



BIRMINGHAM
HIPPODROME

Main House Technical Details And Contacts

(Last Updated 1st Feb 2018)

Subject to Revision

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Hanging Sheet

Production: _____

		45	
		44	
		43	
81		42	
80		41	
79		40	
78		39	
77		38	
		37	
		36	
74		35	
73		34	
72		33	
71		32	
70		31	
69		30	
68		29	
67		28	
66		27	
65		26	
64		25	
63		24	
62		23	
61		22	
60		21	
59		20	
58		19	
57		18	
56		17	
55		16	
54		15	
53		14	
52		13	
51	+200mm from bar 76	12	
		11	
76	+500mm from bar 75	10	
	VOID	9	
		8	
75	+800mm from bar 50	7	
		6	
50		5	
49		4	
48		3	Lx Bar 1 normal position
47		2	House Header
46		1	House Tabs

Please Note:

BARS 75 & 76 HAVE BEEN DIVERTED INTO THE GAP

Lighting Equipment and Systems

Unfortunately we unable to run any additional cables into lighting control/followspot box due to the structure of the building. Please contact the technical department for more information.

<u>Lighting Desks</u>	ETC GIO, 2000channel – main ETC Ion c/w 2 x 10 Fader Wing – backup	
<u>Dimmers</u>	ETC Sensor3 Dimmers	
<u>Stage Power</u>	#1 (DSL) 200A TPNE Supply	1 set 200A Powerlocks 1 x 63A TPNE Socket 2 x 32A TPNE Socket
	#2 (DSR) 400A TPNE Supply	1 set 400A Powerlock
	#3 (DSR) 200A TPNE Supply	1 x 125A TPNE Socket 1 x 63A TPNE Socket 1 x 32A TPNE Socket
	#4 (Cloth Gantry SR) 300A TPNE Supply	1 set 200A Powerlocks 1 x 125A TPNE Socket 1 x 63A TPNE Socket 1 x 32A TPNE Socket

Equipment with Usual Positions

<u>Front Of House</u>	Roof Bridge	24 x 750W ETC Source 4 14° 2 x 750W ETC Source 4 14° (Signers Specials)
	Above Box E	6 x 750W ETC Source 4 15° - 30° 1 x 750W ETC Source 4 19° (Conductors Special)
	Above Box K	6 x 750W ETC Source 4 15° - 30° 1 x 750W ETC Source 4 19° (Conductors Special)
	Prosc. Boom PS	6 x 750W ETC Source 4 25° - 50°
	Prosc. Boom OP	6 x 750W ETC Source 4 25° - 50°
	Circle Boom PS	2 x 750W ETC Source 4 36° (Tab Warmers)
	Circle Boom OS	2 x 750W ETC Source 4 36° (Tab Warmers)

Note:

Care must be taken to ensure any extra rigging front of house does not impair the sight lines from the boxes, unless the theatre is informed and they are taken off sale

Follow Spots 3 x 2Kw Xenon Limelight (hot re strike)

Projection If a projector is required in addition to the follow spots please contact the Technical Department to discuss rearrangement of the lighting units concerned.

Other Lighting Equipment Available For Use in the Main House

Please contact the Technical department to discuss the availability of the following equipment and the costs of hiring it as it is shared between the two venues on a first request basis and will be charged for.

<u>Unit</u>	<u>Details</u>	<u>Colour Frame Size</u>
Beam lights	80 x Par 64 Parcans (Mostly CP62) 4 x Par 64 Floorcans	250mm □ (8/Lee Sheet, 4/Rosco Sheet) 250mm □ (8/Lee Sheet, 4/Rosco Sheet)
Fresnel and PC's	16 x 1.2Kw Strand Cantata PC 16 x 1.2Kw Strand Cantata Fresnel 8 x ADB 2Kw Fresnels	190mm □ (12/Lee Sheet, 6/Rosco Sheet) 190mm □ (12/Lee Sheet, 6/Rosco Sheet) 250mm □ (8/Lee Sheet, 4/Rosco Sheet)
Profiles	24 x ETC Source 4's 25/50 12 x ETC Source 4's 15/30	190mm □ (12/Lee Sheet, 6/Rosco Sheet) 190mm □ (12/Lee Sheet, 6/Rosco Sheet)
Flood units	6 x CCT Starlette 4 Cell (1kw) 20 x 1Kw ADB AC1001 14 x Coda 500/4 - flood/groundrow units 12 x Coda 500/1	375 x 265mm (6/Lee Sheet, 2/Rosco Sheet) 265mm □ (10/Lee Sheet, 4/Rosco Sheet) 250 x 215mm (10/Lee Sheet, 4/Rosco Sheet) 250 x 215mm (10/Lee Sheet, 4/Rosco Sheet)
Hardware	6 x 12 way 6 metre IWB's 20 x 6 way 3 metre IWB's 4 x 6 way 3 rung ladders	

In addition to the above various stands, cables and multicore (Socapex) are available. Please contact the Technical Department for details

Sound Equipment and Systems

Birmingham Hippodrome DOES NOT own a FOH PA system.
Please contact the Technical Department if you require us to hire one.

As a receiving venue, the Birmingham Hippodrome does not hold a great deal of sound stock in house. We do however have a high quality delay system comprising of the following equipment:

<u>Installed Delay Speakers</u>	<u>Preset Delay Time</u> (from Proscenium Arch)
Stalls front	7 x d&b E6 47ms
Stalls rear	8 x d&b E6 60ms
Circle	9 x d&b E6 80ms

These are driven by d&b D6 Amplifiers controlled over CanBUS by a PC running d&b R1 Software with a number of Control Presets for various combinations of audio input. Further information available on request.

Audio feed to the in-house delays can be made at most patch panels.

Sound Power	1 x 63A PNE Socket each side in the Pit
Communication	Techpro double ring communications loop. Distribution to all technical areas with semi-duplex radio talkback available using Motorola radios.
Q-Lights	Q-Light system built into the Prompt Desk, consisting of 6 permanently wired Q-Lights with a further 10 ways patchable to various locations around the stage and auditorium.
Vision	Colour CCTV from centre Circle Front with distribution to all technical areas, dressing rooms and front of house latecomers' monitors. Infra-red CCTV from centre Circle Front to Prompt Corner. B/W conductor camera from Pit to Prompt Corner
Music Stands (R.A.T.)	25 x Music Stands (with single light) 1 x Conductor's Music Stand (with twin lights) Please book music stands in advance to ensure availability
Tie Lines	Audio Send, Audio Return, Video, and Speaker tie lines to most locations around the stage and auditorium are available. These all terminate in patch panels in the amplifier room, which is below stage behind the pit. The Effects tie lines terminate at a patch panel Downstage left. The exact numbers and locations are shown in the attached table. NB: Some of the tie lines on the downstage left panel are dedicated to the Prompt Desk

The Green Room (Staff Restaurant)

The Green Room is situated on Level 4 of the main building.

Opening times - please check with Stage Door as times do change.

Outside of these times vending machines are available with a selection of cold and hot drinks and snacks.

Note:

No Cooking is allowed backstage. The Theatre's Catering Department can provide catering requirements.

House Opening Times

The policy of this Theatre is to open the auditorium to the public 35 Minutes before the start of any performance.

If you should at any time require an alteration of this please inform the Duty Manager in sufficient time - otherwise the house will automatically be opened 35 minutes to curtain up.

FOH Information

- 1) Please contact a Front of House Duty Manager to discuss a convenient time to talk through your FOH requirements for the show on arrival. The Duty Managers office is located on Level 2 of the main foyer area (next to the bar) or via ext 3133. This meeting will take approximately 15 minutes and we would appreciate your time along with your stage manager / person responsible for all staff in the unlikely event of an evacuation. This meeting will be held before 17.00 of the opening night of the performance to ensure that the entire front of house team has the relevant information regarding the show.

Points to discuss at the meeting will also include:

- Show running times
 - Front of house calls
 - Evacuation procedure
 - Front of House staff requirements e.g. any cast coming into the audience
 - Latecomers procedure
 - Smoke, Strobe, Pyrotechnics, and any other Special Effects
- 2) If there is Merchandise for the production our administration department should have all of these details **four weeks** prior to the show arriving. We can arrange staff to set up and sell any merchandise (terms and conditions are in the shows main contract).
If you have any questions regarding this please contact our administration department on 0121 689 3192 or Duty Managers direct on 0121 689 3133.
 - 3) Should you require and ticket sales reports, this can be done directly with a Ticket Sales Supervisor on ext 3138.

As part of our Health & Safety Policy, one of the Senior Technicians will conduct a short briefing with all staff working on the stage before a Get In commences. These may also take place when there is a change of shift and, in consultation with the visiting company, before the start of a Get Out.

The aim of this briefing is to introduce the key members of our technical staff, inform your staff about our Evacuation Procedure, and draw their attention to any other possible hazards and policies that might be relevant to the Get In, show operation, or Get Out

This briefing is also an opportunity to introduce your touring staff to our house team and allow you to brief them on your plans for the fit up etc.

Notes

Birmingham Hippodrome is a receiving house.

We do not have workshops available for painting, repairing or building scenery.

There are no props or wardrobe departments; subsequently we have difficulty in providing incoming companies with costumes, ironmongery, timber, paints, tools, props etc.

We do not provide runners.

Private cars including, people carriers, estates and four-wheel drives are NOT allowed to park on the loading bay. They will be clamped.

All electrical equipment brought into the venue by the visiting company must comply with the *17th Edition IEE Wiring Regulations*, and must come with a valid and current electrical safety test certificate even if it is hired from a third party.

All rigging equipment must comply with the *Lifting Operations and Lifting Equipment Regulations* and must come supplied with a valid and current test certificate even if it is hired from a third party.

Birmingham Hippodrome and its employees have the right to refuse to use any equipment that they think is unsafe or unsuitable for the task intended.

We are not able to pre-rig unless agreed in advance and by contract with Birmingham Hippodrome and the visiting company.

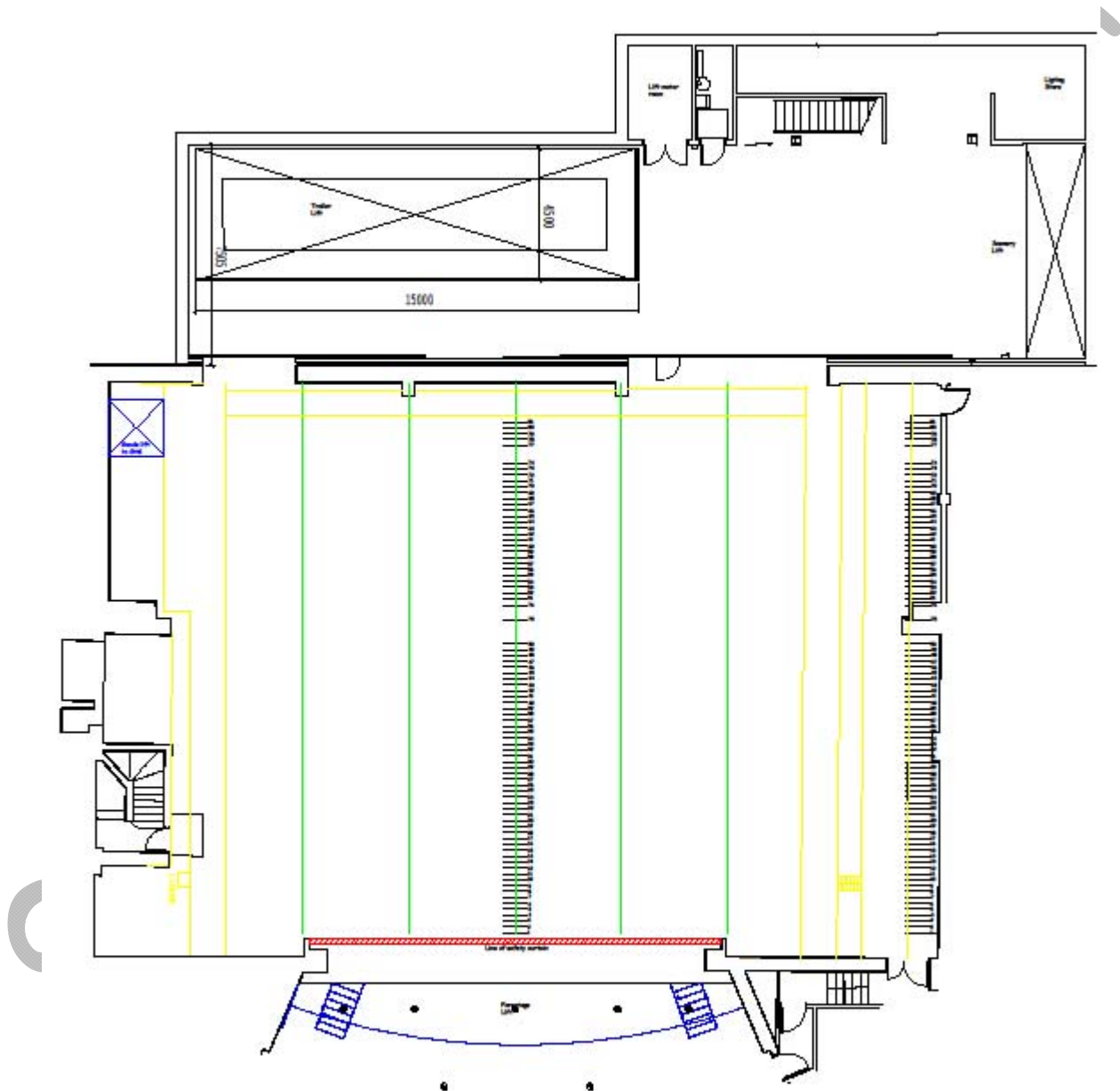
The Technical Department must receive all technical requirements in the form of a rider at least five weeks prior to the event. This must include, as a minimum, get-in schedule, staff requirements, equipment requirements, lighting and ground plans, risk assessment and special effect license requirements.

