First pilot / field checklist

LOWER-EXPOSURE JOURNEY | T2/S4 → T6/S3 → T2/S4 | NO SCENT RELEASE

Date _____ Participant _____ Proxy revision _____ Scope: Full □ Partial □

Full journey: 18 × 10 m main room, 15 tables, 72 chairs and all fixed obstructions. Partial builds test local actions only; never combine them into a round-trip result. Use with the W1 drawings, procedure and three-page record.

01 / Bring and set up

- ☐ W1 A3 drawings + A0 template; DXF/CSV available; one three-page record per attempt, including practice; pen, stopwatch, tape/laser, square, removable marks and seat labels.
- ☐ Before people enter, check print scales and survey/reset marks against W1. Measure real furniture, floor and supports; use stable floor-supported chairs. Photograph/sketch the setup and record deviations.
- ☐ Same furniture, people, footwear/clothing, floor, contents, lighting and briefing in both layouts. Change only the four boundary shapes; re-survey after changing them. Keep 72 seats. No taped route or coached side/grip.

02 / Assign people and seats

- ☐ Base team: 1 mover + 3 peers + 1 facilitator + 1 observer (6 people). Facilitator briefs, cues and stops; observer times, sketches and records outside the route.
- ☐ A = T2/S4, the mover's original seat. Peers: T2/S1, S2, S6. T2/S3 and S5 empty. All T6 seats initially empty; B = T6/S3 reserved. Every other chair empty and at rest. Keep A reserved and pulled out while away. B72 names a layout.
- ☐ Optional O1 adds 5 people at T6/S1, S2, S4, S5, S6 (11 total). Keep T6/S3 free. Match occupants and seats across layouts.

03 / Run the matched blocks

P01 first pilot: B′72 first, then B72. Later odd IDs use that order; even IDs reverse it. A single person does not resolve order effects. Complete one layout block before exchanging boundaries. Record IDs: P01-Bp-E1 (Bp = B′72).

First layout _____	PR □ E1 □ E2 □ | O1 optional □ / not run □
Second layout _____	PR □ E1 □ E2 □ | O1 optional □ / not run □

PR = one unscored practice; E1/E2 = two base observations. Tick when each record is filed, even if stopped. O1 follows E2 only if base runs leave no unresolved contact, instability or discomfort and the mover wishes to continue; otherwise mark not run with a reason. Compare O1 only with matched O1.

At least 2 minutes' rest after EVERY attempt, including practice, and after the layout change. Extend on request; record actual rest and fatigue. Rest, repeats and the 10-second hold are protocol settings, not validated limits.

04 / Brief, observe, reset

Confirm voluntary participation and the right to stop; separate consent for video. Say: “Go to the marked seat at the far table, sit and settle. Return to your own seat when I say return. Leave your own chair pulled out while away. Put the destination chair back after leaving it. Move as you normally would; ask for help or stop whenever you need.”

- ☐ Start seated at A, both chairs at rest. Say Go and time. After settling at B, hold 10 seconds, then say Return. Stop timing seated back at A with both chairs restored, on declared finish, or on a stop; label the actual outcome.
- ☐ Observe A out → leave/travel → B first pull → sit/move in → B second pull/rise → restore B → return/sit at A → restore A. Record natural differences; do not force 300 mm pulls or digital postures.
- ☐ Before crew reset: record actual pulls, route, contact, help, twisting/fatigue, elapsed/hold times and both final foot-point offsets. Then reset A/B, check the other 70 chairs, tables, peers and boundaries. ±5 mm is a reset target only.

STOP IMMEDIATELY
On request, discomfort, loss of balance, a shifting support, or unexpected body contact with furniture, a boundary or a person - including a light brush. Ordinary seat contact and intentional chair grip are expected. Assist to end the attempt if needed; record the stop, stage, chair states and help.
After stopping: Retain stopped records. One optional -R1 retry only after resolving the cause, full reset, rest and the mover's agreement. Any physical change needs a new shared revision in BOTH layouts. Do not continue with an unresolved problem.