



## Contract Services Required Course List

A = General Safety / IIPP	D1 = Advanced Fall Protection	I = Respiratory Protection	P = Hazard Communication
A2 = Environmental Safety	E = Hand and Power Tool Safety	J = Welding and Cutting	R = Rigging Safety
B = Boom Lift / Scissor Lift	E2 = Fire Extinguisher Safety	K = Noise Exposure	S = Firearm Safety
B2 = Boom/Scissor Lift Elec.	F = Scaffold Erecting / Dismantling	L = Confined Space Safety	V = Lighting Safety
B3 = Boom/Scissor Lift Grip	G = Scaffold Use	L2 = Excavation and Trench Safety	V2 = Workplace Electrical Safety
B5 = Traditional Insert Car Safety	H = Bloodborne Pathogens	M = Lockout / Tagout	Z1 = Location Safety
C = Forklift	HOS = Hours Of Service	N = Compressed Gas / Fuel Cylinders	
C1 = Forklift Recertification	HP1 = Harassment Prevention 1	O = Rough Terrain Forklift	
D = Fall Protection	HP2 = Harassment Prevention 2	O1 = Rough Terrain Recertification	

LOCAL	JOB DESCRIPTION/CLASSIFICATION	REQUIRED COURSES#	ADD'L REQUIRED TRAINING & TRAINING TIMELINE	
<b>40</b>	Electrical Maintenance A/C Splicer Wireman	A, A2, B, D, E, E2, G, HP1 (or HP2)†, I, J, K, L, L2, M, N, P, V2		
	Electronics	A, A2, B, D, E, E2, G, HP1 (or HP2)†, I, K, L, M, P, V2		
	Sound	A, A2, B, D, E, G, HP1 (or HP2)†, I, K, L, M, P		
	Production Van Operator	A, A2, B, C, D, E, E2, HP1, K, M, N, O, P, V	<b>C1 &amp; O1</b>	<b>timeline per individual</b>
	Hyphenate Electrician	A, A2, B, C, D, E, E2, G, HP1, I, J, K, L, L2, M, N, O, P, V2	<b>C1 &amp; O1</b>	<b>timeline per individual</b>
<b>44</b>	Construction Coordinator	A, A2, B, D, E, G, HP2, I, J, K, L, L2, N, P, R	<b>HP2</b>	<b>timeline per individual</b>
	Draper Greensman	A, A2, B, D, E, G, HP1 (or HP2)†, I, K, P		
	Property	A, A2, B, D, E, G, HP1 (or HP2)†, I, K, P, S		
	Property Master	A, A2, B, D, E, E2, G, HP2, I, K, P, S	<b>E2*</b>	<b>12/01/19 - 05/15/21</b>
	Propmaker	A, A2, B, D, E, E2, G, HP1 (or HP2)†, I, J, K, L, N, P, R	<b>HP2</b>	<b>timeline per individual</b>
	Prop Shop	A, A2, B, D, E, E2, G, HP1 (or HP2)†, I, J, K, L, N, P, R		
	Set Decorator	A, A2, D, E, G, P, HP2	<b>B</b>	<b>12/01/19 - 05/15/21</b>
	Sewing	A, A2, E, HP1 (or HP2)†	<b>HP2</b>	<b>timeline per individual</b>
	Special Effects	A, A2, B, D, E, E2, G, HP2, I, J, K, L, L2, N, P, R	<b>E2*</b>	<b>12/01/19 - 05/15/21</b>
	Upholsterer Floorcover	A, A2, D, E, G, HP1 (or HP2)†, I, K, P	<b>HP2</b>	<b>timeline per individual</b>
	Welder Blacksmith	A, A2, B, D, E, E2, G, HP1 (or HP2)†, I, J, K, L, N, P	<b>E2*</b>	<b>12/01/19 - 05/15/21</b>
	Welder Only	A, A2, B, D, E, E2, G, HP1 (or HP2)†, I, J, K, L, N, P	<b>E2*</b>	<b>12/01/19 - 05/15/21</b>
	<b>78</b>	Plumber	A, A2, B, E, E2, HP1 (or HP2)†, I, J, K, L, L2, M, N, P	<b>E2*</b>
<b>80</b>	Grip	A, A2, B, B3, B5, D1, E, E2, F, HP1 (or HP2)†, I, K, P, R	<b>F*</b>	<b>09/01/19 - 01/31/21</b>
	Craft Service	A, A2, B, D, E, G, HP1 (or HP2)†, I, K, M, N, P	<b>D1*</b>	<b>09/01/19 - 03/30/21</b>
	First Aid	A, A2, G, H, HP1 (or HP2)†, I, K, P	<b>H</b>	<b>timeline per individual</b>
	Marine Department	A, A2, E, E2, G, HP1 (or HP2)†, K, L, M, N, P		
<b>399</b>	Animal Handler	A, A2, HP1 (or HP2)†		
	Wrangler	A, A2, HOS, HP1 (or HP2)†		
	Auto Mechanic	A, A2, B, C, E, E2, HOS, HP1 (or HP2)†, N, O, P	<b>C1 &amp; O1</b>	<b>timeline per individual</b>
	Auto Services	A, A2, B, C, E, E2, HOS, HP1, N, O, P	<b>C1 &amp; O1</b>	<b>timeline per individual</b>
	Dispatcher	A, A2, B, C, HOS, HP1 (or HP2)†, N, O, P	<b>C1 &amp; O1</b>	<b>timeline per individual</b>
	Driver	A, A2, B, C, E2, HOS, HP1 (or HP2)†, N, O, P	<b>C1 &amp; O1</b>	<b>timeline per individual</b>
<b>399C</b>	Location Managers	A, A2, HP2, P, Z1	<b>HP2</b>	<b>timeline per individual</b>
	Assistant Location Managers	A, A2, HP1, P, Z1		
	Key Assistant Location Managers	A, A2, HP2, P, Z1	<b>HP2</b>	<b>timeline per individual</b>
<b>600</b>	Camera Operator	A, A2, B, B5, D, G, HP1 (or HP2)†, I, K, P	<b>HP2</b>	<b>timeline per individual</b>
	Director of Photography	A, A2, B5, G, HP2, I, P		
	Film Loader	A, A2, B, B5, D, G, HP1, I, K, P		
	Assistant Cameraman	A, A2, B, B5, D, G, HP1, I, K, P		
	Kodak Panavision Preview Op	A, A2, B, D, G, HP1 (or HP2)†, I, K, P		
	Still or Portrait Photographer	A, A2, D, G, HP1, I, K, P		
	Video Controller	A, A2, HP1		
Digital Imaging Technician (DIT) Digital Utility Person (DUP)	A, A2, B, B5, D, G, HP1, I, K, P			
<b>600P</b>	Publicist	A, A2, HP1 (or HP2)†		

