



TECHNICAL & PRODUCTION SUMMARY

A self-contained five-piece touring production designed for fast venue integration, consistent monitoring, and reliable show automation.

Production Snapshot

Personnel	Five musicians: drums, bass, keyboards, guitar, lead vocal.
Show formats	Approx. 60-, 90-, and 120-minute shows.
Stage	24' W x 12' D preferred; 16' W x 8' D minimum.
Monitoring	Band-supplied wired and wireless IEMs.
Playback	Multitrack playback with MIDI automation.
FOH feeds	Transformer-isolated analog splits.

Venue / Promoter Provides

PA	Professional system suitable for room size and audience.
FOH	House engineer for most small venues; touring FOH may be added for larger dates.
Power	Four dedicated 120 V circuits preferred; two minimum.
Drum riser	Typical riser; 8' W x 6' D usable space minimum.
Backdrop	Safe scaffolding, pipe, truss, or approved rigging.
Lighting	Appropriate house stage lighting.

World On Fire Provides

- A complete, self-contained performance backline, including each musician's primary instruments and all artist-specific stage equipment. No venue-supplied instruments or backline are required unless agreed in advance.
- All performance microphones and direct boxes
- Digital monitor console and stage I/O
- Personal IEM transmitters, bodypacks and earbuds
- Playback, network and MIDI automation
- Vocal and guitar processing
- 8' x 12' band backdrop

Complete PA, lighting, video wall, LED, and laser production may be coordinated through professional rental partners.

Production Approach

World On Fire arrives with the critical stage infrastructure needed to reproduce a consistent show: primary instruments, microphones, monitor console, isolated splits, IEMs, playback, MIDI automation, and musician processors. The venue integrates those systems with the house PA and lighting package.

Advancing

- Full Technical Rider supplied during booking
- Show-specific Production Advance Sign-Off Record completed before the engagement
- Stage layout may be mirrored or adjusted by mutual agreement
- Medium-to-large events may include a dedicated World On Fire FOH engineer

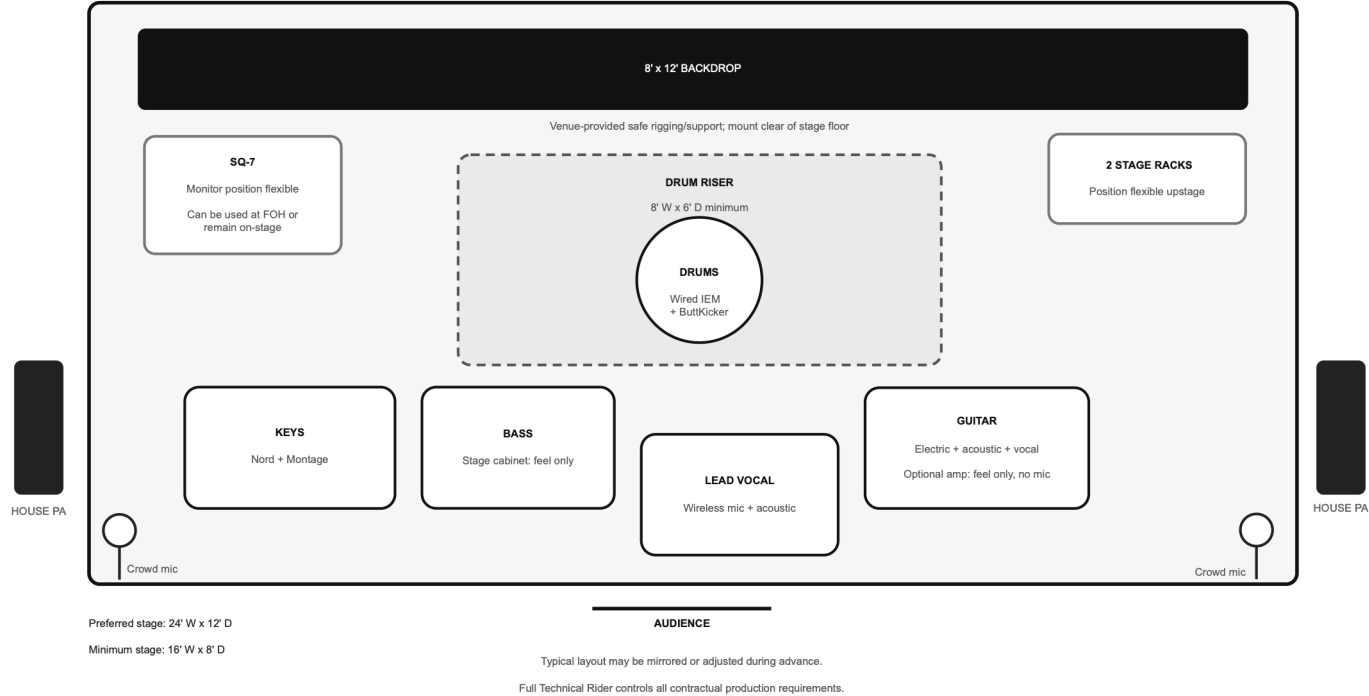
This summary is informational. The executed contract, current Technical Rider, and completed Production Advance Sign-Off Record control all production requirements.

