

Region 3 - Drama Festival Information
Swift Current Comprehensive High School
Hosts: Stefan Rumpel
Dates: Thursday, March 29 – Friday, 30, 2012

Fees

Play Fees - \$20.00 per participant
Social Fees - \$20.00 per person
Adult SDA membership - \$50.00
Student Director membership - \$10.00
Student SDA membership - \$6.00

Door Admittance

\$5.00 per person/per play session (rush seating)

Performances

All performances will be held at Swift Current Comprehensive High School.
Social Event – Thursday, March 29th at 9:30 p.m. in the SCCHS Cafetorium.
Awards ceremony – Friday, April 30th at approximately 4:00 p.m. (following the final production workshop).

Date and Time of Regional Meeting

The meeting will be held on Thursday, March 29, 2012 at 4:00 p.m.

Hotels/Motels – See Attached List

Billeting at School – Please contact Stephan Rumpel directly.

Accommodations

Best Western Inn

105 George Street W,
Swift Current, SK,
Telephone: (306) 773-4660
<http://www.bestwestern.sk.ca>

Caravel Motel

705 North Service Road East ,
Swift Current,
Telephone: (306) 773-8385

Comfort Inn

1510 South Service Road East ,
Swift Current,
Telephone: (306) 778-3994
<http://www.choicehotels.ca>

Country Lane Inn & Suites

Highway 1 West ,
Swift Current,
Telephone: (306) 773-4668

Days Inn

905 North Service Rd East,
Swift Current, SK,
Telephone: (306)-773-4643
E-Mail: daysinn.sc@sasktel.net
<http://www.daysinn.ca>

Howard Johnson

1150 South Service Road East Turn off Hwy #1 onto South Service Rd,
Swift Current, SK,
Telephone: (306) 773-0222
Fax: (306) 773-4911

K Motel

Hwy 1 West ,
Swift Current,
Telephone: (306) 773-4657

Rainbow Motels

210 South Service Road East ,
Swift Current,
Telephone: (306) 778-3331

Safari Inn Motel

810 south service road east,
Swift Current, SK, S9H 3T9,
Canada
Telephone: 866 773-4608
Fax: 1-306-773-0835
E-Mail: info@safariinn.ca
<http://www.safariinn.ca>

Super 8 Motel

405 North Service Road East ,
Swift Current S9H 3X6,
Telephone: (306) 778-6088 / Toll Free: 1-800-800-8000

Travelodge

North Service Road & Hwy 1 East ,
Swift Current S9H 3T8,
Telephone: (306) 773-3101

