Hair Sound Needs. Prelim – 10/28/22

House speakers
Surround speakers
Front fill – 4 or 6 MM4s below deck detail aimed at audience
Stage Monitors

- 2 or 3 downstage center – on deck, or in front for deck or on orchestra rail
- Pair in first wing
- Pair (probably powered Mackies) USL and R corners in wings
- Pair Lineset 10-12 – or 17-18, down-firing monitors

Wireless: cast of 26. + spares

Possibly Audix Deck mics 4-ish for backup purposes.

SM58 on straight stand and cable (cable will need to be long enough to cover most of stage). This will be used for some solos and actor generated sound effects.

Wireless handheld as spare

Possible SM55 on straight stand for top of act 2

Discuss: acoustic guitar onstage – no way to amplify.

Orchestra: Band of 11 members including Terry at keyboard (not seen by audience).
Probably 13 instrument inputs (mics and DI) plus 10-15 drum/perc mics

1. Reed: Baritone Saxophone (Flute, Piccolo & Clarinet)
2. Trumpet 1
3. Trumpet 2
4. Trumpet 3 (optional)
5. Trombone (optional)
6. Bass (electric)
7. Drums (trap drum set)
8. Percussion: Bongo Drums, Conga Drum, Bell Tree, Marimba, Tambourine, Wood Block, Temple, Blocks, Cabasa, Maracas, Gong, Siren, Castanets, Ratchet, Slapstick, Indian Drums (optional), Quica (Lion's roar) or Claves or Bongos, Tubose (Scraper)or Tambourine, Tower Clock Chime (sfx)
9. Guitar 1 acoustic & electric
10. Guitar 2 electric
11. Piano (Electric Piano or Synthesizer)

Monitors for Band:

- Sub-mixer for distribution and mix of vocals and sections. Will probably want these 6 sends: Vocals, Brass/Reed, Guitars, Drums/Perc, Keys, Bass
- Speaker for keys
- Speaker for brass/reed
- Speaker for drums/perc
- Speaker for guitars

Video for Orchestra/Actors

- Conductor Camera
- Full Stage Camera
- 2 TVs in Coves (which to be determined)
- TV/Monitor for Terry
- 2 feeds – one towards house from backstage, on towards band from house

- Possible TV or multiple TVs for other band members.

Things to consider/Discuss:
- <mark>Understudy Programming</mark>
- <mark>Must have A2 with some wireless knowledge</mark>
- <mark>Must have wireless monitoring station</mark>
- No victrola (mentioned in script)

Sounds:
- Transformer explosion and power going out
- Warfare – through ages – lots of specifics.
- Helicopter
- Sniper gunshots
- Possible vacuum cleaner sound
- Cosmic fart (actor will hold wired mic to butt)
- Siren (in orchestra but probably move to sound)
- Clock tower (in orchestra but will probably move to sound)
- Burst into flames (person)