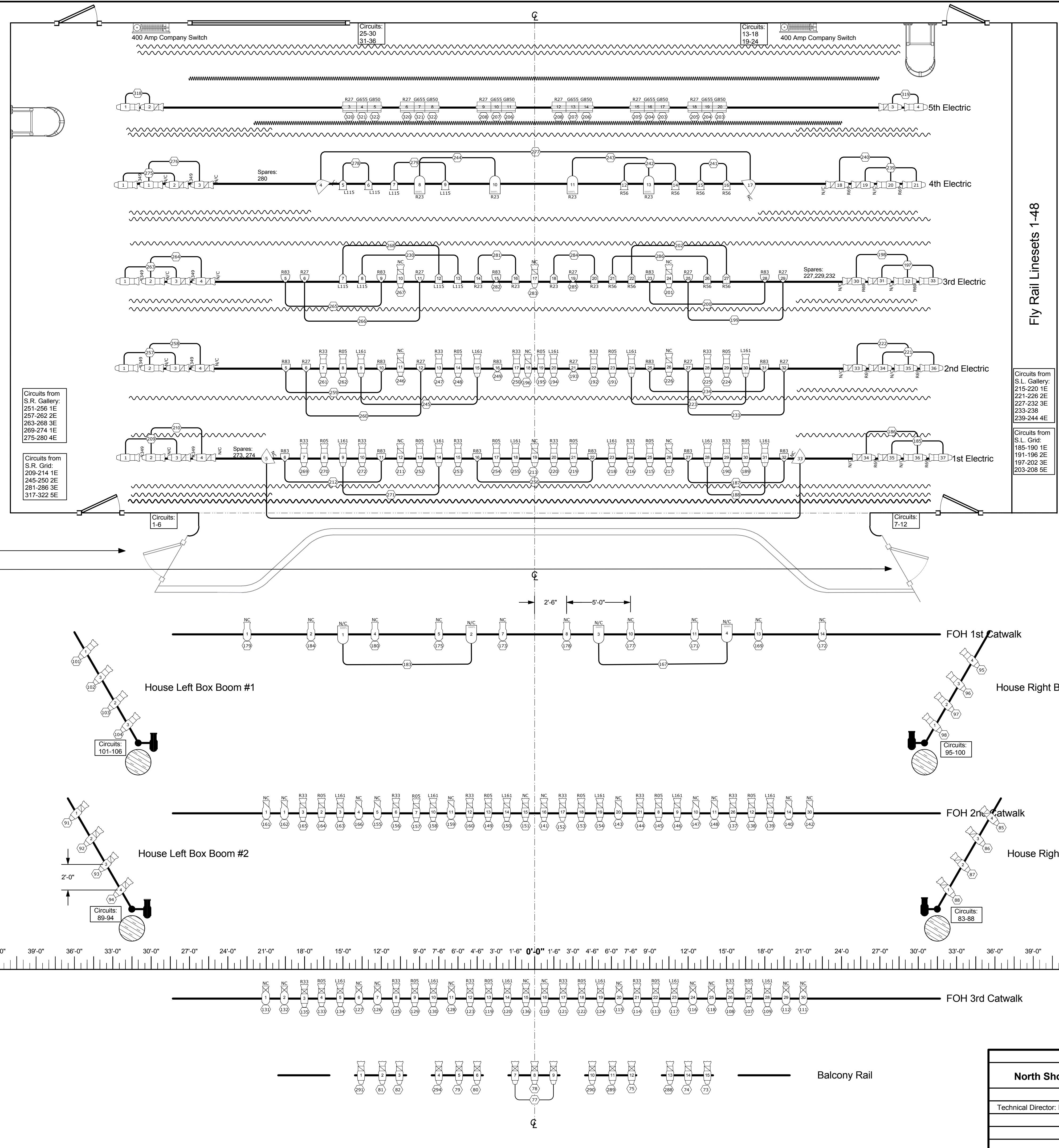


Notes:

- All instruments are on 18" centers unless noted otherwise.
- Drawing is to scale except for Balcony Rail Lighting Positions.
- All multi-circuits have a 6 circuit Socapex connector and a 2P&G breakout.
- Circuits for Electrics 1-5 are dropped from the Gallery and Grid levels
- Due to building architecture, there is no true center hanging positions on FOH positions.

Instruments	Num in Inventory	Used	Remaining
3 Cell Sky Cyc Center	6	6	0
3 Cell Sky Cyc Right	6	6	0
3 Cell Sky Cyc Left	6	6	0
All 360Q 6x9	24	12	12
Source 4 26deg	61	61	0
Source 4 19deg	29	29	0
Source 4 36deg	63	59	4
All 360Q 6x12	22	10	12
All 360Q 6x16	22	10	12
PAR 64 WFL	57	30	27
6" Fres	20	20	0
14" Scoop	4	4	0

Color	Terminal Length #	Channel
[Symbol]	[Symbol]	[Symbol]



Lineset Schedule

Line #	Measurement	Trim	Purpose
49	36'-9"		Black Out Drapes
48	36'-3"	23'-6"	6th Border
47	36'-3"		
46	35'-3"		
45	34'-9"		
44	34'-3"		Cyc
43	33'-9"		
42	33'-3"		
41	32'-9"		
40	31'-9"		5th Electric
39	31'-3"		
38	31'-3"		Black Scrim
37	30'-3"		5th Legs
36	29'-9"	23'-6"	5th Border
35	28'-9"		
34	28'-9"		
33	27'-9"		
32	26'-9"		
31	25'-9"	23'-0"	4th Electric
30	24'-9"		
29	24'-3"		4th Legs
28	23'-9"	20'-6"	4th Border
27	23'-3"		
26	22'-3"		
25	21'-3"		Full Black Traveler
24	20'-3"		
23	19'-3"		
22	18'-3"	23'-0"	3rd Electric
21	17'-3"		12'x9' RP Screen
20	16'-9"		3rd Legs
19	16'-3"	20'-6"	3rd Border
18	15'-3"		
17	14'-3"		
16	13'-3"		
15	12'-3"		
14	11'-3"	23'-0"	2nd Electric
13	10'-3"		
12	9'-9"		2nd Legs
11	9'-3"	20'-6"	2nd Border
10	8'-3"		
9	7'-3"		
8	6'-3"		
7	5'-3"		
6	4'-3"	23'-0"	1st Electric
5	3'-3"		
4	2'-9"		1st Legs
3	2'-3"	20'-6"	1st Border
2	1'-5"		Main Act
1	0'-11"	20'-6"	Main Valance
-	0'-6"		Fire Curtain

North Shore Center for the Performing Arts in Skokie		1 of 1 Scale 1/4"=1'-0" Accepted: 5/15/04
Centre East Theatre House Repertory Light Plot		
Technical Director: Frank Rose	(847) 679 - 9501 Ext. 3012	
9501 Skokie Blvd.	Drawn By: Dustin L. Derry	
Skokie, IL 60077	This plot is subject to change without notice.	