

FOREVER DANCE LAKE TAHOE

CLASS SCHEDULE 2026-27

Monday	Tuesday	Wednesday	Thursday
3:30-4:00 Baton 1/2/3 (JE/JP)	4:00-5:00 Ballet 1A (CRG)	4:00-4:45 Tot Ballet/Tap (CRG)	4:00-5:00 Tumbling 1/2 (SE/AE)
4:00-5:00 Tech 1A (CRG)	4:00-5:00 Jazz 2 (SE)	4:00-5:00 Ballet 2 (JE)	5:00-5:30 Flexibility (SE)
4:00-5:00 Tech 1B (JE)	5:00-6:00 Ballet 1B (CRG)	4:00-5:00 Ballet 3 (RP)	5:00-6:00 Jr Hip Hop 1 (AE)
4:00-5:00 Tap 2/3 (DE)	5:00-6:00 Jazz 1 (SE)	4:45-5:30 Tot Tumb/HH (CRG)	6:00-7:00 Jr Hip Hop 2 (AE)
5:00-5:45 Tiny Tots (CRG)	6:00-7:00 Tumbling 3/4 (SE/CRG)	5:00-5:30 Pre-Pointe (JE)	
5:00-6:00 Tap 1 (DE)	7:00-8:00 Jazz 3/4 (SE)	5:00-5:45 Pointe 1/2 (RP)	Friday
5:00-6:00 Tech 3/4 (JE)	8:00-8:45 Contemporary (SE)	5:30-6:30 Jr Contemporary (CRG)	3:30-4:30 Tech 3/4 (JE/SE)
6:00-6:45 Pre-Ballet (CRG)		5:45-6:45 Ballet 4 (RP)	3:45-4:30 Tech 1/2 (JE/SE)
6:00-7:00 Tech 2 (JE)		6:45-7:30 Potpourri (DE)	4:30-5:00 Team-Sr Jazz (DE)
6:00-6:30 Adv. Tap Tech (DE)		7:30-8:00 Team-Sr MT (JE/DE)	4:30-5:00 Petite Open (JE/SE)
6:30-7:00 Team-Sr Tap		8:00-8:30 Team-Sr Open (DE)	5:00-5:30 Team-Teen Lyr (JE/SE)
7:00-8:00 Teen Hip Hop (DE)		8:30-9:00 Team-Sr Contemp (DE)	5:00-5:30 Team-Pet Jazz Sm (JE/SE)
8:00-8:30 Team-Sr HH			5:30-6:00 Team-Superline (JE/DE/SE/KM)
			6:00-6:30 Team-Teen Collab (DE)
TEACHERS:			6:00-6:30 Team-Pet Jazz Lg (JE/SE)
JE = Joan Elias			6:30-7:00 Team-Jr Lyr (JE/SE)
DE =Dino Elias			6:30-7:00 Team-Teen Tap (DE)
SE = Suzie Elias			7:00-7:30 Team-Jr MT (JE/DE)
KM=Ky McGee			7:00-7:30 Team-Sr Open SE (SE)
RP= Robin Price			7:30-8:00 Team -Jr Jazz (JE/SE)
CRG = Chelsea Rosales Garcia			8:00-8:30 Team-Teen MT (JE/DE)
JP = Jade Paine			8:30-9:00 Team-Teen Open (SE)
AE = Alyssa Edie			

Bold denotes Team Classes

For classes with “A” or “B”---A = beginner and B = advanced.

All levels of Potpourri & Contemporary classes must take a ballet, tech or jazz class to enroll in these classes.

Please see our website foreverdancenv.com for more information. Be sure to view our “About Us” drop down Menu on our website.