TECH SPECS – as at 16/09/13

LIGHTING   Please tick the boxes below.

- 4 colour wash:
  Red Lee 106, Blue Lee 195, Amber Lee 158 , (in FOH and LX1 and LX2).
  Congo Blue Lee 181 (Backlight)   ☐
- 7 specials on LX1 (Open White or Lee 103 or equivalent warm flesh tone tint) ☐
- 2 specials on LX2   ☐
- 1 special on FOH bar   ☐
- Spare single three phase outlet   ☐

* Lighting Plan provided as separate document.

For touring within Australia, Touring Party will provide:
- 15 x moving lights (Mac 250+/Mac 300): 9 on floor, 4 Mac 250s on back Lighting bar for backlight, 2 Mac 300s on LX 1.
- 4 x UV Blacklights (4ft fluoro) to be positioned across front of stage
- 3 Phase power distribution
- Lighting Desk and data splitter
- 2 x profiles on LX 2 (Pacific 45/75)
- All DMX cables needed to run lights travelling with touring party

SOUND

PA:

- FOH PA system (sound desk requires 16 channels, but can be minimised to 14) ☐
  *Note: FOH PA system must include subs. Sound desk requires 5 sends back to stage (can be minimised to 4 sends if required)
- 2 x foldback monitors (side fill for performers) ☐

Mics:

- 2 x kick drum mics ☐
- 2 x snare mics ☐
- 1 x hi-hat mic ☐
- 3 x tom mics ☐
- 1 x Overheads (on drum kit) ☐
- 2 x radio/wireless mic (vocal) ☐
- 7 x D.I. - 3 for Loop Station (PS rostra), ☐
  - 2 for laptop (PS wing),
  - 2 for synth (OP Rostra).

For touring within Australia, Touring party will provide:

- All musical instruments
- A mixer for use on stage (loop rostra).
- Audio limiter (Aphex dominator)
- 2 x headphone amps
- 1 x kick mic (used as "Kick 2")

Sound Channel List:

Drums (OP Rostra):
        1 – Kick
        2 – Snare
        3 – Snare 2
        4 – Hi-hats
        5 - Rack 1
        6 – Rack 2
        7 – Floor Tom
        8 – Overhead 1
        9 – Radio/wireless Vocal mic (OP)
        10 – Kick 2 (off drum rostra)
    *NOTE: OP Riser requires power with 4-way power board for synth and headphone amp. ☐

Loop (PS Rostra):
        11 – Loop Left (D.I.)
        12 – Loop Right (D.I.)
        13 – Loop click track output (D.I.)
        14 – Radio/wireless Vocal mic (PS)
    *NOTE: PS Riser requires power with 4-way powerboard for mixer, loop pedals and headphone amp. ☐

Laptop
        15 – Laptop Left (D.I.)
        16 – Laptop Right (D.I.)

To minimise channels/sends if necessary, please use the following steps (in this order):
- Just use one channel instead of two for the Laptop (i.e. running in mono, not stereo)
- Pair the rack tom mics (i.e. position 1 tom mic in between both toms)
- Send the drums to the mixer on the loop rostra in mono instead of stereo

