



JumpJet is completely redesigned for 2008 and re branded JumpJet MKII. This site specific 22-minute aerial based pyrotechnic spectacle performance combines stunning story-line based theatrics with aerial, dance and acrobatics. Add in a large amount of pyrotechnics and flame effects and the result is a show like no other

The bulk of the show takes place high in the air suspended from a large industrial crane with the various acts flown on and off stage. The only staging required is three large shipping containers to hide the jet and provide a performance space. This creates terrific sight lines and ties up less valuable real estate on the ground. This arrangement also creates a truly unique and spectacular show unlike anything ever seen before!

[WEBSITE LINK WITH VIDEOS AND MORE PICTURES OF THIS SHOW](#)

#### ACT ONE - AIR TRAFFIC CONTROLLERS:

The show begins in the chaotic surreal world of an airport. An army of orange jump suit clad characters are working furiously amidst an industrial setting (the shipping container stage). Machines are being refueled and repaired creating showers of sparks and fire while other characters are going through acrobatic preflight preparations.

Finally everything is ready and the countdown begins. The air traffic controllers are at their stations and begin their elaborate choreography with pyrotechnic wands that somehow translates into preflight logic for our trusty pilot. Explosions and pyrotechnics are seen shooting skyward from behind the shipping containers as we hear the massive jet engines spark to life.

#### ACT TWO - JET FLIGHT & WING WALK:

The JumpJet slowly rises into the night's sky and is truly a sight to behold. Long columns of fire shoot downward propelling the jet up. The audience can just make out the silhouette of the fearless pilot and his cargo of one as they rise dramatically into the sky. Once at height the jet flies through a series of figure eight turns before hovering at a pre determined altitude in readiness for the aerial act.

#### ACT THREE - JET FLIGHT & MALFUNCTION

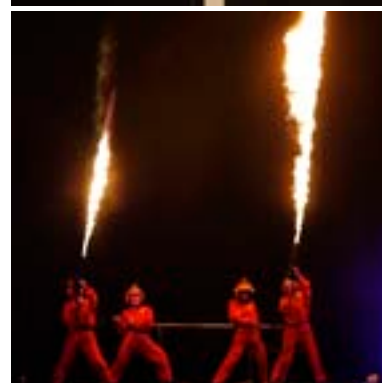
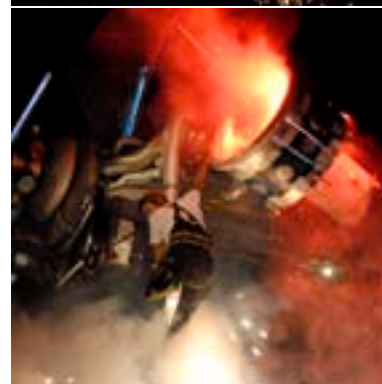
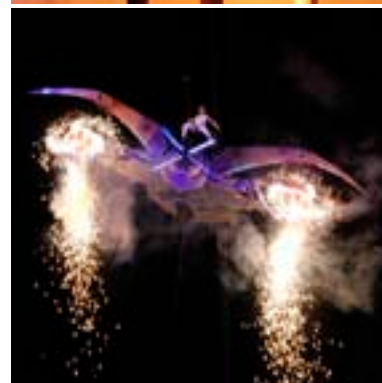
All of a sudden alarm bells ring as one of the jet engines malfunctions and explodes sending the jet into a slow spin downward out of control. The pilot is forced to climb out on the wing to fix the engine but he 'accidentally' falls off and is suddenly dangling from the bottom of the wing. Finally he fixes the engine and the audience breathes a sigh of relief as the jet starts to rise upward again.

#### ACT FOUR - TRAPEZE

From beneath the suspended jet we see a figure in white who performs a dramatic static trapeze act with pyrotechnic highlights. This is a truly stunning backdrop for a trapeze routine and it comes off like none ever seen before. As this routine progresses the jet flies through a sequence of maneuvers that add to this already stunning routine.

#### ACT FIVE - STAGE, TRAMPOLINES & FLAME THROWERS:

At the end of the trapeze routine the lights all go off on the jet as pyro ignites off the helmets of the performers on stage. This begins a highly choreographed stage routine with pyro props and our spectacular trampoline act where the trampolinists actually jump over the flames shot by the Air Traffic Controllers with their flame throwers.



