

"8" Scenic Labor Breakdown			
Project (H > L Priority)	Sub-projects	Type of Labor	Labor Hours
1. Judge Desk	Cut List	2 C	1
	Building Frame	1 S, 2 L	3
	Wrapping Lauan	1 S, 2 C	3
	Painting	2 L	8
			<b>15</b>
2. Screen	Welding Frame	1 S, 4 L	6
	Sewing Muslin	2 CC	8
	Attaching Muslin	1 C, 3 L	5
	Sizing Screen	2 L	3
			<b>22</b>
3. Balustrade	Cut List	2 C	1
	Building Frame	1 S, 2 L	3
	Ripping Muslin	2 L	1
	Muslin "Mache"	1 C, 3 L	5
	Painting	4 L	8
			<b>18</b>
4. Tabletops	Cut List	2 C	2
	Attaching to Tables	2 C	2
			<b>4</b>

Legend
S = Supervisor (Jayson, Meeka, etc)
C = Crew (Employee - moderately trained)
L = 106 Student (Minimally trained labor)
CC = Costume Shop Crew if possible

	Total Hours By Type of Labor			
Project (H > L Priority)	S	C	L	CC
1. Judge Desk	6	8	22	16
2. Screen	6	5	45	16
3. Balustrade	3	7	55	16
4. Tabletops		8		
	<b>15</b>	<b>28</b>	<b>122</b>	<b>16</b>
	<b>Total:</b>			<b>181</b>