

Flashpoint Pty Ltd	Flashpoint Pty Ltd PO Box 7024 Hutt Street Adelaide 5000 Ph 08 8212 0255 Fax 08 8212 8122 fowlerslive@internode.on.net
Fowler's Live	
PRODUCTION OVERVIEW Action Audio Logic Pty Ltd supplies FOWLER'S LIVE Production. The following specifications are permanently installed at the venue and the use of this production is included in Hire Fee. Any moving of the in-house production equipment and/or any extra production equipment are at the Hirer's expense and are subject to the approval of the Venue. For all enquiries regarding extra production equipment please contact the Production Manager (see below for contact details).	
PRODUCTION OPERATOR All enquiries regarding production and the Production Operator are to be directed to the Production Manager: Grum Romeo Ph 08 8232 7999 Fax 08 8223 5333 Mobile 0418 807 243 Grum1@bigpond.com.au A Production Operator will oversee the operation of the in-house system. The Production Operator will act as a Monitor Operator when required. The Production Operator does not act as a Front Of House (FOH) engineer or as a lugger for the Artist(s) equipment. If the Artist(s) so desire, they may negotiate a fee/arrangement with the Production Operator prior to the Event to engage their services as a FOH engineer. All Artist(s) are to contact the VENUE at least five (5) days prior to the Event regarding load-in and sound-check times. The Production Operator will arrive at 3.00pm on the day of the Event unless otherwise arranged with the venue prior to the Event. There is no access to the production before this time. Stage plots, input lists and crew details can be supplied to the Production Operator via fax +61 08 8212 8122 The Production Operator will oversee the use of the in-house lighting system but the Artist(s) must supply a Lighting Operator to control the lights. In-house lighting is supplied as rigged. Lights may be re-focused or re-gelled, but no lights are to be moved from trusses. Some space for extra lighting is available on in-house bars, as well as spare dimmer channels.	

