



Safety Training Course S

# FIREARM SAFETY

FOR THE ENTERTAINMENT INDUSTRY

Presented by  
**Contract Services**

As part of the  
**Safety Pass Training Program for the Motion Picture and Television Industry**

S





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**English:**

If you do not comprehend English, and you require Safety Pass training in a language other than English, please send notification in writing to 2710 Winona Avenue, Burbank, CA 91504. Please provide your name, along with contact information, and specify the language you comprehend. Thank you.

**Spanish:**

Si usted no comprende inglés y requiere la capacitación Safety Pass en un idioma diferente al inglés, por favor envíe una notificación por escrito a 2710 Winona Avenue, Burbank, CA 91504. Por favor provea su nombre, junto con la información de contacto, y especifique el idioma que usted comprende. Gracias.

**Korean:**

영어를 이해하지 못하시고 영어가 아닌 다른 언어로 Safety Pass 훈련을 받으셔야 한다면, 서면 통지를 2710 Winona Avenue, Burbank, CA 91504로 보내주시기 바랍니다. 귀하의 성함과 연락처를 기재하시고 이해하실 수 있는 언어를 명시해주십시오. 감사합니다.

**Armenian:**

Եթե դուք անգլերեն չեք հասկանում և ձեզ հարկավոր է Safety Pass-ի մարզում անգլերենից տարբեր լեզվով, խնդրում ենք գրավոր ծանուցագիր ուղարկել հետևյալ հասցեով՝ 2710 Winona Avenue, Burbank, CA 91504: Խնդրում ենք ներկայացնել ձեր անունը, ինչպես նաև կապի տեղեկությունը, հատկապես նշելով ձեր հասկացած լեզուն: Շնորհակալություն:

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Contract Services Administration Training Trust Fund  
2710 Winona Avenue  
Burbank, CA 91504

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Second edition 2020 (v2.00)

Printed in the United States of America



# Safety Pass Training Program

The Entertainment Industry is committed to maintaining a safe and healthful working environment. To that end, all major studios have a safety representative on staff. In addition, all employers have a safety program in force. This Safety Pass Program has been designed to further promote safety and health and to prevent injuries, illnesses, and accidents on all productions, both on-lot and off-lot.

Studios and production companies may have more restrictive safety requirements than those mandated by local, state, or federal laws or regulations. They also may assign different duties or responsibilities to employees. Therefore, in addition to this Safety Pass training course, employees should refer to the safety manual and materials provided by their employers.

Employees must adhere to all safety rules and regulations. Failure of any employee to follow safety rules and regulations can lead to disciplinary action, up to and including discharge. However, no employee shall be discharged or otherwise disciplined for refusing to perform work that the individual reasonably believes is unsafe.

No safety training can comprehensively cover all possible unsafe work practices. Each production and its employees, therefore, should fully promote each employee's personal obligation to work safely in order to prevent accidents involving, and injuries to, the employee and to his/her fellow employees.

The Safety Pass Program derives from Federal and California Occupational Safety and Health Administration (OSHA) safety regulations. However, the material included in this workbook and its accompanying presentation should be used only as a general guideline. It is not intended as a legal interpretation of any federal, state, or local safety standard.

During the course of your employment, you may be acting as a supervisor or manager. In California, individuals with management authority and actual authority for the safety of a business practice could be convicted of a crime if they have actual knowledge of a serious concealed danger and fail to warn the affected employees and report the hazard. If a hazard exists, immediately notify the employer or studio safety department of the hazard and insure that potentially affected employees are informed of the danger and that steps are taken immediately to mitigate it.

Although the information contained in this training program has been compiled from sources believed to be reliable, the Alliance of Motion Picture and Television Producers, Contract Services Administration Trust Fund, Contract Services Administration Training Trust Fund, and the instructor make no guarantee nor warranty as to, and assume no responsibility for, the accuracy, sufficiency, or completeness of such information.

**The Entertainment Industry is committed to maintaining a safe and healthful working environment.**

# Injury and Illness Prevention Program



**This class is part of the employer's safety program.**

Employers must provide workers a place of employment free from recognized hazards and must have a safety training program in place.

In the State of California, this program is known as an Injury and Illness Prevention Program (IIPP). One requirement of an IIPP is that every employee must be properly trained in safety.

The IIPP and Safety Pass training courses are part of the employer's safety program.



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# S

## **FIREARM SAFETY**

FOR THE ENTERTAINMENT INDUSTRY

Presented by **Contract Services**

As part of the **Safety Pass Training Program for the Motion Picture and Television Industry**



Hello, and welcome to Course S, Firearm Safety for the Entertainment Industry.

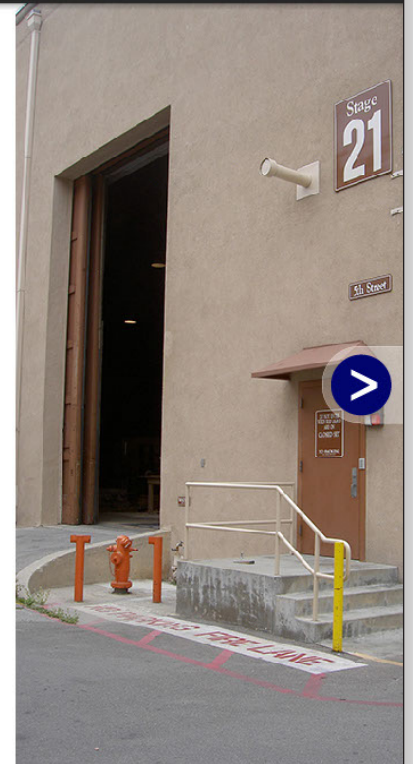
This 90-minute course is part of the Safety Pass training program for the motion picture and television industry. It is presented to you by Contract Services.

## Injury and Illness Prevention Program

This course is part of your employer's safety program.

In the state of California, this program is known as an Injury and Illness Prevention Program (IIPP).

The IIPP and Safety Pass training courses are part of your employer's safety program.



This course is part of your employer's safety program.

In the state of California, this is known as an Injury and Illness Prevention Program (or IIPP). The IIPP and the Safety Pass training courses are part of your employer's safety program.

## Injury and Illness Prevention Program

There are **three reasons** for safety training:



1

It's your personal responsibility.

2

It's the law.

3

It's an industry requirement.

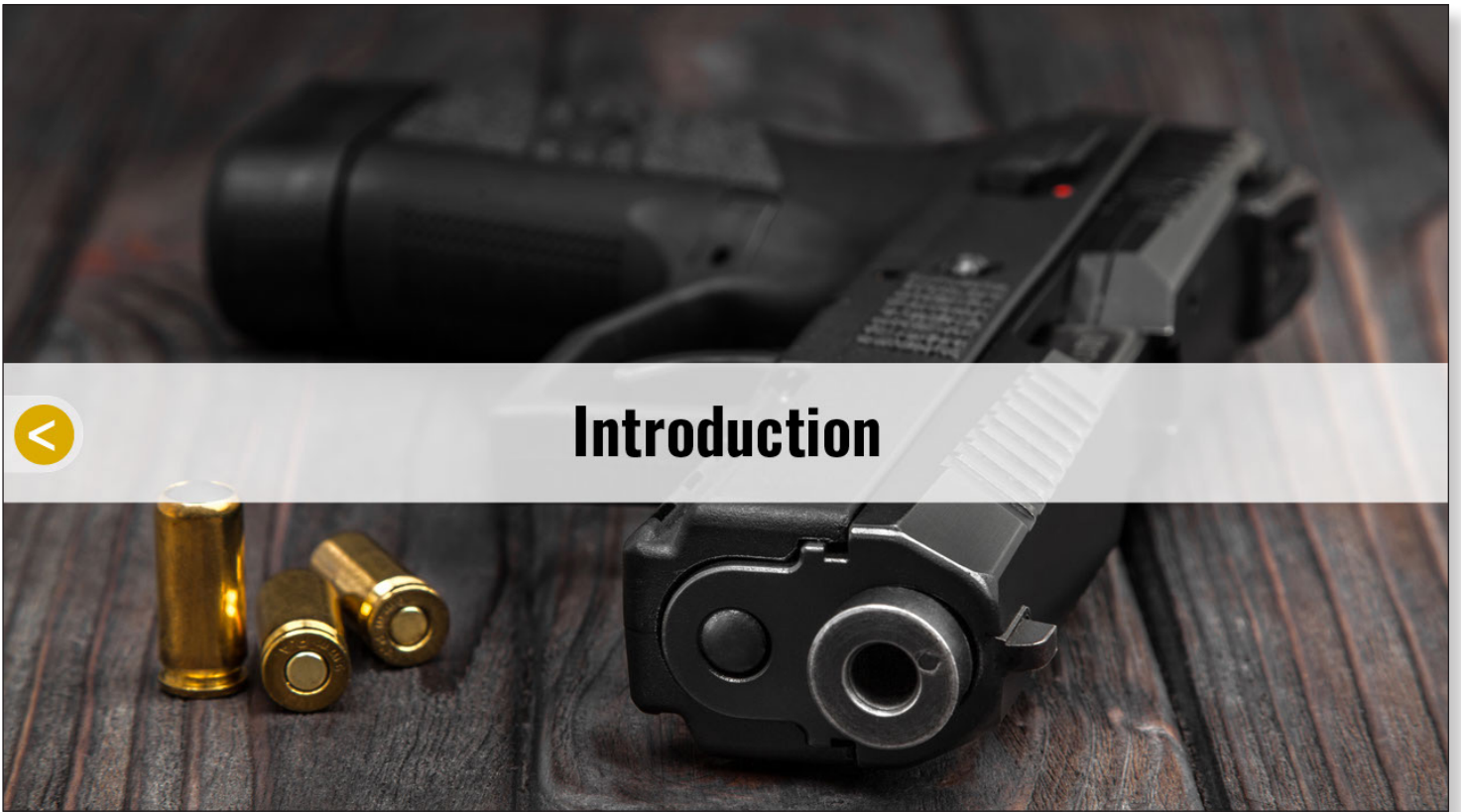


There are three reasons to get safety training.

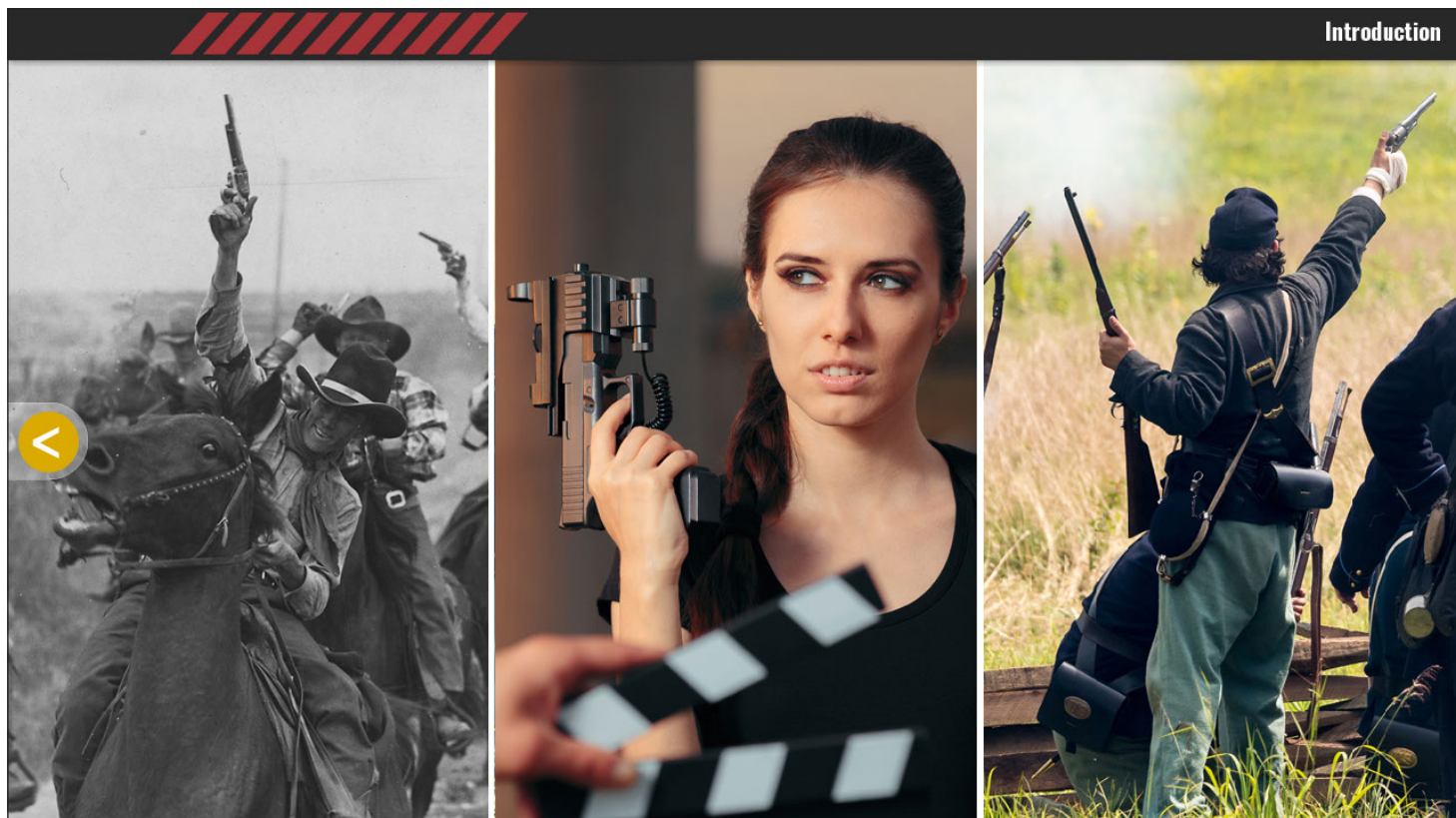
First, you are personally responsible for your safety. You owe it to yourself and your coworkers to avoid accidents and injuries. The way you make a living and your quality of life depend on it.

