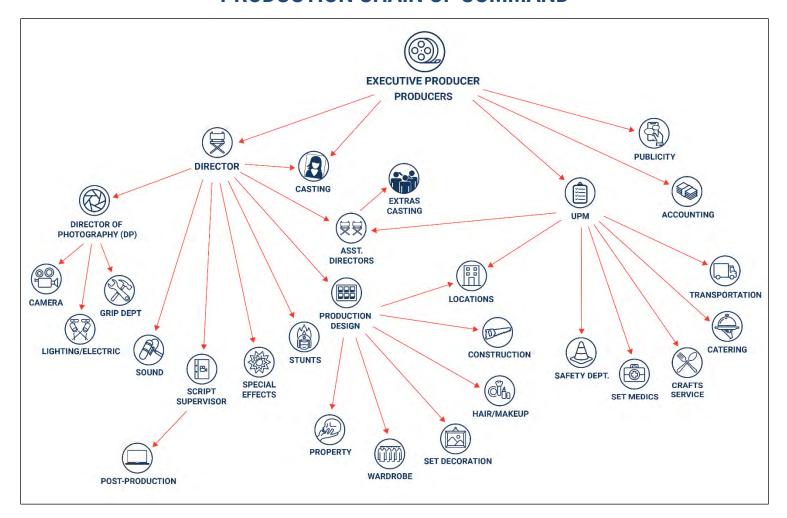
PRODUCTION CHAIN OF COMMAND



INTERFACING WITH OTHER DEPARTMENTS: BASIC GUIDELINES

- Check the call sheet or crew list to identify the key personnel for each department. Get to know who the best person is to communicate with, regardless of their title.
- Discuss potential risks during planning meetings. Use clear protocols and communicate in writing.
- Be willing to learn from the experts and be willing to question them in a respectful way. Develop an understanding of their work processes to build rapport.
- Ensure that proper qualifications and certifications have been obtained for specific activities (drone
 use, pyrotechnics, dive operations, etc.).
- Identify, as soon as possible, the designated person of authority or other decisionmakers on production if there is a problem on set.

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"Key Players" Resource

KEY PLAYERS ON PRODUCTION

Production Department

- Key Players:
 - o Director
 - Showrunner/Producer
 - Executive Producer
 - o Line Producer
 - Unit Production Manager (UPM)
 - Assistant Director (AD)
 - Production Coordinator
- Communicating with Production Department:
 - Safety briefing
 - Safety resource and training allocation
 - Risk assessment for production plan
 - o Collaboration for safety guidelines implementation

Production Design/Art Department

- Key Players:
 - Art Director
 - Assistant Art Director
 - Set Designer
- Communicating with Art Department:
 - The art department's focus is often more aesthetic than practical--approach safety mitigation solutions with the intention to collaborate with their artistic vision.
 - Safety measures (emergency egress, fall protection, etc.) can be built into sets or complex designs when discussed ahead of time.

Camera and Sound

- Key Players:
 - Director of Photography (DP)
 - 1st Assistant Camera
 - 2nd Assistant Camera
 - Drone Operator
 - Sound Mixer
 - Boom Operator
 - Sound Utility

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"Key Players" Resource

DRAFT FOR REVIEW

- Communicating with Camera and Sound:
 - o Ensure secure set-ups.
 - o For drones, confirm operators are licensed, establish safety zones, and pre-plan flight paths.
 - Secure set-up of camera mounts for vehicles and unconventional rigs.

Catering and Craft Service

- Key Players:
 - Head Chef
 - Assistant Chef
 - Key Craft Service
 - Assistant Craft Service

Construction

- Key Players:
 - o Construction Coordinator
 - Construction Foreman
 - Carpenter
 - o Painter
- Communicating with Construction:
 - Use clear instructions during site /stage inspections.
 - Offer solutions rather than critiques. ("Let's reinforce this area to prevent accidents")
 - Be present on-site to address issues in real time.

Grip Department

- Key Players:
 - Key Grip
 - Key Rigging Grip
 - o Best Boy Grip
 - Best Boy Rigging Grip
 - Dolly Grip
 - o Grip
- · Communicating with Grip Department:
 - Ask grips for details on rigging safety or load capacities.
 - Engage in on-site walkthroughs, offer practical suggestions.

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"Key Players" Resource DRAFT FOR REVIEW

Hair and Make-Up

- Key Players:
 - o Department Head Hair Stylist
 - Key Hair Stylist
 - o Department Head Make-Up Artist
 - Key Make-Up Artist

Lighting/Electric

- Key Players:
 - Gaffer
 - Best Boy Electric
 - o Rigging Gaffer
 - Best Boy Rigger
- Communicating with Lighting/Electric:
 - Engage the Gaffer and team early to understand their lighting setup and any unique challenges.
 - Encourage open dialogue by checking in regularly and inviting the team to share concerns or suggest improvements.

Location Department

- Key Players:
 - Location Manager
 - o Assistant Location Manager
 - Location Scout
 - Location Assistant
 - Location Department Coordinator
- Communicating with Location Department:
 - o Discuss potential hazards during scouts.
 - Environmental and engineering reports are often ordered through/by Locations.

Production Design

- Key Players:
 - o Production Designer
 - Art Director
 - Set Designer
 - Art Department Coordinator

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"Key Players" Resource DRAFT FOR REVIEW

Property Department

- Key Players:
 - Property Master
 - Assistant Prop Master
 - o Armorer
- Communicating with Property Department:
 - o Discuss specific safety requirements for props in preproduction.
 - Ask questions for a pivot. ("Could this material break down during use? Is there an alternative?")

Safety Department

- Key Players:
 - Safety Advisor
 - Studio Safety Representative

Set Medics

- Key Players:
 - Emergency Medical Technician (EMT)
 - Paramedic
 - Registered Nurse (RN)
- · Communicating with Set Medics:
 - Use straightforward language to ensure the medic quickly understands safety concerns or updates.
 - Maintain a composed tone, especially in emergencies, to help the medic focus and act efficiently.

Special Effects (SPFX)

- Key Players:
 - SPFX Supervisor
 - o SPFX Foreman
 - SPFX Technician
 - SPFX Office Coordinator
- Communicating with SPFX:
 - Discuss risks during planning meetings.
 - o Use clear protocols and communicate in writing.
 - Show an understanding of SPFX processes to build rapport.
 - Be willing to learn from the experts.

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"Key Players" Resource DRAFT FOR REVIEW

Stunts

- Key Players:
 - o Stunt Coordinator
 - Assistant Stunt Coordinator
 - Stunt Rigger
 - o Stunt Performer
- · Communicating with Stunts:
 - o Review the stunt plan for risk assessment and mitigation.
 - o Review the proper use of safety equipment.
 - o Check the safety of stunt elements.
 - Ensure coordination with medical staff.

Transportation

- Key Players:
 - Transportation Coordinator
 - o Transportation Captain
 - o Transportation Drivers
 - o Generator Operators

Wardrobe

- Key Players:
 - o Costume Designer
 - o Costume Supervisor
 - Assistant Costume Designer
 - Key Costumer
 - Set Costumer

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