

Basics of Running a Sound System

To Learn:

1. About the system and how sound moves through it
2. How to plug in a microphone
3. How to turn the system on/off
4. Controlling sound for microphone/CD

Basics of Sound and the Sound System

Soundwaves – energy moving air forwards and backwards

Microphone – transfers sound into signal → microphone cable → soundboard

Microphone stand – (located in storage room backstage) either boom or standard

Soundboard – Adjusts sound volume and tone → amplifiers → speakers

Wireless Receiver – captures signal from wireless microphone → soundboard

Amplifiers – power the speakers

Speakers – reproduce sound from microphones/CD at much higher volume

SETTING UP/TURNING SYSTEM ON

1. Get all microphones and accessories, and set up on stage
2. Turn on Soundboard (and soundbooth rack, if needed)
3. When needing sound, turn on amplifier rack (backstage)
4. If CD needed, insert CD
5. Assign needed microphone/CD channels to MASTER
6. Set MASTER fader to -0-
7. With channel fader down, unmute microphone channel and slowly bring up fader towards -0-



Boom Stand
(for podium)



Regular Stand
(for just talking)

Plugging in microphones – DO THIS FIRST!!!

1. Obtain SM58 and cord from Soundbooth, stand from storage room (boom for podium, standard if no podium)
2. Plug female end of cord into microphone, male end into stage jack (remember blue jack #)
3. SM58 switch must be “on” to work
4. In Soundbooth, find jack # (white label) on the board

The Soundboard

On/off switch – must be switched ON BEFORE SPEAKERS

Channel – controls all sound for one microphone/CD

Gain switch – adjusts amount of signal from microphone into the board

EQ – adjusts tone of microphone sound

FX/Monitor/AUX – sends (“routes”) sound to different locations

Mute – shuts off sound of microphone/CD

Solo button – isolates microphone for meter

Channel fader – adjusts microphone/CD volume

Channel Assignment – routes to MASTER fader

MASTER fader – controls main speaker volume;

ALWAYS SET TO -0-

Meters – monitors levels of SOLO/MASTER (keep green!)



