

## **Crafthouse Contact Info**

## **Production Staff**

\*For all booking related inquiries please contact

Entertainment Manager (Fuzion Entertainment)

admin@fuzionentertainment.com

\*For all technical related inquiries please contact

Production Manager
Ben Millward
Call or Text (724) 420-4300
Benbackwards@gmail.com

## **Crafthouse Management**

General Manager Amanda Abbott (412) 653-2695

 $\underline{amanda.crafthousepgh@gmail.com}$ 

Owner Charlie Stage (412) 653-2695

charles.stage@crafthousepgh.com



## **Crafthouse Audio Specifications**

## Mic Package

- 6-Shure SM58
- 4 Shure SM57
- 1 Shure Beta52a
- 1 Shure Beta91a
- 6-Sennheiser e604
- 3 Sennheiser e614
- 4 Sennheiser e609
- 1 Audix D6
- 1 Audix D4
- 2 Audix D2
- 1 Audix I5
- 2 Radial Passive Pro DI
- 2 Radial Passive Pro D2
- 2 Radial Active Pro48 DI

#### Snake to FOH

32x16 Analogue

1 - Midas DL16

#### **Stage Dimensions**

24'x16'x2.5'

## Risers/Decking

1 - 8'x8'x12" Stationary Riser (Can be moved, or removed. Not on wheels) \*Have both 12" and 24" height

#### **Distance To FOH**

50'

#### **Monitors**

5 - JBL EON 612 - Self Powered 1 - 2 Way Drum Fill (EAW VFS250 Bottom, EAW VFR159 Top)

#### **Mains**

8 - RCF HDL20A (Arrays) - Self Powered 4 - RCF 8006 (Subs) - Self Powered

### **Delay Fills**

2 - EAW VFR129

#### **Amplification:**

3: QSC RMX 2450

#### Consoles

1 - Midas M32 - FOH 1 - Behringer X32 - Monitor

## **Stage Power**

5 - 20A 120V Circuits 1 - 30A 240V Circuit (L14-30R)

#### **Curfew & Volume Restrictions**

We are located in a residential area. Volume Restrictions & Curfew are strictly enforced Sunday - Thursday: 11:00 PM Friday - Saturday: 1:00 PM

97dBA - FOH

\*Please use our dB meter for this reference



## **Crafthouse Lighting Specifications**

# Lights

28 - Blizzard Lighting EXA HotBox Washlights

3 - Lekos

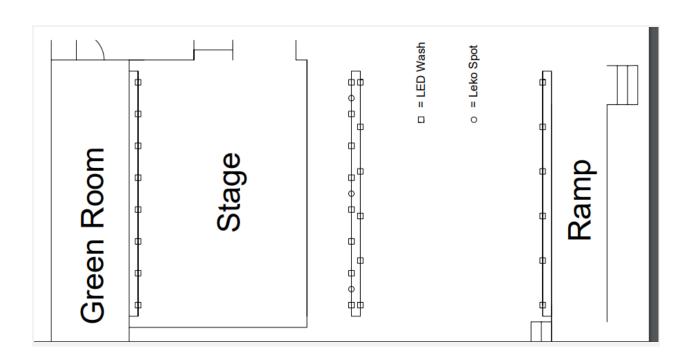
## **Lighting Console**

1 - Jands Stage CL

\*We use 102 DMX channels for our Lights. For a description, please contact our Production Manager



# **Lighting Plot**





# Venue Map

