

"KC" Cameron's Personal Bar / Bat Mitzvah Planner

Games, Dancing, Magic and All the Fun you
Deserve!



Parents hire me because of the level of my service, my attention to detail, and flexibility. (And because I provide an awesome party!)

Copies of this planner, my Wedding Ceremony Planner & other planners are available for personal, noncommercial use, as well as video recommendations and pictures of parties at:

www.Mitzvah-DJ.com

or contact me at:

(919) 342-6509 or (800) 870-9465

YES I ACCEPT CREDIT CARDS!

10 Quick Facts about Mitzvah Entertainer Kerry "KC" Cameron

- 1) KC has been a DJ off and on since the late '70's, and he specializes as a Bar/Bat Mitzvah & Wedding Reception DJ/Emcee.
- 2) KC is a FULL TIME entertainer and member of the National Association of Mobile Entertainers (NAME) and Vice-President (and acting President) of the Triangle Dee Jay Co-op.
- 3) KC does not subcontract or hire DJs, so when you hire KC, you get KC. If KC is not available, he can find a quality DJ/MC for your event.
- 4) KC shares a "Back-Up" DJ with several other DJs, just in case he is struck by lightning!
- 5) KC carries \$2,000,000 in liability coverage.
- 6) KC's equipment is always less than 2 years old, to minimize the possibility of equipment failure, and is considered "Top of the Line" by the Mobile DJ industry. KC also has back-up equipment, cords, and music.
- 7) KC is easy to reach and flexible, with his home/office phone rolling over to his cell phone, which rolls over to his voice mail (800 870 9465).
- 8) KC has one of the best interactive DJ web sites on the net, making your Bar/Bat Mitzvah party planning easy!
- 9) KC is happy to coordinate things if you decide you need a coordinator.
- 10) KC loves to do Bar/Bat Mitzvahs, and will make them a lot of fun!

Kerry "KC" Cameron's Bar / Bat Mitzvah Planner

Phone: 800 870 9465 Internet: <http://www.Mitzvah-DJ.Com> E-mail: KC@Mitzvah-DJ.Com

Contact Information

Bar/Bat Mitzvah Party Date:

Bar/Bat Mitzvahs Name:

Phone Number(s):

E-mail:

Parent's Name:

Phone Number(s):

E-mail:

Setup Start Time:

Music Start Time:

End Time:

Location Information

Name/Address of Venue:

Contact Name:

Phone:

Primary Room Name/Location/Floor:

Will music be needed in other rooms at any time (such as cocktail hour)? If so, what, where, when?

Will the music be played outside? If so where:

If music is to be played outside, please let KC know
AS SOON AS POSSIBLE!!!

General Information

Approximate Number of Guests:

Adults (%):

Children (%):

Please describe any "dead air" time during which music should not be played.

Attire

KC will be dressed in formal attire (tuxedo) unless you indicate otherwise. If your event is not formal and you prefer less formal attire, detail preferences here. If nothing is indicated we will assume it is a formal event. Due to the activity, KC may shed his coat.

Making a Celebration to Remember

What is YOUR definition of a successful party?

Is it one that has adults and kids dancing together on the dance floor? Is it only the kids having a great time with the adults either watching or picking the kids up later? Are the adults more the focus of the entertainment? Will you, the parents, participate in games and dances? (This will encourage other parents' interaction.)

Please use the back of this paper to respond to this question.

Should I provide (at possible additional cost):

Giveaways? (Yes or No) \$ _____

Dancers/Crowd Motivators? (Yes or No) Additional DJ/MC (Yes or No)

Magic Show? (Yes or No)

Karaoke? (Yes or No)

Walk-around Magic? (Yes or No)

Big Screen Video DJ? (Yes or No)

Balloon Sculptor? (Yes or No)

Dance Instruction? (Yes or No)

Fire Breather? (Yes or No)

Inflatable(s)? (Yes or No)

Bed-of-Nails? (Yes or No)

Electronic Games? (Yes or No)

Face Painting? (Yes or No)

Other:

Contact Information for Other Professionals

This is IMPORTANT for coordination before the Bar/Bat Mitzvah.

