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Prop Weapons Safety**

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Observer (non-voting) members:

Interest category codes:

CP = custom-market producer

DR = dealer rental company

MP = mass-market producer

DE = designer

G = general interest

U = user

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1 FOREWORD

This standard presents a coordinated set of rules that serves as a guide for all persons involved in the selection and use of prop weapons used in the entertainment and event industry. These guidelines are focused on safety with the goal of mitigating risks in order to prevent accidents.

This standard requires that the execution of its provisions will be entrusted to appropriately qualified and experienced people.

Safety standards are intended to enhance public safety. Compliance with this standard does not of itself confer immunity from legal obligations. This standard does not supersede any established laws or regulations. (See Appendix 3 for a sample of some relevant laws in the United States of America, Canada, and Mexico.)

This document uses annex notes to provide additional reference information about specific section requirements. The annex notes are informational only, and do not add or subtract from the mandatory requirements of this standard. Annex notes for a given section, such as 3.2, will be identified as A3.2.

The appendices are also informational. They contain content and references to various relevant source materials but do not directly add or subtract from the mandatory requirements of this standard.

Purpose

The purpose of this project is to create a guidance document for the safe use and storage of weapons or weapon-like properties (props) used in entertainment and event productions. The goal is to mitigate the risk of injuries and deaths when prop weapons are used in entertainment and event productions.

Scope

The standard will cover all weapons and weapon-like props when used in entertainment and event productions. It will cover prop weapons such as actual firearms and those that look like firearms (whether capable of firing projectiles or not), edged or blunt weapons (swords, knives, and clubs), projectiles (arrows and darts), and other objects used for simulated acts of violence.

Scope Exclusions

This standard will not cover weapons when used by security personnel within the scope of their job, or carried by spectators, or staff for personal use. It will not cover weapons being used in sporting events such as target shooting or fencing competitions. It will also not cover any tools (powder actuated or otherwise) being used for practical construction purposes, such as when building and maintaining sets or props.

2 Definitions

2.1 action: (noun, objects) On a firearm, the action encompasses the various mechanical parts that operate the firing system including loading a round and activating the firing pin.

2.2 action: (verb, activities) Performers' handling of a prop while rehearsing and during a performance is identified as an action.

2.3 ammunition, modern: (aka live ammunition): These are cartridges or shotgun shells consisting of a shell case, a primer, a quantity of gunpowder, and one or more projectiles.

2.4 ammunition, historic: These are components such as black powder (gun powder), primer cap or ignition device, and a lead ball which are used in muzzle or breach loading firearms.

2.5 blank round: (blanks) This is a cartridge with a shell case, a primer, and a quantity of gunpowder but no projectiles (bullets). Some cartridges only have a primer and some have a crimped end or a paper wad to contain the gunpowder in the case.

2.6 competent person (OSHA): OSHA defines a competent person as one who is capable of identifying existing and predictable hazards in the surroundings or working conditions which are unsanitary, hazardous, or dangerous to employees, and who has authorization to take prompt corrective measures to eliminate them.

2.7 controlling employer: For the purposes of this standard, a controlling employer is any individual, partnership, corporation, association, or other body corporate that is conducting a business or undertaking. A person identified as being responsible for the oversight of production activities.

2.8 dummy round: This is an inert prop that simulates the appearance of live ammunition but is lacking any explosive component, including a live primer.

2.9 entertainment industry: (entertainment and event productions) This is the broad category of enterprises that generate or contribute to all performances, demonstrations and exhibitions whether in front of a live audience or recorded.

2.10 live prop: This denotes a real, functional, item such as a sharp knife or solid baseball bat.

2.11 may: This is used to express an option, or that which is permissible within the limits of the standard.

2.12 must: see shall

2.13 performer: This is any person, or animal, performing in front of the camera or audience, including rehearsals.

2.14 production(s): This is a generic term referring to particular entertainment events that are being produced by a controlling employer.

2.15 prop weapons: (Prop is shorthand for properties.) These are any weapons, or objects intended to be used as weapons, and that are utilized as part of a production. These props are created or modified to be as safe as possible to performers, audience and crew. Prop weapons fall into three broad categories:

2.15.1 firearm type prop weapons: These can be actual firearms and objects that look like firearms whether capable of firing projectiles or not.

2.15.2 hand combat type prop weapons: These are bladed, edged, or blunt hand-to-hand combat types of weapons. These include, but are not limited to, swords, knives, axes, pikes, spears, clubs, canes, staffs, bottles, or various found objects.

