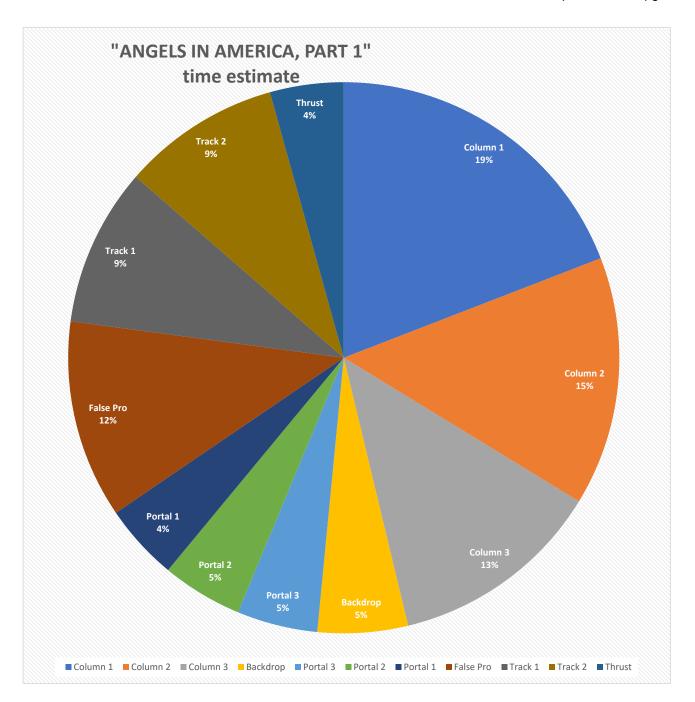
ID#	<u>Description</u>	Duration (IN HOURS)	F	PessT	OptiT	MLT	EstT
1	Column 1	3.86					
1.1	Position Genie	10.27		15	4	9	9.17
1.2	Unscrew sides above head height	22.97		20	5	10	10.83
1.3	Unbolt top crosspiece	16.80		20	10	15	15.00
1.4	Finish unscrewing sides	19.43		15	4	9	9.17
1.5	Walk down wall 1	8.21		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	L	20	10	15	15.00
3.4	Finish unscrewing sides	10.27	L	15	4	9	9.17
3.5	Walk down wall 1	8.21	L	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	F	12	4	7	7.33
3.9	take base to shop	8.21	F	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 Trash walls	16.80	├	20	10	15	15.00
3.14	Trash top cross piece	16.80 5.60	┝	20 5	10 5	15 5	15.00 5.00
			\dashv	J	J	J	5.00
4	Backdrop Pring lineset 22 in to dock	1.07 5.60	-	Г	Е	Е	E 00
4.1	Bring lineset 33 in to deck	11.39	┝	5 20	5 5	5 9	5.00
4.2	remove weight off of batten detach backdrop from batten	11.39	┝	20	7	10	10.17 11.17
4.4	unbolt pieces from one another	12.51	-	20	7		11.17
4.4	take pieces into shop	8.21	┢	12	4	10 7	7.33
4.5	cut into pieces	8.21	┢	12	4	7	7.33
4.7	trash all pieces	5.60	F	5	5	5	5.00
5	Portal 3	0.96	+		J	J	5.00
5.1	remove weight off of batten		┝	20	5	9	10 17
5.1	Lemove weight on or patten	11.39	L	20	5	Э	10.17

