

## STAGE LIGHTING BASIC INSTRUCTIONS

The stage lighting equipment at Hartpury Village Hall is designed for specialist use for stage shows and performances and is not intended to be used on a casual or informal basis by private hirers. If a private hirer wishes to make use of the stage lighting, please follow the basic instructions below and do not attempt to use any of the more specialist equipment or facilities. If the instructions below do not meet your needs, please contact us by email ([info@hartpuryvillagehall.co.uk](mailto:info@hartpuryvillagehall.co.uk)) for more advice.

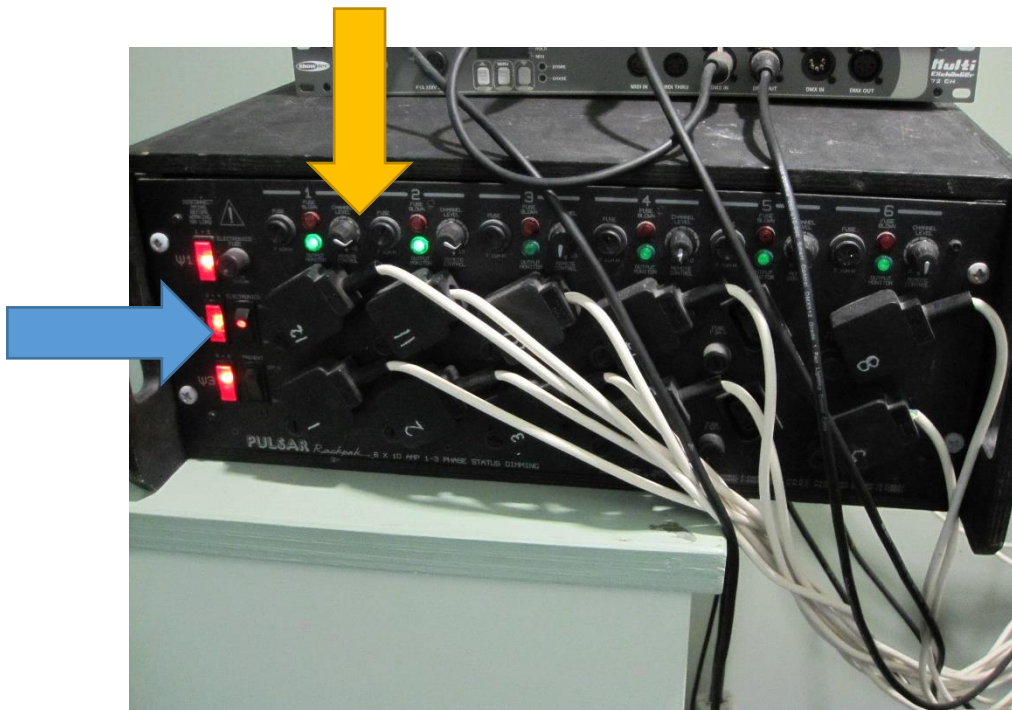
1. Locate the main electrical control switches behind the sound system at the rear of the stage, and ensure that the “32A AMP” switch is in the up position. (NB The red rotary dial immediately below these switches must also be in the vertical position.)



2. Ensure that the numbered switched sockets for the relevant stage lamps are switched on. There are 12 lamp positions in the hall itself, 6 on each side of the room. These are numbered 1-12 according to a clockwise pattern. The lamp positions on the car park side of the hall are numbered 1-6, with number 1 furthest away from, and number 6 closest to, the stage. The lamp positions on the patio side of the hall are numbered 7-12, with number 7 nearest to, and number 12 furthest away from, the stage. PLEASE DO NOT TOUCH THE PLUGS THEMSELVES. IF AT ANY TIME ANY OF THE PLUGS DO NOT APPEAR TO CORRESPOND CORRECTLY TO THE LAMP POSITIONS, PLEASE LEAVE THEM AS THEY ARE.



3. Ensure that the Pulsar control unit is turned on and that the switch identified by the blue arrow below is activated. This will engage the 6 dials in the top row, two of which are switched on (with green light) in the picture below, as identified by the yellow arrow. These 6 dials control, respectively, the 6 pairs of lights on either side of the hall, starting from the lights furthest away from the stage. So the first dial from the left engages light numbers 1 & 12, the second from the left engages light numbers 2 & 11, and so on.



# STAGE LIGHTING LAYOUT