#### ACT SIX - BUNGEE

For the finale the jet maneuvers to a higher altitude through the use of a pyrotechnic propellor and the fiery engines. Once at altitude a bungee act begins with the performer suspended below the jet. In a spectacular sequence of events our brave aerialist literally jumps off the Jet suspended 70 feet in the air and begins an aerial bungee performance. High-level proximate pyrotechnics shoot from the top of the jet in perfect time with the acrobatic bungee act taking place below.



#### ACT SEVEN - FINALE

The air traffic controllers re appear on the shipping container stage for the finale of the show now mirroring the bungee act high above by bouncing high into the sky on trampolines with bright pyro flares attached to their arms. For the big pyro finish the jet plane, crane top and area directly behind the shipping containers are utilized as pyrotechnic launch sites to create a dramatic high-elevation pyrotechnic crescendo.



#### ACT EIGHT (OPTIONAL) - POST SHOW FOAM PARTY

As a post show act foam pours out into the area directly in front of the stage creating an impromptu foam party.

#### SHOW DURATION:

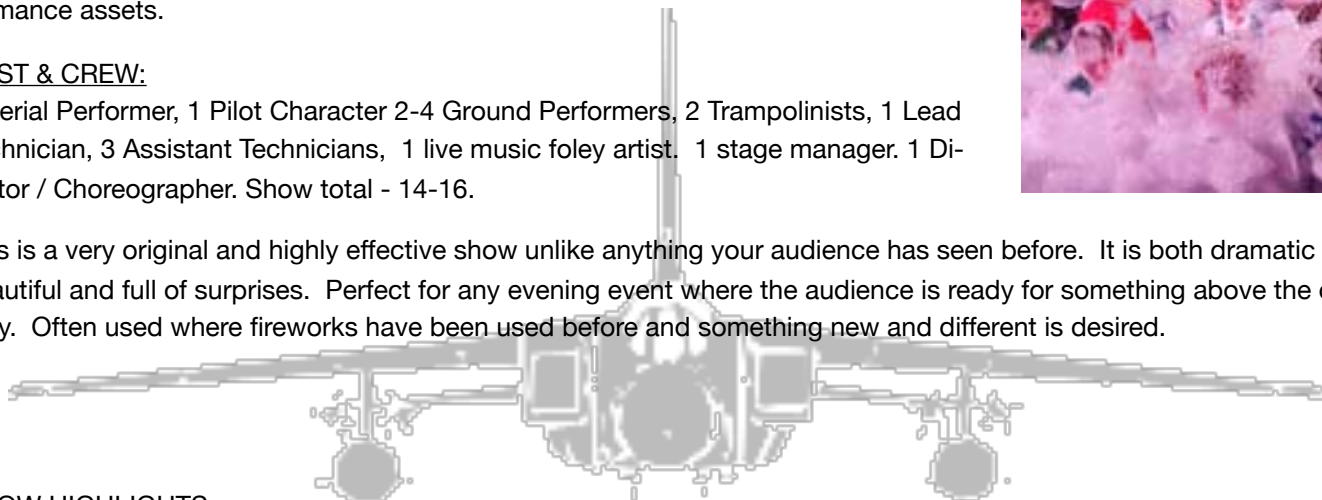
15-25 minutes OR as a component to a larger spectacle show with ground based performance assets.

#### CAST & CREW:

1 Aerial Performer, 1 Pilot Character 2-4 Ground Performers, 2 Trampolinists, 1 Lead Technician, 3 Assistant Technicians, 1 live music foley artist. 1 stage manager. 1 Director / Choreographer. Show total - 14-16.



This is a very original and highly effective show unlike anything your audience has seen before. It is both dramatic and beautiful and full of surprises. Perfect for any evening event where the audience is ready for something above the ordinary. Often used where fireworks have been used before and something new and different is desired.



#### SHOW HIGHLIGHTS:

- Crane based aerial structure - Minimal footprint and staging required - terrific site lines for all!
- Theatrical story-line with no spoken word - perfect for international audiences.
- Stunning aerial routines (trapeze, bungy and jet based acrobatics).
- Amazing fire and pyro performances both on the jet and sea container stage below.
- Live foley sound effects played over original soundtrack.
- Integrated flame effects and CO2 jets create dramatic jet engines that shoot vertically and horizontally.
- Proximate and High Elevation Pyrotechnic Effects and/or optional fireworks finale if space allows.
- Incredibly fun foam after party where the audience is invited right into the action.