Second, it is the law. Occupational safety and health standards guarantee the right to a safe workplace and require employers to train their employees in safety.

And third, the industry requires it. This course is part of a cooperative commitment between major motion picture and television studios and industry labor unions to deliver safety training.



Introduction



Guns have been used to bring realism and drama to the entertainment industry since the earliest days of Hollywood moviemaking.



Unfortunately, guns on the set have also been the cause of injuries and fatalities to members of our industry.

You're here today to learn more about making safety the highest priority whenever guns, firearms, and ammunition are used in front of and behind the camera.

## Terminology

### Gun

A weapon that uses force of any kind to discharge a projectile through a tube.

### Firearm

A gun that is designed (or converted) to use the force of an explosive reaction to discharge a projectile.

### Property Master

- Determined by the locality or the needs of the production
- Acts in the interest of the producer for obtaining, maintaining, and handling all firearms for the production
- Works in conjunction with the safety representative
- May seek advice from other experts
- May designate others to work under their supervision

Let's go over some of the terms we'll be using in this course.

A **gun** is a weapon that uses force of any kind to discharge a projectile through a tube. A **firearm** is a gun that is designed or converted to use the force of an explosive reaction to discharge a projectile. This course will use the word gun as a general term that covers any type of gun, including non-functioning replica guns, and the word firearm only when discussing guns that can be classified as firearms.

The property master, or, in their absence, the weapons handler and/or other appropriate personnel determined by the locality or the needs of the production, is the individual acting in the interest of the producer for obtaining, maintaining, and handling all firearms for the production. They work in conjunction with the production's designated safety representative. A property master may not be an expert in every area, and may seek advice if they are not familiar with the firearm or ammunition to be used, or may designate other experienced persons to work under their immediate supervision to assist as necessary. The term "property master," when used in this course, will refer to the individual acting in the interests of the producer for obtaining, maintaining, and handling all firearms for the production.



## Disclaimer

This course contains basic information about firearms and ammunition as they relate to the entertainment industry. Individuals completing this course will **NOT**:

- ▶ receive any type of permit or license for the transport, sale, purchase, possession, storage, or use of firearms or ammunition;
- ▶ become a licensed pyrotechnic operator;
- ▶ receive a California Entertainment Firearms Permit.

This course contains basic information about firearms and ammunition as they relate to the entertainment industry.

Individuals completing this course will NOT: receive any type of permit or license for the transport, sale, purchase, possession, storage, or use of firearms or ammunition; become a licensed pyrotechnic operator; or receive a California Entertainment Firearms Permit.



## Disclaimer

Additional safety measures beyond those described in this course may be required when firearms and ammunition are used in an entertainment production.

Resources such as operator's manuals, firearm and ammunition vendors, armorers, and industry safety bulletins should also be consulted.

In the event of a conflict, federal, state, and local laws or regulations and/or manufacturer specifications will supersede information in this course.

Additional safety measures beyond those described in this course may be required when firearms and ammunition are used in an entertainment production.

Resources such as operator's manuals, firearm and ammunition vendors, armorers, and industry safety bulletins should also be consulted.

In the event of a conflict, federal, state, and local laws or regulations and/or manufacturer specifications will supersede information in this course.



Today's course covers: regulations and rules that apply to firearms and ammunition in the entertainment industry; a basic overview of firearms and ammunition, and how they work; the types of guns, firearms, and ammunition used for entertainment purposes; and safe practices when guns of any type are used on set.



Scene One. Firearm Regulations and Rules.

## Federal and State Laws

Govern purchase, sale, possession, transport, use, and storage of firearms and ammunition

Include blank ammunition, firearms modified to use blank ammunition, muzzleloading firearms, black powder ammunition

May vary between locations

Federal and state laws govern the purchase, sale, possession, transport, use, and storage of firearms and ammunition, including some of the types used in the entertainment industry, such as blank ammunition, firearms modified to use blank ammunition, muzzleloading firearms, and black powder ammunition.

The laws may vary greatly between locations, and they can and do change.

# Local Ordinances

**IRVINE POLICE DEPARTMENT**  
**FILM PERMIT INFORMATION SHEET**

A Film Permit is required when filming for commercial, non-profit, or student purposes, including still photography, on public or private property within the City. Activities that generally do not require a Film Permit include news media, family video photos for private use, or filming entirely within a dedicated film studio (no animals involved).

A Film Permit requires a City business license (\$51 maximum fee) and a Certificate of General Liability Insurance. Student film activities may be exempt from the business license requirement with valid proof of enrollment. Insurance requirements may be waived if activities are conducted completely on private property. Based on your project, other City permits may be required such as Public Facility or Animal Services permits (see Section C below for additional contact information).

Submit your Film Permit Application at least three days prior to your expected film date. However, major filming productions or filming within a public park may require up to three weeks to review. Please use this information sheet as a checklist to assemble the materials required for your Film Permit. Applications can be mailed to: City of Irvine, Attn: Film Permits, P.O. Box 19575, Irvine, CA 92613-9575.

**SUBMITTAL REQUIREMENTS**

**SECTION A: REQUIRED DOCUMENTS**

- Film Permit Application, including the Hold Harmless Agreement
- City Business License Application
- Evidence of comprehensive general liability insurance with a minimum limit of \$1,000,000 naming the City of Irvine as additional insured and a General Liability Endorsement (required if filming occurs on public property); see attached sample insurance certificate.

**SECTION B: CHECK PAYABLE TO THE CITY OF IRVINE**

- The Business License fee is required prior to the issuance of the Film Permit
- Community Services fee, if applicable

**SECTION C: ADDITIONAL INFORMATION**

Based on your specific filming activities, one or more City Departments may need to review your Film Permit. Please specify in the Film Permit Application if your project involves any of the following:

- Animals
- Aerial work (helicopter/plane)
- Traffic control measures
- Site security
- Weapons or weapon-like paraphernalia
- Pyrotechnics/Explosives
- Fighting
- Car scenes
- Use of large tents or stages
- Use of temporary electrical hook-ups



Sample Film Permit Application

The city, town, or facility where a production takes place may have its own rules; for example, the prohibition of certain types of firearms, restrictions on noise levels, or the requirement to have local law enforcement on set when any type of gun or firearm will be used.

The rules or special conditions of filming in a specific location will be listed on the permit application.

## Industry Rules and Guidelines

State of California  
Department of Justice  
Bureau of Firearms

Permit No.: \_\_\_\_\_

**Entertainment Firearms Permit**  
Issued to: \_\_\_\_\_

Date of Issue: \_\_\_\_\_ Exp. Date: \_\_\_\_\_

This is to certify that the Department of Justice, Bureau of Firearms has completed a firearms eligibility check. As of the date of issue, there is nothing that would prohibit the above named permittee from the possession of firearms loaned to the permittee for use as props in motion picture, television, video, theatrical, or other entertainment productions pursuant to Penal Code sections 29500 through 29530.

Signature of Issuing Officer: \_\_\_\_\_

California Entertainment Firearms Permit

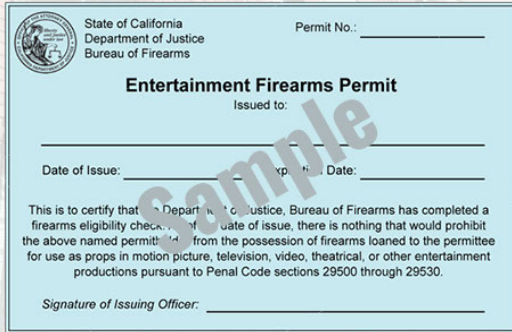
- Fully automatic firearms
- Grenade launchers
- California assault weapons

Additional rules apply to the entertainment industry.

In California, an Entertainment Firearms Permit (or EFP) authorizes certain individuals who are over the age of 21 and have passed a background check to possess firearms loaned to them for use as props in an entertainment production. The permit is necessary when renting certain types of firearms from a licensed prop house or rental armory.

Other types of firearms require permits that are not covered by an EFP; for example, fully automatic firearms, grenade launchers, or California assault weapons. The rental armory will provide information on what permits are needed and if an armorer will need to be hired.

## Industry Rules and Guidelines



State of California  
Department of Justice  
Bureau of Firearms

Permit No.: \_\_\_\_\_

**Entertainment Firearms Permit**  
Issued to: \_\_\_\_\_

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Signature of Issuing Officer: \_\_\_\_\_

California Entertainment Firearms Permit

<p>INDUSTRY WIDE LABOR-MANAGEMENT SAFETY COMMITTEE</p> <p><b>RECOMMENDATIONS</b></p> <p><b>BLANKS CAN KILL - "LIVE AMMUNITION" LOT OR STAGE.</b></p> <p>These guidelines are for the safe storage of firearms. Firearm types include: flintlock guns, pistols, revolvers, and Ammunition."</p> <p>The Property Master or other appropriate personnel will be the individual responsible for maintaining and handling all firearms in conjunction with the production. The following standards shall be followed:</p> <p>Before any use of a firearm, all persons involved in the production where the firearms will be used shall be instructed in the proper handling and/or "dry-run" with the firearm and/or other appropriate personnel determined by the locality or the needs of the production) have jointly determined a situation exists in which there is no other practical alternative but to use "LIVE AMMUNITION" to achieve the effect.</p> <p>"LIVE AMMUNITION" should not be used under circumstances where a desired special effect can be achieved by using conventional special effects techniques by a qualified and licensed Special Effects Technician and/or by computer generated means (computer generated images ["CGI"]).</p> <p>This special use of "LIVE AMMUNITION" shall be limited to the use of "LIVE AMMUNITION" suitable for the use of "LIVE AMMUNITION" in a gun range, the deck of a vessel, or in a controlled environment.</p> <p>Additionally, the permission and/or approval of the local law enforcement agency having jurisdiction (ALEJ) (sheriff, police, or other law enforcement agency having authority to issue this permit) shall be obtained.</p> <p>A SAFETY MEETING shall be held prior to the use of "LIVE AMMUNITION" to discuss the questions as to the safe handling of the original firearms and/or the use of "LIVE AMMUNITION".</p> <p>Revised: April 16, 2003 SAFETY BULLETINS ARE RECOMMENDED GUIDELINES ONLY.</p>	<p>INDUSTRY WIDE LABOR-MANAGEMENT SAFETY COMMITTEE</p> <p><b>SAFETY BULLETIN #2</b> <b>SPECIAL USE OF "LIVE AMMUNITION"</b> <b>THIS BULLETIN SHALL ONLY BE ISSUED IF "LIVE AMMUNITION" WILL BE UTILIZED.</b></p> <p>These guidelines are intended to give recommendations, special guidelines, and conditions for the safe handling of firearms utilizing "LIVE AMMUNITION."</p> <p>On controlled second units, the use of "LIVE AMMUNITION" must be used in accordance with the following criteria and special circumstances:</p> <p>The Property Master (or, in the absence of the Property Master, the individual acting in the role of the production's designated Safety Officer) shall be responsible for the safe handling of all firearms for the production's designated Safety Officer.</p> <p>The Director, Production Designer, and/or other appropriate personnel determined by the locality or the needs of the production) have jointly determined a situation exists in which there is no other practical alternative but to use "LIVE AMMUNITION" to achieve the effect.</p> <p>"LIVE AMMUNITION" should not be used under circumstances where a desired special effect can be achieved by using conventional special effects techniques by a qualified and licensed Special Effects Technician and/or by computer generated means (computer generated images ["CGI"]).</p> <p>This special use of "LIVE AMMUNITION" shall be limited to the use of "LIVE AMMUNITION" suitable for the use of "LIVE AMMUNITION" in a gun range, the deck of a vessel, or in a controlled environment.</p> <p>Additionally, the permission and/or approval of the local law enforcement agency having jurisdiction (ALEJ) (sheriff, police, or other law enforcement agency having authority to issue this permit) shall be obtained.</p> <p>Revised: April 16, 2003 SAFETY BULLETINS ARE RECOMMENDED GUIDELINES ONLY.</p>
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RESOURCE

Safety Bulletin #1  
Recommendations for  
Safety with Firearms and  
Use of Blank Ammunition



RESOURCE

Safety Bulletin #2  
Special Use of  
Live Ammunition



Industry Safety Bulletins

Safety Bulletin #1, *Recommendations for Safety with Firearms and Use of Blank Ammunition*, and Safety Bulletin #2, *Special Use of Live Ammunition*, summarize many of the safety procedures that are covered in this course. They should be consulted whenever firearms are to be used on production, as well as distributed or posted each day that guns, firearms, or ammunition of any type are to be used. Both bulletins are available under the Safety Pass Information tab.

