

Wedding Entertainment Enhancement Planner

Use this worksheet to decide which entertainment, lighting, photo, and special-effect enhancements actually fit your wedding vision, venue, and budget.

Couple: _____	Wedding Date: _____
Venue: _____	Enhancement Budget: _____

1. Start With the Experience You Want

☐ Choose three words that describe how you want the reception to feel: _____ / _____ / _____

☐ Decide whether your priority is atmosphere, guest interaction, photography, dancing, a dramatic reveal, or a combination.

☐ Set a realistic enhancement budget before choosing add-ons.

☐ Ask the venue which lighting, power, rigging, fog, haze, spark, laser, or sound effects are restricted.

☐ Prioritize enhancements guests will actually notice or use.

2. Enhancement Idea Checklist

Enhancement	Yes	Maybe	No	Why / Notes
Uplighting	☐	☐	☐	
Moving-head / intelligent lighting	☐	☐	☐	
Dance-floor lighting	☐	☐	☐	
Digital or laser monogram	☐	☐	☐	
Sky / ceiling wash	☐	☐	☐	
Low-fog first-dance effect	☐	☐	☐	
Cold-spark effect	☐	☐	☐	
Open-air photo booth	☐	☐	☐	
Glamour / black-and-white photo booth	☐	☐	☐	
360 video booth	☐	☐	☐	
Audio guest book	☐	☐	☐	
Video guest book	☐	☐	☐	
Roaming photo booth	☐	☐	☐	
Karaoke segment	☐	☐	☐	
Foam sticks / LED props	☐	☐	☐	
Custom face fans / props	☐	☐	☐	
Extra dance-floor sound / subwoofer	☐	☐	☐	
Ceremony sound system	☐	☐	☐	

3. Lighting & Atmosphere Planner

Area	Desired Look	Enhancement	Venue Approved?
Ceremony			☐
Cocktail / social hour			☐
Reception room			☐
Dance floor			☐
Sweetheart / head table			☐
Cake / dessert area			☐
Photo booth area			☐
Entrance / foyer			☐

4. Photo & Guest-Interaction Planner

- ☐ Do we want guests to leave with a physical or digital keepsake?
- ☐ Would a photo booth be used throughout the reception, or mainly during cocktail / social hour?
- ☐ Do we want an audio or video guest book instead of, or in addition to, a traditional guest book?
- ☐ Do we want attendants present to help guests use the experience?
- ☐ Do we want custom overlays, monograms, backdrops, props, or branded print designs?
- ☐ Where will the experience be placed so guests notice it without blocking the dance floor or traffic?

5. Special-Effect Planning

Effect	Moment	Venue Approval	Power / Space	Notes
Low fog		☐		
Cold sparks		☐		
Confetti		☐		
Haze / fog		☐		
Laser / projection		☐		
Other		☐		

6. Important Venue Questions

- ☐ Are cold-spark machines permitted? Is special approval, a permit, fire watch, or insurance documentation required?
- ☐ Are fog, haze, or low-fog machines permitted with the venue's fire-alarm system?
- ☐ Are lasers or projection effects permitted?
- ☐ Can lighting fixtures be placed on floor stands, totems, truss, or venue structures?
- ☐ Are there ceiling-height, rigging, wall-mounting, or tape restrictions?
- ☐ Are dedicated electrical circuits available near the entertainment setup?
- ☐ Is there a sound limiter, decibel limit, or subwoofer restriction?
- ☐ Can equipment remain in place during ceremony-to-reception room flips?

7. Enhancement Budget Worksheet

Enhancement	Estimated Cost	Priority 1-5	Booked?
Uplighting			☐
Photo booth			☐
Audio / video guest book			☐
Monogram / projection			☐
Low fog			☐
Cold sparks			☐
Moving-head lighting			☐
Extra sound / subwoofer			☐
Foam sticks / props			☐
Other			☐
TOTAL			

8. Priority Test - Is It Worth Adding?

- ☐ Will guests notice or interact with it?
- ☐ Does it improve the atmosphere or photography?
- ☐ Does it support a specific moment we care about?
- ☐ Does it fit our venue and guest count?
- ☐ Is it permitted by the venue?
- ☐ Does it fit comfortably within the budget?
- ☐ Would we regret skipping it more than we would regret spending the money?

9. Final Enhancement Plan

Enhancement	Provider	Setup Location	When Used	Confirmed?
				☐
				☐
				☐
				☐
				☐

10. Final Notes

Planning Tip: The best enhancements support the celebration rather than compete with it. Choose the features that improve atmosphere, guest experience, photography, or a specific moment - and skip anything that does not add real value for you.