[](https://www.facebook.com/RiedelCommunicationsInternational) [](https://twitter.com/RIEDELnet) [](https://www.linkedin.com/company/549773) [](https://www.youtube.com/c/RiedelNet) [](http://de.pinterest.com/RIEDELnet/) [](http://instagram.com/riedelcommunications) [Icons web 25px9](http://de.slideshare.net/RIEDELCommunications)

|  |  |
| --- | --- |
| **Agency Contact:**  Sunny Branson  Wall Street Communications  Tel: + 1 801 326 9946  Email: [sunny@wallstcom.com](mailto:sunny@wallstcom.com) | **Riedel Communications Contact:**  Serkan Güner  Marketing and Communications  Tel: + 49 174 3392448  Email: [press@riedel.net](mailto:press@riedel.net) |

**Link to Word Doc:** [www.wallstcom.com/Riedel/250406-Riedel-Game\_Creek.docx](https://www.wallstcom.com/Riedel/250406-Riedel-Game_Creek.docx)

**Photo Link:**

[www.wallstcom.com/Riedel/Riedel-ESPN-Flagship-Featured-Exterior.jpeg](https://www.wallstcom.com/Riedel/Riedel-ESPN-Flagship-Featured-Exterior.jpeg)

[www.wallstcom.com/Riedel/Riedel-GCV\_Compound.jpg](https://www.wallstcom.com/Riedel/Riedel-GCV_Compound.jpg)

[www.wallstcom.com/Riedel/Riedel-GCV\_Truck1.jpg](https://www.wallstcom.com/Riedel/Riedel-GCV_Truck1.jpg)

[www.wallstcom.com/Riedel/Riedel-GCV\_Truck2.jpg](https://www.wallstcom.com/Riedel/Riedel-GCV_Truck2.jpg)

[www.wallstcom.com/Riedel/Riedel-FusioN3B.jpg](https://www.wallstcom.com/Riedel/Riedel-FusioN3B.jpg)

**Photo Caption:** Outside broadcast (OB) production company Game Creek Video deploys Riedel technology in its newest OB trucks.

**Game Creek Video Chooses Riedel for Better Game Day Communications and Signal Delivery in New OB Trucks**

**WUPPERTAL, Germany** — **April 6, 2025** — Riedel Communications today announced that outside broadcast (OB) production company Game Creek Video has chosen Riedel’s advanced solutions for its newest OB trucks, showcasing a collaboration that marks a significant milestone in the industry. Built for two major U.S. broadcast/streaming entities to cover their largest sporting productions, the trucks — two sets of interconnected A, B, and C units — use the same Riedel Artist intercom system as the broadcasters use in their fixed facilities. Bound for numerous high-profile events, the trucks are equipped with the Riedel Artist ecosystem consisting of an Artist digital intercom matrix, SmartPanels and Riedel Bolero wireless beltpacks to enable high-fidelity communications during live productions, and the Riedel MediorNet FusioN stand-alone IP converters to streamline signal delivery.

"Our customers were eager for us to implement Riedel’s solution, and we always take their input seriously," said Pat Sullivan, President of Game Creek Video. "These trucks are built for the largest productions in the United States, and Riedel’s commitment to supporting us at that level was a major factor in our decision."

"Riedel stands out because they continuously invest in advancing their systems rather than just keeping up with technology," Sullivan continued. "They listen to our needs and respond quickly, which is invaluable. In our no-fail business, it’s reassuring to have a supplier like Riedel that shares that mindset."

Eliminating the need for a large, centralized, video gateway solution, Game Creek is using the Riedel FusioN line of gateway products to deliver UHD outputs to local monitors throughout each of the three-truck systems. In this setup, 80 small FusioN 3B devices sit behind all of the monitors in each three-truck system —driving two UHD displays. FusioN 3B takes SMPTE ST 2110 signals all the way out to the edge (to the monitors). Once the ST 2110 signals reach the monitors, FusioN 3B converts them to SDI. By using ST 2110 for signal exchange, Game Creek cut down on the number of interconnects and simplified signal-sharing between systems. Also, the lack of a centralized gateway meant Game Creek could reduce the amount of wire (and weight) inside the trucks.

Likewise, the Artist digital matrix intercom system is one of the most important components of the new trucks because its compact footprint has made it possible to go from a large, centralized intercom system down to a small 2-RU singular device. Game Creek deployed one Artist-1024 node in each A unit, using 768 ports to support the entire three-truck system. This system connects with both legacy camera setups and ST 2110-capable CCUs, simplifying integration. While currently only used for intercom, since Riedel’s app-based SmartPanels go beyond intercom, Game Creek is exploring further uses for the Artist system in audio monitoring. Keith Martin, director of technology at Game Creek Video, shared that the goal was to push the boundaries of traditional mobile production, moving away from heavy, centralized systems to a more distributed, lightweight solution that fits into the smaller form factors required for today’s fast-paced, mobile production environments.

“Recently, our trucks with legacy designs were bumping up against the Department of Transportation’s weight thresholds, and it was starting to cut into how much ancillary gear we could take to a venue. By implementing Riedel’s MediorNet FusioN and the Artist intercom, we can economize on the benefits of ST 2110, replacing some of the heavy copper wire with fiber and extending with a small piece of hardware all the way out to the edge, which has made a big difference,” said Martin. “The primary driver for switching to Riedel came from the end users, and the reason was that the sound quality is significantly better, which makes for a much more comfortable experience for people who have to wear headsets for hours on end. Whether operators are using a microphone and the Artist’s internal speakers or a headset, the audio fidelity is fantastic and was a big selling point. When you hear someone on the intercom, you wonder if they’re sitting right next to you. Riedel’s continued investment in state-of-the-art technology, reliability, and support made them the obvious choice over competitors.”

Game Creek has about 90 Riedel SmartPanel RSP-1232HL interfaces at operator stations inside the trucks, plus a few for field deployment to communicate with crew members throughout the venue. Game Creek has also added the Bolero wireless intercom system, giving operators inside the truck constant access to people out in the field and vice versa. The flagship trucks, built for major U.S. sports productions, will not only support high-profile broadcasts but also have the flexibility to cater to other events and customer needs, maintaining the versatility and scalability that Game Creek is known for.

“Without remote television trucks, we wouldn’t have the live sports broadcasts we have today,” said Dover Mundt, Regional Account Manager at Riedel Communications. “The workflow for these trucks is very different from, say, studios and theaters, so we’re continually listening and learning from Game Creek so we can provide the best possible solution. After all, they are experts at what they do.”

Riedel Communications products, including Riedel Artist, MediorNet FusioN, and Bolero wireless intercom system, will all be on display at the 2025 NAB Show in Las Vegas, April 6-9. For more information visit Riedel’s NAB Show booth #N1821 or go to [www.riedel.net](http://www.riedel.net).

# # #

**About Riedel Communications**

Riedel Communications is a leading provider of live production tools in the worlds of media, sports, and entertainment. The company's hard- and software solutions span from distributed video and audio networks over intercom and replay solutions to WAN and MPLS applications. Thanks to Riedel's holistic approach, its two business units — Product Division and Networks Division — can leverage powerful synergies to provide flexible infrastructures, tools, and services for both fixed and temporary installations around the globe, enabling Riedel customers to run even the most complex projects on-site, remotely, or in the cloud. Riedel is locally headquartered in Santa Clarita, California, with its global headquarters in Wuppertal, Germany. Riedel employs over 1,000 people in 30 locations throughout Europe, Australia, Asia, and the Americas.  
  
*All trademarks appearing herein are the property of their respective owners.*