

# FA|FM CHURCH

## LIVE PRODUCTION AUDIO TRAINING GUIDE

This training guide is designed to develop healthy, skilled, servant-hearted audio engineers who can confidently support worship experiences, communicate effectively under pressure, and create distraction-free environments that help people encounter God.

The goal is not simply to train operators — it is to develop leaders who understand both the technical and spiritual responsibility of live production ministry.

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### THE HEART BEHIND AUDIO MINISTRY

Audio engineers help shape the atmosphere of a service. Every microphone, mix adjustment, transition, and technical decision either supports or distracts from what God is doing in the room.

As an audio team, we strive to:

- Support the vision of the house
  - Remove distractions from worship and communication
  - Create clear and consistent sound experiences
  - Serve with excellence, humility, and awareness
  - Build environments where people can encounter God
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### CORE VALUES OF THE AUDIO TEAM

#### 1. Spiritual

##### A Community of Authentic Relationships

We lead with integrity, humility, and encouragement.

“Sweet friendships refresh the soul and awaken our hearts with joy.” — Proverbs 27:9

## **Expectations**

- Maintain a teachable spirit
  - Encourage and support team members
  - Protect unity within the ministry
  - Serve with humility and consistency
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## **2. Leadership**

### **We Lead by Example**

Everything we do reflects the culture of the church.

“Set yourself apart as a model of a life nobly lived.” — Titus 2:7

### **Expectations**

- Be early and prepared
  - Stay focused during rehearsals and services
  - Communicate clearly under pressure
  - Take ownership of mistakes and solutions
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## **3. Technical Excellence**

### **Excellence Honors God**

Preparation creates confidence.

“Put your heart and soul into every activity you do.” — Colossians 3:23

### **Expectations**

- Learn systems thoroughly
  - Practice consistently
  - Keep workspaces clean and organized
  - Solve problems calmly and efficiently
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## **4. Creativity**

### **Creating Environments for Ministry**

Audio is both technical and artistic.

“He has filled them with skills to do all manner of work.” — Exodus 35:35

### **Expectations**

- Learn musical dynamics
  - Develop critical listening skills
  - Support emotional movement within worship
  - Mix with intentionality, not distraction
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## **AUDIO TRAINING PATHWAY**

### **LEVEL 1 — NEW VOLUNTEER**

#### **Purpose**

Introduce volunteers to the culture, workflow, and foundational systems of the audio ministry.

#### **Focus Areas**

- Team culture
  - Service flow
  - Basic equipment awareness
  - Volunteer expectations
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### **LEVEL 1 TRAINING OBJECTIVES**

#### **Orientation & Culture**

Volunteers should:

- Meet the Creative Arts team
- Understand the mission of audio ministry
- Learn expectations for communication and preparation
- Understand rehearsal and service flow

## **Production Environment Tour**

Become familiar with:

- FOH position
- Broadcast room
- Audio racks and patching
- Stage pockets and snakes
- Wireless microphone storage
- Green room workflow
- Speaker locations and auditorium coverage

## **Planning Center Online (PCO)**

Learn how to:

- Accept or decline scheduling requests
- Block out unavailable dates
- Review service flow and rehearsal plans
- Access charts, tracks, and service notes

## **Basic Equipment Awareness**

Introduction to:

- Audio consoles
- Wireless microphones
- In-ear monitor systems
- Stage boxes
- Cables and connectors
- Power distribution basics

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# **LEVEL 2 — AUDIO ASSISTANT (A2) / NEXT GEN FOH**

## **Purpose**

Develop foundational stage skills and live audio support workflow.

At this stage, volunteers begin actively supporting rehearsals and services.

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# LEVEL 2 TRAINING OBJECTIVES

## Stage Setup & Organization

### Learn Proper Stage Layout

Understand:

- Spike marks
- Vocal positions
- Instrument placement
- Platform setup
- Cable management

### Expectations

A Level 2 engineer should:

- Keep the stage clean and organized
- Prevent cable hazards
- Support smooth transitions

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## Signal Flow Fundamentals

### Understand Audio Signal Path

Learn:

Microphone/Input → Stage Box → Snake → Console → Processing → Outputs → Speakers

### Topics Covered

- Analog vs digital signal flow
  - Stage patching
  - Split systems
  - Broadcast sends
  - Console routing basics
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# Microphones & Wireless Systems

## Learn Common Microphone Types

### *Dynamic Microphones*

Used for:

- Vocals
- Guitar amps
- Snare drum

### *Condenser Microphones*

Used for:

- Overheads
- Choirs
- Acoustic instruments

### **Learn:**

- Polar patterns
  - Proper microphone placement
  - Gain sensitivity
  - Phantom power
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## In-Ear Monitoring

### **Understand:**

- Wireless packs
- RF awareness
- Monitor sends
- Personal mixes

### **Responsibilities**

- Battery checks
  - Pack distribution
  - Mic organization
  - Quick troubleshooting
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# **Cable Knowledge**

