

2026 AVC VC Rider 抜粋

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5. PRODUCTION

The goal of VW is to provide a baseline standard across all events to ensure a consistent product for athletes and fans. Every competition venue is different, and the production elements will need to be adjusted based on this fact. Assuming these variables, the Local Hosts will need to provide the following production elements.

5.1. SOUND

A high quality, well-tuned sound system capable of 95 dB of undistorted sound, is to be provided for announcer, MC commentary, music playback, DJ, video content, fan interaction experience and emergency messaging. Speakers to cover entire venue, additional coverage may be required in VIP areas, under balcony, additional floor seats and Fan fest. The following will also be required:

- DJ equipment, mixer & set up with video playback monitor.
- Wireless microphone package for DJ, announcer, MC x 2.
- Monitors and/or Sound foldback as required.
- Ability to integrate into broadcast truck.
- Scorers Table buzzer will require a direct line to the Venue audio system.
- Venue audio system must have the capacity of being connected to the Referee Communication System, in case the Referee Verbal Explanation is to be implemented.
- A clear com system with wireless units x 15 (approx.), with the ability to integrate into the Broadcast communication system – see section 8.8. for details.

A flown sound audio system is required. If there is a structural issue with a flown system or if the venue does not allow for a flown system, please contact Volleyball World immediately to discuss options.

Specifications and assistance with RFP are available upon request.

5.2. LIGHTS

Lights provided at the venue must achieve the competition lighting and sport presentation / entertainment lighting requirements.

Local Host will bear the costs of providing competition lights and sport presentation

/ entertainment lights as per the requirements outlined in this section and the “APPENDIX L – AVC VC Rider – Lighting Plot”.

VW will provide a generic lighting plot for budget purposes. But will work with Local Hosts and VW Lighting Designer to design a venue specific lighting plot and gear list. The VW technical team can also assist with RFP's, gear review, procurement, and load in oversight.

All equipment and specs must be approved by the VW Event Operations Department. Please provide information by the below deadlines, which will give time for feedback and adjustments.

No less than 90 days before the event:

- Completion of the Lighting Form

No less than 60 days before the event:

- A comprehensive lighting plot, overlaid on the venue, incorporating all lighting and haze units.
- If venue competition lighting is to be used, information about the system from on site testing.
- If additional competition lighting is to be used detailed info on the units and lux plots of the proposed layout using Dialux or equivalent software tool.

If support is needed with budgeting, lux calculations or rigging advice please contact VW Event Operations Department at least 120 days in advance of the Event and our technical team can assist.

5.2.1. SPORT PRESENTATION / ENTERTAINMENT LIGHTING

It is the goal of the E & E lighting to enhance the live fan experience but compliment the broadcast experience for people watching from home while still supporting the sporting competition.

VW provides a lighting plot, including fixture info, substitutes and accompanying notes, in “APPENDIX L – AVC VC Rider – Lighting Plot”. Lighting must be rigged as per the lighting plot and gear list that will be provided by VW. Any revisions or reductions to this plot, including non-approved fixture substitutions, are to be approved by VW Event Operations Department.

All equipment above the Field of Play must trim no less than 12.5m above the court surface.

HAZE

Water based fast-dissipating haze machines capable of producing light atmospheric haze are required. These will be used during the pre-match introduction. Oil based

machines and smoke/fog machines are not acceptable.

“APPENDIX L – AVC VC Rider – Lighting Plot” shows the suggested positions and quantity of these units. The final locations will depend on venue size, air handling, floor layout and ambient temperature. Previous experience or consultation with the venue is recommended to determine the best approach.

CONTROL

1 x Main and 1 x Backup consoles are required at the lighting control position. These must be GrandMA3 Lite or Fullsize consoles (+NPUs if parameters require), running the latest software. MA3 Compact or Company XT are acceptable only for the backup console.

The control position must provide a good view of the Field of Play and have sufficient desk space for the consoles, paperwork and laptops. Courtside is acceptable, but a position further back in the room is preferred for safety and visibility.

A TV broadcast monitor and switcher is required at the control position.

A wireless access point on the MA Network, with good access throughout the arena space, is required for MA Remote focus access.

GOBOS

Gobos for the units indicated on “APPENDIX L – AVC VC Rider – Lighting Plot” must be provided. This is a set of 10 x ‘Volleyball World’ and a set of 10 ‘AVC VC’ logos. The gobos must be printed black and white on glass to fit the rotating wheel of the specified units. Please contact VW Event Operations Department for images.

LOC will cover costs of Gobos local production.

Please provide proofs and gobos sizes for approval 60 days before the event.

OPERATOR

A competent, English speaking, MA lighting programmer/operator is required to support the VW Lighting Designer, and to interface with the local suppliers and followspots. They must be on site from Day-3 for the duration of the event including all matches.

COMMS

Comms headsets for the VW Lighting Designer and the local Lighting Operator are to be provided at the lighting control position. At minimum these must connect to followspots, show caller and any external house-light controls. Please see section 8.8. for details.

INSTALLATION

Detailed information on schedule and deadlines for lighting installation, focussing and programming will be provided by VW Event Operations Department. As a guideline

for planning, the lighting rig must be fully functioning, tested and at trim on Day-3 before competition begins.

RIGGING ACCESS

Access to trusses for maintenance or unit replacements during the event is required. This will preferably be by lowering trusses, but can be with plant or rope/climbing access.

FINISHING / MISC

- All truss, metalwork and pipe must be black coated or wrapped in black truss sleeves.
- Floor fixtures must not obstruct movement or obscure spectator sightlines.
- All cabling must be black and securely fastened with trip hazards mitigated. Cable runs to or between trusses must have minimal swag - use cable picks or tie backs as required.
- All units must be fully prepped before being hung, with filters and lenses cleaned.
- All units of the same type must have the same lenses, gobo sets and firmware version.

5.2.2. COMPETITION / BROADCAST LIGHTING

This section concerns the lighting of the sports competition.

A - TECHNICAL REQUIREMENTS OF AVC VC COMPETITION LIGHTING

The Field of Play (FOP) includes the court (9m x 18m) and associated free zone around it. The total area is 31m x 19m, which this lighting requirement is to be covered by.

The FOP must be lit with units to provide:

- An average horizontal illumination level of not less than 2,000 lux towards each Host Broadcaster camera platform, measured at 1m from the court surface.
- Uniformity:
 - o Minimum to maximum ratio (U1): 0.6
 - o Minimum to average ratio: (U2): 0.7
 - o Uniformity gradient (UG): $\leq 15\%$ per 5m in any direction
 - o Coefficient of variance (CV): 0.13 – 0.15
 - o Ratio of spectators to FOP ≤ 0.35 (note – specific spectator lighting will be provided by the entertainment lighting units)
 - o Illuminance at a point ≥ 0.6
- LED units with CCT of 5000-5700K, and high frequency dimming to eliminate flicker in broadcast, including slow motion replays

- If non-LED units used, these must have no warm-up time (ie mechanical dimming for discharge units)
- CRI: > 70 and R9: > 50
- Glare Ratio: <30
- Smooth, flicker free dimming from 0-100%
- Controllable by DMX from the lighting control position, via the GrandMA2/3 control console.

B - HOW TO ACHIEVE THESE REQUIREMENTS

If there is a sports lighting system in the venue this can be used if the system meets the requirements in Part A. This must be proven by on site testing and measurements and verified in the Lighting Form.

If it does not meet these requirements, additional units must be installed to meet the specification. If additional units are installed, these are to be located along the trusses on the sides of the court as shown in “APPENDIX L – AVC VC Rider – Lighting Plot”.

These are good options for additional units to meet the requirements:

1. BEST OPTION: High output moving wash unit (ie Mac Ultra Wash). LED source is preferred over discharge source for uniformity and reliability.
 - Approx 32 units required
2. Equivalent framing profile spot (ie Mac Ultra Profile)
 - Approx 60 units required due to reduced output vs wash lens optics
3. Phillips ArenaVision LED o/e DMX controlled sports flood lighting unit.
 - Approx 30 units
 - Access to focus these units must be provided (climbing, plant, etc).
4. Arri HMI Fresnels with mechanical dimming. Tungsten varieties are unsuitable due to warm colour temperature.
 - At least 40 units, quantity depends on type/power
 - Access to focus these units must be provided (climbing, plant, etc).
5. LED softlight, for example Arri S360C with intensifier lens.
 - Quantity depends on units and rigging locations
 - Access to focus these units must be provided (climbing, plant, etc).
6. High power LED panel units, for example SGM P-10.
 - Quantity depends on units and rigging locations
 - Access to focus these units must be provided (climbing, plant, etc).

In all cases competition lighting is to be provided by dedicated units, NOT the units

used for entertainment lighting. Entertainment lighting units cannot be used to 'top up' inadequate competition lighting.

Consider the positioning of lighting trusses, LED screens, camera hardware and other flown obstructions when determining the suitability of using existing venue lighting. All lighting must have a clear, unobstructed throw to the FOP – shadows on the FOP are not acceptable.