*Total remaining channels needed: 14
**Total remaining sends needed: 4

Please note that the above deductions of channels/sends are listed in preference of order/importance (i.e. if only 1 channel need to be removed, please just complete the instructions outlined in the first bullet).
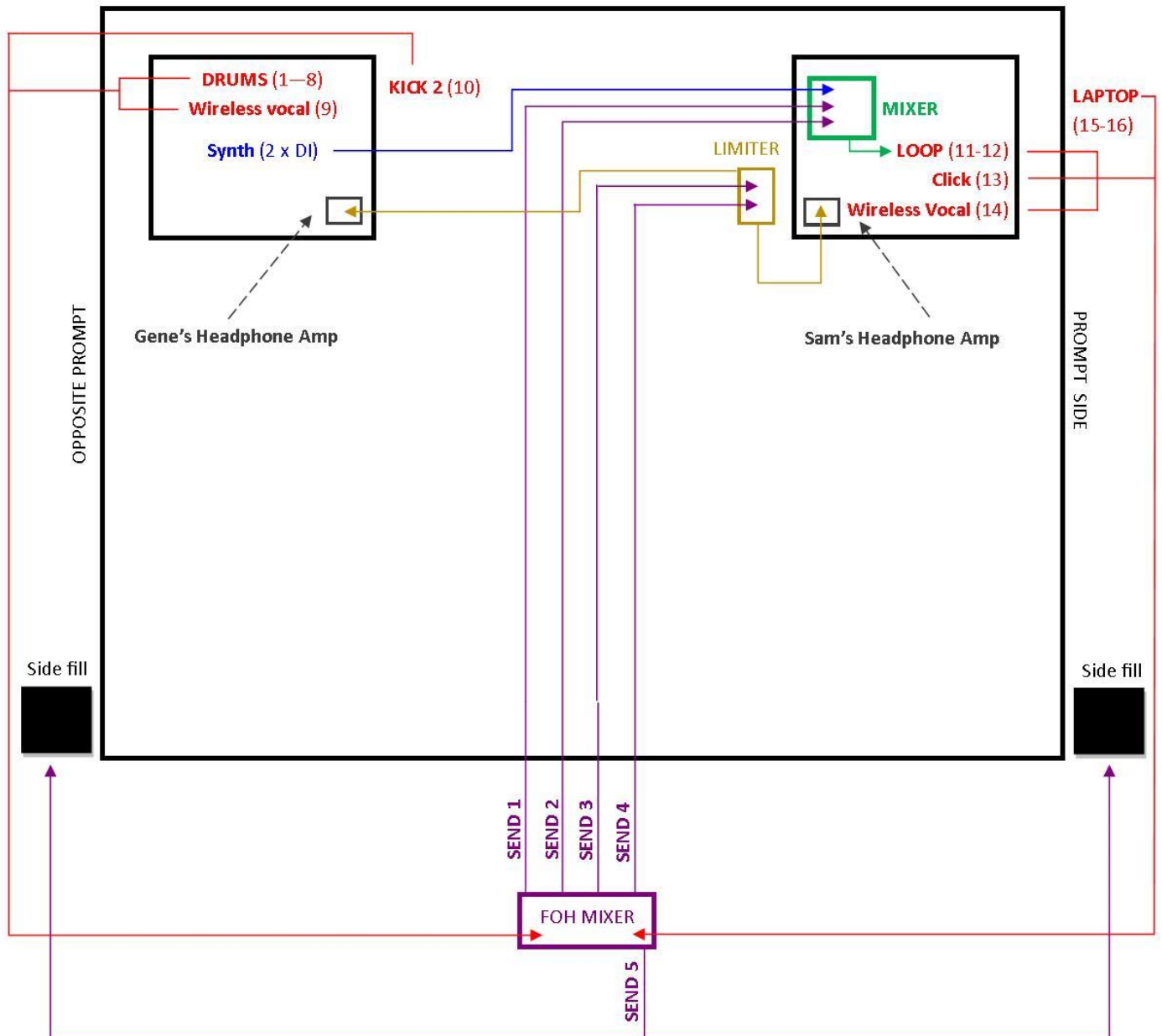
Note:

All stands & cables to be provided by the presenter.

