Seals & Keys — NOTES

FEEDBACK:

having an assigned key person works well although that person is needed at several places at the same time during both set up and break down.

RESPONSE:

Seals & Keys … hmmm … *yes!* … maybe it'd be better to *split* that role …

doing <u>Seals</u> takes some painstaking slow attention to detail, so they can't stop any individual step while they're in the middle of it;

doing <u>Keys</u> can be simply 'running' the keys to the next spot with a need for keys or codes.