

## SITPWG Sound Check List

While in venue, make sure you ALWAYS have a radio for communication

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### Power Up

- Turn on power for both SL & SR 16amp socket by using the two switches in the control room. They are in the white fuse box next to the amps labeled SL & SR.
  - This will activate all power for the void (Wireless, stage boxes, FB amps and personal mixers).
  - The Midas Pro 6 can be powered on, switch located on the back right hand side. Make sure most up to date show file is being used.
  - Amps can now be turned on and unmated for system checks.
  - A Qlab test of show cues will be done after a speaker flash test.
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### Wireless Packs

- On arrival, make sure all packs, DPA's, mic belts and batteries are accounted for from the last session of use.
  - Bring all packs and DPA's to the stage for line check before cast fittings, this is done after master system check.
  - Once all mics are tested they will be taken in the baskets to their respective dressing rooms and actors, along with mic belts, mic tape and water proofing.
  - Cast will be assisted in their mic fittings, with no cast member taking longer than a minute to fit. Mics will be placed in the centre of the forehead and packs wrapped in plastics bags or balloons.
  - Cast will then be brought downstairs for final mic checks.
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### Band Sound Check

- After the cast mics had been checked and taken to the cast, it will be the responsibility of one of the crew to do a scratch test of all the band mics on stage, communicating with desk operator on what mics are done and what are left to do.

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## Comms and Cue Light Checks

- Once all departments are available, place one team member on every set of cans and have them go through one by one. (LX Op, LX Designer, Sound, SM, DSM, Fly Floor as well as all wireless sets).
- This will also be the time where the DSM will be prompted by a member of crew to flash through all departmental cue lights.