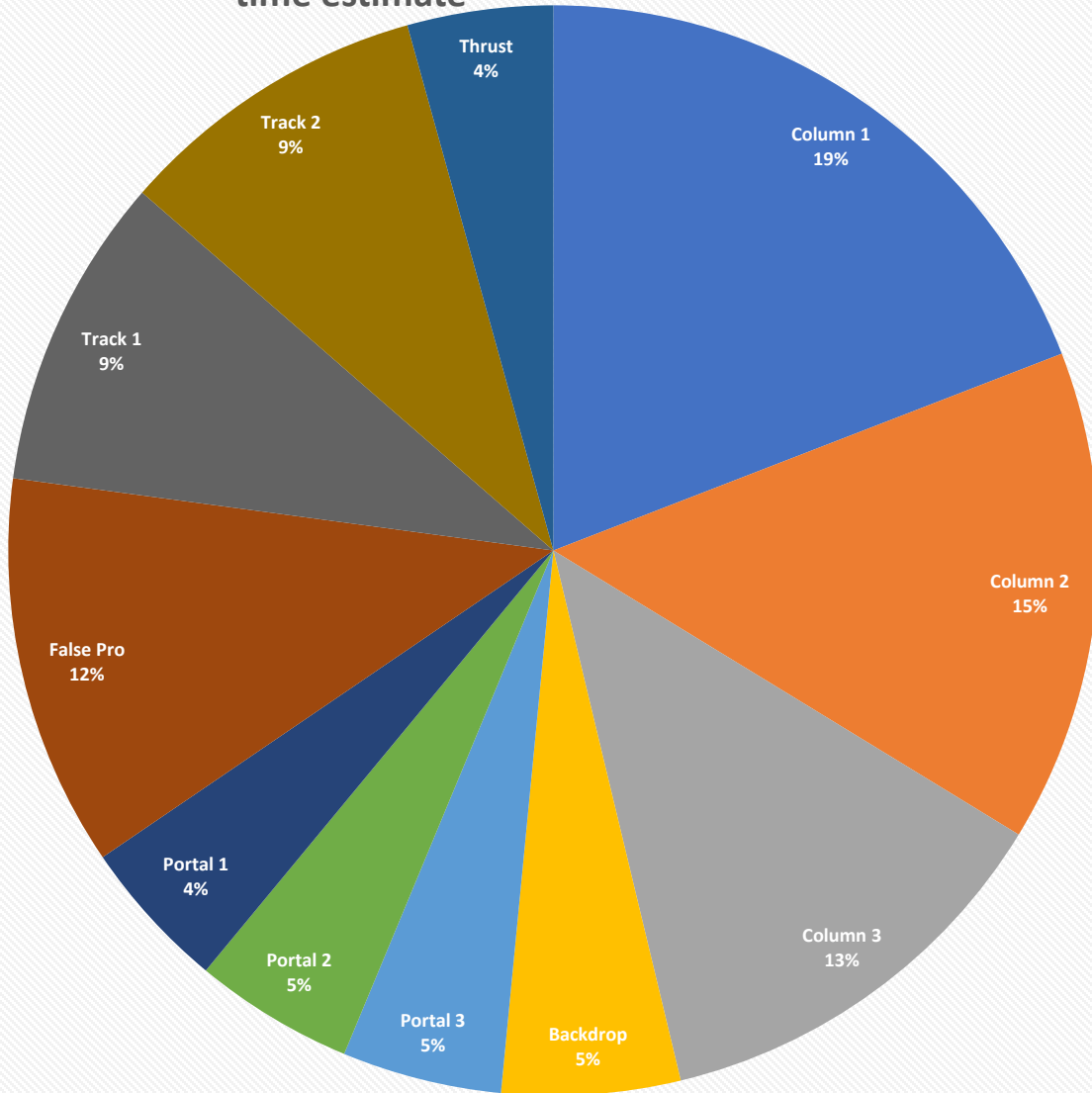


ID #	Description	Duration (IN HOURS)	PessT	OptiT	MLT	EstT
1	Column 1	3.86				
1.1	Position Genie	10.27	15	4	9	9.17
1.2	Unscrew sides above head height	22.97	20	5	10	10.83
1.3	Unbolt top crosspiece	16.80	20	10	15	15.00
1.4	Finish unscrewing sides	19.43	15	4	9	9.17
1.5	Walk down wall 1	8.21	12	4	7	7.33
1.6	Walk down wall 2	15.55	12	4	7	7.33
1.7	Walk down wall 3	8.21	12	4	7	7.33
1.8	Walk down wall 4	15.55	12	4	7	7.33
1.9	take base to shop	8.21	12	4	7	7.33
1.10	Dismantle base	30.74	20	7	15	14.50
1.11	Save hardware on all pieces	0.00	0	0	0	0.00
1.12	Take out gags on wall 1	30.74	20	7	15	14.50
1.13	Trash triscuits	5.60	5	5	5	5.00
1.14	Cut walls in half	16.80	20	10	15	15.00
1.15	Trash walls	16.80	20	10	15	15.00
1.16	Trash top cross piece	5.60	5	5	5	5.00
2	Column 2	2.95				
2.1	Position Genie	10.27	15	4	9	9.17
2.2	Unscrew sides above head height	12.13	20	5	10	10.83
2.3	Unbolt top crosspiece	16.80	20	10	15	15.00
2.4	Finish unscrewing sides	10.27	15	4	9	9.17
2.5	Walk down wall 1	8.21	12	4	7	7.33
2.6	Walk down wall 2	8.21	12	4	7	7.33
2.7	Walk down wall 3	8.21	12	4	7	7.33
2.8	Walk down wall 4	8.21	12	4	7	7.33
2.9	take base to shop	8.21	12	4	7	7.33
2.10	Dismantle base	16.24	20	7	15	14.50
2.11	Save hardware on all pieces	0.00	0	0	0	0.00
