

RIGGING – RESPONSIBILITY

WHAT THIS SHEET APPLIES TO

Anyone operating or designing a system intended to fly or otherwise move objects or people on stage during performances.

RISKS INCLUDE

Falling objects, muscle & ligament injuries, and overexertion.

GUIDELINES, RULES, & PROCEDURES

- Operators of any rigged device or system must be trained in the safe use of the specific system. They bear the responsibility for insuring that performers and stagehands are kept free from injury as a result of *using* the rigging. They are also directly responsible for frequent inspection of any ropes, cables, chains, blocks, sand bags, trim clamps, mounting bolts, rope locks, battens, and any other system parts. If any defects are found, the system should be declared unsafe and its use should immediately cease until thorough repairs are made.
- Rigging designers must be trained in safe engineering and systems applications. They bear the responsibility for insuring that performers and stagehands are kept free from injury as a result of the rigging *design*. They are also responsible for overseeing the implementation of any rig and for thoroughly training all operators.
- Certified specialists, licensed by an accredited governing body, are required to design or assist the designer of any rigging that involves flying people or excessive variable loads. They should also train, or assist in the training of operators – or even operate the system themselves if complexity and/or risk warrants such measures.
- Licensed engineers may need to certify that the theater’s architectural elements can take the additional stress of any temporary rigging.
- Any student designed and implemented rigging must be inspected and approved by the Department of Theater & Dance Technical Director before work begins and after the design is installed.
- See also the *Safety Information Sheet* “Rigging – Design & Implementation”.

FOR FURTHER UNDERSTANDING

Glerum, Jay O., Stage Rigging Handbook, 3rd ed., Carbondale: Southern Illinois Press, 2007.