



Advance Contact	Kevin Mazzarelli	kevin@treefortmusicfest.com	(208) 599-5829
Artist Relations	Izze Rump	artists@treefortmusicfest.com	(208) 559-0004
DOS Contact	Sara Peyton	sara@theduckclub.com	(208) 241-7860

PARKING AND LOAD IN:

Pull into Julia Davis Park from W Myrtle St. *SEE MAP., veer right onto Julia Davis Drive. Veer left at the first fork and go past the tennis courts. Keep veering left until you reach the traffic circle, a staff member will direct you to your parking and load-in.

We will have a 16' ramp stage right - about 120' Push from parking lot. Forklift available with advance notice 40' Mojo style barricade

SOUND/LINE CHECK:

All sound checks will be festival line checks unless advanced. Please arrive at the venue at least two hours prior to your set for load-in. There is 20 minutes between each act for set up/line checks and any time taken for set up/line checks over this time will cut into your set.

ARTIST HEADQUARTERS

THE BASQUE CENTER | 601 W. GROVE ST. BOISE, ID 83702

ARTIST HEADQUARTERS THE BASQUE CENTER 601 W. GROVE ST. BOISE, ID 83702		
ARTIST CHECK-IN	ARTIST SETTLEMENT	ARTIST LOUNGE
WED 3/25: 12:00PM - 8:00PM THUR 3/26: 11:30AM - 10:30PM FRI 3/27: 11:30AM - 10:30 PM SAT 3/28: 11:30AM - 10:30PM SUN 3/29: 12:00PM - 4:00PM	WED 3/25: 12:00PM - 10:30PM THUR 3/26: 10:00AM - 10:30PM FRI 3/27: 10:00AM - 10:30PM SAT 3/28: 10:00AM - 10:30PM SUN 3/29: 10:00AM - 10:30PM	WED 3/25: 12:00PM - 9:00PM THUR 3/26: 12:00PM - 9:00PM FRI 3/27: 12:00PM - 10:00PM SAT 3/28: 12:00PM - 10:00PM SUN 3/29: 12:00PM - 9:00PM
**Due to the historical nature of The Basque Center, there is no elevator access to Artist Check-in + Settlement. Please advance with Izze (artists@treefortmusicfest.com) to make alternative arrangements if needed.		

HOSPITALITY: The official artist hospitality area is located at **601 W. GROVE ST. BOISE, ID 83702** (hours listed above). Throughout the weekend refreshments, snacks, and bar drinks will be served in this area and open to all performing artists. **Please note that food service will end at 8:00PM every night.** Drink tickets for the artist lounge will be provided for you in your artist packet upon check-in, and drink tickets for your venue will come directly from your venue manager day of show.

MERCH: There will be a dedicated area for artist merchandise sales within the venue, and it is 100% artist sells. Please talk to your venue manager and they will direct you to the artist merch area.

