

# FICHE TECHNIQUE – TÉADA

## SOUND SPECIFICATIONS

CH	INPUT	PWR/STAND	OTHER INFO
1	Guitar DI	P48v	
2	Bouzouki DI	P48v	
3	Accordion Shure SM57	Short Boom	
4	Accordion XLR	P48v	
5	Fiddle DI		H. Freq Cut/Reverb
6	Flute Shure SM58	Tall Boom	
7	Bodhrán Shure SM57	Short Boom	
8	Vocal 1 Shure SM58	Tall Boom	
9	Vocal 2 Shure SM58	Short Boom	
10	Vocal 3 Shure SM58	Tall Boom	High Mid Boost
11	Vocal 4 Shure SM58	Tall Boom	

## MONITORS

<b>Monitor 1</b>	Prominent Guitar/Bouzouki. Also Flute, Fiddle, Bodhran.
<b>Monitor 2</b>	Prominent Accordion. Also Flute.
<b>Monitor 3</b>	Prominent Fiddle (high and low cut) & Main Vocal.
<b>Monitor 4</b>	Prominent Flute. Also Accordion, Guitar/Bouzo
<b>Monitor 5</b>	Prominent Bodhran. Also Guitar/Bouzouki, Accordion, Fiddle

## Key Guidelines

It is important to adhere to the soundcheck schedule described below to ensure maximum efficiency of time. We would appreciate if the soundcheck time arranged is adhered to as much as possible in order to allow for relaxation time before the gig, and also a less stressful soundcheck. The duration of soundcheck will be approximately 1 hour.

### Soundcheck Schedule

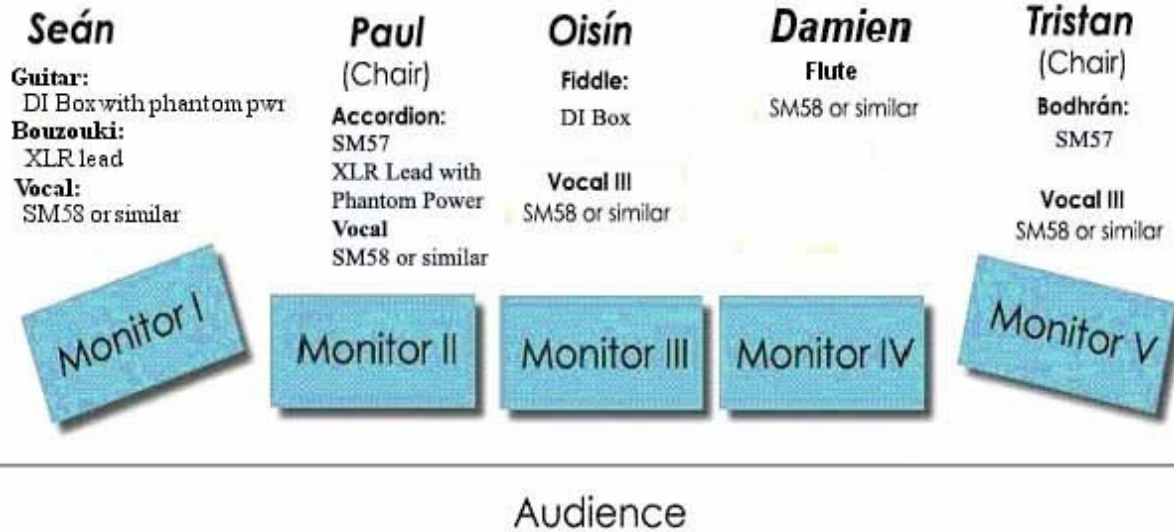
1. Starting from stage right with guitar, check line then get FOH sound up and running. Then put sound in monitor mixes that require it.
2. Continue with this routine through the rest of the instruments except for vocal.
3. We will then run through a tune to solidify monitor mixes and FOH mix can be finalised at this stage.
4. After this is complete, we will work on the vocal in the same way.

### FOH

**FOH or monitor sound should not change during performance unless absolutely necessary or arising from a specific request from the stage.** Accompaniment instruments (i.e. guitar, bouzouki and bodhran) **MUST** not overwhelm the melody instruments (i.e. fiddle, accordion and flute). There should be a reasonable amount of high end cut off the fiddle in FOH and the monitor. Other than this, the remaining instruments may begin with a flat eq.

## Stage Plan

# téada



Signature de l'Organisateur :