## Property Master Responsibilities



Know and adhere to all firearms rules and regulations that apply to the location.

Ensure all legal requirements have been met.

Obtain proper licenses and permits.

The property master, working in conjunction with the production's designated safety representative, will know and adhere to all of the rules and regulations that apply to the location where the production is taking place, ensure that all legal requirements have been met, and obtain all of the proper licenses and permits.

## Knowledge Check 1

The rules for firearm use on a motion picture or television set are the same for every location. True or False?

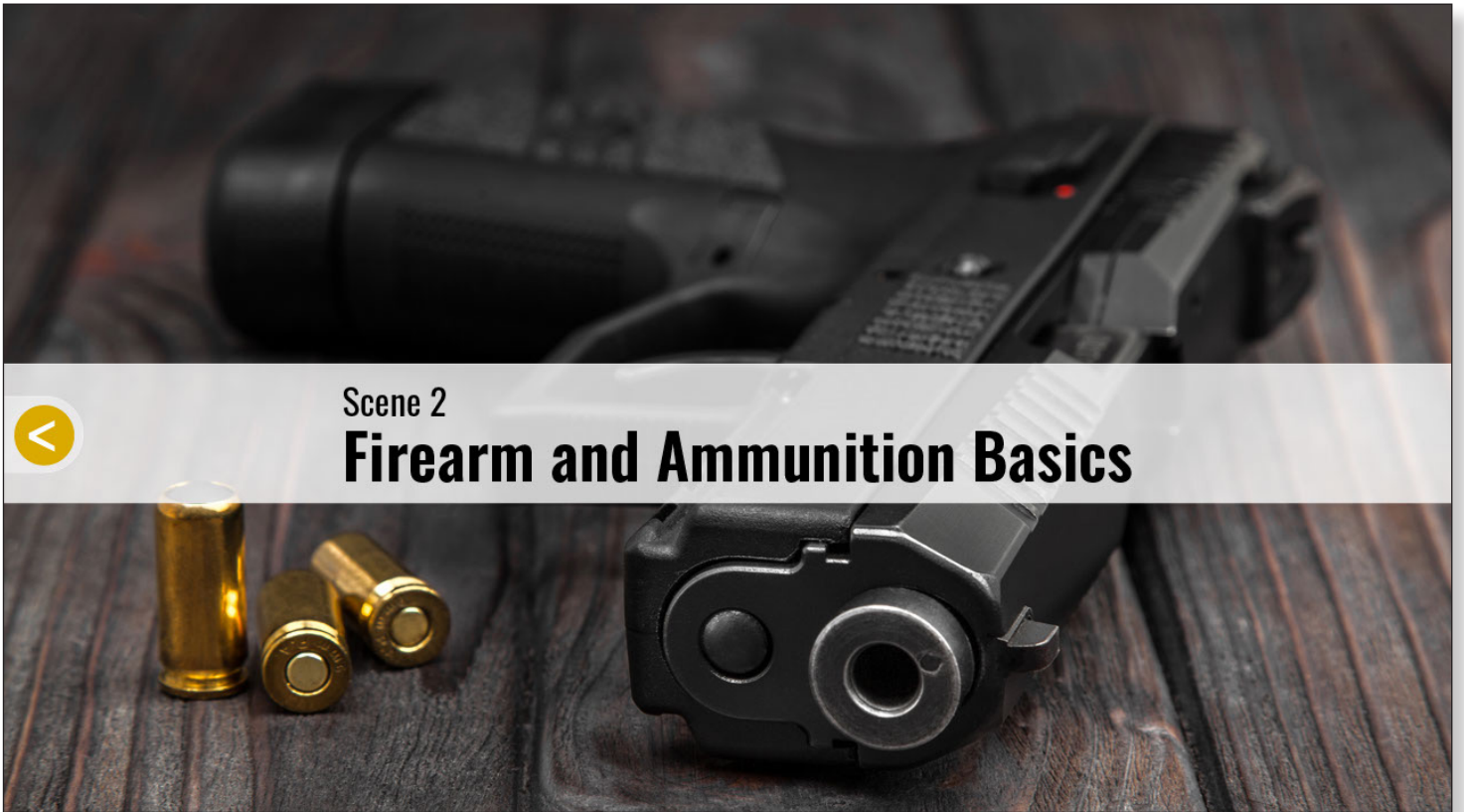
- T True
- F False

Select your answer, then click the *Submit* button.

**Submit**

Ready for a knowledge check? Read the following question and select your answer.  
When you're done, click *Submit*.

**Question:** The rules for firearm use on a motion picture or television set are the same for every location. True or false?



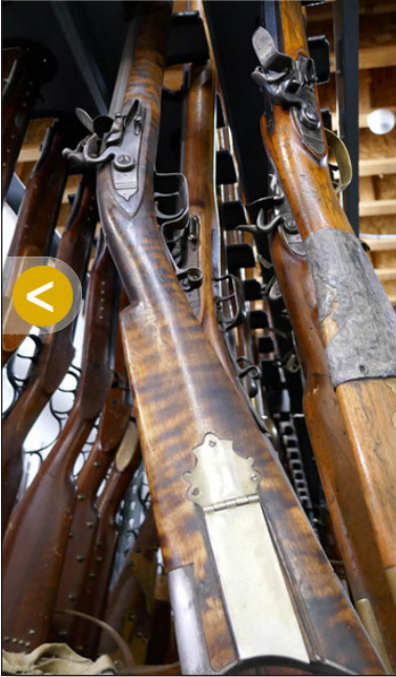
Scene 2

## Firearm and Ammunition Basics

Scene Two, Firearm and Ammunition Basics.

Before we get into the way guns and firearms are used on set, let's review a little about real firearms and ammunition, and how they work.

## Early Firearms



Early firearms, called muzzleloaders, were of a simple design in which projectiles and gunpowder were inserted through the muzzle, or front end, of the barrel. A major issue with gunpowder--also known as black powder--is that it creates a great deal of smoke and residue.

Gunpowder was largely replaced in the 19th century by more efficient smokeless powders; however, muzzleloaders and black powder are still in use today in historical reenactments, to comply with local hunting regulations, or, as we'll see in the next scene, in the entertainment industry.

## Modern Firearms



With the increased use of smokeless powders came the development of self-contained ammunition cartridges which are loaded at the breech, or back end, of a gun's barrel. Nearly all firearms manufactured today are breechloaders, and they have some basic parts in common.

Scene 2 Firearm and Ammunition Basics

## FIREARM COMPONENTS

Click each tab on the left to learn more.

- Safety
- Sights
- Grip
- Stock
- Chamber
- Trigger
- Trigger Guard
- Barrel



The **safety** is a switch, button, or lever that can be activated to prevent accidental discharge.

Click each tab on the left to learn more.

The **safety** is a switch, button, or lever that can be activated to prevent accidental discharge.

**Sights** at the front and rear of the gun assist in aiming.

The **grip** is where the shooter's hand holds or steadies the gun.

The **stock** is the part of a rifle or a shotgun that's behind the grip.

The **chamber** is the area of the gun where ammunition is placed before it is fired.

**FIREARM COMPONENTS**

*Click each tab on the left to learn more.*

Safety

Sights

Grip

Stock



Chamber

Trigger

Trigger Guard

Barrel



Sights at the front and rear of the gun assist in aiming.



**FIREARM COMPONENTS**

*Click each tab on the left to learn more.*

Safety

Sights

Grip

Stock



Chamber

Trigger

Trigger Guard

Barrel



The grip is where the shooter's hand holds or steadies the gun.



**FIREARM COMPONENTS**

Click each tab on the left to learn more.

Safety

Sights

Grip

Stock



Chamber

Trigger

Trigger Guard

Barrel



The stock is the part of a rifle or shotgun that's behind the grip.



**FIREARM COMPONENTS**

Click each tab on the left to learn more.

Safety

Sights

Grip

Stock



Chamber

Trigger

Trigger Guard

Barrel



The safety is a switch, button, or lever that can be activated to prevent accidental discharge.



#### FIREARM COMPONENTS

Click each tab on the left to learn more.

Safety

Sights

Grip

Stock



Chamber

Trigger

Trigger Guard

Barrel



The **trigger** is the mechanism that initiates the firing sequence.

The **trigger guard** surrounding the trigger helps prevent it from being pulled inadvertently.

The **barrel** is the metal tube through which projectiles exit the gun.

FIREARM COMPONENTS

Click each tab on the left to learn more.

Safety

Sights

Grip

Stock



Chamber

Trigger

Trigger Guard

Barrel



The safety is a switch, button, or lever that can be activated to prevent accidental discharge.



FIREARM COMPONENTS

Click each tab on the left to learn more.

Safety

Sights

Grip

Stock



Chamber

Trigger

Trigger Guard

Barrel



The safety is a switch, button, or lever that can be activated to prevent accidental discharge.



### Firearm Action



**Manual**

**Semi-Automatic**

**Automatic**

**TERMS TO KNOW**  
action

How a firearm reacts to a trigger pull.

The image shows three types of firearms: a manual action rifle on the left, a semi-automatic handgun in the center, and an automatic handgun on the right. Each image is accompanied by a label: 'Manual', 'Semi-Automatic', and 'Automatic'. A central text box defines 'action' as 'TERMS TO KNOW' and explains it as 'How a firearm reacts to a trigger pull.' Navigation arrows are visible on the left and right sides of the image area.

Firearms can be categorized by their **action**, which refers to the way that the mechanisms of the gun react to a trigger pull.

The most common types of firearm actions are manual, semi-automatic, and automatic.

**FIREARM ACTION** Manual Action

One trigger pull fires one round



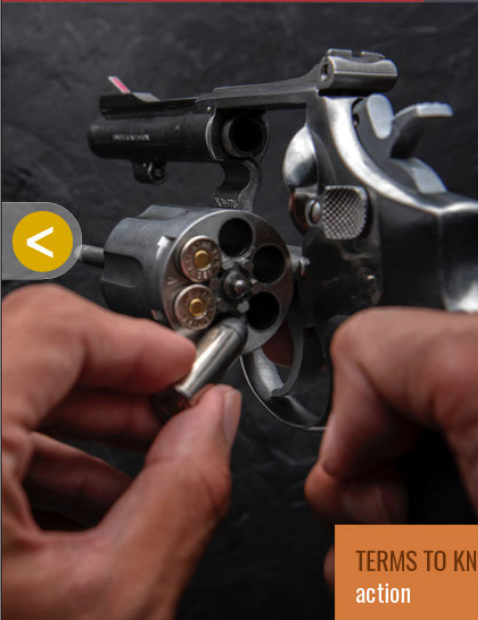
TERMS TO KNOW  
Action

In **manual-action** firearms, one trigger pull fires a single round of ammunition, and each new round must be inserted or advanced by the user.

**FIREARM ACTION** Manual Action

One trigger pull fires one round

New rounds are inserted or advanced by the user



TERMS TO KNOW  
action



**FIREARM ACTION** Manual Action

One trigger pull fires one round

New rounds are inserted or advanced by the user



TERMS TO KNOW  
Action

**FIREARM ACTION** Manual Action

One trigger pull fires one round

New rounds are inserted or advanced by the user



A **revolver** is a manual-action handgun with a rotating **cylinder** that has 5 to 12 ammunition chambers. After a round is fired, the user must position the next chamber in the cylinder by pulling the hammer back or by performing a long trigger pull.

**FIREARM ACTION** Manual Action

One trigger pull fires one round

New rounds are inserted or advanced by the user

Bolt-Action Rifle



Pump-Action Shotgun



Break-Action Shotgun



Lever-Action Rifle

Manual-action rifles and shotguns require the user to operate a bolt, a lever, a pump, or a hinge in order to reload ammunition cartridges or to advance to the next round.

