

ZOOPLAYGROUND

PLAYGROUND 1 TECHNICAL GUIDELINES AND SPECIFICATIONS

Please note all our spaces are temporary, and all equipment is hired to the below specification. Therefore we do not have an additional stock to call upon. Please make sure all additions required are requested well ahead of time.

THEATRE SPACE

Plans are available here www.zoovenues.co.uk/playground

Playing area: 5m wide x 4m deep
Capacity: 40
Grid Height 3m to underside of grid
Other: No wing or crossover

Get In

Access is on the ground floor.

The entrance to the space is through a standard door straight onto the stage.

No parking available on site.

Storage

The main storage area is in an outdoor container at the centre of the building with access to the Playground 1 through a ground floor corridor, please be aware this is not a straight corridor.

To assist us in providing storage for your set please fill out the appropriate section in the technical questionnaire accurately.

We cannot guarantee to store items that are not listed.

Strictly no storing of any items that are not part of your set

(i.e. tools, personal items, spares).

All storage areas have shared access with other companies.

If you have any concerns about your set, please contact us ASAP

DRESSING ROOM

Accessible through foyer and back staircase from your allocated get in time until the end of your get out time.

The dressing room is shared with the other companies performing in ZOO Playground

Please respect the dressing room areas and leave them clean and tidy.

Access to the primary dressing room outside of your show times is extremely restricted due to the close proximity to the stage

We advise you take with you any performance items you might need during the day, such as items for flyering or street theatre.

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TECHNICAL REHEARSAL TIME SLOTS

You will be allocated a technical rehearsal slot.

Please arrive promptly with your set – no set will be received prior to this time.

Due to the tight nature of the schedule this is a very strict time slot. It is not possible to get into the space beforehand and the space must be fully clear by the end of the allocated time.

Screwing into the floor or walls is not permitted.

If you are bringing your own technical equipment please check that it is in full working order before you arrive, has all the necessary cabling and safety bonds, and has a current PAT certificate where applicable.

Additional equipment hired through us will be pre rigged ahead of your arrival. If you bring equipment we will provide cabling to the units pre-arranged position.

TURNAROUNDS

Turnarounds are a strict 15 minutes before and after the performance.

These 15 minutes are **fully shared** with the company exiting/entering the space on either side of your performance. As such it is useful, though not required, for you to be able to turn your show around in 7 minutes.

Your company can not enter the space until the start of your allocated get in time. Your company must be clear of the space by the end of your allocated get out time.

All official timings are taken by ZOO and **NOT** the company.

Please ensure that any set up / strike of set and equipment can be accomplished in this time period by your company. It is worth ensuring that your set is light, yet durable enough to withstand daily dismantling.

TECHNICIANS

Turnarounds and technical rehearsals will be staffed by one in house technician. We do not provide operators for shows. If you need an operator please contact us for a list of freelancers who may be able to do this.

Our technician's duty is firstly to set the lighting and sound for your performance, and once this is done they may assist you with other tasks. Please ensure any turnaround tasks are clearly allocated during the technical rehearsal.

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LIGHTING

Control and dimming	ETC Colorsource 40
Generic rig	4 x ETC Colorsource PAR FOH 4 x ETC Colorsource PAR Side 3 x ETC Colorsource PAR Back
Specials	3 x ETC Source4 Jnr These are the only lanterns which may be coloured and refocused, which will be done as part of the 15 minute turnaround.

For positions and equipment please see plan here www.zoovenues.co.uk/playground

Additions

If you require additional lanterns please let us know by the technical information deadline. Playground 1 has no re-patchable channels so additions will mean factoring in additional dimming and associated costs to the user.

Playground 1 also has a very low grid and no overhead hanging provision for lanterns. We will try to accommodate additions where possible with adequate prior notice.

SOUND

Control	Yamaha MG10/2 4 channel mixer
Speakers and amplifiers	2 x EM 81X Speakers 1 x Lab Gruppen IPD2400 amplifier
Microphones	1 x Shure SM58

Please use the technical questionnaire to inform us of your playback requirements
Additional microphones, DI's etc can be hired to company needs.

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ADDITIONAL

Get Out

Each company's Get Out occurs at the end of their last performance in place of the usual get out time. Please arrange for the removal of your set and any unused publicity material by the end of your final performance day. ZOO's will charge £300 for disposal of any items left by your company.

Smoking

In Scotland it is illegal to smoke indoors, including as part of a theatrical performance.

Overruns

Any overrun made by the company to their allocated time slot is chargeable at £10 per minute. Overruns are determined by ZOO's production management and NOT the company.

We do our best to create the spaces as close to our specification as possible, but, due to its temporary nature, the space may change slightly each year. License inspections may also impact on dimensions and seating capacity. True measurements and capacity figures cannot be set until these inspections have taken place in the few days prior to the festival.