



<p>TO ARRANGE ARRIVAL TIMES/SOUNDHECK ETC:</p> <p>email Sean O'Donnell – seansvg@hotmail.com (please cc Moray Munro moraymunro@yahoo.co.uk)</p> <p>or contact the band on the road via mobile phone Sean O'Donnell 0044 7807 012 534 or Moray Munro - 0044 7765 164 798</p>	<p>TECHNICAL QUERIES:</p> <p>should be directed to sound engineer Moray Munro: moraymunro@yahoo.co.uk 0044 7765 164 798</p>
<p align="center">CONTACT MANAGEMENT</p> <p align="center">If you can't get hold of the band you can contact management on 0044 1875 830 328 or robinsmorton@gmail.com</p>	

Battlefield Band Technical Requirements:

Sound Engineers & Technicians:

The band will bring an engineer who can mix FOH and monitors from the FOH desk. A venue technician should be available throughout soundcheck and the show to assist with any queries the engineer has. If a separate monitor engineer and desk is available then this could be discussed at soundcheck.

Sound Check:

Sound check should be scheduled for at least three hours before showtime. This allows for a more complete check and allows time for correction, alteration or replacement of any equipment should the need arise. For an 8pm show, the stage should be set (see attached stage plot) and all equipment should be set up and tested by 5pm. Thank you!

Backline:

No backline required

Mixer:

Ideally with a minimum of 12 channels, with 4 pre-fade aux monitor sends and 2 post-fade aux sends. There should be insert points and phantom power available on every channel. The mixer should be attached to a snake and set up between 1/2 and 2/3 of the way back into the room.

Speakers & amplification:

A compatible 2 or 3 way speaker system is needed, or a full range system (Bose, Meyer, Turbo, Martin, EV etc). Amplification should be compatible with the speaker system and size of venue. Allowance should be made for ample headroom.

Microphone Stands:

8 good quality mic stands with boom arms are required

Monitor System;

Ideally 4 monitor speakers, fed by individual pre-fade aux sends from the house mixer (or from a separate monitor desk and engineer if provided)

Outboard Equipment:

A sensible minimum would be separate graphic equalizers for the house systems and monitor sends. Ideally one graphic per monitor send. We also need 2 good quality digital effects processors and at least 2 dual compressor/limiters.

Lighting:

We don't know much about lighting, so if you've got someone who does that's great. We normally just ask for 'general washes and 4 lights to pick out individuals', but if someone's feeling creative then *gaun yersel big yin**

Stage Miscellaneous:

Medium sized table required on stage (positioned stage left) for the piper to put instruments on.

Minimum Stage Measurement:

Ideally 20' wide x 10' deep (6m x 3m) but in smaller venues we'll do our best to fit on what you've got.

* translation: please feel free to do whatever you think is required and we will support and appreciate it.



CHANNEL INPUT LIST

CH #	DESCRIPTION	MIC / DI	PHANTOM POWER
01	VOCAL <i>(stage position 1)</i>	SM58 (standard please, <i>not beta</i>)	-
02	ACOUSTIC GUITAR <i>(stage position 1)</i>	Active DI with XLR output (Sean will bring but please provide a spare as backup)	+48v Required
03	VOCAL & FLUTE <i>(stage position 2)</i>	SM58 (standard please, <i>not beta</i>)	-
04	BODHRAN <i>(stage position 2)</i>	SM57 (standard please, <i>not beta</i>)	-
05	SPEECH / BACKING VOCAL, FIDDLE & WHISTLE <i>(stage position 3)</i>	SM58 (standard please, <i>not beta</i>)	-
06	FIDDLE <i>(stage position 3)</i>	Active DI with XLR output (Please provide this. Alasdair will have lost his DI...)	+48v Required
07	SPEECH / BACKING VOCAL & WHISTLE <i>(stage position 4)</i>	SM58 (standard please, <i>not beta</i>)	-
08	BOUZOUKI <i>(stage position 4)</i>	Active DI with XLR output (Mike will bring but please provide a spare as backup)	+48v Required
09	BAGPIPE CHANTER <i>(stage position 4)</i>	SM57 (standard please, <i>not beta</i>)	-
10	BAGPIPE DRONES <i>(stage position 4)</i> NB - this mic must be <i>above & behind</i> the musician, pointing down on the drones from above. It may not be necessary in smaller rooms.	SM57 (standard please, <i>not beta</i>)	-
11	<i>spare channel</i>		
12	<i>spare channel</i>		

Stage position: 1 = stage right 2 = centre right 3 = centre left 4 = stage left