Old Town Temecula Community Theater (logo)

Technical Specifications

Old Town Temecula Community Theater is a performing and visual arts facility that includes a 361-seat proscenium theater opened in 2005, the charming 1890 Mercantile Building that houses an intimate performance space and a visual art gallery, a dance studio, and a 1,390 square foot rehearsal space that can be divided into two rooms.

The mission of Old Town Temecula Community Theater is to present and promote the arts and their ability to enrich community life. The Theater staff recognizes that successful events are a collaborative effort that require a high degree of skill, cooperation, teamwork, organization, flexibility, and shared information. The Theater staff is dedicated to providing courteous, efficient, quality service to all clients. All house equipment will be set-up, operated, and struck by Theater stagehands.

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Current as of 4/19/07

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(City of Temecula Logo)
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Community Services Department
**MAIN STAGE**

**Stage Specifications:**

**Stage Floor:**
GRT Stagelam black, on 2 layers of 3/4” ply, on 2”x 4” sleepers, on 4” square resilient Neoprene pads. Point load maximum is 500 pounds per square inch (can accommodate a 4,000 pound car).

**Stage Dimensions:**
A. Plaster Line to Back Wall   35’-3”
B. Apron to Back Wall   40’-10”
C. Forestage Apron to Back Wall   48’-7”
D. Forestage dimension   7’-9” x 28’-0”
(Note: The Forestage has three fixed positions: Stage level, House level with or without 19 seats, and Pit level and is moved manually.)
E. Stage Width from SR Wall to Locking Rail   70’-2”
F. Proscenium Opening   36’-0”
G. Curtain Line to Apron   7’-2”
H. Curtain Line to Forestage Apron   14’-11”
I. Curtain Line to Back Wall   33’-8”
J. Stage Right Wing   18’-11”
K. Stage Left Wing   15’-3”

Proscenium Height (maximum)   21’-0”
Height from Stage to:
Pin Rail 21’-0”
Loading Bridge 42’-10”
Grid 47’-0”
House Floor to Stage 3’-0”
Pit Dimension 12’-9” x 28’-0”
Orchestra Pit Capacity: 18

**Projection Distances:**
Control Booth to Apron   48’-0”
Control Booth to Cyc   87’-10”
Balcony to Apron   44’-0”
1st AP to Apron   18’-0”
2nd AP to Apron   26’-0”
3rd AP to Apron   38’-0”
Follow spot to Apron   60’-0”
Rear Projection Booth to Screen (Lineset # 21)   12’

**Stage Equipment:**
Dance Floor***   6 Rolls Rosco Blk/Gry 43’x 63” and
2 Rolls Rosco Blk/Gry 30’x 63”
Music Stands   36
Music Lights   36
Musician Chairs (black)   44
Musician Stools (black padded)   6
Orchestra Riser Tops (4x8) 16
Orchestra Riser Legs (8”, 16”, 24”) 10 sets each size
Choir Risers (3 step) 4) Wenger Travelmaster risers
Conductors Podium 1) 48” x 38” x 4”
2) 48” x 38” x 8”
Grand Piano*** Steinway & Sons, Model D, 9 ft
Upright Piano Yamaha P-22 Studio
Orchestra Shell*** Travelmaster Shell
Drum Baffle (Shield) 6 piece 1/4” Plexiglas, 2’ x 4’ ea.
Flags (U.S. and California) 1 each
Lectern 1 each, ADA compliant
Prop Tables 9-6’x 30” Black Folding Tables
11-6’x 18” Black Folding Tables
Tech Rehearsal Table 2-6’x 30” Black Folding Tables

**Sound System:**

Console: Yamaha PM5D 32-bit Digital Mixer
- 48 Mono Inputs
- 4 Stereo Inputs
  - Phantom Power is available on all 48 mono inputs.

