

SHOWRUNNING TITANIC'S END

Mon 8/28

DEPARTURE 10pm-4am	BREA
SUNRISE 4-10am	CHRIS DN

Tues 8/29

DEPARTURE 10pm-4am	HANH
SUNRISE 4-10am	NICHOLAS

Wed 8/30

DEPARTURE 9pm-4am	CORY
SUNRISE 4-10am	LENA

Thurs 8/31

Philharmonic 4pm-10pm	TERGEL
MOVE TO DMZ 10pm-4am	JUSTIN
SUNRISE 4-10am	CHRIS DN

Fri 9/1

DEPARTURE 10pm-4am	HANH
SUNRISE 4-10am	BREA

Sat 9/2

DEPARTURE 7pm-3am	TERGEL
SUNRISE 3-10am	JUSTIN

Move Team



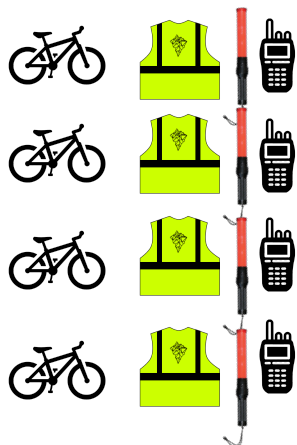
Showrunner assembles team, manages staff, decides destination, point of contact for rangers/police/talent, manages bouncer staff, keeps time, keeps the show running



Driver turns on haul-e, drives car and parks



Navigator communicates the path to the driver



Spotters walk on 4 corners

Spotters become **Bouncers** after the car is parked and their job is to manage the door, assist showrunner



Sound Team will turn on the speakers



Lighting Team will turn on lights, load/set-up FOH



Departure Shift

AFTERNOON

- ☐ Confirm all walkie-talkies are charging
- ☐ Check Fuel Level. If it's below 30%, we need to refuel.

Alert Fuel Czars - Adrienne & Andrew Jordan



9:50 PM

- ☐ Use Code #6969 to open Showrunner Locker
 - ☐ **Clipboard** - DJ Line Up, Staff Shifts, handbook
 - ☐ Key to Khole (won't need to be used, just in case)
 - ☐ 5 Key Fobs to the Ice Lounge lockers
 - ☐ 6 Safety Vests for your crew and 4 light up wands - **do not lose**



10:00 PM

- ☐ Provide your team with equipment (walkies in Khole)
- ☐ Gather your crew and introduce Navigators to Spotters
- ☐ Go over everyone's responsibilities, walkie tutorial, etc.
- ☐ Refill water jugs, restock ice lounge
- ☐ Moop walk the car, replenish trash bags
- ☐ Connect with Lighting Team to load FOH



10:30 PM

- ☐ Get crew into position, test everyone's walkies, **CLEAR THE ROAD**
- ☐ Set a destination with your navigator, and onward!

PARK THE DAMN 'BERG

- ☐ Retrieve all equipment and charge walkies, relieve driver/navigator
- ☐ Coordinate with Lighting Team to ensure FOH unload/set up
- ☐ Find someone to give the driver a lift back to camp for their bike
- ☐ Debrief Spotters about their new role as Bouncers - put into position as needed based on capacity

Running the Show

- ☐ Start the first show!
- ☐ Note the time and mark that the DJ showed up for their set



TIME KEEPING

- ☐ All DJs must be introduced to you on arrival
- ☐ Greet DJs as they arrive, ask them to hang out on car until their time, remind them to use restroom if they have time.
- ☐ Alert performing DJs 15 minutes before and 5 minutes
- ☐ Facilitate DJ transition
- ☐ If a DJ doesn't show up, it's up to you to find a replacement

CAPACITY

- ☐ The **car has a max capacity of 60** people
- ☐ The **bridge has a max capacity of 20** people
- ☐ Make sure people do not stand on stairs, no bottleneck
- ☐ Debrief spotters on their new role - bouncing
- ☐ It's up to you to decide how to deploy your crew each night.

- <10 people, no need for bouncer
- 30+ people, assign bouncers
- 40+ people, assign 2nd bouncer to bridge capacity



- Long Lines - send one bouncer to remind guests to make space for other guests and start making their way out. For guests on the bridge, guide them towards the exit stairway. One in one out.
- **“We have a line forming outside and would love to give everyone a chance to be on the car”**

SHIFT CHANGE

- ☐ Have bouncers check out from their shift, give them their camp patches
- ☐ Check in every new bouncer, mark attendance



Sunrise Shift

4:00 AM

- ☐ Arrive for shift
- ☐ Relieve current showrunner and debrief, walkie tutorial, capacity, introduce yourself to inherited staff
- ☐ Refer to {*Running the Show*} Sheet until sunrise



8:00 AM

- ☐ Driver/Navigators will check in around this time
- ☐ Give them anticipated departure time
- ☐ Work with Lighting team to start breaking down FOH

9:00 AM

- ☐ Provide your team with equipment (walkies in Khole)
- ☐ Gather your crew and introduce Navigators to Spotters
- ☐ Go over everyone's responsibilities, walkie tutorial, etc.
- ☐ Work with Sound Team to cover DJ booth securely



9:30 AM

- ☐ Get crew into position, test everyone's walkies, **CLEAR THE ROAD**
- ☐ Set the return path with your navigator, and onward!

PARK THE DAMN 'BERG

- ☐ Retrieve all equipment and charge walkies, relieve driver/navigator
- ☐ Final Moop walk, refresh ice lounge, prep car for departure
- ☐ Update Fuel Level
- ☐ Go to sleep knowing you got the car back home safely and threw an epic rager in the desert 😊



