

## **Summary Stage Technical Specification**

### N.B. A Hall Technician will be required for use of our sound or light facilities. Please discuss your requirements with the Booking Officer.

### Stage

* Width 9.85m (32′.5″) depth 6.55m (21′.6″)
* Track height for backcloths 4.1m (13’6″)
* See stage plan for full dimensions
* Front red tabs, mid stage black tabs, rear black tabs and cyclorama
* Hemp flying system (N.B. no fly tower)
* Three tab tracks for backcloths
* Wings left and right for storage
* Scenery access through scene dock

### Dressing Rooms

* Three dressing rooms with seating, counters, toilets and mirrors. Each room holds up to 10 people
* Green Room can be used as a dressing room – holds up to 50 people

### Stage Lighting

* Set lighting rig, mixture of incandescent fresnels, floods, par cans and profiles
* Multiple colour washes including red, steel, blue, yellow and green
* Tallescope for focusing (requires trained technician)
* LD90 dimmer system, 72 channels. Some patchable, with sockets around and in front of stage
* 2x MAC250 moving light above stage
* 3x Rank Strand Pirouette located left, right and centre of FoH rig. Side positions have colour scrollers
* Congo senior lighting console, running ETC Cobalt software
* Lighting desk position at rear of balcony, stage left side

### Sound

* Large PA system, with Allen and Heath QU24 mixing console
* Sound desk is located at rear of balcony, in the centre; iPad available for mixing throughout auditorium
* See sound specification document for full specification

### Projector and Screen

* Projector available for hire; front projection only
* Large and small projection screens

### WiFi

* Public and technical WiFi networks, with traffic segregation to prioritise technical network
* Ubiquiti UniFi access points

### Communications & Hearing Loop

* Cans system
* Show relay to all dressing rooms and green room, with priority call microphone in Control Room
* Hearing loop in auditorium (downstairs only), with microphone at the rear of the Hall