

# RPAV Scope of work for “Super League Games” site survey.

Please record the following information

Project MGR name: \_\_\_\_\_ Phone number: \_\_\_\_\_

Location name: \_\_\_\_\_ Theater room # inside building \_\_\_\_\_

Verified date and time of arrival with PM. Date: \_\_\_\_\_ Time: \_\_\_\_\_

Onsite check in for site survey. Time of call to PM: \_\_\_\_\_ Date: \_\_\_\_\_

Overall size of theater (at widest point): L \_\_\_\_\_ W \_\_\_\_\_ H (estimate) \_\_\_\_\_

## In projection booth

Type of wall between booth and theater: Drywall / Block / Metal / Other: \_\_\_\_\_ Height: \_\_\_\_\_

Projection window to ceiling height: \_\_\_\_\_ Access above ceiling: Yes / No If Yes, Ceiling to top: \_\_\_\_\_ in.

Electrical outlet available 5' of the projector: Yes / No

Electrical outlet available 5' of the audio system: Yes / No

## Back wall (in theater)

Type of wall covering: Curtain / Panel / Other: \_\_\_\_\_ Color: \_\_\_\_\_

Height, floor to ceiling: \_\_\_\_\_ Height, projection window to ceiling: \_\_\_\_\_

Access to wall behind covering above projection window: Yes / No If Yes, Type of wall: \_\_\_\_\_

## Theater ceiling over projection window

Ceiling color: \_\_\_\_\_ Type: Drop tile / Finished / Other: \_\_\_\_\_

Access above ceiling over projection window: Yes / No If Yes, Ceiling to top: \_\_\_\_\_ in.

We will later need to run conduit through wall above projection window in theater ceiling to projector room. Part of the survey is to see if this is possible for future notation.

**Needed HD Photos** (no blurry, dark or fuzzy photos) Please get photos close as possible to description.

- P1. Overall projection room with projector and audio system.
- P2. In Projector room, Floor to ceiling with projection window.
- P3. In projector room, Reference showing location of the proposed electrical outlet for future rack.
- P4. (If projectionist is onsite) Projector interface close-up.
- P5. Overall front of Audio system (open door).
- P6. Close up front of audio processor.
- P7. Close up rear of audio processor.
- P8. In projector room, Overall of the access and wall “in the ceiling” above the projector.
- P9. (In theatre) Overall back wall with floor, ceiling and projection window.
- P10. (In theater) Close-up over top projection window with back wall covering and some ceiling above.
- P11. (In theater) Close up of wall behind cover (If possible) showing access near projection window.
- P12. (In theater) Close up showing the ceiling access space (If possible) above projection window with some wall.

**XSite Contact Print:** \_\_\_\_\_ **Sign:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**XSite Phone #** \_\_\_\_\_

**XTech print name:** \_\_\_\_\_ **Sign:** \_\_\_\_\_ **Date:** \_\_\_\_\_