

Lookingglass Alice

Adapted and Directed by David Catlin

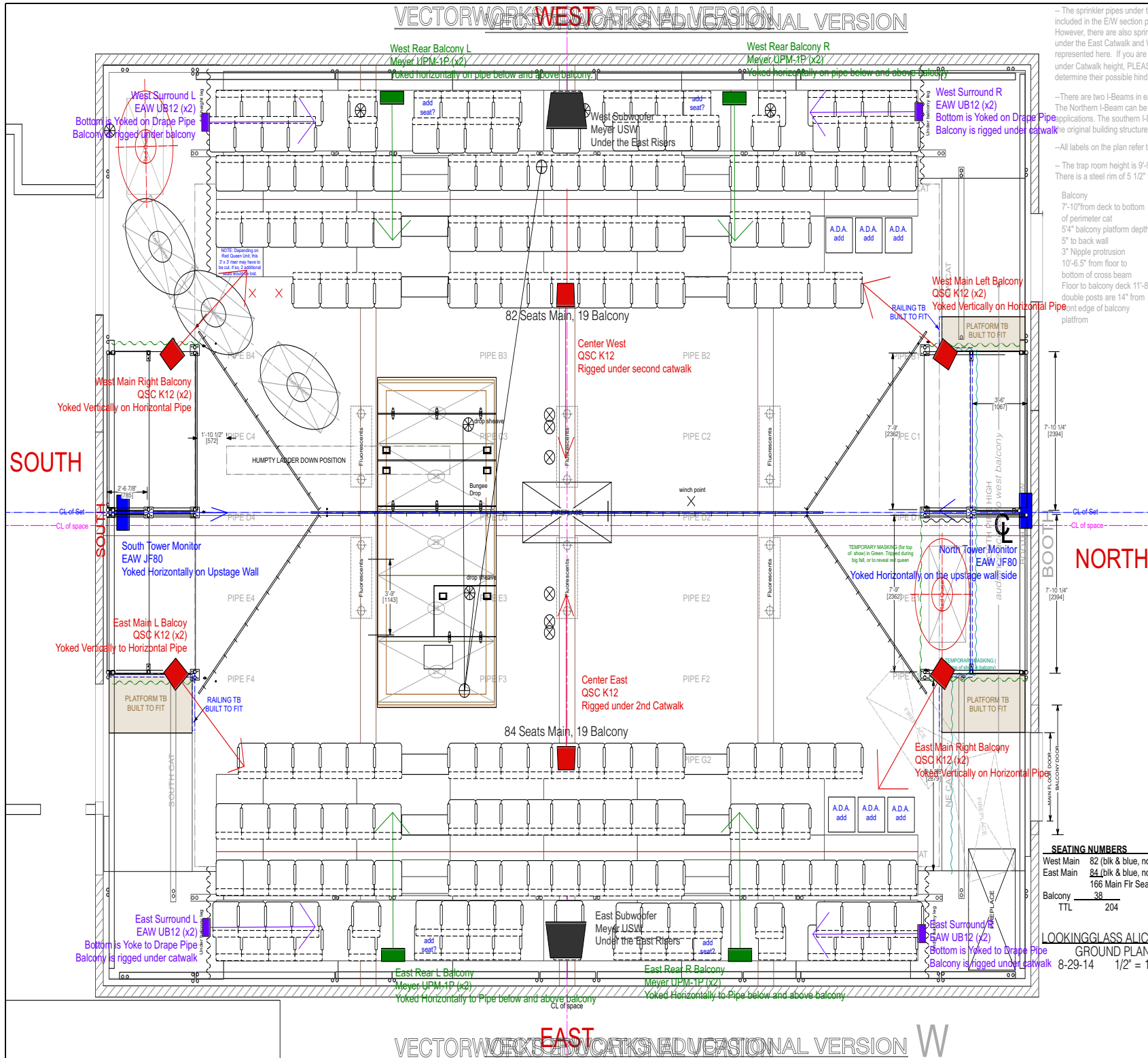
Audio Engineering Package
Lookingglass Theatre Company
Water Tower Water Works

Production Manager: Sarah Burnham
Production Stage Manager: Jaci Entwisle
Assistant Stage Manager: Helen Lattyak
Floor Manager: Aaron McEachran
Sound Designer: Ray Nardeli
Sound Supervisor: Brandon Reed
Assistant Sound Supervisor: Macy Kloville

Shop Pull: October 26th – November 4th, 2021
Theatre Load-In: March 28th – March 30th, 2022
TECH: April 22nd – May 10th, 2022
Preview: April 30th – May 10th, 2022
Performance: May 11th – July 31st, 2022
Strike: July 31st, 2022

lookingglass





- The sprinkler pipes under the floor are included in the E/W section plan. However, there are also sprinkler pipes under the East Catwalk and West Catwalk. If you are planning to rig under Catwalk height, PLEASE determine their possible hindrance.

- There are two I-Beams in each section. The Northern I-Beam can be used for lighting applications. The southern I-Beam is the original building structure.

- All labels on the plan refer to the original building structure.

- The trap room height is 9'-9". There is a steel rim of 5 1/2" wide.

Balcony
7'-10" from deck to bottom of perimeter cat
5'4" balcony platform depth
5" to back wall
3" nipple protrusion
10'-6.5" from floor to bottom of cross beam
Floor to balcony deck 11'-8"
double posts are 14" from edge of balcony platform

Lookingglass Alice
Water Tower Water Works
Lookingglass Theatre Company
May 2022

Sound Design:
Ray Nardelli

Associate:
Christopher LaPorte

Sound Supervisor:
Brandon Reed

Audio Engineer:
Brandon Reed

Sound Board Op:
Brandon Reed

Director:
David Catlin

Speaker Plot:
Composite

Dates:

Previews:
April 30th - May 10th, 2022

Shop Pull:
March 21st - March 28th, 2022

Theatre Load-In:
March 28th - March 30th, 2022

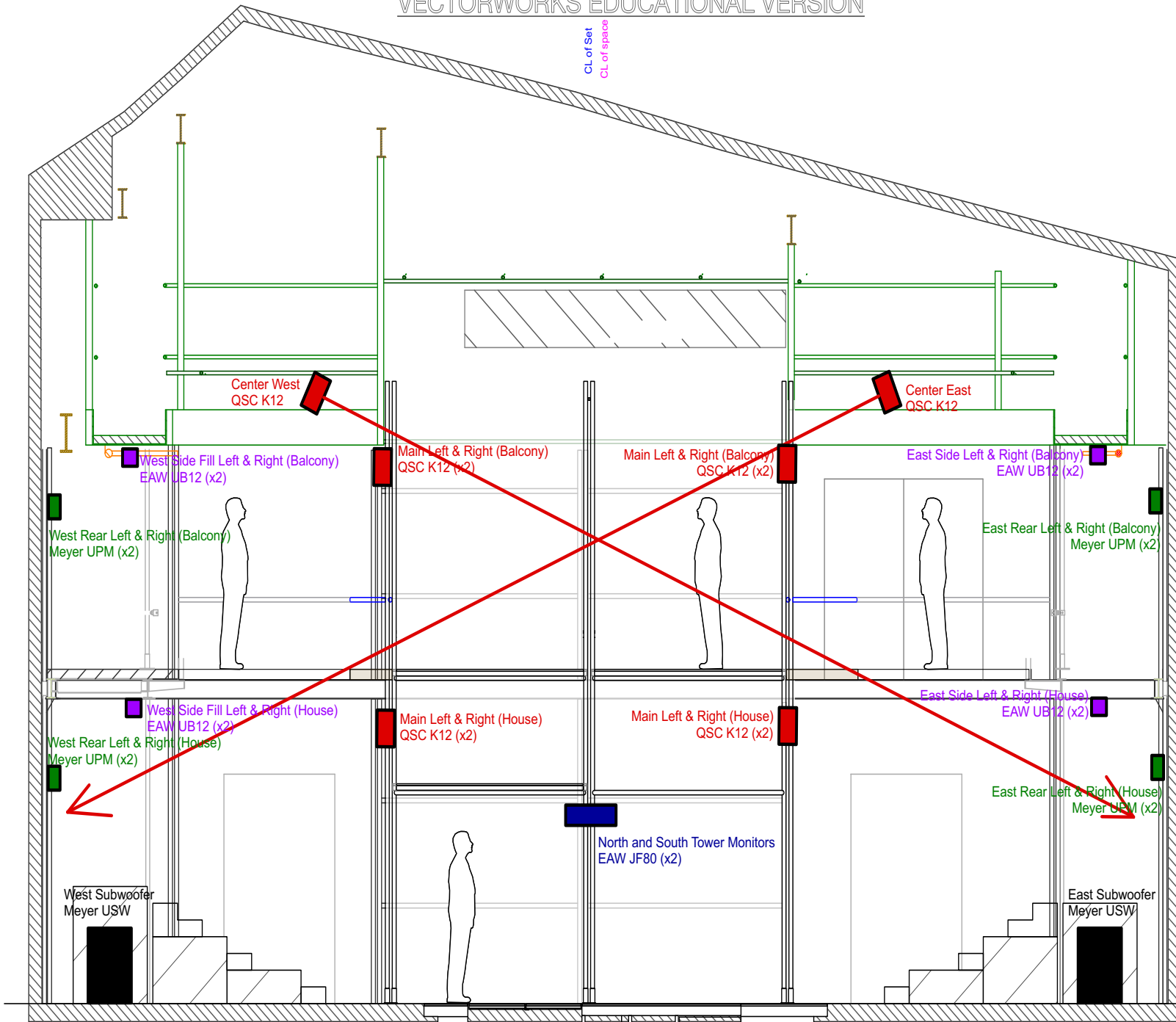
TECH:
April 22nd - May 3rd

Performances:
May 11th - July 31st, 2022



Drafted By: Brandon Reed
Date: March 22nd, 2022
Scale: Not to Scale
Plate #: 1

CL of Set
CL of space



Lookingglass Alice
 Water Tower Water Works
 Lookingglass Theatre Company
 May 2022

Sound Design:
 Ray Nardelli

Associate:
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Sound Board Op:
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Director:
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Section View:
Composite

Dates:

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TECH:
 April 22nd - May 3rd

Performances:
 May 11th - July 31st, 2022



Drafted By: Brandon Reed

Date: March 22nd, 2022

Scale: Not to Scale

Plate #: 2

XLR F	Microphone 22	Grid: Cat 1 E
XLR M	Line Out 11	
XLR M	Line Out 12	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	

XLR F	Microphone 19	Grid: Cat 1 W
XLR M	Line Out 5	
XLR M	Line Out 6	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	

XLR F	Microphone 21	Grid: Cat 2 E
XLR M	Line Out 9	
XLR M	Line Out 10	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	

XLR F	Microphone 18	Grid: Cat 2 W
XLR M	Line Out 3	
XLR M	Line Out 4	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	

XLR F	Microphone 20	Grid: Cat 3 E
XLR M	Line Out 7	
XLR M	Line Out 8	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	

XLR F	Microphone 17	Grid: Cat 3 W
XLR M	Line Out 1	
XLR M	Line Out 2	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	

XLR F	Microphone 29	Grid: NE Patch Plate
XLR F	Microphone 30	
XLR M	Line Out 16	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	
RCA	Video 2	

XLR F	Microphone 25	Grid: East Patch Plate
XLR F	Microphone 26	
XLR M	Line Out 14	
NL4 F	Speaker 2	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	

XLR F	Microphone 27	Grid: SE Patch Plate
XLR F	Microphone 28	
XLR M	Line Out 15	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	
RCA	Video 1	

XLR F	Microphone 23	Grid: SW Patch Plate
XLR F	Microphone 24	
XLR M	Line Out 13	
NL4 F	Speaker 1	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	

XLR F	Microphone 31	Grid: West Patch Plate
XLR F	Microphone 32	
XLR M	Line Out 17	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	
RCA	Video 3	

Shure SM81 (North Foley Mic)	XLR M	XLR F	Cable	XLR M	XLR F	Microphone 15	House: North Patch Plate
					XLR F	Microphone 16	
					XLR M	Line Out 25	
					NL4 F	Speaker 4	
					XLR M	Comm A	
					XLR M	Comm B	
					XLR M	Comm C	
					XLR M	Comm D	
					RCA F	Video 9	

XLR F	Microphone 13	House: East Patch Plate
XLR F	Microphone 14	
XLR M	Line Out 24	
NL4 F	Speaker 3	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	
RCA F	Video 8	

Shure SM81 (South Foley Mic)	XLR M	XLR F	Cable	XLR M	XLR F	Microphone 1	House: South Patch Plate
					XLR F	Microphone 2	
					XLR F	Microphone 3	
					XLR F	Microphone 4	
					XLR F	Microphone 5	
					XLR F	Microphone 6	
					XLR M	Line Out 22	
					NL4 F	Speaker 5	
					NL4 F	Speaker 6	
					XLR M	Comm A	
					XLR M	Comm B	
					XLR M	Comm C	
					XLR M	Comm D	
					RCA F	Video 6	

XLR F	Microphone 7	House: West Patch Plate
XLR F	Microphone 8	
XLR F	Microphone 9	
XLR F	Microphone 10	
XLR F	Microphone 11	
XLR F	Microphone 12	
XLR M	Line Out 23	
NL4 F	Speaker 7	
NL4 F	Speaker 8	
XLR M	Comm A	
XLR M	Comm B	
XLR M	Comm C	
XLR M	Comm D	
RCA F	Video 7	

Booth Wall Panel	Miki Pin Male	32 Channel Audio Input Snake	Microphone 1	Input 1		Omnii Out 1	Omnii 1	20 Channel Audio Return Snake
			Microphone 2	Input 2		Omnii Out 2	Omnii 2	
			Microphone 3	Input 3		Omnii Out 3	Omnii 3	
			Microphone 4	Input 4		Omnii Out 4	Omnii 4	
			Microphone 5	Input 5		Omnii Out 5	Omnii 5	
			Microphone 6	Input 6		Omnii Out 6	Omnii 6	
			Microphone 7	Input 7		Omnii Out 7	Omnii 7	
			Microphone 8	Input 8		Omnii Out 8	Omnii 8	
			Microphone 9	Input 9		Omnii Out 9	Omnii 9	
			Microphone 10	Input 10		Omnii Out 10	Omnii 10	
			Microphone 11	Input 11		Omnii Out 11	Omnii 11	
			Microphone 12	Input 12		Omnii Out 12	Omnii 12	
			Microphone 13	Input 13		Omnii Out 13	Omnii 13	
			Microphone 14	Input 14		Omnii Out 14	Omnii 14	
			Microphone 15	Input 15		Omnii Out 15	Omnii 15	
			Microphone 16	Input 16		Omnii Out 16	Omnii 16	
			Microphone 17	Input 17		Omnii Out 17	Omnii 17	
			Microphone 18	Input 18		Omnii Out 18	Omnii 18	
			Microphone 19	Input 19		Omnii Out 19	Omnii 19	
			Microphone 20	Input 20		Omnii Out 20	Omnii 20	
			Microphone 21	Input 21		Omnii Out 21	Omnii 21	
			Microphone 22	Input 22		Omnii Out 22	Omnii 22	
			Microphone 23	Input 23		Omnii Out 23	Omnii 23	
			Microphone 24	Input 24		Omnii Out 24	Omnii 24	
			Microphone 25	Input 25		Omnii Out 25	Omnii 25	
			Microphone 26	Input 26		Omnii Out 26	Omnii 26	
			Microphone 27	Input 27		Omnii Out 27	Omnii 27	
			Microphone 28	Input 28		Omnii Out 28	Omnii 28	
			Microphone 29	Input 29		Omnii Out 29	Omnii 29	
			Microphone 30	Input 30		Omnii Out 30	Omnii 30	
			Microphone 31	Input 31		Omnii Out 31	Omnii 31	
			Microphone 32	Input 32		Omnii Out 32	Omnii 32	
			Input 33					
			Input 34					
			Input 35					
			Input 36					
			Input 37					
			Input 38					
			Input 39					
			Input 40					
			Input 41					
			Input 42					
			Input 43					
			Input 44					
			Input 45					
			Input 46					
			Input 47					
			Input 48					

Yamaha MTCL-48

Shure SMS8s (Backstage Page)	XLR M	XLR F	Cable	XLR M	Mic 4	Mackie 1402VLZ4	Aux 1: TRS F	1/4 TRS M	Cable	XLR M	XLR F	Cable	XLR M	XLR F	Reinks Heina ???
Shure SMS8s (Tech VOG)	XLR M	XLR F	Cable	XLR M	Mic 5	Mackie 1402VLZ4	Aux 2: TRS F	1/4 TRS M	Cable	XLR M	XLR F	Cable	XLR M	XLR F	Yamaha MTCL-48
Shure SMS8s (Booth VOG)	XLR M	XLR F	Cable	XLR M	Mic 6										

20 Channel Audio Return Snake	Miki Pin Female	Booth Wall Plate	Patch Bay	Omnii Out 1	1/4 F	1/4 M	Cable	1/4 M	1/4 F	Proton IN 1	Proton Out 1	1/4 F	1/4 M	Cable	1/4 M	1/4 F	L7	HOUSE WIRE	Grid: Cat 3 E Patch Plate					
				Omnii Out 2	1/4 F	1/4 M	Cable	1/4 M	1/4 F	Proton IN 2	Proton Out 2	1/4 F	1/4 M	Cable	1/4 M	1/4 F	L11	HOUSE WIRE	Grid: Cat 1 E Patch Plate					
				Omnii Out 3	1/4 F	1/4 M	Cable	1/4 M	1/4 F	Proton IN 3	Proton Out 3	1/4 F	1/4 M	Cable	1/4 M	1/4 F	L5	HOUSE WIRE	Grid: Cat 1 W Patch Plate					
				Omnii Out 4	1/4 F	1/4 M	Cable	1/4 M	1/4 F	Proton IN 4	Proton Out 4	1/4 F	1/4 M	Cable	1/4 M	1/4 F	L1	HOUSE WIRE	Grid: Cat 3 W Patch Plate					
				Omnii Out 5	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	1/4 M	1/4 F	L9	HOUSE WIRE	Grid: Cat 2 E Patch Plate					
				Omnii Out 6	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	1/4 M	1/4 F	L3	HOUSE WIRE	Grid: Cat 2 W Patch Plate					
				Omnii Out 7	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	1/4 M	1/4 F	L24	HOUSE WIRE	House: East Patch Plate					
				Omnii Out 8	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	1/4 M	1/4 F	L21	HOUSE WIRE	House: West Patch Plate					
				Omnii Out 9	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	1/4 M	1/4 F	L15	HOUSE WIRE	Grid: SE Patch Plate					
				Omnii Out 10	1/4 F	1/4 M	Cable	1/4 M	1/4 F	Proton IN 5	Proton Out 5	1/4 F	1/4 M	Cable	1/4 M	1/4 F	L14	HOUSE WIRE	Grid: East Patch Plate					
				Omnii Out 11	1/4 F	1/4 M	Cable	1/4 M	1/4 F	Proton IN 7	Proton Out 7	1/4 F	1/4 M	Cable	1/4 M	1/4 F	Amp 5 IN	HOUSE WIRE	Amp 5 Out	SPKR 3	HOUSE WIRE	House: East Patch Plate		
				Omnii Out 12	1/4 F	1/4 M	Cable	1/4 M	1/4 F	Proton IN 8	Proton Out 8	1/4 F	1/4 M	Cable	1/4 M	1/4 F	Amp 6 IN	HOUSE WIRE	Amp 6 Out	SPKR 2	HOUSE WIRE	Grid: East Patch Plate		
				Omnii Out 13	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	1/4 M	1/4 F	L17	HOUSE WIRE				Grid: West Patch Plate		
				Omnii Out 14	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	1/4 M	1/4 F	L13	HOUSE WIRE				Grid: SW Patch Plate		
				Omnii Out 15	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	1/4 M	1/4 F	Amp 7 IN	HOUSE WIRE	Amp 7 Out	SPKR 7	HOUSE WIRE	House: West Patch Plate		
				Omnii Out 16	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	1/4 M	1/4 F	Amp 8 IN	HOUSE WIRE	Amp 8 Out	SPKR 8	HOUSE WIRE	House: West Patch Plate		
				Omnii Out 17	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	XLR M	XLR F	Arin Amp IN 1	NL4 F	NL4 M	Cable	NL4 M	SPKR 4	HOUSE WIRE	House: North Patch Plate
				Omnii Out 18	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		Cable	XLR M	XLR F	Arin Amp IN 2	NL4 F	NL4 M	Cable	NL4 M	SPKR 5	HOUSE WIRE	House: South Patch Plate
				Omnii Out 19	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		???										
				Omnii Out 20	1/4 F	1/4 M	Cable	1/4 M	1/4 F			1/4 M		???										