Preference for stands/mounting is:
- 2 x kick drum mic stands ☐
- 3 x short/instrument boom mic stands (for 2 x snare and 1 x hihats) ☐
- 1 x tall boom stand for overheads ☐
- 3 x tall boom mic stand for vocal mics (2 on PS rostra, 1 on OP rostra) ☐
- All tom mics can be mounted via either clip-ons or short boom stands. ☐

SOUND PLAN

UPSTAGE

DRUMS (1—8)
Wireless vocal (9)
KICK 2 (10)
Synth (2 x DI)

MIXER

LIMITER

LOOP (11-12)
Click (13)
Wireless Vocal (14)

LAPTOP
(15-16)

Gene's Headphone Amp

Sam's Headphone Amp

OPPOSITE PROMPT

PROMPT SIDE

Side fill

Side fill

SEND 1   SEND 2   SEND 3   SEND 4

FOH MIXER

SEND 5

PLEASE NOTE:

All channels going TO the FOH MIXER are **red** (numbered 1—16) as detailed in the Sound Channel List.

The 2 D.I.'s for the synth (**blue**) run directly to the mixer on PS Rostra, and do not come to the **FOH MIXER**.

ALL other colours in this diagram indicate items that are receiving signals via the Sends from the **FOH MIXER**.

SEND 1 & SEND 2:

Both sends go to the mixer on the PS Rostra, which feeds through to the Loop Pedals and out to FOH.

These sends should be treated as a stereo send of Drums **(channels 1—8)**

SEND 3 & SEND 4:

Both are headphone sends, which are sent to the headphone amp on each rostra, via the Limiter at LOOP Rostra (PS). Both sends require:

- LOOP L & R **(11 & 12),**
- LOOP CLICK **(13),**
- both Wireless Vocal Mics **(9 & 14)**,
- LAPTOP L & R **(15 & 16)**

SEND 5:

This is to both side-fill monitors (paired on the one send) and should include:

- LOOP L & R **(11 & 12),**
- both Wireless Vocal Mics **(9 & 14)**,
- LAPTOP L & R **(15 & 16)**

STAGE:

- **Absolute Minimum** 8D x 8W x 5H ☐
- **Preferred Size** 10D x 10W x 6H ☐
- Must have wings on both PS and OP (minimum 2m) ☐
- Floor must be a flat (no raked stages), professional stage floor with no joins, edges, bumps, divots ☐
- **Hazer** – Positioned to create even haze across stage ☐

ROSTRA/RISERS:

For touring within Australia, Touring Party will provide:
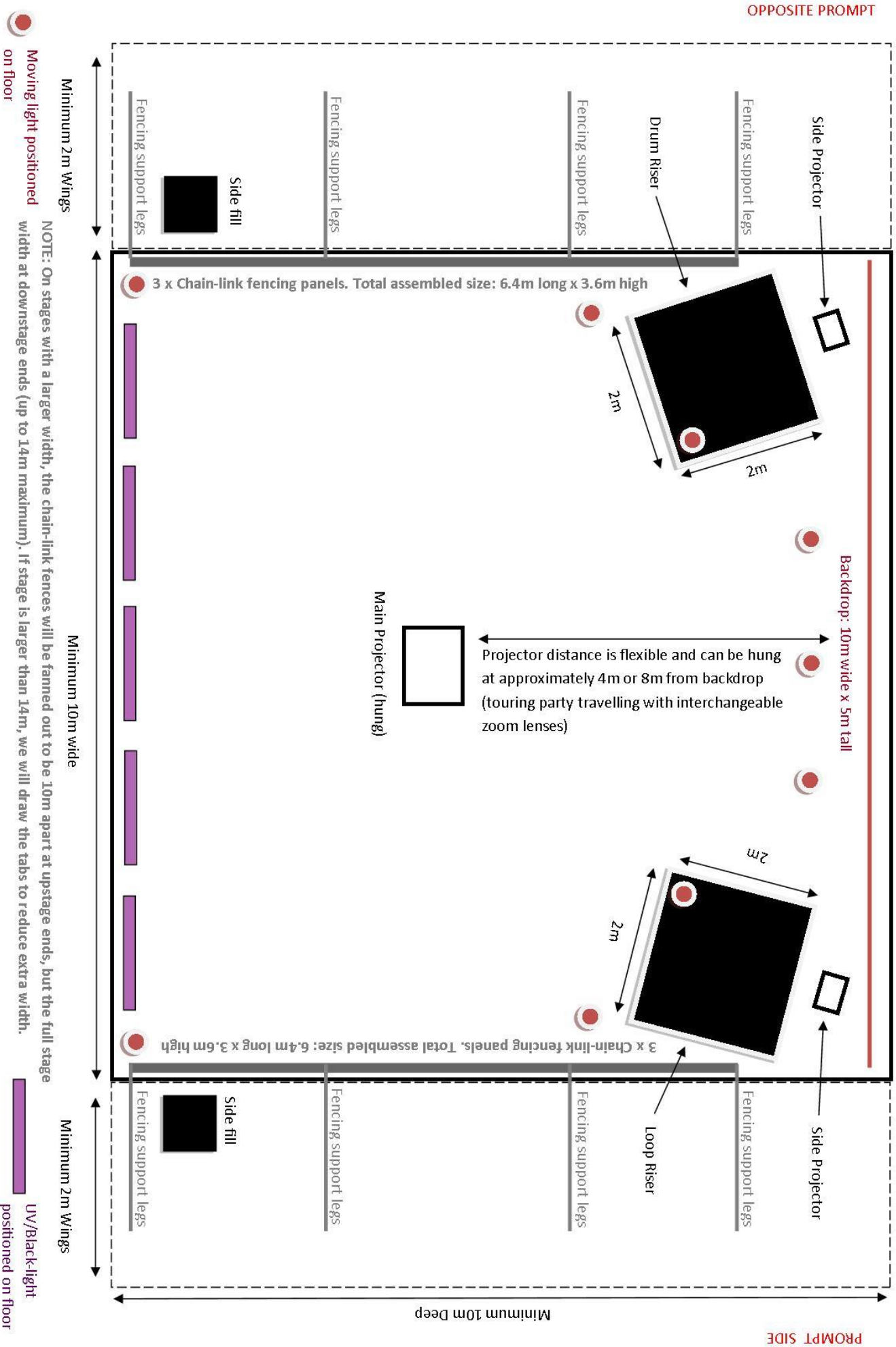- FOUR 2000mm x 1000mm rostra, with 1200mm legs (and treads and skirting).

AV

For all touring, Touring Party will provide:

- 3 x AV projectors and all control gear. One projector will be hung on a lighting bar approximately 4m OR 8m from the backdrop (touring party travelling with 2 lenses). The other 2 will be positioned on the floor behind each rostra. Venue will communicate with production manager to pre-plan which lighting bar the main projector will be hung on and have space on the lighting bar available. ☐

STAGE PLAN

OPPOSITE PROMPT

UPSTAGE

PROMPT SIDE

Minimum 2m Wings

Minimum 10m wide

Minimum 2m Wings

Minimum 10m Deep

Moving light positioned on floor

UV/Black-light positioned on floor

NOTE: On stages with a larger width, the chain-link fences will be fanned out to be 10m apart at upstage ends, but the full stage width at downstage ends (up to 14m maximum). If stage is larger than 14m, we will draw the tabs to reduce extra width.

Fencing support legs

Fencing support legs

Fencing support legs

Fencing support legs

Side fill

Side fill

Drum Riser

Loop Riser

Side Projector

Side Projector

Main Projector (hung)

Backdrop: 10m wide x 5m tall

3 x Chain-link fencing panels. Total assembled size: 6.4m long x 3.6m high

3 x Chain-link fencing panels. Total assembled size: 6.4m long x 3.6m high

Projector distance is flexible and can be hung at approximately 4m or 8m from backdrop (touring party travelling with interchangeable zoom lenses)

2m

2m

2m

2m

SET DESIGN

Note: This drawing is not to scale and is just an indication of the layout of the stage.