#### TECHNICAL OVERVIEW:

This show gives the appearance of a jet plane flying both vertically and horizontally with realism created with rigging (yaw, pitch and roll control) as well as the specialized pyrotechnics, special effects and liquid flames (these represent the thrust of the engines). Further realism is created with “foley” sound effects that are played live in conjunction with stage actions.

The action of the show starts on the sea container stages (air traffic controller act). This sea containers mask the jet from the audience at the top of the show and creates an industrial backdrop.

The jet “flies” up from behind this stage and becomes a platform for theatrical and aerial performances. These take place both above both above and below the jet. The flying effect is created with the use of a large portable crane (industrial construction style) which is barely noticeable at night. The crane lifts the JumpJet rig to a height of 70 feet with both vertical and horizontal flying movement.



Through the use of performance, pyrotechnics and live sound effects we give the impression of flight. We will require a large footprint for both the crane and the start position of the jump jet stage (see below). Live music AND foley sound effects are played as the show unfolds. Our musical technician plays to the exact timing of the show as it happens (jet engine sounds as jet engines fire etc.)

#### PYROTECHNIC DETAILS:

We are a pyrotechnic AND a live performance company. This means that we do our own pyrotechnics and provide our own pyro insurance. If this is an international show and local regulations require it we will work with a local pyro company for legal purposes ('local license'). If a local pyrotechnician is required it will be provided by the purchaser.

The pyrotechnics for this show consist of liquid flame projectors, waterfall effects, short & duration gerbs, strobes, flares as well as large (200+ ft) mines & comet effects. Unless the site allows it and it is a special request all pyrotechnics are rated 1.4G class 7.2.5. This means much smaller safe distances to audiences are required (15-80 feet depending on the effect).

At Circus Orange we take performance with fire and pyrotechnics extremely seriously. Our team consists of pyrotechnicians who have a proven safety record and excel in their ability to combine performer and audience safety with truly dramatic effects on stage. In Canada we set up and function all our own pyrotechnics, obtain local approval and permits and provide our own pyro specific insurance naming all involved parties as 'additionally insured'.

#### AERIAL PERFORMANCE DETAILS:

The aerial routine that takes place beneath the 'flying' jet consists of a static trapeze and then a bungee routine. There is an additional effect where the jet appears to have a malfunction and the pilot is forced out on to the wing and even under the jet to fix it. Pyrotechnics embellish all these acts. Some performance elements are created by the pilot who is the second character on the jet. All performers on the jet remain attached to the jet with a safety line and the performance never takes place directly over the audience.