Grid: Cat 1 E	Microphone 22	XLR F																		
	Line Out 11	XLR M	XLR F	Cable	XLR M	Mic/Line A IN (M)	QSC K12 (East Main R - Balcony)	Line Out XLR M	XLR F	Cable	XLR M	Mic/Line A IN (M)	QSC K12 (East Main R - House)							
	Line Out 12	XLR M																		
	Comm A	XLR M																		
	Comm B	XLR M																		
	Comm C	XLR M																		
Comm D	XLR M																			

Grid: Cat 1 W	Microphone 19	XLR F																		
	Line Out 5	XLR M	XLR F	Cable	XLR M	Mic/Line A IN (M)	QSC K12 (West Main L - Balcony)	Line Out XLR M	XLR F	Cable	XLR M	Mic/Line A IN (M)	QSC K12 (West Main L - House)							
	Line Out 6	XLR M																		
	Comm A	XLR M																		
	Comm B	XLR M																		
	Comm C	XLR M																		
Comm D	XLR M																			

Grid: Cat 2 E	Microphone 21	XLR F																		
	Line Out 9	XLR M	XLR F	Cable	XLR M	Mic/Line A IN (M)	QSC K12 (Center East)													
	Line Out 10	XLR M																		
	Comm A	XLR M																		
	Comm B	XLR M																		
	Comm C	XLR M																		
Comm D	XLR M																			

Grid: Cat 2 W	Microphone 18	XLR F																		
	Line Out 3	XLR M	XLR F	Cable	XLR M	Mic/Line A IN (M)	QSC K12 (Center West)													
	Line Out 4	XLR M																		
	Comm A	XLR M																		
	Comm B	XLR M																		
	Comm C	XLR M																		
Comm D	XLR M																			

Grid: Cat 3 E	Microphone 20	XLR F																		
	Line Out 7	XLR M	XLR F	Cable	XLR M	Mic/Line A IN (M)	QSC K12 (East Main L - Balcony)	Line Out XLR M	XLR F	Cable	XLR M	Mic/Line A IN (M)	QSC K12 (East Main L - House)							
	Line Out 8	XLR M																		
	Comm A	XLR M																		
	Comm B	XLR M																		
	Comm C	XLR M																		
Comm D	XLR M																			

Grid: Cat 3 W	Microphone 17	XLR F																		
	Line Out 1	XLR M	XLR F	Cable	XLR M	Mic/Line A IN (M)	QSC K12 (West Main R - Balcony)	Line Out XLR M	XLR F	Cable	XLR M	Mic/Line A IN (M)	QSC K12 (West Main R - House)							
	Line Out 2	XLR M																		
	Comm A	XLR M																		
	Comm B	XLR M																		
	Comm C	XLR M																		
Comm D	XLR M																			

Grid: NE Patch Plate	Microphone 29	XLR F
	Microphone 30	XLR F
	Line Out 16	XLR M
	Comm A	XLR M
	Comm B	XLR M
	Comm C	XLR M
	Comm D	XLR M
Video 2	RCA	

Grid: East Patch Plate	Microphone 25	XLR F													
	Microphone 26	XLR F													
	Line Out 14	XLR M	XLR F	Cable	XLR M	XLR F	Meyer UPM-1P (East Rear R - Balcony)	XLR M	XLR F	Cable	XLR M	XLR F	Meyer UPM-1P (East Rear R - House)		
	Speaker 2	NL4 F	NL4 M	Cable	NL4 M	NL4 F	EAW UB12 (East Side R - Balcony)	NL4 F	NL4 M	Cable	NL4 M	NL4 F	EAW UB12 (East Side R - House)		
	Comm A	XLR M													
	Comm B	XLR M													
	Comm C	XLR M													
Comm D	XLR M														

Grid: SE Patch Plate	Microphone 27	XLR F												
	Microphone 28	XLR F												
	Line Out 15	XLR M	XLR F	Cable	XLR M	XLR F	Meyer UPM-1P (East Rear L - Balcony)	XLR M	XLR F	Cable	XLR M	XLR F	Meyer UPM-1P (East Rear L - House)	
	Comm A	XLR M												
	Comm B	XLR M												
	Comm C	XLR M												
	Comm D	XLR M												
Video 1	RCA													

Grid: SW Patch Plate	Microphone 23	XLR F												
	Microphone 24	XLR F												
	Line Out 13	XLR M	XLR F	Cable	XLR M	XLR F	Meyer UPM-1P (West Rear R - Balcony)	XLR M	XLR F	Cable	XLR M	XLR F	Meyer UPM-1P (West Rear R - House)	
	Speaker 1	NL4 F	NL4 M	Cable	NL4 M	NL4 F	EAW UB12 (West Side R - Balcony)	NL4 F	NL4 M	Cable	NL4 M	NL4 F	EAW UB12 (West Side R - House)	
	Comm A	XLR M												
	Comm B	XLR M												
	Comm C	XLR M												
Comm D	XLR M													

Grid: West Patch Plate	Microphone 31	XLR F												
	Microphone 32	XLR F												
	Line Out 17	XLR M	XLR F	Cable	XLR M	XLR F	Meyer UPM-1P (West Rear L - Balcony)	XLR M	XLR F	Cable	XLR M	XLR F	Meyer UPM-1P (West Rear L - House)	
	Comm A	XLR M												
	Comm B	XLR M												
	Comm C	XLR M												
	Comm D	XLR M												
Video 3	RCA													

House: North Patch Plate	Microphone 15	XLR F												
	Microphone 16	XLR F												
	Line Out 25	XLR M												
	Speaker 4	NL4 F	NL4 M	Cable	NL4 M	NL4 F	EAW JF80 (North Tower Monitor)							
	Comm A	XLR M												
	Comm B	XLR M												
Comm C	XLR M													

	Comm D	XLR M
	Video 9	RCA F

House: East Patch Plate	Microphone 13	XLR F													
	Microphone 14	XLR F													
	Line Out 24	XLR M	XLR F	Cable	XLR M	XLR F	Meyer USW-1P (East Sub)								
	Speaker 3	NL4 F	NL4 M	Cable	NL4 M	NL4 F	EAW UB12 (East Side L - House)	NL4 F	NL4 M	Cable	NL4 M	NL4 F	EAW UB12 (East Side L - Balcony)		
	Comm A	XLR M													
	Comm B	XLR M													
	Comm C	XLR M													
	Comm D	XLR M													
Video 8	RCA F														

House: South Patch Plate	Microphone 1	XLR F													
	Microphone 2	XLR F													
	Microphone 3	XLR F													
	Microphone 4	XLR F													
	Microphone 5	XLR F													
	Microphone 6	XLR F													
	Line Out 22	XLR M													
	Speaker 5	NL4 F	NL4 M	Cable	NL4 M	NL4 F	EAW JF80 (South Tower Monitor)								
	Speaker 6	NL4 F													
	Comm A	XLR M													
	Comm B	XLR M													
	Comm C	XLR M													
	Comm D	XLR M													
Video 6	RCA F														

House: West Patch Plate	Microphone 7	XLR F													
	Microphone 8	XLR F													
	Microphone 9	XLR F													
	Microphone 10	XLR F													
	Microphone 11	XLR F													
	Microphone 12	XLR F													
	Line Out 23	XLR M	XLR F	Cable	XLR M	XLR F	Meyer USW-1P (West Sub)								
	Speaker 7	NL4 F	NL4 M	Cable	NL4 M	NL4 F	EAW UB12 (West Sides L - House)	NL4 F	NL4 M	Cable	NL4 M	NL4 F	EAW UB12 (West Side L - Balcony)		
	Speaker 8	NL4 F													
	Comm A	XLR M													
	Comm B	XLR M													
	Comm C	XLR M													
	Comm D	XLR M													
Video 7	RCA F														

Console: Yamaha M7CL-48											
Audio Interface: Dante MY16 Card x2											
Input	Source	Device	Interface Out	House Port	Input Snake	Console Input	Fader	48V	Routing	Notes	
1	Cat Toy	Shure ULXD w/ Shure WL93				IN 1	1	No	Matrix 6, Mix 11	Black WL93. Inside of Cat Toy Prop. Element is sewn into the prop.	
2	Dodson - Sam Taylor	Shure ULXD w/ Shure Twimplex (Beige & Black)				IN 2	2	No	Matrix 5, Mix 11, Mix 14	Pack lives in jacket pocket. Uses a black Shure Twimplex for jacket. When he is upside it's swapped to an ear rig with a beige Twimplex.	
3	Red Queen	Shure ULXD w/ DPA 4060 & Shure Twimplex				IN 3	3	No	Matrix 1, Matrix 2, Matrix 3, Matrix 4, Matrix 5, Matrix 6, Mix 1, Mix 2, Mix 3, Mix 4, Mix 11, Mix 12, Mix 14	DPA 4060 that is colored red and is a halo rig that lives under the actor's wig. Pack lives in a mic belt on the waist. For final scene it is swapped out with a Shure Twimplex that is sewn into the wig. For easier costume change.	
4	Air Dodgeson	Shure ULXD w/ Shure Twimplex (Beige & Black)				IN 4	4	No	Mix 8, Mix 11	This is the same as input 2, it's just a double patch.	
5	Cheshire Cat	Shure ULXD w/ Twimplex				IN 5	5	No	N/A	This was not used.	
6	SPARE	Shure ULXD w/ DPA or MKE				IN 6	6	No	N/A		
7	SM81 N	Shure SM81		Mic 16	Mic 16	IN 7	7	Yes	Matrix 1, Matrix 2, Matrix 3, Matrix 4, Matrix 5, Matrix 6, Mix 9, Mix 10, Mix 11, Mix 12		
8	SM81 S	Shure SM81		Mic 1	Mic 1	IN 8	8	Yes	Matrix 1, Matrix 2, Matrix 3, Matrix 4, Matrix 5, Matrix 6, Mix 9, Mix 10, Mix 11, Mix 12		
9	VOG SM	Shure SM58s				IN 9	9	No	Matrix 1, Matrix 2, Matrix 3, Matrix 4, Matrix 5, Matrix 6, Mix 1, Mix 2, Mix 3, Mix 4, Mix 5, Mix 6, Mix 7, Mix 8, Mix 9, Mix 10, Mix 12		
10	Hand Held 1	Shure BLX				IN 10	10	No	Matrix 1, Matrix 2, Matrix 3, Matrix 4, Matrix 5, Matrix 6		
11	Hand Held 2	Shure BLX				IN 11	11	No	Matrix 1, Matrix 2, Matrix 3, Matrix 4, Matrix 5, Matrix 6		
12	Hand Held 3	Rental TBD				IN 12	12	No	Matrix 1, Matrix 2, Matrix 3, Matrix 4, Matrix 5, Matrix 6		
13	Aux Left	Aux Chord				IN 13	13	No	Matrix 1, Matrix 3, Matrix 5, Matrix 7, Mix 1, Mix 3, Mix 5, Mix 7, Mix 9, Mix 10		
14	Aux Right	Aux Chord				IN 14	14	No	Matrix 2, Matrix 4, Matrix 6, Matrix 8, Mix 2, Mix 4, Mix 6, Mix 8		
15	Backup QLab 1	Dante #1 (Slot 3)	Slot 3 - #1				-	-	Matrix 1, Matrix 5		
16	Backup QLab 2	Dante #2 (Slot 3)	Slot 3 - #2				-	-	Matrix 2, Matrix 5		
17	QLab 1 (Main East L)	Dante #1 (Slot 1)	Slot 1 - #1				17	No	Matrix 1, Matrix 5		
18	QLab 2 (Main East R)	Dante #2 (Slot 1)	Slot 1 - #2				18	No	Matrix 2, Matrix 5		
19	QLab 3 (Main West L)	Dante #3 (Slot 1)	Slot 1 - #3				19	No	Matrix 3, Matrix 6		
20	QLab 4 (Main West R)	Dante #4 (Slot 1)	Slot 1 - #4				20	No	Matrix 4, Matrix 6		
21	QLab 5 (Rear East L)	Dante #5 (Slot 1)	Slot 1 - #5				21	No	Mix 1		
22	QLab 6 (Rear East R)	Dante #6 (Slot 1)	Slot 1 - #6				22	No	Mix 2		
23	QLab 7 (Rear West L)	Dante #7 (Slot 1)	Slot 1 - #7				23	No	Mix 5		
24	QLab 8 (Rear West R)	Dante #8 (Slot 1)	Slot 1 - #8				24	No	Mix 6		
25	QLab 9 (Side East L)	Dante #9 (Slot 1)	Slot 1 - #9				25	No	Mix 3		
26	QLab 10 (Side East R)	Dante #10 (Slot 1)	Slot 1 - #10				26	No	Mix 4		
27	QLab 11 (Side West L)	Dante #11 (Slot 1)	Slot 1 - #11				27	No	Mix 7		
28	QLab 12 (Side West R)	Dante #12 (Slot 1)	Slot 1 - #12				28	No	Mix 8		
29	QLab 13 (Sub East)	Dante #13 (Slot 1)	Slot 1 - #13				29	No	Matrix 7		
30	QLab 14 (Sub West)	Dante #14 (Slot 1)	Slot 1 - #14				30	No	Matrix 8		
31	QLab 15 (Mon North)	Dante #15 (Slot 1)	Slot 1 - #15				31	No	Mix 9		
32	QLab 16 (Mon South)	Dante #16 (Slot 1)	Slot 1 - #16				32	No	Mix 10		
33	Backup QLab 3	Dante #3 (Slot 3)	Slot 3 - #3				33	No	Matrix 3, Matrix 6		
34	Backup QLab 4	Dante #4 (Slot 3)	Slot 3 - #4				34	No	Matrix 4, Matrix 6		
35	Backup QLab 5	Dante #5 (Slot 3)	Slot 3 - #5				35	No	Mix 1		
36	Backup QLab 6	Dante #6 (Slot 3)	Slot 3 - #6				36	No	Mix 2		
37	Backup QLab 7	Dante #7 (Slot 3)	Slot 3 - #7				37	No	Mix 5		
38	Backup QLab 8	Dante #8 (Slot 3)	Slot 3 - #8				38	No	Mix 6		
39	Backup QLab 9	Dante #9 (Slot 3)	Slot 3 - #9				39	No	Mix 3		
40	Backup QLab 10	Dante #10 (Slot 3)	Slot 3 - #10				40	No	Mix 4		
41	Backup QLab 11	Dante #11 (Slot 3)	Slot 3 - #11				41	No	Mix 7		
42	Backup QLab 12	Dante #12 (Slot 3)	Slot 3 - #12				42	No	Mix 8		
43	Backup QLab 13	Dante #13 (Slot 3)	Slot 3 - #13				43	No	Matrix 7		
44	Backup QLab 14	Dante #14 (Slot 3)	Slot 3 - #14				44	No	Matrix 8		
45	Backup QLab 15	Dante #15 (Slot 3)	Slot 3 - #15				45	No	Mix 9		
46	Backup QLab 16	Dante #16 (Slot 3)	Slot 3 - #16				46	No	Mix 10		
47	SM Page	Direct Out from Comm Box			Home Run form Comm	IN 47	47	No			
48	Program Feed	Sennheiser MKE600		Mic 21	Mic 21	IN 48	48	Yes			
ST In 1	VERB #1	Internal Effects Rack					ST 1	No			
ST In 2	Pitch Down	Internal Effects Rack					ST 2	No			
ST In 3	Guitar Amp Emulate	Internal Effects Rack					ST 3	No			
ST In 4	VERB #2	Internal Effects Rack					ST 4	No			

Yamaha M7CL-48 Output Channel Assignments

Output	Description	Output Patch	Device	Notes
Matrix 1	East Main L	Omni #1	QSC K12 (x2)	Daisy chained.
Matrix 2	East Main R	Omni #2	QSC K12 (x2)	Daisy chained.
Matrix 3	West Main L	Omni #3	QSC K12 (x2)	Daisy chained.
Matrix 4	West Main R	Omni #4	QSC K12 (x2)	Daisy chained.
Matrix 5	Center East	Omni #5	QSC K12	
Matrix 6	Center West	Omni #6	QSC K12	
Matrix 7	East Sub	Omni #7	Meyer USW	
Matrix 8	West Sub	Omni #8	Meyer USW	
Mix 1	East Rear L	Omni #9	Meyer UPM-1P (x2)	Daisy chained.
Mix 2	East Rear R	Omni #10	Meyer UPM-1P (x2)	Daisy chained.
Mix 3	East Sides L	Omni #11	EAW UB12 (x2)	Daisy chained.
Mix 4	East Sides R	Omni #12	EAW UB12 (x2)	Daisy chained.
Mix 5	West Rear L	Omni #13	Meyer UPM-1P (x2)	Daisy chained.
Mix 6	West Rear R	Omni #14	Meyer UPM-1P (x2)	Daisy chained.
Mix 7	West Sides L	Omni #15	EAW UB12 (x2)	Daisy chained.
Mix 8	West Sides R	Omni #16	EAW UB12 (x2)	Daisy chained.
Mix 9	North Tower Mon	Slot 2-1	EAW JF80	
Mix 10	South Tower Mon	Slot 2-2	EAW JF80	
Mix 11	VERB #1	INTERNAL	N/A	
Mix 12	Pitch Down	INTERNAL	N/A	
Mix 13	Guitar Amp	INTERNAL	N/A	
Mix 14	VERB #2	INTERNAL	N/A	
Mix 15	Page Pro/Temp	Slot 2-8	Monitor Mixer/Temp Speaker for Tuning	
Mix 16	RED/PRESS/SMAART	Slot 2-4	Cameras, Recorders, Interface, ETC	

Description	Console Mix	Console Out	Output Snake	Patch Bay Out	Processor In	Processor Out	Patch In (Amp)	Amp	Patch Out (Amp)	Patch Bay In	Room Port	Speaker	Location	Notes
East Main Left	Matrix 1	Omni Out 1	Omni 1	Omni Out 1	Protea In 1	Protea Out 1				L7	Line Out 7	QSC K12 (x2)	Top and bottom of the south tower facing east bank audience.	
East Main Right	Matrix 2	Omni Out 2	Omni 2	Omni Out 2	Protea In 2	Protea Out 2				L11	Line Out 11	QSC K12 (x2)	top and bottom of the north tower facing east bank audience.	
West Main Left	Matrix 3	Omni Out 3	Omni 3	Omni Out 3	Protea In 3	Protea Out 3				L6	Line Out 6	QSC K12 (x2)	Top and bottom of the north tower facing west bank audience.	
West Main Right	Matrix 4	Omni Out 4	Omni 4	Omni Out 4	Protea In 4	Protea Out 4				L2	Line Out 2	QSC K12 (x2)	Top and bottom of the south tower facing west bank audience.	
Center East	Matrix 5	Omni Out 5	Omni 5	Omni Out 5						L9	Line Out 9	QSC K12	Under Cat 2 above east audience facing west bank.	
Center West	Matrix 6	Omni Out 6	Omni 6	Omni Out 6						L3	Line Out 3	QSC K12	Under Cat 2 above west audience facing east bank.	
East Sub	Matrix 7	Omni Out 7	Omni 7	Omni Out 7						L24	Line Out 24	Meyer USW-1P	Center of East Audience underneath.	
West Sub	Matrix 8	Omni Out 8	Omni 8	Omni Out 8						L23	Line Out 23	Meyer USW-1P	Center of West Audience underneath.	
East Rear L	Mix 1	Omni Out 9	Omni 9	Omni Out 9	Protea In 5	Protea Out 5				L15	Line Out 15	Meyer UPM-1P (x2)	East Wall. House Left. Head height on beam. One on bottom and one on balcony.	
East Rear R	Mix 2	Omni Out 10	Omni 10	Omni Out 10	Protea In 6	Protea Out 6				L14	Line Out 14	Meyer UPM-1P (x2)	East Wall. House Right. Head height on beam. One on bottom and one on balcony.	
East Sides L	Mix 3	Omni Out 11	Omni 11	Omni Out 11	Protea In 7	Protea Out 7	Amp 5 IN	Crown Xli 1500 - Ch. 1	Amp 5 OUT	SPKR 3	Speaker 3	EAW UB12 (x2)	East Wall. House level is yoked to same pipe as curtain. Head height. Balcony is yoked to an added pipe from the grid. Both them are House Left of the audience.	
East Sides R	Mix 4	Omni Out 12	Omni 12	Omni Out 12	Protea In 8	Protea Out 8	Amp 6 IN	Crown Xli 1500 - Ch. 2	Amp 6 OUT	SPKR 2	Speaker 2	EAW UB12 (x2)	East Wall. House level is yoked to same pipe as curtain. Head height. Balcony is yoked to an added pipe from the grid. Both them are House Right of the audience.	
West Rear L	Mix 5	Omni Out 13	Omni 13	Omni Out 13	Aria Protea 1	Aria Protea 1				L17	Line Out 17	Meyer UPM-1P (x2)	West wall. House left. Head height on beam. One on bottom and one on balcony.	
West Rear R	Mix 6	Omni Out 14	Omni 14	Omni Out 14	Aria Protea 2	Aria Protea 2				L13	Line Out 13	Meyer UPM-1P (x2)	West wall. House right. Head height on beam. One on bottom and one on balcony.	
West Sides Left	Mix 7	Omni Out 15	Omni 15	Omni Out 15	Aria Protea 3	Aria Protea 3	Amp 7 IN	Crown Xli 1500 - Ch. 1	Amp 7 OUT	SPKR 7	Speaker 7	EAW UB12 (x2)	West Wall. House level is yoked to same pipe as curtain. Head height. Balcony is yoked to an added pipe from the grid. Both them are House Left of the audience.	
West Sides Right	Mix 8	Omni Out 16	Omni 16	Omni Out 16	Aria Protea 4	Aria Protea 4	Amp 8 IN	Crown Xli 1500 - Ch. 2	Amp 8 OUT	SPKR 1	Speaker 1	EAW UB12 (x2)	West Wall. House level is yoked to same pipe as curtain. Head height. Balcony is yoked to an added pipe from the grid. Both them are House Right of the audience.	
North Tower Monitor	Mix 9	Slot 2-1	Omni 17	Omni Out 17			Aria Amp IN 1	Behringer iNuke Nu4-6000 - Ch. 1	Aria Amp OUT 1	SPKR 4	Speaker 4	EAW JF80	Under the first platform in the north tower. At head height.	
South Tower Monitor	Mix 10	Slot 2-2	Omni 18	Omni Out 18			Aria Amp IN 2	Behringer iNuke Nu4-6000 - Ch. 2	Aria Amp OUT 2	SPKR 5	Speaker 5	EAW JF80	Under the first platform in the south tower. At head height.	
SM Page/Temp	Mix 15	Slot 2-8										Monitor Mixer/Tuning Speaker	Y-Cable out of the console. One goes directly to the Monitor mixer for the backstage monitors. The second one is a run to the center of the grid for tuning.	Tuning line is for tuning only. The rest of the run it's hung in the grid.
PRESS/SMAART	Mix 16	Slot 2-4										Cameras, Recorders, Etc.	Y-Cable out of the console. One goes to the monitor mixer for the backstage monitors. The second one is a run to the center of the grid.	This is can be dropped down and run at any point in the space.

