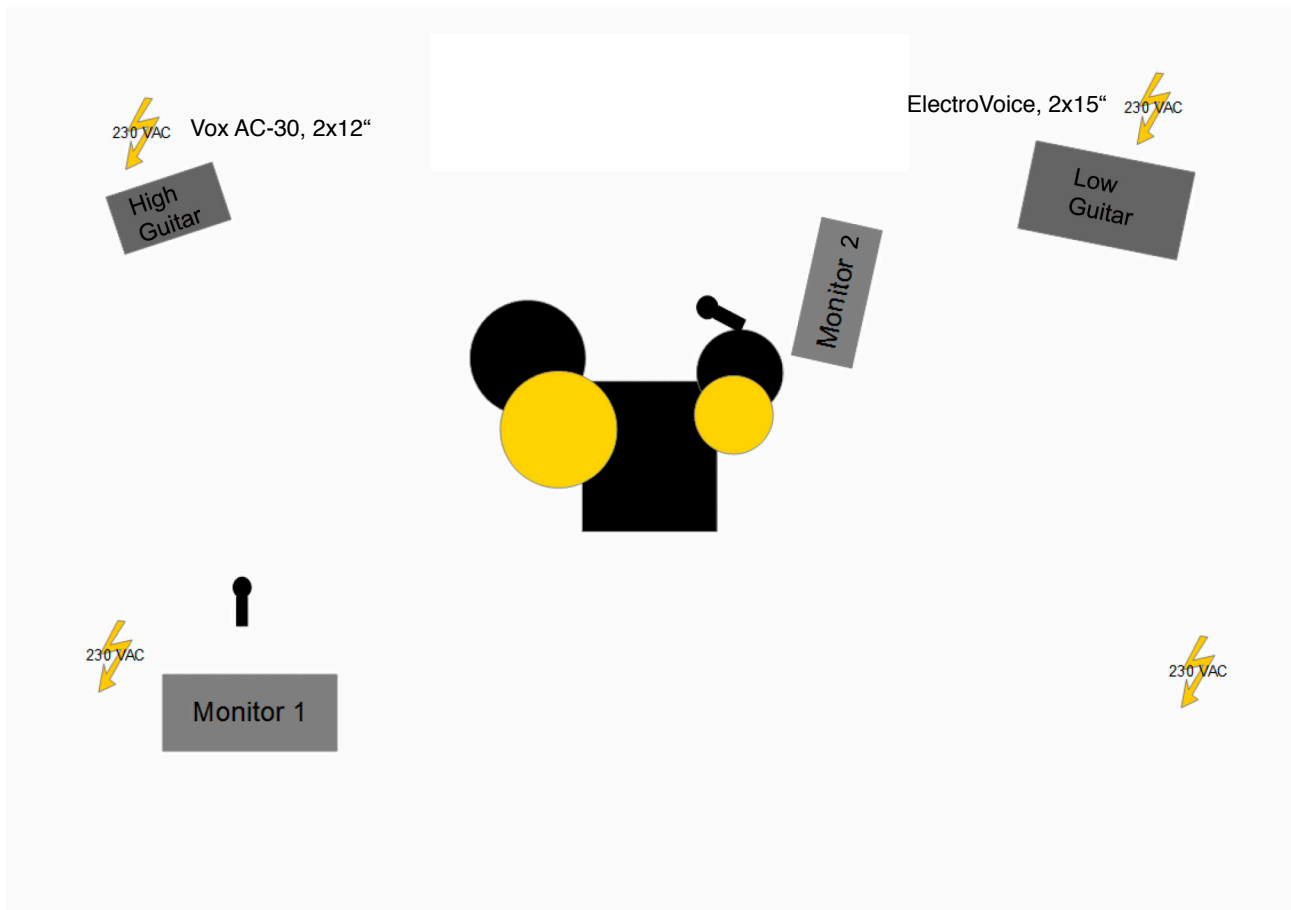


# Technical Rider Thee Irma & Louise

## Stageplot



## Patchlist

The microphone models are sorted in order of preference.

Channel	Instrument	Microphone	Processing
1	Kick	D112, e602, MD421	Gate
2	Snare	sm57, e904, beta57	Comp
3	Hi Hat	Condenser	
4	Rack Tom	e904, e604	Gate
5	Floor Tom	e904, MD421, e906	Gate
6	Ride	Condenser	
7	Low Guitar	MD421, MD441, e906, sm57	
8	High Guitar	e906, sm57	
9	Lead Vocals	e935, sm58	Comp
10	Backing Vocals	e945, beta58 (supercardoid)	Comp
11	Delay		
12	Reverb		

In small venues most instruments except vocals don't need amplification. One monitor is sufficient too.

*If Band travels without Engineer, following instructions should help get the desired sound:*

Kick should sound very natural, no over pronounced lows, sitting in the mix. Same with floortom, some defined attack.

Low Guitar takes up a lot of lower mids, no boosted lows, mic is mandatory, no DI!

High Guitar should take up the higher midrange.

Vocals not too much upfront, slapback delay, no reverb. Quite heavy compression on backing vocals (announcements & screams!)

Side Notes:

- No Drum platform.
- They prefer to use their own equipment.
- Their stage sound is pretty loud.
- Discreet and convenient light. No light show.