Please give business name, contact name, phone & fax for each of the following:

Rabbi's Name, Address & Phone:

Caterer's Name & Address:

Photographer's Name, Address & Phone:

Videographer's Name, Address & Phone:

Is it okay to acknowledge the above people during the party? (Yes or No)

Mitzvah Theme (If Any):

Although we provide a good mix of music throughout the event, toward which generation of guests would you like us to gear the music?

Kids Adults

Comments:

Order of Events Work Sheet

Sequence / Time Event

/ Reception Start

/ Cocktail Hour Music Style:

Jazz Soft Rock Show Tunes Light Classical Easy Listening New Age Combo DJ Choice

Is the cocktail hour in the same room/area? (___Yes or ___No)

If not, where will this be located?

Do you want KC to perform Table Magic at this time? (circle YES/NO)

/ Grand Entrance Music (See Grand Entrance Work Sheet):

/ Motzi over Harma - Name:

Phonetic Pronunciation:

/ Prayer Over Challah - Name:

Phonetic Pronunciation:

/ Candle Lighting (See Work Sheet)

/ Hora: Who is to be lifted?

/ Toast - Name:

Phonetic Pronunciation:

Open Toast? Bar/Bat Mitzvah response? (circle if Yes)

/ Meal Music Style:

Jazz Soft Rock Show Tunes Light Classical Easy Listening New Age Combo DJ Choice

/ Mitzvah Dance Music:

/ Memory Glass

/ Open Dance / Games #1

/ Open Dance / Games #2

/ Open Dance / Games #3

/ Open Dance / Games #4

/ Grand Finale / Last Dance Music:

/ Other:

/ Other:

Note: The printed order of events is only a suggestion. Every Bar/Bat Mitzvah is different and this is YOUR Bar/Bat Mitzvah. Any event may be added, eliminated, or rearranged. Assign a sequence number to the events and line out those that you are not doing. Remember to review this schedule with your caterer.

Grand Entrance Worksheet

PLEASE! Put in Introduction Order with the Phonetic Spellings!

Suggested Order of Introductions:

1 Grandparents (If introduced) 2. Parents (Called Hosts) 3. Siblings 4. Guest of Honor

Who will be performing the introductions? _____

	How to Introduce	Name(s)	Phonetic Spelling(s)
1) Music:			
2) Music:			
3) Music:			
4) Music:			
5) Music:			
6) Music:			
7) Music:			
8) Music:			
9) Music:			
10) Music:			
11) Music:			
12) Music:			
13) Music:			
14) Music:			
15) Music:			
16) Music:			
17) Music:			
18) Music:			

Meal

If you want, we can do trivia, some games, and dances for the kids during the meal.

What would you like to do? (See Suggested Activities)

Candle Lighting Worksheet

PLEASE! Put in Introduction Order with the Phonetic Spellings!

Suggested Order of Introductions:

1 Grandparents (If introduced) 2. Older relatives 3. Younger relatives 4. Friends of Parents 5. Friends of Bar/Bat Mitzvah 6. Immediate Family 7. Bar/Bat Mitzvah (Generally people are introduced by their familiar name i.e. Uncle Joe) Music is optional.

Generally there are 13 candles, 12 for the honored guests, and the last for the Bar/Bat Mitzvah.

Who will be performing the introductions? _____

	How to Introduce	Name(s)	Phonetic Spelling(s)
1) Music:			
2) Music:			
3) Music:			
4) Music:			
5) Music:			
6) Music:			
7) Music:			
8) Music:			
9) Music:			
10) Music:			
11) Music:			
12) Music:			
13) Music:			
14) Music:			
15) Music:			
16) Music:			
17) Music:			
18) Music:			

Will the Mitzvah be lighting a candle too? (___Yes or ___No)

If so, should I announce: "Ladies and Gentlemen, at this time we are going to have our traditional candle lighting ceremony, so if we can ask for undivided attention, and welcome to the microphone, (Mitzvah's name)!" (___Yes or ___No)

Will KC announce the Guest of Honor, and if so, how?

Who will announce guests to come up to the cake and light a candle?

Open Dance

We recommend high-energy dance sets interspersed with slow dance sets.

Please pick NO MORE than 3 MUST-PLAY songs and write them below. I prefer that you give me genre and decade (for example, you might say, "90's Pop, but no Michael Jackson").

