

**Daniel Elms - Bethia**

**1. MUSICIANS/VOICES**

Paul Bentley-Angell (voice)  
Ashley Turnell (voice)  
Simon Gallear (voice)  
Thomas Flint (voice)  
x4 SM58 and boom stands

Craig White (piano)  
Christian Barraclough (trumpet)  
Mark Keith (carillon)  
Emily Blackledge (synth)

**2. PA**

x2 subs  
x2 tops  
x32 channel mixing desk

**3. FOLDBACK**

x8 over-ear earphones (1 or 2-sided)  
Extension cables to allow for distancing.  
Fold back monitors to be available as back up.

**4. AMPLIFICATION**

x1 amplifier for the synthesiser. Roland synth amp or keys amp. 20 watt minimum combo amp.  
x1 monitor for the carillon bells (the carillon bells are fed from an audio interface, which will require a line -level monitor, not an amplifier). This will go through the PA.

**5. SYNTH AND AUDIO LAPTOPS**

NB composer will be providing the synth, the laptop, midi keyboard and corresponding audio interface for the carillon instrument.

**6. VISUAL LAPTOPS**

x1 Digital projector. HDMI.  
x1 Screen.  
x6 mono outputs soundcard to playback .Mov file with track layout as follows:

(x6 channels to desk in total. x1 channel for click to cans to be split 8 ways.)

1. Click track
2. Tape sound 1 (seagull)

3. Tape sound 2 (waves)
4. Kick drum
5. Snare drum
6. Hi-hat

NB This computer will also need to output to the projector.

## **7. SOUND DESK**

x32 channels minimum

NB This should cover any mics/mixes for the pre-show introductions and the Q&A session but please flag if you think this is an issue

### **ON STAGE SOURCES**

- x4 vocal mics
- x2 piano mic
- x1 trumpet mic
- x1 amp mic (synth)\*
- x1 monitor mic (carillon)\*

\* It is the intention for every instrument to have a source that is visible on stage (e.g. the synth is heard via an on-stage amp, rather than through the PA), however, I predict that both the synth and the carillon might sound more impressive if sent directly through the venue PA to create a more immersive/surround effect.

### **PA SOURCES**

- x6 mono outs from visual laptop (see above for track breakdown)