

Set up and strike details 2009-03-05

<u>Angel of History Set up and Strike</u>	<u>Time</u>
• <input type="checkbox"/> Set Up - Carrie	42 mins
• <input type="checkbox"/> Initial Check	2 mins
• <input type="checkbox"/> Assess equipment storage from previous run. Is everything struck correctly? Advise crew if necessary.	
• <input type="checkbox"/> Radio Transmitters	20 mins
• <input type="checkbox"/> Run audio mult and power to under porch stairs	
• <input type="checkbox"/> Run projector power	
• <input type="checkbox"/> Safety tie off audio mult and power outside	
• <input type="checkbox"/> Plug in Radio transmitter main power strip	
• <input type="checkbox"/> Connect radio transmitter mult tails	
• <input type="checkbox"/> Tape transmitter antennas to railing	
• <input type="checkbox"/> Connect all radio transmitter antennas	
• <input type="checkbox"/> Visually confirm all audio and power connections at radio transmitters	
• <input type="checkbox"/> Computer / audio interface	5 mins
• <input type="checkbox"/> Power on rack	
• <input type="checkbox"/> Set up computer	
• <input type="checkbox"/> Set up audio interface	
• <input type="checkbox"/> Connect audio interface end of mult tails	
• <input type="checkbox"/> Connect anchor to audio interface	
• <input type="checkbox"/> Start QLab	
• <input type="checkbox"/> Play Test Cue	
• <input type="checkbox"/> Radios	10 mins
• <input type="checkbox"/> Power all radios	
• <input type="checkbox"/> Continuity test: Does each radio play the number that is written on it?	
• <input type="checkbox"/> Troubleshoot if necessary	
• <input type="checkbox"/> Power off radios	
• <input type="checkbox"/> Turn radios over to management to be buried (leave radios on)	
• <input type="checkbox"/> Final Check	5 mins
• <input type="checkbox"/> Double check list, confirm all steps completed before leaving	
• <input type="checkbox"/> Stop Test Cue	

<u>Angel of History Set up and Strike</u>	<u>Time</u>
• <input type="checkbox"/> Setup up - Sound Crew	25 mins
• <input type="checkbox"/> Move Equipment	10 mins
• <input type="checkbox"/> Move rack into position	
• <input type="checkbox"/> Put amp on top of rack	
• <input type="checkbox"/> Put iMac on top of amp	
• <input type="checkbox"/> Put out keyboard and mouse	
• <input type="checkbox"/> Drop Mult	
• <input type="checkbox"/> Drop orange sound power	
• <input type="checkbox"/> Drop projector power	
• <input type="checkbox"/> Radios	10 mins
• <input type="checkbox"/> Battery radios	
• <input type="checkbox"/> Power them up	
• <input type="checkbox"/> Hand off to Carrie for testing	
• <input type="checkbox"/> Wireless Monitor	5 mins
• <input type="checkbox"/> Battery up RF transmitter	
• <input type="checkbox"/> Test transmitter	
• <input type="checkbox"/> Give transmitter to Jules	

<u>Angel of History Set up and Strike</u>	<u>Time</u>
<ul style="list-style-type: none"> • <input type="checkbox"/> Strike - Sound Crew 1 	25 mins
<ul style="list-style-type: none"> • <input type="checkbox"/> Wait for all clear from management 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Computer / Audio interface 	10 mins
<ul style="list-style-type: none"> • <input type="checkbox"/> Power down computer 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Power down audio interface 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Disconnect audio interface end of mult tails 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Disconnect and strike monitors 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Box up computer 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Return equipment to storage positions 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Radio transmitters 	10 mins
<ul style="list-style-type: none"> • <input type="checkbox"/> Disconnect power 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Disconnect audio mult tails 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Disconnect antennas 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Strike antennas from railing 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Help back power and audio mult to under lan's window (from ground) 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Pull power and audio mult back into lan's bedroom 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Put radio transmitters and all related equipment into storage positions 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Final checks 	5 mins
<ul style="list-style-type: none"> • <input type="checkbox"/> Final walk through: is all equipment struck and put in storage positions? 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Does stage management have the walkie talkies to take back to CalArts and charge? 	
<ul style="list-style-type: none"> • <input type="checkbox"/> Take stock of remaining battery supplies -- e-mail Josh (josh@joshsenick.com) if more are needed 	

<u>Angel of History Set up and Strike</u>	<u>Time</u>
• <input type="checkbox"/> Strike - Sound Crew 2	25 mins
• <input type="checkbox"/> Wait for all clear from management	
• <input type="checkbox"/> Radios	10 mins
• <input type="checkbox"/> Get radios from management/actors	
• <input type="checkbox"/> Turn all radios off	
• <input type="checkbox"/> Unbattery all radios	
• <input type="checkbox"/> Clean off radios if necessary	
• <input type="checkbox"/> Return radios to storage position	
• <input type="checkbox"/> TECH ONLY: Com	10 mins
• <input type="checkbox"/> Strike Com base station	
• <input type="checkbox"/> Strike wired com	
• <input type="checkbox"/> Coil all XLR neatly	
• <input type="checkbox"/> Retrieve Wireless com from Josh and Carla	
• <input type="checkbox"/> Turn off wireless com	
• <input type="checkbox"/> Return com equipment to storage position	
• <input type="checkbox"/> Radio transmitters	5 mins
• <input type="checkbox"/> Pull power and audio mult back into Ian's bedroom when it's ready	
• <input type="checkbox"/> Coil power and audio mult in the corner of Ian's room	