

LONG BEACH PERFORMING ARTS CENTER

300 East Ocean Boulevard
Long Beach, California 90802

Specific Terrace Theater Information

8/31/05

STAGE SPACE INFORMATION

STAGE MEASUREMENTS

All measurements are taken from the centerline and upstage of the smoke pocket/fire curtain line. All information herein is as accurate and up to date as possible. The Long Beach Performing Arts Center or SMG is not responsible for any discrepancies.

Proscenium Height (at proscenium)	29'-2 1/2"
"Proscenium Height" (at sound enclosure)	28'-8"
Proscenium Width at Top	61'-2"
Proscenium Width at Bottom	66'-1"
Plaster Line to Back Wall	47'-1/2"
Plaster Line to Upstage Right Column	35'-3"
Plaster Line to Upstage Left Column	35'-4"
Plaster Line to Front of Stage @ Center	5'-7"
Plaster Line to First Available Batten	3'-5"
Plaster Line to Last Available Batten	35'-1"
Center Line to Fly Rail Stage Right (clear)	67'-3"
Center Line to Elephant Doors Stage Left (clear)	70'-1"
Center Line to SR Fly Floor overhang	55'
Center Line to SL Fly Floor overhang	46'-6"
Grid Height to working surface	84'-9"
Pipe Out Trim	79'-6"
Stage Height	3'-6"
Stage Floor to Pin Rail Stage Left (clearance)	29'-1"
Stage Floor to Pin Rail Stage Right (clearance)	29'-6"
Smoke Pocket	1'-1"

MEASUREMENTS TO THE HOUSE

All measurements are taken at the stage floor from the centerline and upstage of the smoke pocket or fire curtain line except as indicated with (*).

Plaster Line to Row 1	24'
Plaster Line to Row 13 (production table)	66'
Plaster Line to Row 20 (loge overhang)	80'-6"
Plaster Line to Sound Mix Position (operator)	113'-6"
Plaster Line to Rear Wall of Orchestra	122'
Plaster Line to Box Booms 1	64'-7" @ 59.6 degrees
Plaster Line to Box Booms 2	78'-2" @ 52.9 degrees
Plaster Line to Ante Pro (angle)	60'-10" @ 53.4 degrees
Plaster Line to Balcony Rail	105'-1" @ 17.5 degrees
Plaster Line to Light Booth (followspots)	126'-11" @ 23.5 degrees
Plaster Line to Slot Lighting Position	4'
Plaster Line to Sound Trap Position	9'
Plaster Line to Orchestra Slot Position	25'
Plaster Line to Cluster Holes Position	14'-10"
Plaster Line to Ante Pro Rig (parallel to stage)	37'-6"
Loge Projection Area (in front of seating)	95'-6"
Balcony Projection Area (old mix booth)	110'
Cable runs to sound mix area (*)	250'

STAGE SPACE INFORMATION - CONTINUED

CABLE RUNS TO HOUSE

There are two (2) cable troughs that run through the walls for cable access for touring show's sound and lighting consoles. One (1) trough stage left, one (1) stage right. Each run is 250' long. The production is responsible for all cable runs to the house. Cable runs through the seating sections are not allowed.

LOADING DOCK

Dock is 42' wide, 3'-7" high and 10' deep with space for two or three trucks. One truck leveler is available. The leveler is 28' long and 10'-1" wide and capable of lowering 12" below grade or 3'-7" above grade. Capacity is 15,000 pounds. The leveler does not go up even side to side. There is a steep slope to the loading but is level at the top. Interstate tractors with 53' trailers sometimes have "bottoming out" problems backing onto the dock. The loading dock is shared with the Center Theater.

WORK SPACE / SCENE DOCK

The outer dock opens to a work space 40' by 30' by 22' high through two roll up doors. The doors are 17'-8" high and 13'-6" wide. Access to stage left from the workspace is through two sets of "elephant" doors. The maximum openings are 20' high and 7'-8" for the down stage set and 10'-11" wide for the upstage set. The two sets of doors open in to the stage area.

A freight elevator located in the workspace accesses the dressing room, and wardrobe room levels. The elevator does not go higher than stage level. The elevator is 6'-6" wide by 9'-2" deep and 8'-10" high. The elevator door is 6'-6" wide by 7'-0" high.

A small ramp leads to a set of double doors to the lobby. This is used for access for road boxes to the rear of the orchestra level.

STAGE FLOOR

Floor is a 1 1/4" tongue and groove pine 'sprung' dance floor. It is covered with black painted 1/4" hard board. Lagging or screwing into floor is permitted, however all holes are the responsibility of the production. There are no traps in the floor.