Post Console Processing:
- 2 – Yamaha DME 64, cascade digital connection from PM5D

Effects: Included within Yamaha PM5D

Playback: 1 - Minidisk and 2 - CD (1 – playback only / 1 – Record and playback)
  - Note: IPod playback available via dock
Stage Research: SFX Deluxe/Audio playback and Show Control (provided)

Speakers: 7 - Renkus Heinz TRAP 40/7K
- 2 in left and right clusters,
- 3 in center cluster
  - Powered by QSC PLX 3402 and 2402 amplifiers

Front Fills: 4 - Renkus Heinz Mini-Trap
  - Powered by QSC amplifiers

Subwoofers: 2 – EAW SB180 Subwoofers
  - Located above center cluster
  - Powered by QSC PLX 3402 amplifier

Hearing Impaired System:
  - Gentner TX37A Transmitter
  - Gentner RX-1A Receivers

Mix Position: Center of orchestra seats
Monitors: 8 – JBL SRX712M wedges (6 mixes maximum)
   Powered by QSC PLX 3402 amplifiers
   House provides for fold back from front-of-house

Snakes: 2 - 50’, 20 channel
        2 - 25’, 6 channel

Optional Monitor System: ***
   Console: Yamaha LS-9 (32 in by 12 out)
   Monitor Speakers: 2-JBL PRX 525 Self Powered Side Fills (DBL 15 plus Horn)
                     2-JBL JRX 100 Drum Wedges (Single 15 plus Horn)
                     1-Hot Spot VC-7 Non-powered Monitor Speaker
   Note: These are in addition to the JBL wedges above.
   Powered by Crown XTi 4000 amplifiers

Optional Over Ear Headset Monitors
   1-Furman HA6AB Six Channel Mono Pre-amp
   3-Furman HR-2 Two Channel remote stations (for headsets)
   6-Behringer HPX-2000 Headphones

Sound Panels: Located throughout the building.

Microphones and Direct Boxes:
The following are provided subject to availability:
3 – Shure U4D Dual Wireless Receivers (6 total) with
6 – SM58 Handheld Microphones and
6 – U1 Belt-Pack Transmitter with
4 – Countryman WCE6 Headset Mics and
4 – Shure WL183 Lavaliere Mics
   1—Heil “Fin”
   1-- Heil PR22
   1-- Heil PR30
   1-- Heil PR35
   1-- Heil PR40
6 – Shure SM 58
6 – Shure SM 57
2 – Shure SM 81
4 – Shure Beta 98 D/S
5 – Shure Beta 98 H/C
2 – AKG C414B-XLS
3 – AKG C3000B
3-Beta 87 Vocal mics
1-Sub Kick Drum mic
1-Beta 52 Low frequency mic
1-SM 91 mic
1 – Electro-Voice RE20
8 – BSS AR-133 Direct Boxes
Sound Pressure Levels:
We require that sound pressure be kept within safe levels for both our audience and our crew. If the peak sound pressure levels at the closest audience or crew member exceed 95 db (A-Weighted) or 100 db (C-Weighted) the audio engineer will be asked to lower volume in the Theater.

Lighting System:
Control Console: ETC GIO 4K with 2-2 by 20 Fader Wing
Location: Control Booth, Back of House, Parterre Level
Dimmers: ETC Sensor D20AF (236 - 2.4Kw dimmers, dimmer per circuit)
          ETC R20AF Modules (27-2.4Kw)
Circuits: 3-Pin

Lighting Inventory:
Conventional Fixtures:
17-ETC Source Four 19 degree lekos (lamped @ 575w)
30-ETC Source Four 26 degree lekos (lamped @ 575w)
30-ETC Source Four 36 degree lekos (lamped @ 575w)
20-ETC Source Four 25-50 degree Zooms (lamped @ 575w)
48-ETC Source Four PARS w/lens kit (lamped @ 575w)
29-Strand 8” Fresnels (lamped @ 1K)
10-Altman 3-Cell focusing cyc lights (lamped @ 1K)
6-ETC Source Four 26 degree barrels
6-ETC Source Four 36 degree barrels

