

General Stage

Basic Tools Requirement

Basic Tools – Crew:

- Multi Driver Screwdriver
- Slip Joint Pliers
- Adjustable Wrench
- Flashlight (Mini Mag-lites preferred)
- Heavy Duty Utility Knife
- Slip Resistant Snug Fitting Hand Gloves
- Tool Pouch with Belt
- Hard Hat

Specialized Tools As Per Department:

Audio:

- Jewelers Screwdrivers

Carpenters:

- Hammer (must be available)

Wardrobe:

- Small Pair of Scissors
- Note Pad and Pen
- Seam Ripper
- Safety Pins
- 2 Threaded Needs (1-white & 1-black)

Wigs:

- Isnis type Hair Brush
- Tail Comb
- Large Hairpins
- Topstick

Note to All DECK Crews

All Deck crews for Setup and Strikes must wear safety approved, steel-toed footwear – NO EXCEPTIONS.

Note to All SHOW Crews

Show Blacks are required at all times:

- Black shirt with sleeves (may require long sleeves)
- Black pants
- Black shoes (some departments may require steel toes)
- Black slip resistant snug fitting hand gloves

APPLICABLE TO ALL CALLS:

- ❖ **No Shorts**
- ❖ **No Muscle Shirts**
- ❖ **No Sandals**
- ❖ **No Hats**

I.A. 212 Rigging Department Minimum Gear List

All members and permits dispatched as a Rigger in either one of these categories must bring the following with them to every call:

Ground Rigging

- Hard Hat
- Steel toed safety boots or shoes
- Gloves
- C-wrench or pliers
- Tape measure - 25'

High Rigging

- Hard Hat (CSA) or Climbing Helmet (Min. ANSI) with chinstrap
- Fall Arrest Harness with Dorsal (rear) D-ring and at least 1 Ventral (front) ascent/suspension D-ring - must be clean and in good condition
- Lanyard – double leg with shock absorber
- 125' of rope with a minimum breaking strength of 5000 lbs
- 2' web sling
- 2" rescue pulley
- Locking carabiner
- C-wrench with lanyard
- Valid Fall Protection End User Certification

Revised – February 24, 2012