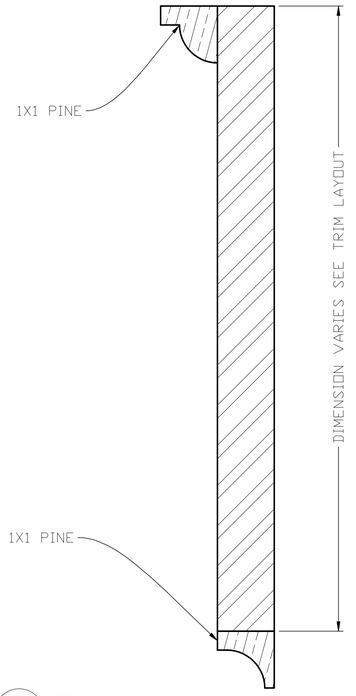
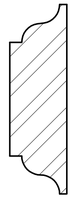


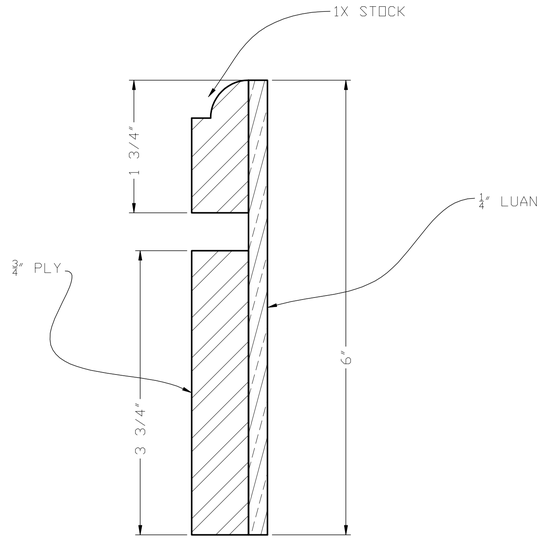
2 SW13 **CROWN** **FULL**

-USE $\frac{3}{4}$ PLY UNLESS NOTED
-TOP ROUTER BIT IS A $\frac{1}{2}$" RADIUS ROUNDOVER
-BOTTOM ROUTER BIT IS A $\frac{1}{2}$" RADIUS COVE
-USE ROUTER TABLE
-SEE CHRIS FOR ROUTER BITS



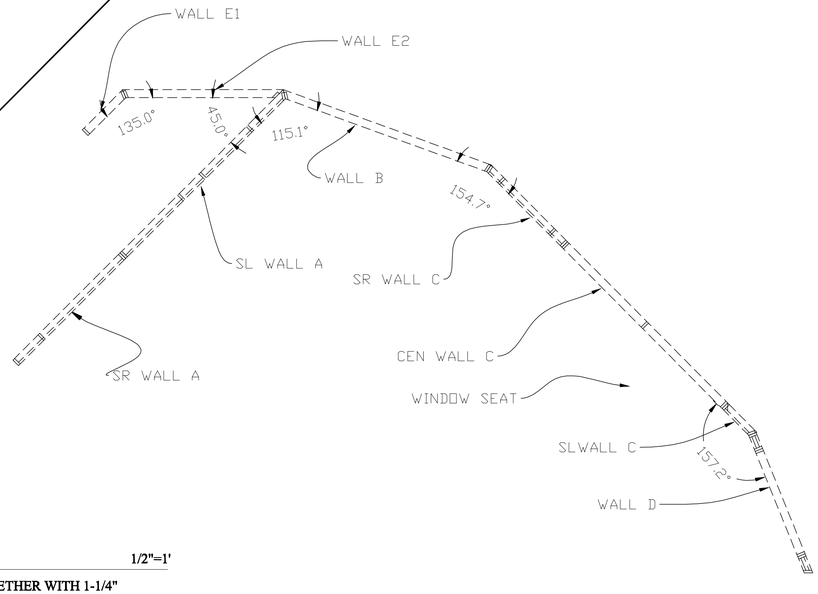
3 SW13 **CHAIR RAIL** **FULL**

-1X3 PINE WITH OGEE FOUTED INTO EACH SIDE
-USE $\frac{1}{4}$" RADIUS ROMAN OGEE ROUTER BIT
-USE ROUTER TABLE
-**DO NOT** SCREW TO TABLE AND THEN ROUTE
-SEE CHRIS FOR ROUTER BIT



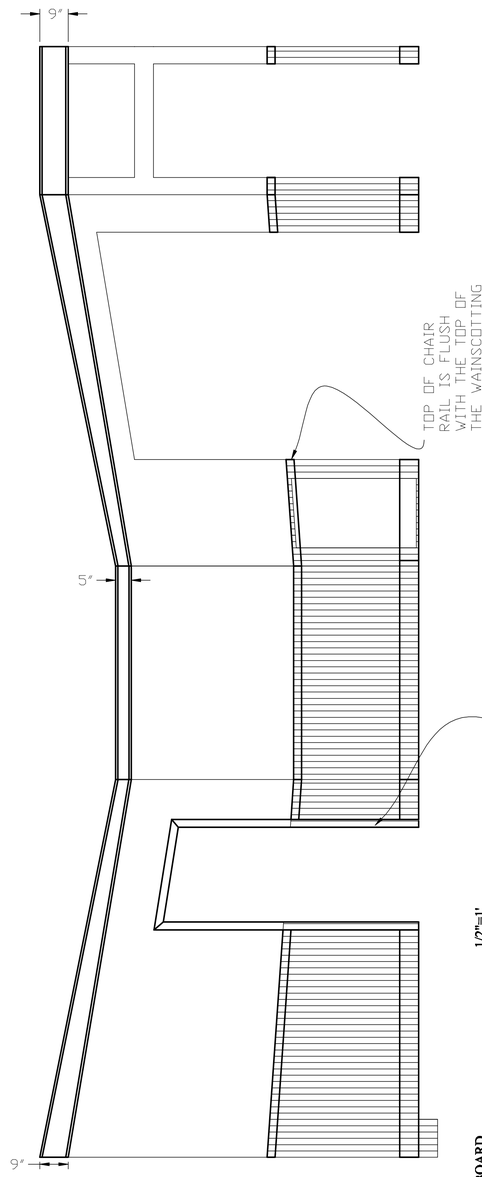
4 SW13 **BASEBOARD** **FULL**

-USE MATERIALS LISTED
-THE TOP ROUTER BIT IS A $\frac{1}{2}$"RADIUS ROUNDOVER
-USE THE ROUTER TABLE
-SEE CHRIS FOR ROUTER BIT



1 SW13 **WALL LAYOUT** **1/2"=1'**

-SCREW WALLS TOGETHER WITH 1-1/4" SCREWS
-SCREW WALLS TO PLATFORMS WITH 1-5/8" SCREWS



5 SW13 **BASEBOARD** **1/2"=1'**

-MITER ALL CORNERS
-IF A PIECE OF TRIM IS NOT LONG ENOUGH **DO NOT** BUTT THE TWO PIECES TOGETHER USE A MITER
-WALLS E1 AND E2 GET 6" WIDE STRIPS OF $\frac{3}{4}$ PLY FOR AS A BASEBOARD

MERRY-GO-ROUND PLAYHOUSE

LITTLE SHOP OF HORRORS
MGR 2008

LITTLE SHOP OF HORRORS

SHOP WALLS
WALL AND TRIM LAYOUT

Director: S. BEBOUT
Designer: C. LIM
Tech Dir: AMARAKOON
Drawn By: C. HERB
Date: 8-1-08
Scale: VARIES
Revision #-Date: 0-ORIGINAL

SW13