



I.A.T.S.E. Local 168

Minimum Qualifications for Employment As a Stage Grip

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General (All Departments)

These guidelines represent the minimum knowledge and abilities required to work as a grip in each of the specific departments. All grips are expected to know basic theatre terminology: i.e. stage left & right, up stage, down stage, wings, flies, rake, borders, masking, German masking, legs, battens, pipes, spot lines, booms, flats, risers, jacks, proscenium, centre line, curtain line, apron, house, spiking, etc. All grips should be in sufficient physical condition to be able to lift, move, carry or operate the various types of equipment with which they are likely to come in contact with. Grips must carry these tasks out in a manner not endangering to themselves or others on the call.

Some basics you also need to know:

- Knots: Bowline, Clove Hitch, Figure Eight, Sheet Bend, and Belaying Knot.
- Basic knowledge of scenic carpentry, i.e. riser, flat, etc.
- Basic knowledge of stage terminology Ref. 'Backstage Handbook'.
- Basic knowledge of carpentry tools and their safe working practices.
- Two years post secondary education in a relevant program, or two years practical experience working on stage or in a similar capacity.
- Tools Required - Gloves, Crescent Wrench, Sharpie, Sharp Knife, and a Multi-tool. (Please see specific departments for added tools.
- How to take instruction and follow directions. Being calm and courteous.
- Smoking is not permitted on a call. You may only smoke on your coffee & meal breaks.
- You must wear CSA steel toed boots or shoes. Please do not wear unsafe items such as, sandals, shorts, and tons of jewellery.

Though you are likely to start out as either a Loader or Carpenter Grip, the Local is always seeking individuals with specific skills. It is unlikely that a person with only the skills to be a Loader will be accepted. With continued work experience you will be considered for more specific positions. Even if you think you are qualified, only the Business Agent and the Executive Committee can make that decision. Finally, the Local reserves the right to amend these qualifications at any time.

You must be eighteen (18) years of age or older in order to apply and be considered for Stage Permittee status.

1. Wardrobe/Dresser:

Wardrobe Grips are expected to know:

- How to do laundry correctly. This includes special care for all fabrics, colours, stain treatment, etc.
- The correct use of sewing machines, steamers and irons, including special care for individual fabrics.
- How to quickly repair common wardrobe related damage, such as popped buttons, snaps, jammed or broken zippers, burst seams, loose hems or other emergency repairs.
- You must be personable and diplomatic when dealing with performers.
- To function correctly and discreetly as a dresser. This may include exposure to full nudity of either sex.
- Basic stage directions such as Stage Right and Stage Left.

Tools Required:

- Tape Measure
 - Small Notebook and pen
 - Watch
 - Small Flashlight
 - Safety Pins
 - Snips
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2. Lighting:

Lighting Grips are expected to know:

- The various lighting instruments by technical name, as well as common names, i.e. Par Can, Leko, Fresnel, 6 X 9, Sourc4, Vari-lite, etc.
- The various parts of instruments, i.e. shutters, focus knobs, iris, etc.
- How to read a lighting plot and determine the position, orientation and cabling of instruments.
- How to select the correct instrument, hang it in position, attach the safety cable, plug it into the correct circuit using the appropriate cable, pull the shutters or open the barndoors, insert colour media, and point it ready for final focusing.
- How to affix gobos, top hats, barndoors, irises and other accessories common to most instruments.
- The basics of safe ladder and man lift handling.
- How to focus an instrument under direction.
- Where to look for circuiting problems.
- How to trouble-shoot problems i.e. check and change lamps, connectors, cables, etc.
- Understand the basics of running DMX and powering Scrollers and Automated fixtures.
- How to tie the following knots – Clove Hitch, Bowline, and Belaying.
- Able to work at heights, climb on catwalks and ladders

Tools Required:

- 8 inch or 6 inch Crescent Wrench with safety strap.
 - Multi-Tool or Screwdriver.
 - Small flashlight.
 - Pen or Pencil.
 - Work Gloves.
 - Chalk.
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3. Carpentry:

Carpentry Grips are expected to know:

- The correct and safe way to handle scenery, ladders, risers and other stage gear.
- How to operate basic hand and power tools safely.
- How to assemble standard risers and choral risers.
- Basic knots including clove hitch, bowline, square knot, truckers hitch, and barrel tie.
- Standard theatre construction techniques to safely erect set pieces under direction.
- To operate turntables, stage lifts, trap effects and other effects under direction.
- How to climb to and work on the grid. Plus be comfortable at heights.
- Must be able to lift and carry heavy objects.(You must be healthy)

Tools Required:

- Tape Measure.
- Gloves.
- Small Notebook and Pencil or Pen.
- Pocket Flashlight.
- Crescent Wrench with safety strap.
- Claw Hammer.
- Multi-Tool or Screwdriver
- Sharp knife
- CSA Steel toed work boots or shoes.

4. Sound

Sound grips should know:

- Basic terminology for commonly used sound equipment including: speaker types, cables, Snakes, monitors, control consoles, effects equipment, microphones, stands, headsets, Belt packs, drum kits, keyboards, amplifiers, direct boxes, etc.
- How to read and interpret a sound plot and channel assignment.
- How to identify the correct microphone, place it and cable it with a minimum of Direction.
- How to correctly patch speakers with a minimum of direction.
- How to correctly run and coil cables and snakes.
- How to trouble shoot a problem, i.e. mic, cable, snake, etc.
- How to setup a station for the backstage intercom (Clear-Com) system.
- Able to lift 50lbs.

Tools Required:

- Tape Measure.
- Gloves.
- Small Notebook and Pencil or Pen.
- Pocket Flashlight.
- Crescent Wrench with safety strap.
- Multi-Tool or Screwdriver
- CSA Steel toed work boots or shoes.

5. Flys:

Fly Grips should know:

- All safety concerns associated with rigging and flying. This includes both rope fly systems and arbor systems.
- Basic terminology and operating procedures including: sheaves, blocks, head-blocks, trim-blocks, line definitions, clews, spot lines, pick-up points, fly rail, belaying pins, block and fall, capstan, sandbags, Sundays, etc.
- Basic knots including how to tie off lines, clove hitch, pipe hitch, bowline, square knot, bag tie, barrel knot.
- How to climb to and work on the grid.
- Able to lift heavy loads.
- Understand the order and safe way in loading counterweight into an arbor fly system.

Tools Required:

- Gloves.
 - Small Notebook and Pencil or Pen.
 - Pocket Flashlight.
 - Crescent Wrench with safety strap.
 - Multi-Tool or Screwdriver
 - CSA Steel toed work boots or shoes.
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6. Props

Props Grips should know:

- How to handle and set out props and furniture including: the marking and placement of props on and offstage.
- To safely and hygienically handle food props.
- To secure and handle potentially dangerous props such as weapons, break-a-ways, electronic items, etc.
- How to complete minor repairs and spot paint touch-up of props with a minimum of direction.
- How to set up stage bands and orchestras in the pit with a minimum of direction.
- How to lay and tape dance floors.
- To clean and mop floors with the appropriate cleaning tools.

Tools Required:

- Small Notebook and Pencil or Pen.
 - Pocket Flashlight.
 - Tape Measure
 - Multi-Tool or Screwdriver
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7. Rigger:

Rigger Grips should know:

- The basic rigging practices and safety surrounding the equipment and proper setup.
- Able to work both on the ground and at heights.
- Basic terms and equipment including: span-sets, shackles, turnbuckle, chain-falls, chain motors, bridals, Crosby, primary, secondary, etc.
- Basic knots including how to tie off lines, clove hitch, pipe hitch, bowline, square knot, bag tie, barrel knot.
- Able to lift heavy loads.