**FIREARM ACTION** Manual Action

One trigger pull fires one round

New rounds are inserted or advanced by the user

Bolt-Action Rifle



Pump-Action Shotgun



Lever-Action Rifle



Break-Action Shotgun

**FIREARM ACTION** Semi-Automatic Action

One trigger pull fires one round

New rounds autoload



Semi-Automatic Rifle



Semi-Automatic Shotgun



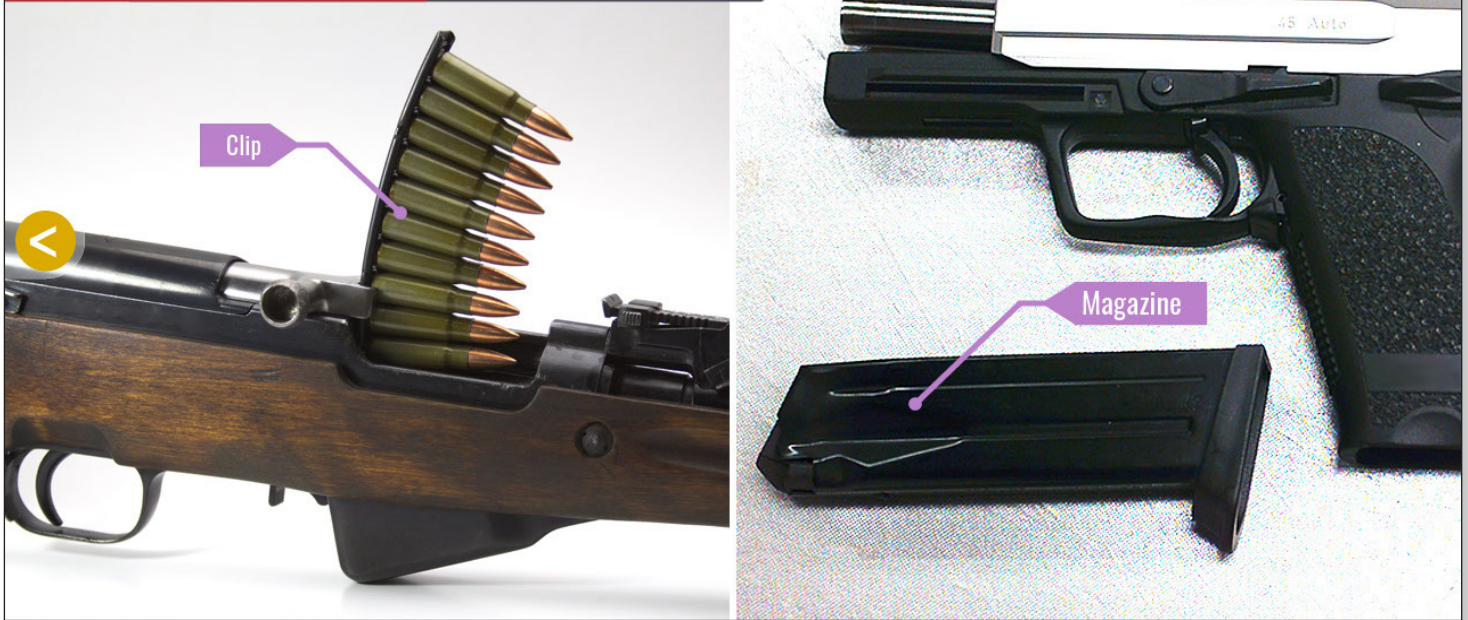
Semi-Automatic Pistol

In **semi-automatic** action firearms, one trigger pull fires a single round, but the gun uses the energy of the fired cartridge to cycle the action of the firearm and advance the next round into position for firing. This is also called autoloading or self-loading.

**FIREARM ACTION** Semi-Automatic Action

One trigger pull fires one round

New rounds autoload



Depending on the firearm, ammunition is fed by a **clip** or a spring-loaded **magazine**.

**FIREARM ACTION** Fully Automatic Action

One trigger pull fires continuously or in bursts

New rounds autoload

M249 Light Machine Gun



AK-47 Assault Rifle



In **fully automatic** action, one trigger pull fires rounds continuously or in a preset number, called a burst, as new rounds are being autoloaded.

**FIREARM ACTION** Fully Automatic Action

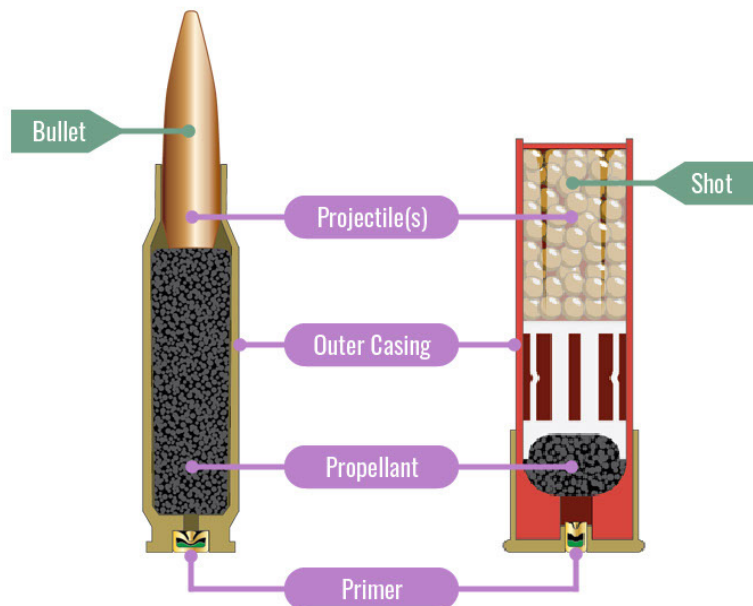
One trigger pull fires continuously or in bursts

New rounds autoload



Ammunition is fed by a belt or a large magazine.

## Ammunition

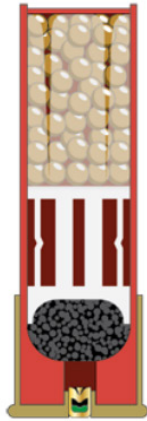


Let's talk about the ammunition that goes into firearms.

An ammunition cartridge, also called a **round**, contains an outer casing, an explosive chemical **primer**, a flammable powder propellant, and the actual **projectile**.

In cartridges used in handguns and rifles, the projectile is a **bullet**. Cartridges for shotguns, called **shells**, contain a single **slug** or multiple small projectiles called **shot**.

# Ammunition



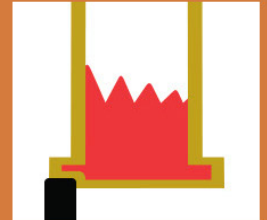
## Centerfire

Ammunition that contains primer in the center of the cartridge base.



## Rimfire

Ammunition that contains primer in the rim of the cartridge base.



Centerfire cartridges and shells contain the primer in the center of the base, while rimfire cartridges and shells contain the primer in the rim of the base.

## Ammunition

### Cartridge Calibers

.22  
9mm  
.38  
.357



### Shotgun Gauges

12 ga 20 ga 28 ga



A cartridge containing a bullet is identified by **caliber**, which is the diameter of the bullet measured in inches or millimeters; for example: .22, 9mm, .38, or .357.

Shells are identified by **gauge**, which relates to the size of the **bore**--or interior--of a shotgun barrel. Commonly used shell gauges are 12 gauge, 20 gauge, and 28 gauge.

## How Firearms Work



How does a firearm work?

When you pull the trigger, a spring-loaded mechanism strikes the primer at the base of the ammunition cartridge. This causes a spark that ignites the propellant, creating gases as it burns. The pressure of the rapidly expanding gases forces the projectile to separate from the case and exit out of the barrel, simultaneously producing visible muzzle flash and audible report. The expanding gases will also force the empty, or spent, cartridge case to eject from the breech of some firearms.

## Knowledge Check 2

Which two types of firearms fire only one round at a time?

- A** Fully Automatic
- B** Manual
- C** Semi-Automatic

Select all that apply, then click the **Submit** button.

**Submit**

Ready for a knowledge check?

**Question:** Which two types of firearms fire only one round at a time?



In this scene, we'll go over the types of guns, firearms, and ammunition used on production, and how they are chosen.

## Making Appropriate Choices



The types of firearms, guns, and ammunition that can be used on a production range from replica guns and cartridges without any moving parts to, in rare situations, real firearms and live ammunition.

Which types will be selected for a specific production sequence is decided by taking the following factors into consideration:



What is the setting and time period?

What is the setting and time period of the script?

Does the gun need to look realistic, or will it need to be custom-made to go with a certain theme, for example, fantasy or sci-fi?



Scene 3 Entertainment Industry Use

Will an actor need to interact with the weapon?



Scene 3 Entertainment Industry Use

Does the sequence call for muzzle flash or report?

Will authorized personnel be on set?



Will special training be required?

Does the gun need to be shown in a close-up?

Will an actor need to interact with the weapon, such as loading it or firing it?  
Or, will it be in a static position or carried in a holster?  
Does the action of the sequence call for muzzle flash or report?

Does the gun need to be shown in a close-up?  
Will authorized personnel be on set?  
Will the cast and crew require special training?  
Is there enough time to get the proper permits?

Once the needs of the production have been assessed, appropriate selections can be made. Let's go over the different choices.

## RUBBER GUNS



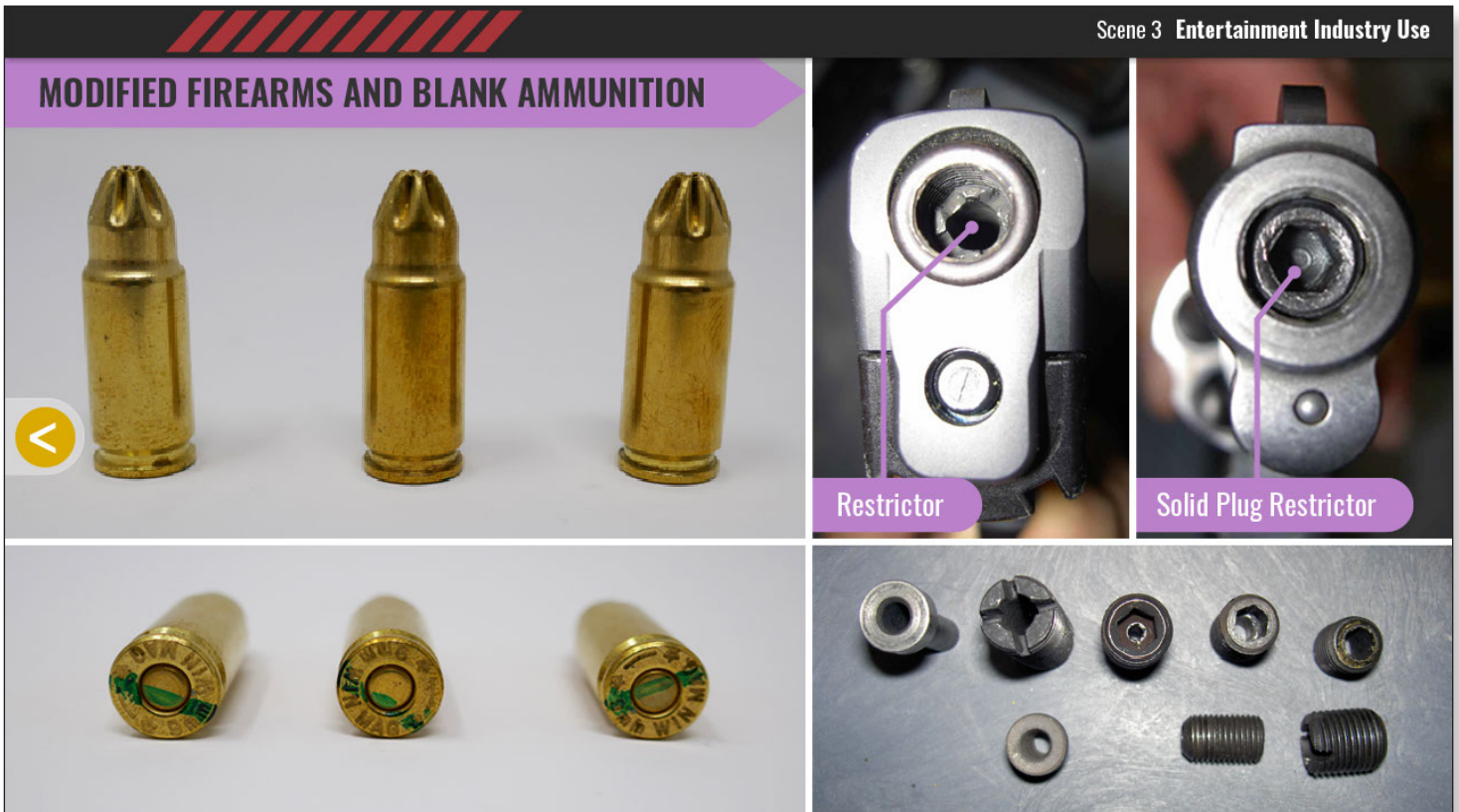
Rubber guns are solid, molded prop guns that are painted to look realistic. They can be made from soft or hard rubber and can withstand being dropped or thrown. They're often used for stunt work.