2.12	Take out gags on wall 2&4	25.20	45	10	20	22.50
2.13	Trash triscuits	5.60	5	5	5	5.00
2.14	Cut walls in half	16.80	20	10	15	15.00
2.15	Trash walls	16.80	20	10	15	15.00
2.16	Trash top cross piece	5.60	5	5	5	5.00
3	Column 3	2.53				
3.1	Position Genie	10.27	15	4	9	9.17
3.2	Unscrew sides above head height	12.13	20	5	10	10.83
3.3	Unbolt top crosspiece	16.80	20	10	15	15.00
3.4	Finish unscrewing sides	10.27	15	4	9	9.17
3.5	Walk down wall 1	8.21	12	4	7	7.33
3.6	Walk down wall 2	8.21	12	4	7	7.33
3.7	Walk down wall 3	8.21	12	4	7	7.33
3.8	Walk down wall 4	8.21	12	4	7	7.33
3.9	take base to shop	8.21	12	4	7	7.33
3.10	Dismantle base	16.24	20	7	15	14.50
3.11	Save hardware on all pieces	0.00	0	0	0	0.00
3.12	Trash triscuits	5.60	5	5	5	5.00
3.13	Cut walls in half	16.80	20	10	15	15.00
3.14	Trash walls	16.80	20	10	15	15.00
3.15	Trash top cross piece	5.60	5	5	5	5.00
4	Backdrop	1.07				
4.1	Bring lineset 33 in to deck	5.60	5	5	5	5.00
4.2	remove weight off of batten	11.39	20	5	9	10.17
4.3	detach backdrop from batten	12.51	20	7	10	11.17
4.4	unbolt pieces from one another	12.51	20	7	10	11.17
4.5	take pieces into shop	8.21	12	4	7	7.33
4.6	cut into pieces	8.21	12	4	7	7.33
4.7	trash all pieces	5.60	5	5	5	5.00
5	Portal 3	0.96				
5.1	remove weight off of batten	11.39	20	5	9	10.17

