

LUSITANO RETREAT WAR-DAY PLAYBOOK OPERATIONAL MANIFESTO & SITE DIRECTIVES

MISSION:	21-Day Build Sprint
TARGET:	Safety-First Minimum Viable Product (MVP)
CREW:	Paweł, João, Michał, Richard + Content Operator
STATUS:	CLASSIFIED FOR SITE CREW ONLY

CLASSIFIED

THE CORE DIRECTIVE

SAFETY

Zero shortcuts with blades,
electricity, or fire.
Everyone goes home intact.

QUALITY

Built to last, safe to use, but intentionally
rustic. Visible MVP beats invisible perfection.


SPEED

Move with purpose. One crate, one mission, one finish line.




Today is not a normal contractor day. We are not here to discuss the perfect version. We are here to finish the visible version safely.


THE 21-DAY DEPLOYMENT ARC




**ACT I (Days 1-2):
COMMAND & CONTROL.**
Establish basecamp,
tool stations, and
material sorting.




**ACT II (Days 3-8):
CARAVAN TRUTH.**
Inspect leaks, prep
pallets, build and
mount the first
timber skins.



**ACT III (Days 9-11):
THE HEART.**
Deploy the outdoor kitchen,
washing station, and
social fire circle.



**ACT IV (Days 12-17):
LIFE & MOVEMENT.**
Garden beds, MVP pond,
MVP pond, wellness base,
and outdoor gym.

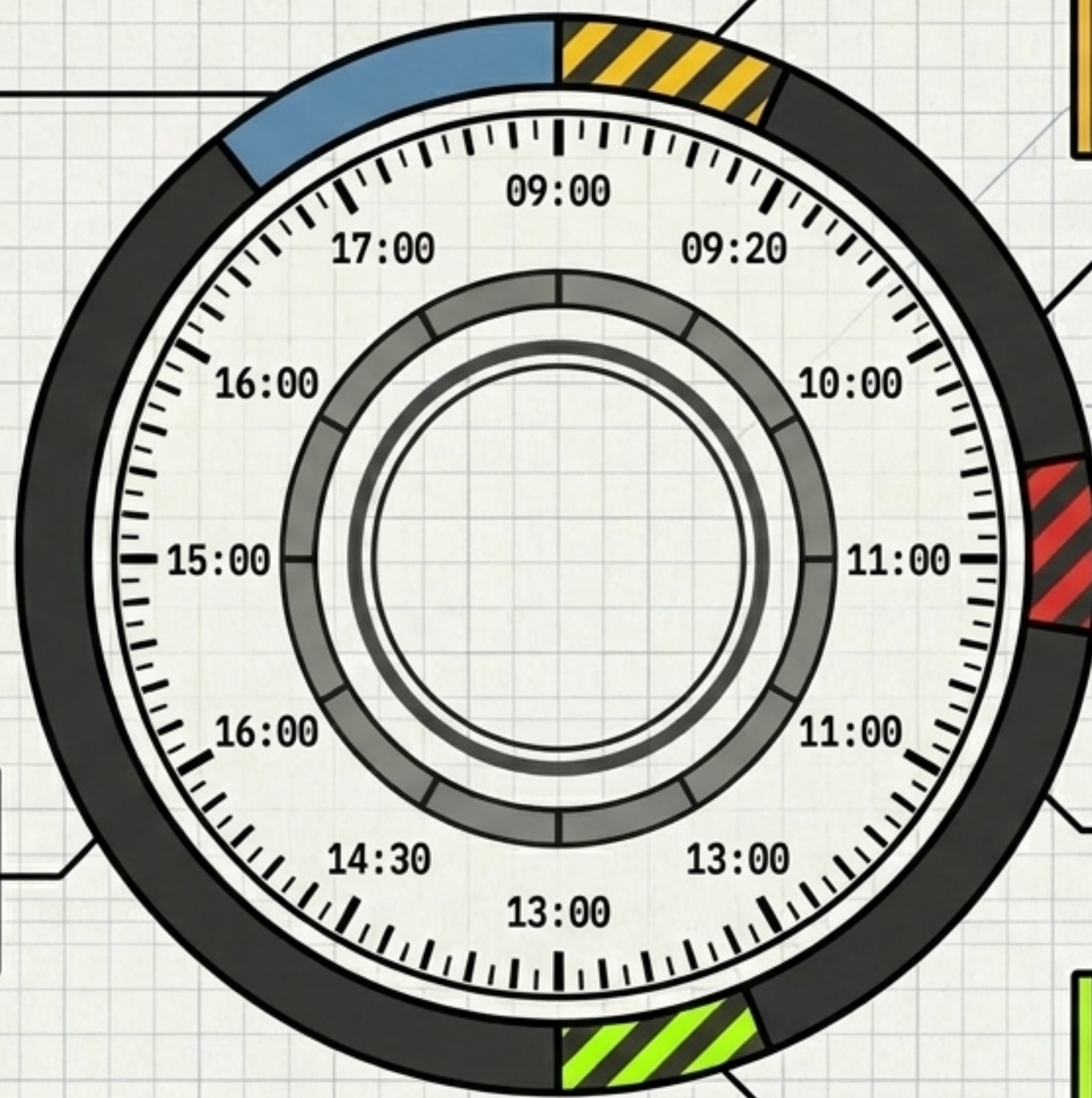


**ACT V (Days 18-21):
POLISH & REVEAL.**
Guest flow, dusk lighting, repairs,
and the final walk-through.