The competition lighting proposal, whether using venue equipment or installed equipment, must be approved by VW Event Operations Department.

5.2.3. TRAINING COURT LIGHTING

Training courts must meet the following standards:

- An average horizontal illumination level of not less than 500 lux across the FOP.
- Uniformity:
 - o Minimum to maximum ratio (U1): 0.4
 - o Minimum to average ratio: (U2): 0.5
- CRI: >60
- CCT: 5000 – 5700K
- Glare Ratio: <40

All equipment above the Training Court FOP must trim no less than 10m above the court surface.

5.2.4. COURT PROJECTION

Projection components will only be used if confirmed by VW. If confirmed;

Projectors are to be 30,000 lumens, double stacked for redundancy, modern – ideally laser – units. Lenses to be supplied to cover the competition court (18m x 9m) in 4 equal sections with overlap of approximately 0.5m on each side. Minimum height to lens from court is 12.5m.

VW will provide the content, media server and operator. Signal to projectors is to be via 4 x HD-SDI inputs at the video control position. For other signal options please contact VW Event Operations.

Projector locations are approximate and can be adjusted to suit the venue, with angle as close to vertical as possible. Projectors must be rigged on dedicated trusses to allow easy access for troubleshooting. Positions of the projectors to be approved by VW Event Operations in writing.

5.3. VIDEO

The video requirements are as follows:

- Minimum 2 LED Giant Screens, 4 screens are recommended. Minimum size is 700 (width) x 400 (height) cm. In case the venue is wider than 100 metres from wall to wall, then for each additional 10 metres of width, screen dimension must be increased by 100 cm on both width and height. Example:

- Venue width is 100 metres or smaller, required screen dimension: 700 x 400 cm

- Venue width is between 101 – 110 metres, required screen dimension: 800 x 500 cm

- Venue width is between 111 – 120 metres, required screen dimension: 900 x 600 cm

- Etc.

- Position of Giant Screens is contingent on TV camera positions. Giant Screens may display fan engagement aspects such as “fan cam”, “dance cam” and “DJ cam”, and may also show arena production or television production feed replays, video challenge system display or live camera play-by-play, and / or scoring and sponsor static or animation graphics. Displays must be fine-pitch resolution as observed from typical viewing distances in the sporting arena. Typically, a resolution derived using no coarser than 10mm pitch for large arenas, 6mm pitch for medium arenas, and 4mm pitch for small arenas. The Giant Screens should fulfil the following specifications;

T The LED Giant Screens must be able to display three inputs from the TV OB Van, as well as video and static graphics provided by Volleyball World.

T Some videos may include audio, therefore the Giant Screens must have an output to the audio system.

- Courtside LED digital display surrounding three sides of the court in a user configurable continuous image and/or split / discrete image rotation. The LED panels should fulfil the following specifications;

T LED panels for courtside displays are restricted to 50cm height, except the panels that are in front of the Scorers Table which must be 100cm high.

T Images:

- o LED processors using a high refresh rate are needed to ensure flickerfree images in slow-motion replay display or broadcast situations.

- o Minimum required pixel resolution must be 48 pixels high x 640 pixels wide per sponsor ad, using a pitch no greater than 5mm.

- o Display of JPEG, EPS and PSD static display file formats and .mov,

QuickTime and MP4 animated or motion graphic formats.

T Cabinets:

- o Two end-line cabinets, 18m long, two side-line display cabinets, 12m long separated by a third side-line display, 5m long (see APPENDIX B – AVC VC Rider – Field of Play Positions and Dimensions for clarity).
- o Tiltable for maximum colour saturation display.
- o Rubber louvers and rubber padding (impact protection) to protect players from injury.
- o At least 2 spare cabinets in set-up, location freely configurable.

T Control System:

- o Processing system must allow for VW provided media display system control if provided.
- o External controller software overlay possible with data redundancy.
- o Default / last graphics storable / displayable within panels in case of total data connection loss.
- o Operating system shall be able to run Static images and Animated graphic simultaneously.

T Power and Cabling:

- o All exposed cabling (incl. data cabling) must be protected.
- o Power loss must be limited to one cabinet – not tolerable to affect other cabinets.
- o Fully backed-up power / two independent power sources preferred.

Examples of current power requirements: 2 x 125A / 4 x 63A versus 4 x 125A / 8 x 63A.

- There must be one central control service / media source with the ability to control the following;

T Courtside LED

T Scoreboards

T LED ribbon boards

T Giant Screens

T Centre Cubes

It must also be capable of routing multiple inputs from multiple sources for all data, graphics, images, scoring and content being provided by Broadcast TV, Inhouse E & E sources, Graphics and scoring. The required program/software to centrally operate all screens is Resolume Arena.

- Monitors on stands for placement throughout office and back of house areas x

4 (approx. and subject to room locations) with broadcast feed of the event. The broadcast feed can be provided from the local TV station broadcast, or by using a laptop and connecting to the VBTV. Local Host should decide. Distribution to be confirmed.

- Remote display for Fan Fest area with VB TV broadcast feed of the Event. Local Host should confirm the number and size of video display with VW Event Ops during Event advance.

Other requirements;

- One IMAG/ Fan Cam to be provided and operated.
- DJ Cam, based on location of DJ.
- Projectors – as needed See LX Plot.
- VW requires the ability to independently control or provide media signal feeds to any inhouse LED panels / display screens / ribbon-boards.

Images that are shown during gameplay shall not distract the players in the game. VW will provide feedback and guidance closer to the event.

Please note a dedicated production booth/production area must be provided (See 3.2 Venue and Site Plan & Facilities) for visuals, sound and lighting controls, and entertainment & engagement. The location for the entertainment & engagement MC should be outside of the Field of Play, adjacent to the team benches. (VW will provide technical production guidelines with specifications.)

All production elements to be submitted to VW for approval by no later than 60 days before the event.

6. ENTERTAINMENT AND ENGAGEMENT (E & E)

VW will develop an entertainment plan in conjunction with Local Host that includes venue technology and digital engagement, content management, crowd engagement, and live performances by musical artists at the competition court and sufficient sports presentation and entertainment personnel, such as a venue host & MC.

Local Host to provide:

- Infrastructure & equipment – see section 5. Production.
- Special effects (to be discussed and approved by VW).
- A communication system (comms) for the E&E team – see section 5.1. Sound.
- For local entertainment & engagement staffing please refer to APPENDIX K – AVC VC Rider – E&E Requirements.
- Gobos for above lighting design.

VW to provide:

- VW pre-event E&E Manager support
- Pre-Match Protocol (PMP) & Post Match Protocol
- E&E Activation Templates and Guidelines
- A lighting / video design with lighting plot and gear list - see APPENDIX L – AVC VC Rider – Lighting Plot
- LED Screens & Giant Screens Technical Guidelines
- VW E&E and sponsor assets and content for all screens, LED boards and venue ribbons - if applicable
- DJ Guidelines and Music Library including approved national anthems.
- Announcer / emcee guidelines, scripts, and notes
- Test Match / Tech rehearsal Guidelines
- Awarding Ceremony Requirements – If applicable
- Prep and on-site Lighting director to building and program cues / looks for live event and broadcast.
- Giveaway Items – TBC
- On site Event Supervisor support
- Additional International DJ – tbc
- Additional International MC – tbc
- Other Fan engagement components – tbc

Please refer to APPENDIX K – AVC VC Rider – E&E Requirements which includes the additional details for the entertainment plan.

All E&E aspects to be submitted to VW for approval by no later than 30 days prior to event.

AVC Rider – Appendix K – Entertainment & Engagement Requirements

Entertainment and Engagement (E&E) is a fundamental element of all Volleyball World (VW) events. It encompasses the look, sound and feel of the event and aims to create an exciting and energetic atmosphere for both the onsite spectators and those watching at home.

Both the local and Volleyball World E&E teams are responsible for developing and implementing all the event production and entertainment elements in the stadium and on the field of the play. They control the entrance of the athletes, the music, the video and scoreboard content, entertainment on and around the field of play, and the awards ceremony.

VW will remain responsible for defining and providing to all the Local Hosts the overall E&E concept. Any changes that deviate from the requirements in this document will be discussed and negotiated with the Local Host.

VW will provide to each Local Host the following:

- VW pre-event E&E Manager support
- Pre-Match Protocol (PMP) & Post Match Protocol
- E&E Activation Templates and Guidelines
- A lighting / video design with lighting plot and gear list – see **APPENDIX L – AVC Rider – Lighting Plot**
- LED Screens & Giant Screens Technical Guidelines
- VW E&E and sponsor assets and content for all screens, LED boards and venue ribbons – if applicable
- DJ Guidelines and Music Library including approved national anthems.
- Announcer / emcee guidelines, scripts, and notes
- Test Match / Tech rehearsal Guidelines
- Awarding Ceremony Requirements – If applicable
- Prep and on-site Lighting director to building and program cues / looks for live event and broadcast.
- Giveaway Items – TBC
- On site Event Supervisor support
- Additional International DJ – tbc
- Additional International MC – tbc
- Other Fan engagement components – tbc

All documentation, music, resources, etc. will be provided in a Dropbox folder for ease of access and ease of sharing with the local E&E staff.