Automated Fixtures:
29-Elektralite Quad LED Moving PARS (30 degree lens)
10-Elektralite RGBW LED Moving PARS (25 degree lens)
10-ADJ INNO Spot Elite LED Profile Fixtures (used as front light from FOH truss and 1st LX)
10-ADJ DOTZ Matrix 4.4 LED Cubes (5/5 for Cyc Lights and Ground Row)
05-ADJ ILLUSION DOTZ 4.4 LED Moving Head Effects Cubes***
05-ADJ INNO Spot Elite LED Profile Fixtures*** (used as Floor F/X fixtures)
16-Elektralite LXE 700 Profiles *** (700w)

Color Wheel 1: Position 1-Open/White; Position 2-Red (R332/L166 eq.); Position 3-Yellow (R12/L101 eq.); Position 4-Dark Blue (R80/L132 eq.); Position 5-Orange (R18/L105 eq.); Position 6-Lt Blue (R78/L79 eq.); Position 7-Congo Blue (R382/L181 eq.); Position 8-CTB (R3216/L203 eq.); Position 9-CTO (R3444/L206)

Gobo Wheel 1: (gobo and position in wheel) F-1 OPEN

Gobo Wheel 2: (gobo and position in wheel) F-1 OPEN

06-Elektralite “Eye Kandy” LED FX fixtures***
Color Wheel 1: Position 1-Open/White; Position 2-Red (R27 eq.); Position 3-Yellow (R312 eq.); Position 4-Blue (R80 eq.); Position 5-Green (R90 eq.); Position 6-Amber (R21 eq.); Position 7-Lt Blue (R72 eq.); Position 8-Purple (R39 eq.)

Gobo Wheel 1: (gobo and position in wheel) F-1 OPEN

ADJ Inno Spot Elite LED Profile Fixtures***

Color Wheel 1: Position 1-Open/White; Position 2-Red (R25 eq.); Position 3-Amber (R20 eq.); Position 4-Yellow (R12 eq.); Position 5-Green (R389 eq.); Position 6-Med Blue (R83 eq.); Position 7-Magenta (R346 eq.); Position 8-Lavendar (R355 eq.)

Gobo Wheel 1: (gobo and position in wheel) F-1 OPEN

Follow Spots:
02-Lycian Starklite II 1272/UT (1.2k Xenon) ***

***Requires additional rental fee
Prices available upon request

Lighting Accessories:
20-City Theatrical Drop-in Iris units (for S4 Lekos)
22-“B” size pattern holders
20-Barndoors for Strand Fresnels
06-Barndoors for ETC PARS
24-Top Hats (for S4 Lekos)
18-7½” R59 (equivalent) Dichromatic glass filters
12-Quick Plate floor bases
04-Altman 50lb bases with 9’ schedule 40 threaded pipe (stage booms)
04-STL 65lb bases with 9’ schedule 40 non-threaded pipe (stage booms)
04-City Theatrical Scenery Bumpers

Portable Lighting System:
10-Elektralite “Eye Ball” Quad LED PAR fixtures
2-ADJ Flat Par LED fixtures
Control Console: ETC Smartfade

Available Patterns: (Gobos)
6 – B1047 (Blowing Flame) 8 – 79081 (Baby Boomerangs)
4 – 77280 (Jaws) 2 – 79129 (Snowflakes 2)
4 – B 408 (Sm Leaf Breakup) 1 – 846 (Gothic)
4 – 71024 (Flames 7) 1 – 444 (Bright Lights)
4 – 77642 (Triangles Sm) 1 – 79001 (Nightsky)
8 – 71028 (Geometric Explosion) 1 – 850 (Shooting Stars)
8 – 77806 (Leaf Breakup) 8 – 77932 (Stars 6)
4 – 77805 (Leaf Breakup Med) 8 – 77929 (Whirl)
4 – 79654 (Blobs) 8 – 79087 (Splat Breakup)
4 – 78220 (Wrinkles Lg) 6 – 78200 (Sun Circle)
8 – 77751 (Radial Lines) 8 – 77582 (Tye Dye)
6 – 71055 (Sunburst Flowers) 8 – 77893-Whirlpool
8 – 79702 (Radial Circles) 8 – 77617-Biohazard
4 – 79177-Grecian Sun 4 – 78444-Diamond Spheres
4 – 74017-Symetric #1 4 – 78475-Rotating Apertures
4 – 74054-Organic # 4 4 – 77392-Geometrics # 2
4 – 74022-Symetric # 2