2.15.3 projectile type prop weapons: These are prop objects that are launched as a projectile. These include, but are not limited to, mechanical systems such as bows and arrows, crossbows and bolts, paint balls, sling shots, and catapults. It also includes objects that are thrown solely by human effort such as spears, javelins, stars, darts, knives, balls, or rocks.

2.16 qualified person: This is a person who, by possession of a recognized degree or certificate of professional standing, or who by extensive knowledge, training, and experience, has successfully demonstrated the ability to solve or resolve problems relating to the subject matter and work.

2.17 qualified prop weapons person: This is the qualified person, authorized by the controlling employer, who is responsible for acquiring, storing, maintaining, and overseeing the handling of prop weapons for rehearsals and performances, and who has the authority to designate other qualified personnel to assist in carrying out these specific tasks. NOTE: See Appendix 1 for a sample of industry specific job titles for a qualified prop weapons person.

2.18 shall: This indicates a mandatory requirement; a provision that the user is obliged to satisfy in order to comply with the standard.

2.19 should: This indicates a recommended but non-mandatory action.

3 General Prop Weapons Safety Requirements

3.1 There is a great body of knowledge and experience throughout the entertainment industry, as well as society in general, regarding the safe use of weapons. This received wisdom has been documented into guidelines by many concerned parties. (see Appendix 2) The following synthesizes these principles into the format of an ANSI Standard. This section applies to all prop weapons use.

3.2 The controlling employer for a production shall designate a qualified prop weapons person who is authorized to make safety related decisions for the use of prop weapons at the project site.

3.3 The controlling employer and the qualified prop weapons person shall do a risk assessment and create a Prop Weapons Use Action Plan.

3.3.1 Actions involving prop weapons must be planned in advance for the safety of the cast, crew and observers in proximity to the prop weapons sequence.

3.3.2 Part of the prop weapons action plan shall include communications with affected persons including Authorities Having Jurisdiction (AHJ) and the general public.

3.4 Safety meetings shall be conducted each day for all affected personnel (cast, crew and observers) who will be in proximity to the prop weapons action sequence.

3.4.1 The safety meeting shall include a description of the intended prop weapons action, possible deviations, the types of prop weapons to be used, safety zones, the need for increased awareness of risks, and a plan to abort if necessary.

3.4.2 Additional safety meetings shall be held if changes to the original prop weapons action plan occur.

3.5 The controlling employer shall ensure that appropriate training is provided to everyone who will use or handle the prop weaponry.

A3.5 Training includes, but is not limited to, authorized use, check-in and check-out procedures, identified hazards, inspection, safe handling procedures and emergency response procedures.

3.6 Prop weapons shall only be handled by persons trained by a qualified person as authorized by the controlling employer.

3.7 Affected personnel shall follow the instructions given by the qualified prop weapons person and shall never engage in actions with weapons that are not specifically directed by the qualified person.

A3.7 Colloquially speaking, no horseplay at any time with any prop weapons.

3.8 Performers shall be given sufficient time to rehearse with the actual prop weapons that they will be using in performance so that they may, at a minimum, do so safely.

3.9 Productions shall use deactivated, fake, replica or rubber prop weapons whenever possible.

3.10 All prop weapons used in a performance environment shall be treated as though they were real and dangerous, until both proven otherwise and given specific instructions on how and why to break these protocols, including what other safety measures are in place to allow it to happen safely.

A3.10 This is a standard protocol that establishes and reinforces habits of safe weapons handling at all times. This also communicates to others nearby that the weapons are being handled safely.

3.10.1 Prop weapons shall be directed away from people (including oneself) and animals.

3.10.2 If choreographed action requires that a prop weapon be directed at or near someone, the qualified prop weapons person or other authorized safety representative shall assess and mitigate any hazards created by the proposed action.

3.11 The qualified prop weapons person, in consultation with production decision makers, shall determine designated safe distances, directions and spaces during prop weapon sequences.

3.11.1 All affected personnel (cast, crew and observers) must remain in designated areas during the prop weapons action sequences.

3.12 No person shall be forced to handle a prop weapon.

3.13 Prop weapons shall be handed off to the performer by the authorized weapons handler as near to the start of the action scene as practicable.

3.14 Prop weapons shall be handed off to the authorized weapons handler at the conclusion of the action scene.

3.15 Prop weapons shall not be left unsecured.

3.16 Malfunctioning prop weapons shall be immediately reported to the qualified person.

3.16.1 Malfunctioning prop weapons shall be taken out of service until repaired by a qualified person.

3.16.2 Only a qualified person shall adjust, modify or repair a prop weapon.

3.17 Prop weapons shall be inspected and secured by authorized personnel when not being used for rehearsal or performance scenes.

