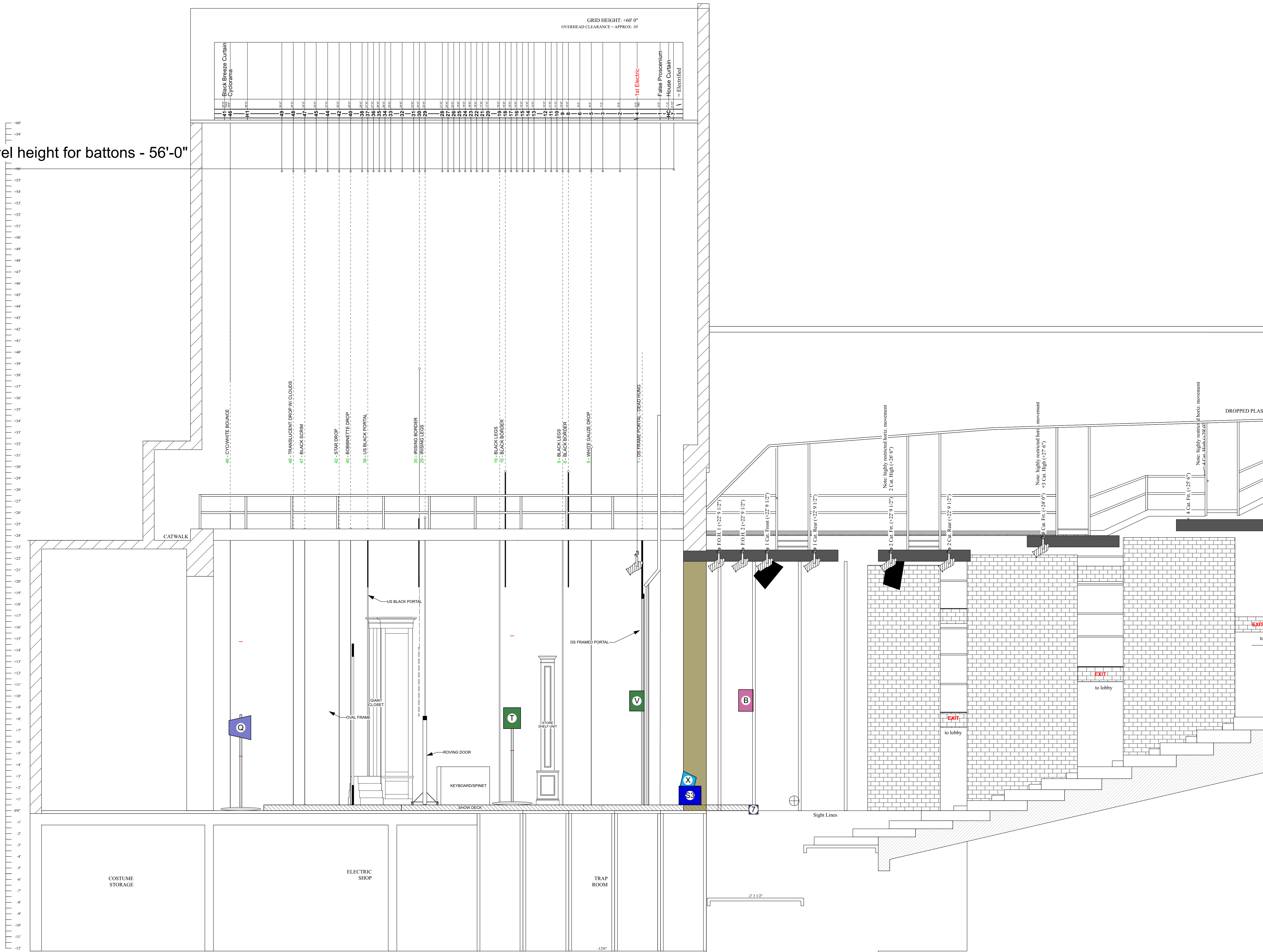


Maximum travel height for battons - 56'-0"



Legend/Key:

- House - 1 / 2 / 3
  - Subs - S1 / S2 / S3
  - Surrounds - R1 / R2 / R3
  - Actor Monitors - M1 / M2 / M3
  - Front Fills - F1 / F2 / F3
  - Band Monitors - B1 / B2 / B3
  - Effect Speakers - E1 / E2 / E3
- 1, 2 - D&B Q10 Mains L/R
  - 3, 4 - D&B Q7, Mains Mid L/R
  - 5, 6 - D&B E12 Exploded Cluster
  - 7, 8, 9 - D&B E8, Delays
  - R1-6 - Mid Surrounds, typical location
  - R8-9 - Rear Surrounds Typical location
  - E1, E2 - Powered Mackies on stands
  - B1, B2 - Musician Monitors TBD
  - B3 - Keys vocal Monitor Hotspot
  - S1, S2- Subs- Proc Floor
  - S3, S4- Subs- Typical Catwalk location
  - M3, M4 - EAW MK8196- mounted at 8' behind portal
  - M5, M6 - EAW MK8126 - on 8' Boom
  - M1, M2 - McCauley - on top of S1, S2
  - 4,5,6,7,8,9 - MM4 Front Fill Speakers

JOE@PAYNESOUND.COM - 801.502.7256  
 PAYNESOUND.COM

Sound Design

CLARENCE BROWN THEATRE  
 at the University of Tennessee



**Knoxville**  
 Clarence Brown Theatre

Director: Josh Rhodes  
 Music Director: Terry D. Alford  
 Scenic Designer: Robert Perdziola  
 Costume Designer: Robert Perdziola  
 Lighting Designer: Kenton Yeager  
 Sound Designer: Joe Payne  
 Associate Sound Designer: Allison Bucher

CAD FILE: KNX Sound.vwx

SCALE: 1/4

DATE: 6/9/24

DRAWN BY: abucher3@vols.utk.edu

#	Date	Note	Revisions