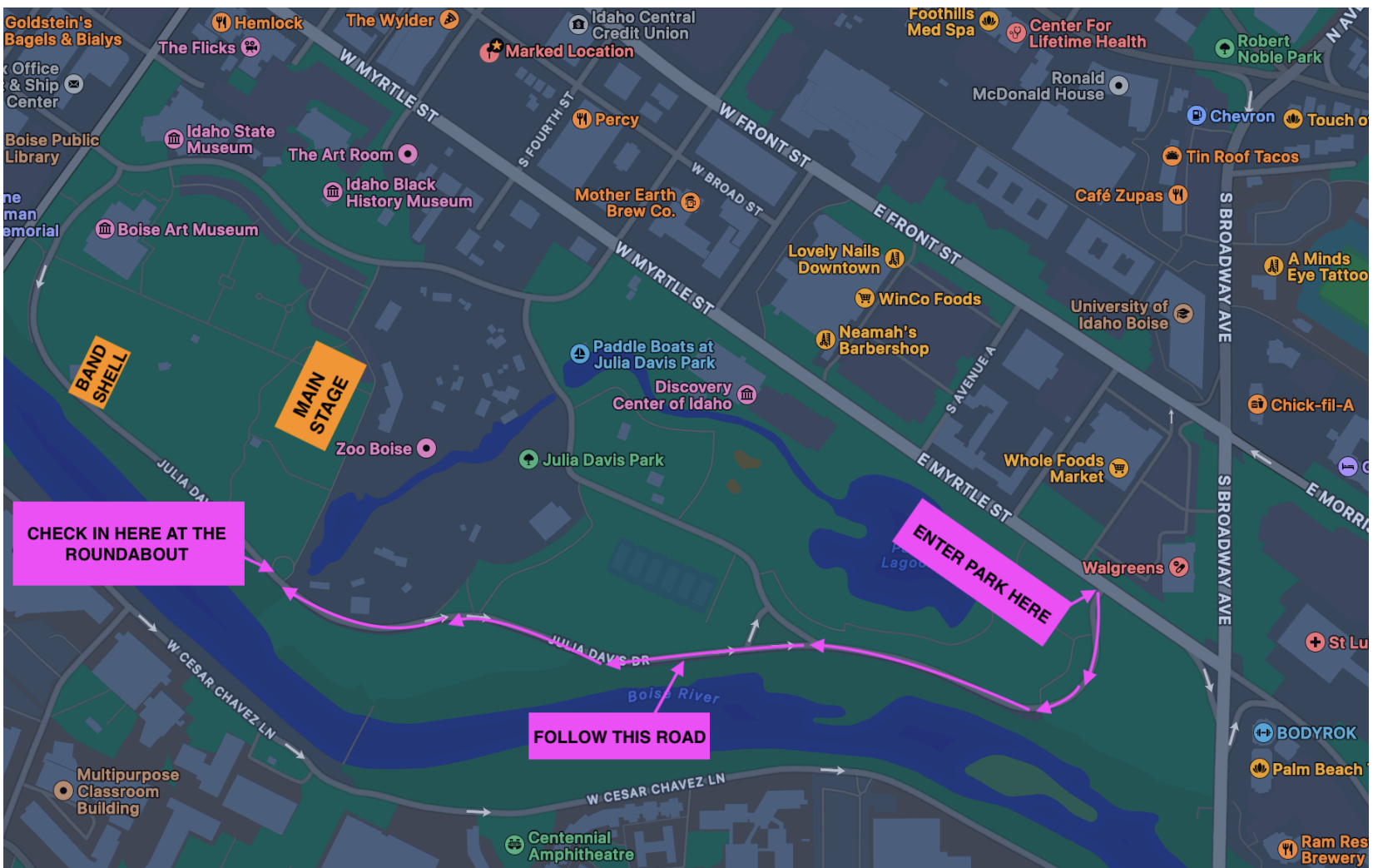
SETTLEMENT: All artists receiving compensation must settle in our accounting area located at **601 W. GROVE ST. BOISE, ID 83702** (hours listed above). All settlements will be in a check unless cash is requested prior to **Monday, March 16, 2026**. All bands receiving compensation (over \$600) will need to fill out a W9 (or W8) form in order or receive payment.



TECH SPECS:

See page 3.

MAP





Treefort 2026 Venue Specs

(Valiant Stages)

*Subject to changes.

