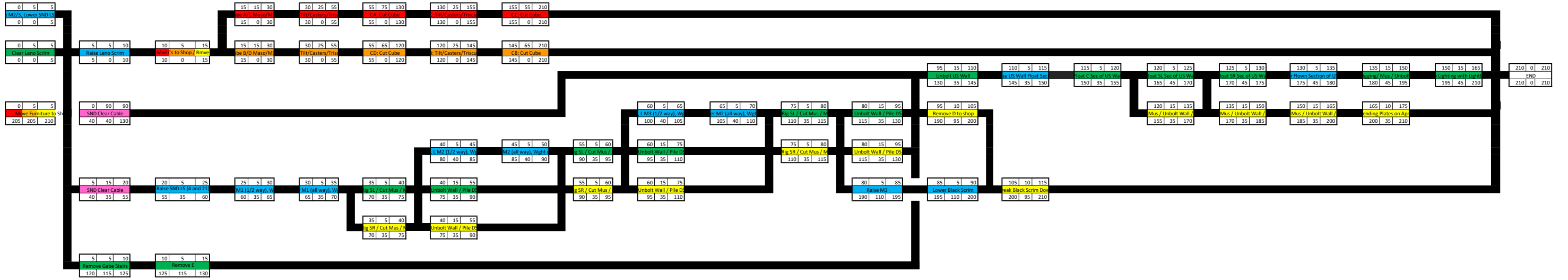


T1 T3 T5
T2 T4 SND



"Next to Normal" Strike

Team Assignments

<p>Team 1 Shop</p> <p>Leader: Frausto Caroline (Shop) Issy (Shop) Madeleine (160) Steven (160) James (150)</p>	<p>Team 2 Shop</p> <p>Leader: Amy Kaylan (Shop) William (160) Madeline (160) Kaleb (150)</p>	<p>Team 3 Stage</p> <p>Leader: Kay Alexis (Shop) Kevin (Shop) Dustin (Shop) Audra (160) Ryan (150)</p>	<p>Team 4 Stage</p> <p>Leader: Zack Leigh (Shop) Katie (Shop) Zhengxin (160) Matt (150)</p>	<p>Team 5 Stage</p> <p>Loading Gallery Arthur (Shop) Kenneth (Shop) Fly Rail Vince Rich</p>
--	--	--	---	---



Keep vs. Trash Overview

Wagon Brakes	Keep	Muslin	Keep big pieces
Maso (flooring)	Keep	Flats	Keep
MDF border	Trash	Clips	Keep
Casters	Keep	Hardware	Keep
Triscuits	Keep	Aircraft Cable	Keep
Box Tube	Keep anything > 1.5'	Lightbulbs	Keep
Hardware	Keep		
Furniture Casters	Keep		

Next to Normal - Team 1 and 2 Strike Plan

Strike Plan V.3
11/18/2018

Key:

PTBD	Portoband
SGS	Screw Gun Square Bit
S	Socket
SZL	Sawzall

Keep vs. Trash

Wagon Brakes	Keep
Masonite (flooring)	Keep
MDF border	Trash
Casters	Keep
Triscuits	Keep
Box Tube	Keep anything > 1.5'
Hardware	Keep
Furniture Casters	Keep