THE WAR-DAY CLOCK

[16:30 - 17:00]
STAND DOWN:
Tools stowed,
batteries charging,
mission logged.

[13:30 - 16:30]
BLOCK CHARLIE: Finish,
tidy, add labels, prep
the reveal.



[09:00 - 09:20]
BRIEFING: PPE check, tool
crates, weather limits,
mission assignment.

[09:20 - 11:00]
BLOCK ALPHA:
First build push.
No redesigns allowed.

[11:00 - 11:15]
CHECKPOINT:
Blocker escalation
and realignment.

[11:15 - 13:00]
BLOCK BRAVO: Finish
structural/useful parts.

[13:00 - 13:30]
REFUEL: Lunch & morning
footage review.

SQUAD OPERATOR PROFILES



LEAD BUILDER

Owens the build method and makes the final call. Breaks ties.



CUTTER / PREP

Stationary at the cut zone. Batches materials, cuts, pre-drills, and templates.



RUNNER / MATERIALS

Keeps the line fed. Moves tools, screws, water, and clears waste. Prevents tool drift.



FINISHER / DETAIL

Closes the gap. Checks edges, applies labels, executes cleanup, and runs the 'Done' checklist.



CAMERA / CONTENT

Captures the arc. Shoots the before, messy middle, and final reveal. Does not block work.

THE 15-MINUTE BLOCKER PROTOCOL

HIT A ROADBLOCK?

Struggle for maximum
15 minutes.

**STILL
BLOCKED?**

NO → Continue mission.


YES → ESCALATE TO
PAWEL IMMEDIATELY.

OPTION A:
Simplify the design.

OPTION B:
Swap the operator.