Follow-Along (Line) Dances

If there are any particular dances you would like us to set up, please indicate them here. Also, there are a variety of skits that we can use to get your guests involved. These are some follow-along dances:

- YMCA
- Chicken Dance
- Cha Cha Slide
- Limbo
- Macarena
- Hand Jive
- Bunny Hop
- Electric Slide
- Conga Line
- C'mon 'N Ride It (The Train)
- Hokey Pokey
- Old Time Rock-n-Roll
- "Soul Train"
- Ketchup Song

Music You DON'T Want To Hear

Please pick NO MORE than 5 DON'T-PLAY songs and write them below. I prefer that you give me genre and decade (i.e. "No 90's Pop").

Do you wish for me to take requests from your guests? If so, what if they ask for music that you requested that I NOT play:

Dedications

Please indicate if you want any specific song dedications and list names (with phonetic pronunciation), and song title(s) with artist(s), and if there is any specific point during the party you would like these:

	How to Introduce	Name(s)	Phonetic Spelling(s)
1) Music:			
2) Music:			
3) Music:			
4) Music:			
5) Music:			

Should I have "Open" dedications? (Yes or No)

Grand Finale / Last Dance

For the second-to-last song, we suggest getting everyone on the dance floor in a circle for a sing-a-long. Is this OK? (Yes or No)

Please indicate music (suggestions follow):

- Last Dance
- I've Had the Time Of My Life (from Dirty Dancing)
- You're the One That I Want (from Grease) followed by Walking On Sunshine
- New York, New York
- Day-O
- That's What Friends Are For
- Lean On Me
- You've Got A Friend

Anything Not Covered:

As a final note . . . Thank you for the time you have put into this planner. Attention to detail is of what I am most proud. If you have any questions or suggestions please call or e-mail. I pride myself in giving quick responses to your needs. If I can be of further service during your planning, do not hesitate to contact me. Consider me an additional resource for ideas, suggestions, and advice - I've seen a lot of parties! I've learned a few things along the way. Use me to your fullest advantage.
Best wishes to you!

Sincerely,

Kerry "KC" Cameron
www.Mitzvah-DJ.Com
800 870 9465

Suggested Activities

A (long) Note on Prizes:

You may want to have prizes – supplied by either yourself or myself (and reimbursed) - available for the winners. Proper prizes include basically anything under \$15, and, preferably, under \$5. \$15 items can be CDs or gift certificates, \$10 items can be movie rentals or cassettes, etc. Do NOT give away laser pointers - they are dangerous! Also please try to stay away from balls or things thrown, as well as the blow up hammers, bats etc. In fact, when the parents are shopping for these gifts, they can take the Mitzvah boy or girl with them shopping, and they can help choose prizes that they know their friends will enjoy! This personalizes the event for the Mitzvah and his/her friends. I recommend ordering on line for most things.

I recommend the following giveaways/gifts. They are always hits. Glow sticks, necklaces etc. LED / magnetic lights, Gangster hats (cheap plastic white & Black), Boas, Blues Brother glasses, blow up feet/shoes. A few blow up guitars, keyboards & Saxes, Wigs (mylar are fairly inexpensive) and Tattoos (removable).

Glow items:
<http://Ebay.com>

Bulk Items (Generally packs of 12):
<http://PartyPinto.com>
<http://www.ShermanSpecialty.com>
www.RINovelty.com

Single items:
<http://www.OrientalTrading.com>

When it comes to picking up prizes for giveaways, you want to get something that is good enough to promote competition, but not TOO good where the kids will risk life and limb! Also, you don't want the prizes to be higher in value than the gifts that the Mitzvah may receive! This statement became apparent when in one Bar Mitzvah party, the parent decided it would be neat to give away \$100 gift certificates to the local record store. Well, one of the kids almost broke a leg during Coke & Pepsi, and the Bar Mitzvah boy felt embarrassed because the value of the prizes exceeded the value of the gifts!

My personal feeling is not to emphasize winners, because to do so emphasizes losers. A good entertainer can throw a great party WITH NO PRIZES. Prizes are a big thing when the kids aren't kept busy having a good time. I realize that tradition dictates having some prizes.