Production company contact: Zack Morris

Email: zack@valiantprod.com

(m) (928) 607-4525

(O) (208) 488-6404

ValiantProd.com

<https://www.facebook.com/valiantprod/>

<https://www.instagram.com/valiantproductionsboise/>

Main Stage - Stage

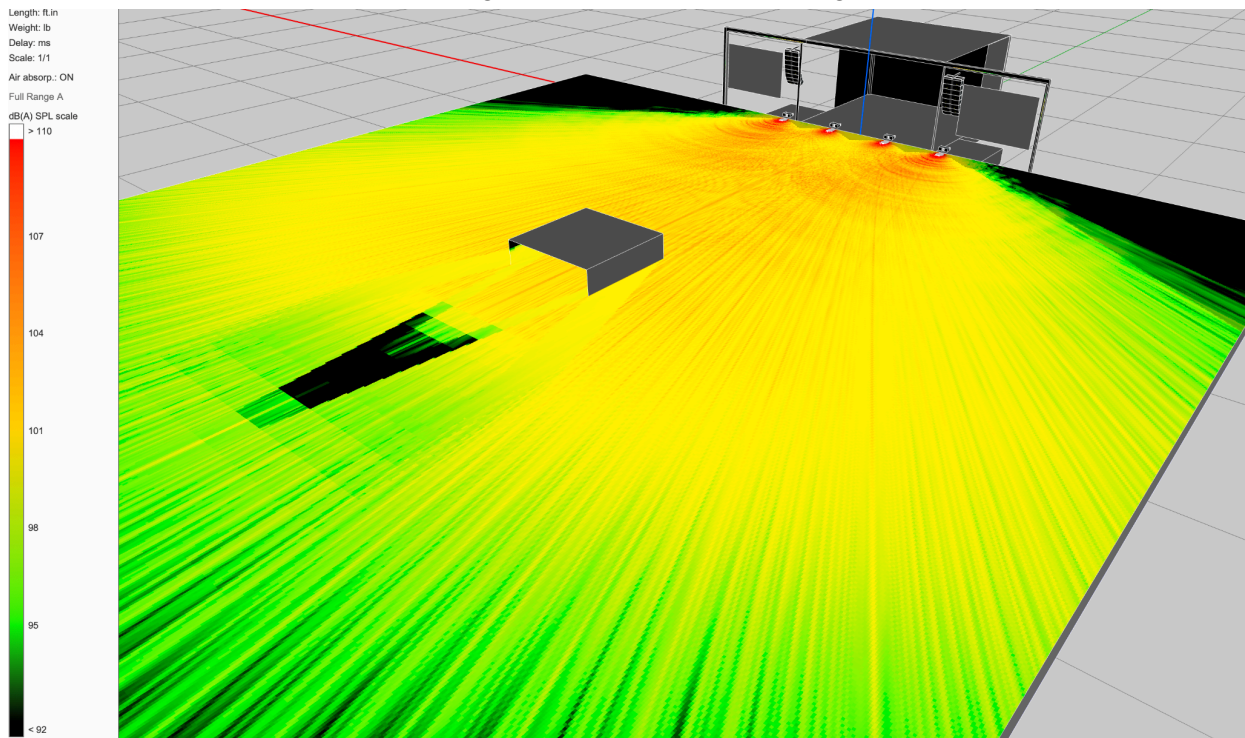
Main Stage

- Stage Line SL320 40'x40' covered stage (performance area) with SL 12'x40" and SR 12'x16' wings and a rear dock build-out for riser prep. 8'x8' rolling risers available for headliners and direct support with advance
- Loading - we will have a 16' ramp stage right - about 120' Push from parking lot
- Forklift available with advance notice
- 40' Mojo style barricade

Main Stage - Audio

- Racks and stacks
 - 8x per side L'Acoustics K2 Line arrays (Flown)
 - 12x L'Acoustics KS28 in a sub arch array (Ground stacked)
 - 4x L'Acoustics KARA II Front Fill
 - All powered by LA12x driven by AVB with AES fallback
 - P1 Processor at FOH
- Consoles

- Midas HD96 - House FOH console
- Midas H3000 48 channel analog - House FOH console 2 (hopefully!)
- Midas Pro2 - House Monitor Console
- Midas DL231 Dual Preamp stage rack (48x32)
- 5x 12 pair sub snakes with multi disconnects (We will be using a festival patch on the house gear)
- Snake path through audience with cable ramps. About 120' from FOH to monitor world. 2x guest cat5e lines available.
- Monitors
 - 8x L'Acoustics - x15 HiQ 15" 2 way Bi amps monitors
 - 8 channels of stereo IEM (8 TX, 10 RX) - Sennheiser G4 with antenna distro and paddles
- Other
 - Full complement of mics, stands, XLR cables etc
- Audio - Power
 - 3 phase camlock pass through on audio distro stage left under monitor wing fed from a ~70Kva diesel generator 100' from the stage.



Main stage - lighting

- Down Stage Truss (40')
 - Fixtures - 12x Martin Aura XIP, 8x Elation Pulse Panel
- Mid stage Truss (30')
 - Fixtures - 12x Martin Aura XIP, 6x Ayrton Diablo S
- Upstage Truss (30')

- Fixtures - 12x Martin Aura XIP, 6x Ayrton Diablo S
 - Lighting plot and patch sheet TBD.
 - Console
 - MA3 Full Size in MA2 Mode
 - Hazer
 - MDG Atme CO2 Hazer
 - Power
 - 3 phase camlock pass though on lightning distro up stage left fed from a ~180Kva diesel generator 100' from the stage.
 - Advance power requirements with the main stage ahead of time to check feeder and generator capacities.

