



**IATSE** Local 346

## **Journeyman's Exam & Study Guide**

Updated: October 2010

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**There are five basic sections on the Journeyman's exam:**

1. Operation of a theatre fly system
2. Hanging and focusing lights
3. Sound equipment
4. Followspot operation
5. Rigging

Unlike the written, multiple choice Apprentice exam, the Journeyman's exam is practical and hands on. Examiners will ask the candidate to perform tasks in each area, and question the candidate about the work that is being performed. This exam is likely to take two hours or more to complete.

### **Operation of a theatre fly system**

The candidate should be familiar with all parts of a counterweight rigging system, and be able to operate such equipment safely. Here are some terms to know:

- |                                |                      |
|--------------------------------|----------------------|
| 1. Gloves Batten               | 14. Loading gallery  |
| 2. Arbor                       | 15. Snub line        |
| 3. Lift line, aircraft cable   | 16. Bull line        |
| 4. Trim chain                  | 17. Marrying chain   |
| 5. Counterweight               | 18. Opera clamp      |
| 6. Grid                        | 19. 'Rolling' a drop |
| 7. Loft block                  | 20. Cyclorama        |
| 8. Purchase or operating line  | 21. Leg              |
| 9. Head block                  | 22. Border           |
| 10. Tension pulley             | 23. Scrim            |
| 11. Sheave (pronounced 'shiv') | 24. Blackout         |
| 12. Lock                       | 25. Traveler         |
| 13. Rail                       | 26. Dead hang        |

### **Hanging and Focusing Lights**

The candidate should be able to hang lights on a batten and focus them. You will need to know the difference between major types of lighting equipment. You will need to know how to circuit a light so that it is connected to a source of power. It may be necessary to do some basic circuit troubleshooting. The candidate should be familiar with these terms:

- |                |                  |
|----------------|------------------|
| 1. Leko        | 5. Work light    |
| 2. Ellipsoidal | 6. Jumper        |
| 3. Fresnel     | 7. Twist lock    |
| 4. Par Can     | 8. Pin connector |

- |                            |                 |
|----------------------------|-----------------|
| 9. Gobo, pattern, template | 16. Hot spot    |
| 10. Donut                  | 17. Shutter     |
| 11. Yoke                   | 18. Barrel      |
| 12. C-Clamp                | 19. Color       |
| 13. Flag                   | 20. Color frame |
| 14. Pan                    | 21. Spot/flood  |
| 15. Tilt                   |                 |

### **Sound Equipment**

The candidate will not necessarily be asked to run any sound equipment, but will be asked some general questions about sound, sound equipment, and how various parts of a system are related. It will be helpful to have an understanding of the concept of signal path, and to understand how that term relates specifically to theatre sound equipment. The candidate should be familiar with the following terms:

- |                   |                 |
|-------------------|-----------------|
| 1. Microphone     | 9. Equalizer    |
| 2. XLR plug       | 10. Crossover   |
| 3. Cable          | 11. Speaker, PA |
| 4. Balanced input | 12. Horn        |
| 5. Mixing board   | 13. Sub         |
| 6. Pad            | 14. Feedback    |
| 7. Slider, pot    | 15. High end    |
| 8. Outputs        | 16. Low end     |

### **Followspot Operation**

The candidate will be asked to operate one or more followspots and to demonstrate a proficiency in this area. Here are some terms that may be discussed:

- |                             |                          |
|-----------------------------|--------------------------|
| 1. Dowser                   | 7. Color frame numbering |
| 2. Stripper                 | 8. Home position         |
| 3. Iris                     | 9. Drag                  |
| 4. Trombone                 | 10. Ballyhoo             |
| 5. Color changer, boomerang | 11. Pan                  |
| 6. Color frame              |                          |

### **Rigging**

No climbing is required. Candidates will be asked to put together one or more 'rigs' in accordance with standard rigging markings chalked on the floor. You will need to understand the use of common rigging equipment. Here are some terms to know:

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|------------|---------------|
| 1. Steel   | 5. Bag        |
| 2. Thimble | 6. Deck chain |
| 3. Shackle | 7. Spanset    |
| 4. Pin     | 8. Kline tool |

9. Rigging rope
10. Bowline
11. Up rigger
12. Ground rigger
13. Bridle
14. Dead hang
15. Choke

16. Stinger, down leg
17. Color code
18. Red, five foot
19. White, ten foot
20. Blue, twenty foot
21. Green, thirty foot
22. Yellow, fifty foot