3.18 Prop weapons shall be cleaned as required, inspected and secured at the end of each production day and reinspected at the beginning of the next production day by authorized personnel.

3.19 Prop weapons manufacturers' instructions should be followed as determined by the qualified prop weapons person.

A3.19 This includes such things as the transportation, use, inspections, warnings, expiration dates and storage recommendations for prop weapons and components.

3.20 Additional engineering and administrative hazard controls shall be deployed as deemed necessary by the qualified prop weapons person's ongoing risk assessments.

A3.20 Some examples include, but are not limited to, blanketing, impact resistant shields, additional spacing, or cheating the shot.

3.21 A qualified prop weapons person may have specific reasons for an exception to a safety protocol in this standard, but the responsibility shall be on that individual to make the case for that exception to the controlling employer and all affected persons must agree to the exception.

3.22 The controlling employer shall ensure that all applicable federal, state, local laws, and regulations shall be followed at all times. This extends to specific facility rules as well.

A3.22 Facilities such as schools, recreation centers and other public property often have restrictions, such as no knives or no firearms, that are more strict than for other general locations. In some cases, a special waiver may be arranged for a production.

3.23 The controlling employer shall obtain any necessary permits, waivers, and insurance for using prop weapons.

A3.23 The use of prop weapons visible to the general public may include additional permitting, waiver and insurance requirements.

3.24 The appearance of any prop weapon (or action involving simulated violence) that is visible to the general public shall only occur in a controlled environment, where any potential viewers and public safety officers are made aware of the dramatic circumstances and won't mistake the production for an actual violent incident.

3.25 The controlling employer shall ensure that first aid equipment and first aid trained personnel are provided at the project site.

3.26 The provision of first aid shall mitigate reasonably foreseeable illness and injury hazards for the prop weapons being used. Any evaluation and mitigation of these hazards must include the risks due to delays of access to medical care beyond first aid.

3.26.1 The controlling employer shall ensure that information for the location of medical services and methods of summoning Emergency Medical Services (EMS) are provided to all affected project personnel.

3.26.2 In some cases, an ambulance may need to be present on site.

3.27 All prop weapons shall be inventoried before and after each rehearsal or performance.

3.28 The qualified prop weapons person, or their designated assistant, shall track all prop weapons.

3.28.1 This includes breaks or pauses in the production.

3.28.2 This includes any weapons worn or carried when not expressly used in choreographed actions.

3.29 The qualified prop weapons person, or their designated assistant, shall be aware of the intended use of all prop weapons and should monitor their use by the performers or fight choreographers that are actively rehearsing or performing with them.

3.30 All prop weapons shall be locked and secured when not in use.

3.30.1 Locked means that the props are stored in a dedicated room, cabinet or container that can be locked.

3.30.2 Secure means that the room or container is accessible only by authorized individuals.

3.30.3 A movable container must be monitored or anchored so that it cannot be moved by unauthorized persons.

3.30.4 Only the qualified prop weapons person (or in some cases those authorized by the qualified person) shall have keys to the prop weapons lock-up.

3.31 Prop weapons shall never leave the secure storage space unless being transported to or from rehearsal or performance or a maintenance shop.

3.32 Prop weapons should be labeled clearly.

A3.32 In the case of live theatre this is often a discreet label that is not visible to the audience. In filmed productions weapons are tagged or otherwise clearly distinguished when not in use. There may be cases in which labeling or tagging is not necessary, for example in productions that use a single or very few easily distinguishable prop weapons

3.33 the controlling employer shall ensure that included in the prop weapons action plan are procedures for responding to the hazards created due to a failure of or damage to a prop weapon during its use. Additional mitigation may be required for these hazards that occur during a live performance.

A3.33 This may include the placement of spare weapons in the case of breakage during a scene such as a live theatrical performance.

3.34 The controlling employer shall ensure compliance with all applicable regulations for noise exposures. Compliance includes but is not limited to instituting a written hearing conservation program, measuring sound exposure levels, providing training and requiring hearing protection.

3.34.1 The controlling employer shall ensure that affected project personnel are protected from reasonably foreseeable hazards to their hearing that result from prop weapon usage.

A3.34.1 For instance, the sound from a shield held by performer that is struck with a weapon that produces excessive sound levels, as well as the firing of blanks.

