Lamp Orientation (Vertical or Horizontal)

Area Z
R000
T:1111
Focus
Color
Template # or Name
Field Angle (if applicable)
Gobo (Solid) or Iris (Open)
Fixture #
Dimmer
Channel

Run all all cables above head height - do not tape cables to floor across performer entrances.

Half cuts of diffusion, where called for, are vertical, on the onstage or upstage side of the frame, unless otherwise noted.

Directional diffusion, where called for, is vertical, unless otherwise noted.

See designer for exact placement of all floor/set mounted units and booms.

Fixture spacing is 18" unless otherwise noted.

Where Rosco Heat Shield is used, insert in discrete frame between lens and other color media.

Gel and gobo manufacturers are [A]pollo, [G]AM, [L]ee, and [R]osco.

Look both ways before crossing the street. Eat your vegetables.

Use safety cables on all fixtures.

This drawing represents visual concepts and construction suggestions only.

The lighting designer is unqualified to determine the electrical or structural appropriateness of the design & will not assume responsibility for improper engineering, construction or use.

All materials and construction must meet the most stringent local safety fire codes.

Dimmers 1-12 are analog; Dimmers 13-60 are digital.

Grid height is 19'-0". Balcony Rail is 12" above deck; Handrails are 23'-3" above deck. US and DS rails are 23'-8" above deck.

NOTE: Spectra-Cyes require DMX and non-dim Edison power, but do not require stage circuits or dimmers.

Masking is flexible; verify for every production.

US Rail, US Balcony Rail and US balcony booms are not available for electrics when backdrop is used.

The US and DS rails are not paralleled by catwalks.

Additional information is online at: http://www.lostnationtheater.org/tech/.

For an electronic copy of this drawing, email jeff@jeffsalzberg.com.

Template Unit
Iris Unit
Barn Door

23' 21' 19' 17' 15' 13' 11' 9' 7' 5' 3' 1' 1' 3' 5' 7' 9' 11' 13' 15' 17' 19' 21' 23'

To Lobby

Here there be dragons.

See designer for locations of all booms.

Judephone L1761+R132 T:Breakup

Judephone R22 T: Breakup

Judephone R20 T: Breakup

Judephone R44 T: Breakup

BALCONY CLEARANCE 8'-11"

Balcony Boom #1

Balcony Boom #2

Balcony Boom #3

Balcony Boom #4

Leaves R39 T:Leaves

Leaves R56 T:Leaves

Leaves L179 T:Leaves

Leaves R21 T:Leaves

C

F

J

B

E

H

A

D

G

Mount on handrail

Drop L200+R132 T: Breakup

Drop R200+R132 T: Breakup

High Rail

Judephone R66 T:Breakup

Far UR L201+R132 T:Breakup

Area VI R3313+R132 T: Breakup

House Lights

DR L201+R132 T:Breakup

R3313+R132 Area VII T: Breakup

R3313+R132 Area III T: Breakup

R3313+R132 Area V T: Breakup

DR Aisle R23

R3313+R132 Area II T: Breakup

R3313+R132 Area IV T: Breakup

R3313+R132 Area I T: Breakup

UR Aisle R33

Lights in pit & barrel are powered by portable dimmer pack.

Dimmer pack requires Edison power.

Area VIII L139 T:Leaves

Area III L161

Area VI L161

Area VI R39 T:Leaves

Area VI R34

Area III L139 T:Leaves

Area II L161

Area II L139 T:Leaves

Area II R34

DR Corner R35

Area VII R4930+R132 T:Breakup

Area II L161

Area V L139 T:Leaves

Area V L161

Dead Tom L161 T:Leaves

Pos R35 T:Circle

DL Aisle R33

DL L201+R132 T:Breakup

UR L201+R132 T:Breakup

Area I L161

Area I L139 T:Leaves

Area I R34

DR L201+R132 T:Breakup

R4930+R132 Area III T: Breakup

R4930+R132 Area VI T: Breakup

Dead Tommy Front R56

R4930+R132 Area I T: Breakup

House Left

House Right

R4930+R132 Area V T: Breakup

DS Wedge D24+R18

R60 Baby Buggy

R4930+R132 Area IV T: Breakup

House Light

DL L201+R132 T:Breakup

Aisle R64

R4930+R132 Area VI T: Breakup

UR L201+R132 T:Breakup

Beer Sign R67 T:"Beer"

Area IV L161

Area IV L139 T:Leaves

Area IV R39 T:Leaves

Area IV R34

Area VI L161

Area VII L139 T:Leaves

Far UR L201+R132 T:Breakup

Judephone R55 T:Breakup

Judephone R68

Mount in pit

Sidearm 2' US from low rail.

Mount in Judephn pit

Judephone L161

Lights in pit & barrel are powered by portable dimmer pack.

Dimmer pack requires Edison power.

Judephone L1764R132 T:Breakup

To East Judevine

See designer for locations of all booms.

DS Balcony Rail

DS Rail

SL Rail

Das Boot'

ELECTRICIAN

## Judephone Barrel

Fire 1 L139

Fire 2 R22

Fire 3 R19

Welding (in top barrel) L201

Cooler R68

## Key to Symbols

40/30/20 Degree Colorstran (As Indicated) 575W - 31 Available (20°-1 / 30°-15 / 40°-17)

19° ETC Source 4 750W - 2 Available (2 Irises Also Available)

36-Degree Source 4 Junior 575W - 11 Available

26-Degree Source 4 Junior 575W - 17 Available

Altman 360Q 6X9 575W - 11 Available

Altman 360Q 6X12 575W - 2 Available

Altman 360Q 6X16 575W - 4 Available

Altman 360 4-1/2X6-1/2 (Radial) 500W - 1 Available

Altman 360Q 4-1/2X6-1/2 575W - 9 Available

Altman 3.5Q 3-1/2X6 500W - 2 Available

Century 6" Fresnel 750W - 5 Available

Altman 6" Fresnel 500W - 5 Available

Kliegl 6" Fresnel 500W - 4 Available

3" Fresnel (Inkie) 100W - 4 Available

6' Striplight (floor-mounted) 4-Circuit 4 Available (500W/Circuit)

PAR64 (Angle and Bottle as indicated) 1000W - 8 Available

Altman Spectra-Cyc (36W) SEE NOTE Furnished by designer

Altman Spectra-Cyc (100W) SEE NOTE Furnished by designer

NSI Dimmer Pack Furnished by designer

Top Hat

Mercury Vapor/Incandescent Worklight (Permanent)

Genuine Vermont Dairy Cow (Not to scale)

# Judevine

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Jeffrey E. Salzberg, Lighting Designer
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Montpelier, VT
September, 2008
Version: ELECTRICIAN

Scale: ½" = 1'

Light Plot

LOST NATION THEATER