

Rebecca Srazier and Hit & Run

Tech Rider & Sound Requirements

- 4 vocal microphones. We can bring 3 Shure SM58's, but will use equivalent.
- 4 dynamic microphones such as Shure SM-57s, or high quality condenser microphones for banjo, guitar, fiddle, and mandolin, such as SM 81 or equivalent
- 8 boom microphones stands.
- 1 D.I. for bass

Possible Necessities for Loud Club or similar setting:

-4 additional D.I.'s

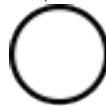
In large theatres or club settings, HR will be willing to use pick-ups along with the microphone set-up. This will require a 15-channel mix and a relatively long soundcheck. Please be sure to note this in the show advance, as the band does not always travel with their pick-ups. Thanks!

Possible Necessities for Very Small Stages:

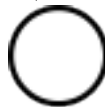
-2 Audiotecnica 4033, Shure KSM32 or equivalent.

In rare instances, such as a 25-minute support slot, Hit & Run will perform around a "single microphone" (really two—one for vocals/one for instruments). In this case an experienced engineer and TWO high-quality diaphragm condensers are requested. Please do not assume HR will play "single-mic" at your venue without a proper advance—thanks!

Bass (Voc Mic & D.I.)



Mando (voc. & inst. mic)



Guitar (voc. & inst. mic)



Fiddle



Banjo (voc/inst mic)

