

Jason Hudy: Mesmerizing Magic

Performing Arts Center/Theater Rider

I. General Information:

Jason Hudy: Mesmerizing Magic is a theatrical stage illusion show designed to amaze and amuse. Utilizing magical illusions, audience participation, comedy, sleight-of-hand, video projection and more, the show dazzles both young and old.

The purpose of this rider is to acquaint you, the "Presenter," with the specific technical requirements and other needs of Jason Hudy: Mesmerizing Magic (in this rider referred to as "Mesmerizing Magic") during its appearance in your theater. The following are the "ideal" requirements for a theatrical performance of Mesmerizing Magic. *It is understood that not all rider specifications may be able to be met by the Presenter.* We have performed in a variety of venues with a wide range of variance, and the show is adaptable to any venue. **Ultimately, all that is needed to perform is a 3-channel sound system and some basic lights.** Please contact us with any questions or concerns.

Presenter is requested to send a tech package, if possible, including a stage plot (indicating all drops, travelers, and curtains), a diagram of lighting positions, lighting instrument inventory, description of light board and dimmer capacity, and seating chart to Mesmerizing Magic.

II. Facility:

A. STAGE REQUIREMENTS

1. The following stage dimensions represent clear floor space (no obstructions between masking and/or walls) and clear height (no hanging obstructions from lighting grid, rigging, and/or ceiling). If your venue stage dimensions are smaller than the minimum dimensions shown below, please contact us to discuss alterations of the show to fit your stage.
2. **Stage Dimensions:** Minimum Stage Dimensions: 20'-0" wide, 15' deep, 10' high
3. **Floor Surface:** A flat, level, and clean surface, safe from all obstructions, protrusions (nails, screws, etc.), and debris. If the venue stage is raked, please contact us so we can adapt to a raked stage
4. **Front Curtain:** A front curtain is preferred and greatly enhances the show
5. **Upstage Crossover:** An upstage crossover is preferred

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6. **Side Wings:** Side wings are requested to keep illusion props out of view on both sides of stage when not in use
7. **Upstage Backdrop:** A black backdrop upstage is preferred
8. **Mid-Traveler Curtain:** A mid-traveler greatly enhances the show for illusion set and strikes
9. **Angle-Sensitive Seats:** Magic, by its very nature, is angle sensitive. If your theater has any seating in “unusual” places (opera boxes, seats on extreme angles to the side or above), please contact the Mesmerizing Magic to discuss limiting sales to those seats.
10. **Steps for Audience Access:** This production involves audience participation; therefore, center steps to audience level are requested. Two sets of stairs, on stage left and right are also acceptable. We request no rails on stairs, as rails will block the audience’s view. Steps that require Jason leaving audience view are not ideal.
11. **Side Tables:** Two (2) tables, six (6) feet long, one on each side of the stage, for small props and such.

B. WARDROBE

1. **Dressing Rooms:**
 - a. Preferred dressing rooms include:
 - i. Good lighting
 - ii. At least 1 chair and 1 lighted mirror
 - iii. A monitor/paging system
 - iv. Costume racks
 - v. Adequate power for multiple hair dryers, curlers, etc.
 - vi. Adequate heating/cooling
 - vii. Steam iron and ironing board
 - viii. Access to restrooms with hot/cold running water and showers
2. **Quick Change Areas:**
 - a. Presenter agrees to provide an area in the stage-right or stage-left wing spaces equipped with the following:
 - i. Full-length mirror, small table, chair
 - ii. Blue-gelled running lights
 - iii. Rod for hanging costumes
 - iv. Pipe and drape for privacy in making costume changes

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C. GREEN ROOM

1. Presenter provides a green room centrally located to the stage and dressing rooms. It must be large enough to accommodate catering with a table, refrigerator, and seating for 6.

D. MERCHANDISE

1. Presenter provides 1 six-foot sales table to be placed in the lobby or an alternative prominent area. This area should be sufficient in size for an artist 'meet and greet' following the performance.
2. Mesmerizing Magic travels with two 8-foot backdrops for the Merchandise Area. These backdrops include one for the merchandise area, and a second for a "photo" area for taking photos with Jason after the show.

E. LOADING DOCK AND PARKING

1. Mesmerizing Magic travels in a Ford F-150 and 8x20 foot trailer. The Magic Show does NOT have the ability to load-in through a semi load-in space. Access to a double-wide door on ground level to roll in cases will be necessary. Our largest case measures 48 inches wide by 72 inches long and road cases weigh between 300-600 pounds each.
2. Suitable parking of the truck and trailer near the load-in area is requested. Usually, the trailer stays overnight for two nights at the venue (the night before the show, the night of the show), while the truck leaves as transportation of the crew while in your area.

III. Personnel: (provided by presenter)

1. Load-In Crew

- a. 1 person able to open the facility for show arrival, and able to make logistical decisions concerning the use of the facility. (More people are welcome to push cases and equipment)
- b. 1 Electrician: Pre-sets instruments prior to Mesmerizing Magic rehearsal. Hangs, focuses, and troubleshoots lighting.

