



LWC Engineer Position Profile

Department: Worship Arts
Supervisor: Sound Engineer Coordinator
Department Overseer: Worship Director
Category: Volunteer
Date Last Revised: 4/12/16

Summary

The purpose of this position, under the direction of the Sound Coordinator, is to mix audio and assist with other audio needs for the weekend & mid-week worship experiences, including set up and tear down of audio equipment, cables, monitors, microphones, and any other equipment necessary to make each worship experience a success.

Big Picture

- Set up cables and equipment needed for worship experiences
- Confer with worship team and others on stage in order to determine and achieve the desired sound for a service experience
- Mix and edit voices, music, and taped sound effects for live performances and for pre-recorded events, using sound mixing board
- Stage Plotting.

Details

Set up cables and equipment needed for worship experiences

- Follow the weekly PCO plans to ensure correct stage set-up, connect microphone and speaker cables to stage boxes, mics, direct boxes and monitor speakers
- Correctly identify wireless mics, set up with batteries and place in appropriate positions
- Set out and connect personal monitoring stations for the band
- Ensure drum kit is appropriately set with the correct mic settings

Remove cables and equipment after worship experience

- Store mics in toolbox at the sound booth
- Remove Dis, mic stands, and other equipment not left out during the week
- Ensure all mics are off and follow battery procedures

Mix audio for worship experiences

- Arrive 10-15 minutes before band and vocals to do necessary set up
- Conduct sound check with band
- Adjust monitor mixes as needed
- Mix using the settings specified for your particular service – these settings should be defined during rehearsal prior to services

Additional Details

- Each worship experience is responsible for scheduling their engineers.
- Each worship experience will assist with a monthly inventory checklist to provide an accurate account of equipment that needs to be replaced, fixed, or purchased.
- Sound Engineer Director will be responsible for keeping track of specified inventory/equipment list
- Each worship experience sound engineer is responsible for keeping area clean and up to date.
- Sound Engineer will work closely with the Worship Director and Service Coordinators to ensure sound quality meets or exceeds the standard for ideal mix.

Training

- The church, through collaboration with outside resources, will provide training necessary for engineers to do their jobs effectively
- There may be monthly or bi-monthly meetings requested by the Sound Engineer Coordinator to ensure cohesiveness across all worship experiences or to provide any training necessary
- Individual training will be available provided by the Coordinator

Qualifications

- A committed, growing follower of Jesus Christ
- Authentic and consistent in his/her own spiritual walk and relationships
- Demonstrated ability to set up all audio equipment for a worship experience without help
- Knowledge of how music fits together, and ability to create consistently good mixes
- Ability to pay attention, adapt to changes and function well in a live production setting

- Knowledge of or willingness and ability to learn digital mixing consoles and the software for personal mixing system.
- Ability to follow written and verbal instructions with great attention to detail
- Ability to work as part of a team

Time Requirements

Worship experience schedule

- Sunday Spanish Experience 9am
- Sunday Multicultural Experience 10:30am
- Sunday English Experience 6pm
- Wednesday The Point Youth 7pm

Rehearsal Schedule

- Tuesday (Spanish & Multicultural) 7pm
- Thursday (English & Youth) 7pm

Sound Engineers are expected to be available to serve a minimum of 1 service per month. Also, it is encouraged that you attend the rehearsal directly associated with the experience you will serve in. It is extremely beneficial for the success of the service for engineers to be prepared on his/her expectations come Sunday.

Physical Demands

The LWC Engineer must possess mobility to work in a stage environment. Specific vision abilities required by this job include vision to read printed materials and a computer screen, close vision, color vision and depth perception; hearing and speech to communicate in person. Must also frequently use hands to finger, handle or feel objects, controls. Must possess mobility to walk up and down a ladder or stairs, and lift up to 50 pounds.