**REPLICA GUNS**

Replica guns are non-functioning prop guns made of metal, resin, plastic, or foam. Although they may have some moving parts, they are limited in terms of realism in that most cannot be fired or eject spent rounds.

Safety Bulletin #1 directs property masters to use replica or rubber prop guns whenever possible.

When using rubber and replica guns, it is a good practice to treat them as if they are live, and refrain from horseplay.



Using blank ammunition is a typical way to get realistic firearm effects.

Blanks can only be used with firearms that have been specially modified for their use. For semi-automatic and fully automatic firearms, the most significant modification is that the barrel has been plugged with a restrictor. When the firearm is discharged, the restrictor prevents some of the gases from being released through the muzzle. This is necessary to create enough back pressure to cycle the firearm’s action, generate muzzle flash and report, and, in certain weapons, eject the cartridge or shell casing.

A solid plug restrictor completely seals off the muzzle of a firearm. When used in conjunction with solid plug blanks, the firearm will produce very low report, but no muzzle flash. Solid plug restrictors and blanks are used when it is necessary to prevent any debris or heat from exiting the muzzle end of the barrel, such as when a firearm is aimed at or discharged in close proximity to an individual.

Note that modifications of any kind to firearms must be made **ONLY** by qualified persons.

## MODIFIED FIREARMS AND BLANK AMMUNITION



Blank ammunition contains primer and propellant, but no projectile.

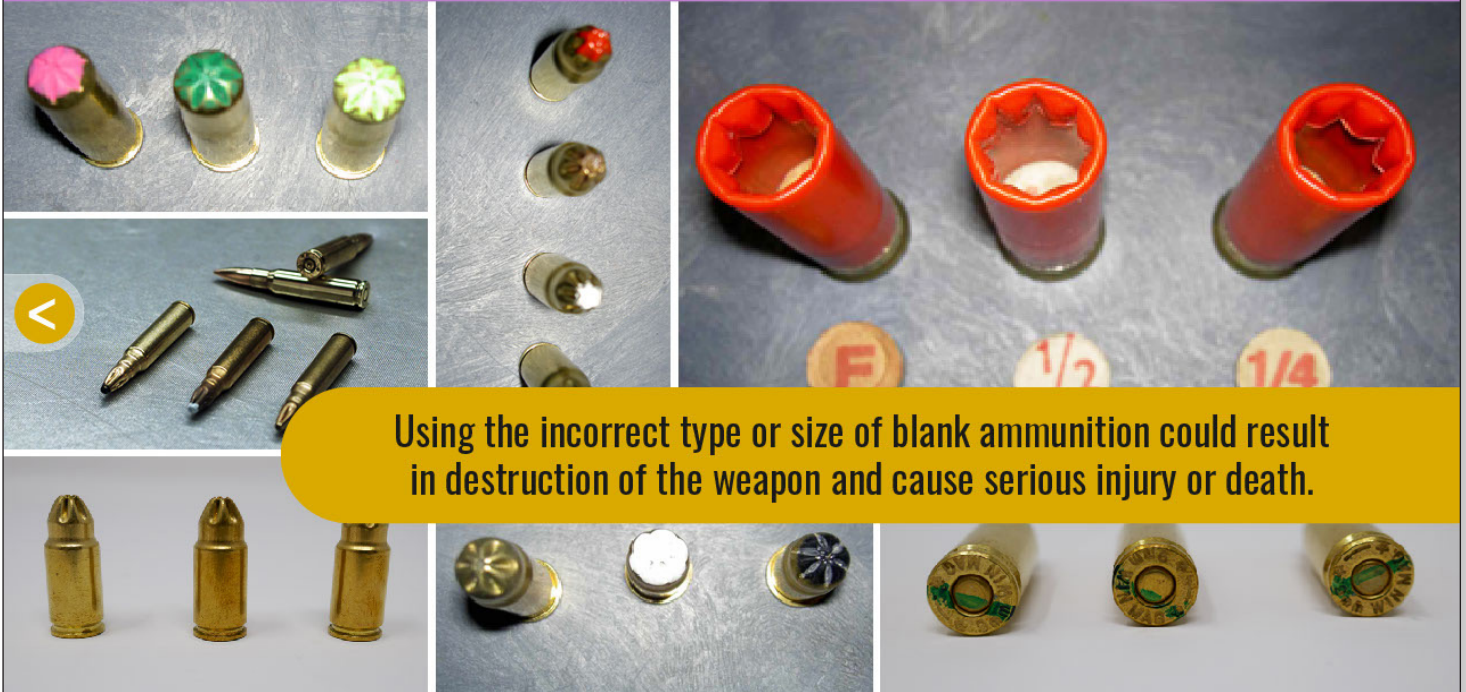
To keep the propellant from spilling out where the projectile would normally be placed, blank cartridges are crimped, and shotgun shell blanks are wadded with paper or plastic.

Based on the type of propellant contained inside, blanks will be designated as “flash” for smokeless powder and “black” for black powder. The amount of propellant in a blank, referred to as a load, will produce a specified level of muzzle flash and report when fired. There are four load sizes: full load, half load, quarter load, and solid plug.

Safety Bulletin #1 states that the property master should select the lightest load of blank ammunition consistent with the needs of the scene or with the restrictions of the location.

Blanks are color coded to indicate their load size, but the code is not standardized, and colors may differ by manufacturer.

### MODIFIED FIREARMS AND BLANK AMMUNITION



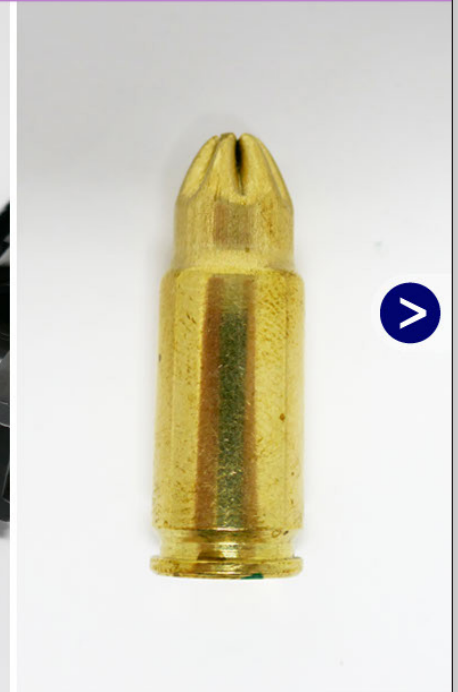
Using the incorrect type or size of blank ammunition could result in destruction of the weapon and cause serious injury or death.

Modified semi-automatic and automatic firearms are “tuned” to work only with a specific load size of ammunition. Using the incorrect type or size of blank ammunition in these firearms could result in the destruction of the weapon and cause serious injury or death.

**MODIFIED FIREARMS AND BLANK AMMUNITION**

**5-in-1 Blanks**

- .38-44
- .44-40
- .44 Magnum
- .44 Special
- .45 Colt



**Load Size**

**Full Load, Half Load, Quarter Load**

Modified revolvers can fire full loads, half loads, or quarter loads interchangeably.

5-in-1 blanks, called “five-in-ones,” can be used with modified revolvers of five calibers: .38-44, .44-40, .44 Magnum, .44 Special, and .45 Colt.

**MODIFIED FIREARMS AND BLANK AMMUNITION** Safety Considerations



**Don't touch the barrel or ejected casings.**

Let's talk about safety when it comes to using modified firearms and blank ammunition.

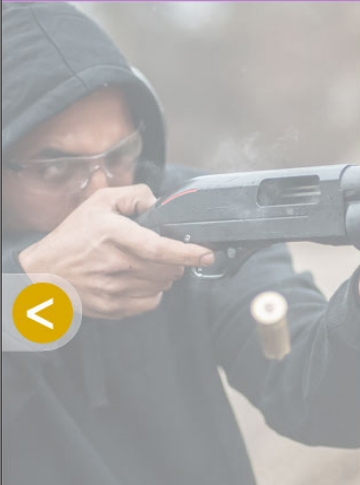
With repeated rapid fire, a modified firearm can become hot enough to cause burns if handled. Do not touch the barrel or any ejected casings immediately after firing. The spent casings of automatic and semi-automatic modified firearms can travel in excess of 25 feet when a round is fired. The wadding inside a blank shell can also become a projectile. Stay well away from the line of fire during a sequence. Eye protection may be required.

**MODIFIED FIREARMS AND BLANK AMMUNITION** Safety Considerations

**Wear PPE if necessary.**

Depending on caliber, load, and distance, blanks can create noise levels that could cause hearing damage. Personal hearing protection is required for anyone potentially exposed to loud firearm noise.

**MODIFIED FIREARMS AND BLANK AMMUNITION** Safety Considerations



**Malfunctioning firearms should be taken out of service until properly inspected by a qualified person.**

**TERMS TO KNOW**

**Hang Fire**

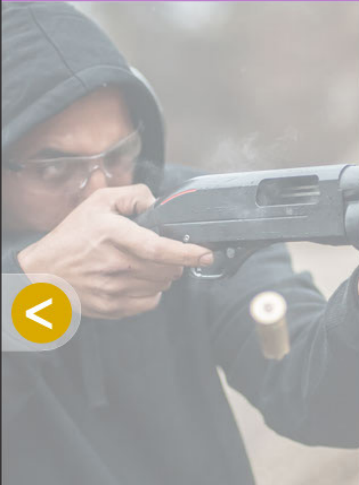
The delay or failure of a firearm's ammunition to fire after the trigger is pulled.

Residue from fired blanks can build up inside the barrel of a firearm, and eventually the gun may fail to function.

If you believe that a firearm has a clogged barrel or any other problem, such as hang fire or jamming, do not discharge the firearm, look down the barrel to check it, or attempt to clean or un-jam it. Immediately report the issue to the property master.

Malfunctioning firearms should be taken out of service until properly inspected by a qualified person.

**MODIFIED FIREARMS AND BLANK AMMUNITION** Safety Considerations



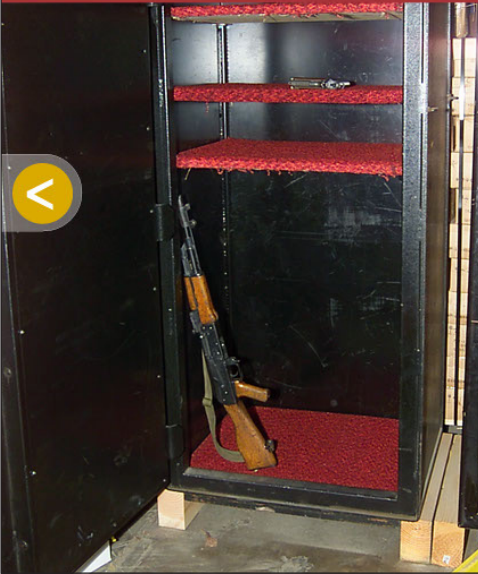
**Blanks CAN kill.**

**TERMS TO KNOW**  
hang fire

The most important safety takeaway about blank ammunition and firearms is that if they are used improperly or incorrectly, blanks CAN kill.

**MODIFIED FIREARMS AND BLANK AMMUNITION** Storage and Disposal

All blanks should be kept under lock and key.



Blanks must be stored and labeled properly.



Do not throw unused blanks in the trash.

