



*YOU could be a puppeteer!
I'm a puppet who would like to
be your new buddy!*

Council Puppetry Troupe “Casting Call” Join sister Girl Scouts and perform!

The Troupe is the perfect stage for your dramatic skills!
Girl Scouts and their friends in **4th grade through 12th grade**.
Not a Girl Scout? Join when you become a puppeteer.

When you join the girls in the Council Puppetry Troupe – you will meet new friends while having fun performing and entertaining at Girl Scout and community events.

Have you ever heard of the internationally acclaimed Kids on the Block puppets (www.kotb.com)? GSSJC girls perform with these puppets AND have their own special Neighborhood Crew, puppets they write scripts for themselves!

The Puppeteers meet monthly at the Program Place for Girls and host the *Puppet Parade Program Patch* (requirements --form F-92) Workshops offered to younger girls.

Adults interested in sharing their dramatic flair, contact us! The Puppeteer Program Aides train you to become an apprentice puppeteer. Sign up for the next training!

2009 Puppeteer Summer Casting Call

- Who:** Girls in 4th (*new*) grade through 12th grade -- bring your friends and be Girl Scouts!
- When:** Sunday, August 16; 1 – 4 p.m.
- Where:** Girl Scout Center, 3000 Southwest Freeway, Houston
(Building with red sculpture and covered walkway)
- Deadline:** Monday, August 10, 2009 **Min. /Max.:** 4/30
- Cost:** \$10 per puppeteer **Event code:** 10-63-24-6240
- Bring:** YOUR enthusiastic attitude completed medical form (F-185)
completed permission slip (F-204) water bottle
- Register:** Complete a Program Registration Form found in the council magazine, *The Golden Link* or online at www.gssjc.org, Forms/Program or register online at the Activities and Events Registration Site (AERS), <https://www.gssjc.org/aers/>
- Information:** *Staff Advisor:* Melinda Gaskill, 713.292.0232 or mgaskill@sigs.org
Registrar: Deedra Toney, 713.292.0280 or dtoney@sigs.org
Volunteer Trainer Facilitator: Jo Blackburn PuppetryTroupe@sbcglobal.net