



1932 Installation Order of channels as at switchboard

Red Shaft (LH Bottom)

Cove (Forestage)
 FOH Spot (Stelmar)
 Footlight
 No. 2 Batten
 No. 4 "
 No. 1 "
 No. 3 "
 Dips OP
 Dips P

Amber Shaft (LH Middle)

Cove (Forestage)
 FOH Spot (Stelmar)
 Footlight
 No. 2 Batten
 No. 4 "
 No. 1 "
 No. 3 "
 Dips OP
 Dips P

Black Shaft (LH Top)

Cloud lantern
 Circle Spot R2
 " " R1
 Circle Spot L2
 " " L1
 Batt. 1 Spot 5
 " " 4
 " " 3
 " " 2
 " " 1

White Shaft (RH Bottom)

Cove (Forestage)
 FOH Spot (Stelmar)
 Footlight
 No. 2 Batten
 No. 4 "
 No. 1 "
 No. 3 "
 Dips OP
 Dips P

Blue Shaft (RH Middle)

Cove (Forestage)
 FOH Spot (Stelmar)
 Footlight
 No. 2 Batten
 No. 4 "
 No. 1 "
 No. 3 "
 Dips OP
 Dips P

Black Shaft (RH Top)

Perch Spot OP 3
 " " OP 2
 " " OP 1
 Perch Spot P 3
 " " P 2
 " " P 1
 Circle Spot C4
 " " C3
 " " C2
 " " C1

Switching (from the board)

The 4-colour battens and footlight separately switched as Centre and Ends.
 Each Dip switched as three circuits Down, Mid and Upstage.

Only the dimmers on the top shafts (i.e. for the Spot shafts) had 2-way and off switches to render them independent of master blackouts.

"Stars" one circuit of thirty lamps with "twinkle" flashers on the cyclorama.

Master blackouts by remote contactor from 2-way and off switches give independence of DBO.

In addition to the four colour masters there were separate master switches for "Circle Spots Centre", "Circle Spots L & R", "Batten Spots", "Perch Spots", "Special Effects", "Arcs" and "Chamber Plugs". There were only two circuits of these last, one P and one OP, without dimmers. There were six Arc circuits, two at stage level, two on the perches and two on the flies. Two circuits of batten pilots and one to light up the dip traps completed the board.