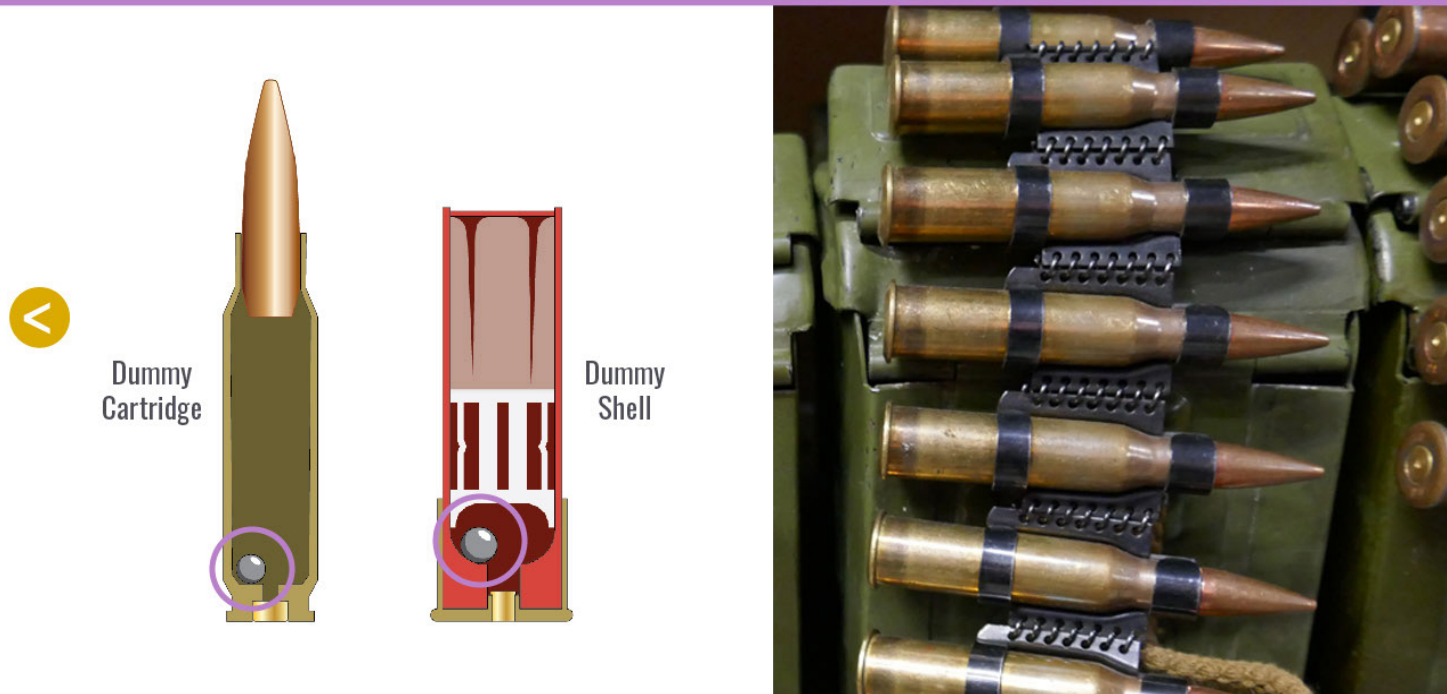


Because it is so important that blank ammunition be used correctly, it should always be stored in clearly identifiable containers labeled with its caliber or gauge, load size, production lot, expiration date, and any other pertinent information.

All blank ammunition should be kept under lock and key in a safe and secure area, to be accessed only by authorized personnel.

Unused blanks cannot be thrown into the trash. Follow your employer's procedures for their removal.

## DUMMY AMMUNITION

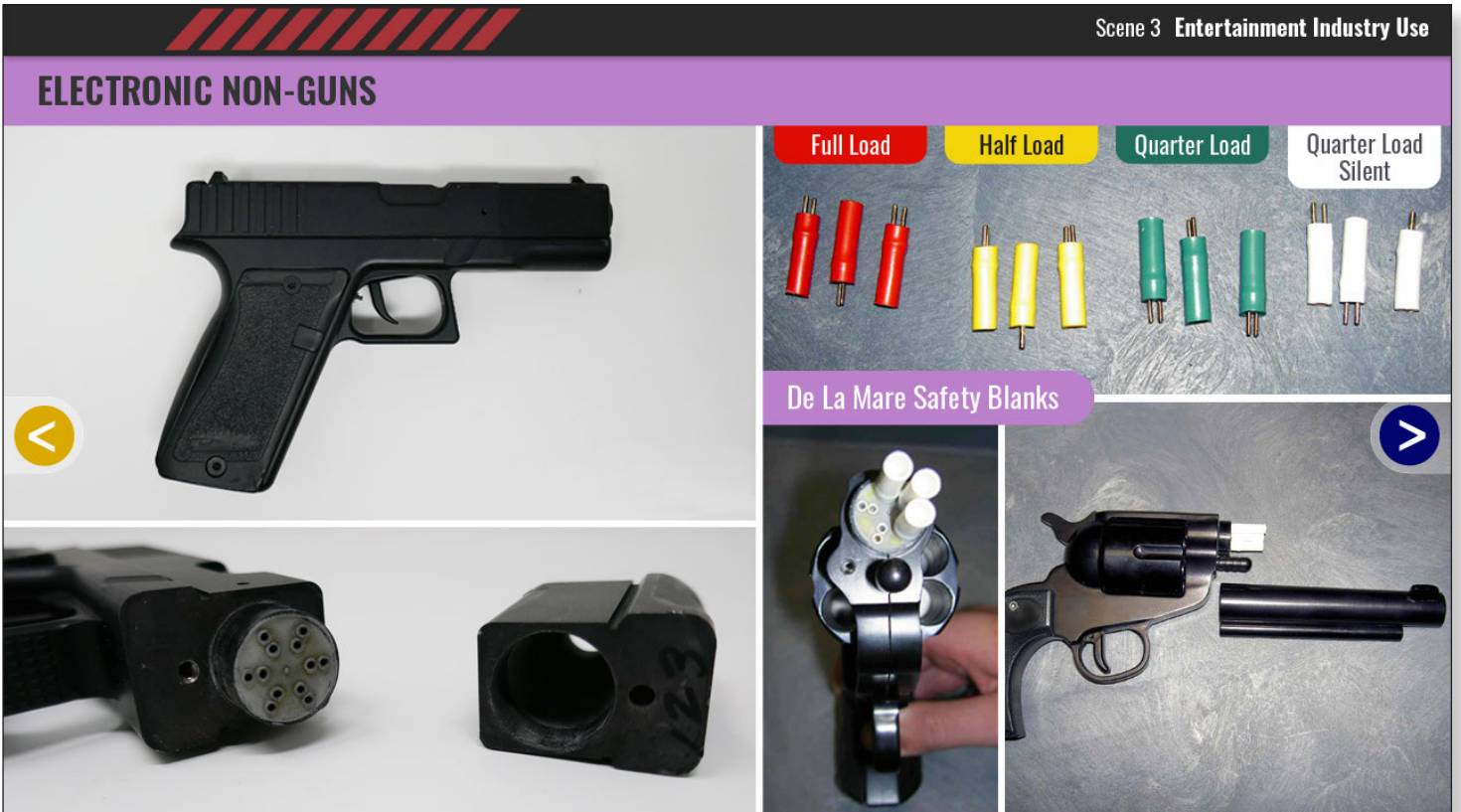


Dummy ammunition is another type of prop used on camera. A dummy ammunition cartridge contains a bullet without any primer or propellant. A dummy shotgun shell contains no primer, propellant, or projectiles.

The exterior of dummy cartridges and shells look nearly identical to live ammunition, so a steel or plastic ball bearing is usually placed inside a dummy's casing so that when shaken, it is easily identified.

Dummy cartridges and shells are suitable for close-up shots, but will make no muzzle flash or report, nor eject from a firearm.

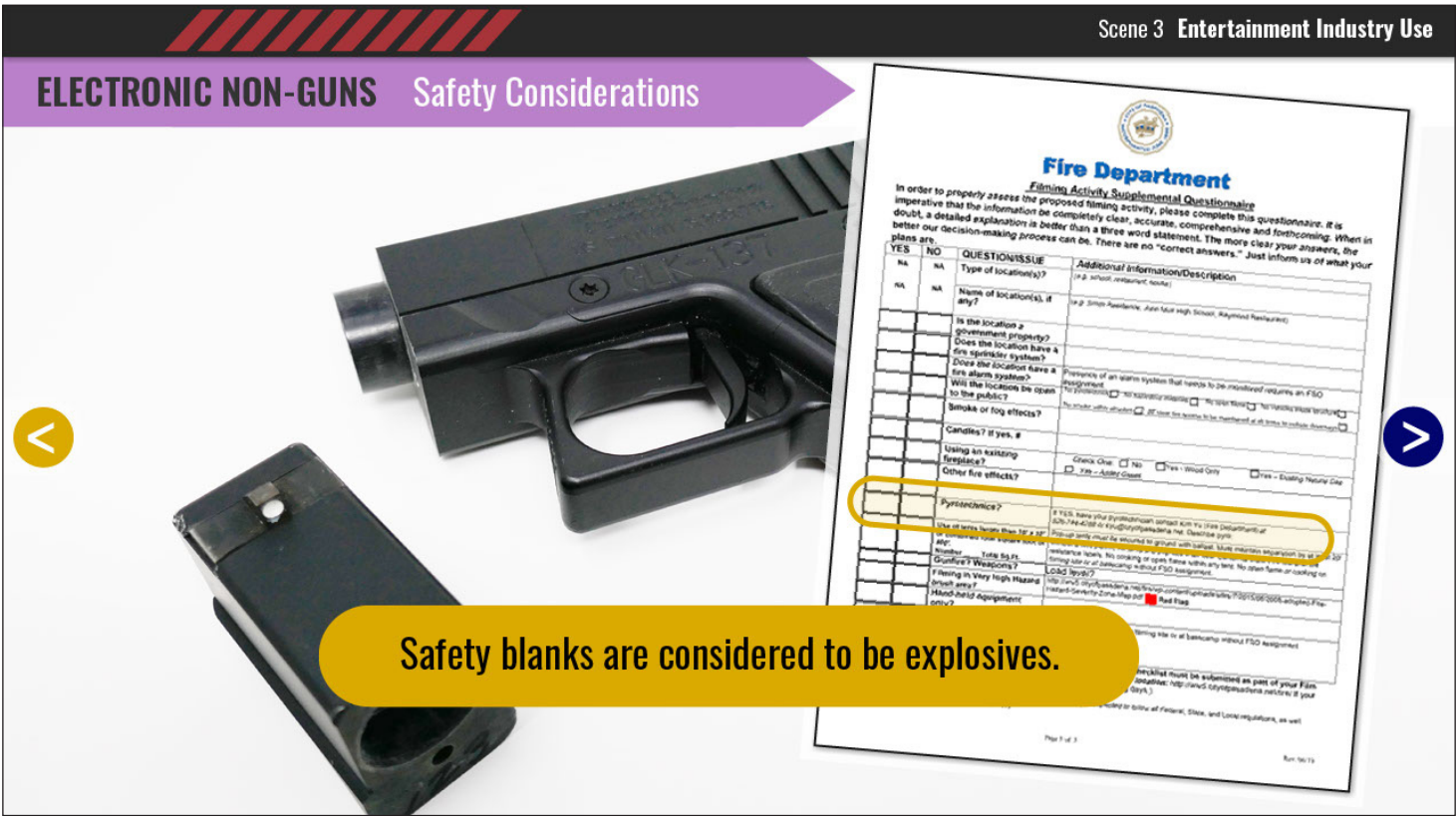
Before and after each use of a dummy cartridge, check the firearm's barrel, cylinder, and chamber for any bullet that may have separated from the casing. If a blank containing primer and propellant were to be inserted behind it, a live round will, in effect, have been created.



Electronic non-guns are battery-operated replica guns that fire small explosive charges called De La Mare Safety Blanks. These blanks are available in four load sizes: full load (for single-shot long guns), half load, quarter load, and quarter load silent.

Non-guns simulate the muzzle flash and report of real firearms, but they have limitations on camera, as they do not have realistic moving parts, they cannot be shown being loaded, and they cannot eject spent cartridge cases.

**ELECTRONIC NON-GUNS** Safety Considerations



**Safety blanks are considered to be explosives.**

The flash of an exploding charge creates hot, expanding gases when fired. Loaded non-guns should not be aimed at exposed skin, or discharged near anything combustible or flammable. Four feet of clearance is considered the minimum safe distance.

Unused charges must be handled and stored carefully, as they can explode when exposed to fire or static electricity.

Although non-guns are not subject to the same regulations and safety requirements as firearms modified to fire blanks, safety blanks are considered to be explosives. The use of non-guns on a production must be stated on the filming location permit.

## MUZZLELOADERS AND BLACK POWDER



Muzzleloaders are used on production with black powder--without projectiles--to create smoke and report for a realistic effect.

The use of black powder on a set is considered a pyrotechnic activity, and must conform to applicable federal, state, or local regulations.

In California, black powder for use on an entertainment production must be obtained by personnel in the special effects department who possess the proper licenses for receiving shipments of hazardous materials and for the use of pyrotechnics on set.

For more information about pyrotechnic use in our industry, see Safety Bulletin #16.

**MUZZLELOADERS AND BLACK POWDER** Safety Considerations

Once black powder has been properly obtained, the property master is allowed to load and handle it on set.

Here are some guidelines that should be followed:

Black powder should be kept in its original packaging, sealed tightly, and stored in a secure, cool, dry location.

Only small quantities of black powder should be kept on hand.

Safety glasses should be worn when loading and handling black powder and primers.

**MUZZLELOADERS AND BLACK POWDER** Safety Considerations

Never pour black powder directly into the muzzle.

< Avoid looking into or leaning over the muzzle.

Never use black powder in any firearm designed for smokeless powder.