Team Overview:	Team 1 Leader: Frausto Caroline (Shop) Issy (Shop) Madeleine (160) Steven (160) James (150)	Team 2 Leader: Amy Kaylan (Shop) William (160) Madeline (160) Kaleb (150)	Team 3 Leader: Kay Alexis (Shop) Kevin (Shop) Dustin (Shop) Audra (160) Ryan (150)	Team 4 Leader: Zack Leigh (Shop) Katie (Shop) Zhengxin (160) Matt (150)	Team 5 Loading Gallery Arthur (Shop) Kenneth (Shop) Fly Rail: Vince, Rich Organization: Jake	DONE BY (assuming 5PM START)
Furniture and Cubes to Shop	1. White rolling chairs (x2), white piano bench (x1), and white table (x1) to Scene Shop 2. Big rolling Cubes (x4) into shop 3. Chairs and tables from cubes to Dock *SGS			1. Clear Bottom of Leno Scrim (Stage Bricks to SL Wall) 2. Remove Gabe Stairs (Maso, then Triscuit, then 2x4) *SGS 3. Remove E (Flat DS of Gabe Stairs) *SGS	1. LS12 and LS22 OUT (+18') 2. LS4 and LS21 IN - so sound can un-cable. 3. Wait for Team 4 cue, LS41 OUT	5:15PM
Brake Down Cubes	For Cube A and C: 1A. Wagon brakes (into Hardware bucket) 1B. Maso sheets (to Storage) 1C. MDF border (to Trash) *SGS 2. Tilt Cube A, Casters (into Caster Bucket) and Triscuits (piled in corner) *S 3. Cut Cube A ** *PTBD + SZL	For Cube B and D: 1A. Wagon brakes (into Hardware bucket) 1B. Maso sheets (to Storage) 1C. MDF border (to Trash) *SGS 2. Tilt Cube D, Casters (into Caster Bucket) and Triscuits (piled in corner) *S 3. Cut Cube D ** *PTBD + SZL	For SR Mask Walls(x3): 1A. Help walk wall down 1B. Once it is dropped, wait for Team 5 cue 1C. Remove Rigging D. Move Flat CS E. Cue Team 5 for next Wall F. Majority crew: Cut Muslin, Unbolt flats, Pile Flats DS, Rest: Step 1A for next wall *S + Knife	For SL Mask Walls(x3): 1A. Help walk wall down 1B. Once it is dropped, wait for Team 5 cue 1C. Remove Rigging D. Move Flat CS E. Cue Team 5 for next Wall F. Majority crew: Cut Muslin, Unbolt flats, Pile Flats DS, Rest: Step 1A for next wall *S + Knife	1. Wait for SND cue, LS4 and LS21 OUT (+25') 2. LS3 - HALF WAY IN 3. Remove 2 bricks 4. LS3 IN 5. Remove all but 3 bricks 6. Wait for Team 3 + Team 4 cue, LS3 OUT 7. Repeat steps 2-6 for LS12 and LS22 when previous walls have been moved to CS	6:35 PM
	1. Cut Cube A *PTBD + SZL	1. Cut Cube D *PTBD + SZL	1. D to Shop (flat under big window of US Wall) *SGS	1. Unbolt Flown Section of US Wall *S	1. Wait for Team 4 cue, LS26 OUT	7:00 PM
	1. Tilt Cube C, Casters (into Caster Bucket) and Triscuits (piled in corner) *S 2. Cut Cube C *PTBD + SZL 3. Remove Furniture Casters / Hardware *S + SGS	1. Tilt Cube B, Casters (into Caster Bucket) and Triscuits (piled in corner) *S 2. Cut Cube B *PTBD + SZL 3. Remove Furniture Casters / Hardware *S + SGS	1. After Team 4 floats Center Section of US Wall down: Cut Muslin/ Unbolt flats/ Pile Flats DS *S 2. After Team 4 floats SR Section of US Wall down: Cut Muslin/ Unbolt flats/ Put into Storage *S 3. After Team 4 floats SL Section of US Wall down: Cut Muslin/Unbolt flats *S 4. Put all flats into storage 1. Remove mending plates from Apron *SGS	1. Float Center Section of US Wall 2. Float SR Section of US Wall 3. Float SL Section of US Wall 4. After Flown Section of US Wall is Flown in and unweighted: remove rigging/Cut Muslin/Unbolt flats *S 5. Put all flats in Storage 1. Remove Lightbulbs with Lighting	1. Wait for Team 4 cue, LS26 IN 2. Remove Weight 3. Wait for Team 4 cue, LS26 OUT	8:00 PM
Clean	Clean and Sweep					8:30 PM

Notes for Team 1 and 2:

**By cutting the base of the cube first, the top part can be flipped over and there can be 2 workspaces for cutting on each cube

Next to Normal - Team 3, 4 and 5 Strike Plan

Strike Plan V.3
11/18/2018

Key:

PTBD	Portoband
SGS	Screw Gun Square Bit
S	Socket
SZL	Sawzall

Keep vs. Trash

Muslin	Keep big pieces
Flats	Keep
Clips	Keep
Hardware	Keep
Aircraft Cable	Keep
Lightbulbs	Keep

