

## **Inspection Notes For Chair Apparatus and Flight System**

1. Generally speaking, you are inspecting every single component in the system. So, look for dings, nicks, chips, hard edges, areas that could have been pinched, look for (small) piles of (metal) dust, which is indicative of abrasion/wear of (metal) parts. Look for shiny areas on dull toned things.
2. Check the markings on all nuts and bolts for any turning of nut.
3. Check all mousing on:
  - shackles
  - turnbuckles
  - quicklinks
4. Visual inspection of all nuts and bolts can be performed by looking for lined up ink/paint. If rotated out of alignment, check for tightness.
5. Check gaff tape padding on chair cables for wear.
6. Check nuts and bolt of seat belt, look at stitching at buckle ends closely. Check operation of seat belt closure device.
7. Give the seatbelt buckle an aggressive pull test.
8. Check that there is the appropriate amount of counter weight on each arbor, 5 X 40# bricks (the arbors should have the same weight).

### **Operational Test Run - prior to each show**

**CAUTION – ARBORS ARE OVER-WEIGHTED TO COMPENSATE FOR BODY WEIGHT OF ACTOR**

1. With chair flown out over head height, operate hand lines (horizontal movement) and look/listen/feel for excessive wear/force needed to operate system. (add lubricant when and where necessary)
2. While chair is suspended, operate the linesets (arbor system) and look/listen/feel for excessive wear/force needed to operate system. If trouble is found, and fixing is legitimately beyond the capacity of a can of silicone lube, call system designer (or advising rigger) for advice.