RESOURCE

Black powder should never be poured directly from a powder horn, flask, or canister into the muzzle of the gun's barrel--a charge-measuring device should be used.

Looking into or leaning over the muzzle should be avoided.

Black powder should never be used in any firearm designed for smokeless powder. By the same token, smokeless powder should never be used in a firearm designed for black powder.

**REAL FIREARMS AND LIVE AMMUNITION**

The use of live ammunition is severely restricted in the entertainment industry.

RESOURCE *Safety Bulletin #1  
Recommendations for  
Safety with Firearms and  
Use of Blank Ammunition*

RESOURCE *Safety Bulletin #2  
Special Use of  
Live Ammunition*

The use of live ammunition—containing primer, propellant, and a projectile—is severely restricted in entertainment industry productions.

Safety Bulletin #1 states that live ammunition is never to be used on or brought onto any studio lot or stage.

However, there may be rare occasions in which live ammunition can be used on location to obtain an effect. Safety Bulletin #2 lists the required procedures and permissions. All other alternatives should be considered before deciding to use live ammunition.

## Knowledge Check 3

Which of the following is a FALSE statement about blank ammunition?

- A** A blank ammunition cartridge contains a bullet without any primer or propellant.
- B** Blank ammunition can only be used with firearms that have been specially modified for its use.
- C** Ejected blank casings can be very hot.
- D** Blank ammunition should always be stored in clearly identifiable containers.

Select your answer, then click the **Submit** button.

**Submit**

Feel like you've got it?

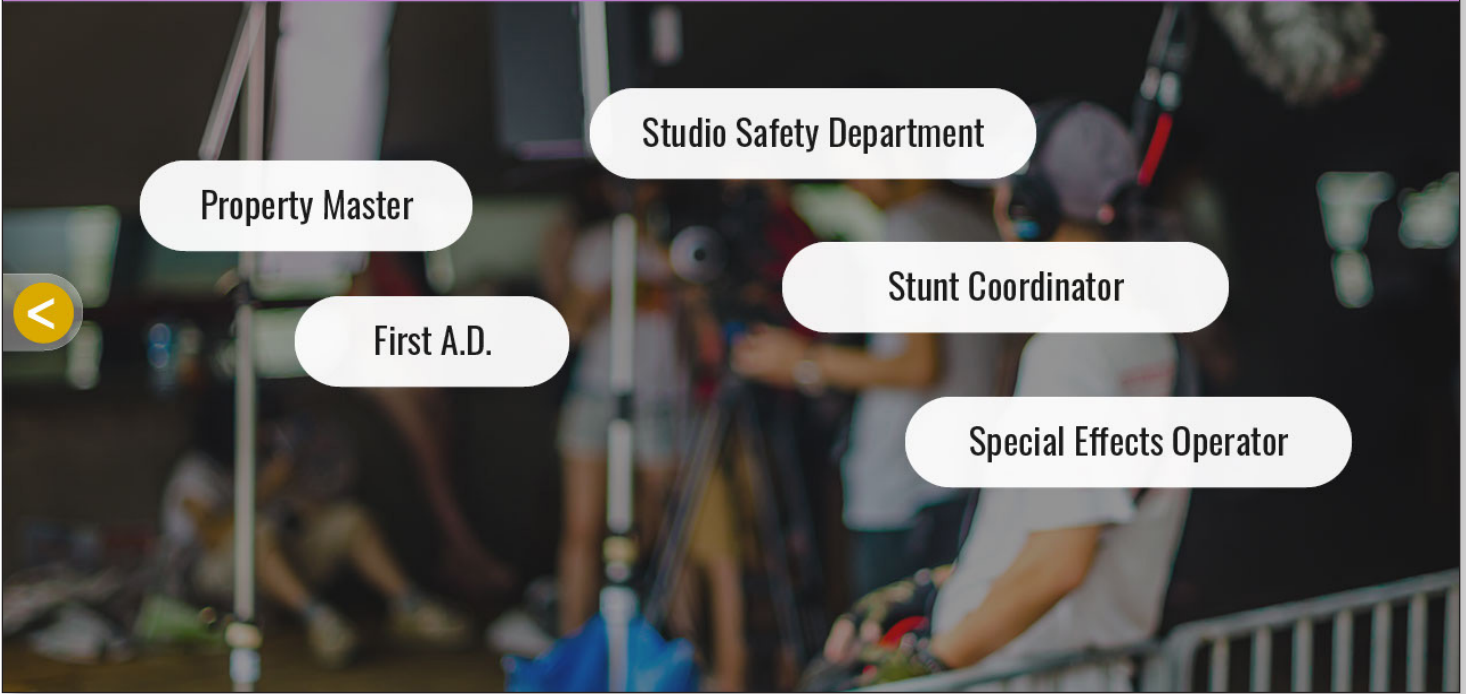
**Question:** Which of the following is a FALSE statement about blank ammunition.



Safe practices for the use of firearms and ammunition on set must begin prior to the start of production and continue until after wrap. Any safety concerns that are identified at any point along the way must be resolved before proceeding.



PRE-PRODUCTION Plan of Action



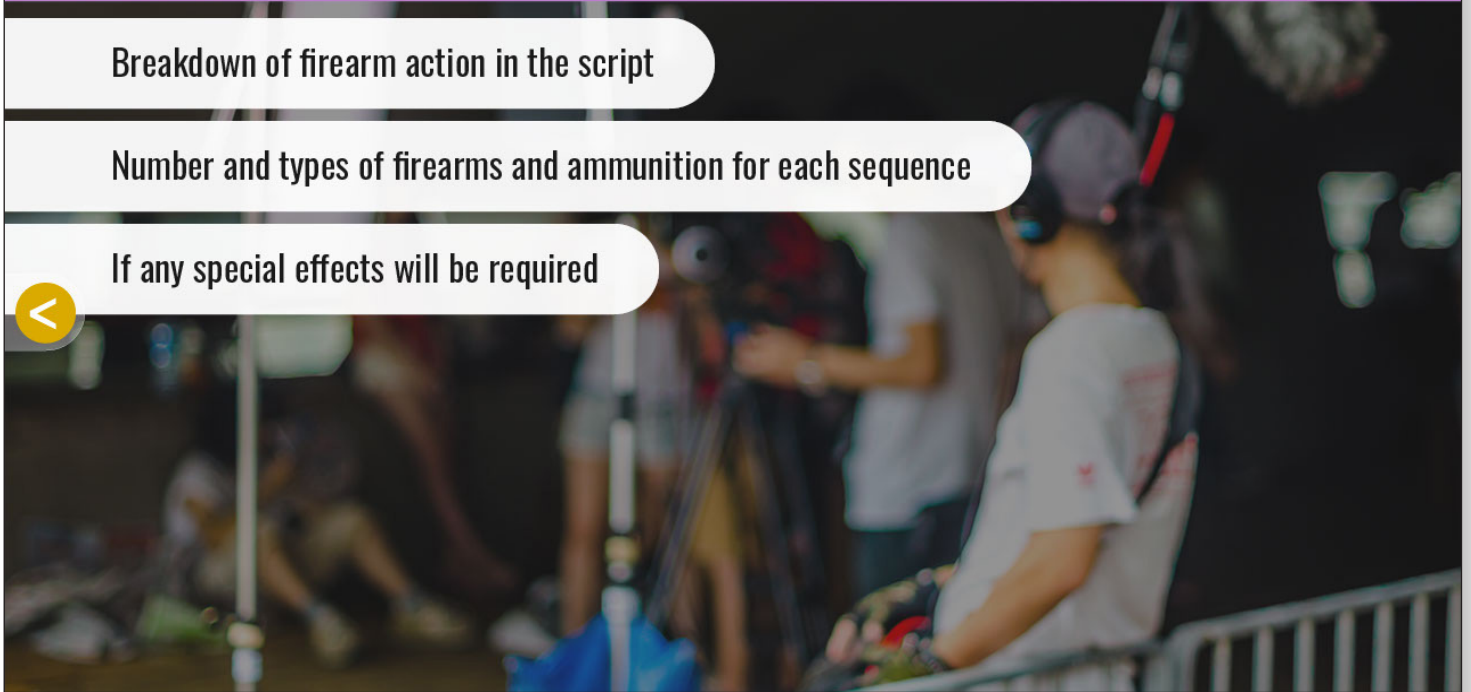
Before any sequence involving firearms is filmed, a plan of action must be developed between the property master, the First A.D., the studio safety department, and other involved personnel such as the stunt coordinator or the special effects pyrotechnic operator.

**PRE-PRODUCTION** Plan of Action

Breakdown of firearm action in the script

Number and types of firearms and ammunition for each sequence

If any special effects will be required



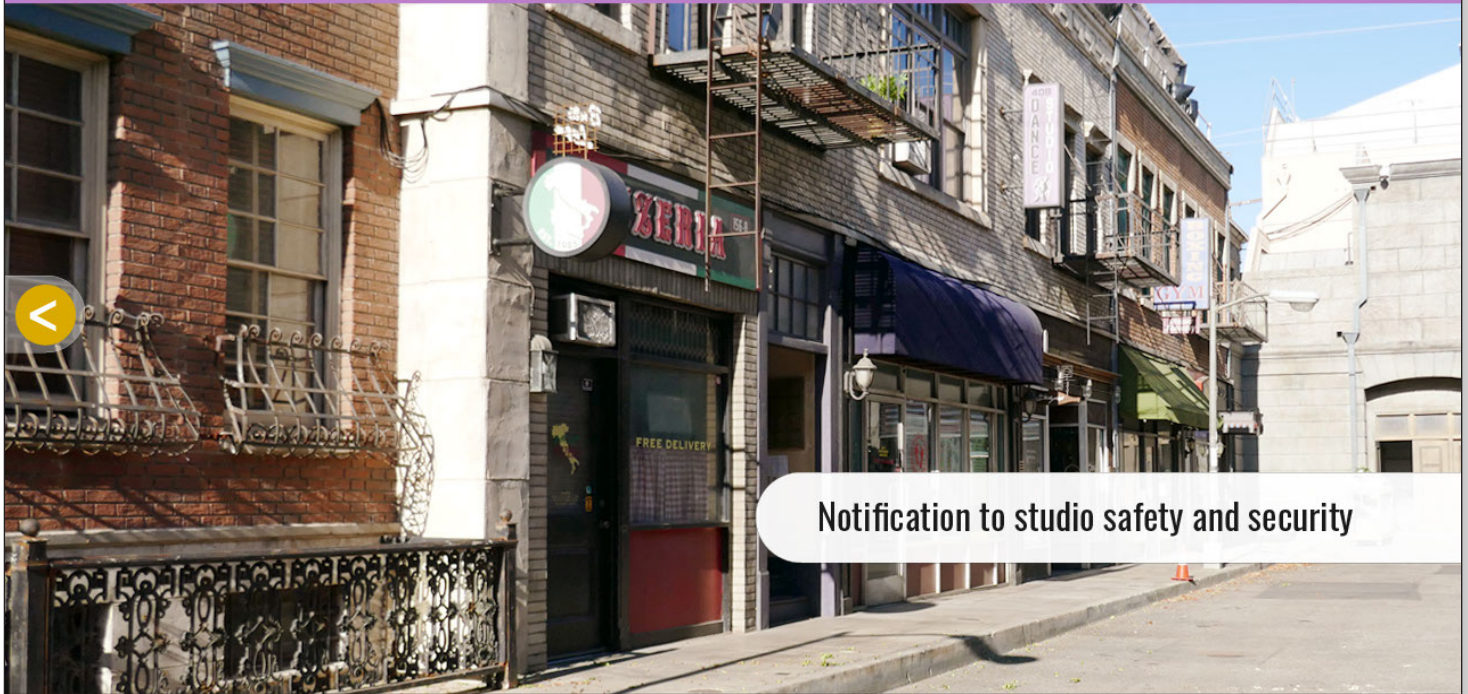
The plan should include or address the following:

A breakdown of any action in the script that involves firearms and gunfire.

The number and types of firearms and ammunition that will be needed for each sequence.

Whether any effects, such as bullet hits, will be done live or if they will be added in post-production.

PRE-PRODUCTION Plan of Action



If working on a lot, notification to studio safety and security departments that there will be firearm use on studio property.

**PRE-PRODUCTION** Plan of Action

If working on location, research into any necessary permits for the facility or its jurisdiction, as well as notification to local law enforcement agencies that sequences with guns, firearms, or ammunition will be taking place.

How much time and practice will be needed to train the users and handlers of the firearms.

No one may be issued a firearm until he or she is trained in its proper handling and the use of its safety features.

### DURING PRODUCTION Preparing the Set



Once production gets underway, the set should be prepared for use with firearms.

Sparks from black powder and blank ammunition could constitute a fire hazard. Precautions appropriate to the venue should be taken, such as wetting down dry vegetation or keeping the action clear of combustibles. All types of ammunition must be kept away from heat and open flames.

