



Job Title: <u>Stagehand</u>	Date: <u>March 28, 2013</u>
Department: <u>Operations</u>	Reports to: <u>Director of Event Services</u>

JOB SUMMARY:

Provide assistance to clients of the U.S. Cellular Center and Paramount Theatre in unloading, setup, performance, tear down, reloading and or storage of technical equipment including but not limited to lighting, audio, wardrobe, props, staging, and rigging.

ESSENTIAL FUNCTIONS:

- Assembles /disassembles hangs and arranges lighting equipment or electrically operated items, scenery and sound equipment for a production.
- Operates the fly rail by raising and lowering lighting and scenery suspended by a fly system.
- Loads or unloads the counterweight inside the arbors of the fly system.
- Setting up stage props including but not limited to tables and chairs, draperies and care of the decking or floor of a production.
- Responsible for operating the forklift to move equipment from point A to point B.
- Responsible for pulling up and attaching wire rope and chain motors (hanging points) for temporarily suspending sound, lighting or scenic elements to a building's steel and/or grid.
- Responsible for making up wire rope connections and attaching chain motor hooks the wire ropes

ACCOUNTABILITIES:

- Must work with building users in a courteous manner.
- Responsible for unloading and loading trucks in a safe manner.
- Pushing, pulling or carrying road cases and other miscellaneous technical equipment
- Ability to remain calm in all situations.
- Remain at assigned position until relieved or dismissed.
- Enforce building policies and fire codes.
- Ability to take direction
- Other related duties as assigned.

QUALIFICATION STANDARDS:

- Walk, run, stand and climb stairs during entire shift.
- Interact verbally with building users and patrons.
- Must be able work with small hand tools.
- Must be available days, evenings, and weekends.
- Must be able to work outdoors.
- Must be able to communicate utilizing two-way radio equipment.
- Must be able to lift 20-50 lbs.