ORCHESTRA PIT

The orchestra pit is made up of three hydraulic lifts. The lifts can be run independent and are infinitely adjustable within limits of travel. Each pit is curved. Pit A is 40' wide and 5'-6" deep, Pit B is 56'-6" wide and 5'-6" deep, Pit C is 66' wide and 5'-6" wide (please see drawings). There are positive stops (automatic self-leveling) at four (4) positions:

Level 1	Pit Level 9'-2" below stage
Level 2	Orchestra Level 7'-2" below stage
Level 3	Auditorium Level 42" below stage
Level 4	Stage Level

The pit is approximately 64' at its widest point and it is 16' from the apron to the back wall of the pit under the stage. There is space for +/- 60 musicians with the lifts at the pit level.

Please note: *Each pit section has a tendency to sink over time, Pit B more than others. Please keep aware of this fact when planning your production.*

ORCHESTRA SHELL

Shell consists of six (6) rolling sidewall units, three (3) permanently hung ceiling units, and one (1) permanently hung back wall. The side wall units store upstage at the back wall, but can be moved to other locations on stage. The walls cannot leave the stage area due to height restrictions.

RISERS AND PLATFORMS

Please contact the **Theater Production Manager** for availability.

ELECTRICAL INFORMATION

ELECTRICAL POWER

(2) 600 amps per leg 120/208 volt 3 phase breakered disconnects [total 3600 amps] Located off stage right proscenium usually for lighting and motor power. Requires bare end tails for tie in or Cam-Loks.

(1) 100 amp 120/208 3-phase disconnect located off stage right for motor power. It is paralled up stream of the #2 600 amp disconnect. The motor disconnect has both Cam-Lok and a sub-breakered 30 amp L15-30 twist lock connector

(1) 200 amp 120/208 Volt 3-phase disconnect off stage left feeds 2 sets of Cam-Lok connectors. There is also an auxiliary sound power panel that delivers the same isolated power to two 60 amp 120/208 Volt 3-phase pin and sleeve connectors and one 20 amp 120/208 Volt 3-phase twist lock connector.

(2) 200 amps per leg 120/208 volt 3 phase breakered disconnect [total 600 amps] Located on the loading dock usually for TV truck power. 150' run to DSL proscenium. This power is separated from the lighting power DSR. Requires Cam-Lok ends for tie in.

(1) 30 amp per leg 120/220 volt single phase fused disconnect located at the house sound mix position at the back of the orchestra level. [total 60 amps] Requires bare end tails for tie in. This is sound power.

(1) 100 amps per leg 120/208 volt 3 phase breakered disconnects [total 300 amps] Located in lighting booth for followspot power. Requires bare end tails for tie in.

(1) 90 amps per leg 120/208 volt 3 phase breakered disconnects [total 270 amps] Located in lighting booth for followspot power. Requires bare end tails for tie in.

ROAD TRANSFER PATCH

All front of house circuits can be accessed via the road transfer patch located DSR pin rail level. All connections are 20 amp or 60 amp stage pin.

DIMMER CONTROL

A road board via a DMX 512 patch can control all of the house dimmers including the house lights. This patch is located stage right near the 600 amp disconnects and at the rear of the house near the sound mix position. Two additional DMX drylines go between stage right and the rear of the house.

HOUSE CIRCUITS

All house circuit connections are 20 amp, 60 amp or 100-amp stage pin.

All onstage overhead house circuits are drop cable from the grid. 6 circuit Socapex. Breakouts available. (180) 20amp circuits total overhead and floor pockets.

HOUSE CONSOLE

ETC Insight lighting Console

(108) Submasters with bump buttons

Lighting Console can be operated from the lighting booth, Backstage or next to the sound console at the rear of the orchestra seating level

DIMMING

(124) Slots for Kleigl R80, R66 dimmers. Of these slots:

(107) dimmers are patchable through the slider patch bay, 12kw each.

(17) dimmers are patchable through the slider patch bay, 3kw each.

FOLLOWSPOTS

(2) Strong Gladiator II 2500 watt Xenon Followspots from the Lighting booth located above the 2nd Balcony. They shoot through angled glass. These units cannot be used in another location, as they are custom fitted to our light booth. Other followspots may be available.

RIGGING INFORMATION

FLY RAIL

The fly rail is a single purchase system located stage right stage level. Most arbors have a weight capacity of 1850 lbs. All pipes are schedule 40, 1 1/2" I.D. - Seven (7) pick points per pipe at 11' 6" apart. The end 10' 6" of each end of the pipe is removable. Side masking pipes are 25' 0" long SL and 21' 0" long SR. There are some permanently hung equipment that cannot be removed. Sheaves cannot be kicked in any direction. The sheaves, however, are underhung approximately 7' above the grid.

Linesets OC1 @ 7'-3" to 8'-7", OC2 @ 18'-7" to 19'-6", OC3 @ 28'-4" to 29'-3", OBW @ 34'-1" have permanent symphony shell ceilings and back wall, which cannot be removed.