13.21

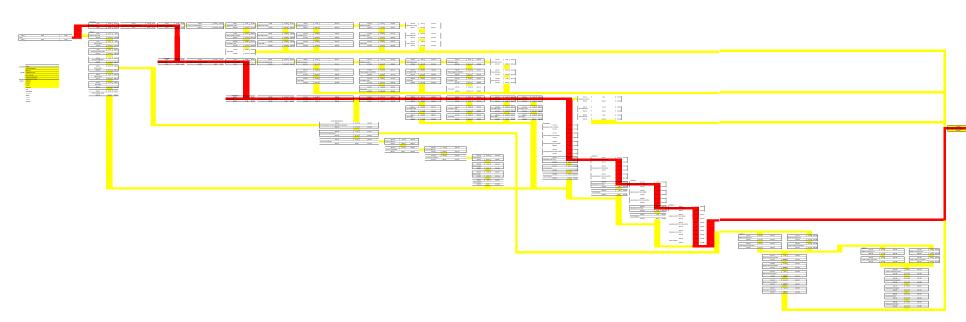
I	Idata ah mantal 2 fuana hattan	11.20	1 1	20	-	^	10 17
5.2	detach portal 3 from batten	11.39	-	20	5	9	10.17
5.3	sawzall pieces from one another	12.51	-	20	7	10	11.17
5.4	take pieces into shop	8.21	-	12	4	7	7.33
5.5	cut into pieces	8.21	- 1	12	4	7	7.33
5.6	trash all pieces	5.60	\blacksquare	5	5	5	5.00
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	4	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	П				
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
	fold on seams	5.23	-	7	10	5	4.67
	take to shop	5.23	-	7	1	5	4.67
			-	5	5	5	
8.12 9	trash all pieces Track 1	5.60 1.87	+	5	5	5	5.00
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
		25.20	-				
9.3	Break connections SR		-	45	10	20	22.50
9.4	Lower 3 Pieces onto floow	12.51	-	20	7 5	10	11.17
9.5	Lower Line Set 10 to deck	5.60	_	5	5	5	5.00
9.6	detach track from batten			20		0	
	Talla Lina Cali 40 La said	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	2.24 12.51		2 20	7	2	2.00 11.17
9.8 9.9	Break track connections Take pieces into shop	2.24 12.51 5.23		2 20 7	2 7 1	2 10 5	2.00 11.17 4.67
9.8 9.9 9.10	Break track connections Take pieces into shop Save hardware	2.24 12.51 5.23 0.00		2 20	7	2	2.00 11.17
9.8 9.9 9.10 10	Break track connections Take pieces into shop Save hardware Track 2	2.24 12.51 5.23 0.00 1.87		2 20 7 0	2 7 1 0	2 10 5 0	2.00 11.17 4.67 0.00
9.8 9.9 9.10 10 10.1	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL	2.24 12.51 5.23 0.00 1.87 25.20		2 20 7 0	2 7 1 0	2 10 5 0	2.00 11.17 4.67 0.00 22.50
9.8 9.9 9.10 10 10.1 10.2	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor	2.24 12.51 5.23 0.00 1.87 25.20 12.51		2 20 7 0 45 20	2 7 1 0	2 10 5 0	2.00 11.17 4.67 0.00 22.50 11.17
9.8 9.9 9.10 10 10.1 10.2 10.3	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20		2 20 7 0 45 20 45	2 7 1 0 10 7 10	2 10 5 0 20 10 20	2.00 11.17 4.67 0.00 22.50 11.17 22.50
9.8 9.9 9.10 10 10.1 10.2 10.3 10.4	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20		2 20 7 0 45 20 45 20	2 7 1 0 10 7 10 7	2 10 5 0 20 10 20 10	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17
9.8 9.9 9.10 10 10.1 10.2 10.3 10.4 10.5	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60		2 20 7 0 45 20 45 20 5	2 7 1 0 10 7 10 7 5	2 10 5 0 20 10 20 10 5	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00
9.8 9.9 9.10 10 10.1 10.2 10.3 10.4 10.5 10.6	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39		2 20 7 0 45 20 45 20 5	2 7 1 0 10 7 10 7 5 5	2 10 5 0 20 10 20 10 5 9	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17
9.8 9.9 9.10 10 10.1 10.2 10.3 10.4 10.5 10.6 10.7	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24		2 20 7 0 45 20 45 20 5 20	2 7 1 0 7 10 7 5 5 2	2 10 5 0 20 10 20 10 5 9	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00
9.8 9.9 9.10 10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51		2 20 7 0 45 20 45 20 5	2 7 1 0 10 7 10 7 5 5	2 10 5 0 20 10 20 10 5 9	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00
9.8 9.9 9.10 10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track Take pieces into shop	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51 5.23		2 20 7 0 45 20 45 20 5 20	2 7 1 0 7 10 7 5 5 2 7	2 10 5 0 20 10 20 10 5 9 2 10 5	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00 11.17 4.67
9.8 9.9 9.10 10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track Take pieces into shop Save hardware	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51 5.23 0.00		2 20 7 0 45 20 45 20 5 20 2	2 7 1 0 7 10 7 5 5 5 2 7	2 10 5 0 20 10 20 10 5 9 2	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00
