

# Load-In/Out Tracks

## General Info

Carps will travel with 3 main units:

1. Soft Goods Hampers (2x, stacked on each other, the bottom w/ lid- “Drop”, top without overflow- “GAK”.)
2. Carpenter Crates (Toolbox, stacked with other work crates- LX or rigging??)
3. Chalet Cart (Shared with Props)

## Load-In

Hampers & Track Cart immediately head to the floor, with chalet carts being offstage for Props to grab their items. Carp workbox can stay offstage, HC will grab pack out bags for drops.

Carps will work from DS to US, adding/centering all drops and sending them into the air to stretch and leave room for other departments to work with battens. Second-to-last batten will be Main Curtain as to only take up one batten space on floor, and then Kabuki last (or whenever LX is available).

Once drops/curtains are hung, carps will construct the chalet (waiting for the marley to be laid-out first), center, and then add final touch ups for the in.

*(Note: All tracks are listed as being completed within 2 hours. This is the goal to push for; the goal for mid-way (or sooner) is 1 ½ hours. The order of which things will be done will remain the same, the only edit being how long it takes).*

Time	Task
00:15	00:00 - 00:15 Unload hampers & chalet/track carts. Bring all except chalet onto stage floor (leave chalet backstage for props), and begin bringing battens in.
00:30	00:15 - 00:30 With the locals, begin unrolling/tying DS Tree Drop onto batten and then MS Town Portal.
00:45	00:30 - 00:45 Continue with US Town Drop & center SR Town Drop. Then, begin assembling tracks for Main Stage Drop.
1:00	00:45-00:55

	<p>Connect MSD hardware on each side, install pulley line. Test, and then unload strapped chalet cart and sort panels.</p> <p>00:55 - 1:00 Place together first three panels (bottom   2-bolted)</p>
1:15	<p>W/ Weight + 1:00 - 1:15 Complete building bottom (fully bolted), start adding the middle pieces, starting with brace &amp; middle walls (using packing blankets).</p> <p>-----</p> <p>W/ Weight - 1:00 - 1:15 Connect roof from cart to the motor w/ makeshift 30ft pickle from Rigging/Auto. Install windows &amp; 2 middle walls.</p>
1:30	<p>W/ Weight + 1:15 - 1:30 Add the roof &amp; set everything up with motor &amp; tow lines if necessary.</p> <p>-----</p> <p>W/ Weight - Add back braces &amp; fully install all bolts internally from roof to last point- use crates to stabilize roof.</p>
1:45	<p>1:30 - 1:45 Drop the house on 'em. Place onto spike &amp; remove all cabling once motor has been raised off.</p>
2:00	<p>1:45 - 1:55 Working with LX/Props, setting up Kabuki with appropriate wiring, etc.</p> <p>1:55 - 2:00 Deadstore all hampers (double-stacked &amp; on chalet cart), carts (track cart on top of chalet cart, or near?) and personal items; set up carp workspace</p>

*Notes: "W/ Weight +/- is whether the venue can support the full weight of the completely-built chalet going up. If + (yes), we will build as much as we can on the ground and send it up as one unit. If - (no), we will build in pieces, stacking it together.*

*Order of drops + kabuki can change based on LX/Rigging preference.*

**Deadstorage/Workspace**

Carpenters will take up exactly 4' x 10' within the venue & attempt to backload the track cart (@ 4' x 21 1/2', too big/lanky). Depending on the venue, the carpenter workspace will primarily aim to be on SR side (for show accessibility), or in front/near the docks for projects to be completed.

**Load-Out**

In reverse, carpenters will focus on taking the chalet down first (both because wall pieces are first into the chalet cart to assist Props & to open up batten space for LX), then drops.

Drops will be communicated with every department on the floor to allow proper folding of each drop.

(Ask the PM if we can do the silly and fold it in the house??)

*(Note: As above, tasks are listed as being completed in 2 hours - this is the realistic goal as carpenters have the least amount of stuff but are potentially in the way of most of everyone else.)*

Time	Task
00:15	00:00 - 00:05 Bring out deadstored carts onto floor 00:05 - 00:15 Remove e-taped motor cable on Chalet & connect to raise top half- take apart bottom walls and keep middle/top floating at tension.
00:30	00:15 - 00:30 With locals, lower the M/T portion to the ground (facedown) and have locals act as fences. Unhook and run the chain back into the motor crate.
00:45	00:30 - 00:45 Disassemble M/T portions and store away onto the Chalet cart. Strap and send to Props for their items.
1:00	00:45 - 1:00 Bring in Town Main drop and remove bottom pipes, store away. With locals, fold main drop 4 times DS -> US and then do a dual fold 3 times for SL/SR. Place into Drop Hamper
1:15	1:00 - 1:15 Bring in Main Stage curtain; disconnect center carabiners & pull rope to collect hardware together. With locals, have the curtain be rolled/folded into a GAK hamper with hardware sticking out of top.
1:30	1:15 - 1:30 Push aside GAK Hamper and remove tracks, placing them onto the track cart; strap down and collect all rigging hardware.
1:45	1:30 - 1:45 Bring in MS Portal, DS Tree Portal, and SR Town Drop; remove from batten fold and place into drop hamper- place lid on top and use forklift to stack GAK over.
2:00	1:45 - 1:50 Disconnect Kabuki & wiring with it- set into a traveling crate (or GAK?) 1:50 - 2:00

Remove all carpenter items off-stage and towards the dock area and assist with loading the truck for the remainder of load-out (carpentry items are loaded last).
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*Order of drops + kabuki can change based on LX/Rigging preference.*

## Packout Sets

Packout sets are individual bags holding the main tools/hardware necessary to complete load-in/out projects. These are NOT to be used by other departments for other projects. If a tool is necessary, reach out to HC for equivalent in Tool Crate or Rigging Spares.

During load-in, packouts will be ON TOP of other tools (packing blanket will help separate) and will be taken out in the first hour to allow access to other tools in the crate.

<b>Chalet Packout</b> 2x 7/16” Wrenches 2x Socket Wrenches 2x 7/16” Sockets	<b>Drop Packout</b> 4x 9/16 Wrenches 2x 7/16 Wrenches 12x Track Chains	<b>Kabuki Packout</b> 2x Track Chains 1x 10’ Stinger 1x 5’ Stinger 2x Shackles
<u><b>Spares Box</b></u> 2x 7/16” Wrenches	<u><b>Spares Box</b></u> 12x Track Chains 1x 9/16 Wrench 1x 7/16 Wrench	<u><b>Spares Box</b></u> 2x Track Chains 1x 10’ Stinger 1x 5’ Stinger 4x Shackles

## “Pre-Load”

Before the final show, carps will clean up the work area, collecting all tools and organizing for the out. It will remain accessible for anyone to use, but a final count of tools will be made once the Kabuki has been dismantled.