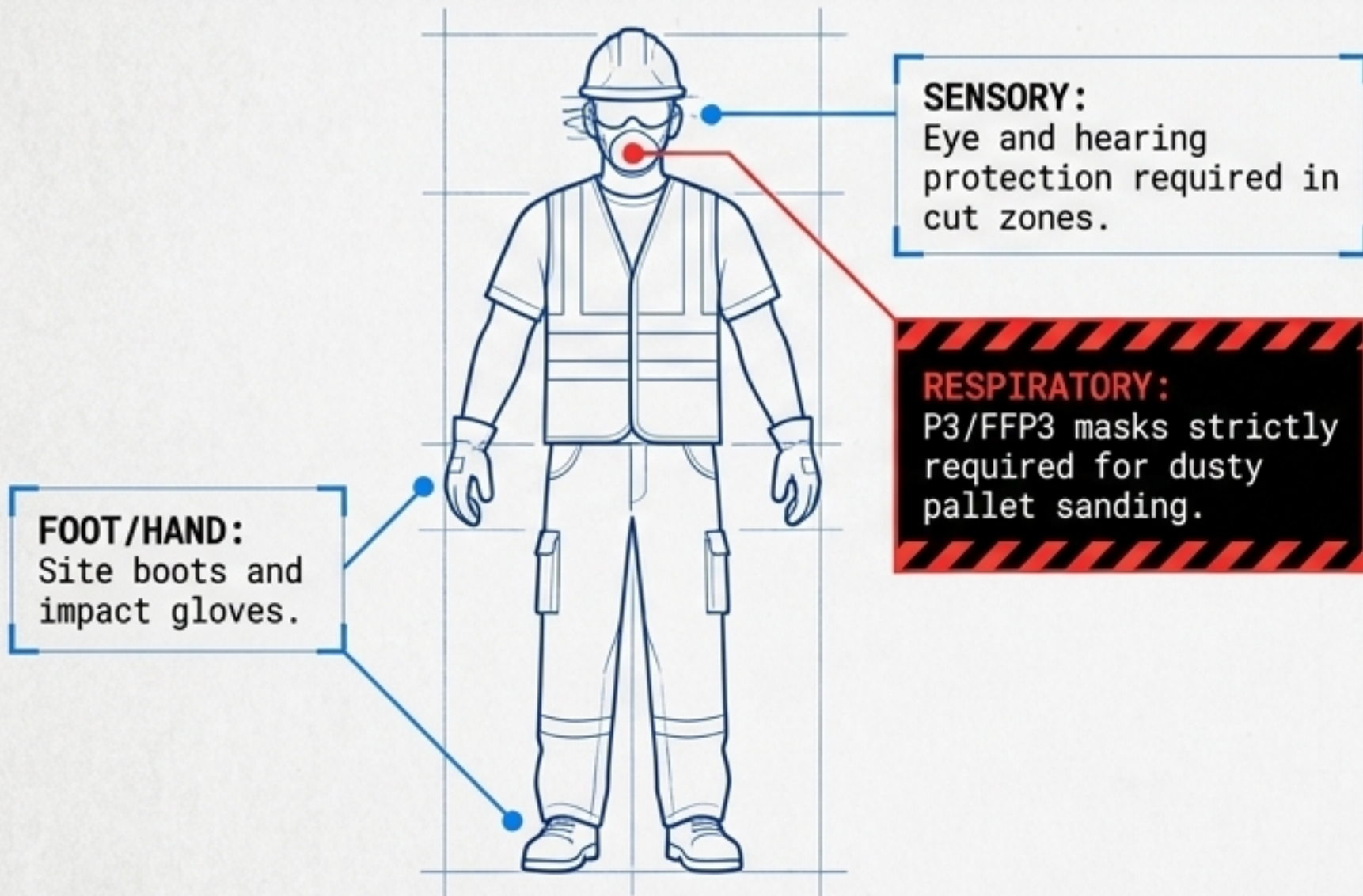
OPTION C:
Stop work for safety/pro review.

ZONE SAFETY DISCIPLINE

 GO (LANDSCAPE & SAFE DIY)	 CAUTION (COMPETENCY REVIEW)	 STOP (PRO-LEVEL HAZARD)
Pallet de-nailing, basic timber framing, marking garden beds, low-voltage/solar lighting, path making.	Ladder work, basic plumbing/IBC tanks, heavy lifting, roof sealing. (Proceed only with permission).	Chainsaw operation, mains electrical systems, load-bearing gym/deck frames, sauna stove operation, open flame on high-fire-risk days.

PPE & ENVIRONMENTAL THRESHOLDS

MANDATORY LOADOUT



SITE CONDITION GAUGES



Water, electricity, and fire do not mix. Ask before improvising.