2. Tech Crew

- a. 1 Theater Director: Empowered to make logistical decisions concerning the use of the facility, stage, and lighting/sound equipment. This can also be the lighting designer or sound engineer.

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- b. 1 Lighting Designer: Works with Mesmerizing Magic crew to set a limited number of lighting “looks” during the performance.
 - c. 1 Audio/Video Engineer: Sets up and troubleshoots projector and balances sound mix
- 3. Cue to Cue/Rehearsal Crew**
- a. 1 Theater Director: Empowered to make logistical decisions concerning the use of the facility, stage, and lighting/sound equipment. This can also be the lighting designer or sound engineer.
 - b. 1 Lighting Designer: Works with Mesmerizing Magic Crew to execute lighting calls during the performance.
 - c. 1 Audio/Video Engineer: Sets up and trouble shoots projector and balances sound mix.
 - d. 1 Deck Hand/Fly-Rail Operator: Will communicate with Stage Manager via intercom headset system, assist with prop placement and stage curtains in/out.
- 4. Show Performance Crew**
- a. 1 Sound/Video Operator: Assists in operating sound and video requirements during performance
 - b. 1 Lighting Designer: Works with Mesmerizing Magic Crew to execute lighting calls during the performance.
 - c. 1 Deck Hand/Fly-Rail Operator: Will communicate with Stage Manager via intercom headset system, assist with prop placement and stage curtains in/out.
- 5. Load-Out Crew**
- a. As many crew members as possible for strike of illusions and load-out.

IV: Personnel: (provided by Mesmerizing Magic)

- 1. Mesmerizing Magic will provide the following personnel:
 - a. 1 Magician: Jason Hudy
 - b. 1 Magic Assistant
 - c. 1 Stage Manager: Stage Manager will run the show from front of house and work with Presenter’s Crew to call all light/sound/backstage cues.
 - d. 1 Illusion Manager: Illusion Manager will run the show from backstage and will work with Presenter’s Crew for all backstage cues.

V. Lighting:

1. The Company does not carry lighting equipment. Depending on the type of venue, theatrical lighting is always preferred but not required. We are able to perform a version of the show in a “lights up/down” scenario. At a minimum, the ability to blackout the stage shall be provided by the venue. (Blackout excludes any “emergency exit signs”, those do not have to be turned off). When an adequate theatrical lighting system is provided, approximately 40-50 lighting cues are written for the production. If the venue can provide a theatrical lighting and control system, the following objectives listed below are requested by the artist.
2. Light Plot shall be hung, circuited, gelled, rough-focused and troubleshot prior to Company’s arrival. Any Automated Lighting Systems and/or Atmospheric Effects (such as Hazer, Gobo Rotators, etc.) must be in working order prior to Company’s arrival. The presenter should ensure that all necessary precautions related to Fire-Code Regulations & Permits be in place for all rehearsals and performances.
3. Lighting Washes: Depending on the capabilities of the lighting system and the available inventory in the venue, the following lighting systems are requested. If possible, all washes listed below should be channeled appropriately for the stage space, matching the area listings above.
 - a. Warm front light stage wash
 - b. Blue stage wash
 - c. Complete black-out conditions onstage and in the house. Presenter agrees to darken, cover or otherwise prevent the emissions of ambient lighting prior to Tech-Rehearsal through performances
 - d. Neutral back light stage wash (ex: no color or another pale color)
 - e. Running Lights: Adequate, low-level blue lighting should be provided backstage left and right, as well as any crossovers. This should be set up prior to arrival.
4. Lighting Priorities
 - a. Priority 1 is a good, even, front light wash. 4 color wash. Red, blue, amber, magenta
 - b. Priority 2 is back or top light with pars or other wash fixtures
 - c. Priority 3 is specials, as listed below
 - i. Downstage Center (aimed at Center Center, for a front light “bump”)
 - ii. Center Center (aimed at Upstage Center, for a front light “bump”)
 - iii. Upstage Center (aimed at Upstage center, for a down light “bump”)
 - d. Priority 4 is cyc lights, to light the background
 - e. Priority 5 is any automated/moving lighting fixtures, to create light fans, crosses, etc
5. Computer Lighting Board: The presenter provides a computerized lighting console and an experienced electrician to program/operate it.