\*Indicates Refresher Training

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LOCAL	JOB DESCRIPTION/CLASSIFICATION	REQUIRED COURSES‡	ADD'L REQUIRED TRAINING & TRAINING TIMELINE	
<b>695</b>	Projectionist	A, A2, HP1 (or HP2)†		
	Y-7a Utility Sound Technician   Y-8 Micro Boom Operator ----- Y-16a Production Sound/Video Trainee	A, A2, G, HP1, K		
	Y-7 Service Recorder/TV Engineer/Video Assist   Y-6 Maintenance Technician ----- Y-9 Sound/Video Service Person III	A, A2, HP1, K		
	Y-16 Sound/Video Service Person I			
	Y-1 Production Mixer   Y-3 Supervising Engineer ----- Y-4 Operative Supervisor and/or Engineer	A, A2, HP2, K	<b>HP2</b>	<b>timeline per individual</b>
	Feature, Serial, Montage Editor	A, A2, HP2	<b>HP2</b>	<b>timeline per individual</b>
<b>700</b>	Animation   Librarians   Shorts / Trailer Editor ----- Technical Director   Vault	A, A2, HP1 (or HP2)†		
	Assistant Editor ----- Apprentice Editors	A, A2, HP1		
	Operative Supervisor / Maintenance / VT Engineer ----- Supervising Engineer	A, A2, HP2, K	<b>HP2</b>	<b>timeline per individual</b>
	Sound Effects Editors ----- Music Film Editors	A, A2, HP1 (or HP2)†, K		
	Ser. Recorder / TV Engineer   Re-Recording Mixer ----- Utility Sound Technician   Recordist   Microphone Boom Operator	A, A2, HP1, K		
	Maintenance Engineer   Loader   Dubbing Mach. Operator ----- EY-16a Post Production Sound Dept. Trainee   Sound Service Person			
	Film Technician	A, A2, HP1 (or HP2)†, P		
	<b>700S</b> Story Analyst	A, A2, HP1		
	<b>705</b> M. P. Costumer   Manufacturing Classifications ----- Costumer Key Person	A, A2, HP1, I, P	<b>HP2</b>	<b>timeline per individual</b>
	<b>706</b> Make-Up   Hair Stylist	A, A2, HP1 (or HP2)†, I, P		
<b>724</b> Laborer	A, A2, B, C, D, E, E2, F, HP1 (or HP2)†, I, J, K, L, L2, N, P	<b>E2* &amp; F*</b>	<b>01/01/20 - 02/20/21</b>	
<b>728</b> Studio Electrician	A, A2, B, B2, B5, D1, E, E2, G, HP1 (or HP2)†, I, K, L, M, N, P, V	<b>E2*</b>	<b>02/01/20 - 11/13/20</b>	
<b>729</b>	Painter	A, A2, B, D, E, G, HP1 (or HP2)†, I, K, L, N, P		
	Signwriter	A, A2, B, D, E, G, HP1 (or HP2)†, I, K, N, P		
<b>755</b>	Plasterer   Sculptor	A, A2, B, D, E, E2, G, HP1 (or HP2)†, I, K, N, P	<b>B*</b>	<b>01/01/20 - 04/30/21</b>
	Illustrator   Matte Artist ----- Title Artist	A, A2, HP1		
<b>800</b>	Scenic Artist	A, A2, B, D, G, HP1, I, K, P		
	Art Director	A, A2, D, G, HP2, P	<b>HP2</b>	<b>timeline per individual</b>
	Assistant Art Director	A, A2, D, G, HP1, P		
	Set Designer	A, A2, B, C, E, E2, HOS, HP1 (or HP2)†, N, O, P		
	Model Builder			
	Graphic Artist	A, A2, HP1 (or HP2)†, P		
<b>839</b> Animation	HP1 (or HP2)†			
<b>871</b>	Script Supervisor	A, A2, G, HP1, I, K, P		
	Teleprompter Operator	A, A2, HP1		
	Production Office Coordinator   Assistant Production Office Coordinator	A, A2, HP2, Z1	<b>HP2</b>	<b>timeline per individual</b>
	Art Department Coordinator	A, A2, HP2	<b>HP2</b>	<b>timeline per individual</b>
	Script Coordinator	A, A2, HP1 (or HP2)†		
	Writers' Room Assistant	A, A2, HP1		
<b>884</b> Studio Teacher	A, A2, HP2, K, P	<b>HP2</b>	<b>timeline per individual</b>	
<b>892</b>	Assistant Costume Designer	A, A2, HP1 (or HP2)†		
	Senior Costume Sketch Artist	A, A2, HP1		
	Costume Designer	A, A2, HP2	<b>HP2</b>	<b>timeline per individual</b>

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