1. E&E STAFF REQUIREMENTS

Local E&E staff is required to run the event effectively and carry out all entertainment elements of the event.

This team is hired by the Local Host and is comprised of at the very least the following:

- English Speaking Local E&E Coordinator / Producer
- Stage Manager / Show Caller
- Production Equipment Operators (audio, lighting, screens, in-house cameras, etc.)
- Native Language and English-Speaking Announcers / Emcees
- DJ's

***The Announcer / Emcee and DJ must be approved by VW.**

1.1 Announcer / Emcee

The announcer/emcee is a key figure of the tournament and plays a vital role in getting the crowd involved. It is crucial that a professional, experienced announcer/emcee is hired to engage the crowd and keep spectators entertained.

They will work closely with the DJ to create an interactive atmosphere and must do so by reading the crowd and building the energy. They will also be required to perform in their local language as well as in English throughout the event. VW requires the announcer/MC to remain respectful towards home country team and visiting teams.

The announcer / emcee will also need a good understanding of volleyball. They will be announcing the technical elements of the sport at the appropriate times.

1.2 DJ

Music is a vital component to setting the mood and animating the crowd during the event. It can be used to generate anticipation, suspense, excitement, and celebration. The Local Hosts must take this into consideration when selecting a DJ.

It is crucial that a professional DJ with experience in sports is hired to facilitate a high-quality music selection that will keep spectators entertained. This person must be accustomed to working under pressure as they are operating equipment that, if triggered at the wrong point, could cause serious disruption to a match.

Local Host to submit the selected announcer / emcee AND DJ to VW 30 days before the event date for approval. This includes their resume of experience. They may be subject to VW online training before the event as preparation.

These impactful roles are prohibited from encouraging any sort of negative or disrespectful behaviours with or towards fans or teams.

1.3 UNIFORMS

It is recommended that the local E&E team wear a uniform to differentiate themselves. These uniforms are not provided by VW.

It is important to note that some staff may appear on broadcast, including the announcer / emcee. **Any uniforms must be approved by VW.**

2. E&E PRODUCTION EQUIPEMENT REQUIREMENTS

For all technical requirements and specs regarding the elements below, please refer to the Event Rider.

The Local Hosts must execute the following production elements:

2.1 LIGHTS (if applicable)

See relevant APPENDIX of the *Event Rider* for the entertainment lighting plot. VW has provided this resource to ensure consistency of the look and feel for broadcast and all venues across each stop of the event. These enhanced lighting looks and additional competition lighting fixtures (if required), are to be provide by the Local Host and their supplier.

The goal is to achieve an elevated entertainment experience for Volleyball fans both in the venue and sitting at home watching. We are aware that the implementation of this lighting plot may be challenging in some locations. VW will specify in the rider whether a lighting designer and operator will be provided to assist with the planning and execution of a lighting plot.

REMINDER: If a lighting plot has been provided for your event, haze machines are mandatory to create the right effects with the entertainment lights. This will be stated in the Event Rider if applicable.

2.2 SOUND

A high quality, well-tuned sound system is to be provided for announcer's commentary, music playback, DJ, video content, fan interaction experience and emergency messaging. It is crucial that both the music and the spoken words on the mic are clear.

The audio component is what sets the event apart from other international competitions with its interactive jingles and high energy music. It adds an extra layer of excitement not only for the spectators, but the players as well.

REMINDERS: As stated in the *Event Rider*:

- The announcer / emcee's mic audio will be required for broadcast.
- The match buzzer will require connection to the venue's sound system.
- and if applicable - the 1st referee's mic will also need to be heard both in-venue and on broadcast.

2.3 VIDEO

There are two main entertainment video elements required: giant screens and courtside LEDs. These elements should fulfil the specifications requested in the Production section of the Event Rider before being implemented. They are used as visual assets to compliment what is happening on the court before, during, and after each match.

VW will provide:

- A list of content and graphics for the giant screens and courtside LEDs that will be produced for the event by VW (will vary per event).
- A *Video Asset Details* document to help the supplier and producer understand the scope of the video elements.
- The LED Running Order Template.

The Local Hosts will be required to provide the following assets:

- Local sponsor graphics, videos and messaging for the Giant screens – to be approved by VW.
- LED Running Order filled out and relevant local sponsor graphics – to be approved by VW.

Giant Screens

The giant screens will display fan engagement aspects such as fan cams (DJ cam, Dance cam, etc.), as well as in-venue and/or broadcast production feed including rally replays, video challenges system graphics, live camera play-by-play, sponsor assets, and a variety of statistic and animated scoring. Thus, the importance of a media server – **see the *Video Asset Details* document and the Production section of the *Event Rider* for more information.**

Video content may include sound / music and will require connection to venue's audio system.

RECOMMENDATION: Fan cams and fan engagement aspects for the giant screens are best executed with a set of in-house cameras. These cameras, separate from broadcast requirements, would focus on providing fan specific feed to the giant screens and allowing for an easier and efficient transition between broadcast feeds and in-venue activities. Please reach out the VW E&E manager for more information or clarification.

We encourage the Local Hosts to be creative with their fan engagement plan and use the giant screens to their fullest potential. **All additional giant screen assets created by the Local Hosts require approval from VW.**

Courtside LED boards

This video element is a fantastic asset for local sponsorship opportunities. ***It is important to submit the LED running order (using the template provided) with the affiliated graphics to VW 30 days before the event date for approval.***

Although the pre-match protocol will provide the operator with a structured timeline for assets before every match, the in-game rotations will be interrupted by Big Moments and other spontaneous cues. The system and the operator should be equipped to manage these unpredictable moments and be able to react in a timely fashion.

Additional screens and venue ribbons

Venues with additional giant screens (that will not be used for the score and the main video production of the event) and or built in LED ribbons are to inform VW as soon as possible. Local Hosts are required to provide a venue map or layout showcasing the

location and ideal functionalities of the additional screens. **VW will need to approve the use of these screens before producing any supplementary assets.**

NOTE: The giant screens and LED boards will need to be in sync at certain moments to display graphics. This function must be accounted for when planning out the technical needs of the event.

Playback monitors

We recommend having playback monitors available for the E&E production table, as well as one for the lighting designer (if applicable). The lighting designers must program the show in advance using the broadcast feed as a guide. The announcer / emcee may rely on the replays to explain referee calls, etc. while the show caller will be able to use it as a tool.

REMINDER: All equipment and specs must be approved by the VW Event Operations Department – please use the Production section of the *Event Rider* as your guide.

2.4 COMMS & RADIO COMMUNICATION

A communication system is **mandatory** for the E&E team. This allows for efficient communication between the staff in the technical area, the Event Ops Supervisors, and the broadcast lead.

Note: The pre-match protocol and the Awarding Ceremony cannot take place without the proper communication channels.

3. ENTERTAINMENT PLAN

The goal is to entertain the fans on and off the court. We recognize that every Local Host understands their spectators and fans best. VW is devoted to helping Local Hosts develop an entertainment plan that best sets them up for success while also incorporating the spirit and vision of VW's engagement principles.

3.1 PRE-MATCH PROTOCOL

The Pre-Match Protocol (PMP) is an itemized sequence of events that will happen prior to every match. The timing and action of the PMP is to be respected to ensure the appropriate execution of the sport's technical elements and timeline. This protocol is also key to providing the fans at home with a high-quality broadcast feed. Broadcast relies on the successful execution of the PMP to produce a professional and consistent TV experience. **Please refer to the Event *Pre-match Protocol* including the *Extra Information* tab of the document.**

The goal is to build the energy throughout the pre-match protocol and create optimal hype and excitement right before the first serve. It will include:

- DJ music – plus specific song requirements for certain cues
- Announcer/emcee – engaging the crowd and following the script
- Giant screen and LEDs – working cohesively
- Entertainment lights (if applicable) – enhanced visuals for certain elements and a full lightshow before starting lineups

Communication during the PMP is essential. The local E&E team must always have immediate and direct contact amongst each other for cueing purposes, as well as with the broadcast lead at the venue.

IMPORTANT NOTICE: any additions and/or changes to the Pre-Match Protocol must be discussed and approved by VW. This includes adding to any unclaimed timing block within the protocol.

3.2 DURING THE MATCH

This is where Local Hosts can get creative and have a lot of fun. First and foremost, it's imperative that that all E&E members understand Volleyball to effectively execute their role and set themselves up to react to cues appropriately. One of the beautiful things about sport is its unpredictability. This requires the E&E team to work on the fly during most of the match.

Some cues may come from the show caller, while others may stem from the announcer/emcee making a judgement call after a rally. Once the E&E team learns to work together cohesively, the sport presentation product really shines.

