NOCTUNE

Technical Rider · Progressive/alternative metal from Cologne and Koblenz, Germany

Version 2.1
As of 2026-11-02
info@noctune-band.de

14
line inputs for our signals

1
drum mix back to stage — mono or stereo

1
power outlet at the drum kit
That is all we need.

4 What arrives at your desk — 14 lines

No	Signal	What it is	Note
1	**Vocals 1 Dry**	Michael, input passed through for emergencies	spare
2	**Vocals 1 Wet**	Michael, with EQ, compression, de-esser and saturation	**default**
3	**Vocals 2 Dry**	Jonas, input passed through for emergencies	spare
4	**Vocals 2 Wet**	Jonas, including show FX and basics - no reverb/delay	**default**
5	**Vox FX L**	our reverb and delay returns, stereo	optional
6	**Vox FX R**	our reverb and delay returns, right side	optional
7	**Bass**	Helix Stomp	
8	**Guitar L**	Helix Stomp	please keep stereo
9	**Guitar R**	Helix Stomp, right side	please keep stereo
10	**PB Backings L**	Playback: music and track effects	please keep stereo
11	**PB Backings R**	Playback: music and track effects, right side	please keep stereo
12	**PB Vox L**	Vocal backing tracks	please keep stereo
13	**PB Vox R**	Vocal backing tracks, right side	please keep stereo
14	**Show Call**	For FOH and light tech — song cues	**never in the PA**

All lines balanced, XLR, line level. Dry and wet are the same voice, not two singers.

5
Back to us

A drum mix to our rack.

Stereo (two XLR) or mono (one XLR), either works. We feed it into our in-ears. This is the line most likely to be forgotten — please plan it in when you patch, not at the sound check.

1 The important part first

We bring our own console and hand you finished line signals. Two things we need from you, and one of them tends to be forgotten:

- **Drum miking** — we do not bring drum microphones.
- **A drum mix back to our rack.** Mono or stereo, either works. Without that line our drummer cannot hear himself.

If it suits you better the other way round: our rack can build the drum mix itself if you send us the microphone signals. Just talk to us beforehand.

2 What the venue provides

- 14 line inputs at the FOH console (balanced, XLR, line level — set the pad or line switch)
- Drum miking and a drum mix back to our rack
- A PA that suits the room, working and tuned
- 1 × Schuko socket at the rack position by the drum kit (total draw under 300 W)
- Drum hardware (stands, throne, pedals) on request — our drummer brings his own breakables
- Drum riser 2 × 2 m if you have one — not essential
- Someone at FOH to patch our lines

3 What we bring

- Behringer X32 Rack as the only console on stage, controlled by tablet
- Both modelers (guitar and bass) fixed in the rack, switched over MIDI — **no floorboards, no amps, no pedalboards on stage**
- DN4816-O as the handoff point
- Vocal microphones, wireless systems and cabling up to the handoff
- Four in-ear systems including transmitters
- Playback laptop, sits by the drum kit
- Breakables for the drum kit

6 Three things that usually go wrong

1. **Show call gets missed** or ends up in the PA. Line 14 belongs on a muted channel or in the FOH headphones.
2. **Dry is used instead of wet.** Dry and wet are the same voice, not two singers. Wet is the default.
3. **Wireless on vocals 1 only.** Michael has a wireless system, Jonas (vocals 2) does not — cable only.

7 Line-up

Michael	Vocals	Wireless microphone
Jonas	Guitar and vocals	Wired microphone, Helix Stomp in the rack
Carsten	Bass	Helix Stomp in the rack
Elias	Drums	House microphones

8 Stage and power

- Our rack needs about 60 × 50 cm and prefers to sit by the drum kit — the playback laptop and the one power outlet go there too
- We are flexible on stage size — please send us the dimensions beforehand
- One Schuko socket at the rack position is enough, total draw under 300 W. We bring our own power conditioner

9 Monitoring and sound check

All four of us wear in-ears and mix ourselves on the X32 Rack. We need neither a house monitor console nor wedges.

A line check is usually enough: our internal mix, all gains, compressors and effects live in a saved scene and stay the same from show to show.

SCHEDULE — TO BE CONFIRMED

Access	Load-in	Set-up	Sound check
one hour before the event starts	20 minutes	30 minutes before the event starts, 10 minutes after a preceding act	10 minutes

10 Recording

Recording our lines is fine as long as you ask us beforehand and we get a copy. Anything you want to publish we agree on in advance.

EVERYTHING ELSE AND THE STAGE PLOT

noctune.brendercloud.de/foh

CONTACT

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