Please see the Terrace Theater Fly Rail sheet for details

- There are 64 spot wheels for 5/8" rope.

DRAPERY AND MASKING

- (1) Grand Drape - Light Green, Trevira, 100% fullness with center slit. Manually operated guillotine.
- (1) Valance - Light Green, Trevira, 100% fullness. Flat at top and Bottom, 72' wide x 10' tall
- (4) Sets black velour legs, 25% fullness, 20' wide x 32' tall
- (5) Black velour borders, no fullness, 75' wide x 10' tall
- (1) Black velour traveler, 100% fullness, 32' tall
- (1) Black velour full stage 100% fullness 32' tall
- (1) Black Scrim 70' wide x 32' tall
- (1) White filled scrim cyc 65' wide x 32' tall (there are two seams that run from the top to the bottom about 1/3 off stage from center)

RIGGING

- Rigging over the stage, upstage of the proscenium is pretty open. Most rigging points are dead-hangs from either the main beams or the ribbons. 3" schedule 80 pipe is available.
- Grid height is 84'-7". Most pipe out trims are 79'-6"
- 2,000 lbs per point from main beams. Beams are 11'-6" apart.
- 1,000 lbs. per point from the ribbons using the house's schedule 80 pipe.
- There are 27 permanent rigging points located throughout house, downstage of the proscenium line. These points can accommodate most production's front of house lighting trusses and sound clusters. A rig plot is available.
- There are nine (9) one (1) ton rig points 3'-4" down stage of the plaster line at the slot lighting position (over stage lighting truss and proscenium side sound clusters)
- There are three (3) half-ton rig points at the sound trap position 8' down stage of the plaster line. One (1) at centerline and two (2) 1'-8" off center.
- There are two (2) 1000lb rig points 13'-4" down stage of the plaster line and 3'-0" off center. (Center sound cluster)
- There are four (4) one (1) ton points 21'-6" down stage of the plaster line and 5' 4" and 17'-0" from the centerline. (FOH lighting truss)
- There are five (5) one (1) ton points at the ante-pro lighting position. Three (3) of these are 33'-0" downstage of the plaster line, one (1) at center and two (2) at 36'-10" off center. The other two (2) are 41'-0" downstage of the plaster line and 7'-0" off center. (FOH lighting trusses)
- The remaining four points are used for cable picks and special projection screen rigging. See rig plot for details.

BACKSTAGE INFORMATION

DRESSING ROOMS

Star Rooms - four private rooms at stage level designated Star 1-4. Rooms 1,2,3 each have a private toilet and shower. Room 3 has been converted for use by someone in a wheelchair, which means it's essentially a large bath and shower. Room 4 is a small room used mainly for a conductor's changing room. The location is near down stage right with access both up stage right and down stage right. These are said to be *small* star rooms.

Principal rooms - two rooms designated Star 5 & 6 that accommodate four persons each is located stage right one floor above stage level. There are stairs at USR & DSR. Each room has toilet and shower facilities. There is NO elevator access to these dressing rooms.

Chorus rooms - two chorus rooms each designated as "men's chorus" or "woman's chorus" located one floor below the stage. Access is by stairs USR and through the workspace USL. The freight elevator also services this area. These dressing rooms are adjacent to the Artists Entrance.

Men's Chorus	accommodations for 27 persons (7) Wash basins (5) Showers
---------------------	---

Woman's Chorus	accommodations for 30 persons (7) Wash basins (5) Showers
-----------------------	---

Green Room – Located on the same level as the chorus rooms. Often times used as a large production office or pre/post show reception area.

Other dressing rooms - There are two (2) chorus rooms and three (3) one person rooms that may be available for use. These rooms are very close to the Terrace stage. These rooms however, are connected to the Center Theater, which backs to the Terrace Theater. If the Center Theater were not in use these rooms would be available for use. Please call for more info.

PRODUCTION OFFICES

There are no designated production offices available for use. Please use listed dressing rooms, green room or there might be meeting rooms available. Please call for more info.

WARDROBE ROOM

There is one (1) wardrobe room for the Terrace Theater that has one (1) washer and two (2) 220v dryers. Location is below the stage next to the woman's chorus dressing room. This room is small and should not be considered a workroom. There is also one (1) wardrobe room for the Center Theater that has one (1) washer and one (1) 220v dryer that may be available for use if the Center Theater is not in use.

TELEPHONE LINES

Telephone lines can be run to almost any dressing room, production office, lobby, and stage location. Please call for the cost of the setup charge.

HOUSE SEAT REMOVAL

House seats can be removed at the client's request. There will be a charge of \$135.00 for each seat removed. This charge will cover the removal, storage, restore and possible damages to the seats. The seats in Row 28 on the orchestra level of the Terrace Theater are on skids and can come out as needed in pairs of two at no charge over and above time and labor to do it.