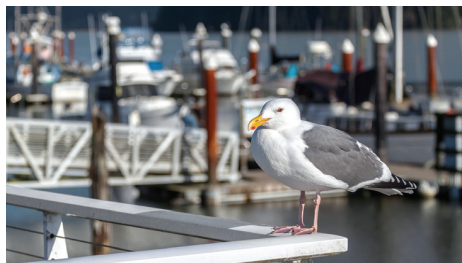


MARCH 2015 GALLERY SHOW

During March, the Last Resort Players' theatrical production of "Our Town" will be in collaboration with the Florence Events Center galleries by exhibiting the works of local photographers and artists capturing "Life in Our Town." Entries will either follow the themes of the play – everyday living, love and marriage, and the reality of death – or will focus on our own town of Florence. The glass case will also offer 3-D artwork.

LRP's Our Town will be presented on March 20 and 21 at 7 p.m., and 22 at 2 p.m. It will be repeated on March 27 and 28 at 7 p.m., and March 29, at 2 p.m. The three-act play has two intermissions, and the audiences will be able to enhance their theatrical experience by visiting Gallery One during intermissions to reflect on the artwork and its relation to the play.



By: Ken McDougall



By: Kathryn Damon-Dawson

Meet new Florence City Manager Erin Reynolds



The Florence community will have a chance to meet its newly appointed City Manager, Erin Reynolds, at a special "meet and greet" at the Florence Events Center on March 17, from 4 to 6 p.m. At that time, Reynolds will be available to answer questions and meet community members during a casual gathering that is free and open to the public.

"I am looking forward to the chance to meet the people I will be serving and representing within the Florence community," said Reynolds.

Middle school students to shine at annual PTA Talent Show

Siuslaw Elementary School students will take the stage Thursday and Friday, March 11 and 12, to entertain audiences during the annual Florence PTA Talent Show at the Florence Events Center. Dozens of students will perform a variety of songs, dances and gymnastics in addition to the local Cub and Boy Scouts, who will present the opening flag ceremony.

The show will be from 6:30 to 8:30 p.m. both nights. Tickets are available at the Siuslaw Elementary School library.

The event is made possible by a grant from the Friends of the Florence Events Center.