Circuits:
1. Lighting Booth: Circuits 1 and 2
2. 3rd Catwalk: Circuits 3 thru 8 (from house right)
3. 2nd Catwalk: Circuits 9 thru 23 (from house right)
4. 1st Catwalk: Circuits 24 thru 38 (from house right)
5. #1 Cove SL Low: Circuits 68 and 69
6. #1 Cove SL High: Circuits 59 thru 61
7. #1 Cove SR Low: Circuits 70 and 71
8. #1 Cove SR High: Circuits 62 thru 64
9. #2 Cove Low: Circuits 65 and 66
10. #2 Cove SL High: Circuits 53 thru 55
11. #2 Cove SR Low: Circuits 66 and 67
   Note: Circuit 66 is paired SL & SR (essentially a “two-fer”)
12. #2 Cove SR High: Circuits 56 thru 58
13. #1 Electric: Circuits 78 thru 104 (from SL) (27 total 2k circuits)
14. #2 Electric: Circuits 113 thru 127 (from SL) (15 total 2k circuits)
15. #3 Electric: Circuits 136 thru 150 (from SL) (15 total 2k circuits)
16. #4 Electric: Circuits 159 thru 173 (from SL) (15 total 2k circuits)
17. #5 Electric: Circuits 178 thru 198 (from SL) (Cyc Pipe)
   Note: Circuits 178 thru 183 are individual circuits evenly spaced between circuits 184 thru 198
   which are set up in bundles of three, i.e.: 178…184/185/186…179.
18. Proscenium SL: Circuits 201 thru 203
19. Proscenium SR: Circuits 204/205 and 208
20. Upstage R Wall: Circuit 236
21. Upstage L Wall: Circuit 235

22. SL Floor Pockets (starting downstage)
Box 1: Circuits 209/208
Box 2: Circuits 213/212
Box 3: Circuits 217/216

23. SR Floor Pockets (starting downstage)
Box 1: Circuits 210/211
Box 2: Circuits 214/215
Box 3: Circuits 218/219

24. Upstage Floor Pockets (starting stage left)
Box 1: Circuits 222 thru 220
Box 2: Circuits 225 thru 223
Box 3: Circuits 228 thru 226
Box 4: Circuits 231 thru 229
Box 5: Circuits 234 thru 232

25. Fly Gallery SL (starting down stage) Note: These boxes are set up to accept either Multi-cable or 3-pin cable.
Box 1: Circuits 74 thru 77
Box 2: Circuits 109 thru 112
Box 3: Circuits 132 thru 135
Box 4: Circuits 155 thru 158

26. Fly Gallery SR (starting down stage)
Box 1: Circuits 105 thru 108
Box 2: Circuits 128 thru 131
Box 3: Circuits 151 thru 154
Box 4: Circuits 174 thru 177

Projector Alcove: Circuits 199/200
Orchestra Pit: Circuits 72/73

***Note: All automated fixtures are required to use R20 Modules for power. Any R20 Module used consumes 2-20a circuits.
Video Projection:
Projector: 1 Sanyo PLC-XF20
Available Lenses: 1-Sanyo LNS-W32 Short Throw Wide Angle (Fixed at 0.8:1)
1-Sanyo Standard 1.30:1 (Variable Zoom)
Note: Throw distances for this lens are 6'-5” to 54’5”
Screen: 1 Stewart Luxus AT-2 (AT2M240VUM15) unmasked
Screen size: 16’w X 12’ h
Note: This is a rear projection screen.
Playback Source: 1 Yamaha BD-S677 Blu-ray player
1 Magnavox 15in preview monitor (rack mounted)
Computer Interface: Extron RGB 109 XI

Power Distribution
Company Switch USR Wall Cam-Lok (G/N turn-around required)
400 Amp 3 Phase 120/208 Volts
Shore Power Tails can be tied into Company Switch if not used by production.
Note: Production will need 75’ of cable for Shore Power tie in.
Note: Running of generators not permitted in dock area.

