



Technical Rider

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1. General Information

Band Name: Seven Spirits Burning

Telephone number: +31(6)23054883

Email address: Info@sevenspiritsburning.com

Website: www.sevenspiritsburning.com

Genre: Metalcore

Number of Musicians: 5

Set Duration: 25-60 minutes

Soundcheck Required: Linecheck is required, soundcheck is preferred.

2. Stage Setup & Connections

Guitarists

- **Bernhard (Guitar 1)** – 7-string guitar into Kemper Profiler PowerRack M1 (using Shure transmitter, so he plays wireless). The Kemper output is directly wired to PA (6.3mm Jack OR XLR), requiring 1 230v European power outlet.
- **Jonathan (Guitar 2)** – 7-string guitar into Kemper Profiler PowerHead M1 (using cable). The Kemper output is directly wired to PA (6.3mm Jack OR XLR), requiring 1 230v European power outlet.
- Depending on the setlist, both guitarists might use 2 guitars. 1 guitar tuned in dropped B and 1 guitar tuned in dropped A.

Bassist

- **Chris (Bass Guitar)** – Fender bass guitar into Darkglass ADAM (using Shure transmitter, so he plays wireless). Darkglass ADAM is directly wired to PA (6.3mm Jack OR XLR), requiring 1 230v European power outlet.

Vocalist

- **Levi (Vocals)** – Uses the venue's provided microphone.

Drummer

- **Gideon (Drums) will play backline kit unless otherwise agreed with the venue. Will bring own drum rack containing:**
 - Pearl drum rack containing cymbal stands for: 2x crash, 2x splash, 1x stack, 1x china, 1x ride.
 - Hihat stand (Tama).
 - Drum throne (Tama).
 - Pedals (Tama).
- **In agreement with venue, Gideon can bring his own kit:**
 - Drum dominion ash pocket Green sparkle kit (20*20 bass, 16x16 floor, 14x14 floor, 14x6.5 snare, 12x10 tom on Pearl Drum Rack).
- **Drummer works with electronic Drum module with:**
 - Laptop + Interface + Drum module.
 - 2 triggers for kick and snare, wired to module with 6.3 mm jack cables (provided by drummer).

- Drum module has 3 separate outputs, 2 for kick and snare and 1 for Clicktrack, both 6.3mm jack.
- Drummer requires 2x 230V European standard power outlets.
- **Uses personal headphones via interface (does not require the venue's in-ear system).**

3. Monitoring

- The In-ear monitoring (IEM) of the musicians can be arranged by the venue (using their IEM) or by the band (using their own digital mixer Behringer X18 X-Air).
- In case the venue's IEM system is used, 4 IEM mixes are required for the vocalist, guitarist 1, guitarist 2 and the bass player. The drummer uses his own mix / backing track.
- In case the band's digital mixer is used, the band will arrange their own mix using the digital mixer and 4 Shure IEM systems.

In case the venue arranges the in-ear monitor mix:

- The singer requires mostly vocals, guitar 2, guitar 1 (slightly less than guitar 2) and click.
- Guitarist 1 requires mostly his own guitar, vocals, guitar 2 (slightly less than own guitar) and click in mix.
- Guitarist 2 requires mostly his own guitar, vocals, guitar 1 (slightly less than own guitar) and click in mix.
- Bassist requires mostly bass, vocals, guitar 1 / 2 and click.

Additional Requirements:

- Sufficient power supply on stage
- Monitors and FOH mix to be adjusted during line-check
- In agreement, the band is able to bring their own digital mixer. Please note that setting up our own digital mixer requires additional set up time before the show.

Input list / channel List

- The list below shows the channels of our digital mixer, but also the overview of all used input signals which should be used by FOH for the PA.

Channel	Instrument	Input source	Input cable	For FOH PA?
1	Vocals	Mic (from venue)	XLR	Yes
2	Guitar 1	Kemper Profiler	XLR / 6.3mm Jack	Yes
3	Guitar 2	Kemper Profiler	XLR / 6.3mm Jack	Yes
4	Bass	Darkglass ADAM	XLR / 6.3mm Jack	Yes
5	Drums Kick	Kick Trigger	6.3mm Jack	Yes

6	Drums Snare	Snare Trigger	6.3mm Jack	Yes
7	Click track	Drum module	6.3mm Jack	No
8	[not used]	[not used]	[not used]	[not used]

4. Stage Plot

- Our suggested stage plot is shown below, however we adapt our stage plot to any stage.
- Overall, the Drummer is positioned close to the backstage and the singer, guitarist 1 and 2 are positioned close to the front. Guitarist 1 is positioned right and Guitarist 2 on the left from FOH perspective. The Bass player uses the space between the singer and guitarists, or alternatively takes place besides the drummer.