3.34.2 Appropriate ear protection shall be offered to any performer or any member of the production.

3.35 The controlling employer, in collaboration with the qualified persons, shall make a risk assessment of any potential allergens (for example latex or copper) in the composition of prop weapons or protective gear.

3.35.1 The risk assessment shall include the identification of the affected project personnel who are at risk of an allergic reaction.

3.35.2 Qualified personnel shall be authorized to work with affected project personnel to determine the best way to protect them from the allergens identified.

4 Firearm Type Prop Weapons Safety Requirements

4.1 For well over 100 years, a wide variety and large quantity of firearm props have been used by the theatrical and the motion picture industries with few incidents or fatalities. The few incidents of harm from firearms use in the entertainment world have resulted from a failure to follow well-known principles and practices.

4.2 All General Prop Weapons Safety Requirements (Section 3) shall apply.

4.3 All firearms and firearm type prop weapons shall be treated and handled at all times as though they are real, loaded, and dangerous.

A4.3 The goal is to develop muscle memory for safe actions and to give observers a sense of confidence that weapons handling safety is a priority.

4.4 The muzzle, and other venting paths, of a firearm shall be pointed in a safe direction.

A4.4 Safe directions will vary by location and circumstances. The object is to mitigate the results of an unintended discharge from causing injury or death.

4.5 Fingers shall be kept away from the trigger of a firearm until the shot is ready to be taken in a safe direction.

A4.5 Firearms do not generally fire unless a trigger is pulled. Some trigger actions are very light and are easily activated. Damaged firearm actions can also result in an unintentional discharge.

4.6 All firearm type prop weapons shall be kept unloaded until it is time to use them.

A4.6 This is necessary since even blanks can cause serious injury or death.

A4.4 – 4.6 Together, these three fundamental rules can mitigate the majority of firearms incidents if consistently observed.

4.7 The controlling employer shall designate a qualified firearms type prop weapons person who is authorized to make safety related decisions for the use of firearms type prop weapons at the project site.

4.8 The qualified prop weapons person shall supervise all firearms type prop weapons.

4.9 The qualified prop weapons person shall designate additional qualified people as needed to assist in the use of firearms type prop weapons.

4.10 The qualified person shall seek other expert advice if not familiar with specific types of firearms, blanks or dummy rounds required for a production.

A4.10 It is not expected that every qualified prop weapons person will be proficient with every possible prop weapon. As the responsible person, they are expected to seek additional expert assistance as needed.

4.11 All firearms used as a prop weapon shall be inspected before and after every firing sequence for dirt or other foreign materials in the barrel and action.

A4.11 Any foreign materials in a firearm cylinder, chamber, or barrel can become an unintended projectile that can cause injury or death. Debris in the action of a firearm can lead to a malfunction.

4.12 The qualified prop weapons person shall use the lightest load of blank rounds possible for the needs of the scene.

A4.12 Automatic and semi-automatic firearms are intended for a specific load of blank, and any deviation from this load can result in malfunctions, damage, or explosive ruptures of the firearm parts.

4.13 All loading of blank rounds or dummy rounds into a firearm type prop weapon shall be performed by qualified persons.

4.14 Firearm type prop weapons shall be loaded immediately prior to the time they are intended to be used in a firearms sequence.

4.15 Firearm type prop weapons should only be loaded with the number of blanks or dummy rounds required for the specific firearms sequence.

4.16 The firearm type prop weapon shall be handed off to the performer by the designated weapons handler after loading, and demonstrating to the performer that it is ready for use, as near to the start of the action as is practicable.

4.17 Performers shall only place their finger on the trigger when they are ready to fire in a controlled direction, as part of the rehearsed action and only fire in the prescribed and rehearsed manner.

4.18 All affected personnel shall be informed of the intended target and direction of fire for the scene.

4.19 All firearm type prop weapons shall be handed off to the designated prop weapons handler at the end of the action.

4.20 All firearm type prop weapons shall be immediately unloaded at the end of the action.

4.21 Live ammunition shall not be present on any stage, set, or location in normal situations.

4.21.1 Any use of live ammunition shall be confined to achieving specific effects in a highly controlled and supervised environment such as a shooting range, and outside the presence of most cast or crew. It shall be carefully monitored by the controlling employer and the qualified prop weapons person.

A4.21.1 Examples could be for authentic sound recordings or practical special effects.

4.22 Malfunctions of a firearm shall be reported immediately to the qualified person.

4.22.1 Protocols for a prop firearm misfire shall be included in safety training.

4.22.2 Only a qualified person shall clear malfunctions, adjust, modify, or repair a firearm.

4.23 All firearm type prop weapons ammunition, blanks and dummy rounds shall be tightly controlled, labeled and inventoried.

