CONCERTS AT BISHOPS CLEEVE TITHE BARN



One of the best things is that it's not in a Theatre!

The Tithe Barn, near Cheltenham's famous racecourse under the edge of Cleeve Hill and the Cotswold escarpment. It was built in the 15th century as a Tithe Barn for the Bishop of Worcester opposite Cleeve Hall, then a summer residence of the Bishop. It was the first of its kind in England, and is constructed of Cotswold Stone with a Cotswold stone roof supported on an oak hammer beam roof structure.

One of the most difficult things is that it's not a Theatre!

There is a good stage 9m x 5m, with the proscenium arch taking about 1m out of the stage width on either side. There are no industrial strength theatre electrics. Good old 13amp is available and there are no nasty ground loops.

There is no backstage area. We generally use the Committee Room downstairs as the Dressing Room but I'm sorry there is no private toilet. Artists need to go through the auditorium to get to the stage.

However, I believe all these can be turned into positives to enhance the unique and intimate atmosphere.

Technical Considerations

The good news is the acoustics are superb. Very little natural reverb, so effects can be added easily into the mix.

We can supply sound and light suitable for most of the acts we will be booking.

Sound Inventory

- HK Lucas 2000 PA system (2Kw)
- Behringer X32 desk 32 channel (alternative Yamaha 01V96 desk)
- Multicore 24/8 XLR returns from Stage to FOH position
- DBX 31 Band Graphic for FOH (but normally use Graphics on Behringer desk)
- Shure SM58 Beta (2)

- Shure SM58 (3)
- Sennheiser e645 (1)
- Shure SM57 (2)
- Sennheiser EW145 (2), EW135 (1) and EW165 (1) wireless handheld mics
- Red5 Drum Mics (7)
- Shure PG52 Kick Drum Mic (1)
- Sennheiser E606 (1)
- Red5 30 mics (2)
- DI Boxes Mono (3), Stereo (3)
- Mic Stands (12), Short Mic Stands (4)
- XLR / Jack cables
- XLR 8 way multicores, 15m and 5m
- Monitor wedges the Box (8)

Lighting Inventory

- 16 LED Par Cans
- Chauvet Obey Lighting controllers