General Guidelines

E&E parameters to consider during rallies (the ball is in play):

- **Zero audio during the play: this includes no music, and no talking from the announcer/emcee. The only sounds we hope to hear are cheering fans.**
- Depending on the positioning of the giant screens in the venue, certain content may not be permitted during the play – *Local Hosts to follow-up with VW.*
- The focus is the players, the ball, the teams, and the referees – always respect the play.

E&E parameters to consider once the rally ends:

- There is zero access to the court for activities except during the breaks noted below.
- Build off players energy, crowd energy, etc. created from scored points.
- Music/jingles/engagement audios from DJ is essential in between points.
- The music, giant screen content, and LED content, and Emcee announcing should all work cohesively.
 - Example: Emcee announces Monster Block: DJ plays Monster Block jingle, plus giant screen and LED graphics for Monster block are also used together.

Fan Prompts

Fan prompts are to be used appropriately throughout the match to encourage fans to celebrate big moments and plays with the players. They include our Big Moments as well as other match specific occasions. Some are unpredictable and can happen at any point during the match, while others can be anticipated as they relate to the score and not the play's outcome.

Each of these has a jingle for the DJ to play, graphics for the giant screens and LEDs, as well as dance moves. They were designed to establish a consistent volleyball element that can be recognized all over the world.

- MONSTER BLOCK (Big Moment)
- SUPER SPIKE (Big Moment)
- ACE (Big Moment)
- FIREBALL (Big Moment)
- SET POINT

See *Music Guidelines* for a detailed description of how and when to use each VW Jingle, Big Moment, Music, and Fan Prompt.

Part of the pre-match protocol may include teaching the crowd the Big Moments. A script will be provided as a guide for the announcer/emcee, but ultimately the goal is to ensure the spectators know how to react and celebrate when each of the Big Moments gets announced.

Break Types

There are different types of breaks during a match that allow for pre-planned fan engagement opportunities. These include:

- SET BREAKS
 - The break in between the sets
 - 3-minute (180 seconds) duration minimum – **some may be extended to 5-minutes based on the event – TBC by VW**
 - 1st and 2nd set break are guaranteed.
 - The court is available for activities – just outside the court behind the serving line is where players warm up.
 - Ideal for on-court activities, longer interactive moments with the crowd, and performances.
 - Longest breaks during a match.
- TEAM TIMEOUTS
 - Each team can call two timeouts per set
 - Only 30 seconds long
 - Not guaranteed or consistent per set
 - Ideal for sponsor videos/announcements or fast and simple crowd engagements
 - Court is available however teams return slowly before the time ends.

NOTE: From an entertainment perspective, all breaks listed above during a match are owned by VW. VW will confirm their activation list and timeslots 30 days prior to the event. Until then, Local Hosts may request specific break slots to use for their local activations.

Technical Elements of the Sport

There are specific moments during a match where the entertainment team will assist the referees to ensure the appropriate presentation of the sport's technical elements. This is not only to better inform the fans, but also to provide coaches and players with additional information regarding particular calls or referee decisions.

- CHALLENGE CALLS
 - Teams can choose to challenge the referees call throughout the match.

- Each team can challenge the referee until they've lost two challenges. If they keep winning their challenges, they can keep challenging.
 - The E&E team must inform the fans of the chosen challenge call and post the *Challenge* graphic on the giant screen, followed by the official challenge review.
 - The review footage comes from the broadcast program feed.
 - These are not distinguished breaks however the time it may take to revise and post the footage of the play for the giant screen is not consistent.
 - The best way to keep the crowd engaged during these moments are for the announcer / emcee and DJ to create suspense.
- **BALL IN AND OUT**
 - Teams can no longer challenge this call as it is provided automatically to the referees.
 - When the footage of the ball in and out is produced for the giant screen, it must be shown in a timely manner so teams can see it before the next serve begins.
 - This footage is provided by the challenge system – they will provide a direct feed only for ball in and out calls.
- **LIVE REFEREE ANNOUNCEMENTS** – if applicable
 - The 1st referee can choose to elaborate on a decision they've made using their referee mic at any point during the match.
 - These announcements will be heard in-venue and on broadcast.
 - See *Referee Announcement Procedure* document for more details.
- **MATCH BUZZER**
 - The buzzer can go off during or after a rally. It is imperative that the music levels allow the buzzer to be heard so referees and all parties can react appropriately.
 - The buzzer can go off for substitutions, timeouts, when a coach calls a challenge mid-rally or if the serve clock hits zero.
- **MISC INFORMATION**
 - No technical timeouts during the sets.
 - Teams change sides between sets and when the leading team reaches 8 points in the 5th set.
 - The court side will be decided at the coin toss before the match.

Types of breaks and technical elements of the sport explained above may vary per Event – VW will specify any changes to Local Hosts.

Fan Engagement Examples

Below are examples of what can be done during breaks:

- **CROWD PARTICIPATION**
All fans can participate from where they are sitting in their seat. These are great for all break type except Challenge Calls.
 - Fan cams (Dance cam, bongo cam, Flag Cam, etc.)

- Different Fan waves (regular, slow, with cell phone, vertical wave, tsunami spin, etc.)
 - Fan chants orchestrated by MC (which section is louder, who is cheering for which team, etc.)
 - Clapping songs (Viking clap, etc.)
 - Prompting the use of clappers or thunder sticks if distributed
 - Dance songs (Macarena, etc.)
 - Trivia, wither with individual fan or entire crowd for fun
 - Giant screen activities – animated graphic displaying noise meter, etc.
 - Cellphone lightshow with entire crowd – follow staff waving on court to beat of song
- **ON-COURT ACTIVITIES**
This requires bringing fans down onto the court.
 - Skills challenge (setting or bumping into a bucket)
 - Serving to targets
 - Obstacle course
- **CONTEST OPTIONS**
These are great options for local sponsors to affiliate themselves with.
 - On-court activity contest
 - Trivia with fan in the stands
 - Dance cam contest
 - Social media contest – post selfie and use specific hashtag to find a winner
- **LIVE PERFORMANCES**
Live performances can be done on the court with appropriate planning.
 - Dance groups
 - Drumming groups
 - Singer
- **GIVEAWAYS**
 - Prizing for contests or activities
 - T-shirt cannon or sling shot
 - Tossing items like mini volleyballs, stress balls, merchandise, etc.
- **OTHER**
 - Interview with special guest
 - Award recognition of local Volleyball team
 - Shoutouts to groups (alumni players, coaches, special guests, etc.) in the crowd
- **MUSIC**
 - DJ can create Spotify playlists for fans to download. (Example: team pump-up playlists, etc.)
 - Create a hashtag for fans to post on social media and request songs to the DJ

The VW E&E coordinator will provide resources and forms to help the approval process of the event's E&E Activations.

All E&E plans must be submitted to VW for approval by no later than 14 days prior to the event. This includes activities, performances, sponsored giveaways, etc.

3.3 POST MATCH

Broadcast Interview (if applicable)

While the winning team celebrates, the in-venue broadcast team will be preparing for an on-court flash interview with a winning player they've selected. The interview will be conducted by one of the broadcast commentators. The E&E team may be required to help facilitate the process.

Ideally the interview uses the venue's audio speaker so the fans can enjoy it as well. The giant screen should only show it if there is audio for the building.

Post-match interviews may vary per Event.

Announcer / emcee Interview

If there is no broadcast interview, or the broadcast interview does not get heard over the venue's sound system, we recommend the announcer / emcee should step up to close off the match with an interview for the fans in venue should time and circumstance permit it.

Celebrations & Giveaways

Other post-match specifics (mini ball giveaways, autograph sessions, celebration, or recognition moments, awarding ceremonies, etc.) will vary per Event and be communicated by VW. **Any additional post match elements that do not follow the Event's Post-Match Protocol requires approval from VW.**

3.4 IN BETWEEN MATCHES

We encourage the Local Hosts to get creative and use the time to the best of their ability to keep the fans engage especially if they do not have the option to leave before the next match.

For instance, if you predict that your fan base stays in their seats during these breaks as they await the next match, continue to entertain them. This could be as simple as automated trivia on the giant screens, a great DJ playlist, a performance or even a quick on-court activity.

If fans tend to the leave the seating area but remain in the building, the DJ music, at a lower volume, must continue even with just a playlist. The DJ's music should only end once the final match has finished and the fans are clearing the seats, or if fans are required to exit the building in between matches.

REMINDER: the time between matches is not guaranteed especially if a previous match runs late. Please be mindful of this when proposing any performances, ceremonies etc. in the E&E plan to VW.

4. TEST MATCH / DRESS REHEARSAL

As stated in the Event Rider, one of the most important aspects of the Event schedule, and for the E&E team's preparation, is the Test Match / Dress rehearsal. The goal of the

rehearsal is to practice the PMP in real time, the in-match elements, the interactions between all personnel, and test all technical elements and equipment for the match.

During this rehearsal, a test match will take place to simulate a real volleyball match. An emergency medical incident will also be practiced during the test match to give the medical team hands on training prior to the event. Every venue is different and requires a logistics plan from the medical team who benefits from this exercise.

