



Audio Positions:

All resumes and inquiries should be sent to audio@troopersdrumcorps.org

Audio Engineer – A1

CONTRACTOR

The Troopers seek experienced audio engineers for an **A1 position for the 2026 Season**. This is a touring position as an independent contractor. Candidates will report to the Audio Caption Head. If selected, you will have the opportunity to tour with a world-class production and crew and gain hands-on experience with professional audio equipment and implementation strategies.

RESPONSIBILITIES

- Help build the audio system and maintain it throughout spring training and the summer tour
- Mix rehearsals and performances during spring training and the summer tour
- Work with caption heads and the design team to ensure the system operates as designed and that the mix meets Troopers standards
- Run RF position during shows and manage frequency coordination at show sites as needed
- Interact with students to maintain consistency with audio equipment

- Communicate daily notes and tasks with the audio systems designer

REQUIREMENTS

- Minimum **3 weeks of availability between late May and August 9, 2026**
- Strong knowledge of audio signal flow
- Ability to mix a live show
- 2–3 years of mixing experience with a similar group or ensemble
- Knowledge of RF wireless systems (primarily Shure) and use of Wireless Workbench
- General understanding of IT networking as it pertains to AV applications
- General knowledge of power distribution and testing with metering equipment
- Ability to communicate effectively in high-stress/high-volume environments and in day-to-day operations with multiple staff and caption heads
- Ability to lift **50+ lbs**
- Strong time management skills and ability to work at a fast pace

OPTIONAL REQUIREMENTS

- Previous drum corps experience
- Previous touring experience
- Familiarity with MainStage and the use of audio and MIDI interfaces

COMPENSATION RANGE & BENEFITS

Approx. **\$500–\$700 per week**, commensurate with experience

Contractor travel to Troopers programming is covered by the organization

Travel, food, and housing provided for the duration of the engagement

*Position is open until filled.

Audio Systems Technician / RF Engineer – A2

CONTRACTOR

The Troopers seek an experienced audio engineer for an **A2 position for the 2026 Season**. This is a touring position as an independent contractor. Candidates will report to the Lead Audio Engineer and Audio Caption Head. Selected candidates will tour with a world-class production and gain hands-on experience with professional audio systems.

RESPONSIBILITIES

- Help build and maintain the audio system throughout spring training and summer tour
- Run RF position during performances and manage frequency coordination at show sites
- Coordinate with on-site frequency coordinators when applicable
- Assist students with fitting and implementing wireless packs and microphones on instruments
- Coordinate with instructional staff on best-fit wireless solutions for specific instruments

- Daily distribution and collection of wireless packs
- Serve as backup show mixer for the A1 engineer

REQUIREMENTS

- Strong knowledge of audio signal flow
- Ability to mix a live show
- Knowledge of RF wireless systems (primarily Shure) and Wireless Workbench
- General understanding of IT networking for AV applications
- General understanding of power systems and testing
- Ability to solder and fabricate XLR, power, and data cables
- Ability to troubleshoot effectively in high-stress environments
- Strong communication skills with staff, caption heads, and students
- Ability to lift **50+ lbs**
- Strong time management and ability to move quickly and efficiently

OPTIONAL REQUIREMENTS

- Previous drum corps experience
- Previous touring experience
- Familiarity with MainStage and audio/MIDI interface workflows

COMPENSATION RANGE & BENEFITS

- **\$400–\$700 per week**, commensurate with experience
- Contractor travel to Troopers programming is covered by the organization
- Travel, food, and housing provided for the duration of the engagement

*Position is open until filled.