Loading dock located at West end of Fourth Street
Location Upstage Right at Stage Level
Dock Height 3’-0”
Scene Shop Loading Door 12’ Wide x 12” Tall
Access Doors from Scene Shop to Stage 10’ Wide x 15” Tall
Distance from Dock to Stage 40’ approx.

Dock Plate 5’x 4’ Aluminum 3700lb Capacity
**Rigging:**
Under-hung counterweight rigging system, manually operated, single purchase. Single-pipe general purpose battens, double-pipe dedicated electrics battens, tracked side ladders on truss battens.

Dual Locking Rail Location: Stage Left at Stage Level and Pin Rail Level (21’ above Stage)
Pin Rail Location: Stage Left and Right at Pin Rail Level (21’ above Stage)

Counterweight Linesets:
- Across Stage 32
- Up/Down Stage (Side Ladders) 2

Lift Lines per Set:
- General Purpose 5
- Electrics 7
- Side Ladders 4

Arbor Live Load Capacity:
- General Purpose 1,400 pounds
- Electrics 1,800 pounds
- Side Electrics 1,200 pounds

Batten Length:
- Across Stage 47’-3”
- Up/Down Stage 31’-0”
- High Trim 44’-7”
- In Trim 3’-9”
- Batten Travel 40’-10”

Sand Bags 4-10#, 12-25#, 6-50#, 3-100#

**Draperies**

<table>
<thead>
<tr>
<th>Drapery</th>
<th>Finished Dimensions</th>
<th>Fullness</th>
<th>Fabric Color</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main Border</td>
<td>1 @ 47’-3”W x 12’-0”H</td>
<td>75% Sewn-in 25 oz. Velour Burgundy</td>
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<tr>
<td>Main Drape</td>
<td>2 @ 25’-2”W x 23’-0”H</td>
<td>75% Sewn-in 25 oz. Velour Burgundy</td>
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<tr>
<td>Borders</td>
<td>5 @ 47’ W x 10’ H</td>
<td>None 25 oz. Velour Black</td>
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</tr>
<tr>
<td>Legs</td>
<td>10 @ 10’-0”W x 23’-0”H</td>
<td>None 25 oz. Velour Black</td>
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<tr>
<td>Travelers</td>
<td>2 @ 37’-11”W x 23’-0”H</td>
<td>None 25 oz. Velour Black</td>
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<tr>
<td>Black Scrim</td>
<td>2 @ 47’-3”W x 21’-0”H</td>
<td>None Sharkstooth Black</td>
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</tr>
<tr>
<td>Grey Scrim</td>
<td>1 @ 47’-3”W x 21’-0”H</td>
<td>None Sharkstooth Grey</td>
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<tr>
<td>Full Stg Black</td>
<td>1 @ 47’-0”W x 21’-0”H</td>
<td>None Commando Black</td>
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<tr>
<td>Cyclorama</td>
<td>1 @ 47’-3”W x 26’-0”H</td>
<td>None Leno Cloth White</td>
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<tr>
<td>Side Masking</td>
<td>6 @ 10’W x 22’-0”H</td>
<td>None Commando Black</td>
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<tr>
<td>Fabric Columns</td>
<td>4 @ 30” in diameter x 22’ H (Translucent)</td>
<td>Off White***</td>
<td></td>
</tr>
<tr>
<td>Portable Booth</td>
<td>8’ H x 4’-8’ wide/deep</td>
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<td></td>
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</table>