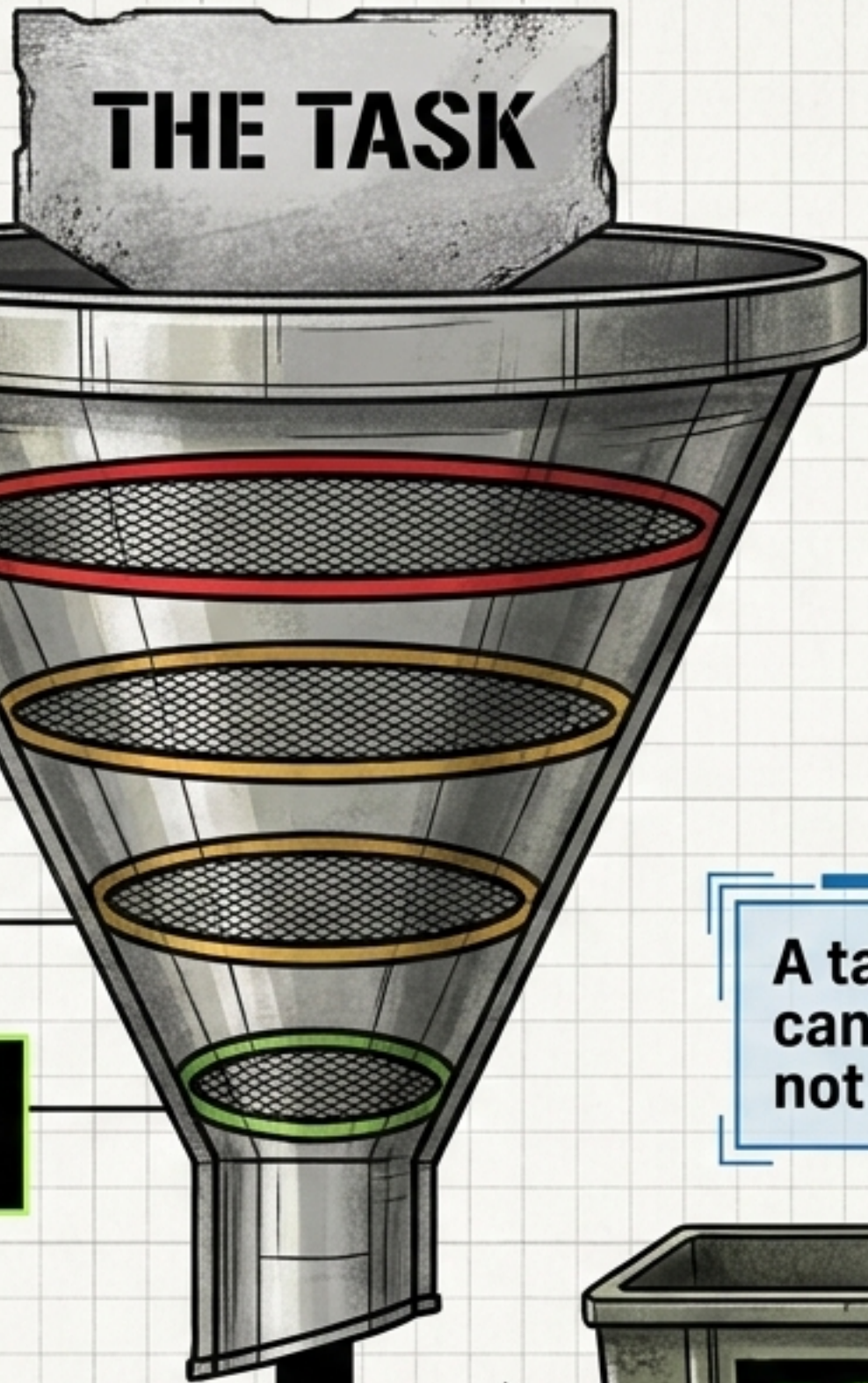
THE "DONE-MEANS-DONE" FUNNEL

IS IT SAFE? (No hidden trip, leak, electrical, or structural risks).

IS IT USABLE? (Function beats perfection. Does the MVP work?).

