PERFORMANCE DURATION
45 minutes (No interval)

CAPACITY
Venue dependent up to 500

BUMP IN TIME:
7 hours assuming lighting, sound, AV and masking is pre-rigged and a full crew compliment on the day.
Typical is
3 hrs to build set and focus lighting
2 Hrs to reprogram lighting
2 hrs technical rehearsal with performers. Set radio Mic levels.

BUMP OUT TIME:
2 hours (excluding return to standard rig) venue dependent

WINDMILL SET (See plan)
Free standing bush elements and a tent on a 7m diameter floorcloth.
MINIMUM PERFORMANCE AREA:

<table>
<thead>
<tr>
<th></th>
<th>Min</th>
<th>Ideal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stage width</td>
<td>23ft</td>
<td>29.5ft</td>
</tr>
<tr>
<td>Wings (each side)</td>
<td>6.6ft</td>
<td>9.8ft</td>
</tr>
<tr>
<td>Wall to wall</td>
<td>36ft</td>
<td>49.21ft</td>
</tr>
<tr>
<td>Depth</td>
<td>26ft</td>
<td>32 ft</td>
</tr>
<tr>
<td>Height</td>
<td>16ft</td>
<td>26.25ft</td>
</tr>
</tbody>
</table>

VENUE TO PROVIDE:
STAGING
Masking
- Rear Black Masking - full width
- Panorama masking alongside walls if in a black box stage or legs & boarders if on a Prosc arch venue.

FLOOR
Stage needs to be very flat with no impediments from wings to stage and black
LIGHTING EQUIPMENT
Venue to provide:
- 3 x LED RGBW Moving lights (Originally Chauvet R2 Wash so something similar)
- 4 x RED RGBWLI med zoom profiles
- Talk to Windmill PM for any Substitutes.
- 20 medium zoom Profiles (Fixed beam lamps can work too)
- High quality LED profiles could work too
- 12 x 2K Fresnel
- Haze MDG is safest.
- Smoke machine Look solutions Viper.
- Lighting gel as per plan (attached)
- Control of house lights at operation position
- DMX to operation position
- Our set electrics exists on Universe 2
- Call PM for detail is actually reasonably simple.

AUDIO
A professional stereo sound system adequate for the size of the venue. The PA must be in good condition, free of noise and hum, and if flown in accordance with WHS standards. Preferred systems are Adamson KV2 Audio D&B or Meyer. Access to Venue desk and routing required.

Speaker Positions
We will use the Venue standard with LCR. Effect speakers at ground level in the Set House system to be Left, right, sub and two Monitor speakers (DSOP & DSPS)
One 10 or 12 inch powered speaker US C
House Speaker placement forwarded to prior to bump in please

SOUND EQUIPMENT PROVIDED BY WINDMILL
Microphones.
Windmill will supply 3 x Sennheiser Radio Mics Transceivers and body packs.
Operation/switching thru Qlab level setting thru House desk.

AV
No Projection for this show

LIGHTING EQUIPMENT PROVIDED BY WINDMILL
- EOS Nomad triggered thru Qlab. Will use house ETC desk to replot and trigger via OSC
- 4 x laser star projectors.
- Possibly 4 x Chauvet Ovation LED Profile will see what’s in stock in Venue.
- Set lx incorporated in to set elements.
- Output to house system via LSC Node. Uni1 house system Uni 2 Set lx or House desck Via OSC.

ALL TECHNICAL EQUIPMENT SUBSTITUTES TO BE DISCUSSED AND AGREED WITH WINDMILL.

SHOW OPERATION (in auditorium at rear / Technical Operation room with open window)
Equipment at Operation Position
- Windmill Tech Rack including
- 4 x Audio outputs
- LSC Node with 4 universes od Scan dmx out
- Network output
Other Requirements

WARDROBE
Laundry facilities including washer, secure drying room for overnight use. Will use wardrobe staff if available

DRESSING ROOMS
Cast – 2, Production Team – 2

OTHER
Access to Green room facilities.

FREIGHT
1 x 5 Tonne Truck - minimum 5m length or 20 foot container Set frames are 3.6 L x 2.1 H x 1.15m W

BUMP IN CREW
See Production Schedule

BUMP OUT CREW
See production Schedule

VENUE PERFORMANCE CREW
1 x Lighting to monitor house systems
1 x Audio to monitor house systems

WINDMILL TOURING COMPANY (5-6)
Cast (3)
Stage Manager (1)
Technical Manager (1)
Director (1) first venue only

FURTHER INFORMATION
For further technical information please contact:
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