Dimensions:

Backdrop: 10m wide x 5m tall (able to go in to wings for venues with a smaller width)

Main Projector image size (centre 360 ALLSTARS image): 4.8m wide x 3m tall
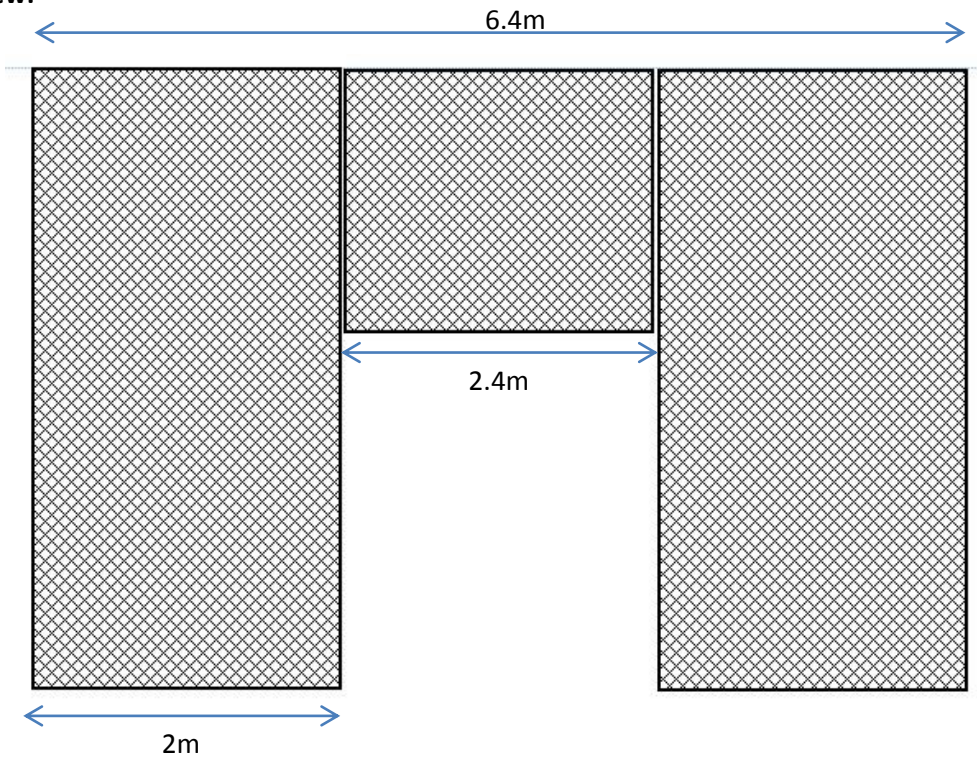
Rostra: 2000mm x 2000mm squares on 1200mm legs