IS IT DOCUMENTED? (Has the camera crew captured the final reveal?).

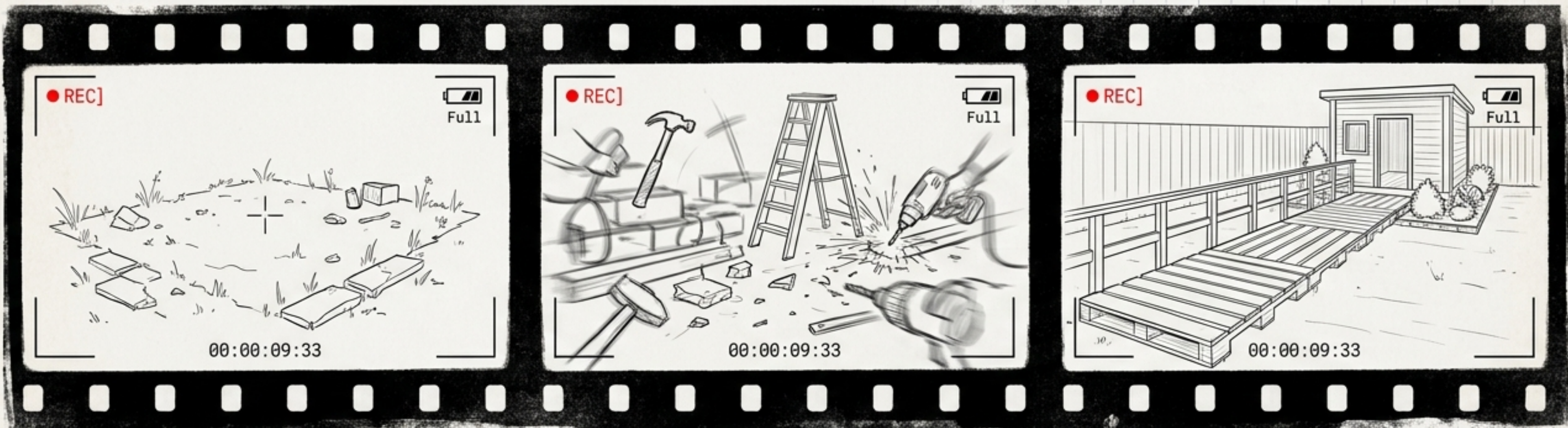
ARE TOOLS STOWED? (Batteries charging, crates reset for tomorrow).



A task is done when you can confidently state it will not be revisited tomorrow.



CONTENT ENGINE: THE 3-SHOT RULE



THE BEFORE

10-second static shot of the untouched area. Establish the baseline.

THE MESSY MIDDLE

Fast-paced action shots. Capture the hardest work, the 15-minute blockers, and the raw effort. Do not slow the build for cameras.

THE REVEAL

Locked-off walk-through of the finished MVP.