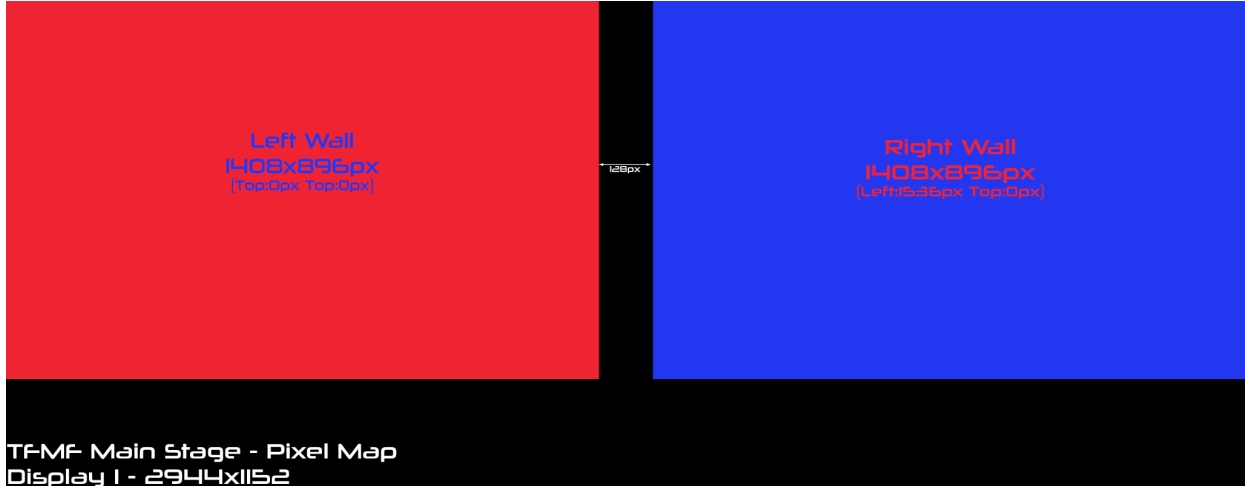
Main stage - Video

- **LED Wall Design**
 - Square left and right LED video walls (16.4'x16.4')
 - Camera Pip capability
 - Flown from self climbing truss goal posts OR SL320 video bays
 - UW center wall with column elements
 - 3 over head column sections
 - 4 vertical column sections



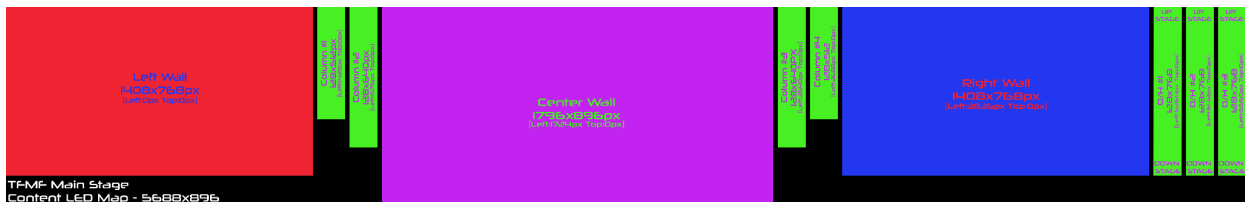
- **Guest Inputs**
 - **Pixel to Pixel Input** (For mapping exact dimensions using Resolume Arena or similar software)

- 2x HDMI cables @FOH (see pixel map below)
- **Standard 16x9 Inputs**
 - 1x HDMI @FOH - 4k input
 - 1x HDMI @FOH - HD input



- **Content Resolutions**

- Overall - 5692x1280 (see content LED map below)



Hideout stage

- Stage
 - Stagline SL100 24'x20' covered stage with SL 8'x8' and SR 8'x8' wings. Ramp stage left for loading. ~100' push from parking area
 - 1x 8'x8' drum riser
- Audio -
 - Racks and stacks
 - 6x L'Acoustics KARA II per side flown
 - 4x KS28 Dual 18" subs center cluster
 - All La12x powered and driven via AVB with a P1 at FOH
 - Consoles
 - Midas Pro2 at Monitors
 - Midas HD96 at FOH
 - 2x Midas DL251 (48x16) stage racks with a analog split
 - Monitors
 - 6x L'Acoustics x12 12" 2 way passive monitors
 - L'Acoustics LA4x powered
 - Full complement of mics, stands, XLR cables etc
- Lighting
 - Grand MA2 Lite Lighting console
 - Lighting rig and plot below.
- Power
 - Audio and lighting sharing power for a ~70 KVA generator about 100' from the stage

