The Glitch – Tech Spec and House Rules

The Glitch, 134 Lower Marsh, London SE1 7AE
As of 13 January 2025

Please note that the information contained herein is subject to change without notice, and equipment is not guaranteed to be available for every event. All information is correct to the best of our knowledge at the date of publication above.

Venue information:

- The studios **floor** is a concrete floor.
- Gaffa tape and pvc tape may be used on the floor for taping cables/spike marks etc.
- The **seating layout** is 4-sided (in-the-round). The lighting rig is configured for this.
- There are **54 seats** in total.
- The space measures 11.5m by 5.7m
- The playing space is 10m by 4m
- There are two pillars in the space. They are 3.5m apart, and 4m from the side walls.
- The **control position** is located to the side of stage in a booth, there are visuals to playing area.
- A dressing room is available adjacent to the performance space.

Rigging and Get-In

- Height to rigging bars: 2.3m
- SWL 50kg with 15kg point load
- Normal access to the lighting grid is via small set of steps.
- **Get in** is through the front entrance of the venue and down a set of steps, one floor, through two single doors.
- Door to stage size: 1.8m wide, 1.9m tall
- There is parking available directly outside The Glitch before 10am and after 9pm during the week. It is available all day on weekends.
- There are 6x 13a sockets on the walls in the space.
- Painting, drilling, or other invasive infrastructural activity is ***strictly*** prohibited.

Technical Information

Lighting System (please refer to the standard LX rig plan for details)

- Lights cannot be repositioned within the rig without express permission.
- Lights cannot be added to the rig without express permission.
- Control:
  - ETC Nomad on a laptop. One standard monitor.
  - 2 DMX universe ports available. DMX universe 1 is used for the LED rig.
- Lighting Fixtures:
  - 4 x Chauvet DJ EVE-P 160RGBW (11ch) (3.6kgs each)
  - 4 x Betopper Mini Moving Head Wash LM70S (11ch)
  - 2 x Betopper Moving Head Profile (11ch) (3.5kgs each)

Video System:

- Projector: Optoma DLP projector, 1920 x 1080 p
- Projects on to Brick wall approx 2m wide x 1.5m high
- HDMI (can be controlled from on stage or in the tech box)

Sound System:

- SubZero HiCast 4.1 System
- Behringer Xenyx 802 4-channel desk (usually in use)
- Behringer1832FX Manual sound desk (usually stored)
- 2 x Shure SM48S Mic with stand (wired)
- N.B. **SOUND CAN ONLY BE CONTROLLED FROM THE TECH BOX**. If you would like to control sound from on stage, you will need to bring your own battery-powered speaker (a small bluetooth speaker would do fine).
- You will need to **bring your own playback device** (phone, laptop, etc) to play music through the sound system.
- We'll have some cable adapters at the venue but **recommend bringing anything specific you may need** with you.
- Due to the size of the desk **it may not be possible to plug in your instruments** (guitar/keyboard) through the mixing desk and main PA system. If this is the case, **we recommend bringing a small amp.**

Safety Information

- There is one fire exit to the space, which is the main entrance and exit. This must be kept clear at all times.
- Due to the nature of the venue, it probably won't be possible to use smoke, haze, strobe lighting, lasers, firearms/weapons, aerial, pyrotechnics, child performers, animals, distribution of food & drink, or naked flames in your show. If you want to use anything listed here in your show, it must be cleared with the team in advance and be accompanied by a sufficient risk assessment.
- All sets or props must meet fire classification (UK Class 1) or (Euroclass B, S1, D0).
- All Accidents, Incidents, First Aid Requirements, or Near Misses must be reported to the Venue Stage Manager or Bar Supervisor as soon as possible after the incident.