

Stagehand Terminology: *Terms/Phrases*



Load In – loading in and setting up the show

Load Out – tearing down and loading out the show

Call Time – what time you need to be signed in and ready to start working

Show Call – working during the show

Show Blacks – all black clothing, typically required for working during a show

Credentials – patch, badge, wrist-band, access pass, etc. to grant access to certain areas

Top of the Show – beginning of the program/performance

Set Change – the time in between bands/performances/acts where we change over to the next Corporate

Gig – an event, generally at a hotel ballroom or convention center, that's more business formal

Doe-see-doe – rotate something 180 degrees

180 or 90 it – rotate 180 degrees, or 90 degrees, or whatever degree is used

Ramp Party – a group of whoever is available to help move a truck ramp into position

Dance or Marley Stomp – stomping out the wrinkles in the marley (generally two people)

Double Stack – (or triple stack) two or three cases of similar size/shape stacked on each other

Down Stack – unstacking the cases

“Wheels to Jesus” – flipping a case up-side-down on top of another case of similar size/shape

“Wheels to the back, or front, etc – flipping a case to where the wheels are facing that direction

Stand-By – the act of waiting for the next task, being available at a moment's notice

Hour Walk – an hour, off-the-clock, to go get food

Magic Corners – carrying a stick of truss where the back person uses the opposite hand as the front person, ie. Front = Right, Back = Left (it balances out the weight)

2 Man or 4 Man – using two people, or four people to carry or lift something

“Table It” – flattening out an object (such a stage deck) and carrying it flat like a table
Donuts – round impressions on top of a case, or wood pieces with round holes in them, used to set the wheels of another case on/in (to keep it from rolling)