MR. BURNS: A POST ELECTRIC PLAY

Scenic Strike Plan

* indicates team leader

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<u>Team 1</u> Trevor*		<u>Team 2</u> Clare*, Evan, Connor,	
<u>Team 1a</u> Heather*, Morgan, Elle, Samara, Hunter Campbell, Caitlyn	<u>Team 1b</u> Ashley*, Sara, Kevin, Ilene, Conner, Abi, Meggie	Szczesny, Neil	
Hour 1 - 4:45			
Gather and prepBreak into teams			
 Fly out all legs, borders, and cyc. Send 2 people up to fly rail. (Conner and Hunter) 		 Move car into shop (paint side) 	
 Untie ropes from pin rails connected to lineset 4. Fly in DS trees (lineset 4) to about a 30 degree angle, remove 2 bricks, fly in trees the rest of the way, remove weight until 4.5. above pipe weight, and detach DS trees. 		 Move walls into the shop. Remove jacks from walls. Put jacks away in the cart below the 	
 Remove weight until at pipe weight. Remove track from pipe. Place pipe track in shelving unit for long pipes and track. Fly out lineset 4. Join Team 1b to finish dismantling trees. 	 Dismantle DS trees. Throw away foam, masonite, and stick lumber. Keep all hardware. 	 Simalfa. Remove bed sheets from walls. Throw away the bedsheets. Dismantle frames from wall flats. Throw away any 1x3 that is under 6' or has too many staples in it that you would not be able to remove them. If there is remaining mounting hardware from the screen, it can be thrown away. 	
	Hour 2 - 5:45		
 Untie ropes from pin rails connected to lineset 16. Fly in US trees (lineset 16), o about a 30 degree angle, remove 2 bricks, fly in trees the rest of the way, remove weight until 4.5. above pipe weight, and detach DS trees. 		 Move the houseboat into the shop. Remove the roof on the houseboat. 	
 Remove weight. Once lineset 16 is at pipe weight. People on the fly rail can come back down. They should bring down all four ropes 	 Dismantle US trees. Throw away foam, masonite, and stick lumber. Keep all hardware. 	 Remove the bike frame and bike. Place the bike frame on the car. Separate the walls of the houseboat. Remove casters. Dismantle the flats. 	

Dismissal - 8:45				
 Clean up spaces (sweep and tidy) and put away tools in the shop. Bring scenery carriers and handles Stewart. Bring casters, tees, and flanges down to the trap room. Remove staples from stick lumber. Throw away any short pieces or pieces where the staples are not able to be removed easily. Organize hardware from buckets and put away. 				
hoists. Bring chain hoists into the shop. - Join Team 1b to finish dismantling SL Pro. Tree.	masonite, and stick lumber. Keep all hardware.	 If team 1 needs help, go and help them, if not, start on the cleaning up tasks found in the row below. 		
- Remove the SL pipe - Remove the SL chain	 Hour 4 - 7:45 Dismantle SL Pro. Tree. Throw away foam, 	 Take apart quick change booths and put away. 		
 Lower SL Pro. Tree. Remove SL Pro. Tree from pipe. 	- Continue to dismantle SR Pro. Tree Throw away foam, masonite, and stick lumber. Keep all hardware.	 - Inset ½" dowel into hole and trim to stage height. 		
 Remove the SR pipe. Place in pipe storage on the back wall of the shop. Remove the SR chain hoists. Bring chain hoists into the shop. 	 Dismantle SR Pro. Tree. Throw away foam, masonite, and stick lumber. Keep all hardware. 	 Dismantle the railings (pipes and 2x4s). Throw away 2x4s and put away the pipe (metal side of shop along back wall). Remove stage screws from the stage floor and put away in the cabinet 		
Hour 3 - 6:45				
 Lower SR Pro. Tree. Remove SR Pro. Tree from pipe. Place in pipe storage on the back wall of the shop. 				
 and put them away in the shop. Remove track from pipe. Place pipe track in shelving unit for long pipes and track. Fly out lineset 16. 		Throw away any stick lumber that is under 6' or has too many staples in it that you would not be able to remove them. Put all coat hooks in a bucket for Sydney.		