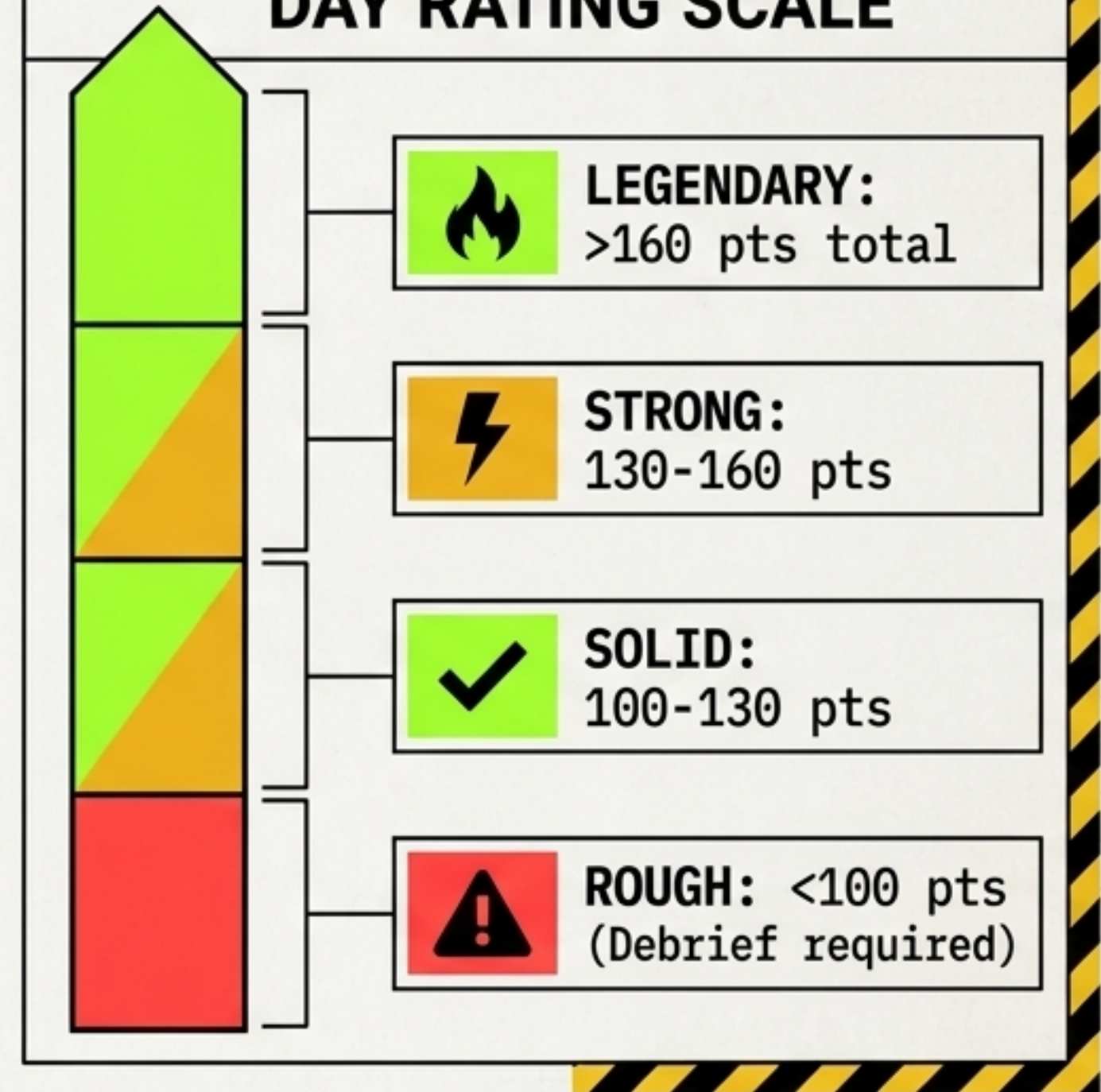
HOST ENERGY: Pawel provides a 15-second hook & debrief. "No luxury budget, no endless redesign, just tools, reclaimed materials and a finish line."

THE DAILY WAR LOG: SCORING SYSTEM

THE POINT BREAKDOWN LEDGER

TASK COMPLETION:	10 pts
SPEED (Finished early):	+3 pts
TEAMWORK:	+3 pts
SAFETY:	+5 pts (Bonus) / -10 pts (Penalty)
PROBLEM SOLVE / CREATIVE:	+4 pts
CONTENT VALUE:	+3 pts
TIDY FACTOR:	+2 pts / -3 pts

DAY RATING SCALE



EVENING COMMENDATIONS



MVP OF THE DAY:
Overall operational
excellence.



HIGHEST QUALITY:
The most rigorous execution
of Done-Means-Done.



FASTEST TASK:
Pure speed without
compromising the safety
matrix.



BEST TEAMWORK:
Unblocking a teammate
seamlessly.



BEST PROBLEM SOLVE:
Adapting reclaimed
materials to reality.



FUNNIEST MOMENT:
Keeping morale alive
in the dirt.

Swap Tokens updated, Walkaround complete, Batteries
charged. Rest. Tomorrow is a new War-Day.