

ORPHEUM HEAD FLY

Head Fly Orpheum is a required skill when the client is using the House Motors, Rigging Points or flying/operating equipment overhead.

A Head Fly works under the Supervision and Direction of the Head Carp directly but will also take direction from the other full time city employees.

Before operating any Motors, the Head Fly must perform a visual check that the path of travel is clear and there is no immediate danger to people or equipment.

Before engaging a Motor(s), the Head Fly must perform a “bump test” of each motor to ensure they are functioning. This bump test only needs to occur when you are either plugging in a motor controller, or operating the controller for the first time of the call.

The Head Fly will call out which motors are moving before starting each operation.

When moving the Motor(s) the Head Fly will visually confirm that the Motor(s) are functioning properly and keep watching for any hazards/ mal functions until after the operation has been completed.

Once operation has completed the Head Fly will announce the movement has stopped.

Any Motor, when taken to the “Out” position for storage, must be run individually, for the final 6 feet, to ensure that there is no damage done to the architecture.

There is one rigging point at The Orpheum that doesn't currently have a motor attached. It is a 3 Point Bridal that is situated in the Dome, House Left/ S.R. This is used on occasion as a cable pick point, requires rigging a motor and is accessed from the Dome catwalk.

Before Lowering the FOH Truss Motors the Lighting Cables Must be Lowered from the Dome

There are 3 Motor Controllers that run the House Motors:

“ON STAGE” 3 Motors UP Stage

3 Motors MID Stage

“LIGHTING” **WARNING FOH LIGHT TRUSS CABLES MUST BE LOWERED MANUALLY FIRST**

3 Motors FOH Currently with a 12” FOH Truss

3 Motors Down Stage

“AUDIO” 3 Motors Stage Right for House D&B PA Hang

1 Motor Stage Right Labelled “Touring PA”

3 Motors Stage Left for House D&B PA Hang

1 Motor Labelled “Touring PA”

The Lighting and Audio controllers are stored in the Casual Carp office stage right, and the On Stage controller is left connected hanging behind the upstage right Pillar. The Lighting and Audio controllers connect to their respective motors via multipin connectors on the down stage right patch panel.

The controllers are labelled as to which button controls which motor. If there are any question on the labelling or operation of the controllers please ask the Head Carp before proceeding with operation

FOH TRUSS LEVELING
MOTOR FLOOR CORRECTION
S.Right 0

Centre Minus 4"

S.Left Minus 1"

EXAMPLE TO SET 40' TRIM HEIGHT

Return Tape Measure Over D.S. Lower Cord which Lengthens Plus 4"

MOTOR	TAPE MEASURE READS
S.Right	80' - 4"
Centre	81' - 0"
S.Left	80' - 6".