9.8 9.9 9.10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9 10.10	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track Take pieces into shop	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51 5.23 0.00 0.87		2 20 7 0 45 20 45 20 5 20 2 20 7	2 7 1 0 7 10 7 5 5 2 7	2 10 5 0 20 10 20 10 5 9 2 10 5	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00 11.17 4.67
9.8 9.9 9.10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track Take pieces into shop Save hardware	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51 5.23 0.00		2 20 7 0 45 20 45 20 5 20 2 20 7	2 7 1 0 7 10 7 5 5 2 7	2 10 5 0 20 10 20 10 5 9 2 10 5	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00 11.17 4.67
9.8 9.9 9.10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9 10.10 11.1	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track Take pieces into shop Save hardware Thrust	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51 5.23 0.00 0.87		2 20 7 0 45 20 45 20 5 20 2 20 7	2 7 1 0 7 10 7 5 5 2 7 1	2 10 5 0 20 10 20 10 5 9 2 10 5 0	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00 11.17 4.67 0.00
9.8 9.9 9.10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9 10.10 11.1 11.1	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track Take pieces into shop Save hardware Thrust Remove maso cap	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51 5.23 0.00 0.87 5.23		2 20 7 0 45 20 45 20 5 20 2 20 7 0	2 7 1 0 7 10 7 5 5 2 7 1 0	2 10 5 0 20 10 20 10 5 9 2 10 5 0	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00 11.17 4.67 0.00
9.8 9.9 9.10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9 10.10 11.1 11.1	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track Take pieces into shop Save hardware Thrust Remove maso cap Remove DUV	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51 5.23 0.00 0.87 5.23 2.61		2 20 7 0 45 20 45 20 5 20 2 20 7 0	2 7 1 0 7 10 7 5 5 2 7 1 0	2 10 5 0 20 10 20 10 5 9 2 10 5 0	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00 11.17 4.67 0.00
9.8 9.9 9.10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9 10.10 11 11.1 11.2 11.3 11.4	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track Take pieces into shop Save hardware Thrust Remove maso cap Remove DUV Disconnect from stage	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51 5.23 0.00 0.87 5.23 2.61 2.61		2 20 7 0 45 20 45 20 2 20 7 0	2 7 1 0 7 10 7 5 5 2 7 1 0	2 10 5 0 20 10 5 9 2 10 5 0 5 0	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00 11.17 4.67 0.00 4.67 2.33 2.33
9.8 9.9 9.10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9 10.10 11 11.1 11.2 11.3 11.4	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track Take pieces into shop Save hardware Thrust Remove maso cap Remove DUV Disconnect from stage Raise to stage deck	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51 5.23 0.00 0.87 5.23 2.61 2.61 5.60		2 20 7 0 45 20 45 20 2 20 7 0 7 5 5	2 7 1 0 7 10 7 5 5 2 7 1 0	2 10 5 0 20 10 5 9 2 10 5 0 5 0	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 2.00 11.17 4.67 0.00 4.67 2.33 2.33 5.00
9.8 9.9 9.10 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9 10.10 11.1 11.2 11.3 11.4 11.5	Break track connections Take pieces into shop Save hardware Track 2 Break connections SL Lower 3 pieces onto floor Break connections SR Lower 3 Pieces onto floow Lower Line Set 10 to deck detach track from batten Take Line Set 10 to grid Disconnect track Take pieces into shop Save hardware Thrust Remove maso cap Remove DUV Disconnect from stage Raise to stage deck Remove legs	2.24 12.51 5.23 0.00 1.87 25.20 12.51 25.20 12.51 5.60 11.39 2.24 12.51 5.23 0.00 0.87 5.23 2.61 2.61 5.60 12.51		2 20 7 0 45 20 5 20 2 20 7 0 7 5 5 7	2 7 1 0 7 10 7 5 5 2 7 1 0	2 10 5 0 20 10 5 9 2 10 5 0 5 0	2.00 11.17 4.67 0.00 22.50 11.17 22.50 11.17 5.00 10.17 2.00 11.17 4.67 0.00 4.67 2.33 2.33 5.00 11.17



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 Stephen Frausto pg. 4



• 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) 	
POSITION BOTH GENIES AROUND COLUMN 1 CADDY CORNER THE GENIE AROUND THE COLUMN SO YOU CAN ROTATE THE COLUMN AND NOT HAVE TO ADJUST THE GENIE TIME	TAKE ALL LINE SETS OUT 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 4 ROPES PRESET UNDER PULLEYS WAIT FOR TABITHA'S TEAM TO BE DONE AND READY TO MOVE ON BEGIN TAKING WALLS OFF COLUMN 1 UNSCREW ONE WALL FROM HEAD HEIGHT DOWN WALK DOWN AND INTO SHOP CONT UNTIL ALL WALLS ARE IN THE SHOP 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 3 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 TAKE COLUMN BASE TO THE SHOP TAKE COLUMN BASE TO THE SHOP	TAKE THRUST OUT UNSCREW MASO CAP PUT ON CART RIP OFF DUV 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 TIIME BEGIN TAKING WALLS OFF COLUMN 2 UNSCREW ONE WALL FROM HEAD HEIGHT DOWN WALK DOWN AND INTO SHOP CONT UNTIL ALL WALLS ARE IN THE SHOP TAKE OUT GAGS BEFORE TROWING AWAY (BE SURE ALL WALLS ARE IN SHOP BEFORE WORKING ON GAGS) TAKE COLUMN BASE TO THE SHOP TIME TIME TIME

		Stephen Frausto pg. 6
TIME DETACH TOP STEEL CROSS PIECE USE 7/16" DRIVER AND OPEN BOX WRENCH RIDE DOWN WITH CROSS PIECE HAVE SOMEONE TAKE IT TO THE SHOP TIME POSITION BOTH GENIES UNDER FALSE PRO TOP TIE OFF TOP BELOW PULLYS (USE	 PART 2: IN (~1 HR) UNSCREW FALSE PRO FROM V, 6, 7, 14, 16, 20, 21, 31, 33, 36, 40 IF ALREADY OUT JUST DOUBLE 	TAKE THRUST OUT UNSCREW MASO CAP PUT ON CART
BOWLINE) • FEED ROPE DOWN TO DECK • ONCE TENSION IS ON FALSE PRO UNDO CABLE PICK POINTS • TIME • DISCONNECT PICK POINTS FROM TRACK LINESET • UNSCRWE COLUMN FROM HEAD HEIGHT UP • ALL SIDES • TIME • DETACH TOP STEEL CROSS PIECE • USE 7/16" DRIVER AND OPEN BOX WRENCH • RIDE DOWN WITH CROSS PIECE • HAVE SOMEONE TAKE IT TO THE SHOP	CHECK THEY ARE TO THE GRID PRESET ROPES DS FOR FALSE PRO 4 ROPES PRESET UNDER PULLEYS WAIT FOR TABITHA'S TEAM TO BE DONE AND READY TO MOVE ON BEGIN TAKING WALLS OFF COLUMN 1 UNSCREW ONE WALL FROM HEAD HEIGHT DOWN WALK DOWN AND INTO SHOP CONT UNTIL ALL WALLS ARE IN THE SHOP TAKE OUT GAG BEFORE	RIP OFF DUV 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 UNSCREW ONE WALL FROM HEAD HEIGHT DOWN WALK DOWN AND INTO SHOP CONT UNTIL ALL WALLS ARE IN THE SHOP TAKE OUT GAGS BEFORE
TIME POSITION BOTH GENIES AROUND COLUMN 2 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 UNSCREW COLUMN FROM HEAD HEIGHT UP ALL SIDES TIME	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 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	TROWING AWAY (BE SURE ALL WALLS ARE IN SHOP BEFORE WORKING ON GAGS) TAKE COLUMN BASE TO THE SHOP TIME
DETACH TOP STEEL CROSS PIECE USE 7/16" & 1/2" DRIVER AND OPEN BOX WRENCH RIDE DOWN WITH CROSS PIECE HAVE SOMEONE TAKE IT TO THE SHOP TIME POSITION BOTH GENIES AROUND COLUMN 3 CADDY CORNER THE GENIE AROUND THE COLUMN SO YOU CAN ROTATE THE COLUMN AND NOT HAVE TO ADJUST THE GENIE		

BEGIN UNSCREWING COLUMN 3

	Stephen Frausto pg. 7
UNSCREW COLUMN FROM HEAD	
HEIGHT UP	
ALL SIDES	
• TIME	
DETACH TOP STEEL CROSS PIECE	
USE 7/16" DRIVER AND OPEN BOX WRENCH	
RIDE DOWN WITH CROSS PIECE	
HAVE SOMEONE TAKE IT TO THE	
SHOP	
• TIME	

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