SIMPLIFIED STAGE PLOT

Typical audience-perspective layout. Final placement may be adjusted during production advance.



Simplified EPK stage plot - typical layout, audience perspective



Backdrop

8' x 12'; venue provides safe support and positions the logo above the drummer sightline.

Drums

8' x 6' minimum riser footprint; wired IEM and ButtKicker tactile monitoring.

Audience mics

Two band-supplied microphones on stands at extreme stage left and stage right.

Full Technical Rider available upon request.

FOH INPUT LIST — CHANNELS 1–20

Current production patch supplied from labeled transformer-isolated stage splits.

Current show patch: Splitter labels are the authoritative source for this input list. Any show-specific change is confirmed during production advance.

Ch	Source	Connection / device	Station
1	Nord Stage 4 L	Active stereo DI	Keys
2	Nord Stage 4 R	Active stereo DI	Keys
3	Yamaha Montage M7 L	Balanced output	Keys
4	Yamaha Montage M7 R	Balanced output	Keys
5	Lead Guitar Processor L	Passive stereo DI	Guitar
6	Lead Guitar Processor R	Passive stereo DI	Guitar
7	Guitar Processor #2 L	Guitar processor output	TJ Doyle
8	Guitar Processor #2 R	Guitar processor output	TJ Doyle
9	Lead Vocal L	Boss VE-500 #1	Lead vocal
10	Lead Vocal R	Boss VE-500 #1	Lead vocal
11	Backing Vocal - Jim Merrikin	Boss VE-500 path	Keys / backing vocal
12	Backing Vocal - Stef Pits	Boss VE-500 path	Guitar / backing vocal
13	Bass DI	Balanced output from bass head	Bass
14	Acoustic Guitar - Stef Pits	Passive mono DI	Stef Pits
15	Acoustic Guitar - TJ Doyle	Passive mono DI	TJ Doyle
16	Spare	XLR	Spare
17	Roland SPD-SX Pro L	Balanced line output	Drums
18	Roland SPD-SX Pro R	Balanced line output	Drums
19	Kick - Beta 91A	Shure Beta 91A	Drums
20	Kick - Beta 52A	Shure Beta 52A	Drums

FOH INPUT LIST — CHANNELS 21–40

Continuation of the current production patch.

Ch	Source	Connection / device	Station
21	Snare Top	Band-supplied microphone	Drums
22	Snare Bottom	Band-supplied microphone	Drums
23	Piccolo Snare	Band-supplied microphone	Drums
24	Hi-Hat	Band-supplied microphone	Drums
25	Tom 1	Band-supplied microphone	Drums
26	Tom 2	Band-supplied microphone	Drums
27	Tom 3	Band-supplied microphone	Drums
28	Tom 4	Band-supplied microphone	Drums
29	Tom 5	Band-supplied microphone	Drums
30	Tom 6	Band-supplied microphone	Drums
31	Overhead L	Band-supplied microphone	Drums
32	Overhead R	Band-supplied microphone	Drums
33	Backing Tracks - Keys L	PlayAUDIO / isolated split	Playback
34	Backing Tracks - Keys R	PlayAUDIO / isolated split	Playback
35	Backing Tracks - Guitars L	PlayAUDIO / isolated split	Playback
36	Backing Tracks - Guitars R	PlayAUDIO / isolated split	Playback
37	Backing Tracks - FX L	PlayAUDIO / isolated split	Playback
38	Backing Tracks - FX R	PlayAUDIO / isolated split	Playback
39	Backing Tracks - Percussion	PlayAUDIO / isolated split	Playback
40	Backing Tracks - Vocals	PlayAUDIO / isolated split	Playback

Band-internal channels: The FOH list ends at Channel 40 by design. SQ-7 channels 41–43 carry cue/click feeds, Channel 44 is reserved for optional MacBook Pro I/O, and internal FX returns are not part of the standard FOH patch. WOF Dub FX L/R may be added as a two-channel, 100%-wet stereo return by advance agreement.