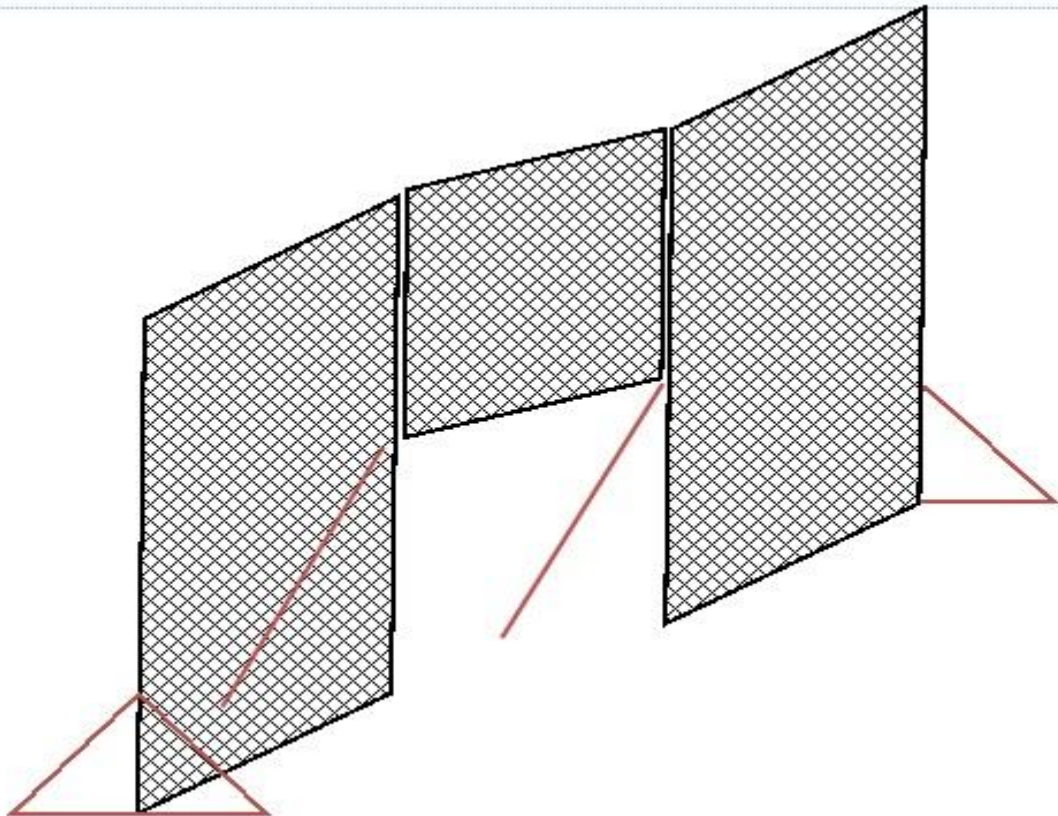**Side projections across front of each rostra:** 1200mm tall x 2000mm wide

Chain-link Fencing panels: 3.6m tall x 6.4m deep (when assembled). Travel as SIX individual panels (FOUR x 3.6m x 2m panels, and TWO x 1.6m x 2.4m panels). *Diagrams detailing these on next page.

CHAIN LINK FENCING DIAGRAMS:

Front view:

6.4m

2.4m

2m

Angled View:

Tech manager confirms that loading in a panel which is 3.6m long x 2m wide will not be an issue: ☐

CREW

Required from Venue:

BUMP IN:

1 x Sound Tech: 6 hours ☐
1 x Lighting Tech: 6 hours ☐
2 x Mech/Other: 3 hours ☐

PERFORMANCE:

1 x Sound Tech **(Operating Sound):** 3 hours ☐
1 x Lighting Tech: 3 hours ☐

BUMP OUT:

1 x Sound Tech: 2 hours ☐
1 x Lighting Tech: 2 hours ☐
2 x Mech/Other: 2 hours ☐

Touring Party Will Provide

1 x Lighting/AV (operates lighting for show)
1 x Sound Technician (operates sound for show)
*Note: Tour manager operates AV for show.

BUMP IN SCHEDULE:

TIME	SOUND	LIGHTING
0:00 – 0:30	Unload truck.	Unload truck.
0:30 – 1:30	Set up musical instruments	Hang backdrop, moving lights, profiles & projectors.
1:30 – 3:00	Set up microphones, patch all cables in to system & run a line check.	Set up lighting desk and patch house rig in to touring lighting desk.
3:00 – 5:00	Sound check.	Focus wash and specials.
5:00 – 6:00	Extra time for troubleshooting potential issues (the sound for 360 ALLSTARS requires an involved sound check, but is a "set & forget show" to operate.)	Extra time for flashing through completed lighting. Adjust AV projectors, and build fences.

PLEASE NOTE: The times above are not actual times in 24 hour format, but an indication of the time needed for each step of the bump in, from the specific bump in time arranged with each venue individually. E.g. 5:00 – 6:00, makes reference to the 5th hour of bump in.

To discuss this further, please contact Gene Peterson at gene@onyx-productions.com.

Signed on behalf of (presenting theatre/festival/venue) _____
by the technical manager:

NAME (printed): _____

SIGNATURE: _____

DATE: _____

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PRODUCTIONS

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