



2023-2024 Class Schedule

Monday	Studio1-Big Room	Studio2-Little Room	Studio 3-Smokehouse Big	Studio 4-Smokehouse Little
3:30 - 4:15	Tap I			
4:15 - 5:00	Hip Hop I		Gymnastics 5-6	Recreational Dance 3-4
5:00 - 5:45	Ballet for (Jazz I and II)	Recreational Hip Hop	Gymnastics 3-4	Recreational Dance 5-6
5:45 - 6:30	Jazz III	Ballet (Jazz IV)	Gymnastics 9 and Up	Recreational Dance 7-8
6:30 - 7:15	Jazz IV	Ballet (Jazz III)	Gymnastics 7-8	Competition Prep (8 Up)
7:15 - 8:00	Contemporary IV	Cardio Stretch	Contemporary III	
8:00 - 8:30	Solo Class (Cydney)		Small Group 3	

Tuesday	Studio1-Big Room	Studio2-Little Room	Studio 3-Smokehouse Big	Studio 4-Smokehouse Little
3:30 - 4:15	Mini Jazz			
4:00 - 4:30			Tumble Tots Age 2	Recreational Dance Age 3
4:30 - 5:00			Tumble Tots Age 3	Recreational Dance Age 2
4:15 - 5:00	Solo Class (Skylar)	Mini Ballet		
5:00 - 5:45	Jazz V	Turns for Dancers (12 Up)	Gymnastics 6-7	Recreational Dance 4-5
5:45 - 6:30	Ballet V and VI		Gymnastics 4-5	Recreational Dance 6-7
6:30 - 7:15	Contemporary V		Solo Class (Skylar)	
7:15 - 8:00	Jazz VI			
8:00 - 8:30	Small Group 6			

Wednesday	Studio1-Big Room	Studio2-Little Room	Studio 3-Smokehouse Big	Studio 4-Smokehouse Little
3:30 - 4:15	Solo Class (Katie)		Gymnastics K - 3rd	
4:15 - 5:00	Gymnastics Advanced Skills			Tiny Competition Team
5:00 - 5:45	Gymnastics 9 and Up		Stretch Class (8 and Up)	Recreational Dance 5-6
5:45 - 6:30			(Make Up Classes)	

Thursday	Studio1-Big Room	Studio2-Little Room	Studio 3-Smokehouse Big	Studio 4-Smokehouse Little
3:00 - 3:30			Small Group 1	
3:30 - 4:15	Mini Hip Hop		Leaps and Turns (Jazz I-II)	
4:15 - 5:00	Mini Tap		Jazz I	Jazz II
5:00 - 5:45	Hip Hop 2		Contemporary II	Contemporary I
5:45 - 6:30	Hip Hop 3		Leaps and Turns (Jazz IV)	Leaps and Turns (Jazz II-III)
6:30 - 7:15	Tap 2		Leaps and Turns (Jazz VI)	Leaps and turns (Jazz V)
7:15 - 8:00	Tap 3		Small Group 2	Turns for Dancers (12 Up)
8:00 - 8:30	Solo Class (Katie)		Small Group 4	Small Group 5

* Classes in Red for Competition Company Only

* Classes in Blue are 30 minute classes