

<b>Builder</b>	Wood of Huddersfield (1978, 1991 and 1997)
<b>Designers</b>	Philip Wood, Keith Jarvis (Tonal); David Graebe (Casework)
<b>Compass</b>	Manuals: C1 to C61, Pedals C1 to C32
<b>Action</b>	Mechanical key, pedals, coupling. Electric stop action.
<b>Blowing</b>	Fan/blower reservoir/turbulence attenuator/schwimmers.

**Manual III** (enclosed) - wind pressure 63mm

1	Tremulant	
2	Trompette	8
3	Basson Hautbois	16
4	Mixture 4 ranks	2
5	Tierce	1 <sup>3</sup> / <sub>5</sub>
6	Waldflöte	2
7	Nazard	2 <sup>2</sup> / <sub>3</sub>
8	Koppelflöte	4
9	Principal	4
10	Holz Gedackt	8
11	Spitzgamba	8
12	Célèste	8 TC

**Pedal** - wind pressure 60mm

13	Tremulant	
14	Schalmei	4
15	Trompette	8
16	Posaune	16
17	Contra Posaune	32
18	Mixture 6 ranks	2 <sup>2</sup> / <sub>3</sub>
19	Nachthorn	2
20	Octave	4
21	Rohr Gedackt	8
22	Octave	8
23	Principal	16
24	Sub Bass	16
25	III - Pedal	
26	II - Pedal	
27	I - Pedal	

**Manual I** - wind pressure 53mm

28	Cromorne	8
29	Scharf 4 ranks	1 <sup>1</sup> / <sub>3</sub>
30	Octave	1
31	Sesquialtera 2 ranks	2 <sup>2</sup> / <sub>3</sub>
32	Quinte	1 <sup>1</sup> / <sub>3</sub>
33	Blockflöte	2
34	Principal	2
35	Rohrflöte	4
36	Praestant	4
37	Gedackt	8
*	Tremulant	
38	III - I	
39	Cymbelstern	

**Manual II** - wind pressure 60mm

40	Cornet 4 ranks	4 C13 - G56
41	Trompette	8
42	Trompette	16
43	Scharf 4 ranks	1
44	Mixture 5 - 6 ranks	2
45	Gemshorn	2
46	Spitzflöte	4
47	Octave	4
48	Rohrflöte	8
49	Principal	8
50	Gedacktpommer	16
*	Tremulant	
51	III - II	
52	I - II	

**Piston Couplers.**

[these stops are not settable on pistons, and are not on the Gen. Cancel]

53	II and Pedal pistons combined
55	I on Pedal pistons
54	III on Pedal pistons.

*53 couples division pistons on Man. II to Ped. divisional pistons and vice-versa.*

*55 places Man I divisionals onto Ped general pistons.*

*54 places Man III divisionals onto Ped general pistons.*

*54/55, when drawn, remove the general piston settings from the Ped. generals. The general settings are still available on the Manual general pistons.*

*\* refers to unnumbered stops on the console. These stops can be set on pistons.*