***Portable Adjustable Quick Change Booth (black drape)***
### Line set Schedule:

<table>
<thead>
<tr>
<th>Line set</th>
<th>Distance</th>
<th>House Hang</th>
<th>From Dedicated</th>
<th>Show Hang</th>
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<tbody>
<tr>
<td>Proscenium</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>VAL*</td>
<td>0’-10”</td>
<td>Main Border</td>
<td>C/L 3</td>
<td>Main Border</td>
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<tr>
<td>MC*</td>
<td>1’-7”</td>
<td>Main Drape (Act Curtain)</td>
<td>C/L 3</td>
<td>Main Drape (Act Curtain)</td>
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<tr>
<td>E1*</td>
<td>3’-1”</td>
<td>Electrics #1</td>
<td>N/A 3</td>
<td>Electrics #1</td>
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<td>4</td>
<td>4’-7”</td>
<td>OPEN</td>
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<tr>
<td>5</td>
<td>5’-4”</td>
<td>OPEN</td>
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<td></td>
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<tr>
<td>6</td>
<td>6’-1”</td>
<td>Border #1</td>
<td>C/L</td>
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<td>7</td>
<td>7’-10”</td>
<td>Legs #1</td>
<td>17’</td>
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<tr>
<td>SRL*</td>
<td>8’-7”</td>
<td>Stage Right Light Ladder</td>
<td>26’ R 3</td>
<td>Stage Right Light Ladder</td>
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<td>E2*</td>
<td>9’-4”</td>
<td>Electrics #2</td>
<td>N/A 3</td>
<td>Electrics #2</td>
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<td>SLL*</td>
<td>10’-1”</td>
<td>Stage Left Light Ladder</td>
<td>26’ L 3</td>
<td>Stage Left Light Ladder</td>
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<tr>
<td>9</td>
<td>10’-10”</td>
<td>OPEN</td>
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<td></td>
</tr>
<tr>
<td>10</td>
<td>11’-7”</td>
<td>Border #2</td>
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<td>11</td>
<td>12’-4”</td>
<td>Legs #2</td>
<td>17’</td>
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<td>12</td>
<td>13’-1”</td>
<td>Mid Stage Traveler</td>
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<td>E3*</td>
<td>15’-7”</td>
<td>Electrics #3</td>
<td>C/L 3</td>
<td>Electrics #3</td>
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<td>14</td>
<td>17’-1”</td>
<td>OPEN</td>
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<td></td>
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<tr>
<td>15</td>
<td>17’-10”</td>
<td>OPEN</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>18’-7”</td>
<td>Border #3</td>
<td>C/L</td>
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<td>17</td>
<td>19’-4”</td>
<td>Leg #3</td>
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<td>18</td>
<td>20’-1”</td>
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<td>E4*</td>
<td>21’-10</td>
<td>Electrics #4</td>
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<td>Electrics #4</td>
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<td>23’-4”</td>
<td>Dedicated</td>
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<td>Non-usable</td>
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<td>21</td>
<td>24’-1”</td>
<td>OPEN</td>
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<tr>
<td>22</td>
<td>24’-10”</td>
<td>Projection Screen</td>
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<td>23</td>
<td>25’-7”</td>
<td>Border #4</td>
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<tr>
<td>24</td>
<td>26’-4”</td>
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<td>25</td>
<td>27’-1”</td>
<td>Upstage Traveler</td>
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<tr>
<td>E5*</td>
<td>28’-10</td>
<td>Electrics #5</td>
<td>N/A 3</td>
<td>Electrics #5</td>
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<td>27</td>
<td>30’-4”</td>
<td>Black Scrim</td>
<td>C/L</td>
<td>(Storage)</td>
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<tr>
<td>28</td>
<td>31’-1”</td>
<td>Black Scrim</td>
<td>C/L</td>
<td>(Storage)</td>
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<tr>
<td>29</td>
<td>31’-10”</td>
<td>Grey Scrim</td>
<td>C/L</td>
<td>(Storage)</td>
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<td>30</td>
<td>32’-7”</td>
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<td>31</td>
<td>33’-4”</td>
<td>Full Black</td>
<td>C/L</td>
<td>(Storage)</td>
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<tr>
<td>32</td>
<td>34’-1”</td>
<td>Cyc</td>
<td>C/L</td>
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</tbody>
</table>

* indicates dedicated Linesets

***Note: FOH truss blocks use of the 2nd AP. Any front light needed can be hung on 3rd AP with higher wattage fixture.***
Dressing Rooms:
There are three Dressing Rooms designed for 33 people. All rooms have make-up lights, mirrors, chairs, sink(s), toilet(s), and shower. Dressing Rooms are located at stage-level on Stage Right.