The Dress Rehearsal date and time will need to be communicated to all stakeholders in advance to allow for appropriate scheduling and preparation. **Please see *Test Match / Dress Rehearsal Guidelines* for more information.**

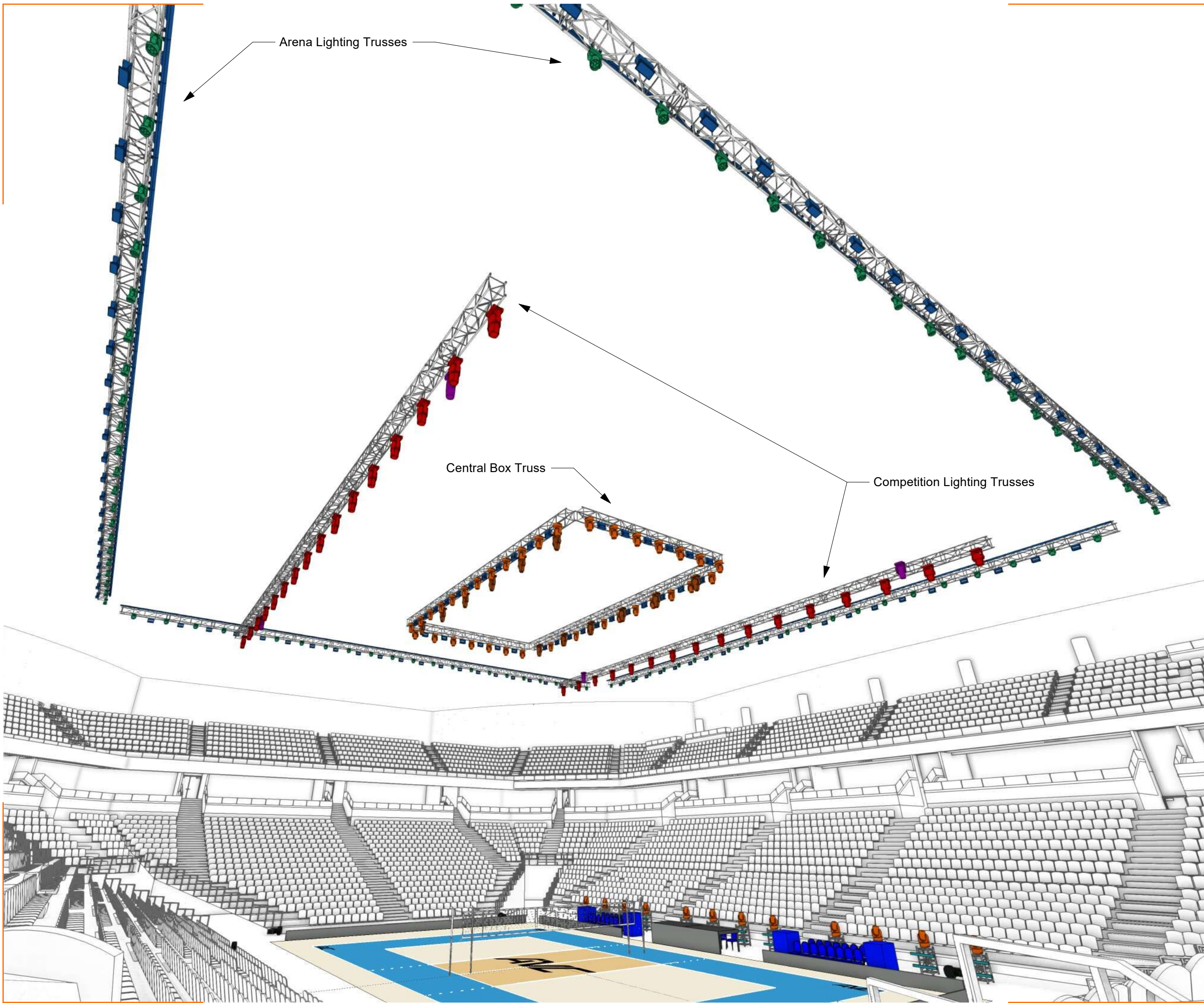
5. VW DISCLAIMER

Volleyball World is committed to fostering a fun and safe environment free of harassment, intimidation, and unlawful discrimination for all people attending, participating in, competing in, and working Volleyball World events.

Staff, athletes, officials, volunteers, and spectators are to treat one another with respect and not engage in violence, threatening, taunting, physical or verbal harassment, or any other dangerous or disruptive behavior.

AVC Rider – Appendix L – Lighting Plot









*Please note this appendix is generic lighting plot for budget purposes. VW Lighting Designer will work with Local Hosts to design a venue specific lighting plot and gear list.





AVC Volleyball

SYMBOLS

LIGHTING

	Martin MAC Ultra Performance	12
	Martin MAC Ultra Wash	32
	Martin MAC Axiom Hybrid	50
	Martin MAC Aura XIP	88
	Chauvet Color Strike M	118
	Pixel Line IP	192
	Robe iForte LTX	4
	Robe Lighting Robospot Control	4
	MA Lighting GrandMA 3 Light Control	2

ATMOS

	Martin AF 1 Fan Floor	8
	Tour Hazer 2	8

NOTES

- All metalwork, truss and cabling black
- Use vendor suitable truss/rigging solutions
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SHEET TITLE

