

31 May 2019 at 10.30 am

Council Chamber, Argyle Road, Sevenoaks



# Licensing Hearing

## Supplementary Agenda

	Pages	Contact
3. <b>Report to Licensing Sub-Committee following receipt of representations in relation to an application for a New Premises Licence made under The Licensing Act 2003 For the Food Fest LTD At Lullingstone Castle, Lullingstone Lane, Eynsford, Kent DA4 0JA - 19/00660/LAPRE (Eynsford)</b>	(Pages 1 - 2)	Jessica Foley Tel: 01732227480

If you wish to obtain further factual information on any of the agenda items listed above, please contact the named officer prior to the day of the meeting.

Should you need this agenda or any of the reports in a different format, or have any other queries concerning this agenda or the meeting please contact Democratic Services on 01732 227000 or [democratic.services@sevenoaks.gov.uk](mailto:democratic.services@sevenoaks.gov.uk).


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**ENVIRONMENTAL NOISE RISK REPORT**

**Date of Production / Event**      **Saturday 1 June 2019 to Sunday 2 June 2019**

<b>Location</b>	Lullingstone Castle, Eynesford, Kent DA4 0JA		
<b>Outline of risk assessment</b>	Operating sound equipment and power generation for festival event		
<b>Team members / experts / contractors / etc.</b>	Bandshop Sound & Light		
<b>Assessor</b>	<b>Name</b>	Gordon Bond	<b>Date completed</b>
	<b>Signature</b>		16 May 2019

**Introduction**

Bandshop Sound & Light have been contracted to provide sound & lighting production for The Food Fest 2019, as well as staging, power generation & power distribution. We provided similar services to The Food Fest 2018.

The Food Fest is an annual event held at different venues each year, so it will therefore be a 'one-off' event at this venue. The main emphasis of the festival, as the name suggests, is to promote a wide range of food through the large number of diverse concessions that will be present.

To provide entertainment for the festival-goers, the organisers have booked various performers for the main stage, as well as acoustic acts for the 'acoustic' stage. The main stage will include acoustic, folk and indie music, as well as some children who will perform. The aim is to provide a balanced programme for a family audience.

During the main stage intervals, DJs will perform in the bar tent, utilising a small sound system.

**Festival Timings**

The festival timings are designed to accommodate the family ethos of the festival and also have the benefit of limiting any perceived nuisance to residential neighbours.

Saturday 1 June – 12 Midday to 9PM  
 Sunday 2 June – 12 Midday to 5PM

**The Festival Site**

The main festival arena is enclosed in the courtyard of the main building at Lullingstone Castle. The courtyard is almost entirely enclosed by buildings and trees and measures 87m x 75m. Food stalls will be positioned around the edges of the courtyard with some stalls in the interior of the courtyard.

The main stage will be positioned facing across the courtyard towards a line of trees with buildings behind, which will create an acoustic barrier to assist in containing the sound. The stage has been positioned to minimize sound leakage to any nearby residential properties which are located further down the single track lane behind the stage. The stage is pointing towards a large park area (Lullingstone Park) along a valley with little residential property being within this area. This should minimise the impact of noise on residential properties.

## Agenda Item 3

An area to the side of the main festival arena will house a small stage for acoustic performers. This will be situated within a permanent gazebo structure in the gardens, facing the main building, again facing away from any nearby residential properties. A very small PA system will be used for the small stage and there will be no subwoofers with the system, resulting in limited bass response. It is not anticipated that there will be any noise issues from this stage.

### Sound Systems

#### Main Stage –

This will be a Turbosound Siena point source system with 4 mid/top speakers and 8 subwoofers. The system features built in limiters which will be utilised to ensure the system cannot be run to excessive volumes.

The speakers will be positioned to point towards the tree & building lined side of the courtyard, avoiding the gap near to the lake. This will maximise the containment of the sound to the courtyard area, but there will inevitably some degree of sound projection beyond this point. The speakers will be fed from the mixing console via matrix groups – this means that the subwoofers can be controlled independently from the mid/top speakers and can be attenuated to suit the venue and surroundings. This is useful in ensuring that the bass frequencies projecting to the surrounding area can be controlled and the impact minimised.

#### Acoustic Stage –

This will be a Martin point source system and consists of 2 mid/top speakers pointed towards the main house. No subwoofers will be utilised. As all performers will be acoustic in nature and volumes will be low, no noise issues are anticipated.

#### Bar Area –

A small sound system will be utilised in the bar area, where DJs will perform during intervals from the main stage. They will not perform at the same time as acts on the main stage. The system will consist of a Fohhn Xperience active sound system which features built in limiters and subwoofer attenuation – this will be utilised to ensure the system cannot be run at excessive volumes. The loudspeakers will be positioned to point away from any residential properties which are positioned some way to the rear of the festival area.

### Generators

There will be two generators on site. Both will be 'super-silent' whisper designs with extremely low ambient noise (60dB) when running. They will be positioned to the rear of the stage against a wall to further reduce running noise. It is not anticipated that generator noise will be an issue.

### Food Stalls

Food stalls will not be permitted to utilise sound systems, so will not have any impact on noise levels.

### Sound Management

Bandshop Sound & Light personnel will be briefed regarding appropriate sound levels and control the sound accordingly, with emphasis on bass frequency control via the mixing desk matrix groups.

Bandshop Sound & Light personnel will follow any instruction to reduce sound levels if told to do so by festival organisers or local authority representatives.

The organisers will make available a phone number to the local authority so that any instruction to reduce the volume can be acted upon quickly and effectively.

### Rigging/De-Rigging

#### Anticipated timetable –

Thursday 30 May: 8.30AM to 7.00PM – stage build & power installation and distribution

Friday 31 May: 8.30AM to 7.00PM – sound & lighting equipment installation

Saturday 1 June: 9.00AM to 11.30AM – sound & lighting checks

12 Midday to 9.00PM – festival events

Sunday 2 June: 12 midday to 5.00PM – festival events

5.30PM to 9.00PM – sound & lighting de-rig

Monday 3 June: 8.30AM to 2.30PM – stage & power de-rig

We will not undertake any work that creates noise impact during late evening/night time/early morning hours. Any machinery (for example ground spike hammers) will only be used between 9.00AM and 5.00 and will only be utilised for short periods.

### Conclusion

Our aim will be to undertake the technical production of The Food Fest in a way that fulfils the organisers' requirements whilst limiting the impact on the surrounding area as much as possible. We believe that the measures discussed in this document will achieve a successful event for the organisers, the festival goers and the local community.