needed:
- 5A. Are all personnel hired to dress?: No
- 5B. If not, which personnel are hired to do so?:
- 6A. How many hours per week does the laundry person work?:
- 6B. Can the laundry person also be a dresser on the show?: No
- 7A. How many hours per week does the stitcher work?:
- 7B. Can the stitcher also be a dresser on the show?: Yes
- 8A. Check if there is day work:
- 8B. If there is day work, for how many days a week? (Skip if the answer to question 8a is no):
- 8C. How many day workers are needed? (Skip if the answer to question 8a is no):
- 8D. Does that include the laundry person? (Skip if the answer to question 8a is no): -
- 8E. Does that include the stitcher? (Skip if the answer to question 8a is no): -
- 9A. Is there continuity call before each show?: Yes
- 9B. If so, for how long? (Skip if the answer to question 9A is no):
- 9C. If there is continuity call, for how many dressers? (Skip if the answer to question 9A is no):

Part Three: Gender Breakdown and Show Needs

10A. What is your ideal gender breakdown?:

10B. How many men would you need?:

10C. How many women would you need?:

11A. How important is the gender for the dressers?: Desired

12A. Check if you need a Dry Cleaner:

13A. Check if you need a shoe repair place:

Part Four: Additional Remarks

Please write any special needs or special instructions for your production below:

Attached is the info for our Hair/Makeup Head
George Deavours
770-403-6614
gcd920@aol.com