<table>
<thead>
<tr>
<th>Room</th>
<th>Designed Capacity</th>
<th>Maximum Capacity</th>
<th>Facilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>1</td>
<td>3</td>
<td>1 sink, 1 toilet, 1 shower</td>
</tr>
<tr>
<td>II</td>
<td>14</td>
<td>26</td>
<td>2 sinks, 1 toilet, 1 shower</td>
</tr>
<tr>
<td>III</td>
<td>18</td>
<td>30</td>
<td>2 sinks, 2 toilets, 1 shower</td>
</tr>
</tbody>
</table>

Note: If needed, the Dance Studio (Stage level) and Rehearsal Rooms (second level) may be available for additional dressing areas.
Dressing rooms come equipped with a flat screen monitor connected a CCTV to view the onstage activity.

Wardrobe:
There is no designated wardrobe area. There is a washer and dryer located in the Scene Shop.

House Wardrobe Equipment:
· 1 - Steamer (Jiffy J-2)  
· 2 – Irons
· 5 - Wardrobe Racks  
· 2 - Ironing Boards

Dance Studio:
Use of the Dance Studio must be requested in advance and is subject to availability. No shoes other than dance shoes are allowed. Food and beverages (except bottled water) are not allowed.
Location Down-Stage Right
Dimensions 27’ x 43’
Capacity 165
Distance from Stage 62’
Equipment Permanent Barres, mirrors, Yamaha upright piano,
THE MERC
(BLACK BOX SPACE)

Stage Specifications:
Stage Dimensions
24’ (W) 8’ (D) 8” (H)

Sound System:
- Main PA: JBL EON 15 300 watt FOH speakers (flown)
- Monitors: 2 JBL EON 10 200 watt speakers
- Control: Allen and Heath ZED 10FX
- Mics: 1- AKG 301 (without switch)
- 1-AKG 301 (with switch)
- 1-AKG 88S (with switch)
- 1-Shure PG58 (with switch)
- 1-Fender P51 (with switch)
- 1-Radio Shack 3304 (with switch)
- Playback: 1 portable CD player
Note: House provides: 3 Straight Stands, 3 Boom Stands, 2 30’ Monitor Cables and 4 30’ XLR mic cables.

Artist/Group must provide their own if more are needed.

Available Backline:
Steinway Model “O” 5’ Baby Grand

Note: Artist must request its use.

Sound Pressure Levels:
We require that sound pressure be kept within safe levels for both our audience and our crew. If the peak sound pressure levels at the closest audience or crew member exceed 85 db (A–Weighted) or 90 db (C-Weighted) the artists will be asked to pull back the level.

Lighting System:
- Control Console: ETC Nomad w ½ Universe (256 channels)
- Location: Mezzanine Level

Fixture Inventory:
- 14-American DJ QWH5 LED Flat Par
- 03-American DJ Inno Spot LED profiles
- 01-Altman Comet 360w Follow Spot

Maximum seating capacity 48
CONTACT AND GENERAL INFORMATION

Theater Contacts

Beatriz Barnett           Theater Manager         951-308-6379
Patron Services Coordinator
Ticket Office Manager
beatriz.barnett@cityoftemecula.org

William R. Strawn        Technical Director and       951.308.6378 (office)
Lighting Designer/Director 951.551.0432 (cell)
bill.strawn@cityoftemecula.org

Driving Directions to Loading Dock:
From the South (San Diego County)
Take Interstate 15 north to the Rancho California exit, turn left to Old Town Front Street, turn left to Fourth Street and turn right to the Theater, which is on the left at the end of Fourth Street.
From Riverside, Orange, Los Angeles Counties
Take Interstate 15 south to the Rancho California exit, turn right to Old Town Front Street, turn left to Fourth Street, and turn right to the Theater, which is on the left at the end of Fourth Street.