Please note all information contained in this document is subject to alteration.

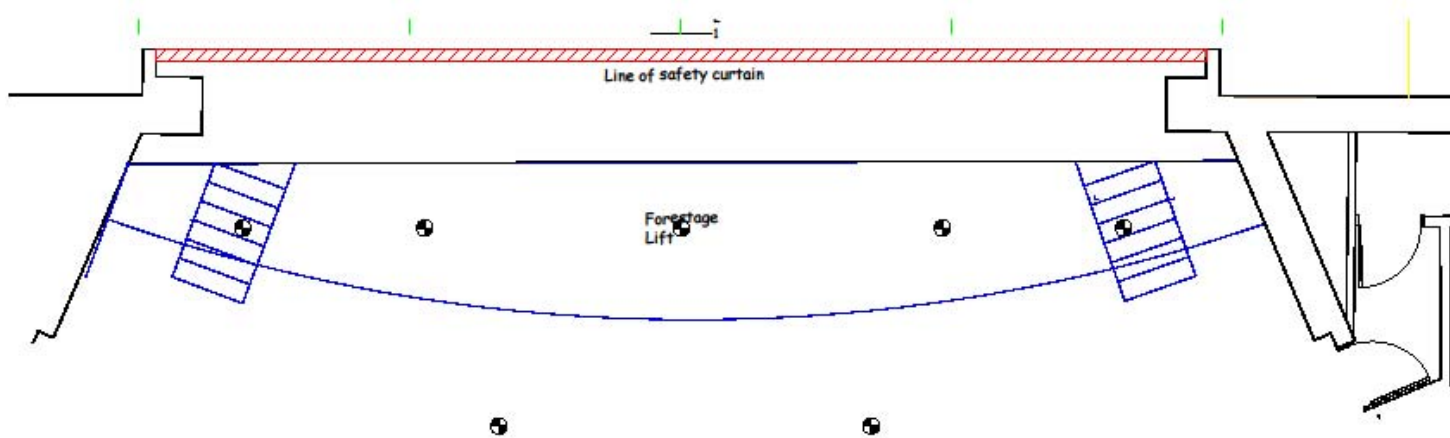
E & O E

Venue Plan

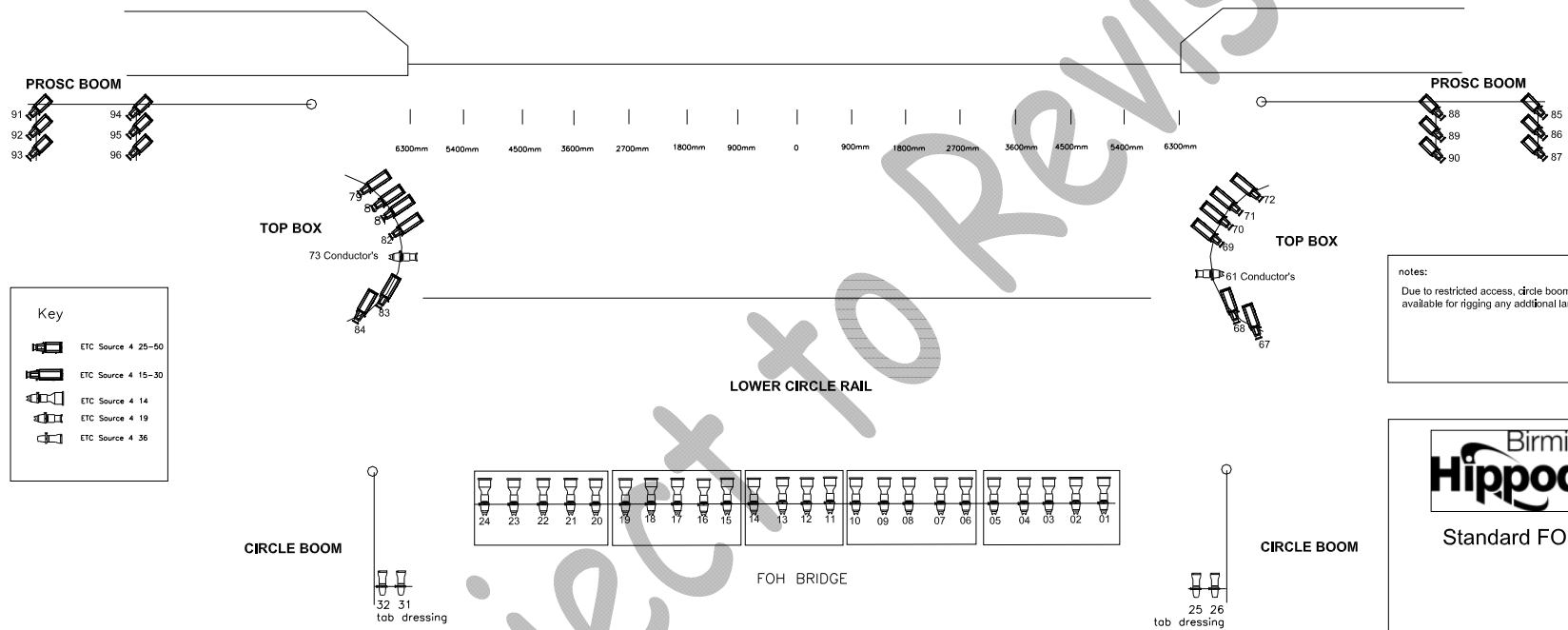
Not to scale. For scaled drawings, please contact technical department.



FOH Hoists positions



Subject



Panel	Item:	Mic	Rev	Comms	Cue Lx	Spkr	Video	Effect	Power 13T	Power 15	Calls
1	Down Stage Left	12	6	2	2	4	2	2	2	1	
2	Mid Stage Left	6	4	2	2	4	2	2	2	1	
3	Up Stage Left	6	4	2	2	4	2	2	2	1	
4	Up Stage Right	6	4	2	2	4	2	2	2	1	
5	Mid Stage Right	6	4	2	2	4	2	2	2	1	
6	Down Stage Right	12	6	2	2	4	2	2	2	1	
7	Floats	6				4		6			
8	Down Stage Left Flys				2						
9	Stage Left Lighting Gantry	2		2	1	2	2				
10	Stage Right Lighting Gantry	2		2	1	2	2				
11	Stage Left Pit	12	6	2	1	4	1		2	1	
12	Centre Pit	2		2	1	1	1				
13	Stage Right Pit	12	6	2	1	4	1		2	1	
14	Stalls Centre (Production Desk)	2		2			2		1		1
15	Rear Stalls	3	3	2	1		2		1		
16	Circle Front	2					2		1		
	Circle Front (production desk)			2			2				
17	Lighting Box	3	3	2	1		3				
18	Limes			2	1						
19	Limes			2	1						
20	Rear Circle Outside Lighting Box					2					
21	Roof Bridge	2		2							2 show
22	Harting Connectors Rear Stalls	96								1	
23	Stage Management Desk (DSL)						2		1		1
	Mid circle L					1					
	Mid circle R					1					
	Stalls delays front					7					
	Stalls delays rear					8					
	Circle delays mid					5					
	Circle delays rear					6					
	Top Box PS			2			2				
	Top Box OP			2			2				

All of the tie lines, except those labelled Effect, terminate in the Amp Room which is sub-stage,