



Frankenstein Rehearsal Props

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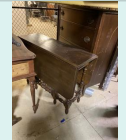
Props Cabinet: 12
Last Update: 1/11

T#	Prop	Q#	Photo	In Rehershal	Notes	Date
HP#1	Boot (Originally kettle)	1				
HP#3	Flask (Flagon)	1		<input checked="" type="checkbox"/>	Real Prop but will be cleaned up	1/10/23
HP#4	Flask Holder					1/13/23
HP#5	Stone	3		<input checked="" type="checkbox"/>	Real Prop but will be painted up	1/9/23
HP#6	Plant in woods	#		<input checked="" type="checkbox"/>	Will be real food	1/8/23
HP#7	Journal	1		<input checked="" type="checkbox"/>		1/8/23
HP#8	Fire	1				
HP#9	Rabbit Meat Stew	1				
HP#10	Billy Can (Pot) (Pan)	1		<input checked="" type="checkbox"/>	Spoon is Real Prop (Pot is Not)	1/8/23
HP#11	Wooden Spoon	1		<input checked="" type="checkbox"/>	Spoon is Real Prop (Pot is Not)	1/8/23
HP#12	Knapsack 1	1		<input checked="" type="checkbox"/>		1/8/23
HP#12	Knapsack 2	1		<input checked="" type="checkbox"/>		1/8/23
HP#13	Tattered Clothes			<input checked="" type="checkbox"/>		1/8/23

HP#15	Pipe	1		<input checked="" type="checkbox"/>		1/8/23
HP#16	Bible	1		<input checked="" type="checkbox"/>		1/8/23
HP#17	Sticks			<input checked="" type="checkbox"/>	Real Prop if ok for combat	1/8/23
HP#18	Food			<input checked="" type="checkbox"/>	Will be real food	1/8/23
HP#19	Plate			<input type="checkbox"/>		1/10/23
HP#20	Cup			<input type="checkbox"/>	Real prop but will be cleaned up	1/10/23
HP#21	Pitcher of "milk"	1		<input checked="" type="checkbox"/>		1/8/23
HP#22	Cane	1		<input checked="" type="checkbox"/>	Real prop but will be cleaned up	1/10/23
HP#23	Violin	1		<input checked="" type="checkbox"/>		1/9/23
HP#24	Violin Case	1		<input checked="" type="checkbox"/>		1/10/23
HP#25	Farming Hoe	1		<input checked="" type="checkbox"/>	Real Prop	1/8/23
HP#26	Paper	#		<input type="checkbox"/>		
HP#27	Charcoal	#		<input type="checkbox"/>		

HP#28	Books	#		<input checked="" type="checkbox"/>		1/10/23
HP#29	Chopped Fire Wood	#		<input type="checkbox"/>	Prop is on prop shop selves if you need to grab it	1/10/23
HP#30	Dead Phasants	2		<input checked="" type="checkbox"/>		1/8/23
HP#31	Dead Hares	2		<input checked="" type="checkbox"/>		1/8/23
HP#32	Produce	#		<input checked="" type="checkbox"/>		1/8/23
HP#33	Crop Stick (Whip)	1		<input type="checkbox"/>		1/9/23
HP#34	Crop Stick Holder			<input type="checkbox"/>		1/13/23
HP#35	Firebrand	1		<input checked="" type="checkbox"/>		1/9/23
HP#36	Flaming Torches	4		<input checked="" type="checkbox"/>		1/9/23
HP#38	Victor Journal Paper	#		<input type="checkbox"/>		
HP#39	Knife	1		<input type="checkbox"/>		1/9/23
HP#40	Knife Holder			<input type="checkbox"/>		1/13/22
HP#41	Tray	1		<input type="checkbox"/>		1/9/23
HP#41	Letters			<input type="checkbox"/>		
HP#42	Research Notes	3		<input type="checkbox"/>		
HP#43	Storm Lantern	4		<input checked="" type="checkbox"/>	Real Prop but will be painted up	1/8/23
HP#45	Trunk	1				

HP#46	Money	#		<input checked="" type="checkbox"/>		1/8/23
HP#47	Surgical Instruments	#		<input type="checkbox"/>	Potential options are on prop shop selves if you need to grab them	1/10/23
HP#48	Body in Sack	1				
HP#49	Unused Organs			<input type="checkbox"/>		
HP#50	Candles			<input checked="" type="checkbox"/>		1/8/23
HP#51	Body in Sack (2)	1				
HP#52	Dusty Books	2		<input checked="" type="checkbox"/>		1/10/23
HP#53	Cleaver	1		<input type="checkbox"/>		1/8/23
HP#54	Body Limbs			<input type="checkbox"/>	Prop is on prop shop selves if you need to grab it	1/10/23
HP#55	Mugs of Wine			<input checked="" type="checkbox"/>	Prop is on prop shop selves if you need to grab it	1/10/23
HP#57	Sack	1		<input checked="" type="checkbox"/>		1/8/23
HP#58	Silver Cutlary	#		<input checked="" type="checkbox"/>		1/8/23
HP#59	Plate	1		<input checked="" type="checkbox"/>		1/8/23
HP#60	Pewter Goblet	1		<input checked="" type="checkbox"/>		1/8/23

HP#61	Napkin	1		<input checked="" type="checkbox"/>		1/8/23
HP#62	Fresh Seal Meat	#		<input checked="" type="checkbox"/>	Will be real food	1/9/23
HP#63	Bota Bag (Flask of Wine)	1		<input checked="" type="checkbox"/>	Will be real prop but with alterations	1/9/23
W#1	Pistols - Nonfiring					
W#2	Muskets - Nonfiring					
F#1	Flesh Frame					
F#2	Bookself	1		<input type="checkbox"/>	Real props - painted w/ back added	1/13/23
F#3	Table	1		<input type="checkbox"/>		1/13/23
F#4	Stool	1		<input type="checkbox"/>	Real props - painted to match and cleaned up distress	1/13/23
F#5	Wingback chair			<input type="checkbox"/>		1/13/23
F#6	Side Table	1		<input type="checkbox"/>	Real props	1/13/23
F#7	Work/Entry Table	1		<input type="checkbox"/>	Real props - leafs will be taken off	1/13/23
F#8	Bed					
F#9	Dog Sled					
SD# 1	Books					
SD# 2	Burlap Curtian					
SD# 3	Sheer White Curtain					
SD# 4	Tarpulin					
SD# 5	Medical Curtains					
SD# 6	Bed Dressing					