Group	Purpose	Notes
1	Mute Everything	This mutes all inputs and outputs.
2	Mute Microphones	Mutes all wireless and wired mics in the space. Besides God mic.
3	Mute QLab Main	Mutes all QLab channels from the primary computer.
4	Mute QLab Backup	Mutes all QLab channels from backup computer.
5	-	
6	-	
7	-	
8	-	

Group	Purpose	Notes
1	Mute Everything	This mutes all inputs and outputs.
2	Mute Microphones	Mutes all wireless and wired mics in the space. Besides God mic.
3	Mute QLab Main	Mute all QLab channels from primary computer.
4	Mute QLab Backup	Mute all QLab channels from redundant computer.
5	-	
6	-	
7	-	
8	-	
9	Home	Goes to home page.
10	-	
11	Previous Scene	Goes back to previous scene.
12	Next Scene	Goes to next scene.

Type	Port	Input/Output	Notes
Console Inputs	IN 1	Shure ULXD4D - RF 1	
	IN 2	Shure ULXD4D - RF 2	
	IN 3	Shure ULXD4D - RF 3	
	IN 4	Shure ULXD4D - RF 4	
	IN 5	Shure ULXD4 - RF 5	
	IN 6	Shure ULXD4 - RF 6	
	IN 7	Shure SM81	
	IN 8	Shure SM81	
	IN 9	Feed from Aux 2 of Mackie 1402	
	IN 10	Shure BLX (HH1)	
	IN 11	Shure BLX (HH2)	
	IN 12	HH3 (product TBD)	
	IN 13	1/8 to dual M XLR (Tip)	
	IN 14	1/8 to dual M XLR (Ring)	
	IN 15	Dante Card - Slot 3-1	
	IN 16	Dante Card - Slot 3-2	
	IN 17	Dante Card - Slot 1-1	
	IN 18	Dante Card - Slot 1-2	
	IN 19	Dante Card - Slot 1-3	
	IN 20	Dante Card - Slot 1-4	
	IN 21	Dante Card - Slot 1-5	
	IN 22	Dante Card - Slot 1-6	
	IN 23	Dante Card - Slot 1-7	
	IN 24	Dante Card - Slot 1-8	
	IN 25	Dante Card - Slot 1-9	
	IN 26	Dante Card - Slot 1-10	
	IN 27	Dante Card - Slot 1-11	
	IN 28	Dante Card - Slot 1-12	
	IN 29	Dante Card - Slot 1-13	
	IN 30	Dante Card - Slot 1-14	
	IN 31	Dante Card - Slot 1-15	
	IN 32	Dante Card - Slot 1-16	
	IN 33	Dante Card - Slot 3-3	
	IN 34	Dante Card - Slot 3-4	
	IN 35	Dante Card - Slot 3-5	
	IN 36	Dante Card - Slot 3-6	
	IN 37	Dante Card - Slot 3-7	
	IN 38	Dante Card - Slot 3-8	
	IN 39	Dante Card - Slot 3-9	
	IN 40	Dante Card - Slot 3-10	
	IN 41	Dante Card - Slot 3-11	
	IN 42	Dante Card - Slot 3-12	
	IN 43	Dante Card - Slot 3-13	
	IN 44	Dante Card - Slot 3-14	
	IN 45	Dante Card - Slot 3-15	
	IN 46	Dante Card - Slot 3-16	
	IN 47	Direct from Comm Box	
	IN 48	Shure SM58s from SM.	
ST In 1	VERB 1		
ST In 2	Pitch Down		
ST In 3	GTR AMP		
ST In 4	VERB 2		
Console Outputs	Omni Out 1	QSC K12 (x2)	East Main Left
	Omni Out 2	QSC K12 (x2)	East Main Right
	Omni Out 3	QSC K12 (x2)	West Main Left
	Omni Out 4	QSC K12 (x2)	West Main Right
	Omni Out 5	QSC K12	Center East
	Omni Out 6	QSC K12	Center West
	Omni Out 7	Meyer USW-1P	East Sub
	Omni Out 8	Meyer USW-1P	West Sub
	Omni Out 9	Meyer UPM-1P (x2)	East Rear Left
	Omni Out 10	Meyer UPM-1P (x2)	East Rear Right
	Omni Out 11	EAW UB12 (x2)	East Sides Left
	Omni Out 12	EAW UB12 (x2)	East Sides Right
	Omni Out 13	Meyer UPM-!P (x2)	West Rear Left
	Omni Out 14	Meyer UPM-!P (x2)	West Rear Right
	Omni Out 15	EAW UB12 (x2)	West Side Left
	Omni Out 16	EAW UB12 (x2)	West Side Right
	Slot 2-1	EAW JF80	North Tower Monitor
	Slot 2-2	EAW JF80	South Tower Monitor
	Slot 2-3	-	
	Slot 2-4	Cameras, interfaces, and etc.	PRESS/SMART
	Slot 2-5	-	
	Slot 2-6	-	
	Slot 2-7	-	
	Slot 2-8	SM Headset	SM Page/TEMP

Mackie 1402 Inputs						
Fader	Description	Device	House Port	Booth Snake	Mixer Input	Notes
1	Monitor Mic	Sennheiser MKE600			Mic 1	
2	SM Page	Direct Out of Clear Com	Mic 29 (Tech Only)	Mic 29 (Tech Only)	Mic 2	
3	Dead Channel	-	-	-	Mic 3	
4	Booth VOG	Shure SM58s	-	Home Run	Mic 4	
5	Tech VOG	Shure SM58s	Mic 22 (Tech Only)	Mic 22 (Tech Only)	Mic 5	
6	BOH Page Mic	Shure PGA	Mic 2	Mic 2	Mic 6	
7	-	-	-	-	Line In 7-8	
8	-	-	-	-	Line In 9-10	
9	-	-	-	-	Line In 11-12	
10	-	-	-	-	Line In 13-14	

Mackie 1402 Outputs			
Mixer Outputs	Description	Return Snake	M7CL Input
Main Left	BOH/Backstage/Dressing Room	Omni 19	
Main Right	Lobby/FOH	Omni 20	
Aux 1	Booth Monitor		
Aux 2	To Console		IN 9

Amplifier	Channel	Purpose	Notes
Amp A	CH 1	DEAD AMP	
Behringer NX6000	CH 2	DEAD AMP	
	CH 3	DEAD AMP	
	CH 4	DEAD AMP	
	Amp B	CH 1	East Sides Left
Crown Xli 1500	CH 2	East Sides Right	
Amp C	CH 1	West Sides Left	
Crown Xli 1500	CH 2	West Sides Right	

Amplifier	Channel	Purpose	Notes
Aria Amp A	CH 1	North Tower Monitor	
Behringer iNuke NU4	CH 2	South Tower Monitor	
	CH 3	-	
	CH 4	-	
	Aria Amp B	CH 1	-
Crown Xli 1500	CH 2	-	

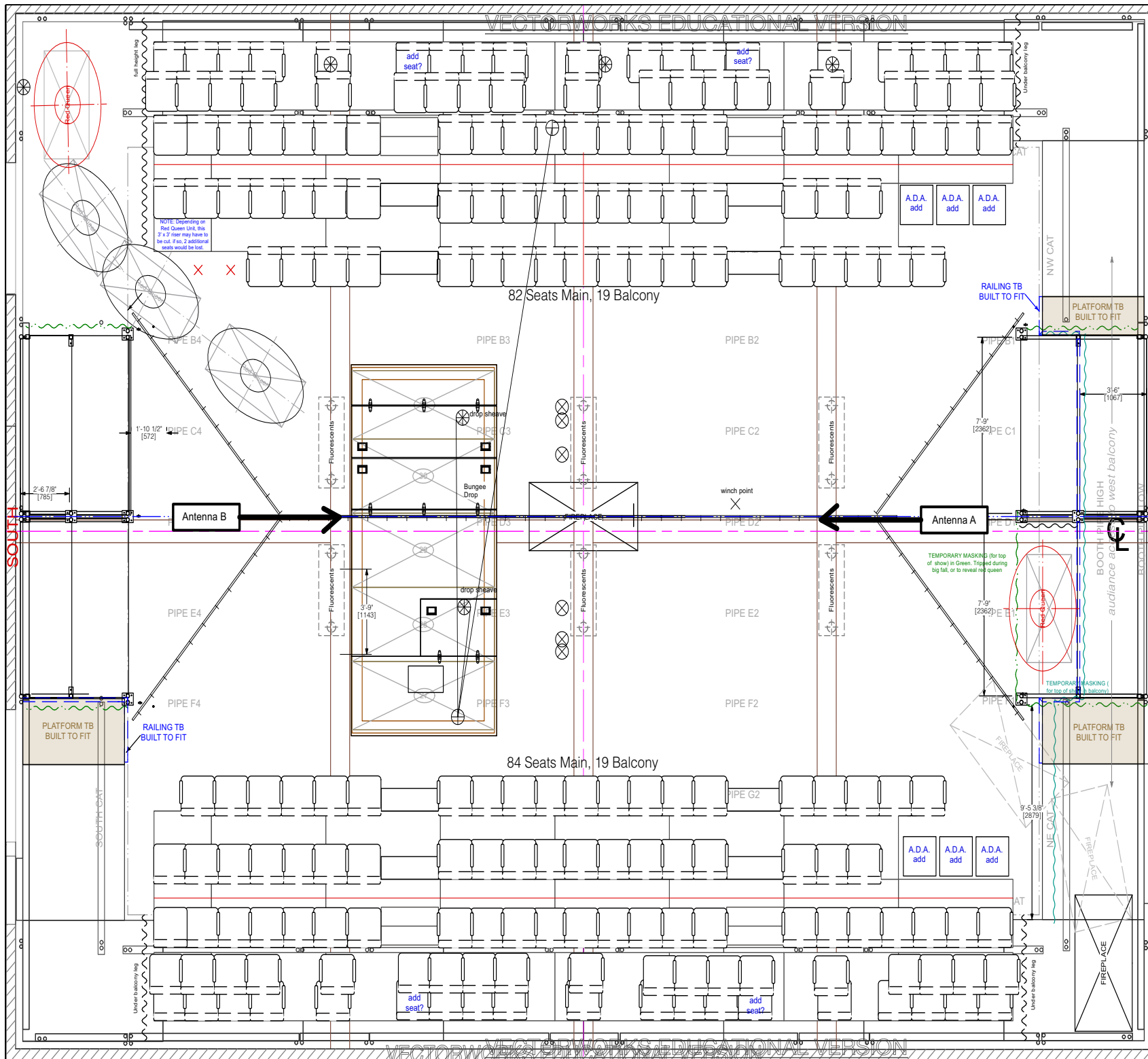
#	Purpose	QLab CH	Interface CH	Console Output	Notes
1	Mains East L	1	1	Matrix 1, Matrix 5	
2	Mains East R	2	2	Matrix 2 Matrix 5	
3	Mains West L	3	3	Matrix 3, Matrix 6	
4	Mains West R	4	4	Matrix 4, Matrix 6	
5	Rear East L	5	5	Mix 1	
6	Rear East R	6	6	Mix 2	
7	Rear West L	7	7	Mix 5	
8	Rear West R	8	8	Mix 6	
9	Sides East L	9	9	Mix 3	
10	Sides East R	10	10	Mix 4	
11	Sides West L	11	11	Mix 7	
12	Sides West R	12	12	Mix 8	
13	Sub East	13	13	Matrix 7	
14	Sub West	14	14	Matrix 8	
15	Mon North	15	15	Mix 9	
16	Mon South	16	16	Mix 10	

Lookingglass Theatre Company
WTWW

Lookingglass Alice
Network Settings

Sound Designer: Ray Nardeli
Audio Supervisor: Brandon Reed

Device	IP Address	Notes
QLab Primary Computer	192.168.10.120	
QLab Backup Computer	192.168.10.119	
Yamaha M7CL-48	192.168.10.125	
Primary QLab Dante Card	192.168.5.150	
Primary QLab DVC	192.168.5.120	
Backup QLab Dante Card	192.168.5.119	
Backup QLab DVC	192.168.5.118	



Lookingglass Alice
 Water Tower Water Works
 Lookingglass Theatre Company
 May 2022

Sound Design:
 Ray Nardelli

Associate:
 Christopher LaPorte

Sound Supervisor:
 Brandon Reed

Audio Engineer:
 Brandon Reed

Sound Board Op:
 Brandon Reed

Director:
 David Catlin

RF Placement:
 Composite

Dates:

Previews:
 April 30th - May 10th, 2022

Shop Pull:
 March 21st - March 28th, 2022

Theatre Load-In:
 March 28th - March 30th, 2022

TECH:
 April 22nd - May 3rd

Performances:
 May 11th - July 31st, 2022



Drafted By: Brandon Reed

Date: March 22nd, 2022

Scale: Not to Scale

Plate #: 21

Loudspeakers

QSC K12	
Coverage	75 conical
Impedence	N/A
Wattage (Continous)	N/A
Wattage (Peak)	1800 W
Frequency Reponse	50 Hz - 20 kHz
Height	23.7"
Width	14"
Depth	13.8"
Meyer USW	
Coverage	360 Omni
Impedence	4 Ohms
Wattage (Continous)	N/A
Wattage (Peak)	N/A
Frequency Reponse	32 Hz - 200 Hz
Total Power	550 W
Height	21.56"
Width	31"
Depth	21.30"

EAW JF80	
Coverage	100 (Horizontal) x 80 (Vertical)
Impedence	8 Ohms
Wattage (Continous)	460 W
Wattage (Peak)	N/A
Frequency Reponse	85 Hz - 18 kHz
Height	20.93"
Width	7.8125"
Depth	9.75"

Meyer UPM-1P	
Coverage	100 (Horizontal)
Impedence	8 Ohms
Wattage (Continous)	N/A
Wattage (Peak)	N/A
Frequency Reponse	80 Hz - 16 kHz
Total Power	350 W
Height	18"
Width	6.85"
Depth	7.70"

EAW UB12	
Coverage	(Horizontal) x 120 (Vertical)
Impedence	8 Ohms
Wattage (Continous)	180 W
Wattage (Peak)	N/A
Frequency Reponse	98 Hz - 20 kHz
Height	10.75"
Width	6.375"
Depth	5.75"

Amplifiers

Crown XLi 1500	
Channels	2
Wattage (8 Ohms)	330 W
Wattage (4 Ohms)	450 W
Wattage (Bridged Mono)	900 W
Home:	Booth

Behringer iNuke NU4 6000	
Channels	4
Wattage (8 Ohms)	440 W
Wattage (4 Ohms)	860 W
Wattage (Bridged Mono)	3000W (4 Ohms)
Home:	Booth

Show Control

Yamaha M7CL-48	
Power Requirements	
Power Consumption	
Max Mic Inputs	48 XLR (Mono), 8 XLR (Stereo)
MIDI In	Yes
MIDI Out	Yes
Word Clock In	Yes
Word Clock Out	Yes
Ethernet Connectivity	Yes
2TR Out Digital	Yes
Max Outputs	16 XLR (Mono)

DANTE MY-16	
Hardware Interface	Ethernet
Sample Rate	44.1, 48, 96K
Bit Depth	16, 24, 32
Inputs	16
Outputs	16
Daisy-Chaining?	Yes

Wired Microphones

Shure SM81

Type	Condenser
Polar Pattern	Cardioid
Frequency Response	20Hz - 20 kHz
Phantom Power	Yes
Max SPL	136 dB

Sennheiser MKE600

Type	Shotgun
Polar Pattern	Lobar, Supercardioid
Frequency Response	40 Hz - 20 kHz
Phantom Power	Yes
Max SPL	132 dB

Wireless

Shure ULXD4	
Configuration	Receiver
Analog/Digital	Digital
Band:	H50
Frequency Range	534-598
Range	300FT (Line of Sight)
Rackmountable	Yes
Frequency Response	20Hz - 20 kHz
Outputs	1 XLR, 1 1/4
Data I/O	1x Ethernet
Height	1.63"
Width	6.73"
Depth	7.75"
Power	12V DC

Shure ULXD4D	
Configuration	Receiver
Analog/Digital	Analog
Band:	H50
Frequency Range	534-598
Range	300FT (Line of Sight)
Rackmountable	Yes
Frequency Response	20Hz - 20 kHz
Outputs	2 XLR
Data I/O	2 Ethernet
Height	1.73"
Width	19"
Depth	10.79"
Power	12V DC

Shure WL93	
Compatibility	All Shure w/ TA4F
Connector	TA4F
Polar Pattern	Omni
Frequency Response	50 Hz - 20 kHz
Max SPL	120 dB
Self Noise	18 dB
Color	Black

