Sound Talk

This is the first of irregular and occasional articles of a general nature about the way the sound system team night at RMCMC Socials.

The sound team has three main purposes

1. help the performers do the best they can
2. give the audience the best experience possible
3. keep themselves as invisible as possible.

In most places the sound desk is sitting somewhere in the dark at the back of the venue. But we are where everyone can see us, so it is hard to be invisible! But we hope NOT to draw attention to ourselves by ensuring the singers and instruments are all being heard, and there are no squeaks and pops.

SUGGESTIONS FOR PERFORMERS

I'd like to start with looking at the performer end of the music train. Performers, we want you to be happy with what you hear on stage. Tell us what you need to hear so that you can do your best. We have quite a good capacity to tailor the foldback channels so that you can hear what you need of yourself and your co-performers. There are four foldback monitors across the front of the stage. Each one is separately controlled for every input channel. If you need to hear more bass (unlikely!), we can feed the bass guitar through the monitor closest to you. If you can't hear your own voice over the lead guitar, we can cut the guitar in your closest monitor and boost your vocals if needed. We cannot hear what you hear since we are in the audience area! So make sure to talk to us – and if it's not satisfactory let us know!

FOR MUSICIANS ONLY

And one more big thing for the musicians - do check that your instrument is

a) in tune and
b) set to a suitable level.

We have a small grey box which you can use to set your instrument output to an average level. When set correctly, the signal you send to the sound desk is within the range we have set the desk up to receive – it saves a LOT of fiddling when you are ready to start your set.

Hopefully I will be energetic enough to write some more for future Newsletters.

Ron Linning,

Sound & Light Coordinator.