Team Overview:	Team 1 Leader: Frausto Caroline (Shop) Issy (Shop) Madeleine (160) Steven (160) James (150)	Team 2 Leader: Amy Kaylan (Shop) William (160) Madeline (160) Kaleb (150)	Team 3 Leader: Kay Alexis (Shop) Kevin (Shop) Dustin (Shop) Audra (160) Ryan (150)	Team 4 Leader: Zack Leigh (Shop) Katie (Shop) Zhengxin (160) Matt (150)	Team 5 Loading Gallery Arthur (Shop) Kenneth (Shop) Fly Rail: Vince, Rich Organization: Jake	DONE BY (assuming 5PM START)
Furniture and Cubes to Shop / Clear Leno Scrim + Gabe Stairs + E	1. White rolling chairs (x2), white piano bench (x1), and white table (x1) to Scene Shop Big rolling Cubes (x4) into shop 3. Chairs and tables from cubes to Dock *SGS		2.	1. Clear Bottom of Leno Scrim (Stage Bricks to SL Wall) ** 2. Remove Gabe Stairs (Maso, then Triscuit, then 2x4) *SGS 3. Remove E (Flat DS of Gabe Stairs) *SGS	1. LS12 and LS22 OUT (+18') 2. LS4 and LS21 IN - so sound can un-cable. 3. Wait for Team 4 cue, LS41 OUT	5:15PM
Masking Walls	For Cube A and C: 1A. Wagon brakes (into Hardware bucket) 1B. Maso sheets (to Storage) 1C. MDF border (to Trash) *SGS 2. Tilt Cube A, Casters (into Caster Bucket) and Triscuits (piled in corner) *S 3. Cut Cube A *PTBD + SZL	For Cube B and D: 1A. Wagon brakes (into Hardware bucket) 1B. Maso sheets (to Storage) 1C. MDF border (to Trash) *SGS 2. Tilt Cube D, Casters (into Caster Bucket) and Triscuits (piled in corner) *S 3. Cut Cube D *PTBD + SZL	For SR Mask Walls(x3): 1A. Help walk wall down 1B. Once it is dropped, wait for Team 5 cue 1C. Remove Rigging D. Move Flat CS E. Cue Team 5 for next Wall F. Majority crew: Cut Muslin, Unbolt flats, Pile Flats DS, Rest: Step 1A for next wall *S + Knife	For SL Mask Walls(x3): 1A. Help walk wall down 1B. Once it is dropped, wait for Team 5 cue 1C. Remove Rigging D. Move Flat CS E. Cue Team 5 for next Wall F. Majority crew: Cut Muslin, Unbolt flats, Pile Flats DS, Rest: Step 1A for next wall *S + Knife	1. Wait for SND cue, LS4 and LS21 OUT (+25') 2. LS3 - HALF WAY IN 3. Remove 2 bricks 4. LS3 IN 5. Remove all but 3 bricks 6. Wait for Team 3 + Team 4 cue, LS3 OUT 7. Repeat steps 2-6 for LS12 and LS22 when previous walls have been moved to CS	6:35 PM
US Wall	1. Cut Cube A *PTBD + SZL	1. Cut Cube D *PTBD + SZL	1. D to Shop (flat under big window of US Wall) *SGS	1. Unbolt Flown Section of US Wall *S	1. Wait for Team 4 cue, LS26 OUT	7:00 PM
US Wall	1. Tilt Cube C, Casters (into Caster Bucket) and Triscuits (piled in corner) *S 2. Cut Cube C *PTBD + SZL 3. Remove Furniture Casters / Hardware *S + SGS	1. Tilt Cube B, Casters (into Caster Bucket) and Triscuits (piled in corner) *S 2. Cut Cube B *PTBD + SZL 3. Remove Furniture Casters / Hardware *S + SGS	1. After Team 4 floats Center Section of US Wall down: Cut Muslin/ Unbolt flats/ Pile Flats DS *S 2. After Team 4 floats SR Section of US Wall down: Cut Muslin/ Unbolt flats/ Put into Storage *S 3. After Team 4 floats SL Section of US Wall down: Cut Muslin/ Unbolt flats *S 4. Put all flats into storage	1. Float Center Section of US Wall 2. Float SR Section of US Wall 3. Float SL Section of US Wall 4. After Flown Section of US Wall is Flown in and unweighted: remove rigging/ Cut Muslin/ Unbolt flats *S 5. Put all flats in Storage	1. Wait for Team 4 cue, LS26 IN 2. Remove Weight 3. Wait for Team 4 cue, LS26 OUT	8:00 PM
Apron / Lightbulbs			1. Remove mending plates from Apron *SGS	1. Remove Lightbulbs with Lighting		8:15 PM
Clean	Clean and Sweep					8:30 PM

Notes for Team 4:

** Sound will be working in front of the Leno Scrim to get rid of the orchestra, so we must be as unobtrusive as possible getting rid of the bricks