Restaurants:
A Short Walk:
The Bank (Mexican Food)
Rosa’s Cantina (Mexican Fast Food)
Penfolds Cattle Company (Steak House)

A Longer Walk:
Front Street Bar & Grill (Full Service Restaurant/Bar)
The Swing Inn (Diner Food)
Texas Lil’s (Full Service Restaurant/Bar)
Sweet Lumpy’s (BBQ)
Starbucks (Coffee)
Café Bravo (Coffee)

Hotels:
A Walk:
Palomar Inn Hotel        28522 Old Town Front St., Temecula, CA       951.676.6503
Ramada Inn               www.ramada-temecula.com

A Short Drive:
Temecula Creek Inn       www.temeculacreekinn.com
Hampton Inn & Suites      www.temeculasuites.hamptoninn.com
Holiday Inn Express       www.staytemecula.com
Protocol and Restrictions
No item with wet paint may be brought into the facilities, and no major painting may be done anywhere inside or outside of the facilities. The Theater will allow touch-up painting only on sets, props, and costumes. All painting projects must be scheduled in advance with Theater Management. The User will be required to use care to protect the facilities from paint spills and over-spray, and to perform any necessary clean-up.

To facilitate the load-in, scenery should arrive at the Theater properly rigged. Theater Management reserves the right to re-rig any piece deemed unsafe to fly. If the User desires to fly people, the User shall employ a specialty flying company approved by Theater Management (such as Flying by Foy or ZFX).

Users of automated Profile Luminaires (LXE700/Eye Kandy/Inno Spots) please note that no custom gobos or color will be installed in any of the fixtures. See available patterns and colors on pages 5 and 6 above.

Users wishing to have their personnel operate lighting console and automated lighting fixtures must show (to the satisfaction of theater TD) that they are certified in the use of the ETC EOS operating system and the proper operation and use of automated luminaries.

Those not meeting the above criteria will not be allowed to operate the console. No exceptions.

Those meeting the criteria must strictly adhere to the rules set forth by theater TD for inhabiting the lighting booth and the use of the equipment.

The use of all types of glitter, small confetti, and hay is prohibited. Chewing gum is never allowed in any of the buildings. Also, food and drinks are prohibited on the stage and in the auditorium.

A sufficient number of adult chaperones are required for events with large numbers (50 or more) of children on stage. Children will not be allowed in the Theater until the chaperones are present. The User is responsible to monitor the behavior of all cast members backstage (no running, jumping, pushing, touching the soft goods, playing with the locking rail, etc.).

Only required personnel are allowed in audience chamber during rehearsals.

Televisions in dressing rooms are connected to an in house CCTV system and do not receive any outside programming, please do not adjust or change settings or channels.

The User should arrange for all deliveries and pick-ups of equipment to occur during the time the User has contracted to use the Theater. Any pick-ups or deliveries scheduled outside of this time-block must be approved in advance by Theater Management. Storage of sets, props, costumes, etc. over any non-contracted days is not allowed.

The User should provide a Stage Manager familiar with the production for all rehearsals and performances. The Stage Manager will call the show in headset communication with the stagehands. Theater stage personnel will assist and train the Stage Manager if required.

Theater Management reserves the right to require the User to provide a qualified and competent audio engineer familiar with the production for shows with certain types of audio requirements. The Theater shall have the in-house engineer work with the User’s engineer to ensure continuity of use of all house audio gear.
**Fire Code and Safety Compliance:**
Compliance with all local, state, and federal safety and fire codes is expected. All sets and drops must be flame proofed or fire retarded. Theater Management will prohibit the use of any item failing to comply with fire codes and/or safety standards.
The use of all special effects equipment, including, but not limited to, smoke machines, fog machines, hazers, and all types of pyrotechnic equipment, as well as the use of gun powder, starter pistols, candles, cigarettes, and all types of flames, is subject to the advance approval of Theater Management and, in some cases, the City of Temecula Fire Marshal. Please note: Without advance approval, permission will be denied to Users to use special effects in their shows.
The Theater will adhere to professional theater industry safety codes. All flown scenery will require the use of hardware rated for that purpose. Stagehands will be given scheduled breaks to keep them alert in an inherently dangerous work environment.
In accordance with California state law, all of the buildings are smoke-free facilities.