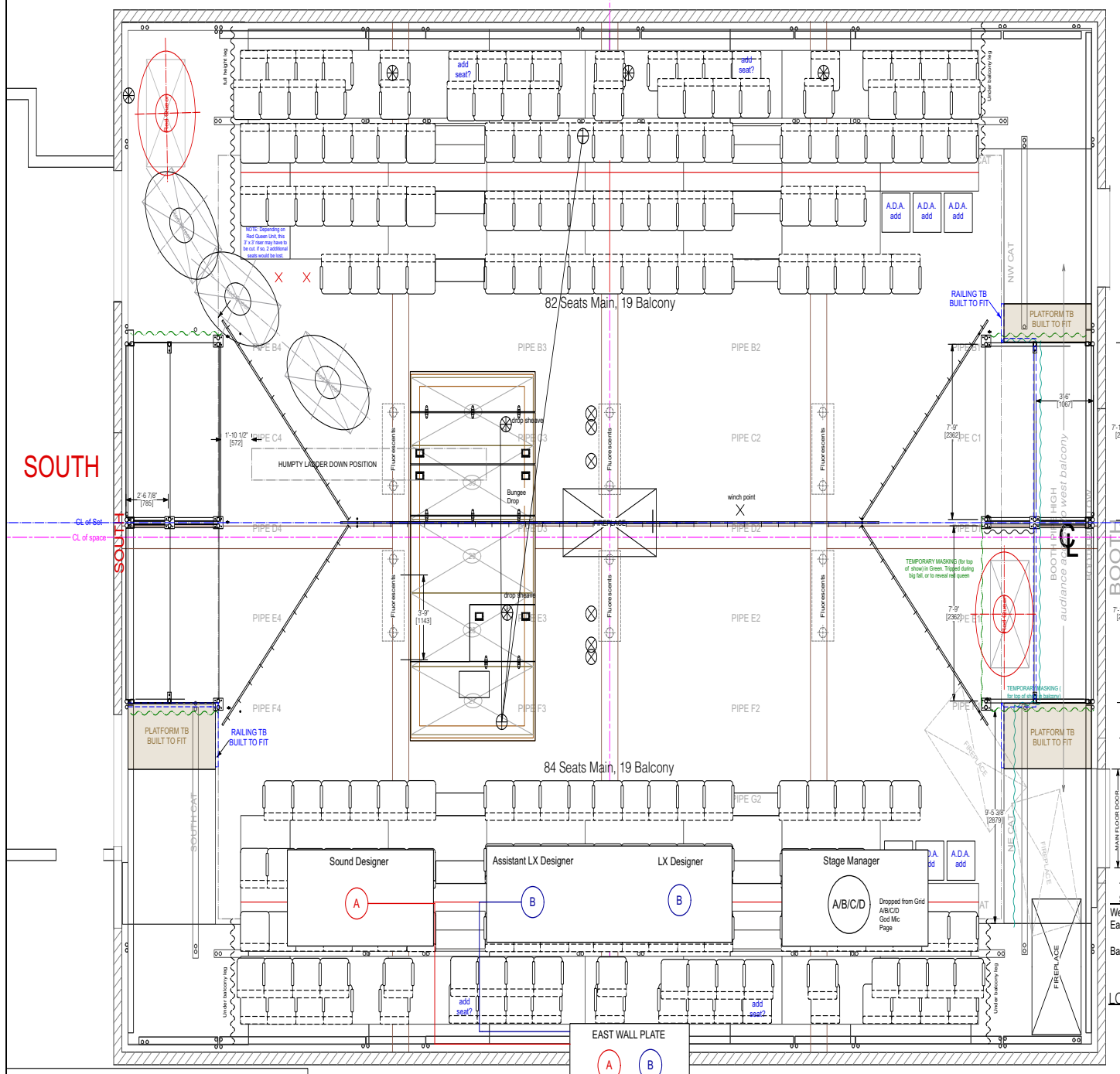
Shure Twinplex	
Compatibility	All Shure w/ TA4F
Connector	TA4F
Polar Pattern	Omni
Frequency Response	20 Hz - 20 kHz
Max SPL	142 dB
Self Noise	24.5 dB
Color	Black and Beige

Shure ULXD1	
Configuration	Transmitter
Analog/Digital	Digital
Band:	H50
Frequency Range	534-598 MHz
Connector Type	1x TA4M
Battery Type	2x AA or Lithium-Ion Rechargeable
Range	330 Ft
Frequency Response	20 Hz - 20 kHz

DPA 4060	
Compatibility	Anything w/ TA4F
Connector	TA4F
Polar Pattern	Omni
Frequency Response	20 Hz - 20 kHz
Max SPL	129 dB
Self Noise	N/A
Color	Beige

WEST

SOUTH



- The sprinkler pipes under the 1, 2, and 3 Cats are included in the E/W section plan because they are uniform. However, there are also sprinkler pipes randomly located under the East Catwalk and West Catwalk that are not represented here. If you are planning on designing to the original building height, PLEASE view the physical space to determine their possible hindrance to your elevations.

- There are two I-Beams in each bay running E/W. The Northern I-Beam can be used for rigging and theatre applications. The southern I-Beam is fireproofed and part of the original building structure. It cannot be used AT ALL.

- All labels on the plan refer to Lighting Positions.

- The trap room height is 9'-9" from deck to the trap room. There is a steel rim of 5 1/2" width which is 5 1/2" below

Balcony
7'-10" from deck to bottom of perimeter cat
54" balcony platform depth
5" to back wall
3" Nipple protrus
10'-6.5" from floor bottom of cross
Floor to balcony double posts are front edge of balcony platform

KEY:

- A/B/C/D
- Sound (A)
- Lighting (B)
- Wardrobe (C)
- Deck Crew/ASM (D)

SEATING NUMBERS

West Main	82 (blk & blue, no red)
East Main	84 (blk & blue, no red)
Balcony	166 Main Fir Seats
TTL	38
	204

LOOKGLASS ALICE 2015
GROUND PLAN
8-29-14 1/2" = 1'-0"

Lookingglass Alice
Water Tower Water Works
Lookingglass Theatre Company
May 2022

Sound Design:
Ray Nardelli

Associate:
Christopher LaPorte

Sound Supervisor:
Brandon Reed

Audio Engineer:
Brandon Reed

Sound Board Op:
Brandon Reed

Director:
David Catlin

Comm Plot:
TECH

Dates:

Previews:
April 30th - May 10th, 2022

Shop Pull:
March 21st - March 28th, 2022

Theatre Load-In:
March 28th - March 30th, 2022

TECH:
April 22nd - May 3rd

Performances:
May 11th - July 31st, 2022

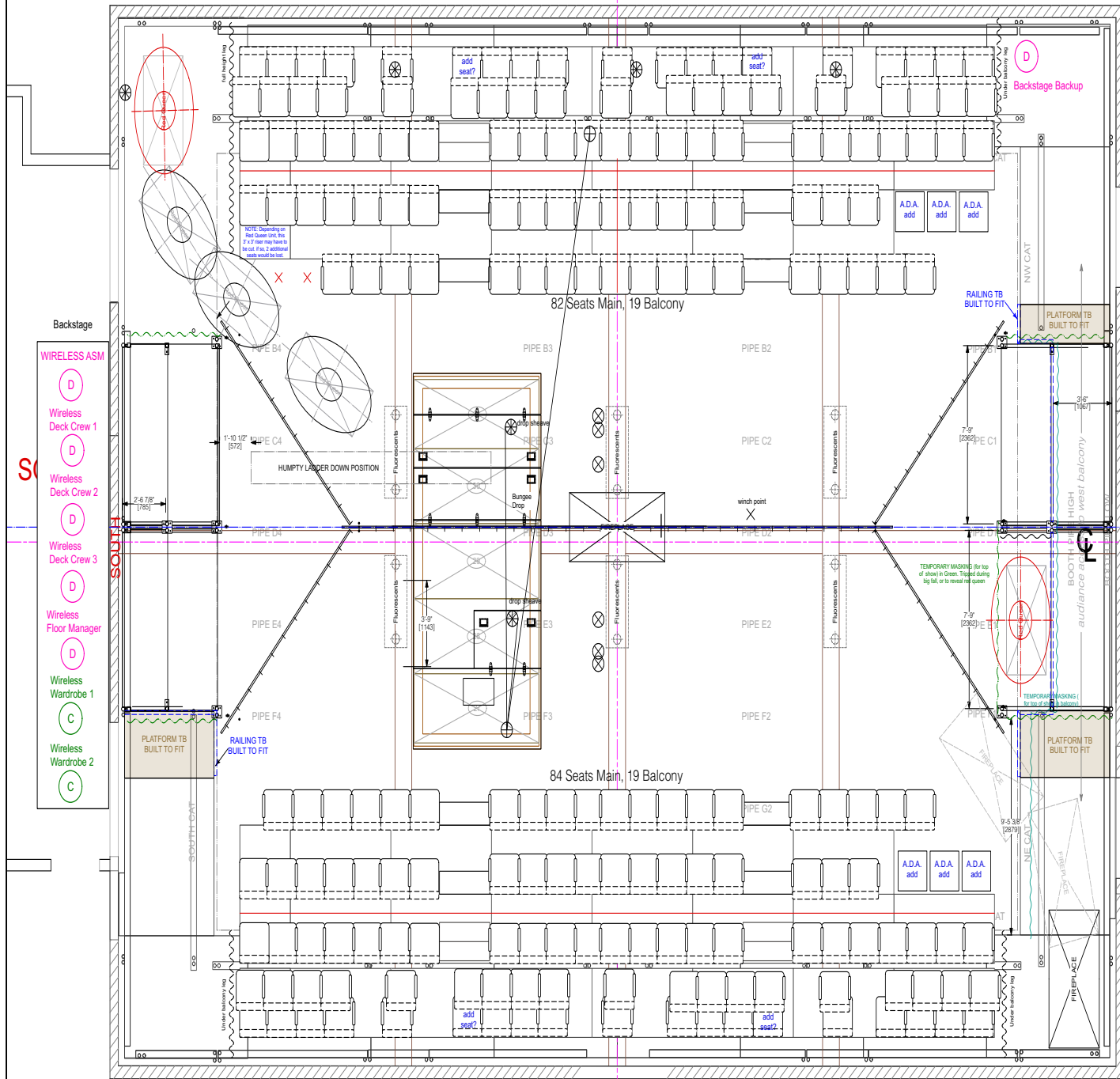


Drafted By: Brandon Reed

Date: March 22nd, 2022

Scale: Not to Scale

Plate #: 27



- The sprinkler pipes under the 1, 2, and 3 Cats are included in the E/W section plan because they are uniform. However, there are also sprinkler pipes randomly located under the East Catwalk and West Catwalk that are not represented here. If you are planning on designing to the under Catwalk height, PLEASE view the physical space to determine their possible hindrance to your elevations.

- There are two I-Beams in each bay running E/W. The Northern I-Beam can be used for rigging and theatrical applications. The southern I-Beam is fireproofed and part of the original building structure. It cannot be used AT ALL.

- All labels on the plan refer to Lighting Positions.
- The trap room height is 9'-9" from deck to the trap room. There is a steel rim of 5 1/2" width which is 5 1/2" below the

Balcony
7'-10" from deck to bottom of perimeter cat
54" balcony platform depth
5" to back wall
3" Nipple protrude
10'-6.5" from floor bottom of cross
Floor to balcony double posts are front edge of balcony platform

KEY:

- A/B/C/D
- Sound
- A
- Lighting
- B
- Wardrobe
- C
- Deck Crew/ASM
- D

Sound Operator (A)
Stage Manager (A/B/C/D)
LX Operator (B)

- WIRELESS ASM**
- D Wireless Deck Crew 1
 - D Wireless Deck Crew 2
 - D Wireless Deck Crew 3
 - D Wireless Floor Manager
 - D Wireless Wardrobe 1
 - C Wireless Wardrobe 2
 - C

SEATING NUMBERS

West Main	82 (blk & blue, no red)
East Main	84 (blk & blue, no red)
Balcony	166 Main Fir Seats
TTL	38
	204

LOOKINGGLASS ALICE 2015
GROUND PLAN
8-23-14 1/2" = 1'-0"

Lookingglass Alice
Water Tower Water Works
Lookingglass Theatre Company
May 2022

Sound Design:
Ray Nardelli

Associate:
Christopher LaPorte

Sound Supervisor:
Brandon Reed

Audio Engineer:
Brandon Reed

Sound Board Op:
Brandon Reed

Director:
David Catlin

Comm Plot:
SHOW

Dates:

Previews:
April 30th - May 10th, 2022

Shop Pull:
March 21st - March 28th, 2022

Theatre Load-In:
March 28th - March 30th, 2022

TECH:
April 22nd - May 3rd

Performances:
May 11th - July 31st, 2022



Drafted By: Brandon Reed

Date: March 22nd, 2022

Scale: Not to Scale

Plate #: 28

TECH COMM									
Comm Channel	SND Designer	Sound Operator	LX Operator	LX Designer	Assistant LX Designer	ASM	Floor Manager	Deck Crew	Backstage Backup
A	X	X							
B			X	X	X				
C									
D						X	X	X	X

SHOW COMM						
Comm Channel	Sound Operator	LX Operator	ASM	Floor Manager	Deck Crew	Backstage Backup
A	X					
B		X				
C						
D			X	X	X	X

	Lindsey Noel Whiting / Molly Hernandez	Adeoye Mabogunje	Michel Rodrigues Cintra	Kareem Bandedaly	Samuel Taylor
Opening / Lookingglass House	Cat Toy inside prop	-	-	-	Mic on Jacket
The Fall Through (Rabbit In)	-	-	-	-	-
Cheshire Cat #1	-	-	N Foley Mic	-	-
White Queen 1	-	-	-	-	-
Red Queen 1	-	-	-	Red Halo Rig	-
Cheshire Cat #2	-	-	-	-	-
Caterpillar	-	-	-	-	-
White Knight 1	-	-	-	-	-
Red King	-	-	-	-	-
Tweedles	-	-	-	S Foley Mic	-
White Knight 2	-	-	-	-	-
Mad Tea Party	-	-	-	-	-
All Stop	-	-	-	-	Ear Rig
Cheshire Cat #3	-	-	-	-	-
Getting Above The Yarn	-	-	-	-	-
Red Queen 2	-	-	-	-	-
White Queen 2	-	-	-	-	-
Humpty	-	-	-	-	-
White Knight 3	-	-	-	-	-
Ball (Coronation)	-	-	N Foley Mic	-	-
Queen Alice	-	-	-	Wig Cap	-
Floating Away	-	-	-	-	-

Lookingglass Alice
Mic Cheatsheet

Actor: Cat Prop
Character: For Alice
Mic #: 1
RF: 580.000
Transmitter Type: Shure ULXD
Receiver Type: Shure ULXD
Mic Type: Shure WL93
Mic Color: Black
Rigging Style: Sewn into Prop
Special Instructions: The pack lives inside of the cat prop. It's velcro inside.



Actor: Samuel Taylor
Character: Dodgeson (Lapel)
Mic #: 2
RF: 579.050
Transmitter Type: Shure ULXD
Receiver Type: Shure ULXD
Mic Type: Shure Twinplex
Mic Color: Black
Rigging Style: Lapel
Special Instructions: Pack lives inside his coat pocket. Share with Ear rig.



Actor: Samuel Taylor
Character: Dodgeson (Ear)
Mic #: 2
RF: 579.050
Transmitter Type: Shure ULXD
Receiver Type: Shure ULXD
Mic Type: Shure Twinplex
Mic Color: Beige
Rigging Style: Ear Rig
Special Instructions: Pack lives in mic belt. Share with lapel rig.



Actor: Kareem Bandyaly
Character: Red Queen
Mic #: 3
RF: 578.600
Transmitter Type: Shure ULXD
Receiver Type: Shure ULXD
Mic Type: DPA 4060
Mic Color: Beige
Rigging Style: Halo
Special Instructions: The mic is colored red to blend in with his costume.



Start Up

Order	Item	Task
BOOTH		
1	Mac Mini (Primary)	Turn on the Mac Mini (QLab Primary). Button is on the back right.
2	Mac Mini (Primary)	Log in to the computer. <i>Username: Lookingglass Sound. Password: sound</i>
3	Mac Mini (Primary)	On the desktop, open the QLab folder. "Lookingglass Alice - Lookingglass Theatre Company 2022 - FINAL" and chose the session of either Adeoye or Dan (whoever is performing)
4	Mac Mini (Backup)	Turn on the Mac Mini (QLab Backup). Button is on the back right.
5	Mac Mini (Backup)	Log in to the computer. <i>Username: Lookingglass Sound. Password: sound</i>
6	Mac Mini (Backup)	On the desktop, open the QLab folder. "Lookingglass Alice - Lookingglass Theatre Company 2022 - FINAL" and chose the session of either Adeoye or Dan (whoever is performing)
PROCEED ONCE BOTH COMPUTERS ARE ON.		
7	Yamaha M7CL-48	Turn on the console. Button is on the power supply in the rack below the table.
8	Yamaha M7CL-48	Once the M7CL has turned on, exit calibration mode. On the touch screen touch the button on the bottom right that says, "Exit."
9	Yamaha M7CL-48	Make sure that the QLab channels (main and backup) are at 0. VOG is at -4, and SM Page and Program Feed are at 0.
PROCEED ONCE CONSOLE IS ON.		
10	Mackie 1402	Turn on the mixer. Switch is on the back right.
11	Mackie 1402	Make sure that the faders and gain knobs are at their spike marks. Make sure that Ch. 1 is muted.
PROCEED ONCE MIXER IS ON.		
12	Aria Amp Rack	Turn on the power conditioner that powers the Aria Rack on the floor. It's the orange switch on the top of the rack to the right.
13	LTC Amp Rack	Power on LTC's amp rack. Green "ON" button in the middle of the rack.
14	Aria Amp Rack	Turn on the Behringer NU4 Amplifier at the top of the Aria Rack that powers the tower monitors. Button is on the right of the amp (under orange switch).
15	Aria RF Rack	Turn on the Aria Wireless RF Rack under the console table. Orange switch on the right of the rack.
16	Aria Wireless	Battery up the three wireless receivers. Swap the dead batteries inside the receivers with the charged ones on the work bench.
17	Aria Wireless	Plug in the elements for the three wireless receivers. Leave the mics in the booth for testing later.
BRING THE IPAD DOWNSTAIRS.		
BALCONY		
18	Sound iPad	Open QLab Remote. Connect to the QLab file. Run through the speaker check cue for balcony. Order below. Once finished go down to house level. East Main Left (Balcony), East Main Right (Balcony), East Rear Left (Balcony), East Rear Right (Balcony), East Side Left (Balcony), East Side Right (Balcony), West Main Left (Balcony), West Main Right (Balcony), West Rear Left (Balcony), West Rear Right (Balcony), West Side Left (Balcony), West Side Right (Balcony).
IN HOUSE		
19	Sound iPad	Open QLab Remote. Connect to the QLab file. Run through the speaker check cue for house level. Order below. East Main Left (House), East Main Right (House), East Rear Left (House), East Rear Right (House), East Side Left (House), East Side Right (House), West Main Left (House), West Main Right (House), West Rear Left (House), West Rear Right (House), West Side Left (House), West Side Right (House), East Subwoofer, West Subwoofer, North Tower, South Tower
20	Sound iPad + Foley Mic North	Fire MIDI Cue in QLab Remote to test Foley Mic North
21	Sound iPad + Foley Mic South	Fire MIDI Cue in QLab Remote to test Foley Mic South
22	Sound iPad	After testing both Foley Mics, fire MIDI Cue to turn off the Foley Mics.
LOBBY		
23	Lobby Mixer	Turn on Lobby Mixer inside of coat rack. "ON" Green button. Then the actual mixer power button on the right (mixer is at the top of the rack).
24	Lobby Mixer	Test CD Player for lobby music. Just make sure it works and then hit "STOP" after confirming.
IN BOOTH		
25	Mac Mini (Backup)	Use the KVM near the console and switch to the backup computer.
26	Mac Mini (Backup)	Fire a sound cue in the backup computer to confirm that is working and at the same level as the main computer.
27	Mac Mini (Backup)	After finishing QLab test, switch the KVM back to the primary QLab.
28	Aria Wireless + Mackie 1402	Test all three of the wireless mics with the booth monitor on. Unmute CH. 1. Make sure the main left and right faders are down to not disturb backstage while testing.
29	Aria Wireless + Mackie 1402	After finishing testing the three wireless mics mute the booth monitor. Mute CH. 1. Return main left and right faders to 0 on the mixer.
30	Mackie 1402	Check Backstage and Front-Of-House Feed. Reference below. <i>Unmute Ch. 1 (Monitor Mic), Go down to the lobby and confirm you can hear the feed. Check monitors in the stairwell as well. After testing mute Ch. 1, until the SM calls, "5 minutes to places." Flip the SM VOG Mic on and talk into it. Make sure it can be heard in the house. Flip off after testing.</i>
BACKSTAGE		
31	Aria Wireless	Bring the three wireless mics and put them in their designated spots backstage. Behind South Wall on the prop table, labeled for mics.
32	Cat Prop + Aria RF	Take the RF labeled, "Cat Toy," and put it inside of the cat prop that Alice uses at the top of the show. Return the prop to it's spot.
33	BOH Page Mic	Test mic. Make sure it's reaching the monitors backstage.
BOOTH		
34	Comm	Conduct a Clear-Comm check. Order below. You stay at the base station. Someone else goes through the rest. <i>Wired: Sound Operator (A), LX Operator (B), Backstage Backup (D). Wireless: ASM: Helen (D), Floor: Aaron (D), Deck 1: Olivia (D), Deck 2: Zachary (D), Deck 3: Genv (D).</i>
35	Page	Test the SM Paging. Have someone stand in the stairwell or have the booth door open. Hold the "Announce" button on the base station and talk into it. You should be hearing sound into the monitors in the stairwell.