Hideout Lighting Patch + Plot





Layer	Fix ID	Name	FixtureType	Patch
Blinders/FX	401.1	WW1 Blind 1	6 rush Blinder 1 WW 4 channel (6)	2.140
Blinders/FX	402.1	WW1 Blind 2	6 rush Blinder 1 WW 4 channel (6)	2.144
Blinders/FX	403.1	WW1 Blind 3	6 rush Blinder 1 WW 4 channel (6)	3.140
Blinders/FX	404.1	WW1 Blind 4	6 rush Blinder 1 WW 4 channel (6)	3.144
Blinders/FX	501	2C Blind 1	8 PAR603 8CH (8)	2.148
Blinders/FX	502	2C Blind 2	8 PAR603 8CH (8)	2.156
Blinders/FX	503	2C Blind 3	8 PAR603 8CH (8)	3.148
Blinders/FX	504	2C Blind 4	8 PAR603 8CH (8)	3.156
Blinders/FX	505	2C Blind 5	8 PAR603 8CH (8)	4.148
Blinders/FX	506	2C Blind 6	8 PAR603 8CH (8)	4.156
Blinders/FX	507	JCHazePr 1	9 Jem Compact Hazer Pro 00 (9)	4.507
Downstage	1.1	MAC Aura XIP 1	4 MAC Aura XIP Basic (4)	1.001
Downstage	2.1	MAC Aura XIP 2	4 MAC Aura XIP Basic (4)	1.037
Downstage	3.1	MAC Aura XIP 3	4 MAC Aura XIP Basic (4)	1.073
Downstage	4.1	MAC Aura XIP 4	4 MAC Aura XIP Basic (4)	1.109
Downstage	5.1	MAC Aura XIP 5	4 MAC Aura XIP Basic (4)	1.145
Downstage	6.1	MAC Aura XIP 6	4 MAC Aura XIP Basic (4)	1.181
Downstage	301.1	Pulse Panel 1	7 Pulse Panel 22CH (7)	1.217
Downstage	302.1	Pulse Panel 2	7 Pulse Panel 22CH (7)	1.239
Downstage	303.1	Pulse Panel 3	7 Pulse Panel 22CH (7)	1.261
Downstage	304.1	Pulse Panel 4	7 Pulse Panel 22CH (7)	1.283
Moving Heads	101.1	MAC One 1	3 MAC One Basic (3)	2.217
Moving Heads	102.1	MAC One 2	3 MAC One Basic (3)	2.253
Moving Heads	103.1	MAC One 3	3 MAC One Basic (3)	2.289
Moving Heads	104.1	MAC One 4	3 MAC One Basic (3)	2.325
Moving Heads	105.1	MAC One 5	3 MAC One Basic (3)	3.361
Moving Heads	106.1	MAC One 6	3 MAC One Basic (3)	3.397
Moving Heads	107.1	MAC One 7	3 MAC One Basic (3)	3.433
Moving Heads	108.1	MAC One 8	3 MAC One Basic (3)	3.469
Moving Heads	201	ERA300P 1	5 ERA 300 Profile 00 (5)	2.001
Moving Heads	202	ERA300P 2	5 ERA 300 Profile 00 (5)	2.022
Moving Heads	203	ERA300P 3	5 ERA 300 Profile 00 (5)	3.043
Moving Heads	204	ERA300P 4	5 ERA 300 Profile 00 (5)	3.064
Moving Heads	205	ERA300P 5	5 ERA 300 Profile 00 (5)	3.085
Moving Heads	206	ERA300P 6	5 ERA 300 Profile 00 (5)	3.106
Moving Heads	207	ERA300P 7	5 ERA 300 Profile 00 (5)	4.001
Moving Heads	208	ERA300P 8	5 ERA 300 Profile 00 (5)	4.022

Bandshell Stage

- Audio
 - 2x per side JBL VRX932 12" 2 way speaker
 - 4x Front Fill JBL VRX932 12" 2 way speaker
 - 4x STX928 dual 18" subwoofers
 - Midas M32 at FOH and M32r at monitors
 - Analog split
 - 8x JBL MRX 12" 2 way stage monitors
 - Full complement of mics, stands, XLR cables etc
- Backline
 - Pacific by DW natural finish shell and hardware kit. 22", 10" 12",14", 16" plus snare - No Cymbals
 - Mark Bass 4x10 bass cab STD 104 HF
 - Ampeg B2R Bass head
 - Fender '65 Deluxe Reverb 22-Watt 1x12" Guitar Combo
 - Fender HOT ROD DELUXE™ IV Guitar amp

Ale Fort

- 2x Yamaha DXR12mkii 12" powered speakers over 2x DXS15mkii 15" subs
 - 12 channel analog mixer
 - 1x switch mic