Instrument Plot



36	37	38	39	40	41	42
□	□	□	□	□	□	□
A	A	A	A	A	A	A
□	□	□	□	□	□	□
A	A	A	A	A	A	A

Legend

Source 4 Junior Zoom

6 Parnells

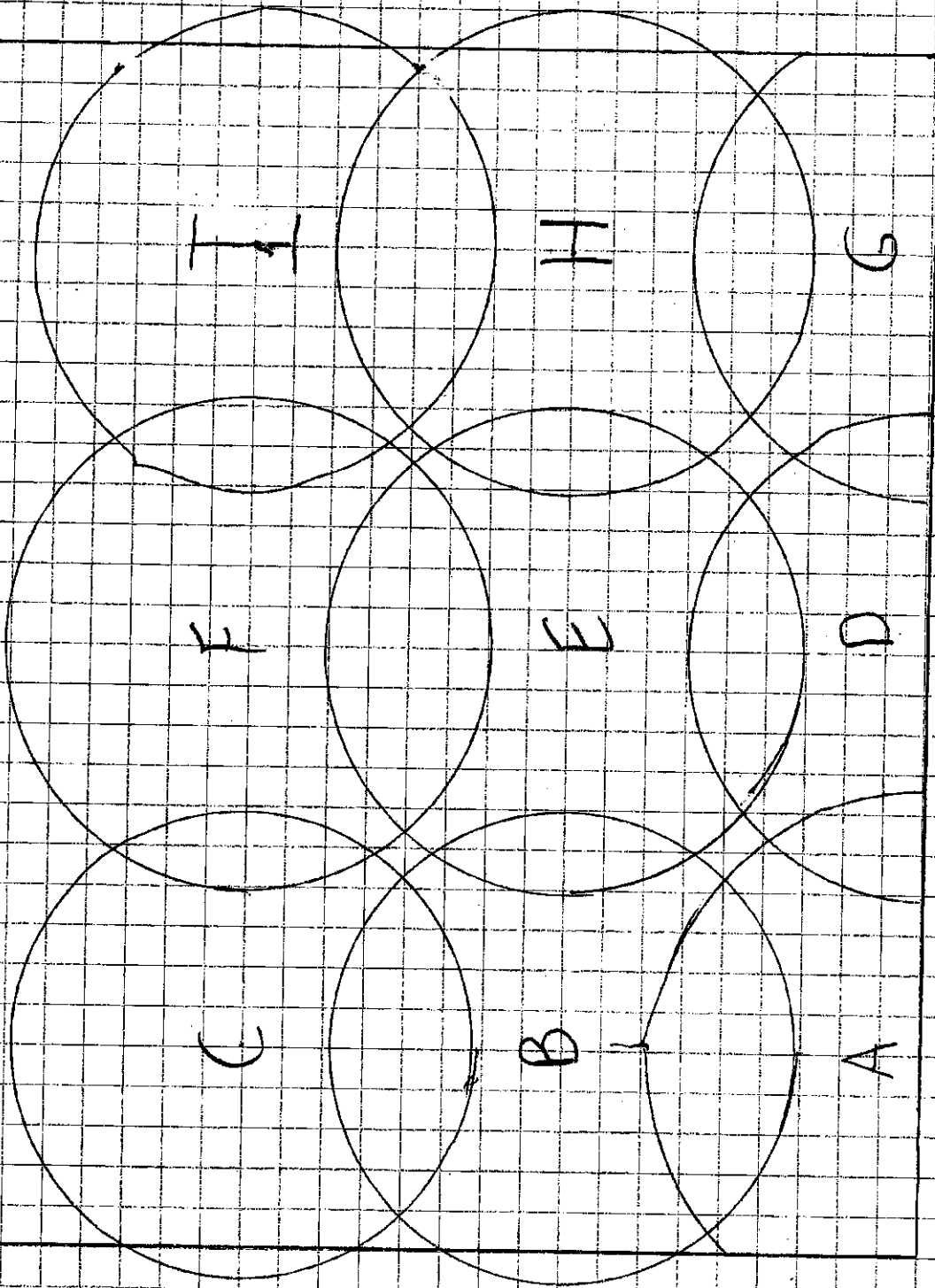
Cyc Lights

Lower Case = Cool (Ice Blue)

Upper Case = Warm (Orange)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
A	B	a	b	A	B	A	B	D	E	d	e	D	E	H	G	H	G	H	G

Lighting Areas



Control Capacity

SmartFade is a simple to use but very powerful lighting console for 48 (96) intensity channels a specifically designed to be usable right out of the box.

Intensity channels

There are 48 (96) intensity channels. Each intensity channel can control one or more dimmers. Dimmers with the DMX address 1-48 (96) should be possible to control right out of the box from these two fader modes, since the default patch is 1:1. Intensities can be controlled live, and then stored into memories, sequences or the Stack steps. All intensities interact on a Highest Takes Precedence basis (HTP). *HTP control rules, page 15*

Independents

There are two Independent buttons that can control one output each, for specials like houselights, smoke machine or followspot. See *"Patch Independents" on page 22.*

DMX Output

There is 1 DMX Out allowing control of up to 512 DMX outputs.

DMX In

There is 1 DMX In allowing input of up to 512 DMX outputs.

MIDI

There is a recommended subset of the standard MIDI Show Control (MSC) which is one of the most common ways to use MIDI to synchronise show equipment. General MIDI (Music MIDI) may be used to link consoles or to record fader, button and stack actions into a music sequencer for subsequent playback and soundtrack synchronization

Memory Card

Shows can be saved to a standard SD Memory card. See *"Save & Load to Memory Card" on page 6.*

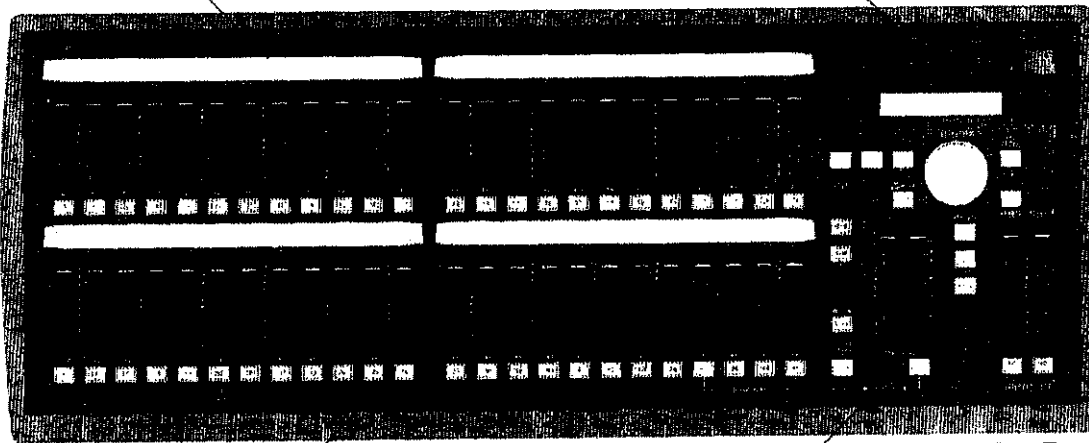
Frontpanel Functionality

This is an overview of the functionality of the frontpanel of your SmartFade console.

