

Say What?

Learn the language of laborers with this handy glossary of common terms.

Dead Time:

When a worker is unable to work due to factors beyond his/her control; also known as "down time," "idle time," or "waiting time."

Featherbedding:

A union practice of creating jobs or spreading out work by placing limits on production, requiring more craftspeople than necessary to do a certain job, and requiring performance of unnecessary work.

Four-Hour Call:

Minimum work period that union labor must be paid.

Jurisdiction:

The authority to perform certain duties as stipulated in the union contract.

Labor:

Contracted workers who perform services; also known as craftspeople.

Labor Call:

Method of securing union employees via the local union hall, handled by the general services contractor.

Mini:

Minimum number of hours an exhibitor will be billed when union laborers work in its exhibit (e.g., a four-hour mini).

Right-to-Work State:

A state where joining a union is not a condition of employment.

Strike (noun):

A union walkout during an exposition.

Strike (verb):

To dismantle an exhibit.

Union:

A labor organization formed for protection of its members, and for the purpose of dealing collectively with employers regarding wages, hours, working conditions, and other matters pertaining to employment.

Wash-Up Time:

A paid 10- to 15-minute period at the end of a laborer's workday to allow for personal cleanup after a shift.

Workday:

Varies by union contract, but typically includes one 30-minute lunch and two 10- to 15-minute breaks during a workday. Lunch and break times are specified, and most union laborers take their lunch and breaks at the same time.

Work Rules:

Regulations governing union craftspeople's working conditions. Includes work exhibitors may perform, cleanup time, overtime, etc.

Work Time:

Paid time that begins as soon as workers are turned over to the exhibitor. Work time stops when exhibitors release the workers.

ADDITIONAL RESOURCES

► Check out EXHIBITOR magazine's online glossary of terms, which includes definitions for everything from jiggged crates to quad boxes. www.ExhibitorOnline.com/Glossary

Candy Adams, CTSM, CME, CEM, CMP, CMM, "The Booth Mom," is an independent exhibit project manager, trainer, speaker, consultant, and an EXHIBITOR Conference faculty member. CandyAdams@BoothMom.com