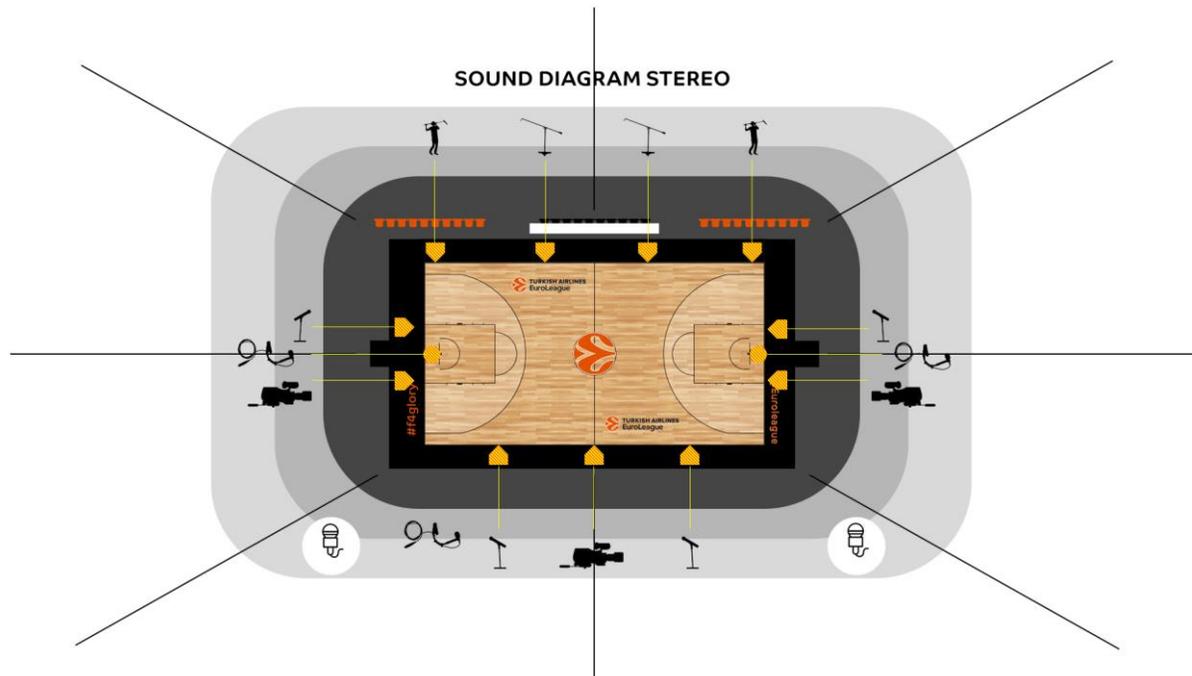


### 3.6. Audio Plan

Audio coverage of the games is an important element in audience experience. A steady but reactive crowd ambience should be combined with a dynamic mix of the sound of the ball and playing action, wherever it is on the playing court.



Full audio effects including basket (two), shotgun (including live shotgun microphones placed on all three of the hand-held on-court cameras), crowd and talent microphones (and headsets). A digicart, DAT, CD player and cart machine for other music requirements (such as highlight music, tease music, etc) are also required. A mix console will be located in the main TV production truck and will be a Studer 928/4/4, with 60 inputs.

EV expects that all games will be produced with full audio effects and properly mixed so the TV viewers are able to clearly *hear* the playing court and crowd sounds. This includes the placement of unmanned “effects” microphones placed at strategic positions around the playing court, on the basket support structures and at other positions near the cameras and will, therefore, be subject to cable routing.

In the case that the IFPC is using more than the minimum 11 cameras required by this TV Broadcasting Manual, it will be allowed to place two of those extra cameras and a perch