

# HIGHNOON

P R O D U C T I O N S

August 31, 2010

TO: Residents of Van Reypen Ave.

FROM: High Noon Entertainment  
79 Hudson Street Suite 201  
Hoboken, NJ 07030  
201.850.1443

RE: PARKING for Television Production Filming: Sept 7<sup>th</sup> – Oct 1<sup>st</sup> 2010

High Noon Productions, LLC will be shooting a television series in Jersey City, NJ next month. We have been granted permission by the Jersey City Film Office and Parking Authority to shoot this series inside the Culinary Center at Hudson County Community College, beginning Tuesday September 7<sup>th</sup> through Saturday October 2<sup>nd</sup> 2010.

All action and filming will be taking place **within** the school, with the exception of **September 14<sup>th</sup>, 24<sup>th</sup> & 26<sup>th</sup>** where filming will take place on Newkirk St. However, we begin loading in equipment from **Sept 7<sup>th</sup> through Sept 9<sup>th</sup> from 5a-11p each day**. Loading out on **Oct 1<sup>st</sup> and 2<sup>nd</sup> from 5a-11p each day**. *During this time, we have been approved to hold parking spaces along the east side of Van Reypen Ave south of Newkirk St and about 200' past Cubberly St. to allow closer load-in access for our equipment vehicles.*

Should your parking space be taken during these times, we will offer alternative parking options. Please email a written request to the address below, or call, **no later than September 2<sup>nd</sup>** to request supplemental parking around the neighboring streets. You will need to provide your NAME, MAKE/MODEL OF VEHICLE, LICENSE PLATE # & REGISTRATION # and DATE(s) you'll need parking.

We will contact you with the appropriate location for parking your vehicle and ask that you take this letter with you upon arriving at that location. We will check this against the above information you give us.

We thank you in advance for your patience and cooperation.

Sincerely,

Rebecca Sher:  
Production Manager, High Noon Entertainment  
79 Hudson St Suite 201  
Hoboken, NJ 07030  
201.850.1443