END OF START UP

RUN OF SHOW

Order	Task
1	After finishing the start up list you should chill. Be in the booth before house open.
2	Confirm with SM, who's playing Alice tonight. At the top of the cue list, fire the corresponding group cues to change VO.
3	Wait for SM to tell you to go into the preshow cue. SQ 10.
4	Once you're in preshow, standby for top of show in the booth.
5	When the SM calls "5 minutes to places," Unmute CH. 1 on the Mackie 1402 to turn on monitors for lobby, backstage, and booth.
6	For this show you have a costume. A white lab coat with goggles. Pickup from rack in Studio.
7	Standby for top of show. Relax and have a fun show.

Shut Down		
Order	Item	Task
IN BOOTH		
WHEN SHOW COMES DOWN.		
1	Mackie 1402	Mute CH. 1 to turn off the backstage and monitor feeds. Do this after Curtain Call.
WHEN HOUSE IS CLEAR.		
2	QLab Computer	Take out Curtain Call music once the audience has left the room. It may finish on it's own.
BACKSTAGE		
3	Aria Wireless	Grab the wireless from backstage and return them to the booth. Cat Toy is inside of prop. The rest are on the table backstage.
LOBBY		
4	Lobby Mixer	Turn off the lobby mixer. Inside of coat check closet.
BOOTH		
5	Aria Wireless	Leave the RF Transmitters on and let their batteries die.
6	Aria Wireless	Place the RF Transmitters on the work bench until the next show.
7	Aria Amp Rack	Turn off the Behringer Amp that powers the tower monitors. It's the top amp in the rack. Button on the right.
8	LTC Amp Rack	Power down. Red "OFF" button in center of the rack. Wait till button finishes flashing.
9	Aria Amp Rack	Power off the Power Conditioner that powers the rack. Orange switch at the top of the rack.
10	Mac Mini (Primary)	Close QLab Session.
11	Mac Mini (Primary)	Power down.
12	Mac Mini (Backup)	Close QLab Session.
13	Mac Mini (Backup)	Power down.
14	Mackie 1402	Power down. Cover console.
15	Yamaha M7CL	Power down. Cover console.
16	Sound iPad	Put on charger.
17	Wireless Comm	Double check that SM/Floor Team put the wireless on their charging station before leaving.

Item	Type	Quantity	Owner	Location in Space	Return Location	Check Out Date	Return Date	Notes
Yamaha M7CL-48	Mixer	1	LTC	LTC Booth	LTC Booth	March 28th, 2022	July 31st, 2022	
Yamaha MY8-DA96	Expansion Card	1	Aria Designs	LTC Booth	Aria Storage	March 23rd, 2022	July 31st, 2022	includes adaptor snake with it.
Dante MY-16	Expansion Card	1	LTC	LTC Booth	LTC Booth	March 23rd, 2022	July 31st, 2022	Lives inside of the M7CL.
Mackie 1402	Mixer	1	LTC	LTC Booth	LTC Booth	March 28th, 2022	July 31st, 2022	
QSC K12	Speaker	8	LTC	LTC Theatre	LTC Production Storage	March 28th, 2022	July 31st, 2022	
QSC K12	Speaker	2	Aria Designs	LTC Theatre	Aria Storage	March 23rd, 2022	July 31st, 2022	Rental
Meyer UPM-1P	Speaker	4	LTC	LTC Theatre	LTC Production Storage	March 23rd, 2022	July 31st, 2022	
Meyer UPM-1P	Speaker	4	Aria Designs	LTC Theatre	Aria Storage	March 23rd, 2022	July 31st, 2022	Rental
EAW UB12	Speaker	8	LTC	LTC Theatre	LTC Production Storage	March 23rd, 2022	July 31st, 2022	
EAW JF80	Speaker	2	Aria Designs	LTC Theatre	Aria Storage	March 23rd, 2022	July 31st, 2022	Rental
Meyer USW	Subwoofer	1	Aria Designs	LTC Theatre	Aria Storage	March 23rd, 2022	July 31st, 2022	Rental
Meyer USW	Subwoofer	1	LTC	LTC Theatre	LTC Production Storage	March 23rd, 2022	July 31st, 2022	
Ashley Protea SYSTEM II 4.24GS	Processing Unit	1	Aria Designs	LTC Booth	Aria Storage	March 23rd, 2022	July 31st, 2022	Rental
Ashley Protea 4.8SP	Processing Unit	1	LTC	LTC Booth	LTC Booth	March 23rd, 2022	July 31st, 2022	
Ashley Protea SYSTEM II 4.24GS	Processing Unit	1	LTC	LTC Booth	LTC Booth	March 23rd, 2022	July 31st, 2022	
Behringer iNuke NU4-6000	Power Amplifier	1	Aria Designs	LTC Booth	Aria Storage	March 23rd, 2022	July 31st, 2022	Rental
Crown XTi 1000	Power Amplifier	1	Aria Designs	LTC Booth	Aria Storage	March 23rd, 2022	July 31st, 2022	Rental
Crown XLS1000	Power Amplifier	2	LTC	LTC Booth	LTC Booth	March 23rd, 2022	July 31st, 2022	
Shure SM81	Microphone	2	LTC	LTC Theatre	LTC Booth	March 23rd, 2022	July 31st, 2022	
Sennheiser MKE600 Shotgun	Microphone	1	LTC	LTC Theatre	LTC Booth	March 23rd, 2022	July 31st, 2022	
Shure ULXD1 Transmitter (J50)	Wireless	6	Aria Designs	LTC Booth	Aria Storage	April 11th, 2022	July 31st, 2022	Rental
Shure ULXD4D Receiver (J50)	Wireless	2	Aria Designs	LTC Booth	Aria Storage	April 11th, 2022	July 31st, 2022	Rental
Shure ULXD4 Receiver (J50)	Wireless	2	Aria Designs	LTC Booth	Aria Storage	April 11th, 2022	July 31st, 2022	Rental
Shure WL93 (Black)	Lavalier	1	Aria Designs	LTC Booth	Aria Storage	April 11th, 2022	July 31st, 2022	Rental
Shure Twinplex (Black)	Lavalier	1	Aria Designs	LTC Booth	Aria Storage	April 11th, 2022	July 31st, 2022	Rental
Shure Twinplex (Beige)	Lavalier	5	Aria Designs	LTC Booth	Aria Storage	April 11th, 2022	July 31st, 2022	Rental
DPA 4060	Lavalier	1	Aria Designs	LTC Booth	Aria Storage	April 11th, 2022	July 31st, 2022	Rental

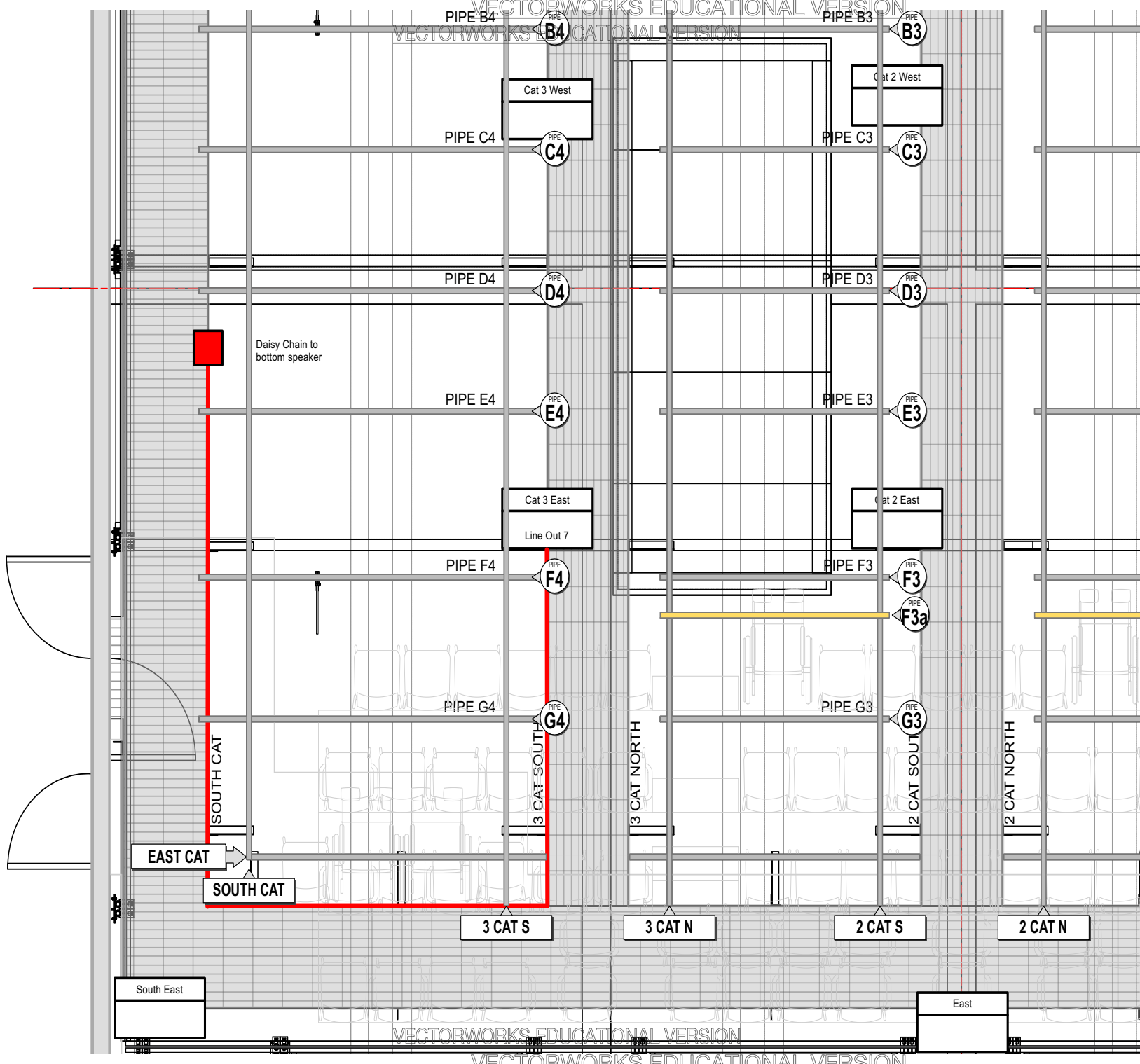
Show #3 - Lookingglass Alice

March - May 2022

Labor:	Monday 3/21	Tuesday 3/22	Wednesday 3/23	Thursday 3/24	Friday 3/25	Saturday 3/26	Sunday 3/27	Total Hours
Assistant Supervisor:					Pre-Hang 1pm-3pm	OFF	OFF	2
Overhire 1					0	0	0	0
Overhire 2					0	0	0	0
	3/28	3/29	3/30	3/31	4/1	4/2	4/3	
Assistant Supervisor:	Speaker Hang 9am-5pm	Speaker Hang 9am-5pm	Speaker Hang 1pm-5pm	Post-Hang Notes	Ungala	OFF	OFF	20
Overhire 1	9am-5pm	9am-5pm	1pm-5pm	0	0	0	0	20
Overhire 2	0	0	0	0	0	0	0	0
	4/4	4/5	4/6	4/7	4/8	4/9	4/10	
Assistant Supervisor:	0	0	0	0	0	OFF	OFF	0
Overhire 1	0	0	0	0	0	0	0	0
Overhire 2	0	0	0	0	0	0	0	0
	4/11	4/12	4/13	4/14	4/15	4/16	4/17	
Assistant Engineer:	0	0	0	0	0	0	0	0
Overhire 1	0	0	0	0	0	0	0	0
Overhire 2	0	0	0	0	0	0	0	0
	4/18	4/19	4/20	4/21	4/22	4/23	4/24	
Assistant Engineer:	Rehearsal 6pm-10pm	Designer Run 2pm-6pm	Circus Day	OFF	TECH 11am-4pm	Tech 11am-4pm	Tech 11am-4pm	27
Overhire 1	0	0	0	0	0	0	0	0
Overhire 2	0	0	0	0	0	0	0	0
	4/25	4/26	4/27	4/28	4/29	4/30	5/1	
Assistant Engineer:	OFF	TECH 11am-4pm	TECH 11am-4pm	TECH 11am-4pm	Invited Dress 10am-2pm	Preview 10am-2pm	Preview (No Tech)	23
Overhire 1	0	0	0	0	0	0	0	0
Overhire 2	0	0	0	0	0	0	0	0
	5/2	5/3	5/4	5/5	5/6	5/7	5/8	
Assistant Engineer:	OFF	TECH 10am-2pm	Preview 10am-2pm	Preview 10am-2pm	Preview 10am-2pm	Preview 10am-2pm	Preview (No Tech)	20
Overhire 1	0	0	0	0	0	0	0	0
Overhire 2	0	0	0	0	0	0	0	0
	5/9	5/10	5/11	5/12	5/13	5/14	5/15	
Assistant Engineer:	OFF	Preview 10am-2pm	Press Opening	Performance	Performance	Performance	Performance	4
Overhire 1	0	0	0	0	0	0	0	0
Overhire 2	0	0	0	0	0	0	0	0

	Total Hours:	Hourly Rate:	Total Pay:
Assistant Engineer:	96	\$18.00	\$1,728.00
Overhire 1:	20	\$17.50	\$350.00
Overhire 2:	0	\$17.50	\$0.00

Crew: Brandon Reed, Macy Kloville, Connor Blackwood				
Day	Area:	Task	Description	Done?
Monday (March 28th)	Grid	Figure Out Center Speaker Placements	Figure out placement of center speakers under second catwalk.	X
	Grid & House	Attach Hardware for Center Speakers.	Use Genie, attach hanging hardware for center speakers under 2nd catwalk.	X
	Grid	Hang Center Speakers	Hang the two QSC K12 speakers for Center East and Center West.	X
	Grid	XLR for Center Speakers.	Run XLR for center west and east speakers.	X
	Grid	Power for Center Speakers.	Run power for center west and east speakers.	X
	House	Put Subwoofer under West Riser.	Put the rented subwoofer under the west audience riser.	X
	House	Cable and Power West Sub.	Patch the XLR and run power for the west subwoofer under riser.	X
	House	Hang Side Fills In House Level.	Hang the UB12 speakers on the curtain pipe in the house level.	X
	Balcony & Grid	Attach Hardware for Balcony Side Fills	Hang the hardware for hanging the side fills in the balcony level.	X
	Balcony	Hang Side Fills in Balcony Level	Hang the Side Fills in the Balcony Level.	X
House & Balcony	Hang the Rear UPMs	Hang the Rear UPMs on the Balcony and House level.	X	
Tuesday (March 29th)	ALL	Finish Hanging	Any speakers that weren't hung yesterday should be hanged today.	X
	House & Balcony	Attach Hardware for Main Left and Right	Hang the hardware for balcony and house level main left and right.	X
	House & Balcony	Hang East and Left Main Left and Right	Hang the QSC K12 speakers for balcony and house level main left and right.	X
	House	Hang North Tower Monitor Line.	Run the NL2 for the EAW JF80 on the north tower.	X
	House	Hang South Tower Monitor Line.	Run the NL2 for the EAW JF80 on the south tower.	X
	Balcony & Grid	XLR for Main Left and Right (Balcony)	Run XLR for the balcony left and right QSC K12s.	X
	House	XLR for Main Left and Right (House)	Run XLR for the house left and right QSC K12s.	X
	Balcony & Grid	Power for Main Left and Right (Balcony)	Run power for main left and right speakers (balcony).	X
	House	Power for Main Left and Right (House)	Run power for main left and right speakers (house).	X
	Balcony & Grid	XLR for Rear Speakers (Balcony)	Run XLR for the Rear speakers on the balcony level.	X
	Balcony & Grid	Power for Rear Speakers (Balcony)	Run power for the rear speakers on the balcony level.	X
	House	XLR for Rear Speakers (House)	Run XLR for the rear speakers on the house level.	X
House	Power for Rear Speakers (House)	Daisy power from the balcony rears to the house rears.	X	
ALL	NL2 for Side Fills	Run NL2 cable for the side fills in both the house and balcony levels.	X	
Wednesday (March 30th)	ALL	Finish Leftover Tasks from Yesterday.	Anything that wasn't finished yesterday finish today.	X
	Booth	Patch the Patch Bay	Use the patch bay and route everything.	X
	ALL	Test Speakers	Use the M7CL and test all the outputs and make sure everything works.	X
	ALL	Troubleshoot	Trouble shoot any issues that came up.	X



Lookingglass Alice
 Water Tower Water Works
 Lookingglass Theatre Company
 May 2022

Sound Design:
 Ray Nardelli

Associate:
 Stefanie M. Senior

Sound Supervisor:
 Brandon Reed

Audio Engineer:
 Brandon Reed

Sound Board Op:
 Brandon Reed

Director:
 David Catlin

Cable Plot:
East Main Left

Dates:

Previews:
 April 30th - May 10th, 2022

Shop Pull:
 March 21st - March 28th, 2022

Theatre Load-In:
 March 28th - March 30th, 2022

TECH:
 April 22nd - May 3rd

Performances:
 May 11th - July 31st, 2022

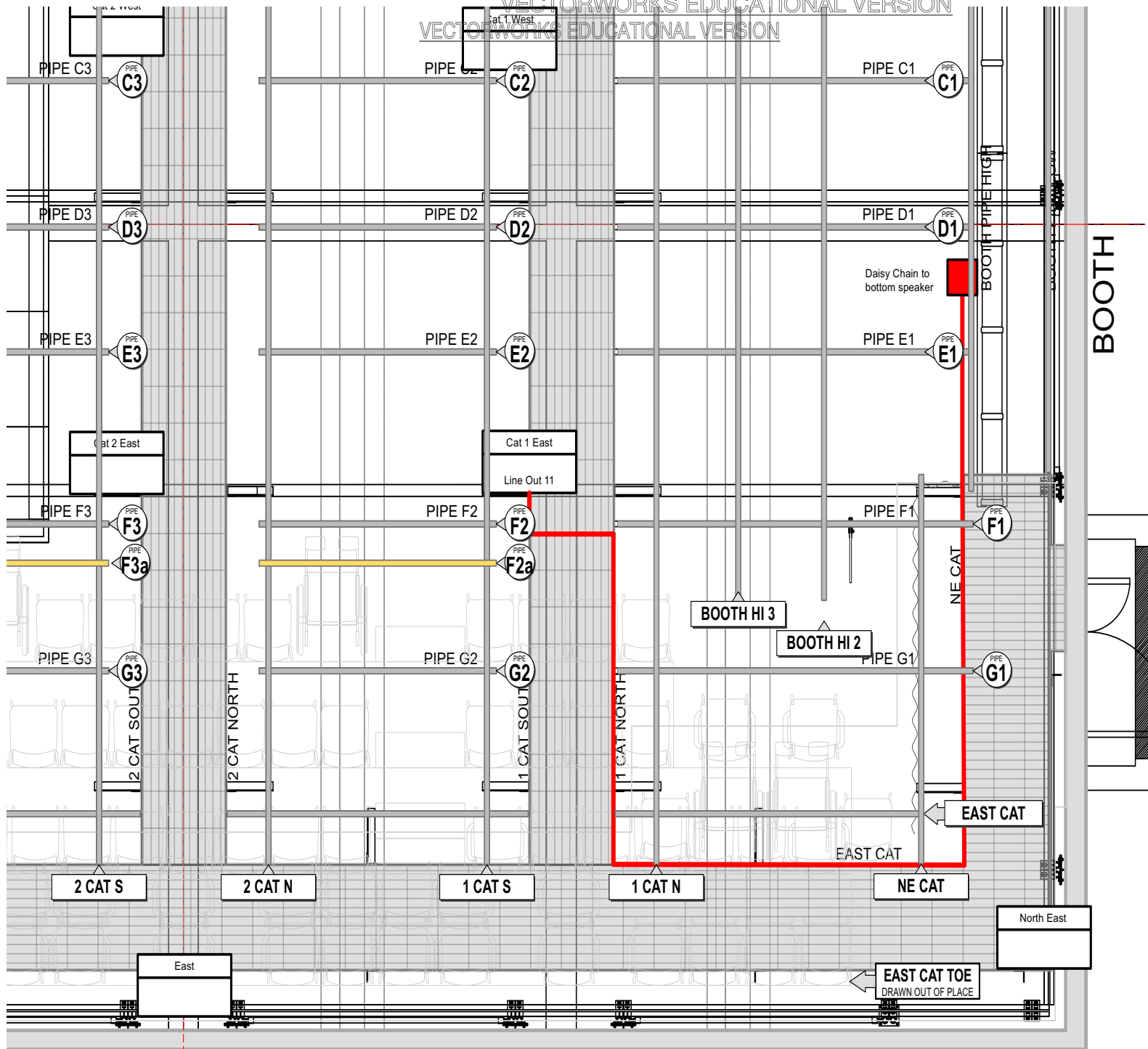


Drafted By: Brandon Reed

Date: March 22nd, 2022

Scale: Not to Scale

Plate #: 1



Lookingglass Alice
 Water Tower Water Works
 Lookingglass Theatre Company
 May 2022