4.23.1 Access to all firearm prop weapons ammunition, blanks and dummy rounds shall be restricted to authorized personnel.

4.23.2 All firearm prop weapons ammunition, blanks and dummy rounds shall be stored in a secured manner, inaccessible to unauthorized persons.

4.23.3 All ammunition, blanks and dummy rounds shall clearly indicate the caliber and load value.

4.23.4 All ammunition, blanks and dummy rounds shall be stored in the manufacturer's original packaging or in dedicated labeled storage containers.

4.23.5 Factory manufactured ammunition, blanks and dummy rounds shall not be modified.

4.23.6 Damaged ammunition, blanks and dummy rounds shall be safely disposed of and not mixed with undamaged stock.

4.23.7 Used rounds should be collected and safely disposed.

4.24 Dummy rounds shall have clear indications (visual or audible) that it is inert, including the absence of a live primer.

A4.24 Common techniques for indicating a safe dummy round is to have a hole in the case where the powder would be, no live primer, and having a small object like a BB inside the case that creates a rattling sound.

4.25 All affected personnel present on location shall be notified prior to firing any blank or live ammunition and be provided with appropriate Personal Protective Equipment (PPE).

A4.25 Examples of PPE include safety glasses, shields, earmuffs and earplugs.

4.26 The use of historic ammunition requires specialized expertise that shall be engaged.

5 Hand Combat Type Prop Weapons Safety Requirements

5.1 Hand combat type prop weapons are hand-to-hand combat types of weapons such as bladed, edged, or blunt types of weapons. These include, but are not limited to, swords, knives, axes, pikes, spears, clubs, canes, staffs, bottles or various "found" objects.

5.1.1 All prop weapons shall be treated as if they are deadly and capable of causing serious injury or death.

A5.1.1 Practically speaking, any object can be used as a weapon. These can be extremely dangerous when mishandled or used without proper instruction and choreographed rehearsals. Much like any physical activity, there exists the possibility of serious injury or death when rehearsing and performing instances of simulated violence.

5.2 All General Prop Weapons Safety Requirements (Section3) shall apply.

5.3 The controlling employer shall designate a qualified hand combat type prop weapons person.

5.4 All hand combat type prop weapons shall be under the supervision of a qualified prop weapons person.

5.5 The qualified prop weapons person shall designate additional qualified people as needed to assist in the use of prop weapons.

5.6 The qualified prop weapons person shall seek other expert advice if not familiar with specific types of hand combat type prop weapons required for a production.

A5.6 It is not expected that every qualified prop weapons person will be proficient with every possible prop weapon. As the responsible person, they are expected to seek additional expert assistance as needed.

5.7 All prop weapons shall be made by qualified craftspeople who understand the specific demands that will be placed upon the props.

5.8 All prop weapons shall be selected, inspected and approved by the qualified prop weapons person.

A5.8 There may be instances, assessed by the qualified person, when commercially available weapons can be modified for safe use in performance.

5.9 All prop weapons shall be rendered as safe as possible by blunting; including edges, points and any part of the weapon that could cut, pierce or otherwise cause injury.

A5.9 This applies to weapons made from all manner of materials. Plastic can easily cut, wooden weapons can splinter, resin can still cause impact injury. Even though prop weapons are going to be made as safe to use as possible, there is still inherent danger when performing scenes of choreographed simulated violence, with or without props.

5.10 Prop weapons should be made of lighter material (foam, rubber, bamboo, or even aluminum instead of steel) whenever possible or practical, as impact and momentum can cause harm even when a prop weapon is blunt.

5.11 Breakaway props shall be those expressly made for the purpose, by qualified fabricators, and be constructed of the appropriately safe materials.

A5.11 For example, a polymer plastic for breakaway glass, balsa wood for a breakaway chair, or plaster gypsum for cement.

5.12 Live (sharp or pointed) prop weapons shall not normally be authorized in the rehearsal or performance space.

5.12.1 In situations where a live prop weapon is required to obtain an effect, such as slicing food with a knife or driving a nail with a hammer, the live prop shall be swapped out for a safe prop as soon as possible.

5.12.2 The qualified prop weapons person shall consult with all creative decision makers, including but not limited to the director, producer, property master, fight choreographer, stunt coordinator, and special effects technician, to determine whether there is a practical alternative to using a live prop weapon.

