

Wednesday, December 10, 2025

Positions Remaining

Thursday, December 11, 2025

Positions Remaining

v. 12/10/2025 3:15 AM

SHOWPRO

7:00 PM	Mannheim Steamroller		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
7:00 PM	Holiday Pops		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Technical	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
	<i>Black Collared shirt and slacks.</i>	<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
9:30 PM	Mannheim Steamroller		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Load-out	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0

Friday, December 12, 2025		Positions Remaining											
8:30 AM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
9:30 AM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
12:00 PM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Work Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
12:00 PM	Seats		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Work Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
12:00 PM	Lobby call		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Work Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
5:30 PM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
6:00 PM	Yippee Ki Yay		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Cabaret Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
6:00 PM	Yippee Ki Yay		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Cabaret Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
6:30 PM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
7:00 PM	Holiday Pops		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
	<i>Black Collared shirt and slacks.</i>	<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0

11:30 AM	A Musical Christmas Carol												
Show Call	Byham Theater	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
12:30 PM	PBT Nutcracker												
Show Call	Benedum Center	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
12:30 PM	A Musical Christmas Carol												
Show Call	Byham Theater	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
12:30 PM	Yippee Ki Yay												
Show Call	Cabaret Theater	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
1:30 PM	PBT Nutcracker												
Show Call	Benedum Center	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
2:00 PM	Holiday Pops												
Show Call	Heinz Hall	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
	Black Collared shirt and slacks.	Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
2:30 PM	Pens Spotlight												
Show Call	PPG Paints Arena	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
4:30 PM	A Musical Christmas Carol												
Show Call	Byham Theater	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
5:30 PM	PBT Nutcracker												
Show Call	Benedum Center	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
5:30 PM	A Musical Christmas Carol												
Show Call	Byham Theater	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
6:00 PM	Yippee Ki Yay												
Show Call	Cabaret Theater	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
6:30 PM	PBT Nutcracker												
Show Call	Benedum Center	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
		Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0
7:00 PM	Holiday Pops												
Show Call	Heinz Hall	Dept. Head	Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
	Black Collared shirt and slacks.	Key	0	0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	0	0

v. 12/10/2025 3:15 AM

SHOWPRO

4:30 PM	Stage work		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Work Call	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
6:00 PM	Winter Commencement		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Load-out	Petersen Events Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0

Tuesday, December 16, 2025		Positions Remaining											
6:30 PM	Pens Spotlight		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	3	0
9:30 PM	Stage Work		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Work Call	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	4	0

Wednesday, December 17, 2025		Positions Remaining											
8:30 AM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	1	0	0	0		0	0	0
9:30 AM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		4	0	0	1	0	0		0	0	0
6:00 PM	Yippee Ki Yay		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Cabaret Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0

Thursday, December 18, 2025		Positions Remaining											
8:30 AM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	1	0	0	0		0	0	0
9:00 AM	Trisha Yearwood		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Load-in	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	10	0
9:30 AM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		4	0	0	1	0	0		0	0	0
6:00 PM	Trisha Yearwood		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	2	0	0	0	0	0		0	0
		<u>Extra</u>		0	2	0	0	0	0		0	0	0
6:00 PM	Yippee Ki Yay		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Cabaret Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0

SHOWPRO

10:30 AM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		4	0	0	1	0	0		0	0	0
12:30 PM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	1	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
12:30 PM	Yippee Ki Yay		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Cabaret Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
1:30 PM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		8	0	0	1	0	0		0	0	0
2:00 PM	Pops		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
2:00 PM	Trans-Siberian Orchestra		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	1	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		4	0	0	0	0	0		0	0	0
2:30 PM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	1	0	0	0		0	0	0
3:30 PM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		4	0	0	1	0	0		0	0	0
5:30 PM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	1	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
6:00 PM	Archival Video		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Work Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
6:00 PM	Yippee Ki Yay		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Cabaret Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
6:30 PM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		8	0	0	1	0	0		0	0	0
7:00 PM	Pops		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
7:00 PM	Trans-Siberian Orchestra		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>	<u>Fork</u>	<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	1	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		4	0	0	0	0	0		0	0	0

9:30 PM	Trans-Siberian Orchestra		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Load-out	PPG Paints Arena	<u>Dept. Head</u>	1	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	22	10		0	84	0

