

Title	Analyse and prepare for implementation of the stage mechanics requirements for a production or event		
Level	6	Credits	10

Purpose	People credited with this unit standard are able to: analyse the stage mechanics requirements to develop stage mechanics documentation for a production or event; and prepare for implementation of the stage mechanics requirements for a production or event.
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Classification	Performing Arts General > Entertainment and Event Technology and Operations
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Available grade	Achieved
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Guidance Information

- 1 All learning and assessment leading to this unit standard must be carried out in accordance with the following as relevant:
 - legislation including Health and Safety at Work Act 2015 and subsequent amendments;
 - current industry best practice and industry guidelines (where available) including *Safe Rigging Practices for the Entertainment Industry in New Zealand*, June 2015, and *A Guide for Safe Working Practices in the New Zealand Theatre & Entertainment Industry*, April 2018, or replacements that supersede these guidelines, are available from the Entertainment Technology New Zealand (ETNZ) website, www.etnz.org. Additional relevant guidelines are available from the WorkSafe website, www.worksafe.govt.nz.
- 2 **Definitions**
Production or event includes but are not limited to – events, performances, conferences, large meetings, film and television, broadcasts, livestream, concerts, stage shows, theatre, studios, dance shows, cultural performance, sporting events, music performances, competitive events, circus, festivals, trade shows, and exhibitions. May be inside or outdoors.
Creative vision can include creative or artistic intent, presentation, design brief, corporate expectations, and overall look and feel of show, performance or event.
- 3 The Entertainment and Event Technology (Level 6) programme guidance document should be consulted when developing assessments leading to this unit standard. It can be found at www.skillsactive.org.nz.

Outcomes and performance criteria

Outcome 1

Analyse the stage mechanics requirements to develop stage mechanics documentation for a production or event.

Range stage mechanics documentation may include but is not limited to – plan, specifications, outcomes, budget, resources, schedules.

Performance criteria

1.1 Engage with production or event stakeholders and documentation to establish event expectations and creative vision.

1.2 Determine the stage mechanics requirements for the production or event in consultation with the production departments and creative team.

Range must include but is not limited to – venue, infrastructure, and practical requirements.

1.3 Develop stage mechanics documentation in accordance with production requirements.

1.4 Determine resources to meet the stage mechanics requirements for the production or event.

1.5 Determine the budget to meet the stage mechanics requirements for the production or event.

Outcome 2

Prepare for implementation of the stage mechanics requirements for a production or event.

Performance criteria

2.1 Secure technical resources to meet stage mechanics requirements.

2.2 Contribute to the selection of and securing people resources to meet stage mechanics requirements.

2.3 Ensure the selection of technical and people resources aligns with budget requirements.

2.4 Engage with internal and external stakeholders to ensure stage mechanics requirements are deliverable.

Planned review date	31 December 2026
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Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	29 July 2021	N/A

Consent and Moderation Requirements (CMR) reference

0099

This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

Comments on this unit standard

Please contact the Skills Active Aotearoa info@skillsactive.org.nz if you wish to suggest changes to the content of this unit standard.