

Commercial Radio Stations 2016

Studio Session Fees - 3 hours, half hour performance time	
Minimum Fee	£81.30
Additional call time (per hour)	£27.10
Additional performance time (per 30mins)	£27.10
Overtime per 15min or part thereof (max 30mins)	£13.55
Additional Fees:	
Doubling/Trebling (per additional instrument)	Plus 15% of all fees above
Overdubbing (per overdub)	Plus 110% of all fees above
Online audio-visual broadcast (per 30mins)	£40.00
Relays of Public Concerts	
Concert of up to 3 hours	£81.30
Per additional 30mins of part thereof	£13.55
Rights Acquired	
One transmission on the commissioning radio station and communication to the public by being made available on demand online.	
Additional radio broadcasts:	
If paid at the time of engagement (per repeat)	35% of all fees excluding Portorage
If paid at the time of repeat transmission (per repeat)	50% of all fees excluding Portorage
As an alternative to the above repeat fees unlimited radio broadcasts of the performance (must be paid at the time of engagement)	100% of all fees excluding Portorage
Signature Tunes / Station Idents	
Signature Tune (2 years use in one programme series nominated at the time of engagement)	75% of all fees excluding Portorage
Station Idents (2 years use on the station nominated at the time of engagement)	150% of all fees excluding Portorage
Concessionary Rates	
One Regional broadcast area (as defined by Ofcom)	75% of above fees
One Local Radio Station (as defined by Ofcom)	70% of above fees
Commercial Audio Release	
£120.00 per 20 mins (or part thereof)	
Unsocial Hours	
Between midnight and 8am / on Declared Holidays	Double Time
Portorage Rates	
Chimes, Drums, Marimba, Vibraphone, Xylophone	£21.45
Electric Accordion, Electric Guitar, Bass Saxophone, Tuba, Double Bass	£16.10
Contra Bassoon, Glockenspiel, Baritone Saxophone, Bass Clarinet plus 1 other instrument, Trombone plus 1 other brass instrument or collection of mutes, French Horn plus 1 other brass instrument, 2 Saxophones, Cello	£10.70
Harp, Timpani, Organ	Negotiable