Any giveaways for the kids, such as rope lights, necklaces, sunglasses, and plastic instruments, can usually be bought in bulk, and can be distributed early in the evening, to let everyone know that they are "winners" regardless. This is similar to a "goody bag", or a "loot bag" -- a common giveaway at birthday parties.

Guest DJ - With single winners, I like the prize to include being a guest DJ. This is where they can push buttons and make minor announcements. It spices up the party and makes it more personal for the guests.

DANCES!

Electric Slide
Macarena
Limbo
Conga Line
Twist
YMCA
Cha Cha Slide
Cotton Eyed Joe
Hokey Pokey
Chicken Dance
Train Line
Ketchup Song

Games (over 30)!

Note: I also have other games that are less well known that I don't list because I don't want to share the ideas with other DJs that will download this document. (Similar to games on Survivor & MTV Road Rules)

1. Simon Says - For those unfamiliar with the game, the kids or adults are on the floor facing me. The guests react to my commands; for instance, "Simon Says, right hand up". Guests continue reacting to commands when I preface them with "Simon Says." To disqualify guests, effectively removing them from the dance floor, I issue a command without prefacing it with "Simon Says". If they react, they are disqualified. For example, if I said, "right hand down" and anyone obeys my command, they are out. The winner is the last guest remaining, and a prize can be given to this individual. This game works well after dinner, because there is not a lot of physicality, and it will not interrupt the adults still eating.

2. Coke & Pepsi - This is a relay race, mainly for kids, and usually goes throughout the length of the dance floor. It is suggested that this game be played on a surface that is not smooth to avoid slipping. The object of the game is for the kids to choose partners, with each partner going to opposite sides of the floor. One side is nicknamed "Coke;" the other is called "Pepsi." Similar to "Simon Says," it is a command-oriented game. I alternate calling out either "Coke" or "Pepsi," and the children on that side of the dance floor run to the other side, ultimately sitting on their partner's knee. For instance, if I called "Coke," the children on the "Coke" side would run across the floor, and sit on their "Pepsi" partner's knee. The last child to successfully do this is out. That duo leaves the dance floor, and the game continues in this manner. I can call out Seven-Up and Both Lines run to the middle and high 5 their partner, say Star Trek and everyone raises their right hand up and yells "BEAM ME UP SCOTTY", or you can call out the name of the guest of honor and everyone points at them and yells out "YOU ARE

THE GREATEST!" To mix things up, I will occasionally call out another soft drink, such as "root beer" or "Sprite." If any children move, they are out (similar to Simon Says). The last duo remaining is the winner, and prizes can be given to these children. Obviously, because of the physicality of the game, this game is best played by the 13-year-olds. There is also one more soft drink involved and that is Dr. Pepper. If I say "Dr. Pepper," all the kids have to run to the center of the dance floor. For instance, if I play the song "Staying Alive," then they will have to dance like John Travolta. If it is a country tune, then they might two-step. If it is a classical song, I may have them dance like ballerinas. The kids will really ham it up!

3. Freeze Dance - Nothing is needed here but some hot music. I start the music; the children start dancing. When the music stops, so should the kids. Those who move a muscle are out, and this includes those who blink. Once the kids are out, a fun thing to do is to let them try to get the other children out by making funny faces at them (just as long as they don't touch or push them).

4. Dance Contest - Just as the name suggests, this contest works best when you have volunteers in advance. Because they tend to be the most unbiased, the adults judge the competition by their applause. This could be done using the Soul Train line approach, to give groups or individuals their turn in the spotlight and make it much easier for the audience to judge.

5. Name That Tune - It is a lot of fun to pit the children against the adults in this one. Usually, the kids know more about 60's tunes than the adults do about those from the 90's, so it's rare that the adults win the game. Usually, It's 3 adults vs. 3 kids.

6. Lip Sync Contest - Individuals or groups are judged for creativity and artistic expression by the adults and the winners get a prize.

7. Trivia Contest - Collect trivia about the guest of honor and ask the guests the questions. Whichever guest has the most correct answers wins.

8. Musical Chairs - This is my favorite game; it can be played with children and adults. The more guests, the better! Everybody brings out his or her chair, and I take one away. I start the music, and everyone goes around in a circle. As the music stops, everyone grabs a chair. The person left standing is out, and he/she takes a chair back to his/her seat. The person remaining is the winner. Really a lot of fun, and the adults love it!

