

Detroit
Shift Plot

Edited 1/10/12

When	Pg. #	Cue	Who	NT From	Action	Notes
Sc. 1 into Sc. 2	23	Light shift after "...give us a chance."	Ortuno	SR	Strike all food, plate, cup props	Strike to SR Prop room
			Ortuno		Close grill & sliding door on exit	
			Rippy/Miller	SL	set piece 1 of deck	
			Rippy		set bush L of the SL steps	
			Miller		Strike coffee table	Strike to SR Prop room
			Rippy		Strike umbrella & umbrella pull	Strike to SR Prop room
			Miller		Strike umbrella stand	Strike to SR Prop room
			Rippy		Strike coffee table	Strike to SR Prom room
Sc. 2 into Sc. 3	29	Light shift after "The funny thing is it's fake."	Rippy/Miller	SL	Set piece 2 of deck with blood pack	
			Miller		Clean vomit	Get rag from SL Prop room
			Ortuno	SR	Bring out tray with pitcher, glasses, linen napkins, Mary's glass	
			Ortuno		Set 2 tiki torches	Do not light
Sc. 3 into Sc. 4	43	Light shift after "Really super fun!"	Ortuno	SR	Strike all food, plate, cup props	Strike to SR Prop Room
			Ortuno		Strike candle, flowers, tablecloth	Strike to SR Prop Room
			Rippy/Miller	SL	Set piece 3 of deck	
			Miller	SL	set chair SL of fence	
			Rippy	SL	set Foreman grill/tv tray on finished deck (put cord through window)	
			Chelsea	SR	Close grill & sliding door	
Sc. 4 into Sc. 5	61	Light shift after "This is not a dream."	Rippy	SL	Clean blood remnants from deck	Get rag from SL Prop Room
			Ortuno	SL	Strike all food, plate, cup props	Strike to SL Prop Room

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			Miller	SL	Strike Foreman Grill & tv try (collect cord and close window)	Strike to SL Prop Room
			Rippy	SL	Strike chair	Strike to SL Prop Room
Sc. 5 into Sc. 6	66	Light shift after Sharon crosses CS	Miller	SR	Move chair furthest SR closer to the table.	You will be in blackout.
Sc. 6 into Sc. 7	82	Light shift after "Let's have a goooood time!"	Rippy	SR	Reset beer cans in SR bush to the Table	
			Rippy	SR	Remove flap over grated trap	
			Miller	SR	Set cooler with 2 beers inside and boombox DS of cooler	
			Ortuno	SR	Set speaker and plug in	
			Ortuno		Plug fan for SR house in	located offstage, so this can be last
Sc. 7 into Sc. 8	99	Light shift after "Quick, let's go next door!"	Sterritt		Strike boombox & 1 tiki torch	Strike through SR vom to SR Props
			Payne/Mil ler	SR	Take down green cloth & pop out brick sections in SR house	
			Miller	SR	strike new curtain, set burned one	
			Payne		Open green door	
			Payne	SR	Strike cooler, unplug & strike speaker	
			Ortuno	SR	Strike chairs	Strike behind SR house
			Rippy/Pay ne	SR	Strike table	Strike through SR vom
			Moan/Mill er		Strike bushes at Center	Strike through SR house
			Ortuno		Strike light instrument under bushes, coiling cords	Strike through SR house

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			Ortuno		Strike plant at SR front door	Strike to SR vom
			Miller		Strike grill	
			Moan		Blow out & strike remaining tiki torch	Strike behind SR house
			Miller		Strike small table upstage of grill	Strike through SR house
			Ortuno		replace flap of ground cover	
			Ortuno		Set Frank's arrowhead	
			Jones	SL	Set coffee and mugs on deck	Walks on with them in shift as scene starts
			Ortuno		Unplug fan for SR house	located offstage, so this can be last

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