FINAL PLAN V2 10.20			
Rosencrantz & Guildenstern Are Dead Load-In Saturday Oct. 21st	TD: Kyle Hoehn 585-355-6523 ATD: Cliff Glowacki 440-752-9040	FSU Police: (850) 644-1234 Emergencies: Dial 911	<b>Nearest Hospital:</b> Tallahassee Memorial 1300 Miccosukee Rd, Tallahassee, FL 32308
	Team Blue	Team Red	Team Green
	*Cliff Glowacki* Xaq H. Colin Shay Brock Baird	*Ryan Ponsell* Zach Murphy Justin Voga	*Erin Collopy* Kassidy C. Zach Briscoe JD
8AM	Start at Lab. Strike Center & Plaster. Begin laying lower paint deck, starting DS, working upstage. <b>~2.5 hours</b>	Start at CAB. Load 36" Level Stud Walls onto Monster Truck Rack & Bed. Other Stud Walls that will fit. Drive to Lab. Unload. Return to CAB for remaining Stud Walls (2 Trips) ~2.5 hours	Start at CAB. Assist Red Team loading Monster Truck. Then begin loading Box truck. 11 Triscuits, Custom Platforms, Proscenium Walls, Stairs, Temporary ZH1 platform, Softgoods hamper (Leave behind Collapsible Fan platform) Drive to Lab. Unload. (~1 Trip) ~2.5 hours
At Completion of Scenery Move	Breakfast & Review Load-In Plan.		
	Strike Center & Plaster again. Lay out stud walls beginning with 36" level, working downstage. <b>~3 hours</b>	Assemble Proscenium Walls, place, and screw to floor. Add steel jacks on offstage sides. Attach Proscenium Monoliths to Walls. Trim wall openings to hide behind monolith openings. ~3 hours	Hang (2) pipes splitting center with cheeseboros, 1'-10" DS from Cyc pipe. Begin placing Upstage Monoliths, working SR to SL. Screw to Floor. Rig to pipe. Monolith J floats off of floor 40" ~3 hours
1PM		Lunch.	
	Cut & Lay Carpet for Tunnel Path, then begin placing Triscuits/36" level Platforms, then 36" level facing/cut duvatine, then 24"& 12" level platforms ~3 hours	Assist Blue Team in placing triscuits/custom platforms. <b>~3 hours</b>	Hang Cyc on upstage pipe. <b>~1 Hours</b>
	Cut Duvatine, upholstery staple to stud walls. Attach Facing to Deck. <b>~2 hours</b>	Hang Onstage Masking Legs <b>~2 hours</b>	Hang SR & SL Duvatine Curtains behind Proscenium Walls <b>~2.5 hours</b>
6PM	Dinner.		
	Notes, Tweaks, Edits <b>~3 Hours</b>		
10PM	Pack tools & return to shop to unload ~1 hour		