9. Limbo - Let's Limbo! Two folks hold each end of the stick (I use a long balloon); the others try to go underneath without falling or touching the stick. If they succeed, they go to the back of the line. If they don't, they're out. Every 5 minutes, the limbo bar is lowered to increase the difficulty. This game is nice, because usually the smallest kids have the advantage, and it never hurts to have your 5-year-old brother win!

10. Mummy Wrap - This is a potentially messy one, but I have a way around that! Kids team up in pairs, and each team is given a roll of toilet paper to use as a wrap around their partner. One child is the "mummy". The object is for the other child to wrap up the "mummy" as fast as they can, and not break the toilet paper! If they break it, the team is out. The first team to successfully be wrapped up in

unbroken paper is the winner. If no team successfully does this, the last remaining team is the winner. As for cleanup, we can let the kids play the game, and at the end of the game, offer a small prize to everyone who helps clean up. Bring a large trash bag with you to the game; the resort/hotel will love you for it!

11. Scavenger Hunt - This is an old party favorite! I choose a few items that one or more of the adult guests might have. For example, lipstick, a credit card ending in "9," a wintergreen LifeSaver, etc. Choose at least 10 items, and make them difficult, yet not impossible. Whoever gathers the most items in a preset amount of time wins.

12. Hula Hoop - Hula Hoop is pretty straightforward. Bring about eight to a party and place them on the dance floor. The girls especially love to play with them. The adults will join in because this is such a nostalgic toy for them. Hula Hoop is yet another elimination game. Have all the kids who want to play line up against the wall and have four kids compete at a time. Once the music starts, they can begin. The last person still going in each group of four will then go into the semifinals. The semifinalists will then start competing against each other until there is a winner. If they are skilled at this game, you can make it more difficult by having them tap their hand to their head, lift their left foot up in the air, or twirl around in a circle. Most likely you will have to do this as you get towards the end of the game. Again, you may have some adults participate, which always makes for a more exciting event.

13. Pass the Hula Hoop - Pass the Hula Hoop is a more recent game and one that works great for every Mitzvah. Ask all the people to get into a big circle and hold hands. Place two Hula Hoops in the circle by having two sets of kids put their hands through the Hula Hoops and hold hands again. The object of the game is to pass the Hula-Hoop around their bodies and onto the next person as fast as they can without letting go of hands while the music is playing. Whoever has a hula hoop around his/her body when the music stops will go to the center and dance. As the circle gets smaller, the center gets bigger. I will play an up-tempo song like "The Twist" for about 15 seconds at a time so that the game won't go on too long. This game is exciting and no one gets eliminated.

14. Balloon T-Shirt Game - This game is really fun and all the kids can participate throughout the entire game. This is the beauty of the game because you are not eliminating kids and will have their full attention at all times. Supply five XXXL T-shirts and at least 150 nine-inch balloons. Have the kids get into 5 groups of 6. Have each group pick the smallest person to be the balloon person. At that time the person chosen will put on the oversized T-shirt. The object of the game is to blow up as many balloons as they possibly can and stuff them under the T-shirt while I play a song. The group with the most balloons stuffed will be the winners. I have everyone gather around as I count the balloons by having them pulled out of the T-shirt. DO NOT, I REPEAT... DO NOT pop the but save them for the Balloon Pop Game.

15. Balloon Pop Game - Use the large amount of balloons and the same teams as the T-Shirt Game for this game. The children get in lines with their teams and run back and forth to the chairs (20-30 feet in front of them) with a balloon and pop each balloon one at a time. by sitting on them. After they pop the balloon they place it in a bag by each chair. The balloons are kept in a common pool behind the teams. The game is over when all balloons are gone. Count the balloons in each bag to determine the winning team.

16. Musical Chairs Scavenger Hunt - This game is quickly becoming the most popular game at Mitzvahs all over the country; all the kids dig it. This game is a must. Musical Chairs Scavenger Hunt is Musical Chairs with a twist. It is played just like regular Musical Chairs but when the music stops, I will shout out an object; for instance, "a tie." The kids then have to go out into the audience, find a tie and get back to a seat before they are all taken. This will continue with other objects that I shout out. A couple of examples of items you can use are ties, shoes, sunglasses, a spoon, lipstick, a comb, etc. This game gets everyone involved.