13.21

5.2	detach portal 3 from batten	11.39	20	5	9	10.17
5.3	sawzall pieces from one another	12.51	20	7	10	11.17
5.4	take pieces into shop	8.21	12	4	7	7.33
5.5	cut into pieces	8.21	12	4	7	7.33
5.6	trash all pieces	5.60	5	5	5	5.00
6	Portal 2	0.96				
6.1	remove weight off of batten	11.39	20	5	9	10.17
6.2	detach portal 2 from batten	11.39	20	5	9	10.17
6.3	sawzall pieces from one another	12.51	20	7	10	11.17
6.4	take pieces into shop	8.21	12	4	7	7.33
6.5	cut into pieces	8.21	12	4	7	7.33
6.6	trash all pieces	5.60	5	5	5	5.00
7	Portal 1	0.91				
7.1	remove weight off of batten	11.39	20	5	9	10.17
7.2	detach portal 1 from batten	11.39	20	5	9	10.17
7.3	sawzall pieces from one another	12.51	20	7	10	11.17
7.4	take pieces into shop	5.23	7	1	5	4.67
7.5	cut into pieces	8.21	12	4	7	7.33
7.6	trash all pieces	5.60	5	5	5	5.00
8	False Pro	2.35				
8.1	tie off top piece on four pick points (bowline)	41.07	60	20	35	36.67
8.2	feed rope through pulleys	5.23	7	1	5	4.67
8.3	cut 4'-0" off of legs	12.51	20	7	10	11.17
8.4	drop in false pro	5.23	7	1	5	4.67
8.5	cut 4'-0" off of legs	12.51	20	7	10	11.17
8.6	drop in false pro	5.23	7	1	5	4.67
8.7	cut off 4'-0" off legs	12.51	20	7	10	11.17
8.8	drop in false pro	5.23	7	1	5	4.67
8.9	Lower to floor	25.20	45	10	20	22.50
8.10	fold on seams	5.23	7	1	5	4.67
8.11	take to shop	5.23	7	1	5	4.67
8.12	trash all pieces	5.60	5	5	5	5.00
9	Track 1	1.87				
9.1	Break connections SL	25.20	45	10	20	22.50
9.2	Lower 3 pieces onto floor	12.51	20	7	10	11.17
9.3	Break connections SR	25.20	45	10	20	22.50
9.4	Lower 3 Pieces onto floor	12.51	20	7	10	11.17
9.5	Lower Line Set 10 to deck	5.60	5	5	5	5.00
9.6	detach track from batten	11.39	20	5	9	10.17
9.7	Take Line Set 10 to grid	2.24	2	2	2	2.00
9.8	Break track connections	12.51	20	7	10	11.17
9.9	Take pieces into shop	5.23	7	1	5	4.67
9.10	Save hardware	0.00	0	0	0	0.00
10	Track 2	1.87				
10.1	Break connections SL	25.20	45	10	20	22.50
10.2	Lower 3 pieces onto floor	12.51	20	7	10	11.17
10.3	Break connections SR	25.20	45	10	20	22.50
10.4	Lower 3 Pieces onto floor	12.51	20	7	10	11.17
10.5	Lower Line Set 10 to deck	5.60	5	5	5	5.00
10.6	detach track from batten	11.39	20	5	9	10.17
10.7	Take Line Set 10 to grid	2.24	2	2	2	2.00
10.8	Disconnect track	12.51	20	7	10	11.17
10.9	Take pieces into shop	5.23	7	1	5	4.67
10.10	Save hardware	0.00	0	0	0	0.00
11	Thrust	0.87				
11.1	Remove maso cap	5.23	7	1	5	4.67
11.2	Remove DUV	2.61	5	1	2	2.33
11.3	Disconnect from stage	2.61	5	1	2	2.33
11.4	Raise to stage deck	5.60	7	3	5	5.00
11.5	Remove legs	12.51	20	7	10	11.17
11.6	Take to shop	5.60	7	3	5	5.00
11.7	Dismantle	12.51	20	7	10	11.17
11.8	Trash unneeded pieces	5.60	5	5	5	5.00

"ANGELS IN AMERICA, PART 1" time estimate

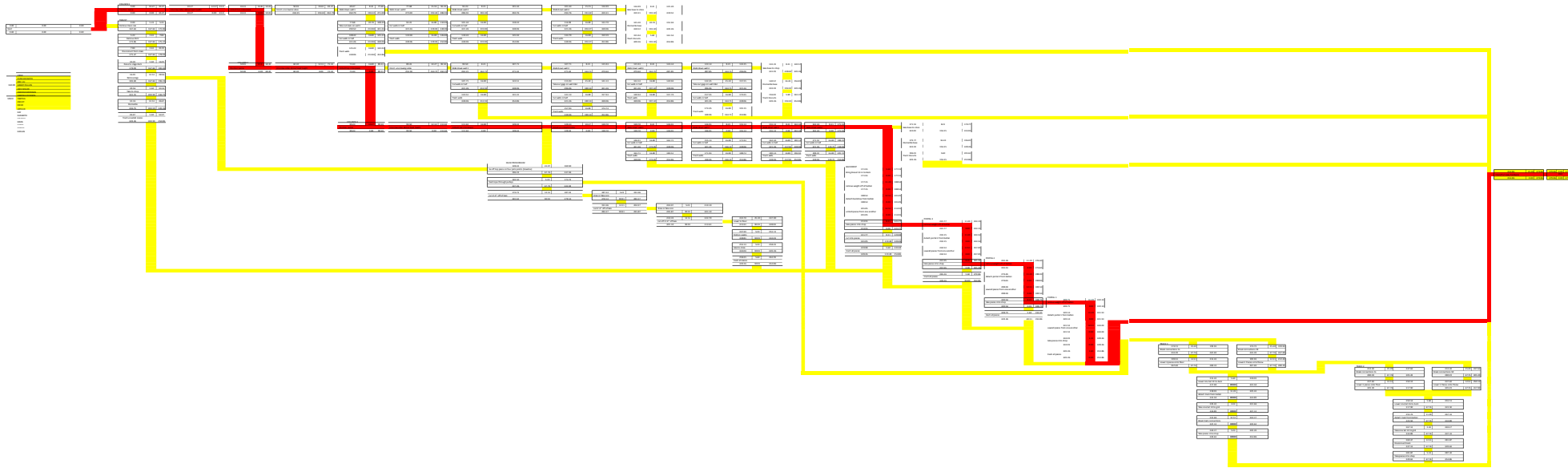


■ Column 1 ■ Column 2 ■ Column 3 ■ Backdrop ■ Portal 3 ■ Portal 2 ■ Portal 1 ■ False Pro ■ Track 1 ■ Track 2 ■ Thrust

TIME ESTIMATE (IN HOURS)	
Column 1	3.86
Column 2	2.95
Column 3	2.53
Backdrop	1.07
Portal 3	0.96
Portal 2	0.96
Portal 1	0.91
False Pro	2.35
Track 1	1.87
Track 2	1.87
Thrust	0.87
TOTAL STRIKE TIME (IN HOURS)	20.18

Total Shop Hours/WK	
Shop foreman	4
Grad Students	8
Shop Workers	40
Total	52

PRECECENCE DIAGRAM



• ANGELS IN AMERICA STRIKE PLAN

SET STRIKE: 7p-11p

Team TABITHA	Team ASHLEY	Team KELSIE
TABITHA IS LEADER - CREW: Arthur, Grant Pullen, Eric Liu	ASHLEY IS LEADER - CREW: Duncan Smith, Robbie, Kay,	KELSIE IS LEADER - CREW: Andrew Brennan, Jack Miller, Elizabeth,

• PART 1: ANGELS (~1.5 HR)

<ul style="list-style-type: none"> • POSITION BOTH GENIES AROUND COLUMN 1 <ul style="list-style-type: none"> • CADDY CORNER THE GENIE AROUND THE COLUMN SO YOU CAN ROTATE THE COLUMN AND NOT HAVE TO ADJUST THE GENIE • TIME _____ • BEGIN UNSCREWING COLUMN 1 <ul style="list-style-type: none"> • UNSCRWE COLUMN FROM HEAD HEIGHT UP • ALL SIDES • TIME _____ • DETACH TOP STEEL CROSS PIECE <ul style="list-style-type: none"> • <i>USE 7/16" DRIVER AND OPEN BOX WRENCH</i> • RIDE DOWN WITH CROSS PIECE • HAVE SOMEONE TAKE IT TO THE SHOP • TIME _____ • POSITION BOTH GENIES AROUND COLUMN 2 <ul style="list-style-type: none"> • CADDY CORNER THE GENIE AROUND THE COLUMN SO YOU CAN ROTATE THE COLUMN AND NOT HAVE TO ADJUST THE GENIE • TIME _____ • BEGIN UNSCREWING COLUMN 2 <ul style="list-style-type: none"> • UNSCREW COLUMN FROM HEAD HEIGHT UP • ALL SIDES • TIME _____ • DETACH TOP STEEL CROSS PIECE <ul style="list-style-type: none"> • <i>USE 7/16" & 1/2" DRIVER AND OPEN BOX WRENCH</i> • RIDE DOWN WITH CROSS PIECE • HAVE SOMEONE TAKE IT TO THE SHOP • TIME _____ • POSITION BOTH GENIES AROUND COLUMN 3 <ul style="list-style-type: none"> • CADDY CORNER THE GENIE AROUND THE COLUMN SO YOU CAN ROTATE THE COLUMN AND NOT HAVE TO ADJUST THE GENIE • TIME _____ • BEGIN UNSCREWING COLUMN 3 <ul style="list-style-type: none"> • UNSCREW COLUMN FROM HEAD HEIGHT UP • ALL SIDES 	<ul style="list-style-type: none"> • TAKE ALL LINE SETS OUT <ul style="list-style-type: none"> • V, 6, 7, 14, 16, 20, 21, 31, 33, 36, 40 • IF ALREADY OUT JUST DOUBLE CHECK THEY ARE TO THE GRID • PRESET ROPES DS FOR FALSE PRO <ul style="list-style-type: none"> • 4 ROPES • PRESET UNDER PULLEYS • WAIT FOR TABITHA'S TEAM TO BE DONE AND READY TO MOVE ON • BEGIN TAKING WALLS OFF COLUMN 1 <ul style="list-style-type: none"> • UNSCREW ONE WALL FROM HEAD HEIGHT DOWN • WALK DOWN AND INTO SHOP • CONT UNTIL ALL WALLS ARE IN THE SHOP <ul style="list-style-type: none"> • TAKE OUT GAG BEFORE THROWING AWAY (BE SURE ALL WALLS ARE IN SHOP BEFORE WORKING ON GAGS) • TAKE COLUMN BASE TO THE SHOP • BEGIN TAKING WALLS OFF COLUMN 2 <ul style="list-style-type: none"> • UNSCREW ONE WALL FROM HEAD HEIGHT DOWN • WALK DOWN AND INTO SHOP • CONT UNTIL ALL WALLS ARE IN THE SHOP <ul style="list-style-type: none"> • TAKE OUT GAGS BEFORE TROWING AWAY (BE SURE ALL WALLS ARE IN SHOP BEFORE WORKING ON GAGS) • TAKE COLUMN BASE TO THE SHOP • BEGIN TAKING WALLS OFF COLUMN 3 <ul style="list-style-type: none"> • UNSCREW ONE WALL FROM HEAD HEIGHT DOWN • WALK DOWN AND INTO SHOP • CONT UNTIL ALL WALLS ARE IN THE SHOP • TAKE COLUMN BASE TO THE SHOP 	<ul style="list-style-type: none"> • TAKE THRUST OUT <ul style="list-style-type: none"> • UNSCREW MASO CAP <ul style="list-style-type: none"> • PUT ON CART • RIP OFF DUV <ul style="list-style-type: none"> • SAVE AND PUT ON CART • DISCONNECT FROM STAGE • FLIP TO BE ON STAGE DECK • DETATCH LEGS • TAKE WHOLE UNIT INTO SHOP • DISMANTLE FURTHER • SAVE/TRASH MATERIALS • TIME _____ • BEGIN TAKING WALLS OFF COLUMN 2 <ul style="list-style-type: none"> • UNSCREW ONE WALL FROM HEAD HEIGHT DOWN • WALK DOWN AND INTO SHOP • CONT UNTIL ALL WALLS ARE IN THE SHOP <ul style="list-style-type: none"> • TAKE OUT GAGS BEFORE TROWING AWAY (BE SURE ALL WALLS ARE IN SHOP BEFORE WORKING ON GAGS) • TAKE COLUMN BASE TO THE SHOP • TIME _____
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<ul style="list-style-type: none"> • TIME _____ • DETACH TOP STEEL CROSS PIECE <ul style="list-style-type: none"> • <i>USE 7/16" DRIVER AND OPEN BOX WRENCH</i> • RIDE DOWN WITH CROSS PIECE • HAVE SOMEONE TAKE IT TO THE SHOP • TIME _____ 		
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• **PART 2: IN (~1 HR)**