Overview 1

PAGE 1

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AVC Volleyball

SYMBOLS

LIGHTING

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Overview 2

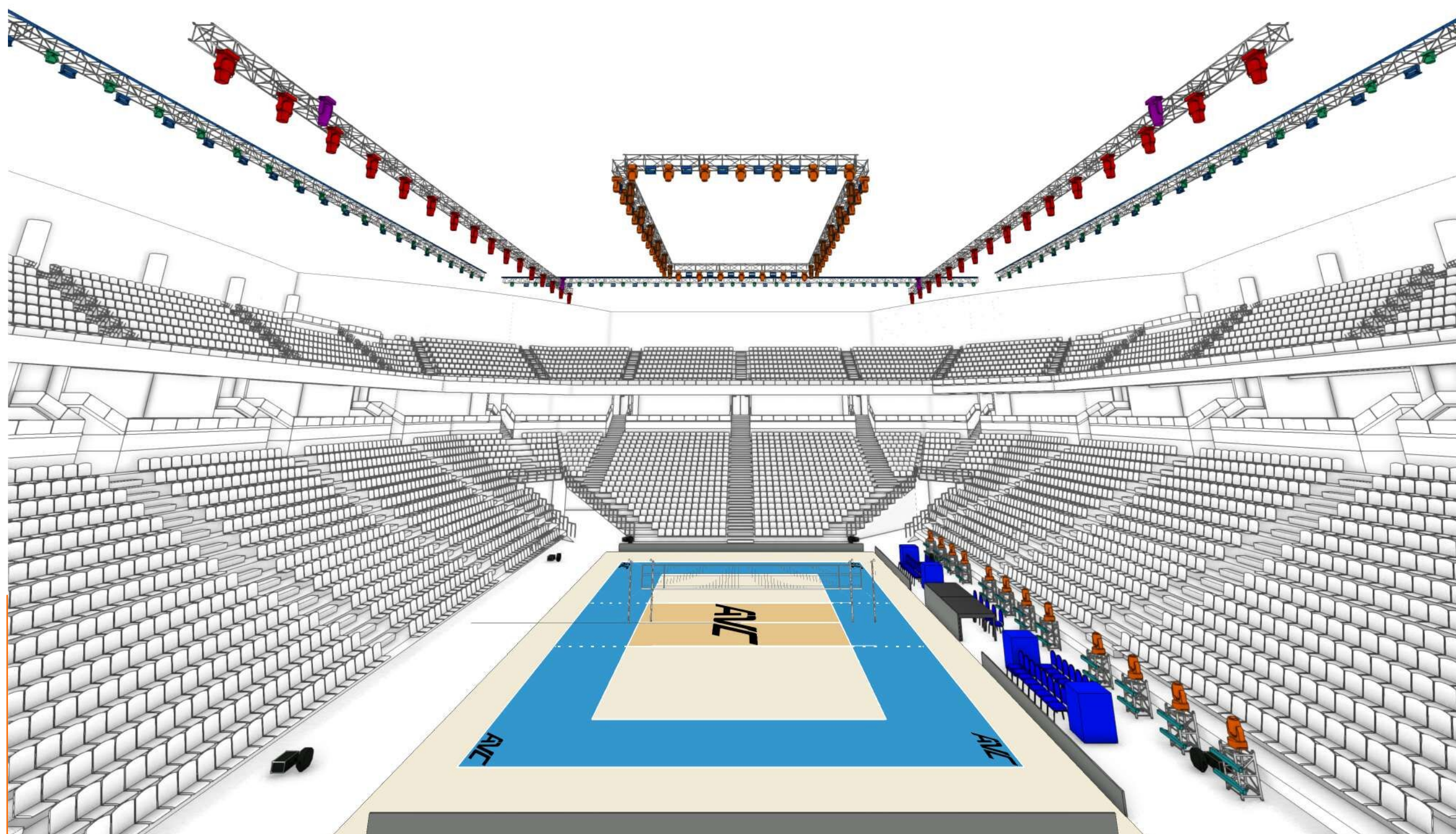
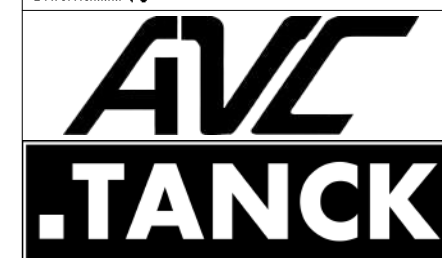
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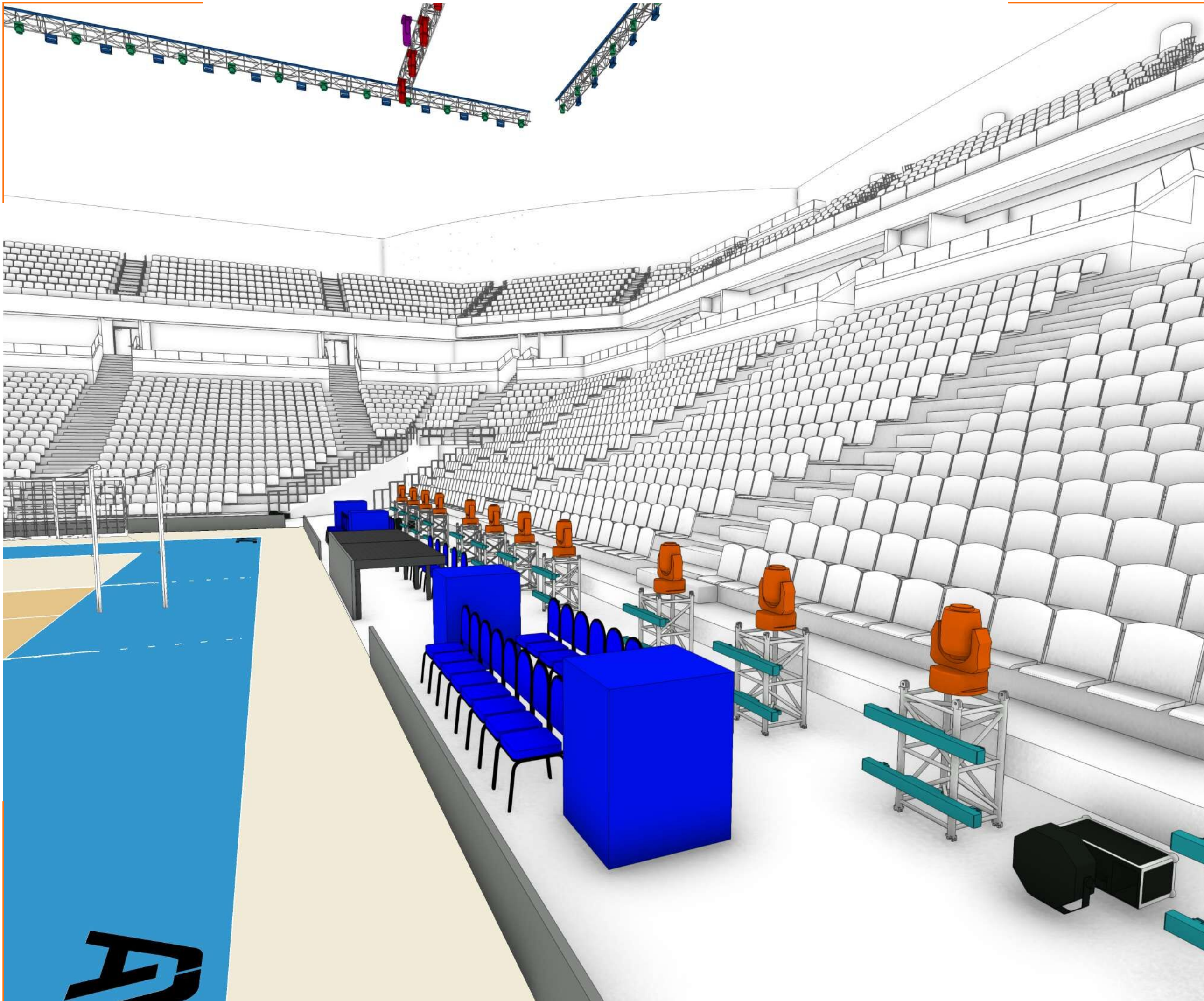
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
AVC Volleyball

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LIGHTING

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ATMOS

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Overview 3

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
AVC Volleyball

SYMBOLS

LIGHTING

	Martin MAC Ultra Performance	12
	Martin MAC Ultra Wash	32
	Martin MAC Axiom Hybrid	50
	Martin MAC Aura XIP	88
	Chauvet Color Strike M	118
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ATMOS

	Martin AF 1 Fan Floor	8
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SHEET TITLE

LX - Flown Equipment

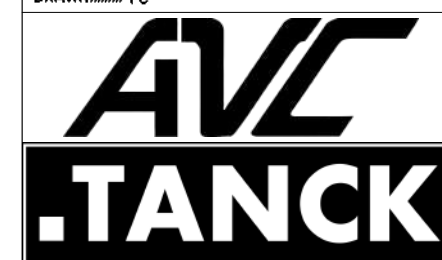
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LIGHTING FIXTURE ALTERNATIVES

Mac Ultra Performance

- >> Ayrton Huracan
- >> Robe Forte
- >> Robe Esprite

Martin Mac Aura XIP

- >> GLP X5 Wash
- >> Robe K20
- >> Robe Tarrantula
- >> Martin Quantum
- >> BMFL Wash
- >> Mac Ultra/Encore Wash

Chauvet Color Strike M

- >> GLP JDC1
- >> Elation Proton Eclipse
- >> SGM P-10
- >> SGM Q-7

Martin MAC Axiom

- >> Robe MegaPointe
- >> Ayrton Karif
- >> CP Mythos 2

iForte LTX

- >> See followspot note

Mac Ultra Wash

- >> See competition lighting note

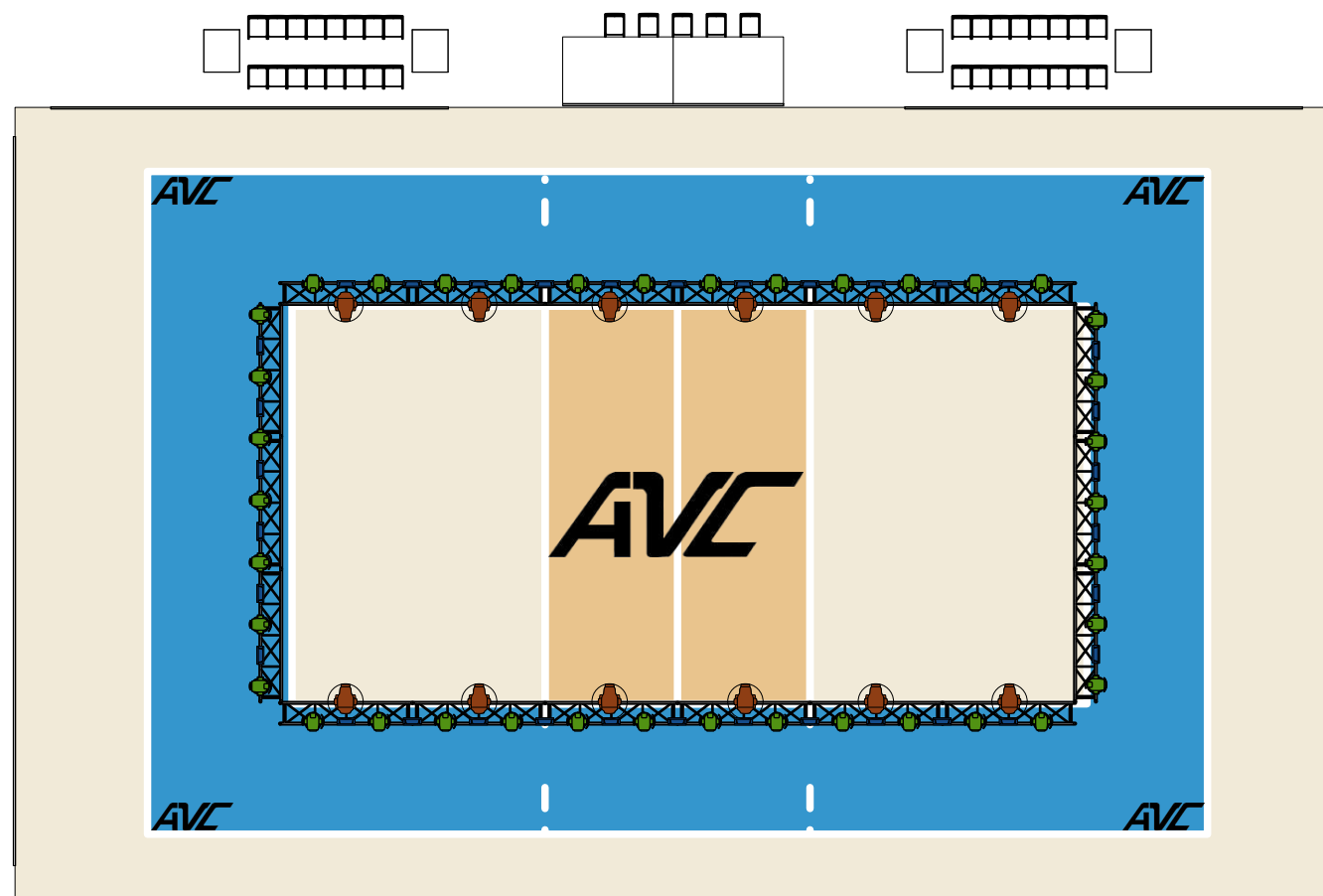
Other alternatives must be approved via VW Event Operations

ARENA LIGHTING (4)

Arena lighting refers to the 4 outer trusses. These units give important audience backlight and colours effects. It is possible that venue/event constraints mean these arena trusses cannot be rigged in the suggested location. In this case, adjust within constraints to achieve the desired look.

