

# Greenwich Village Games Revue Equipment Brief

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## General Requirements

Staging, lighting and sound equipment is required for the Greenwich Village Games (GVG) Revue, which involves eight teams performing 10 minute revue items over a 3-hour period (song / dance / music / play / skit) to an audience of between 500 - 1,000 people as part of the GVG.

The GVG Revue will be held on the evening of Saturday 3rd December 2016 with rehearsals held on the evenings of Thursday 1st December and Friday 2nd. The GVG Revue stage is to be positioned at the south end of the grassy soccer / cricket pitch area at Bob Campbell Oval (Gore Creek Reserve) in Greenwich, at the bottom of St Vincents Road.

Staging, lighting and sound equipment is to be delivered, installed and tested on Thursday December 1, ready for rehearsals that evening.

The stage, audio and lighting supplier is to dismantle and collect all equipment by mid-day on Monday 5 December.

Security will be provided by Greenwich Village Games from the time the equipment is installed on the evening of Thursday 1 December through to mid-day Monday 5 December. Full coverage self-insurance is to be provided by the supplier of all equipment.

Sufficient power (including a suitable power board) will be provided by GVG to a point near the rear of the stage area. The stage, audio and lighting supplier is to provide all necessary power cabling from the main power source to the sound and lighting equipment.

## Marquee and Staging

A covered stage facility is to be provided to accommodate the performers and the sound and lighting equipment.

- Revue Marquee - 10m x 9m marquee on extended legs with 3 walls & roof in white
- Stage - The stage is to be 9 - 10m wide by 7.2m deep and 0.9m above ground level - as per the attached drawing
- Stairs - 4 sets of stairs 90cm high x 1m wide – two stage left and two stage right (towards middle of stage left/right).
- Revue Front-of-House - 3m x 3m Steeple Structure (for technicians & equipment)
- Revue Stage Drapes - rear back-drop - right across back of tent

## Sound Equipment

A suitable sound system is to be provided to project quality sound to a seated audience area in front of the stage - up to approximately 40m away from the stage with a width of approximately 50m at the furthest point from the stage. The sound equipment is to include all components necessary to

provide quality sound including microphones, amplifiers, speakers, stands, cabling and an optional control desk to be located centrally in the audience. Components to include:

- 4 cable microphones & stands
- 5 Vocal Radio Microphones and stands
- A hand held OR a headset to be available for each radio mic.
- 2 Direct Inputs to be available for guitar or other
- Reverb unit to enhance the sound of singing
- Provision for inputs of sound / music reproduction equipment / devices by any of the competing teams, such as MP3 players.
- Provision for interconnection to the park wide audio system
- Audio operator to operate the sound.

## **Lighting**

14 Stage lights required in total

- 8 Floods(Par 64s – 1000w) to wash the stage.
- Wired in pairs and coloured in Red, Blue, Amber and Open White.
- 6 Spots to be provided - 1200w Fresnels or similar – to highlight six stage spots / 3 people
  - Front of stage – Left, Centre & Right
  - Middle of stage – Left Centre & Right.
  - Each spot and coloured flood pair to be on an individual dimmer.
- One strobe to be available for effects, mounted centre stage-top.
- One hazer to be available for use – located rear side of stage.
- Computerised central lighting and dimmer system
- A Lighting technician required to operate the lighting

## **Quotations**

Price quotation to include a breakdown of all equipment items with separate parts for:

- Marquee / Staging
- Sound
- Lighting
- Other

## **Note:**

This Briefing has been prepared based upon a number of documents including:

1. GVG – Final Report for 2012 (including feedback)
2. GVG Final Report Attachment C Extract – Schedule of Suppliers Equipment and Services 2012