#### RIGGING DETAILS & CRANE REQUIREMENTS

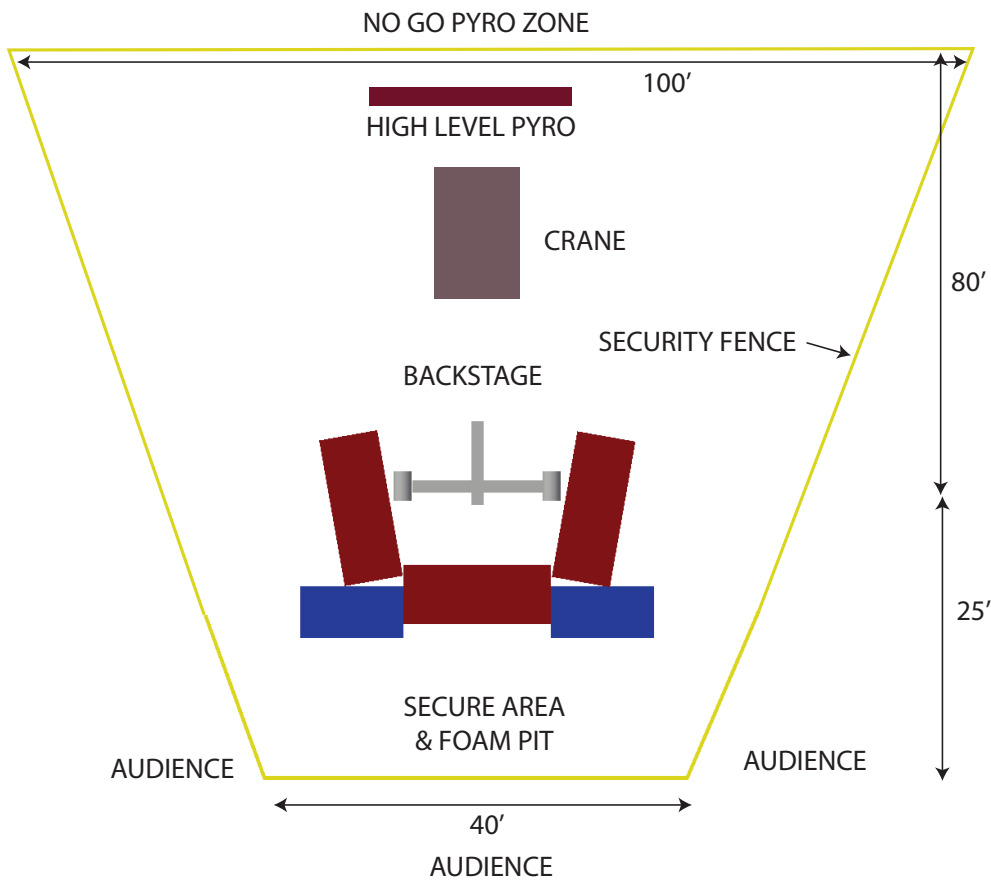
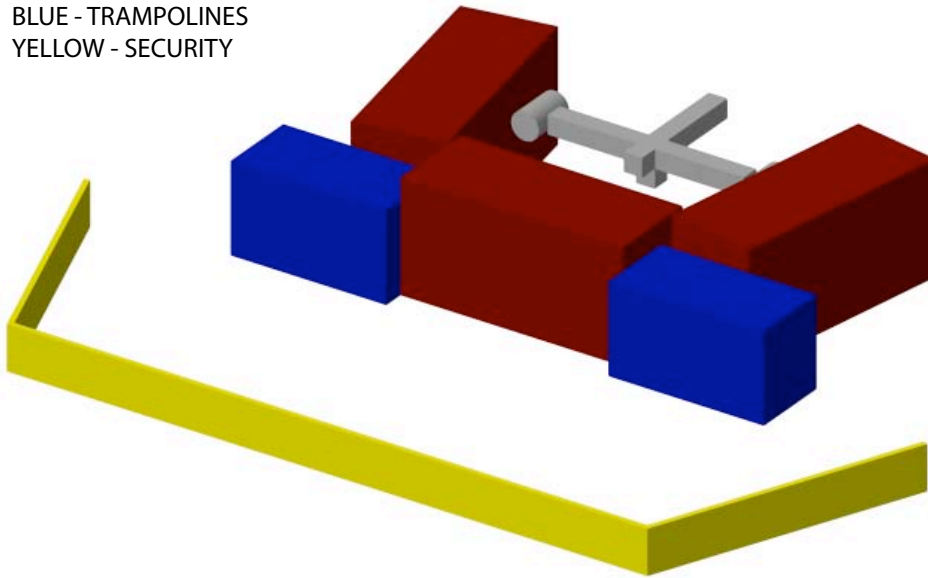
We do all our own rigging unless required to work with a local company due to site regulations. We will require a minimum of a 40-70 ton crane capable of lifting a 2500lbs live load to a height of not less than 60'. Exact crane size depends on your site. We rig directly from the hook on the crane and provide all rigging from the hook down. All rigging is

certified and tagged with regards to maximum load and we employ a ten to one safety factor on the entire system. Crane operator must speak English.

**STANDARD SITE DIAGRAM:**

This diagram shows a basic layout for the show with crane and pyro perimeter. This show is best viewed from the front side. High level pyro can be mounted on a rooftop if the show backs on to a building. Sea containers are used as performance stages and to hide the JumpJet prior to take off.

SILVER - JET START  
 RED - SEA CONTAINERS  
 BLUE - TRAMPOLINES  
 YELLOW - SECURITY



#### SITE REQUIREMENTS:

For non-show time storage our perimeter can be closed in to just the sea container perimeter if security is on site. We will utilize the back two sea containers for prop and pyro storage (doors must lock securely). Perimeter must be steel fence (sides and back) and portable 4' high fence (front). 24 hour security will be required for the duration of our time on site. We require 3 20' standard half sized shipping containers for the duration of this performance with secure ladder access up the back for performers. These containers act as the ground stage and masking for the JumpJet to. The jet rises up from behind these containers. See diagram for layout.