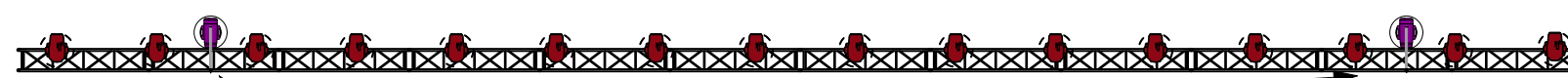
Some options include:

- >> Reduced truss lengths or smaller truss 'pods'
- >> A series of floor supported truss towers, goalposts or trusses on windup stands
- >> Units affixed directly to building rails or placed on floor bases
- >> A combination of the above, ensuring even coverage around the arena space
- >> VW Event Ops will support to find solutions appropriate to the venue



FOLLOWSPOTS (4)

4 independent channels of remote followspots are preferred. If it is not possible to source these, conventional HMI units may be used, of sufficient power for the venue. Operators must be connected via comms headsets to the lighting operator.



COMPETITION LIGHTING

Competition lighting must meet the technical requirements in the latest AVC Rider. The MAC Ultra Wash units drawn show a good example way to do this for a typical arena space.

If the MAC Ultra Wash is not available, other approved units types include:

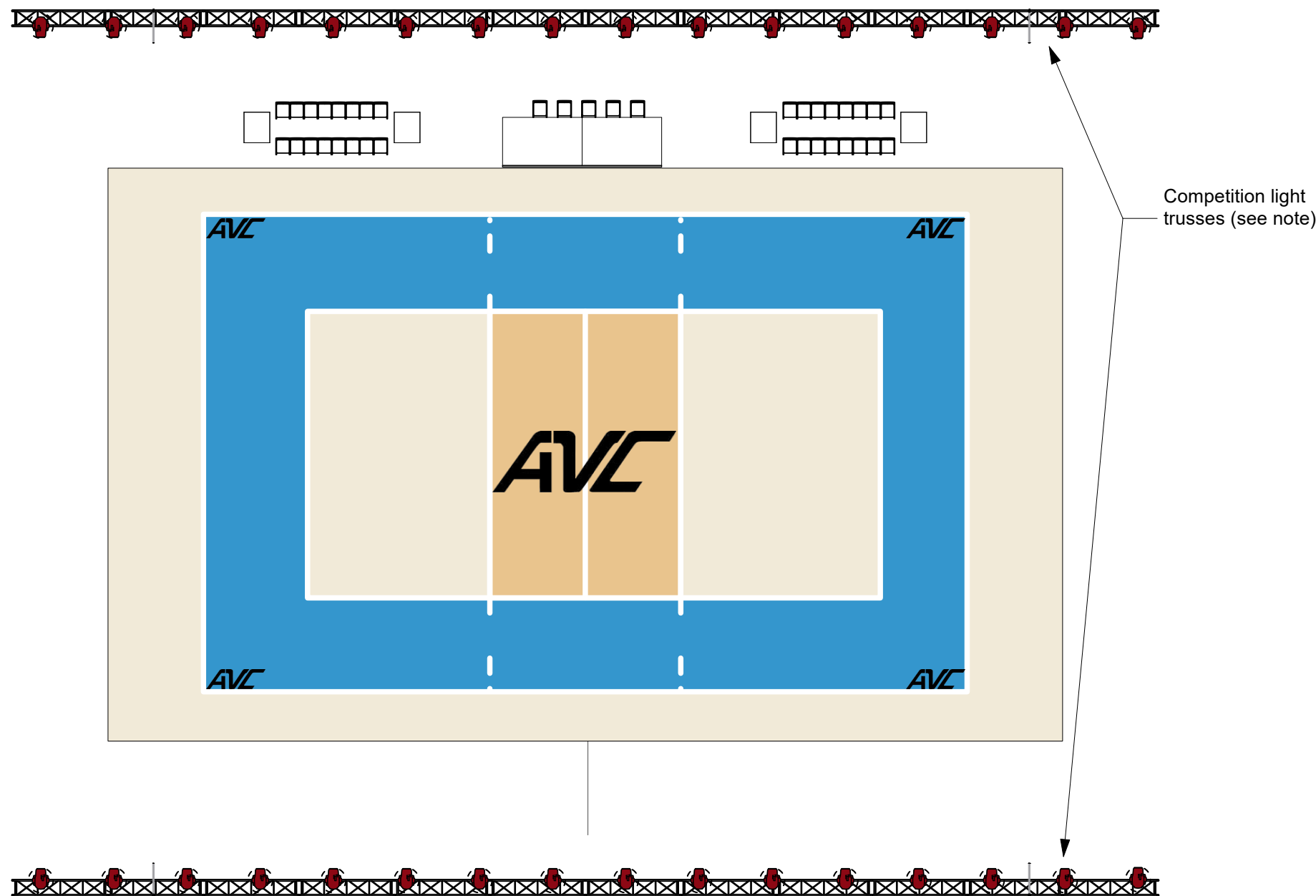
- >> Similar top range LED or discharge soft edge washes (Robe, Ayrton, VL, CP, etc)
- >> Phillips Arena Vision LED (with DMX control)
- >> Arri HMI Fresnel w/ mechanical dimming
- >> Arri S360C or similar soft lights
- >> High power LED panel units (SGM, etc)

The units must all be of the same type and used exclusively for lighting the competition. The final quantity, focus and arrangement of units will be confirmed by the VW Lighting team, based on our calculations, to ensure the Rider conditions are met.

In some cases, the venue will have existing competition lighting installed. This can be used in place of hired-in units if it can be demonstrated from specific on-site testing and data readings that it meets the Rider requirements (level, uniformity, no warm up time, control, glare, etc). If it is not possible to confirm this, units will have to be hired in to meet the specification.

To avoid issues during the event it is highly recommend to hire in competition lighting for the event unless the venue's system has been proven adequate in previous AVC or similar events.

If venue competition lighting is used, special attention must be given to ensure production elements added for the AVC event - but not present during site visit inspection/testing - do not create shadows on the field of play. This includes lighting, rigging, video/LED and cameras equipment.





AVC Volleyball

SYMBOLS

LIGHTING

	Martin MAC Ultra Performance	12
	Martin MAC Ultra Wash	32
	Martin MAC Axiom Hybrid	50
	Martin MAC Aura XIP	88
	Chauvet Color Strike M	118
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	Robe iForte LTX	4
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ATMOS

	Martin AF 1 Fan Floor	8
	Tour Hazer 2	8

NOTES

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SHEET TITLE

LX - Competition Lights

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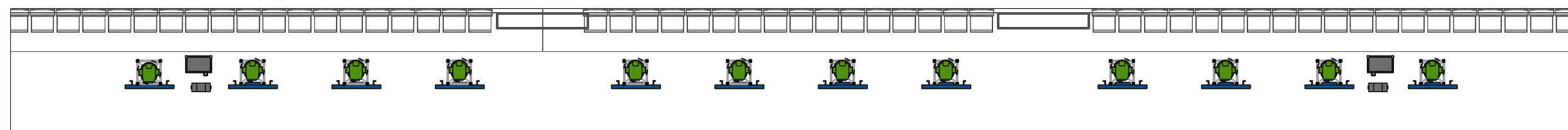
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AVC Volleyball

