

# Support Squad: At a Glance

*Your shift, start to finish. Keep this with you.*

**You build Revival and you take it down. Report to the Gate, grab a radio, find your task lead.**

## The Five Roles

- **Builders** (drill, stake, raise structures) · **Movers** (load and haul) · **Decorators / Organizers** (finish and sign).
- **MOOP Sweeps** (strike-time litter and leave-no-trace) · **Errand Runners** (water, supply runs, fill gaps).
- You'll flex between them. Your task lead points you where you're needed.

## Every Shift, Same Four Steps

- 1 Report to the Gate.** All the infrastructure is staged here. This is where you start.
- 2 Grab a radio.** Channel 1, the Volunteer channel. Everyone on the crew carries one.
- 3 Find your task lead.** They have the plan and the job. You work alongside them.
- 4 Build it or strike it.** Whatever the day calls for. If a team set it up, a team takes it down.

## When We Work

- **First shifts start 9 AM. We build mornings and evenings, not the mid-day heat.**
- **Tuesday 6/16 and Wednesday 6/17 build.** Strike: Sunday 6/21 main, Monday 6/22 finish.

## Working Safely

- Closed-toe shoes, water, and pace yourself in the sun.
- Lift with your legs. Ask for a hand with anything heavy.

### EARLY GATE HELP (FROM WED)

**If the Gate is set, Support Squad may help check in early arrivals.**

Theme camps, vendors, and volunteers who come before the Gate opens get checked in there, or at the Info Booth if the Gate isn't ready yet.