SmartFade 1248 and 1296 look exactly like this 2496 console, the only difference being that they have two rows of 12 faders instead of two rows of 24 faders.

LCD Menus

The display with wheels and buttons is used for menu functions.



Faders and Bump buttons

The 24 (48) faders can be used to control intensities, parameters and memories or sequences. Select mode with the Faders buttons to the right.

Crossfader

The crossfader controls the Stack of 199 steps. It can be used for fading into manually preset looks as well.

General Buttons

All buttons have LED's. Some are multi-color. They light up when active, and blink when they can be selected for the current function.

Power button

The power button is used to power up and shut down the system. See "Power-up and Shutdown Procedures" on page 4.



Clear button

The CLEAR button is used to clear intensities and set memory faders to zero (press 2-4 times). *Nothing is deleted, it only sets levels to zero. See "Clear" on page 56.*

It can also be held with other buttons for some special functions, this is described in this manual where it so applies.



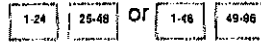
Undo

The UNDO button is used to reverse some specific situations. This applies only to the last performed command, and there is only one level of undo.

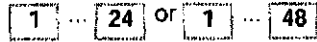


Faders & Bump buttons

There are 24 faders. They can be set to control intensities or memories and sequences. These modes are set with the FADERS buttons.



Each fader has a Bump button below it. This button will light up when there is content, and it will mimic the output of the content by varying its intensity. The button color will vary depending on the type of content.



Bump Playback Modes

There are two Bump modes when a Bump button is pressed, **File-on** and **Solo**. Both use the level of the BUMPS fader. The SOLO button toggles between these modes. See "Bump Master" on page 56.



Note: For intensity faders to control light output live, three things are required:

- The Master Fader is set to full (the topmost position).
- The BLACKOUT button is off (not lit)
- The NEXT button is off (not lit).

Master & Black Out function

The Master fader proportionally limits all intensity outputs. The Blackout button instantly sends all intensities generated by the console to zero. See "Master & Black Out function" on page 56.



Independents

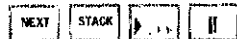
The two Independent buttons are separate control channels (IND 1, IND 2) that can control any outputs in a toggle or bump mode. These outputs can be separated from all other controls. See "Set up Independents" on page 22.



Crossfader

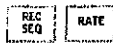
The Crossfader consists of a Live and Next fader, plus the Crossfade transport buttons. It can be used for fading between the 199 steps of the programmable Stack, or for single-scene fading into intensities that are set blind in NEXT mode. *Stack & Crossfader, page 60*

The following buttons are used together with the crossfader



Sequence & Stack functions

These buttons are used to program and edit Sequences in the Mems faders, and the Stack of the Crossfader. See "Sequences" on page 36. See "Stack" on page 39.



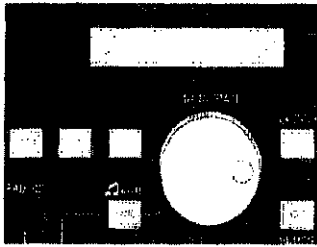
Record & Edit functions

The row of buttons under the wheel offer recording and editing functions described in the *Program* and *Edit* chapters of this manual.



LCD And Wheel Functions

The LCD menu provides quick access to functions.



Main functions.

Action	Console	Feedback
Activate menus		
Scroll through choices	Wheel	Choices are shown over the wheel. Use the Menu button again to move to subsequent levels, and to accept setting changes.
Previous choice		Return to previous menu level.
Exit		Cancels out of the menus.

LCD - Preview mode

In preview mode it's possible to see programmed intensities for MEMS faders 1-24

Action	Console	Feedback
Activate preview mode		Bumps 1-24 start blinking. Press again to deactivate preview mode.
Select fader		The selected Bump stops blinking. The LCD's will show intensities for the currently selected fader mode.

Swift Current Comprehensive High School - Stage Specifications

1-3: Building layout

**SWIFT CURRENT
COMPREHENSIVE
HIGH SCHOOL**

MAIN FLOOR:

