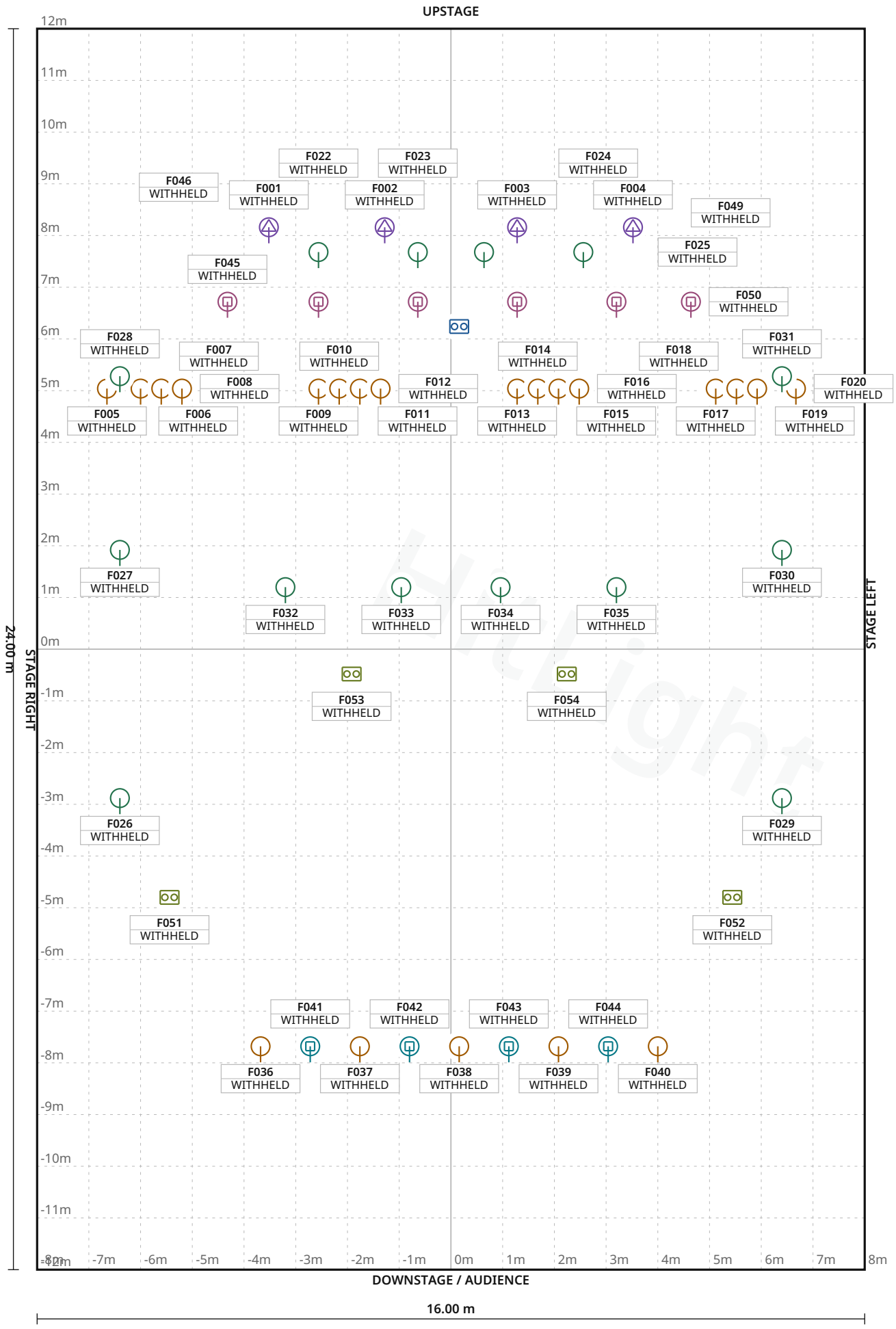
UPSTAGE



FIXTURE LEGEND

- **Visual** substitute · 4-lite Blinder — Blinder · 1×
- **Visual** substitute · Basic Conventional PAR Light — PAR Light · 21×
- **Visual** substitute · Basic LED PAR RGBDim — PAR Light · 14×
- **ERA 400** Performance CLD — Profile Spot · 4×
- **Robin LEDBeam** 150 FW RGBA — Moving Head · 4×
- **Robin LEDBeam** 150 RGBW — Moving Head · 6×
- **Stage Blinder 2** Blaze — Blinder · 4×

Stage 16.00 m W × 24.00 m D · Grid 1 m

3 fixture labels omitted in this view due to crowding · see DMX patch

Bords 2 Scènes · Documents — room scope unverified

LIGHT PLOT · PLAN · Documents — room scope unverified

HitLight · Bords 2 Scènes

4 rue Auguste Choisy-Quartier des Bords de Marne, Vitry le François, France

DWG HL · SCALE 1:100 · metric · PRINT AT 100%

Drawn HitLight

Generated from the saved show

SOURCE c57c6eefdb72

SYMBOL LEGEND

7 TYPES · 54 FIXTURES · COLOUR BY TYPE



HitLight placeholder Visual substitute · 4-lite Blinder

Blinder · 1Ch - Mode · 1 ch · category symbol

1 physical · 1 plotted

0 disabled · 0 unplaced



HitLight placeholder Visual substitute · Basic Conventional

PAR Light · Default · 1 ch · category symbol

21 physical · 21 plotted

0 disabled · 0 unplaced



HitLight placeholder Visual substitute · Basic LED PAR RGBDim

PAR Light · Standard mode · 4 ch · category symbol

14 physical · 14 plotted

0 disabled · 0 unplaced



Martin Professional ERA 400 Performance CLD

Profile Spot · Basic · 30 ch · category symbol

4 physical · 4 plotted

0 disabled · 0 unplaced



Robe Lighting Robin LEDBeam 150 FW RGBA

Moving Head · Mode 1 - Standard 16 - bit · 22 ch · category symbol

4 physical · 4 plotted

0 disabled · 0 unplaced



Robe Lighting Robin LEDBeam 150 RGBW

Moving Head · Mode 1 - Standard 16 - bit · 22 ch · category symbol

6 physical · 6 plotted

0 disabled · 0 unplaced



Showtec Stage Blinder 2 Blaze

Blinder · 1 Channel · 1 ch · category symbol

4 physical · 4 plotted

0 disabled · 0 unplaced

Bords 2 Scènes · Documents — room scope unverified

SYMBOL LEGEND · Documents — room scope unverified

HitLight · Bords 2 Scènes

4 rue Auguste Choisy-Quartier des Bords de Marne, Vitry le François, France

DWG HL · METRIC

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SOURCE c57c6eefdb72

GENERAL NOTES

1. Source-based lighting plan. Confirm the current rig with the venue.
2. PARTIAL: included fixtures are not a full physical-unit census.
3. DMX PATCH WITHHELD: provisional or unchecked addresses are not published.
4. The reconstruction retains its documented coverage and geometry assumptions; confirm the current setup with the venue.

HitLight

DMX PATCH

54 FIXTURES · 0 UNIVERSES

Fixture / name	Manufacturer / model	Mode	Ch	DMX	Range	Position / mount	Status / notes
UNPATCHED / INVALID							
F001 · MartinERA400PerformanceCL...	Martin Professional / ERA 400 Performance...	Basic	30	WITHHELD	TBC	UNPLACED	Enabled
F002 · MartinERA400PerformanceCL...	Martin Professional / ERA 400 Performance...	Basic	30	WITHHELD	TBC	UNPLACED	Enabled
F003 · MartinERA400PerformanceCL...	Martin Professional / ERA 400 Performance...	Basic	30	WITHHELD	TBC	UNPLACED	Enabled
F004 · MartinERA400PerformanceCL...	Martin Professional / ERA 400 Performance...	Basic	30	WITHHELD	TBC	UNPLACED	Enabled
F005 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F006 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F007 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F008 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F009 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F010 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F011 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F012 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F013 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F014 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F015 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F016 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F017 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F018 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F019 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F020 · PLACEHOLDER · ACLFourLamp...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled

No patched universes

Bords 2 Scènes · Documents — room scope unverified

DMX PATCH · Documents — room scope unverified

HitLight · Bords 2 Scènes

4 rue Auguste Choisy-Quartier des Bords de Marne, Vitry le François, France

DWG HL · METRIC

Drawn HitLight

Generated from the saved show

SOURCE c57c6eefdb72

DMX PATCH · CONTINUED

Fixture / name	Manufacturer / model	Mode	Ch	DMX	Range	Position / mount	Status / notes
UNPATCHED / INVALID							
F021 · PLACEHOLDER · Atomic3000LE...	HitLight placeholder / Visual substitute ...	1Ch - Mode	1	WITHHELD	TBC	UNPLACED	Enabled
F022 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F023 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F024 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F025 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F026 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F027 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F028 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F029 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F030 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F031 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F032 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F033 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F034 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F035 · PLACEHOLDER · RobeParfect1...	HitLight placeholder / Visual substitute ...	Standard mode	4	WITHHELD	TBC	UNPLACED	Enabled
F036 · PLACEHOLDER · RVETweenled...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F037 · PLACEHOLDER · RVETweenled...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F038 · PLACEHOLDER · RVETweenled...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F039 · PLACEHOLDER · RVETweenled...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled
F040 · PLACEHOLDER · RVETweenled...	HitLight placeholder / Visual substitute ...	Default	1	WITHHELD	TBC	UNPLACED	Enabled

No patched universes

Bords 2 Scènes · Documents — room scope unverified

DMX PATCH · Documents — room scope unverified

HitLight · Bords 2 Scènes

4 rue Auguste Choisy-Quartier des Bords de Marne, Vitry le François, France

DWG HL · METRIC

Drawn HitLight

Generated from the saved show

SOURCE c57c6eefdb72

Fixture / name	Manufacturer / model	Mode	Ch	DMX	Range	Position / mount	Status / notes
UNPATCHED / INVALID							
F041 · RobeLEDBeam150FWRGBA · 1...	Robe Lighting / Robin LEDBeam 150 FW RGBA	Mode 1 - Standard 16 -...	22	WITHHELD	TBC	UNPLACED	Enabled
F042 · RobeLEDBeam150FWRGBA · 1...	Robe Lighting / Robin LEDBeam 150 FW RGBA	Mode 1 - Standard 16 -...	22	WITHHELD	TBC	UNPLACED	Enabled
F043 · RobeLEDBeam150FWRGBA · 1...	Robe Lighting / Robin LEDBeam 150 FW RGBA	Mode 1 - Standard 16 -...	22	WITHHELD	TBC	UNPLACED	Enabled
F044 · RobeLEDBeam150FWRGBA · 1...	Robe Lighting / Robin LEDBeam 150 FW RGBA	Mode 1 - Standard 16 -...	22	WITHHELD	TBC	UNPLACED	Enabled
F045 · RobeLEDBeam150RGBW · 189	Robe Lighting / Robin LEDBeam 150 RGBW	Mode 1 - Standard 16 -...	22	WITHHELD	TBC	UNPLACED	Enabled
F046 · RobeLEDBeam150RGBW · 211	Robe Lighting / Robin LEDBeam 150 RGBW	Mode 1 - Standard 16 -...	22	WITHHELD	TBC	UNPLACED	Enabled
F047 · RobeLEDBeam150RGBW · 233	Robe Lighting / Robin LEDBeam 150 RGBW	Mode 1 - Standard 16 -...	22	WITHHELD	TBC	UNPLACED	Enabled
F048 · RobeLEDBeam150RGBW · 255	Robe Lighting / Robin LEDBeam 150 RGBW	Mode 1 - Standard 16 -...	22	WITHHELD	TBC	UNPLACED	Enabled
F049 · RobeLEDBeam150RGBW · 277	Robe Lighting / Robin LEDBeam 150 RGBW	Mode 1 - Standard 16 -...	22	WITHHELD	TBC	UNPLACED	Enabled
F050 · RobeLEDBeam150RGBW · 299	Robe Lighting / Robin LEDBeam 150 RGBW	Mode 1 - Standard 16 -...	22	WITHHELD	TBC	UNPLACED	Enabled
F051 · ShowtecStageBlinder2Blaze ...	Showtec / Stage Blinder 2 Blaze	1 Channel	1	WITHHELD	TBC	UNPLACED	Enabled
F052 · ShowtecStageBlinder2Blaze ...	Showtec / Stage Blinder 2 Blaze	1 Channel	1	WITHHELD	TBC	UNPLACED	Enabled
F053 · ShowtecStageBlinder2Blaze ...	Showtec / Stage Blinder 2 Blaze	1 Channel	1	WITHHELD	TBC	UNPLACED	Enabled
F054 · ShowtecStageBlinder2Blaze ...	Showtec / Stage Blinder 2 Blaze	1 Channel	1	WITHHELD	TBC	UNPLACED	Enabled

No patched universes

VALIDATION APPENDIX

WARNING · PATCH_WITHHELD

DMX patch facts are withheld pending source verification. This planning document cannot be used for hardware output.

Objects: — · Remediation: correct the saved show data and regenerate.

ERROR · STAGE_DIMENSIONS_UNCONFIRMED

Confirm the stage dimensions before producing a final technical document.

Objects: CE934C06-CA68-417C-8E60-6395E455E82C · Remediation: correct the saved show data and regenerate.

WARNING · TITLE_METADATA_INCOMPLETE

Some professional title-block metadata is missing; the document will show an em dash.

Objects: 769bc28aaecc369af72af9dd · Remediation: correct the saved show data and regenerate.

HitLight

VENUE & DRAWING SOURCES

Bords 2 Scènes

Documents — room scope unverified · Source documents — rig unverified

4 rue Auguste Choisy-Quartier des Bords de Marne, Vitry le François, FR

http://www.bords2scenes.fr/

Sources checked 2026-10-19

Symbols: HitLight-owned category artwork. No manufacturer model geometry or original source pages included.

Source-based reconstruction. Confirm the current installation and equipment availability with the venue.

Scale, fixture positions, mounting heights and aiming may include estimates; this is not a rigging specification.

Provisional fixture matches are labelled as placeholders. The recorded subset is not a complete physical inventory.

DMX addresses are withheld from public plans until their exact source patch is reconciled.

The reconstruction retains its documented coverage and geometry assumptions; confirm the current setup with the venue.

Official venue information: http://www.bords2scenes.fr/ · checked 2026-10-19

Fiche technique OB maj 09.26.pdf: https://bords2scenes.fr/fiches-techniques-ob-sisi · checked 2026-10-19

Public venue page: https://www.hitlight.app/venues/france/bords-2-scenes-769bc28a

HitLight