Tools Required:

- Gloves.
 - Small Notebook and Pencil or Pen.
 - Pocket Flashlight.
 - Crescent Wrench with safety strap.
 - Multi-Tool or Screwdriver
 - CSA Steel toed work boots or shoes.
 - Chalk for Ground Riggers
 - Hard Hat for Ground Riggers
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8. Truck Loaders:

Truck Loaders should:

- Be aware of and meet the physical requirements of loading and unloading all types of trucks.
- Have sufficient strength to lift heavy crates, boxes, set pieces, furniture and other items on and off trucks, to lift and arrange such pieces within the confined space of the truck, and move such pieces in and out of the theatre including knowledge of moving up and down ramps, stairs, etc.
- Be prepared to work in all sorts of weather outside during all times of the day or night.
- Work as a cohesive team with other truck loaders and the road crew.
- Supply and wear steel toed safety boots, suitable work gloves and other protective clothing. Loose clothing, hanging jewelry, loose long hair, rings other than simple bands are not to be worn when loading and unloading trucks.

Tools Required:

- Gloves.
 - Pocket Flashlight.
 - CSA Steel toed work boots or shoes.
 - Warm clothes in the winter and at night
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9. Carpenter in a Scene Shop

You need to know:

- Ability to read construction drawings.
- Read a scale ruler.
- Operational knowledge of power tools including a table saw, band saw, radial arm saw, compound sliding mitre saw.
- Operational knowledge of hand tools including a corded and cordless drill, air staplers, jig saw, circular saw, router, etc.
- Knowledge of theatrical scenery (i.e. theatre flat, risers)
- Working knowledge of theatre terminology (ref. The Backstage Handbook)
- Have knowledge of personal safety in the scene shop
- Must wear CSA approved steel toed and steel shanked work boots.

Tools Required:

- Tape Measure.
- Gloves.
- Small Notebook and Pencil or Pen.
- Pocket Flashlight.
- Crescent Wrench with safety strap.
- Claw Hammer.
- Multi-Tool or Screwdriver
- Sharp knife
- CSA Steel toed work boots or shoes.

10. Scenic Painters

You need to have:

- Previous Stage paint experience.
- Basic painting & drawing skills including: spray/brush/roller applications, sanding/priming/masking
Prep. /maintenance work for paint.
- Basic knowledge of scenic tools – air sprayer, HVLP sprayer, Hudson sprayer, etc.
- Physically able to lift and perform repetitive motions.
- Fundamental knowledge of colour theory/mixing.
- Experience with a variety of paint applications and methods.
- Basic drawing skills and perspective comprehension.
- Understanding of linear perspective.
- Familiarity with visual art terminology.

11. Wardrobe Construction

- Diploma/certificate of training/education in costume Construction.
- Work experience in Theatre/Dance Wardrobe.

Cutters

- Proven ability (i.e. portfolio) to draft/drape period costume from a designers drawing.
- Understand theatre terminology a methods of construction.
- Good communication skills (transfer information to stitchers).

Tailor

- All abilities of a cutter.
- Added ability to use tailoring methods as applied to period costuming.

Stitcher

- Proven ability (i.e. portfolio) to construct theatre costumes.
- Total understanding/use of industrial sewing machines.
- Understanding of theatre construction methods i.e. flat baste, cartridge pleating, boning, thread marking, hook and eye tape.
- Ability to do hand sewn finishing i.e. hems, hooks, invisible finish for zippers.
- Ability to follow detailed instruction.
- Ability to work with fine to heavy fabrics.

Milliner

- Proven ability to create headgear from sketch i.e. buckram forms, felt blanks, construction with foam and other mediums.

Dyer

- Proven ability to successfully dye all fabrics/alternate mediums i.e. feathers, buttons, foam, leather.
- Ability to dye color swatch.
- Added ability to do specialty dyeing i.e. batic, aumbre, breakdown, and stenciling.

Accessories

- Proven ability to create jewelry, belts, handbags, etc. from designer drawings.
- Ability to work with multi-media and decorative arts i.e. wire, molding, painting on fabric/leather.

Buyer

- Understanding of theatre wardrobe terminology and process.
- Ability to work with head of wardrobe, designer, cutters to schedule scope and timeline of show for purchasing.