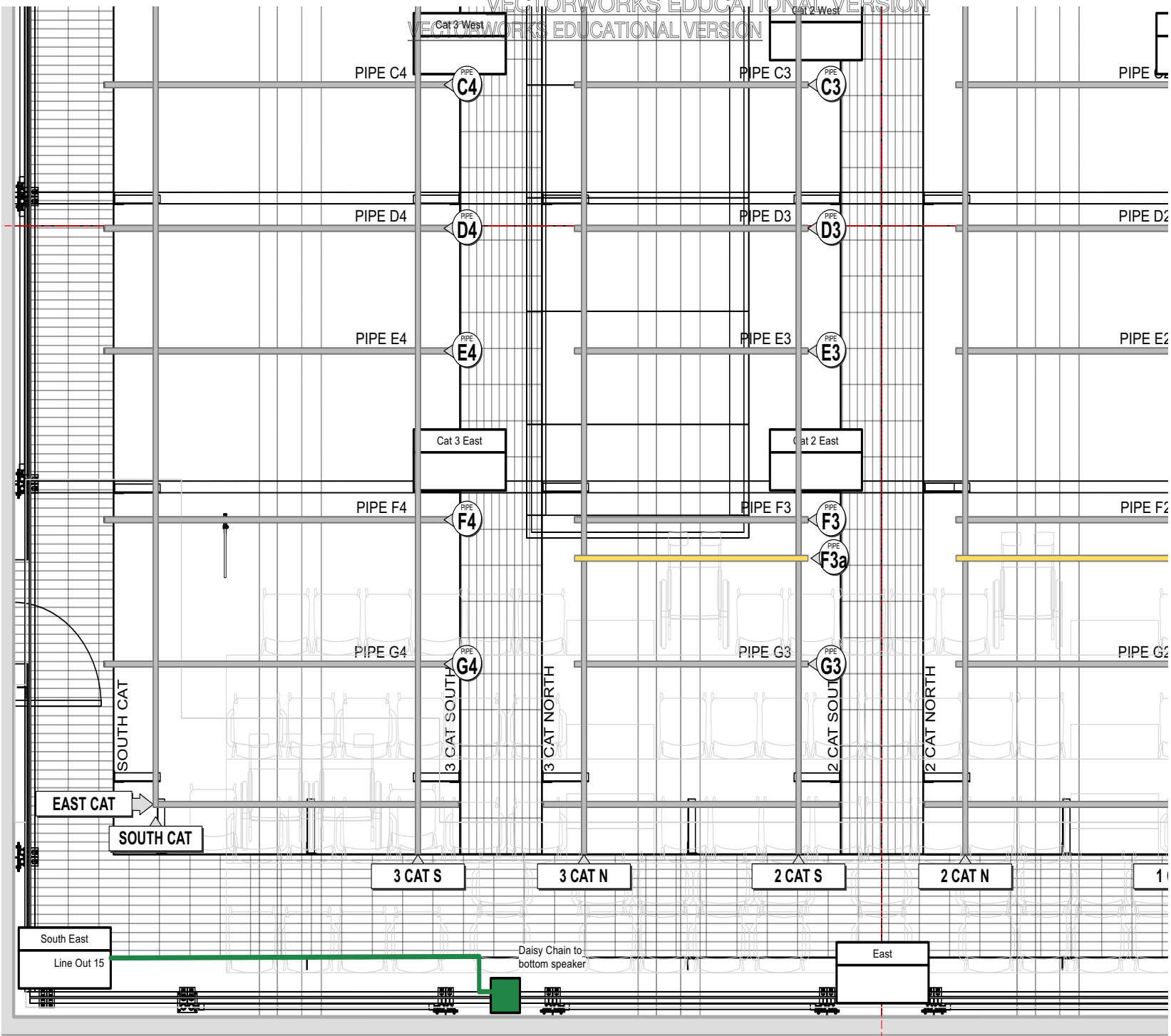
Sound Design:
 Ray Nardelli
Associate:
 Stefanie M. Senior
Sound Supervisor:
 Brandon Reed
Audio Engineer:
 Brandon Reed
Sound Board Op:
 Brandon Reed
Director:
 David Catlin

Cable Plot:
East Main Right

Dates:
Previews:
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Lookingglass Alice
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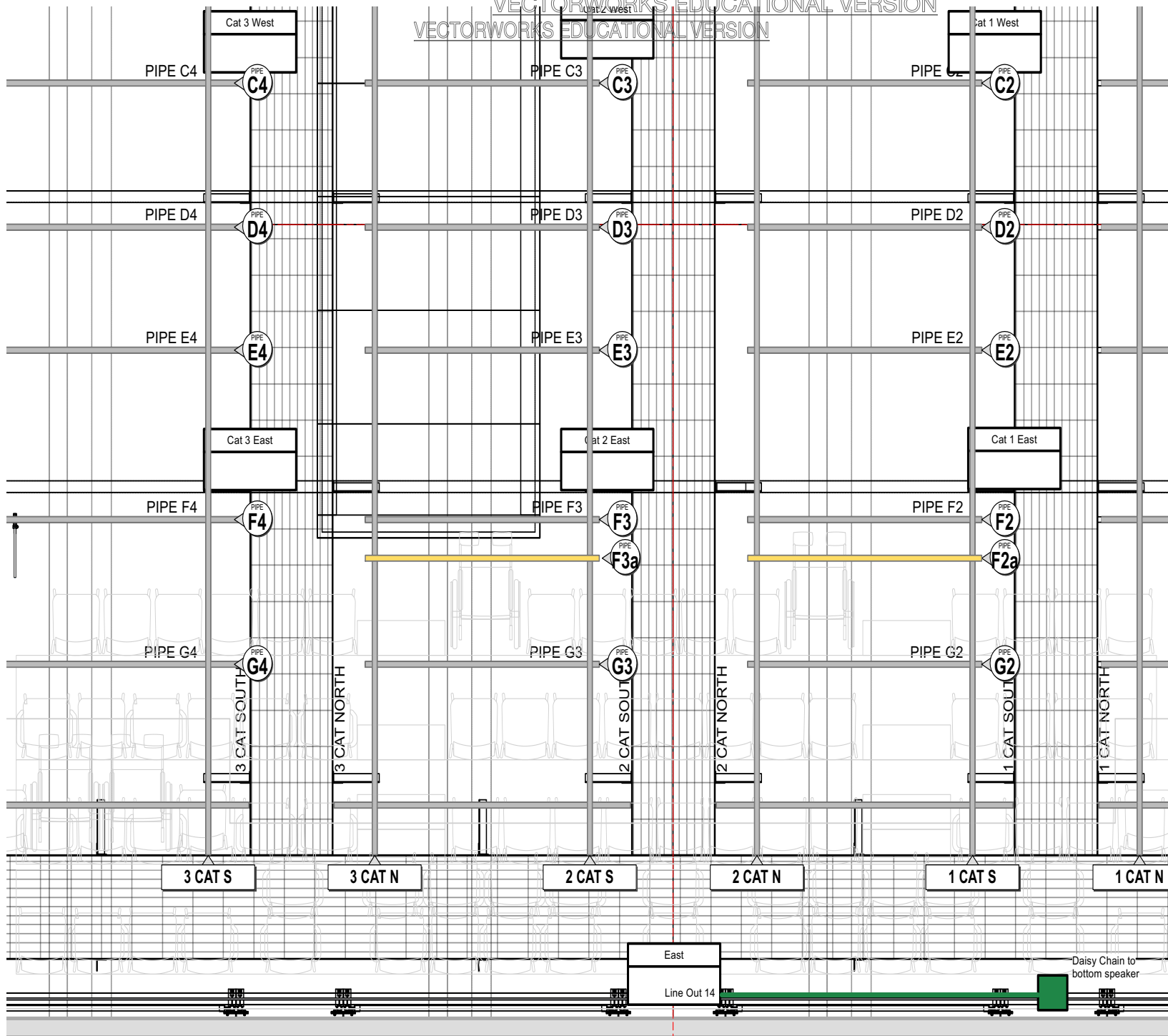
Sound Design:
 Ray Nardelli
Associate:
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Audio Engineer:
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Cable Plot:
East Rear Left

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Cat 3 West

Cat 1 West

th

Cat 3 East

Cat 2 East

Cat 1



th East

Lookingglass Alice
Water Tower Water Works
Lookingglass Theatre Company
May 2022

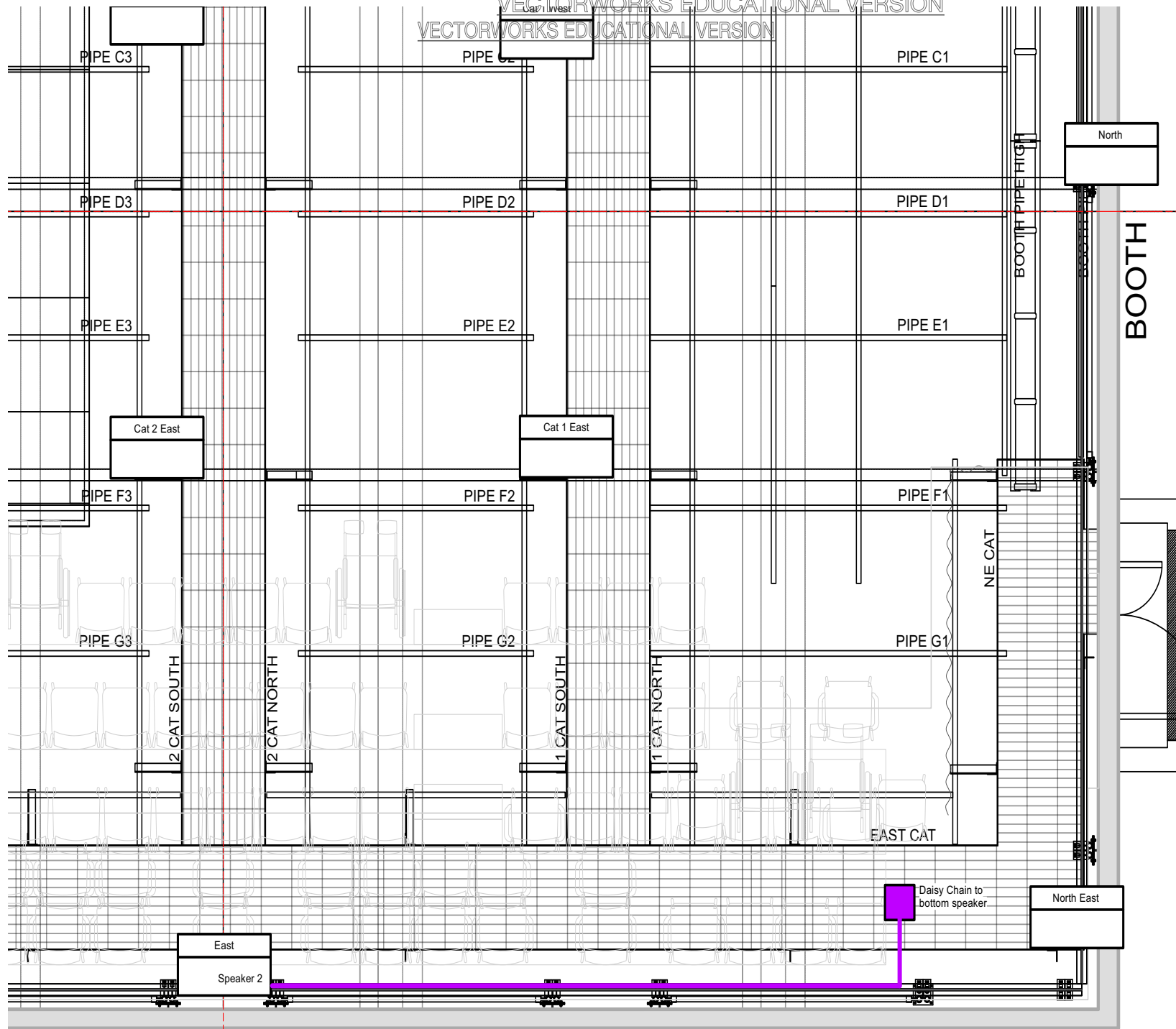
Sound Design:
Ray Nardelli
Associate:
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Lookingglass Alice
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 May 2022

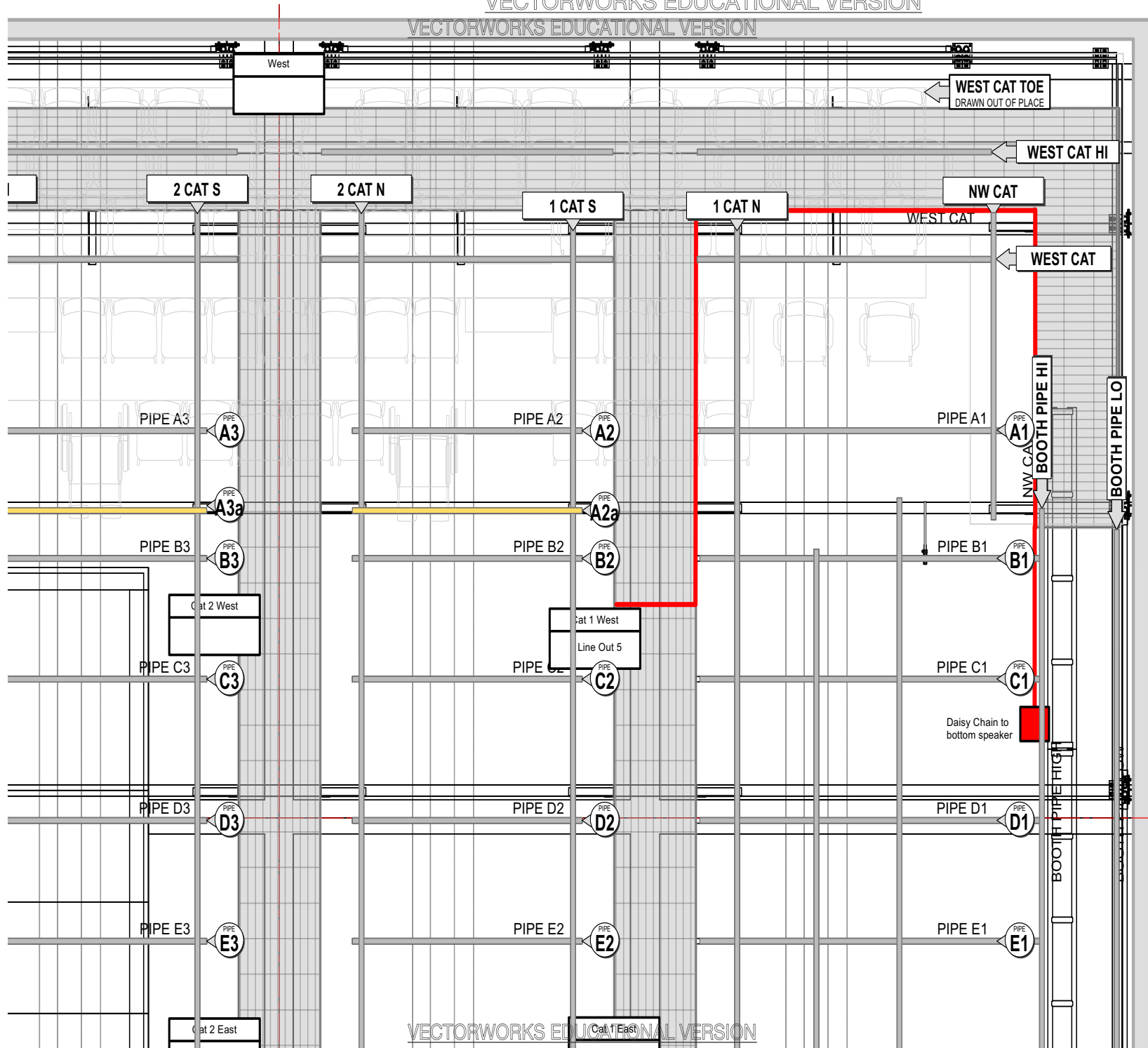
Sound Design:
 Ray Nardelli
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Cable Plot:
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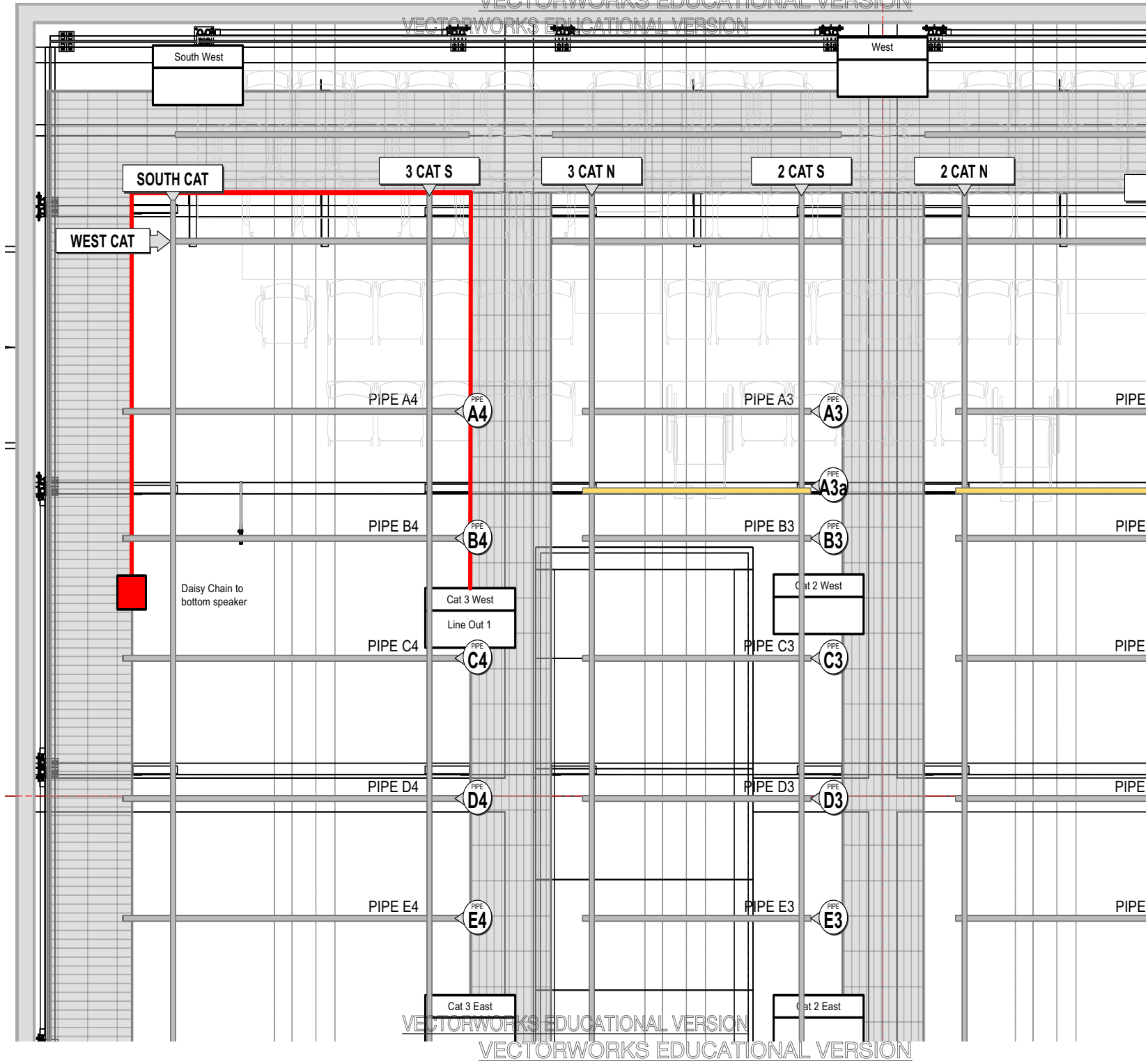
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Cable Plot:
 West Main Left