Personnel should be kept a safe distance from the weapon firing area in order to reduce the risk of exposure to noise, sparks, smoke, debris, and ejected blank casings. The distance will be determined by the property master, stunt coordinator, safety representative, or manufacturer recommendations. Other safety equipment, such as protective shields, specialized suits, furniture blankets, or polycarbonate barricades can be used to protect personnel from spent cartridges when using automatic or semi-automatic firearms with blank ammunition.

**DURING PRODUCTION** Arrival and Storage of Firearms and Ammunition

The transportation coordinator should be advised in advance that a vehicle carrying firearms and/or ammunition will be arriving on site.

Once the vehicle is on location, it should be parked as close as possible to where the firearms will be used.

It may be necessary to assign someone to watch the parked vehicle at all times to ensure that no unauthorized persons gain access to the firearms or ammunition.

Unless it is actively being used for training, rehearsal, or filming, every firearm on set should be kept in the custody of the property master.

### DURING PRODUCTION Dry Run



Placement of other personnel

Run-through of the intended action including possible deviations

Before the use of a firearm or the loading of ammunition in rehearsal or on camera, all involved persons must be briefed by the property master at an on-site meeting to go over: the chain of command for the direction of the sequence; the choreography of the actors or stunt performers and placement of other production personnel; a run-through of the intended action, including any possible deviations; instruction for aborting the action if necessary; and, handoff procedures after the sequence ends, that is, whether the actor or stunt performer is to bring the firearm to the property master, or if the property master will go to them to collect it.

If there are any questions as to the competency of the person who will use the firearm, the property master will determine if additional training is required.

No one is to be coaxed, coerced, or otherwise forced into handling a firearm.

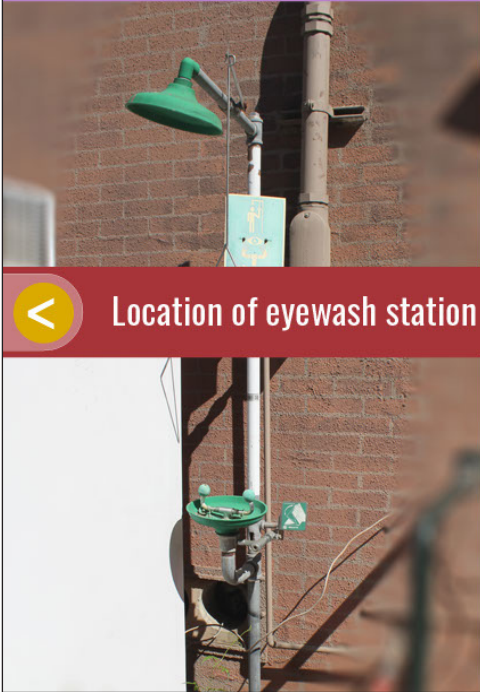
**DURING PRODUCTION** Safety Meeting



Review of emergency procedures

A safety meeting must be held for all cast and crew working in proximity to the discharging of firearms to review emergency procedures and the location of an eyewash station and/or other first aid supplies.

**DURING PRODUCTION** Safety Meeting



< Location of eyewash station and/or first aid supplies

Necessary PPE

Any necessary personal protective equipment, such as safety glasses and hearing protection, should be distributed and donned before “action” is called.

If any questions arise regarding the firearms to be used in a sequence, or if any changes are made from the original sequence, another safety meeting should be held.

**DURING PRODUCTION** Loading the Firearm

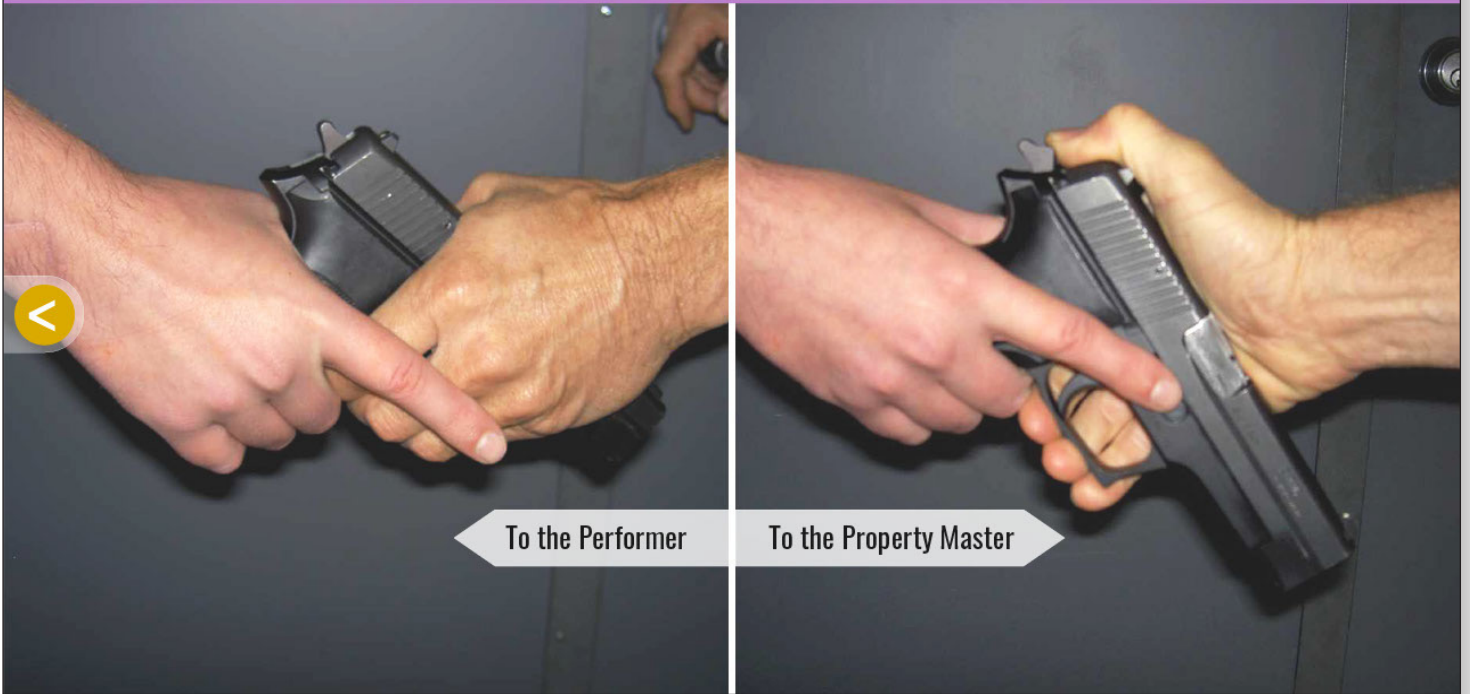
A firearm should be inspected and loaded by the property master before it is used.



A firearm should be inspected and loaded by the property master before it is to be used in a scene.

Anyone who is required to stand near the line of fire must be allowed to witness the loading of the firearm.

**DURING PRODUCTION** Handing Off the Firearm



The property master will hand off the loaded firearm to the actor or stunt personnel using the proper technique, with his or her trigger finger outside the trigger guard, the safety mechanism engaged (if equipped), and the firearm pointed in a safe direction.

**DURING PRODUCTION** Handing Off the Firearm

**Proper handoff technique:**

Safety engaged (if equipped)

Pointed in a safe direction

Finger outside the trigger guard



After the individual has been given the firearm, safety instructions have been reviewed, and all questions have been answered, the property master should announce in a loud voice to the cast and crew that the firearm is “hot.”

The property master must also notify all those present, including the sound mixer, First A.D, and stage manager, prior to any firing of blank ammunition.

**DURING PRODUCTION** “Cheating” the Shot

Never aim a firearm at another individual without authorization.



“Cheat” the shot by aiming slightly to one side.

Unless it is authorized by the property master, a firearm should never be aimed directly at another individual.

If it is necessary to do so in a sequence, the shot can be “cheated,” by aiming the weapon slightly to the side of the other person.

**AFTER WRAP**



After “cut” is called, the property master will safely retrieve all firearms and ammunition from the actor or stunt personnel.

Before the close of the day’s shooting, he or she will clean, check, and inventory all firearms

inspect the shooting location for spent casings or unspent blank ammunition, and ensure that they have all been picked up and disposed of properly, and confirm that all firearms and ammunition have been accounted for before any personnel are allowed to leave the area.

## Knowledge Check 4

How should a firearm be handed off safely from one person to another? Choose all that apply.

- A** With the safety mechanism engaged
- B** With the gun pointing at another person
- C** With the gun pointing in a safe direction
- D** With the trigger finger outside the trigger guard

Select all that apply, then click the **Submit** button.

**Submit**

Let's wrap up this scene with a knowledge check.

**Question:** How should a firearm be handed off safely from one person to another?  
Choose all that apply.



No matter the type of gun or ammunition being used on set, all safety rules must be followed. We'll leave you with some of the basics.

Never engage in horseplay with any gun, even a prop weapon.

Treat all guns as if they are loaded.

Don't handle any firearm without authorization.

Keep a firearm pointed in a safe direction at all times, with the trigger finger outside of the trigger guard.

Keep the safety mechanism on, if equipped, until ready to be fired.

Never disable any safety features.

Be familiar with the intended action of the sequence that is to be filmed and the basic handling of the involved firearm.

If empty casings will be ejected, know in which direction.

Never lay down a firearm, leave it unattended, or carry it off the set.

And finally, follow all instructions given by the property master, the armorer, or whomever has been designated to oversee firearms and ammunition on production.

# YOUR SAFE ATTITUDE

impacts how you act and react to workplace conditions and challenges.

Speak up  
about safety  
issues.

Ask  
questions.

Look out for  
your coworkers  
and for yourself.

Remember, safety starts with you.

Your safe attitude impacts how you act and react to workplace conditions and challenges.

Speak up about safety issues. Ask questions. Look out for your coworkers and for yourself.

Remember, safety starts with you.

## Appendix A

# References and Resources

### Related Industry Safety Bulletins

CSATF safety bulletins can be found online at: <https://www.csatf.org/bulletintro.shtml>

[Safety Bulletin #1](#), *Recommendations for Safety with Firearms and Use of Blank Ammunition*

[Safety Bulletin #2](#), *Special Use of Live Ammunition*

### Federal Firearms Resources

*Federal Firearms Regulations Reference Guide*. U.S. Department of Justice Bureau of Alcohol, Tobacco, and Firearms. <https://www.atf.gov/firearms/docs/guide/federal-firearms-regulations-reference-guide-2014-edition-atf-p-53004/download>

“Gun law in the United States,” Wikipedia. [https://en.wikipedia.org/wiki/Gun\\_law\\_in\\_the\\_United\\_States](https://en.wikipedia.org/wiki/Gun_law_in_the_United_States)

### State Firearms Resources

“Gun laws in the United States by state,” Wikipedia. [https://en.wikipedia.org/wiki/Gun\\_law\\_in\\_the\\_United\\_States](https://en.wikipedia.org/wiki/Gun_law_in_the_United_States)

*California Firearms Laws Summary*. State of California Department of Justice Bureau of Firearms. <https://oag.ca.gov/sites/all/files/agweb/pdfs/firearms/pdf/cfl2016.pdf>

*California Entertainment Firearms Permit Application*. <https://oag.ca.gov/sites/all/files/agweb/pdfs/firearms/forms/efpapp.pdf>



**Notes**

A large, empty rectangular box with a thin grey border, intended for handwritten notes.

# Industry Safety Resources

## Safety Bulletins

Safety bulletins are researched, written, and distributed by the Industry Wide Labor-Management Safety Committee for use by the motion picture and television industry. The Industry Wide Labor-Management Safety Committee is composed of guild, union, and management representatives active in industry safety and health programs.

These safety bulletins are guidelines recommended by the safety committee. They are not binding laws or regulations. State, federal, and/or local regulations, where applicable, override these guidelines. Modifications in these guidelines should be made, as circumstances warrant, to ensure the safety of the cast and crew.

The committee and these safety bulletins are representative of the commitment of both labor and management to safe practices in the motion picture and television industry. The members of the committee and all those who contributed to its work have devoted a great deal of time and effort to these guidelines because of the importance of safety to our industry.

Current safety bulletins are available on the CSATF website:

**<http://www.csatf.org/bulletintro.shtml>**

## 24-Hour Industry Safety Hotline

The 24-hour industry safety hotline number directs callers to an automated system that will assist them in reaching the desired Studio Safety Hotline.

**888-7-SAFELY**

A list of the Studio Safety Hotlines can also be found on the CSATF website:

**[http://www.csatf.org/studio\\_safety\\_hotlines.pdf](http://www.csatf.org/studio_safety_hotlines.pdf)**

**Safety is everyone's  
responsibility.**