5.12.3 The performer must be a part of the discussion and agree to the use of a live weapon without coercion or threat of sanction.

5.12.4 The controlling employer must ensure that any additional hazards caused using a live prop weapon are mitigated.

5.12.5 This section shall not apply to functional tools used by staff or technical crew in pursuit of their professional responsibilities.

5.13 All prop weapons shall be inspected, checked and maintained daily (cleaning, de-burring, repair, etc.) to keep them in safe working condition.

5.14 Any recurring problems shall be assessed, mitigated, and documented by the qualified person.

A5.14 Various persons may be tasked with certain levels of maintenance depending on the exact prop or production protocols before the prop weapon(s) are used further.

5.15 The controlling employer shall ensure that performers receive training in identifying applicable hazards that may occur during use of the prop weapon(s) they are authorized to use.

A5.15 For example, many swords are assembled with a threaded tang, which screws into the pommel. This allows the weapon to be disassembled if necessary to replace the blade or other parts of the hilt. Before using the prop weapon, performers should check to make sure that the pommel is tightened securely.

5.16 Inspections shall follow the instructions provided by the qualified prop weapons person.

A5.16 Each person who handles a prop weapon should visually inspect the weapon every time they take possession of it to confirm that the weapon is in good condition and that there are no obvious issues with the weapon's structural integrity. This includes the performer, the person handing off the weapon, and the trainer teaching the choreography.

5.17 The performer shall never attempt to modify or repair a prop weapon.

5.18 The performer shall notify the qualified person as soon as possible when a weapon develops a problem and shall discontinue using the weapon until it has been repaired and cleared for use by the qualified person.

5.19 The controlling employer shall ensure that protective equipment (which may include padding, braces, wraps and other equipment) required to protect the performer from reasonably foreseeable injury hazards are provided at no cost to the performer.

A5.19 This is particularly applicable in live theatre when long term use could cause injury to joints or other parts of the body. For example, proper padding on the back of a shield can protect the arm of the performer. Consultation with the costuming staff to incorporate protection into costume design and fabrication can be beneficial.

6 Projectile Type Prop Weapons Safety Requirements

6.1 Projectile Type Prop Weapons fall somewhere between the Firearms Type Prop Weapons and Hand Combat Type Prop Weapons. In practice, projectile type prop weapons often involve items that could fall into the other categories of prop weapons.

6.1.1 This section contains some of the special requirements that are necessary when a prop object becomes a projectile. Projectile type prop weapons includes but is not limited to bows and arrows, crossbows and bolts, darts, sling shots, catapults, and other machines that kinetically launch a projectile. It may also include objects such as spears, javelins, stars, knives, axes, balls or rocks that are thrown by human effort.

6.2 All General Prop Weapons Safety Requirements (Section 3) shall apply.

6.3 The controlling employer shall designate a qualified projectile type prop weapons person.

6.4 All projectile type prop weapons shall be under the supervision of a qualified prop weapons person.

6.5 The qualified prop weapons person shall designate additional qualified people (prop weapons handlers) to assist in the use of prop weapons.

6.6 The qualified person shall seek other expert advice if not familiar with specific types of projectile type prop weapons required for a production.

A6.6 It is not expected that every qualified prop weapons person will be proficient with every possible prop weapon. As the responsible person, they are expected to seek additional expert assistance as needed.

6.7 The qualified prop weapons person shall identify and mitigate potential hazards whenever props or parts of props are thrown, fired, shot, launched, propelled or otherwise projected into the air.

A6.7 Projectile type prop weapons are capable of causing serious injury or death.

6.8 The controlling employer shall ensure that affected project personnel (performers and crew) are trained to identify and mitigate potential hazards whenever props or parts of props are thrown, fired, shot, launched, propelled or otherwise projected into the air.

6.9 All Projectile type prop weapons shall be treated and handled at all times, as though they are real weapons and are dangerous.

A6.9 The goal is to develop muscle memory for safe actions and to give observers a sense of confidence that weapons handling safety is a priority.

6.9.1 Projectile type prop weapons (such as pellet guns, air-soft, paint ball, crossbows) that expel a projectile by pulling a trigger and using a source of stored energy other than gunpowder (such as compressed gas, springs, or other stored energy) shall be handled and treated like firearms.

6.10 Projectile type prop weapons that store energy to propel objects shall be pointed in a safe direction.

6.11 Projectiles shall only be thrown, fired, shot, launched, propelled or otherwise projected into the air in a safe direction as planned and rehearsed.

A6.11 A safe direction will vary by circumstances. The object is to prevent an unintended discharge from causing injury or death.