17. The Human Puzzle - The Human Puzzle is a problem-solving game. Two people play the actual game, but it also attracts attention and you will find all the other kids gathering around to watch. It involves two ropes that the players have wrapped around their wrists in the shape of bracelets. The contestants are connected together by the two ropes and the object of the game is for them to separate from each other. It is a very easy task, but the kids tend to make it more difficult than it really is. As a result it takes a long time to figure out. When this is the case, after about 10 minutes of trying to undo themselves, I will start giving them clues. The first couple to get out of the human puzzle will get a prize.

18. Clown Bike Races - Relay races with the mini-bikes that clowns ride in circuses. Kids are in teams riding the bikes back and forth. This is a fun, fast-moving game! The winning team breaks into two teams, and this continues until there is one child left.

19. Jumbo Twister - The game "Twister," except much larger for a larger group.

20. Balloon Stomp

This is a very high energy game. Everybody gets a balloon attached to a string that is tied to their ankle. The object is to pop other people's balloons while protecting yours. Players must stay within arranged areas. You can spice this up by adding a freeze portion. When the music stops, all must stop.

21. Balloon Pass #1

Teams are made, two lines facing each other for each team. 1st two people put balloons between them where ever the DJ calls, i.e.: hips, shoulders, stomach and they hold the balloon at between that point on their bodies and go to the end of the line where the balloon is passed back to the head of the line and the next couple go.

22. Balloon Pass #2

For this fast and fun game, you make long lines of people. For example, three lines of ten people each. The first person in line passes a balloon over their head to the person behind them, who in turn passes the balloon between their legs to the person behind them, who passes the balloon over their head and so on. When the balloon gets to the end of the line, that person runs to the front of the line and it starts all over. The line that gets the starting person all the way to the back wins!

23. Balloon Pop

Four people per team, two poppers and two blowers. The object is simple, two people blow up the balloons and two people pop them. But they must be popped by holding the balloon between the two people and not using the hands.

24. Musical Men / Women

Have as many men or women sit on chairs in a circle. Then, have 1 less person going around the circle as people that are sitting. When the music stops, all must find a lap to sit on, the odd person is out, Remove 1 Chair and continue. The last couple wins!

25. Unwrap the Gift

A gift is wrapped over and over and over with paper and tape and more tape. Players roll fuzzy dice until they get doubles, when they do they go in the middle and put on big gloves, hat, shirt or whatever and try to unwrap the gift. While this is happening, other players are still rolling the dice so when the next person gets doubles, they go to the middle and have to put on all the stuff and try to open the gift. The person who gets the gift, wins!

26. Pass and Guess

This is a good game for the dinner hour. A jar is filled with Jelly Beans and is passed around the table. Each person must write on a piece of paper their guess and their name. They then hand it to the DJ. The person who gets the closest wins the jar and beans!

27. Human Ring Toss

This high energy game can be done many times to get everyone involved. It takes 6 teams of two, one person wears a hat with a point on it and is the catcher, the other is the tosser. It is a simple game, the first team to catch 4 rings wins!

28. Marshmallow Sculpting

Each team is given a bag of marshmallows and tooth picks. The object is to make something as a team in a certain amount of time. It can be spiced up by making it a theme, i.e. Football, Horses, work related, etc...

29. Marshmallow Run

This is a team game. Each person has a straw, they need to suck up 1 marshmallow and carry it across the dance floor and put it into a glass and run back and slap the hand of the next person in line. 1st team to get one marshmallow for each player wins.

Suggested Music: Rock 'n Roll Part 2

30. Huggy Bear

Everyone is on the dance floor. Play a song and have everyone dance. I yell out a number and the people must get into groups of that number. Anyone not in a group of that number is out. Everyone can play this, young and old!