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6. Hazer: The presenter provides 1 non-toxic Hazer patched to light board via DMX or operated by deck hand and piped to a central position on-stage.
7. Access to rigging: All lighting instruments must be accessible via ladder, electric lift or catwalk provided by presenter.
8. No follow-spot is necessary

VI. Audio/Video

1. Mesmerizing Magic travels with a sound and video package and will utilize the venue's sound system for coverage in the auditorium. The touring package includes a Laptop with Show Cues Systems Software, which will play all sound cues (operated by Magic Show provided Production Manager). Production also travels with one (1) wireless headset microphone/receiver and one (1) wireless handheld microphone/receiver. Magic Show relies on the Presenter to provide a sound console with at least four (4) open channels for wireless mics and laptop. Wireless receivers will be patched into the venue's sound system either at the sound console or from a patch bay on stage. Our Production Manager will work with your venue technicians to determine the needs of your venue at the time of the advance phone call.
2. We connect audio from laptop system via a DI Box. Output to sound board can be ¼" or XLR.
3. The venue shall provide a sound amplification and reinforcement system capable of providing sufficient audio for the audience depending on the size of the venue. If needed, based on the size of the venue, on-stage monitors shall be provided for the artist to hear the sound cues.
4. Presenter provides one (1) wireless handheld microphone on a microphone stand. This microphone is available as a backup.
5. Mesmerizing Magic uses both pre-recorded and wireless live/IMAG video. Presenter provides projector, LED screen or similar equipment that is bright enough to clearly show images even when stage is lit. Presenter provides HDMI cabling from Projector to Computer. Magic Show laptop will feed black signal to projector when not in use.
6. If using a projection screen, preferred location should be down-stage of mid traveler curtain.
7. Head-Set Communication: Presenter provides the following communication system.
 - i. A headset system allowing talk-back communication. Headsets positioned for the following:
 1. Mesmerizing Magic Production Manager
 2. Mesmerizing Magic Stage Manager

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3. Mesmerizing Magic Lighting Designer
4. Venue Light Board Operator
5. Venue Sound Engineer
6. Venue Deck Hand

VIII. HOSPITALITY:

1. Venue is to provide the following backstage hospitality for five people, depending on production size, to be in place four (4) hours prior to each performance and remain in place until one (1) hour after each performance.
 - a. A selection of water/Gatorade and sodas
 - b. Fresh fruit (bananas and apples preferred)
2. Please plan to provide one hot meal 90 minutes before show time. One crew member is lactose intolerant. (We tend to eat “small” at this time before the show. However, if there is leftover food after the show, we will pig out on it then!)

IX. LODGING/ACCOMODATIONS

1. The Presenter provides hotel accommodation of three (3) rooms, each double occupancy, for each night of performance plus the day of arrival. (2 beds per room)
2. Also acceptable is a \$500 buyout and Magic Show will then be responsible for lodging.

X. TYPICAL WORK SCHEDULE

1. This work schedule is based on a 7:30 performance start time. Please adjust as necessary for show start time. Any TV, radio, newspaper interviews, etc, will affect the schedule and should be planned for in advance.
2. Prior to Mesmerizing Magic arrival:
 - a. Hang or install all lighting, sound equipment, cabling, patching, video projector, hazer.
 - b. Install communication system
 - c. Install all soft goods
 - d. Prepare dressing rooms, green room, wardrobe
 - e. Provide equipment for quick-change area that includes curtains, mirror and chair.

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- f. Verify all equipment is in working order.
- 3. Day of Performance:
 - a. 10:00 am – 1:00 pm:
 - i. Load in of all Magic Show equipment/ Assemble illusions onstage
 - ii. Mesmerizing Magic Production Manager works with TD/LD/Sound Engineer on sound levels, patching, basic lighting focus, etc.
 - b. 1:00 pm – 2:00 pm:
 - i. Lunch break (Mesmerizing Magic Crew will not take a “formal” lunch break, instead grabbing a bite here and there as they are able to. However, if venue’s crew would like a “formal” lunch break, they are asked to take it at this time
 - c. 1:00 pm – 4:00 pm:
 - i. Tech with performers
 - ii. Focus lighting, spike illusions, etc
 - d. 4:00 – 6:00 pm:
 - i. Cue to Cue of the Show
 - ii. A “semi” run of the show, including curtain movements, lighting, video, etc
 - e. 6:00 pm – 7:00 pm:
 - i. Dinner and last-minute details
 - f. 7:00 pm – 7:30 pm:
 - i. House opens
 - ii. Preshow runs
 - g. 7:30 pm – 9:00 pm
 - i. The Show!
 - h. 9:00 pm – 9:30 pm
 - i. Meet and greet with audience
 - i. 9:30 pm – 11:30 pm
 - i. Strike show, load-out

XI. COMPLIMENTARY TICKETS

- 1. Presenter agrees to make available to Mesmerizing Magic ten (10) complimentary tickets to each performance until one day prior to curtain. Company will make every effort to release unneeded tickets at the earliest possible date.

XII. BILLING & PUBLICITY

- 1. The show is to be billed as “Jason Hudy: Mesmerizing Magic”

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2. Magic Show will provide you with promotional materials including photos, videos, show copy, etc
3. Jason will work with presenters PR, media and marketing departments to assist in raising public awareness through use of any media contacts Presenter is in contact with.

XIII. MERCHANDISE

1. Company retains the right, but not the obligation, to offer merchandise sales.

XIV. CONCLUSION

1. As stated during this technical rider, the above is the IDEAL setting for presenting “Jason Hudy: Mesmerizing Magic.” Every effort will be made to adjust the show to your specific venue settings. We look forward to providing a great night of entertainment for your community!