Job Title: Light Board & Sound Computer Operator

Department: Production

Reports to: Production Manager

Classification: Part-Time, hourly / Covered by collective bargaining agreement with IATSE

Local #13, non-exempt

JOB SUMMARY:

The Board Operator for the Jungle Theater works with the Stage Manager, Run Crew, Head Electrician, Lighting Designer, Sound Designer, and Production Manager to program the light board during the technical rehearsal process and to run the light board, sound computer, or both during the run of a show. The person in this position will also be responsible for performing dimmer and speaker checks before each rehearsal or show and performing any necessary troubleshooting or maintenance. This position will not include live sound mixing.

SCHEDULE:

Will vary by show. Generally about 80-90 hours during technical rehearsals. During the run of a show: 6 shows per week, Tuesday – Sunday. Evening performances except regular Sunday matinees and occasional Wednesday matinees. Expect each show call to be 4 hours.

This coming season there are 3 full Jungle productions, 2 on our main stage and 1 off-site. There are also 2 "Jungle Presents" shows, which will require the board op. These are smaller shows, with less hours than a main stage production. There are also several rentals that will come through the space, which will require the board op. Hours for the rentals will vary and will be discussed with the board op prior to that person making any commitments.

Dates for 2022-23 shows:

Of Pigs and Pianos (Jungle Presents)

- Oct. 11 – Oct. 16, 2022

Georgiano & Kitty: Christmas at Pemberley (Main Stage)

- Tech begins Nov. 7, 2022
- Show Opens Nov. 19, 2022
- Show Closes Dec. 23, 2022

Gilgamesh (Jungle Presents)

- Dec. 29, 2022 – Jan. 8, 2023

5 (Main Stage)

- Tech begins Feb. 27, 2023
- Show Opens March 11, 2023
- Show Closes April 16, 2023

The Courtroom (Main Stage – Off-Site)

- Tech begins TBD
- Show Opens June 3, 2023
- Show Closes July 2, 2023

JOB DUTIES:

• Assist the Production Manager in the set-up and tear-down of tech tables before and after the technical rehearsal process.

- Work with the Lighting Designer to program the light board during technical rehearsals.
- Work with the Sound Designer to become familiar with the Qlab cue stack during technical rehearsals.
- Work with the Stage Manager, who shall be calling the cues, to operate the light board and sound computer for every show during a run.
- Create and maintain backup files for both the light board and sound computer.
- Perform a dimmer and speaker check before every show and technical rehearsal and address any maintenance needs before show time or start of rehearsal.
- If needed, work with the Run Crew to help facilitate operation of shows.
- Assist the Stage Manager in particularly intensive pre-show setups or intermission changes. The need for this will be decided on a per show basis.
- May be asked to take care of small lighting and sound notes during a technical rehearsal.
- Maintain a clean and tidy booth area.
- May be asked to run video cues, depending on the needs of the show.
- Other duties as assigned by Production Manager.

QUALIFICATIONS:

- At least 2 years of experience operating and programming light boards in professional theaters.
- Knowledge of lighting console programming, especially in the ETC Eos family of consoles.
- Knowledge of the computer program Qlab, used to run sound playback.
- Knowledge of basic theatrical directions and terms.
- Knowledge of computer systems and networks to effectively accomplish work.
- Knowledge of safe work practices to reduce the risk of injury to you and those around you.
- Knowledge of basic theatrical lighting systems and basic knowledge on how to troubleshoot and repair those systems.
- Knowledge of basic theatrical sound systems and basic knowledge on how to troubleshoot and repair those systems.
- Ability to work at heights and in awkward positions, if need be.
- Ability to foster positive relationships and to collaborate with many different groups of people.
- Strong commitment to diversity and inclusion and to working through an anti-racist lens.
- Experience, ability, and commitment to working with diverse groups of people in terms of gender expression, race, sexual orientation, religion, ability, age, class, and immigrant status.
- Ability to work evenings and weekends.

PAY:

The pay for this position has been decided through a collective bargaining agreement between the Jungle Theater and IATSE/Local #13.

For the 2022-2023 season, the pay for this position will be:

o \$23.41 per hour

ABOUT THE JUNGLE:

The Jungle Theater, located in the diverse Lyn-Lake neighborhood of Minneapolis, is one of the country's most dynamic theaters, renowned for its imaginative productions and intimate setting. Since its founding in 1991, the Jungle has been a flagship example of the transformative power of the performing arts, playing a vital, continuing role in the economic, social and cultural life of its neighborhood.

HOW TO APPLY:

To apply send resume to:

Production Manager Matt Earley mearley@jungletheater.org

Application review will be done on a rolling basis, and position will be open until filled.

The Jungle Theater is committed to equal employment opportunity. This policy extends to all applicants, employees, and volunteers regardless of title, and to all aspects of the employment relationship including, but not limited to, recruiting, hiring, placement, training, promotion, discipline, transfer, demotion, compensation, layoff, termination, and benefit eligibility. The Jungle Theater is committed to providing a workplace free of discrimination with respect to all individuals regardless of race, color, gender, age, religion, national origin, disability, genetic information (including family medical history), sexual orientation, gender identity, veteran status, marital status, familial status, status with regard to public assistance, military status, or any other basis protected by law. If you have questions about any of the above, please email rgillette@jungletheater.org.