6.12 Operating a projectile type prop weapon without its projectile (dry-firing) can be hazardous and shall not be done unless authorized by the qualified prop weapons person.

6.13 Affected personnel shall be informed of the intended target and field of launch.

6.14 All projectile type prop weapons shall be kept unloaded and de-energized until it is time to use them.

6.15 All projectile type prop weapons shall be selected, inspected and approved by the qualified prop weapons person.

A6.15 There may be instances, assessed by the qualified person, when commercially available weapons can be modified for safe use in performance.

6.16 The qualified prop weapons person shall specify what projectiles will be used for optimum effect and for safety.

A6.17 The lightest and softest projectiles, made of foam or rubber, should be selected whenever possible.

6.17.1 If specified by the manufacturer, only those projectiles so specified shall be used in the projectile type prop weapon.

6.18 All projectile type prop weapons shall be inspected as specified by the qualified prop weapons person before and after every sequence.

6.19 All loading of projectiles into a projectile type prop weapon shall be performed by qualified personnel.

6.20 The projectile type prop weapon shall be handed off to the performer by the designated weapons handler after loading (if applicable), and demonstrating to the performer that it is ready for use, as near to the start of the action as is practicable.

6.21 The projectile type prop weapons shall be retrieved by the designated prop weapons handler at the end of the action sequence.

6.22 Projectile type prop weapons shall be unloaded and any stored energy released by a qualified person at the end of the sequence.

6.23 Malfunctions of a projectile prop shall be reported immediately to the qualified person.

6.24 Protocols for a projectile misfire shall be included in safety training.

6.25 Only a qualified person shall clear malfunctions, adjust, modify or repair a projectile prop.

6.26 All affected personnel shall be notified prior to launching a projectile type prop weapon and be provided with appropriate Personal Protective Equipment (PPE).

6.27 All hand thrown projectile type prop weapons shall be made of the lightest and softest materials possible.

A6.27 For example, foam rocks or bricks, rubber spears, axes, or arrows. Some plastic materials may also be appropriate.

6.28 All projectile type prop weapons shall be made by qualified craftspeople who understand the specific demands that will be placed upon the props.

Appendix 1

Specific job titles for qualified prop weapons persons vary across the entertainment industry from live theatre and events to film and television. Some of these job titles include, but are not limited to:

- Property Master
- Property Designer
- Property Director
- Weapons Master
- Armorer
- Weapons Handler
- Firearms Safety Coordinator
- Fight Choreographer
- Fight Director
- Stunt Coordinator
- Creative Designer(s)

Below are some sample descriptions related to various titles.

Some job titles and descriptions are specified in entertainment industry Collective Bargaining Agreements.

Property Master, Property Designer, Property Director are titles used for the person generally in charge of acquiring, maintaining, repairing or replacing props. Weapons repair and maintenance will fall to the armorer unless prop master's expertise includes weapons. In some instances, the prop master may take on the role of armorer or firearms safety coordinator when their expertise includes weaponry relevant to the production and there are few weapons involved.

Weapons Master is a qualified person designated to handle, but not necessarily supply, prop weapons used in a production.

Armorer refers to the person that is responsible for the tracking, handling, maintenance and distribution of prop weapons on set. The Armorer will possess a working knowledge of the maintenance, repair and best practices for the use of prop weapons used in the entertainment industry. They may also have specific expertise in fabrication of prop weapons and may be supplying the weapons.

Weapons Handler refers to the person or persons that have the training to facilitate the handling of prop weapons and maintain a chain of custody with respect to performers and crew. They will work closely with the armorer. The weapon handler's primary responsibility is to facilitate passing weapons to and reclaiming them from actors between scenes or at any other times when the Performer is not actively using the weapon.

Firearms Safety Coordinator is a qualified person designated to handle, but not necessarily supply, the firearms used in a production.

Fight Choreographer is the term officially adopted by The Society of Directors and Choreographers (SDC) and is used primarily in live theatre. Other terms utilized in both live theatre and in the film industry include Stunt Coordinator, Sword Master, or Fight Coordinator.

Fight Director is the term utilized by The Society of American Fight Directors (SAFD) It implies the more in-depth direction of scenes of violence instead of just choreographing the action.

Stunt Coordinator is the person whose primary responsibility is to coordinate with the director on stunt-related sequences performed in a production. These responsibilities may include, but are not limited to, designing and choreographing action sequences, assisting other department's needs related to specific stunts, organizing stunt performers for performance with other cast members and assisting in acquiring necessary equipment required to execute said stunt sequences.

