5-5:30	5:30-6	6-6:30	6-6:30
Strike all blue lights (hand over to electrics), glow/spike tape and other safety markings backstage	store all headsets and cables; clean and restore the backstage area (ring), booth, green room and callboard area.	Assist other teams, as needed	Move scenery to shop
Running light strike. Strike practicals.	Strike floor positions/instruments and cables, on and off stage.	ТВD	
Strike all backstage/onstage speakers (4), amps (1), cables, etc.	Store all sound equipment that has been cleared	Assist other teams as needed	
Clear Dressing Rooms and backstag	e areas of costumes		
Hand props to cabinets, Clear set dressing, Set props and cabinets to prop shop/storage		Assist other teams as needed	Move scenery to shop
Strike doors and send to trap room, strike upstairs flats and store in far UR corner until 6:30	Strike upper platform to DR ring. Strike stud walls to Caplin deck	Disassemble scaffolding and store in trap room	Move scenery to shop
Box pansies, bag dirt, bricks to wagon, remove all commando cloth and store	Strip carpet from DS to US (roll and take to back of house), begin deck perimeter strike DS. Stack deck platforms DR	Continue deck strike. Strike cellar when ext. stairs are clear	Strike Caplin Deck and Triscuits
Strike interior flats. 10x11 goes back up on wall SL. All others stack against it until 6:30	Finish wall strike. Strike windows	Strike interior platforms and stairs. 4x8 stock plat. goes into ring DR. Others stack DL. Stairs to trap room.	Move scenery to shop
Masking curtains dressed out of the way, Strike Row A to ramp hallway	Strike cyc and scrim and send to hamper, flip both projection walls to face against back wall w/braces still attached.	Remove braces and bottom flats from projection walls. Strike fences. Stack fence pieces on carts in wings.	Sort scenery in shop
Strike rooster plywood and brick	Strike exterior stairs and lower porch. Disassembled pieces to Caplin deck (until 6:30) once	Strike upper exterior platform and	
	Strike all blue lights (hand over to electrics), glow/spike tape and other safety markings backstage   Running light strike. Strike practicals.   Strike all backstage/onstage speakers (4), amps (1), cables, etc.   Clear Dressing Rooms and backstag   Hand props to cabinets, Clear set dreprop shop/storage   Strike doors and send to trap room, strike upstairs flats and store in far UR corner until 6:30   Box pansies, bag dirt, bricks to wagon, remove all commando cloth and store   Strike interior flats. 10x11 goes back up on wall SL. All others stack against it until 6:30   Masking curtains dressed out of the way, Strike Row A to ramp hallway	Strike all blue lights (hand over to electrics), glow/spike tape and other safety markings backstagestore all headsets and cables; clean and restore the backstage area (ring), booth, green room and callboard area.Running light strike. Strike practicals.Strike floor positions/instruments and cables, on and off stage.Strike all backstage/onstage speakers (4), amps (1), cables, etc.Store all sound equipment that has been clearedClear Dressing Rooms and backstage areas of costumesStore all sound equipment that has been clearedHand props to cabinets, Clear set dressing, Set props and cabinets to prop shop/storageStrike upper platform to DR ring. Strike doors and send to trap room, strike upstairs flats and store in far UR corner until 6:30Strike upper platform to DR ring. Strike stud walls to Caplin deckBox pansies, bag dirt, bricks to wagon, remove all commando cloth and storeStrike interior flats. 10x11 goes back up on wall SL. All others stack against it until 6:30Strike cyc and scrim and send to hamper, flip both projection walls to face against back wall w/braces still attached.Masking curtains dressed out of the way, Strike Row A to ramp hallwayStrike exterior stairs and lower	Strike all blue lights (hand over to electrics), glow/spike tape and other safety markings backstage store all headsets and cables; clean and restore the backstage area (ring), booth, green room and callboard area. Assist other teams, as needed   Running light strike. Strike practicals. Strike floor positions/instruments and cables, on and off stage. TBD   Strike all backstage/onstage speakers (4), amps (1), cables, etc. Store all sound equipment that has been cleared Assist other teams as needed   Clear Dressing Rooms and backstage areas of costumes Hand props to cabinets, Clear set dressing, Set props and cabinets to prop shop/storage Assist other teams as needed   Strike upstairs flats and store in far UR corner until 6:30 Strike upper platform to DR ring. Strike stud walls to Caplin deck Disassemble scaffolding and store in trap room. Strike interior flats. 10x11 goes back up on wall SL. All others stack against it until 6:30 Strike cyc and scrim and send to hamper, flip both projection walls to face against back wall wibraces still attached. Strike interior platforms and stairs. 4x8 stock plat, goes into may stairs. 4x8 stock plat. Strike force. Stack DL. Stairs to trap room.   Masking curtains dressed out of the way, Strike Row A to ramp hallway Strike exterior stairs and lower Strike exterior stairs and lower