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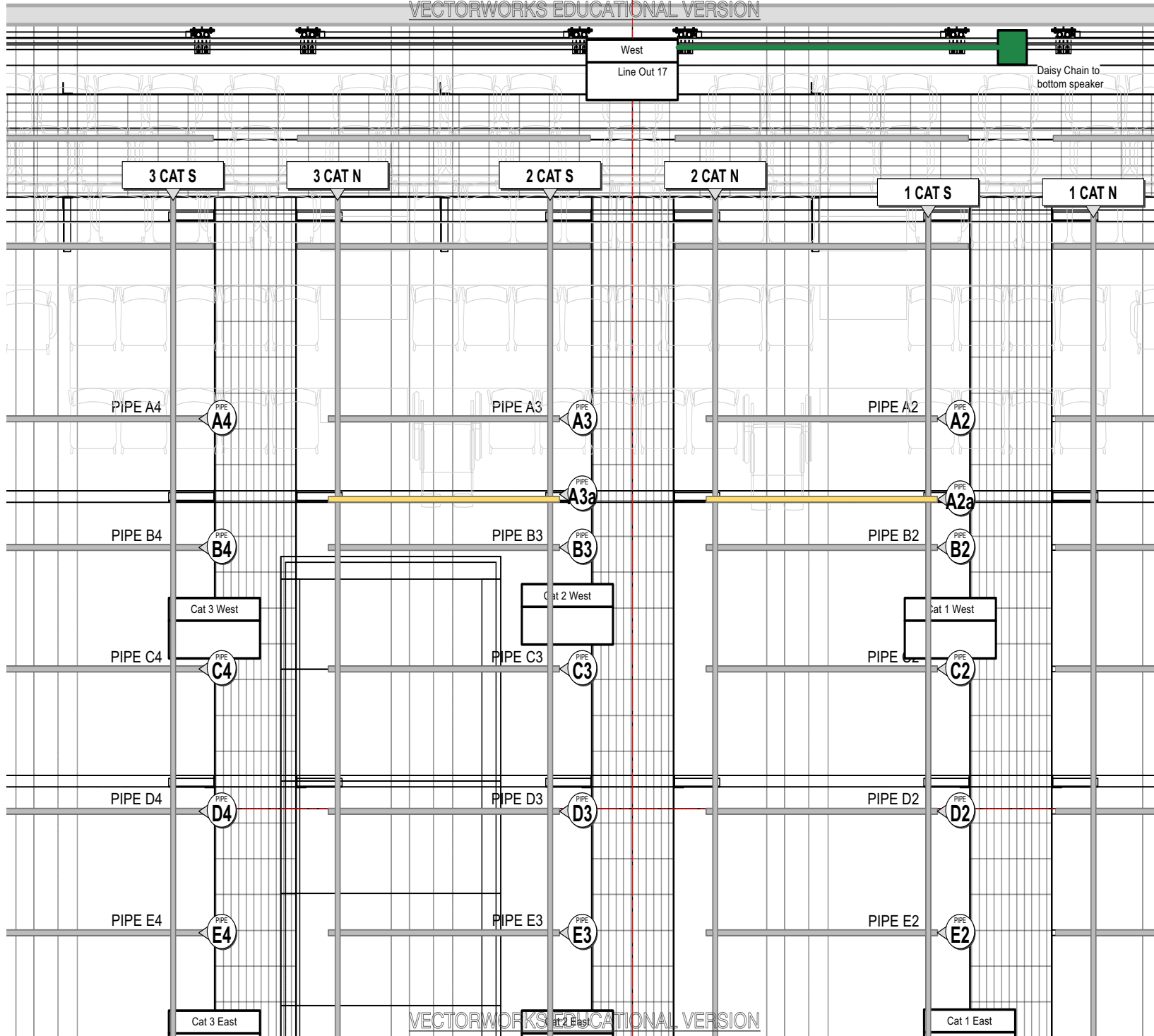
Cable Plot:
West Main Right

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VECTORWORKS EDUCATIONAL VERSION
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Lookingglass Alice
 Water Tower Water Works
 Lookingglass Theatre Company
 May 2022

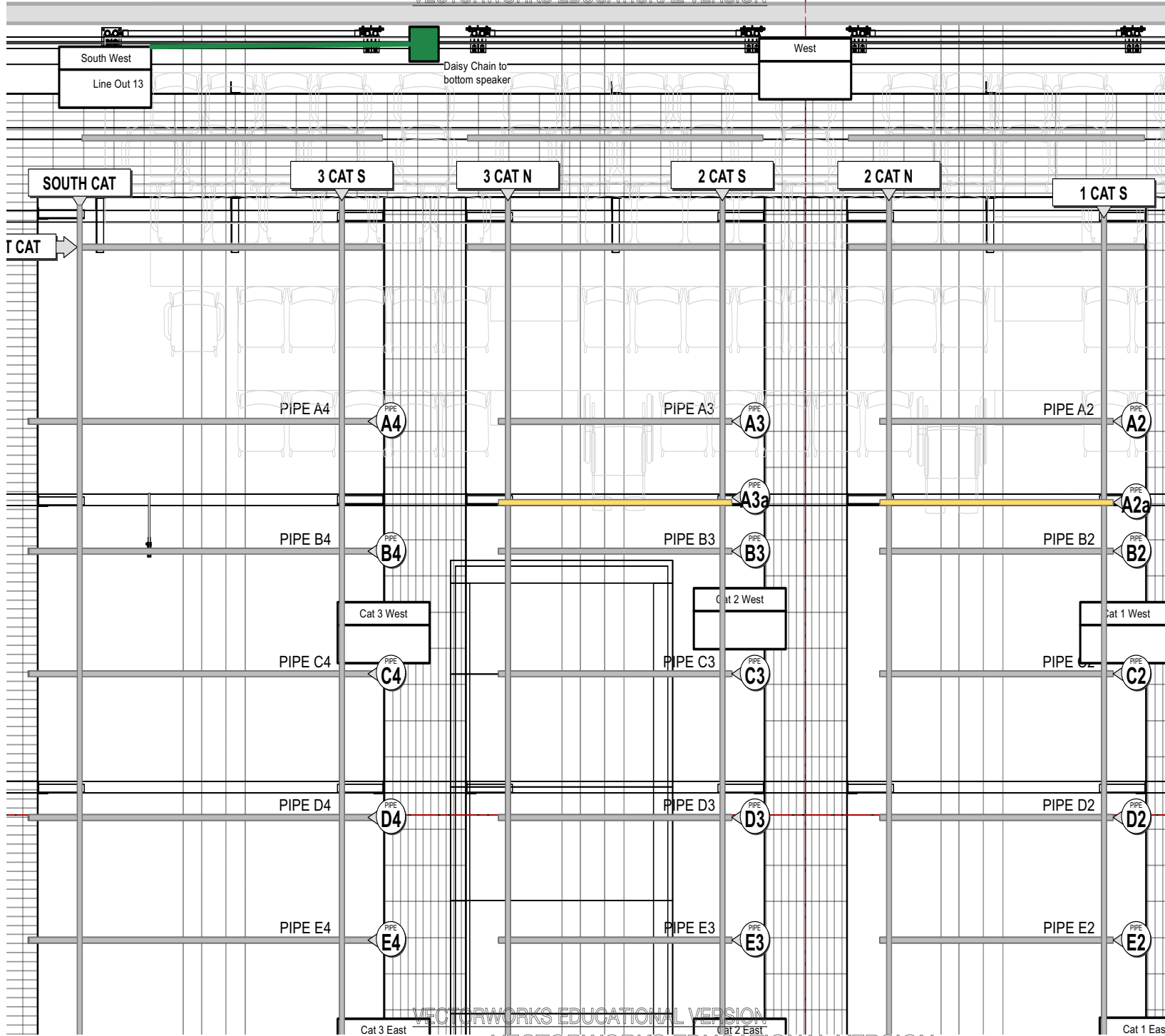
Sound Design:
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Cable Plot:
West Rear Left

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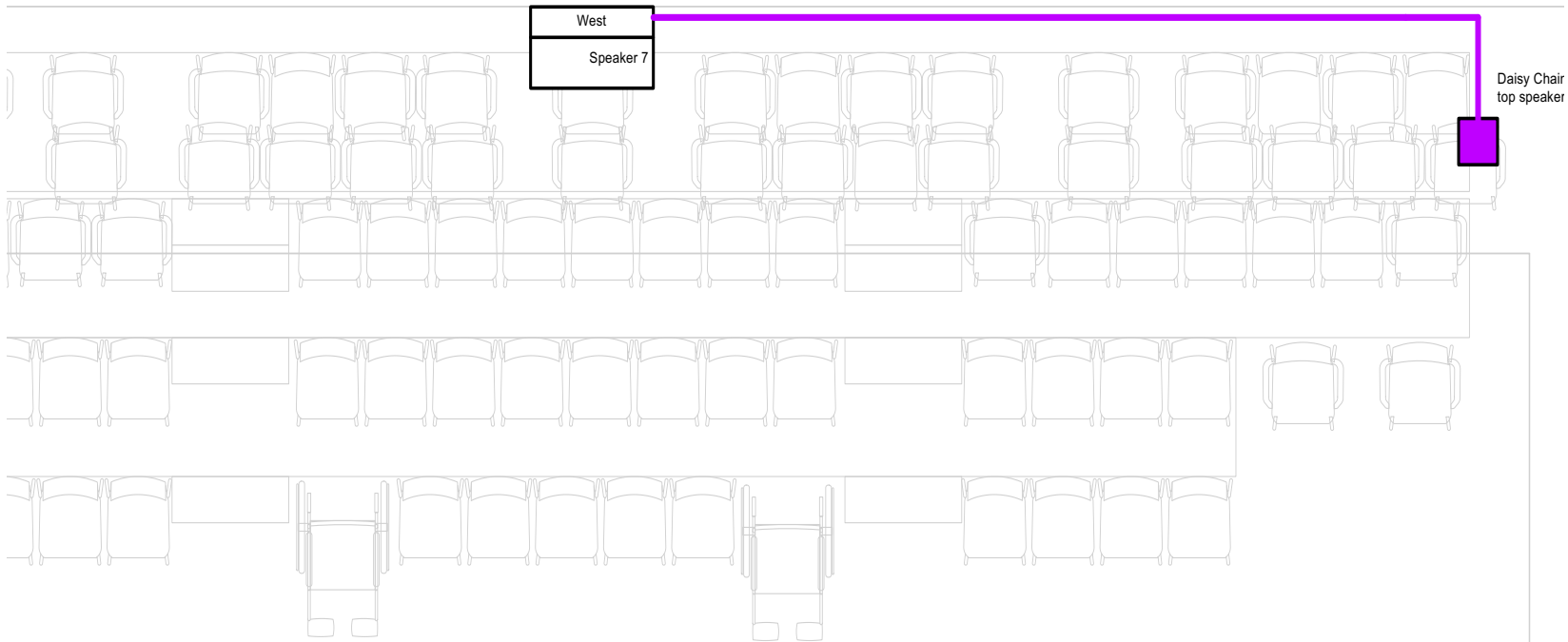
Cable Plot:
West Rear Right

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VECTORWORKS EDUCATIONAL VERSION
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at 3 West

Cat 2 West

Cat 1 West

at 3 East

Cat 2 East

Cat 1 East

VECTORWORKS EDUCATIONAL VERSION
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Lookingglass Alice
 Water Tower Water Works
 Lookingglass Theatre Company
 May 2022

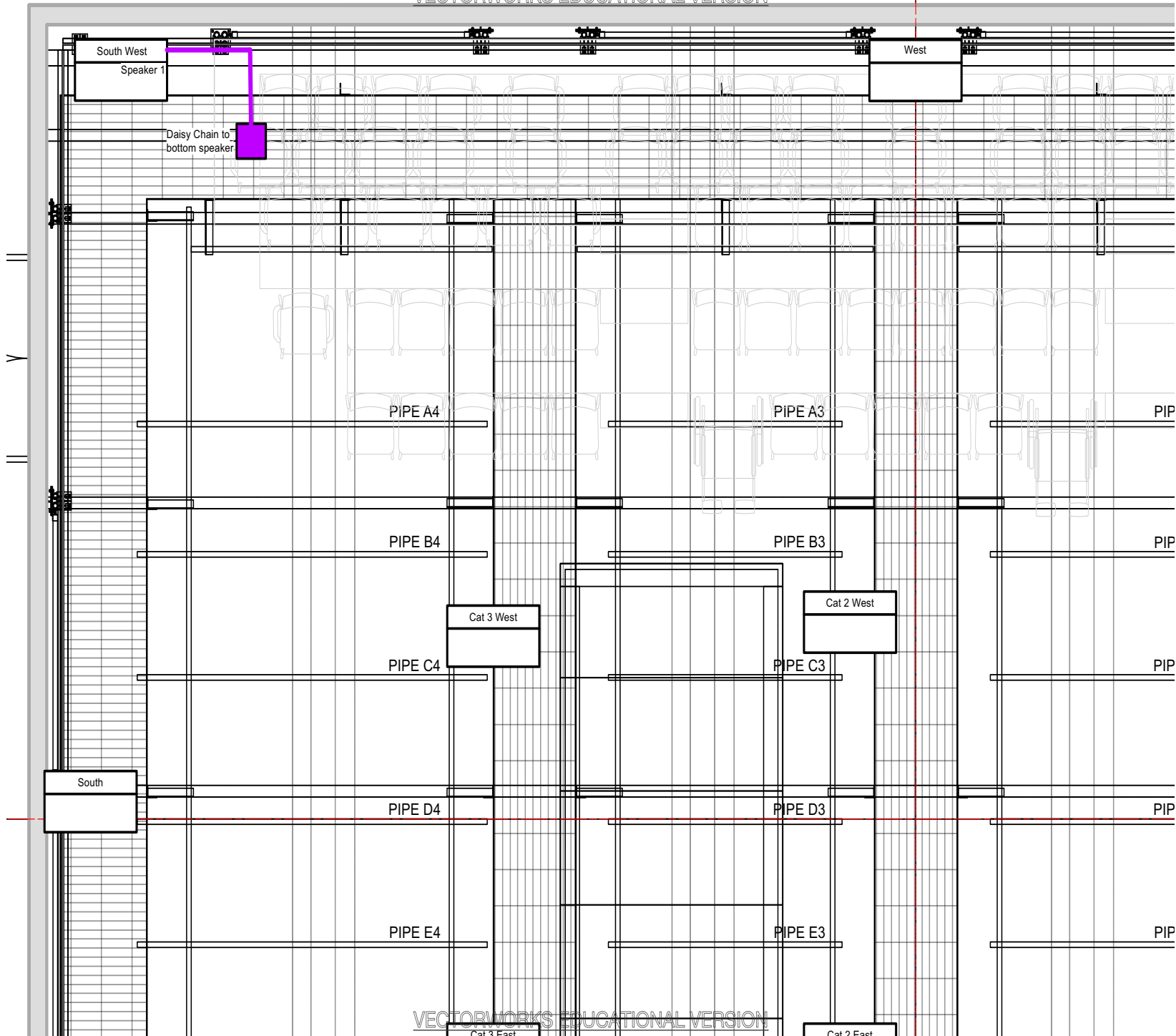
Sound Design:
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Associate:
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Cable Plot:
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Lookingglass Alice
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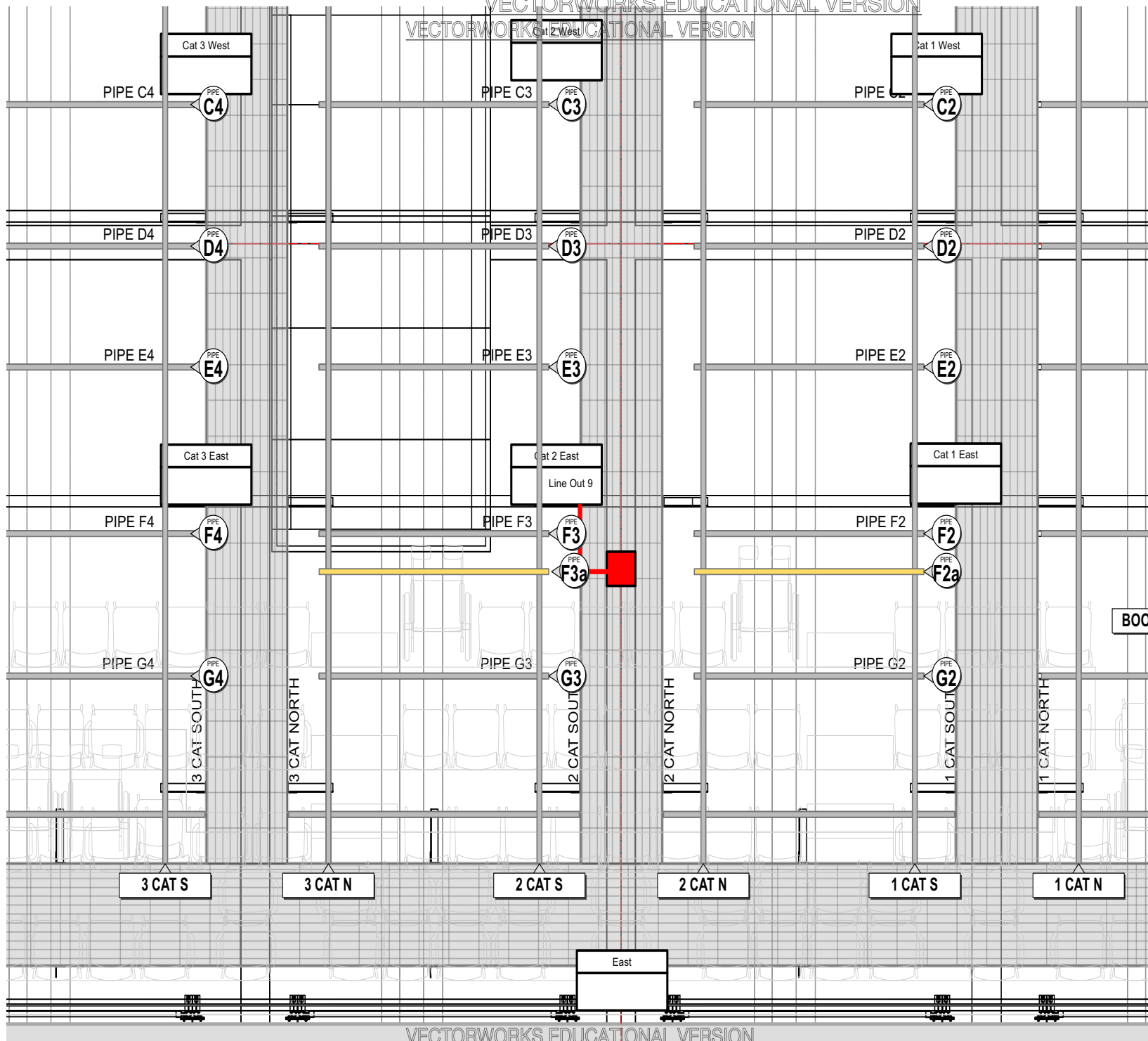
Sound Design:
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West Side Right