31. Game Show

Always a big hit, I can simulate a TV Game show with buzzers, lights and wacky trivia. It can be played in teams or individuals . . . and if you miss a question you may have to go to the "Karaoke Challenge"

Additional Terms and Conditions

1. Client is to provide directions and address to the venue no later than 14 days before event if booked more than 14 days in advance.
2. The client agrees to pay a \$25.00 service charge for all returned checks, plus any bank service charges incurred by Mitzvah-DJ.com as a result of a returned check.
3. The performance starting time is listed on the front of this contract. This agreement guarantees that Mitzvah-DJ.com will be ready to perform at the starting time of the event. In most cases, The DJ will arrive at least one hour prior to the contracted time. However, no guarantee is made as to the DJ's EXACT time of arrival. (Please call if this is a problem. In some cases you can pay the overtime fee to ensure that the disc jockey arrives at the event site by a certain time. The contract will need to be revised and initialed by both parties for this service.)
4. This agreement of Mitzvah-DJ.com to perform shall be excused by detention of DJ by sickness, accidents, acts of God, or any other legitimate condition beyond Mitzvah-DJ.com control. In the very unlikely event that the DJ is unable to appear, Mitzvah-DJ.com will make every effort to find a qualified replacement at the agreed upon fees. Should Mitzvah-DJ.com be unable to find a replacement, client will receive a full refund. Further, in the very unlikely event that the Disc Jockey is delayed and the event does not start on time, or time is lost during the event due to equipment malfunction, Mitzvah-DJ.com will refund the portion of the fees paid prorated to the time lost. Client agrees that in all circumstances, Mitzvah-DJ.com liability will be limited to the performance fee and that Mitzvah-DJ.com will not be responsible for indirect or consequential damages.
5. The Disc Jockey will make every effort to play all requests but cannot be held responsible if specific selections are not available UNLESS ARRANGEMENTS ARE MADE BEFOREHAND TO ENSURE THEIR AVAILABILITY.
6. Mitzvah-DJ.com cannot guarantee the Disc Jockey's availability to play___ past the contracted time. Overtime is payable either by cash or check at the conclusion of the event.
7. The client agrees to maintain a safe environment so as to protect the equipment used from theft, vandalism and threat of harm to the Disc Jockey/Entertainment Host. The Disc Jockey has the right to stop the performance and take the necessary steps to secure him/herself and/or equipment, up to and including removing equipment and leaving the event. Disc Jockey will approach client to intercede if any problems develop and will only leave if the problem cannot be corrected to the satisfaction of the Disc Jockey/Entertainment Host. Client is responsible for any and all damages caused by the client, staff, facility and the client's guests.
8. Payment for retainer fee or payments on account will be accepted by check, cash or online credit card (service fee may apply to credit card transactions). Make checks payable to:

Kerry Cameron, 5408 Massengill Court, Garner, NC 27529
9. No handwritten changes may be made to this contract unless both the client and Mitzvah-DJ.com initial the changes as being mutually acceptable.
10. Mitzvah-DJ.com has right to print, publish, and use freely any photos or video or written recommendations taken for promotional purposes. (Can Be Waived Initial Here_____)
11. The client agrees that this contract shall be governed by the laws of the State of North Carolina. In the event of a suit involving or relating to this agreement, the client agrees that the venue for the suit will be in Durham County, North Carolina. In the event that legal action is taken by Mitzvah-DJ.com to enforce this agreement, the client agrees to pay reasonable attorney's fees, court costs and interest to Mitzvah-DJ.com. In the event that the client takes legal action against Mitzvah-DJ.com the client agrees to pay reasonable attorney's fees incurred by Mitzvah-DJ.com, unless the client is awarded a judgment against Mitzvah-DJ.com.
12. This agreement cannot be canceled except by mutual written consent of both the client and Mitzvah-DJ.com. If agreement cancellation is initiated by client in writing to Mitzvah-DJ.com in writing no less than 45 days before the event, client will be issued a refund of all monies paid less the booking fee. Otherwise, client will be obligated to make full payment of the total fee agreed upon. If cancellation is initiated by Mitzvah-DJ.com, all monies paid, including the booking fee will be refunded to the client.
13. This agreement contains all the terms and conditions agreed upon by the client and Mitzvah-DJ.com, and no other agreements, oral or otherwise regarding the subject matter of this contract or performance for the event stated on this contract, shall be deemed to exist.

Agreed to and Accepted by:

Nonrefundable Booking Fee Required: \$

Kerry "KC" Cameron
Owner, Mitzvah-DJ.com

Client