<ul style="list-style-type: none"> • POSITION BOTH GENIES UNDER FALSE PRO TOP <ul style="list-style-type: none"> • TIE OFF TOP BELOW PULLYS (USE BOWLINE) • FEED ROPE DOWN TO DECK • ONCE TENSION IS ON FALSE PRO UNDO CABLE PICK POINTS • TIME _____ • DISCONNECT PICK POINTS FROM TRACK LINESET <ul style="list-style-type: none"> • UNSCREWE COLUMN FROM HEAD HEIGHT UP • ALL SIDES • TIME _____ • DETACH TOP STEEL CROSS PIECE <ul style="list-style-type: none"> • <i>USE 7/16" DRIVER AND OPEN BOX WRENCH</i> • RIDE DOWN WITH CROSS PIECE • HAVE SOMEONE TAKE IT TO THE SHOP • TIME _____ • POSITION BOTH GENIES AROUND COLUMN 2 <ul style="list-style-type: none"> • CADDY CORNER THE GENIE AROUND THE COLUMN SO YOU CAN ROTATE THE COLUMN AND NOT HAVE TO ADJUST THE GENIE • TIME _____ • BEGIN UNSCREWING COLUMN 2 <ul style="list-style-type: none"> • UNSCREW COLUMN FROM HEAD HEIGHT UP • ALL SIDES • TIME _____ • DETACH TOP STEEL CROSS PIECE <ul style="list-style-type: none"> • <i>USE 7/16" & 1/2" DRIVER AND OPEN BOX WRENCH</i> • RIDE DOWN WITH CROSS PIECE • HAVE SOMEONE TAKE IT TO THE SHOP • TIME _____ • POSITION BOTH GENIES AROUND COLUMN 3 <ul style="list-style-type: none"> • CADDY CORNER THE GENIE AROUND THE COLUMN SO YOU CAN ROTATE THE COLUMN AND NOT HAVE TO ADJUST THE GENIE • TIME _____ • BEGIN UNSCREWING COLUMN 3 	<ul style="list-style-type: none"> • UNSCREW FALSE PRO FROM <ul style="list-style-type: none"> • V, 6, 7, 14, 16, 20, 21, 31, 33, 36, 40 • IF ALREADY OUT JUST DOUBLE CHECK THEY ARE TO THE GRID • PRESET ROPES DS FOR FALSE PRO <ul style="list-style-type: none"> • 4 ROPES • PRESET UNDER PULLEYS • WAIT FOR TABITHA'S TEAM TO BE DONE AND READY TO MOVE ON • BEGIN TAKING WALLS OFF COLUMN 1 <ul style="list-style-type: none"> • UNSCREW ONE WALL FROM HEAD HEIGHT DOWN • WALK DOWN AND INTO SHOP • CONT UNTIL ALL WALLS ARE IN THE SHOP <ul style="list-style-type: none"> • TAKE OUT GAG BEFORE THROWING AWAY (BE SURE ALL WALLS ARE IN SHOP BEFORE WORKING ON GAGS) • TAKE COLUMN BASE TO THE SHOP • BEGIN TAKING WALLS OFF COLUMN 2 <ul style="list-style-type: none"> • UNSCREW ONE WALL FROM HEAD HEIGHT DOWN • WALK DOWN AND INTO SHOP • CONT UNTIL ALL WALLS ARE IN THE SHOP <ul style="list-style-type: none"> • TAKE OUT GAGS BEFORE THROWING AWAY (BE SURE ALL WALLS ARE IN SHOP BEFORE WORKING ON GAGS) • TAKE COLUMN BASE TO THE SHOP • BEGIN TAKING WALLS OFF COLUMN 3 <ul style="list-style-type: none"> • UNSCREW ONE WALL FROM HEAD HEIGHT DOWN • WALK DOWN AND INTO SHOP • CONT UNTIL ALL WALLS ARE IN THE SHOP • TAKE COLUMN BASE TO THE SHOP 	<ul style="list-style-type: none"> • TAKE THRUST OUT <ul style="list-style-type: none"> • UNSCREW MASO CAP <ul style="list-style-type: none"> • PUT ON CART • RIP OFF DUV <ul style="list-style-type: none"> • SAVE AND PUT ON CART • DISCONNECT FROM STAGE • FLIP TO BE ON STAGE DECK • DETATCH LEGS • TAKE WHOLE UNIT INTO SHOP • DISMANTLE FURTHER • SAVE/TRASH MATERIALS • TIME _____ • BEGIN TAKING WALLS OFF COLUMN 2 <ul style="list-style-type: none"> • UNSCREW ONE WALL FROM HEAD HEIGHT DOWN • WALK DOWN AND INTO SHOP • CONT UNTIL ALL WALLS ARE IN THE SHOP <ul style="list-style-type: none"> • TAKE OUT GAGS BEFORE THROWING AWAY (BE SURE ALL WALLS ARE IN SHOP BEFORE WORKING ON GAGS) • TAKE COLUMN BASE TO THE SHOP • TIME _____
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<ul style="list-style-type: none"> • UNSCREW COLUMN FROM HEAD HEIGHT UP • ALL SIDES • TIME _____ • DETACH TOP STEEL CROSS PIECE <ul style="list-style-type: none"> • USE 7/16" DRIVER AND OPEN BOX WRENCH • RIDE DOWN WITH CROSS PIECE • HAVE SOMEONE TAKE IT TO THE SHOP • TIME _____ 		
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- PART 3: 'MURICA (ALL EVENING)

- **TEAM JAKE**

- SABRINA JOHNSON, KEVIN, SZCZENY, FLYNN, YOONHEE
- THIS TEAM WILL BE MOVING PIECES INTO THE TRASH ONCE TEAMS BRING THEM INTO THE SHOP AND WILL ASSIST ALL OTHER GROUPS ACCORDINGLY, IDEALLY THIS TEAM WILL BE FILLING/ORGANIZING THE DUMPSTER
- ALL EVENING

- **VINCE**

- OVERSEER OF THE DISMANTLING IN THE SHOP, MAKING SURE PEOPLE ARE ACTING SAFE AND MOVING WITH PURPOSE

- **ALL OTHERS**

- IF YOU ARE NOT LISTED TO BE IN A GROUP YOU ARE A FLOATER
- THIS MEANS:
 - NO PHONES
 - NO TALKING
 - STAYING IN A GROUP TOGETHER WHEN YOU ARE NOT WORKING
 - ANSWERING TO THE GROUP LEADERS (STEPHEN, TABITHA, KELSIE, ASHLEY, VINCE, JAKE)
 - YOU WILL BE EXPECTED TO MOVE SAFELY AND WITH PURPOSE