Sunday, December 21, 2025		Positions Remaining											
9:30 AM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	1	0	0	0		0	0	0
10:30 AM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	1	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
10:30 AM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		4	0	0	1	0	0		0	0	0
11:30 AM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		8	0	0	1	0	0		0	0	0
12:30 PM	Yippee Ki Yay		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Show Call	Cabaret Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
1:00 PM	Pops		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Show Call	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
2:30 PM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	1	0	0	0		0	0	0
3:00 PM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	1	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	0	0
3:30 PM	A Musical Christmas Carol		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Show Call	Byham Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		4	0	0	1	0	0		0	0	0
3:30 PM	Stage Work		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Work Call	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	2	0
3:30 PM	Yippee Ki Yay		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Load-out	Cabaret Theater	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
	Door code 1930#	<u>Extra</u>		0	0	0	0	0	0		0	5	0
4:00 PM	PBT Nutcracker		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u> Climb	<u>DnRig</u> Steel	<u>Fork</u>	<u>Push</u> Load	<u>Gen</u> Hand	<u>H/M</u>
Show Call	Benedum Center	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		8	0	0	1	0	0		0	0	0

6:30 PM	Pens Spotlight		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	3	0
7:00 PM	Stage Work		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Work Call	Heinz Hall	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	2	0

Tuesday, December 30, 2025

Positions Remaining

6:30 PM	Pens Spotlight		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	3	0

Thursday, January 1, 2026

Positions Remaining

6:30 PM	Pens Spotlight		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	3	0

Thursday, January 8, 2026

Positions Remaining

6:30 PM	Pens Spotlight		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	3	0

Saturday, January 10, 2026

Positions Remaining

3:00 PM	Pens Spotlight		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	3	0

Tuesday, January 13, 2026

Positions Remaining

6:30 PM	Pens Spotlight		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	3	0

Thursday, January 15, 2026

Positions Remaining

1:00 PM	Wyndham Grand Pittsburgh		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Load-in	Other	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
	600 Commonwealth Place Pittsburgh, PA 15222	<u>Key</u>		0	0	0	0	0	0	0		0	0
	Contact - Brady Henderson - 864-990-6839	<u>Extra</u>		0	0	0	0	0	0		0	8	0
6:30 PM	Pens Spotlight		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	3	0

Saturday, January 17, 2026

Positions Remaining

6:30 PM	Pens Spotlight		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Show Call	PPG Paints Arena	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
		<u>Key</u>		0	0	0	0	0	0	0		0	0
		<u>Extra</u>		0	0	0	0	0	0		0	3	0

Sunday, January 18, 2026

Positions Remaining

4:00 PM	Wyndham Grand Pittsburgh		<u>Stew</u>	<u>Carp.</u>	<u>Elec.</u>	<u>Sound</u>	<u>Props</u>	<u>UpRig</u>	<u>DnRig</u>		<u>Push</u>	<u>Gen</u>	<u>H/M</u>
Load-in	Other	<u>Dept. Head</u>	0	0	0	0	0	0	0			0	0
	600 Commonwealth Place Pittsburgh, PA 15222	<u>Key</u>		0	0	0	0	0	0	0		0	0
	Contact - Brady Henderson - 864-990-6839	<u>Extra</u>		0	0	0	0	0	0		0	8	0

Thursday, January 29, 2026		Positions Remaining											
6:30 PM	Pens Spotlight		Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Saturday, January 31, 2026		Positions Remaining											
3:00 PM	Pens Spotlight		Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Monday, February 2, 2026		Positions Remaining											
6:30 PM	Pens Spotlight		Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Thursday, February 26, 2026		Positions Remaining											
6:30 PM	Pens Spotlight		Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Sunday, March 1, 2026		Positions Remaining											
12:30 PM	Pens Spotlight		Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Thursday, March 5, 2026		Positions Remaining											
6:30 PM	Pens Spotlight		Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Saturday, March 7, 2026		Positions Remaining											
5:00 PM	Pens Spotlight		Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Sunday, March 8, 2026		Positions Remaining											
4:00 PM	Pens Spotlight		Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Saturday, March 21, 2026		Positions Remaining											
12:30 PM	Pens Spotlight		Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Sunday, March 22, 2026		Positions Remaining											
2:30 PM	Pens Spotlight		Stew	Carp.	Elec.	Sound	Props	UpRig Climb	DnRig Steel	Fork	Push Load	Gen Hand	H/M
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
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Tuesday, March 24, 2026		Positions Remaining											
6:30 PM	Pens Spotlight												
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Saturday, March 28, 2026		Positions Remaining											
4:30 PM	Pens Spotlight												
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Tuesday, March 31, 2026		Positions Remaining											
6:30 PM	Pens Spotlight												
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Saturday, April 4, 2026		Positions Remaining											
4:30 PM	Pens Spotlight												
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Sunday, April 5, 2026		Positions Remaining											
2:30 PM	Pens Spotlight												
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0
Saturday, April 11, 2026		Positions Remaining											
2:30 PM	Pens Spotlight												
Show Call	PPG Paints Arena	Dept. Head	0	0	0	0	0	0	0			0	0
		Key		0	0	0	0	0	0	0		0	0
		Extra		0	0	0	0	0	0		0	3	0

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