It is possible to use one sea container for the front location and a non-see through fence for the two side containers if space is an issue.

The space behind the sea container stage will be our JumpJet prep location where the pyrotechnics are loaded during the day. This site must be completely secure from the public for the duration of the event from first day of set up to final strike.

#### ELECTRICAL REQUIREMENTS:

6 X 110 volt AC 15 amp circuits on lume to jet (must be capable of extending to 70' in height), 8 X 110 volt AC 15 amp circuits back stage. 1 X 220 20 amp 220 VAC circuit is required for the foam machine.

#### SOUND REQUIREMENTS:

We will require a PA large enough for the expected audience and site. We need a line in from our laptop source (mini jack). Clear Com from FOH (stage manager), JumpJet pilot, Choreographer, crane operator and pyrotechnician. One sound operator will be required.

#### LIGHTING REQUIREMENTS:

The lighting will be designed specifically to your site after our initial site inspection. Below is a very general idea of what to expect.

- We require at least two followspots to follow the flight of the Jet and the performance below.
- 4 tripod towers with 8-12 par cans each required for ambient lighting of sea container area.
- 8 floor mount waterproof lights for ambient lighting of the container stages. Waterproof for foam party.
- 4 color change moving lights to light the jet from below.
- Programmable lighting board to control all lighting.
- Lighting operator.

#### LIVE MUSIC & FOLEY:

Our musical technician needs to be in direct line of sight to the act so that he can play his sounds live off a midi keyboard and laptop. 1 DI required.

#### TRANSPORTATION REQUIREMENTS:

The JumpJet show fits entirely inside a half sized (22') sea container. This can be one of the containers used for staging.

#### PRODUCTION SCHEDULE

The jet will be built over three days prior to the opening show day. Technical rehearsal with sound, lights & crane takes place on the afternoon of the third day with full dress rehearsal that night. It takes one full day to strike the jet after the last show day.

#### SHOW REQUIREMENTS - MONTHS PRIOR TO THE SHOW:

- A site inspection prior to the show by our technical lead and choreographer.
- A technical contact person from the event.
- Detailed site diagrams with dimensions. Site photos.

#### SHOW REQUIREMENTS - GENERAL:

-A dedicated 'point person' from the festival or event who can be our on site contact if and when things come up in production. Radio and/or cell phone contact with this person.

- Access to a runner to pick up last minute items around town.
- Suitable lighting (see below).
- Suitable PA (see below).
- 2 or 3 stagehands for loading and unloading and simple set up jobs.

#### SECURITY:

Due to the pyrotechnics involved in this performance we need to have a secured performance and pyro 'shoot site' before, during and after the show. We need a private and secure location for the preparation of the Jet (launch site behind stage). During the show it is critical that we maintain our security perimeter around the Jet and all pyrotechnic sites. This security perimeter will be determined after our initial site inspection and based on our show stage on your site.

#### CAST & CREW NEEDS:

- Private and secure dressing rooms for all cast and crew. Performer dressing rooms must not be in a shared environment with other companies as focus and mental preparation is necessary for our show. This room must be suitable for stretching and performer warm ups, and large enough for all our costumes with costume racks. This room must have mirrors and be clean, private, secure and warm. This dressing room should also be close to the washrooms.
- An adequate supply of drinking water for all cast and crew.
- Dinner on all show day(s) with meat, vegetarian and wheat free options available. We will schedule this dinnertime around our production schedule.
- \$50CAD per diem per cast/crew member per day away from home (see contract for cast & crew numbers).
- Accommodation at or near the venue. No more than a 10-minute walk to the site OR we get unrestricted use of a full sized passenger van for the duration of our stay.
- All transportation.
- 2 standard olympic style trampolines.

#### OTHER REQUIREMENTS:

- A water source for the foam machine. Regular garden hose is fine.

#### ADDITIONAL ITEMS REQUIRED FOR SHOWS OUTSIDE CANAD:

- Special effects supplies – fluids, fuels etc. (see below).
- All pyrotechnics (see below).
- A local cell phone must be provided for our exclusive use with unrestricted local calling.
- Pyro Rider.

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Technical and dress rehearsals require ALL security, technicians and show staff.

For more information please contact our technical director Tom Comet at (416) 535-1866 or e-mail [tc@circusorange.com](mailto:tc@circusorange.com)



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