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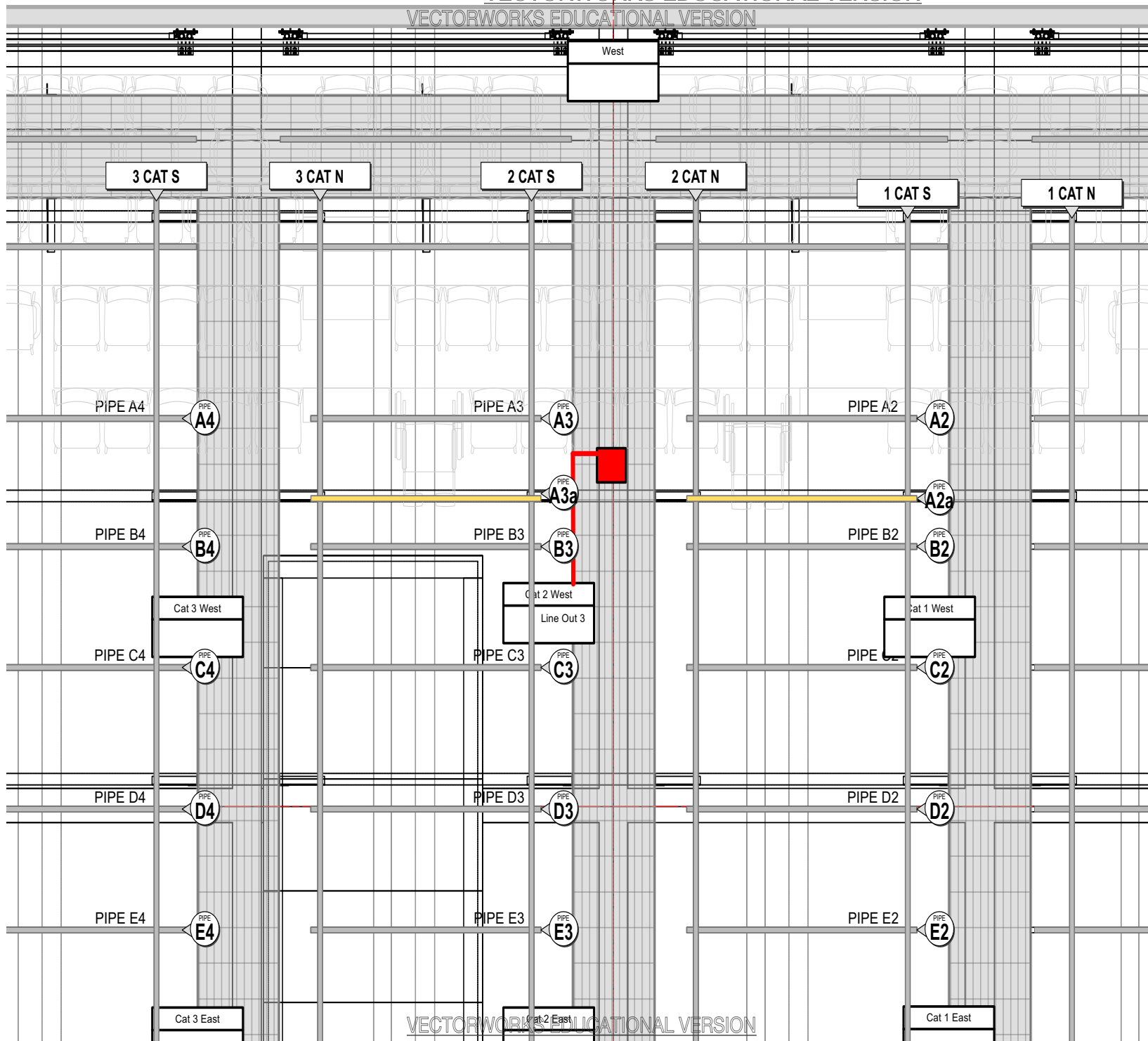
Cable Plot:
 Center East

Dates:
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Lookingglass Alice
Water Tower Water Works
Lookingglass Theatre Company
May 2022

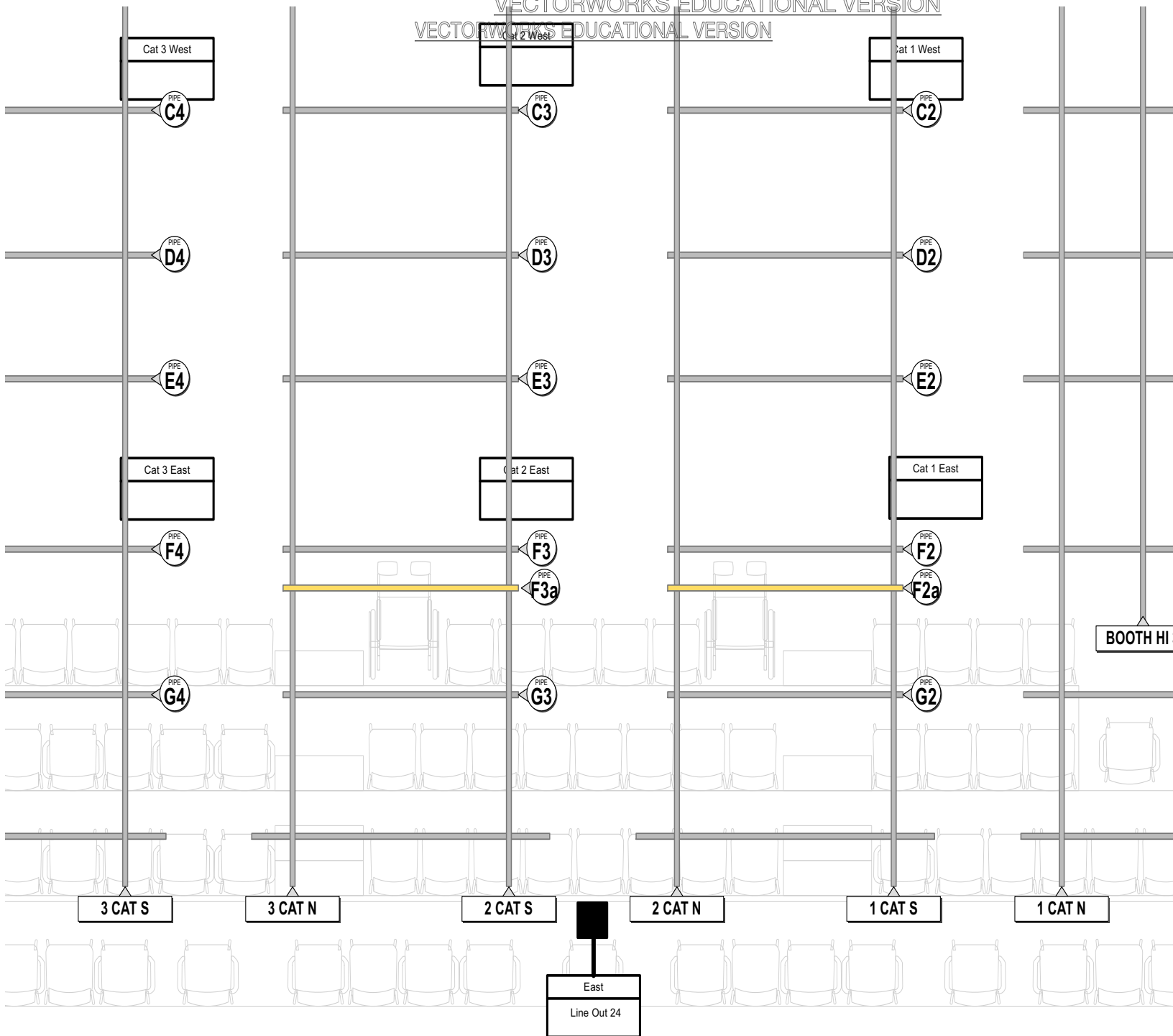
Sound Design:
Ray Nardelli
Associate:
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Brandon Reed
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Cable Plot:
Center West

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Lookingglass Alice
 Water Tower Water Works
 Lookingglass Theatre Company
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Sound Design:
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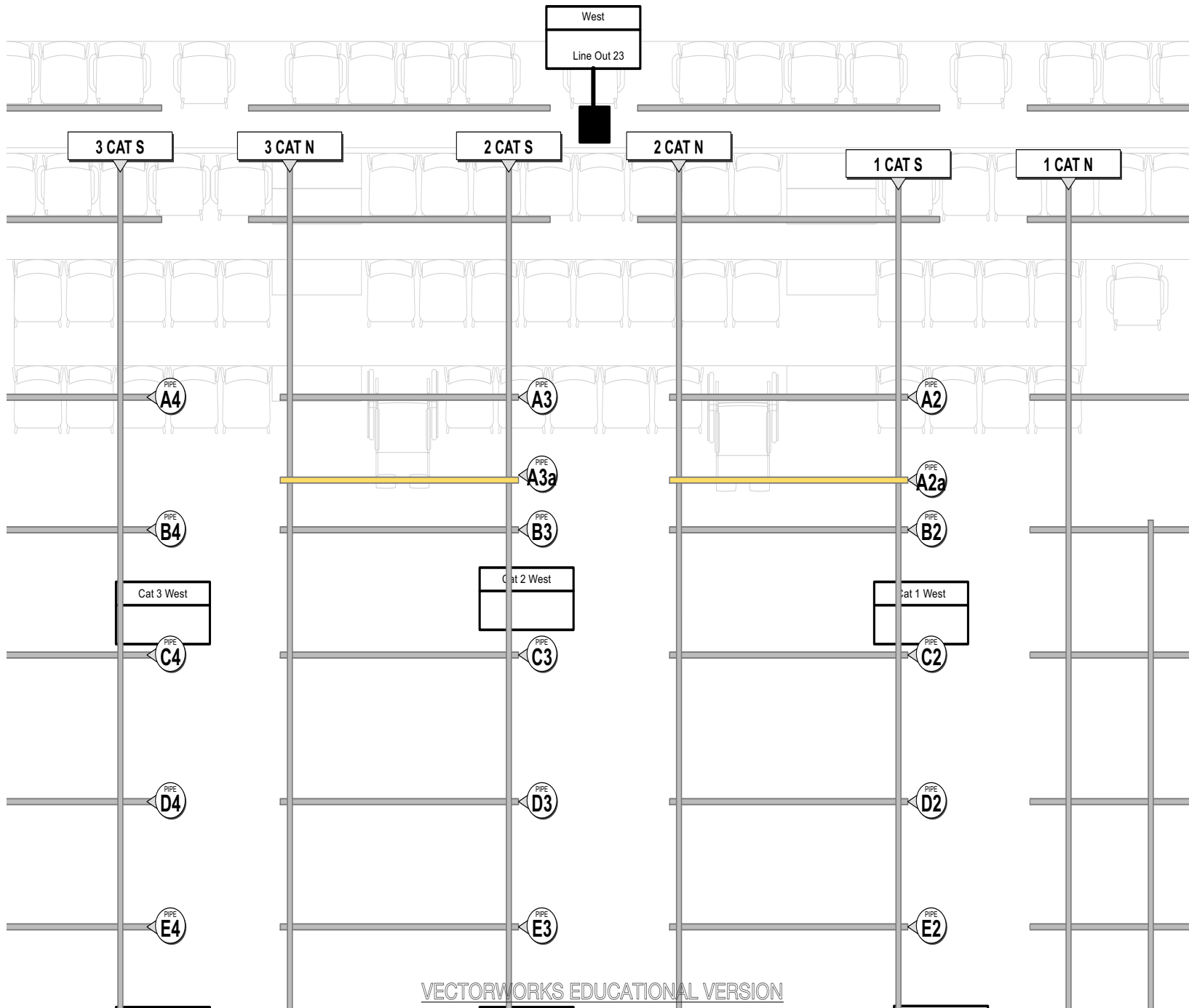
Cable Plot:
East Sub

Dates:
Previews:
 April 30th - May 10th, 2022
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Lookingglass Alice
 Water Tower Water Works
 Lookingglass Theatre Company
 May 2022

Sound Design:
 Ray Nardelli
Associate:
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Director:
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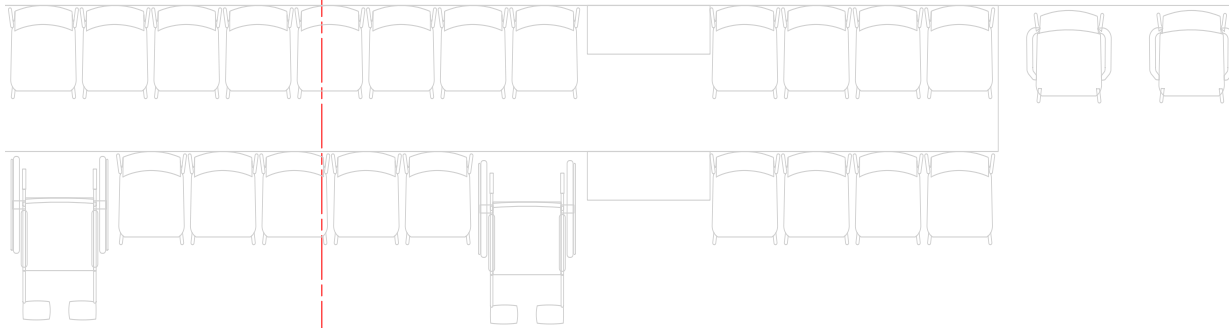
Cable Plot:
West Sub

Dates:
Previews:
 April 30th - May 10th, 2022
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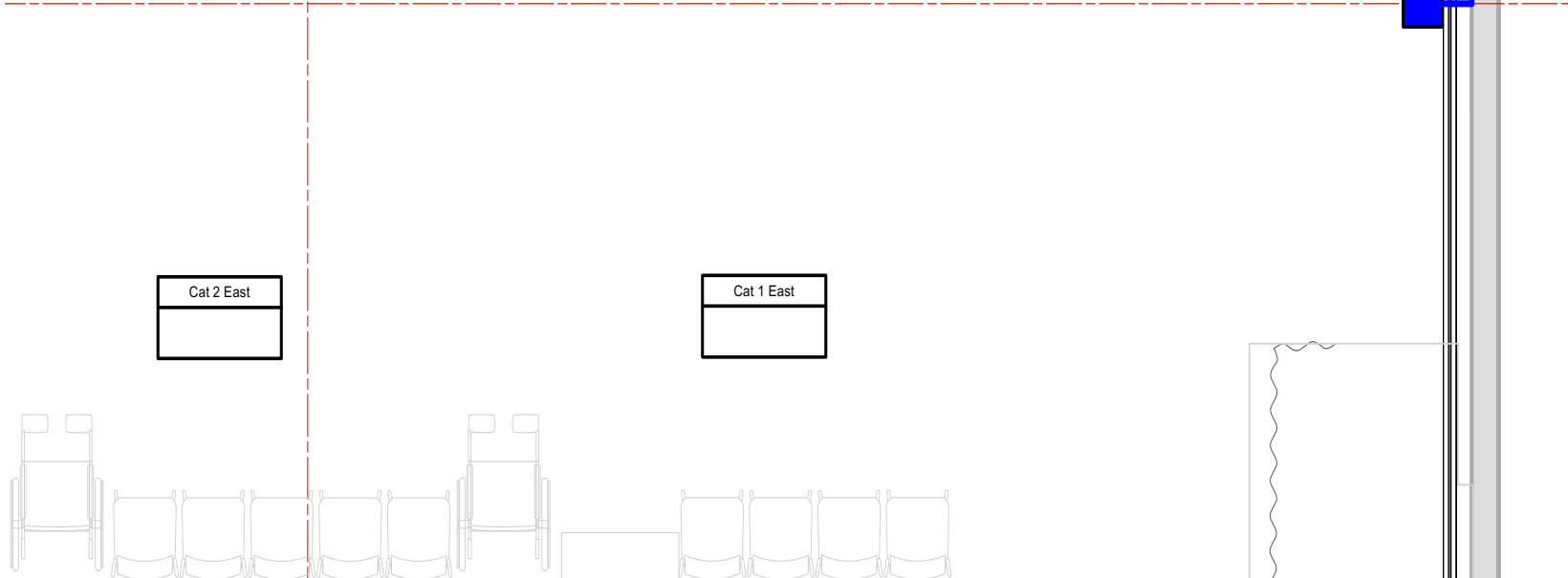
VECTORWORKS EDUCATIONAL VERSION
VECTORWORKS EDUCATIONAL VERSION



Cat 2 West

Cat 1 West

North
Speaker 4



Cat 2 East

Cat 1 East

VECTORWORKS EDUCATIONAL VERSION
VECTORWORKS EDUCATIONAL VERSION

Lookingglass Alice
Water Tower Water Works
Lookingglass Theatre Company
May 2022

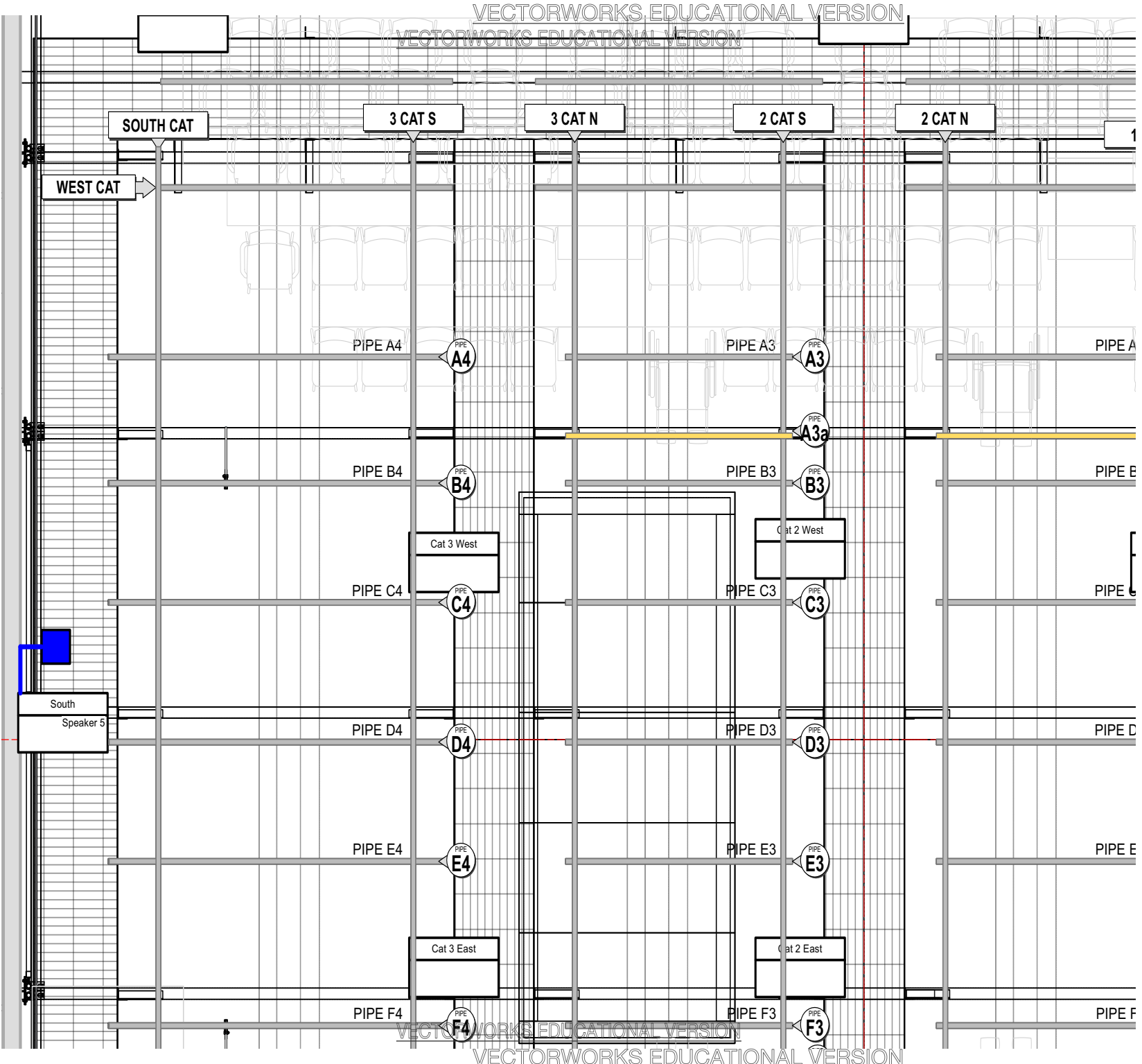
Sound Design:
Ray Nardelli
Associate:
Stefanie M. Senior
Sound Supervisor:
Brandon Reed
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Brandon Reed
Sound Board Op:
Brandon Reed
Director:
David Catlin

Cable Plot:
North Tower Mon

Dates:
Previews:
April 30th - May 10th, 2022
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March 28th - March 30th, 2022
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Lookingglass Alice
 Water Tower Water Works
 Lookingglass Theatre Company
 May 2022

Sound Design:
 Ray Nardelli

Associate:
 Stefanie M. Senior

Sound Supervisor:
 Brandon Reed

Audio Engineer:
 Brandon Reed

Sound Board Op:
 Brandon Reed

Director:
 David Catlin

Cable Plot:
 South Tower Mon

Dates:

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 April 30th - May 10th, 2022

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