

Miss Bennet: Christmas At Pemberley Fall 2019 Strike Packet

Sound Designer: Jeff Sherwood

Production Sound Engineer: Adam Lewis

Assistant Production Sound Engineer: Ged Hoot

Sound Board Operator: Ged Hoot

Assistant Sound Board Operator: Ryan Burke

Theatre Sound Supervisor: Zack Bennett

Notes

Welcome to sound Strike for Miss Bennet: Christmas At Pemberley!!!

Safety:

Hardhats are required anytime anyone is working above you. Please do not hesitate to ask if you should be wearing one and to make sure the other people around you are being safe. Hardhats are located upstage center in a black cabinet. In the same vain, please remember that there will be other people working around you calling out different instructions as well as giving warning this is why this strike will be a no headphone or earbud listening policy to help keep everyone safe. At the beginning of load in we will go over different calls you might hear. Please wear closed-toed shoes to strike and clothing you are comfortable working in.

Most Importantly, if you feel unsafe or are unsure about any task you have been assigned please let Adam or Zack know immediately

Tools:

If you own a multi-tool, it will be useful to bring for this load in but there will also be tools available at load in. If you own a Crescent wrench, it will be useful to bring that as well.

Cabling and Equipment:

Please take all struck equipment and cabling to the House right aisle section to be sorted and put in its proper location.

Other:

Please do not un-gaff any cables that are not sound related

Please un-gaff any cables before striking them as it makes the gaff harder to get off in the future.

Always make sure you or someone with you has the strike packet on them

Time	Who	Task	Tools/Items
4:30PM (End of Show)	Ged Ryan	 20 minute break Leave the theatre go sit outside or something but you aren't allowed to help until your break is over 	N/A
4:40PM	Adam Zack	Fireplace Strike - Strike JBL Sub - Strike XLR and power - Bring to house right aisle - Strike Dante Rio IO - Strike Cat5 and power - Strike AES XLR - Bring to house right aisle - Strike D12 Amp - Unplug NL4 cables from back of amp and coil to piano - Bring to house right aisle - Strike Fireplace speaker - Bring to house right aisle - Strike NL4 cables	 Strike Packet Dolly cart Hard Hat
4:50PM	Ged Ryan	Main L&R Speaker Strike - Strike main right speaker - Unplug NL4 - Take Speaker to the cart - Strike NL4 cables - Strike main left speaker - Unplug NL4 - Take Speaker to the cart - Strike NL4 cables **Reminder** Please take up gaff before pulling up cables The carpet covering our NL4 cables backstage stage right is borrowed from lighting. Please strike this and bring it to the house right aisle so we can return it later	 Strike Packet Dolly cart Hard Hat

Time	Who	Task	Tools/Items
4:50PM	Adam Zack	Library L&R Speaker Strike - Strike library right - Strike speaker - Strike all necessary rigging equipment - Strike cinderblock - Strike NL4 cable - Strike library left - Strike speaker - Strike all necessary rigging equipment - Strike cinderblock - Strike NL4 cable	 Strike Packet Ladder Squire bit screw drill Hard Hat
5:00PM	Ged Ryan	 Strike Pianoforte Speaker Strike necessary cabling Strike (2) E6 Speaker Strike fabric blanket and bring to house right box boom 	Strike PacketScissorsHard Hat
5:10PM	Zack Adam	Remove all cable labels and equipment - Sort All necessary equipment at house right aisle - Hall of Music - Rental Gear - Lighting - Scenic - Sound	Strike PacketScissorsRental OrderRoad cases
5:15PM	Ged Ryan	Strike SVC and Amp rooms - Strike SVC room - Strike Cat5 plugged into C202 port 4 - Unpatch all 1/4in patch cables (3) - Strike Amp Room - Main L/R NL4 patch cables - Library L/R NL4 patch cables - Fireplace NL4 patch cables	- Strike Packet

Time	Who	Task	Tools/Items
5:25PM	Ged Ryan	Strike and Organize Coms - Strike coms - Strike wireless coms - Strike sound coms - Strike emergency com - Strike lighting and Stage Manager Coms (booth) - Organize Coms - Organize cabinets in the booth	- Load in Packet
5:40PM	Adam Zack	 FoH console and DSP reconfiguration Load DM2K template rep file Load QSYS designer rep file Archive show QLab file 	- Strike Packet
5:45PM	Ged Ryan	Cleaning Audio workplace - Vacuum and Organize spaces - SVC - FoH - Amp	Strike PacketVacuum (Sound Shop)
6:05PM	ALL	 Return Gear Return gear to appropriate departments Lighting Scenic Bring rental and HLMC gear to sound storage Bring Purdue Sound gear to sound storage 	- Strike Packet
6:15PM	ALL	Sound Storage clean up - Clean and Organize Sound Storage	- Strike Packet

Time	Who	Task	Tools/Items
6:30PM	ALL	Final Walkthrough - Walkthrough all sound spaces - SVC - FoH - Amp Room - Sound Storage - Sound Shop	- Strike Packet
7:00PM	ALL	End of DayGreat Job!Get some sleep!!	N/A