Creative Designer (Weapons Performance Designer /Action Designer/ Artistic Director / Show Director / Choreographer): The person, or team of persons, who creates the visual concept of the fight, including, but not limited to, fight choreography, speed, orientation of performers, costumes, props and sets. They might

- Establish the creative design and satisfy, to the greatest extent possible, the intent of the director or producer.
- Select and arrange the components, personnel, and procedures for prop weapons use.
- Validate the safety and integrity of the prop weapons design and equipment
- Establish essential protocols and basic parameters for safe operations.

Appendix 2

There are many organizations that have developed weapons safety protocols and guidelines. These can be useful for providing additional safety perspectives. The following are a sample, not exhaustive, of some relevant documents that were referenced in developing this standard.

1. Industry Wide Labor-Management Safety Committee,
Safety Bulletin #1 Recommendations For The Use Of Firearms, Blanks, And Dummy Rounds
Safety Bulletin #2 Prohibitions And Special Restrictions On The Use Of Live Ammunition
Safety Bulletin #30 Recommended Guidelines For Safely Working With Edged, Piercing And Projectile Props
2. Actors' Equity Association - Safety Tips for Use of Firearms
3. American Guild of Musical Artists - Section 10.4 Firearm Safety
4. International Federation of Actors - **ActSafe!**
FIA Minimum Recommended Health And Safety Guidelines For Performers Working In Film And Television Production
FIA Minimum Recommended Health And Safety Guidelines For Performers Working In Live Shows
5. Yale Undergraduate Production - Prop Weapon and Stage Combat Policy for Live Productions
6. National Rifle Association –
The 3 Fundamental NRA Rules for Safe Gun Handling
Eight additional Rules for Using or Storing a Gun
7. National Shooting Sports Foundation –
Primary Rules for Gun Safety
Firearm Safety – 10 Rules of Safe Gun Handling
8. Marine Boot Camp HG – 4 Weapons Safety Rules
9. United States Concealed Carry Association - Understanding the 4 Rules for Gun Safety
10. Manitoba Safety and Health Guidelines for the Film Industry: Guideline No. 22: Use of Firearms

Appendix 3

There are many federal, state, and local laws that regulate firearms and other weapons. Overall, these do not call out entertainment or performance uses as a separate category. Below is a sample of some laws that can impact the acquisition, storage, transfer, and use of weapons in the United States of America, Canada, and Mexico. In some jurisdictions, regulatory certifications are required, such as the California Firearms Safety Certificate.

1. THE GUN CONTROL ACT of 1968 TITLE 18, UNITED STATES CODE, CHAPTER 44
2. United States 18 U.S. Code § 922 - Unlawful acts (This is a federal law that regulates firearms and ammunition in the United States.)
3. United States Bureau of Alcohol, Tobacco, Firearms and Explosives - Quick Reference To Federal Firearms Laws - Possession Or Receipt Of A Firearm Or Ammunition By A Prohibited Person, 18 U.S.C. § 922(g) & (n)
4. The NATIONAL FIREARMS ACT TITLE 26, UNITED STATES CODE, CHAPTER 53 INTERNAL REVENUE CODE
5. TITLE 27 CFR CHAPTER II PART 447—IMPORTATION OF ARMS, AMMUNITION AND IMPLEMENTS OF WAR
6. TITLE 27 CFR CHAPTER II PART 478—COMMERCE IN FIREARMS AND AMMUNITION
7. TITLE 27 CFR CHAPTER II PART 479—MACHINE GUNS, DESTRUCTIVE DEVICES, AND CERTAIN OTHER FIREARMS
8. 15 U.S. Code § 5001 - Unlawful for any person to manufacture, enter into commerce, ship, transport, or receive any toy, look-alike, or imitation firearm. (The Consumer Product Safety Commission may waive the requirement of any such marking or device for any toy, look-alike, or imitation firearm that will only be used in the theatrical, movie or television industry.)
9. United States Bureau of Alcohol, Tobacco, Firearms and Explosives - State Laws and Published Ordinances - Firearms (35th Edition)
10. California Penal Code section 31615 The California Firearms Safety Certificate (Required for anyone purchasing or receiving a firearm in California, except for certain exemptions.)
11. Canada - Firearms Act (S.C. 1995, c. 39)
12. Canada - Criminal Code (R.S.C., 1985, c. C-46), PART III - Firearms and Other Weapons
13. Mexico - LEY FEDERAL DE ARMAS DE FUEGO Y EXPLOSIVOS