

McCallum Theatre Electrical

as of 09/2025

The stage lighting system provides accessible and strategically placed stage lighting positions and stage circuit receptacles.

POSITION	X	Y	Z
FOH apron (wire grid)	7'	33'	34'
1st FOH Beam	40'	42'	59'
2nd FOH Beam	57'	42'	72'
Mezzanine Rail	62'	14'	65'
Balcony Rail	62'	27'	69'
Projection booth window	83'	27'	87'
Spotlight booth window	83'	44'	93'
Box Booms	24'	24'-36'	44'

- "X" = Horizontal distance to pipe from set line (at center stage)
- "Y" = Height above stage level
- "Z" = Throw distance to set line (center stage)

NOTE: Scaleable Stage Ground Plans and FOH section drawings are available on request.

A. AUXILIARY POWER HOOKUPS

All auxiliary power disconnects are outfitted with 15', 4-O tails and female camlocks (turn-arounds and "T"s are available if needed.)

Location	Amperage	Amount	Isolated Ground
Stage Left Alcove	400 Amp	2 Cam	No
Down Stage Left	200 Amp	1 Cam	Yes (Audio)
Loading Dock (Lighting)	200 Amp	1 Cam	No
Loading Dock (Audio)	200 Amp	1 Cam	Yes (Audio)
Center Booth	200 amp	1 Cam	no
Spot Booth	100 amp	1 (Bare Tails Only)	no

B. DIMMERS

All 490 stage dimmers are ETC Sensor Net3 dimmers.

QUANTITY	CAPACITY	MODULE
(464)	2.4K	(D20)
(26)	6.0K	(D50)

Also available: 12 Thru-Power relay cards. Constant 120V can be supplied to any circuit.

C. ROAD SHOW TRANSFER PANEL

Allows shows to send power from distros through the existing stage pin cable to FOH lighting positions and through the circuits on the stage walls.

Transfer Panel is located in the Stage Left Lighting Alcove.

Below is a chart of circuits available for transfer.

CIRCUIT	GROUPING	LOCATION
001-039	(ODD)	2ND BEAM
041-079	(ODD)	1ST BEAM
081-099	(ODD)	APRON (MESH GRID)
101-123	(ODD)	BALCONY
125-140	(ALL)	MEZZANINE (LOWER BALCONY)
141-153	(ODD)	SL BOX BOOM
155-165	(ODD)	SR BOX BOOM
167-171	(ODD)	SL PORTAL
173-177	(ODD)	SR PORTAL
179		FOLLOWSPOT BOOTH
181		CENTER (MEZZANINE) BOOTH
183		DS ORCHESTRA PIT
185,187		US ORCHESTRA PIT
188-190	(ALL)	FOOTLIGHT
191		TRAP ROOM
207,209, 211,219		SR PROSCENIUM WALL

D. DIMMER CIRCUITRY

All branch load circuits have a female stage pin connector on a cable pigtail or panel mounted receptacle and originate at the dimmer indicated. There is dimmer-per-circuit wiring throughout the lighting system.

All overhead stage circuits are supplied to battens by single circuit cables and 8- circuit multi-cables dropped from the grid. 8-circuit multi-cables are fanned-out, spaced on 2' centers.

LIGHTING CIRCUIT LOCATIONS

POSITION	2.4K	CIRCUITS	6K	CIRCUITS
FOH 2ND BEAM	40	001-040		
FOH 1ST BEAM	40	041-081	2	465-466
FOH APRON (MESH)	20	081-100		
FOH BALCONY RAIL	16	101-124		
FOH MEZZANINE RAIL	24	125-140		
FOH BOX BOOM SL	13	141-153		
FOH BOX BOOM SR	13	154-166		
PORTAL SL	6	167-172		
PORTAL SR	6	173-178		
FOLLOWSPOT BOOTH	2	179-180		
MEZ. CONTROL BOOTH	2	181-182	4	467-470
DS ORCHESTRA PIT	2	183-184		
US ORCHESTRA PIT	3	185-187		
FOOTLIGHTS	3	188-190		
TRAP ROOM	2	191-192		
ALCOVE SL	8	193-200		
PROSCENIUM WALL SL	6	201-206		
PROSCENIUM WALL SR	6	207-212		
DSL	6	213-218	2	471-472
DSR	6	219-224	2	473-474
USL	3	225-227	3	475-477
USR	3	228-230	3	478-480
CATWALK SL	8	231-238	2	481-482
CATWALK SR	8	239-246	2	483-484
CATWALK UC	2	247-248		
GRID SL	160	249-408	3	485-487
GRID SR	56	409-464	3	488-490

TOTAL

464

26

490 circuits

Grid circuits are assigned to seven (7) electric pipes. Request current Hang Plot for present configuration.

E.CABLE

Various lengths of 20 amp & 50-amp stage pin cable are available. Multi-cable extensions in 15' and 30' lengths (2) - 50' lengths of 4/0 cable (five-wire) with camlocks

F.EFFECTS

- (1) - DF-50 Haze Machine
- (1) - MDG ATMe Haze Machine
- (1) – Ultra Tec G-3000 Fog Machine
- (3) - Mirror Balls with motors (12", 16", 20")

G. STAGE MANAGER CUE LIGHT SYSTEM

Cue light system exists at the SR Stage Manager console. Existing cue lights include:

- Conductor (Pit)
- Audio (FOH)
- 3 colors on the FlyRail.

*Rail lights are plugged in DSR with Stage Pin. Can be controlled by external Cue Light System.

H. HOUSE LIGHT SYSTEM

There is a four-preset push button control in the Light Control Booth, DSR and DSL. There is a fixed 5 second fade between presets. Presets are:

- FULL
- HALF
- GLOW
- OUT

I. SAFETY RUNNING LIGHTS

Four blue lekos are shuttered to the stage left and stage right wing. Located DSR, USR, DSL, and USR hung from MidBridge.

The four fixtures can be dimmed/controlled through consoles.

J. REHEARSAL/WORK LIGHT SYSTEM

Work Lights are controlled through the house light control system.

Work Lights are broken out into 4 groups:

1. Works FOH – FOH rehearsal lights
2. Works STAGE – Wings, Pipe Ends, and SL Alcove
3. Works US – Pair of lights USC (can be left on behind the US black to create a safe crossover.)
4. Works GRID – Midbridge, FOH Catwalk, and Grid

K. ROLLING BOOMS

There are (10) rolling boom bases, which can be weighted up to 600 lbs. Vertical pipes up to 14' can be used to make light trees, etc.

L. DMX CONTROL

There are two lighting systems at the McCallum.

- EOS:
 - ETC APEX 20 (Booth Console)
 - ETC APEX 10 (Stage Console)
 - ETC ION RPU (Running back up)
- Grandma 3
 - Grandma 3 Full Size (Booth Console)
 - Grandma 3 Compact XT (Stage Console)

There are five (5) DMX data line locations where consoles can be operated:

- (1) Light Control Booth (HL)
- (2) Center Control Booth
- (3) Center of Orchestra (Tech Table)
- (4) DSL
- (5) DSR

DMX Can be patched from any of the console locations to all lighting positions.

M. ROAD LIGHT BOARD POSITION

FOH Road light boards are placed in either the:

1. Center Control Booth (300 foot Snake required to reach SL)
2. FOH Mix Position at the HR back of orchestra level. (150 foot snake required to reach SR)

N. Follow Spot Booth

4 – Lycian 1295 ELT Lamped at 4k.

Tel-Rads already mounted on the spot.