## **Learn Cable Types**

- XLR
- TRS
- TS
- SpeakON
- Ethernet
- Power cables

## **Learn Proper Handling**

- Over-under wrapping
- Labeling
- Storage
- Preventing cable damage

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## **Service Terminology**

A Level 2 engineer should understand:

- Line Check
- Sound Check
- Run-Through
- Pre-Service
- Post-Service
- Countdown
- Background Music
- Communicator
- Playback
- Talkback

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## **Service Support Skills**

### **During Services**

A Level 2 engineer should:

- Watch batteries and RF levels
- Support stage transitions
- Communicate clearly with FOH

- Anticipate needs before problems happen
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## **LEVEL 3 — FOH ENGINEER / BROADCAST ENGINEER**

### **Purpose**

Train engineers to confidently operate audio consoles during live services and broadcasts.

At this level, engineers should begin mixing independently.

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## **LEVEL 3 TRAINING OBJECTIVES**

### **Console Operation**

Learn:

- Input patching
- Output routing
- Aux sends
- Subgroups
- DCAs/VCA's
- Monitor sends
- Broadcast routing
- Scene management

### **Expectations**

An engineer should:

- Navigate quickly under pressure
  - Build clean sessions
  - Maintain organized workflows
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## **Gain Structure**

### **Understand Proper Gain Staging**

Learn how gain affects:

- Noise floor
- Clarity
- Headroom
- Distortion

## **Goal**

Maintain clean signal throughout the entire audio chain.

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## **Equalization (EQ)**

### **Learn:**

- High-pass filters
- Low-pass filters
- Frequency ranges
- Cutting vs boosting
- Finding problem frequencies
- Instrument separation

### **Develop the Ability To:**

- Create clarity in a mix
  - Remove muddiness
  - Prevent harshness
  - Make room for vocals
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## **Compression & Dynamics**

### **Learn:**

- Threshold
- Ratio
- Attack
- Release
- Makeup gain

### **Understand:**

Compression should control dynamics without making the mix feel lifeless.

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## **Panning & Stereo Imaging**

### **Learn:**

- Stereo field placement
  - Instrument positioning
  - Creating space in the mix
  - Broadcast considerations
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## **Effects Processing**

### **Reverb**

Learn how reverb:

- Creates depth
- Softens harshness
- Changes perceived space

### **Delay**

Learn how delay:

- Creates movement
  - Enhances transitions
  - Supports emotional moments
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## **Mixing Philosophy**

### **A Great Mix Should:**

- Support worship, not distract from it
  - Keep vocals clear and intelligible
  - Feel dynamic and alive
  - Translate across the room and stream
  - Stay consistent throughout the service
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## **Broadcast Mixing**

### **Learn:**

- Broadcast-specific EQ
  - Stream loudness
  - Vocal consistency
  - Ambient microphones
  - Translation across headphones and speakers
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## **Service Preparation**

### **Before Every Service**

An engineer should:

- Review service order
  - Check all batteries
  - Verify playback
  - Confirm routing
  - Line check all inputs
  - Save scenes and backups
  - Prepare for unexpected moments
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## **LEVEL 4 — LEAD AUDIO ENGINEER**

### **Purpose**

Develop leaders capable of managing systems, training volunteers, troubleshooting problems, and overseeing the entire audio department.

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## **LEVEL 4 TRAINING OBJECTIVES**

### **Advanced Troubleshooting**

Learn To Diagnose:

- Signal loss
- Ground hum

- RF interference
- Clocking issues
- Routing problems
- Console failures
- Playback issues

## **Goal**

Solve problems quickly without creating panic.

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## **System Design & Audio Infrastructure**

### **Understand:**

- Patch management
  - Gain architecture
  - System processors
  - Network audio
  - Wireless coordination
  - Speaker coverage
  - Acoustic awareness
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## **Leadership Development**

### **Lead Engineers Should:**

- Build healthy team culture
  - Train and mentor volunteers
  - Give constructive feedback
  - Lead rehearsals calmly
  - Protect team morale
  - Create systems and consistency
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## **Service Leadership**

### **A Lead Engineer Should:**

- Think ahead constantly
- Anticipate transitions
- Communicate clearly
- Stay calm during pressure

- Protect the overall experience
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## **Stewardship & Organization**

### **Responsibilities Include:**

- Equipment maintenance
  - Cable organization
  - Inventory management
  - Vendor communication
  - Budget awareness
  - System documentation
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## **CHARACTER EXPECTATIONS FOR ALL LEVELS**

Every engineer is expected to:

- Be teachable
  - Stay humble
  - Protect unity
  - Avoid negativity
  - Remain dependable
  - Stay spiritually healthy
  - Represent the church well online and in person
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## **FINAL GOAL OF TRAINING**

The purpose of this training is not simply to produce skilled technicians.

The goal is to develop:

- Worship-minded engineers
- Strong leaders
- Problem solvers
- Calm communicators
- Servants who carry excellence and humility

At FA|FM Church, audio is not just production. It is ministry.