

From: Windrush Radio
Sent: 04 February 2022 08:57
Subject: Grant application

Hello

Windrush Radio would like to apply for some help with our community broadcasting, we are a volunteer run radio station, with 23 volunteers doing shows. We do shows of every genre from 6pm most evenings with music non stop throughout the day, 24hrs a day 7 days a week. Throughout the pandemic we have continued broadcasting and even did a nightly community show, which we won an award from Witney Town Council.

We have a live music show for local bands, and artists to play, Witney Pride show to represent the LGTBQ+ community, we have a weekly request show for the Guideposts charity, also we do outside broadcasts for different organisations like Witney Roundtable, and organise music, and broadcast from the Beer Festival in St Marys Church, Rotary Club for the Witney Carnival, and when they have outside events, Witney Pride when they have events, and Witney Music Festival to promote local music.

Hopefully soon which has been in the pipeline for a while, a Diversity Show for Witney Town Council.

We can be heard all over the world on the internet and achieved over 750,000 listens to our servers in 2021. Which we have worked hard to increase year on year.

We hire a small room at the top of the Langdale Hall for broadcasting, we moved there in May 2021, after moving from an old antique shop, joined to my house in Corn Street, where we started in 2018.

We survive by a few yearly show sponsors, and station sponsors, and donations, to enable us to pay our licences, rent etc.

Ideally what we would like is some newer equipment for our outside broadcasts to help with upcoming charity events in Witney and surrounding areas.

£2,000.00 would help us tremendously, and its what we have estimated it would cost to upgrade our equipment, it will give us reliability to continue helping the community and charity organisations of West Oxfordshire.

We are hoping you can help us out.

Many thanks

Simon

Simon Oliver
Director Windrush Radio