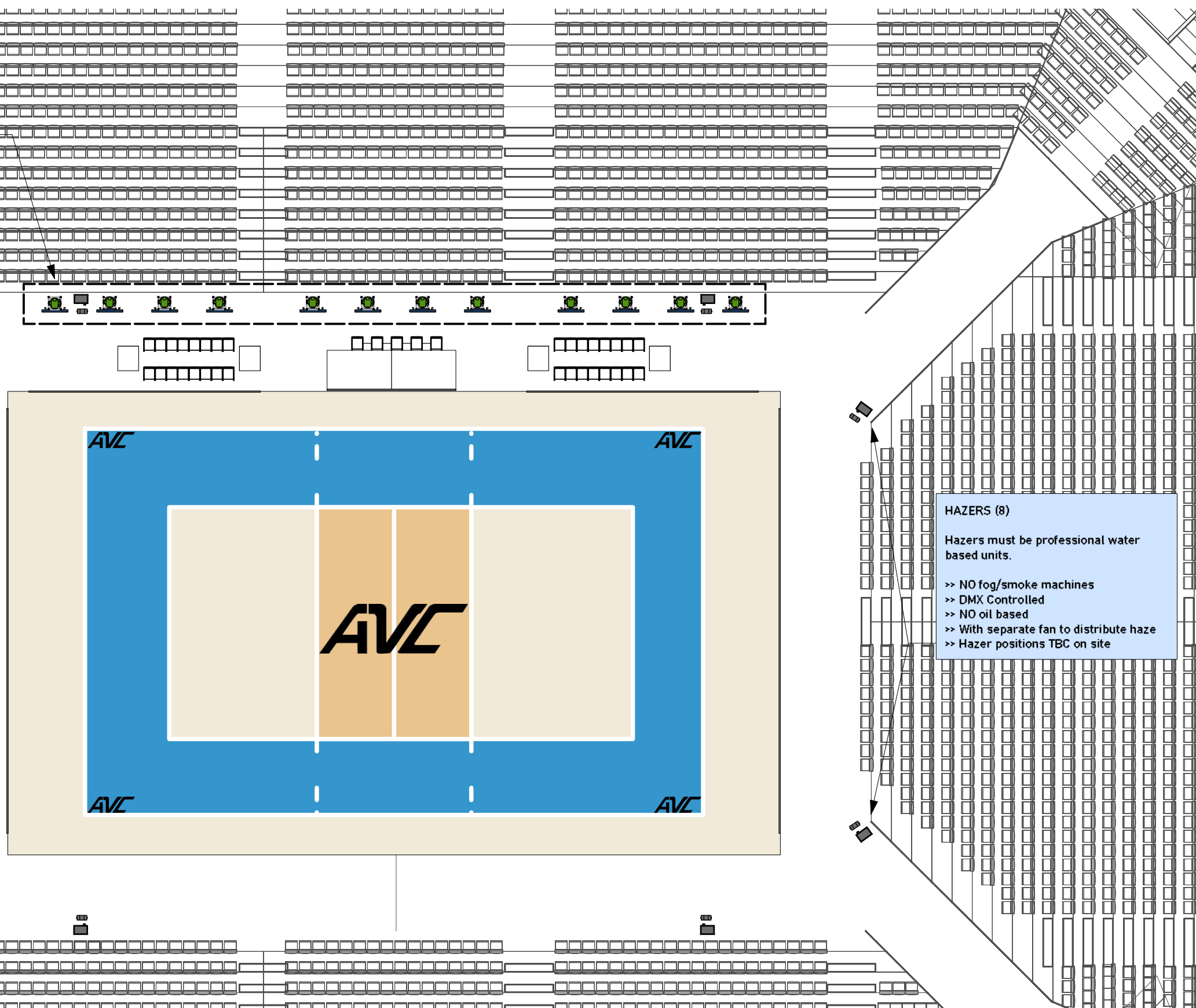
Floor Lighting Detail



FLOOR LIGHTING

Suggest these units are on 1m towers, but the exact height and placing will vary according to venue restrictions and audience sightlines.

The aim is for the beams to clear the players benches and give an uninterrupted look for CAM 1, while also not obstructing audience view.



HAZERS (8)

Hazers must be professional water based units.



- >> NO fog/smoke machines
- >> DMX Controlled
- >> NO oil based
- >> With separate fan to distribute haze
- >> Hazer positions TBC on site

SYMBOLS

LIGHTING

-  Martin MAC Ultra Performance 12
-  Martin MAC Ultra Wash 32
-  Martin MAC Axiom Hybrid 50
-  Martin MAC Aura XIP 88
-  Chauvet Color Strike M 118
-  Pixel Line IP 192
-  Robe iForte LTX 4
-  Robe Lighting Robospot Control 4
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ATMOS

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SHEET TITLE

LX - Floor Equipment

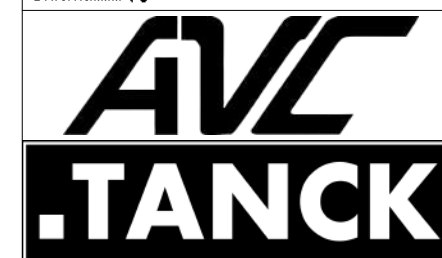
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GENERAL RIGGING NOTES

****THERE MUST BE NO OBSTRUCTION BELOW 12.5m FROM THE COURT ABOVE THE FIELD OF PLAY. THIS IS A SPORT REGULATION REQUIREMENT.****

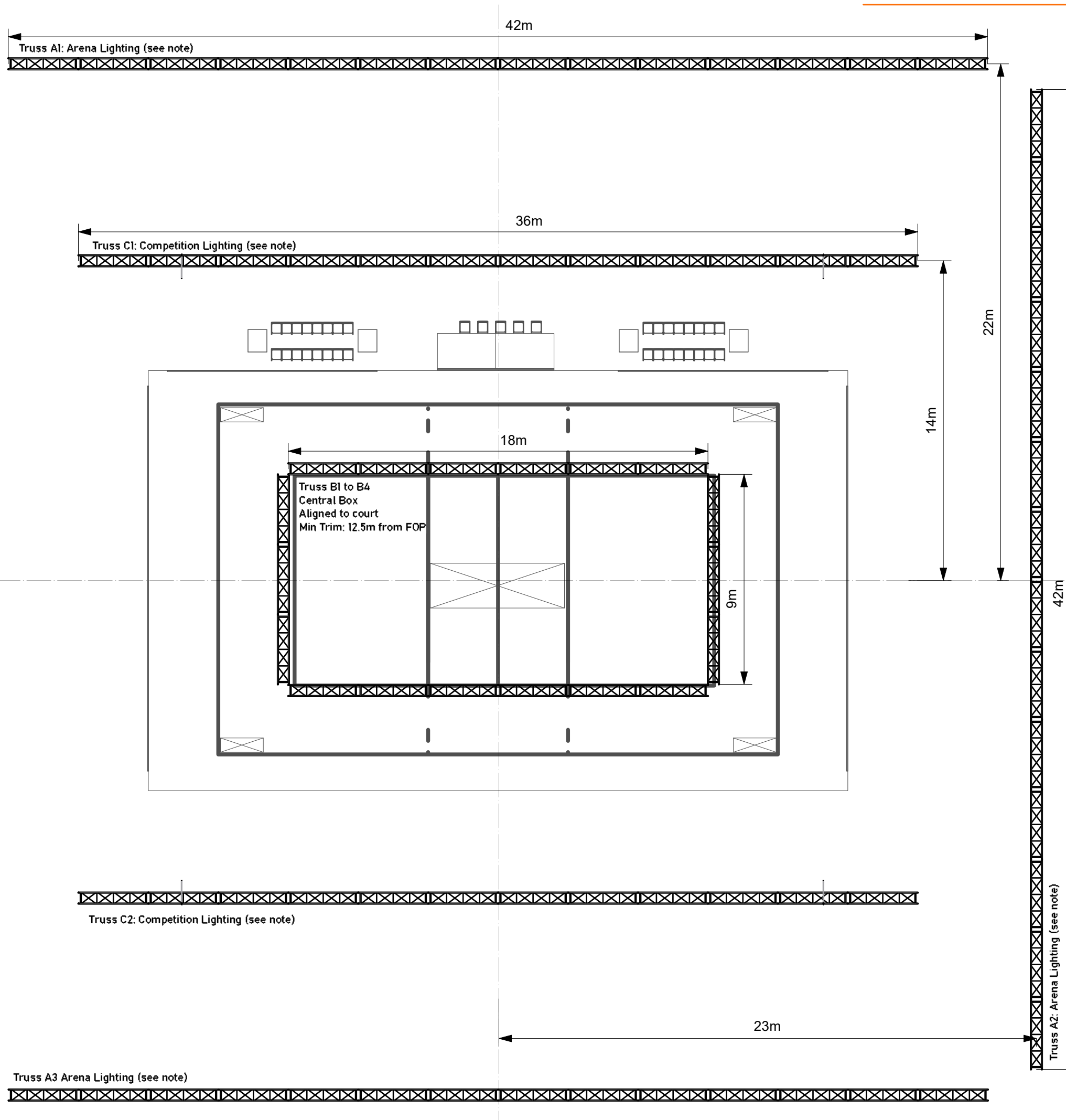
When designing and installing additional production rigging, trusses and lighting, take care to ensure these elements:

>> Do not obscure audience sightlines to the field of play, giant LED screens, jumbotron.

>> Do not obscure broadcast camera view of the field of play

>> Do not create shadows on the field of play if in-house competition lighting is being used.

Truss A4: Arena Lighting (see note)



AVC Volleyball

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SHEET TITLE

Truss Layout

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