The following rules and regulations must be followed when utilizing the GMT:

- There is absolutely **NO** gum, food or drink allowed in the GMT at any time. A single exception is made for bottled or otherwise contained water **ONLY**!

- Audiences shall enter and exit using the Northeast and Northwest lobby doors only. The large center doors of the GMT are **only** to be used during Load-In, Tech and Load-Out if necessary.

- There is absolutely **NO** painting in the GMT, GMT Lobby, bathrooms, hallways or dressing rooms. You may only paint in the designated painting area in the GMT shop.

- While working, proper footwear must be worn in all of the GMT spaces **at all times**. Proper footwear consists of work boots, shoes and/or sneakers. **No** open-toed footwear of any kind is permitted.

- Any fabrics, wooden, paper or fabric props, wooden or fabric scenery must be coated with flame retardant.

- There is absolutely **NO** fire allowed in the GMT at any time. This includes but is not limited to: matches, pipes, candles and cigarettes. Only prop fire (non-fire cigarettes, electrical candles and simulated fire) may be used in the GMT.

- The padded blue seats are to be used for audience seating **only** and may not, under any circumstances, be used for any other purpose or leave the performance space.

- Anyone using the GMT workshop for building purposes **MUST** be supervised by the Theatre Coordinator or Tech Assistant.

- The GMT Light Plot is 85% static (unable to be moved) and 15% dynamic (able to be moved). If applicable, please indicate on the Proposal Registration Form which instruments you would like the TC/Tech Assistants to move and in which area they should be focused.

- At the end of each rehearsal, any and all set pieces **must** be removed from the GMT stage and floor and placed in the adjacent storage unit. This must be done at the end of every rehearsal in preparation for classes and general use of the GMT the next day.