

FIREARMS SAFETY

FIRST THINGS FIRST

USE REPLICA OR RUBBER PROP GUNS WHENEVER POSSIBLE.

- NO PERSON IS TO BE COAXED, COERCED, OR OTHERWISE FORCED INTO HANDLING A FIREARM.
- STRICT PROHIBITION ON HANDLING WEAPONS WHILE UNDER THE INFLUENCE OF ALCOHOL, ADDICTIVE SUBSTANCES OR DRUGS AFFECTING ATTENTION
- ALL LOCAL, STATE AND FEDERAL LAWS AND REGULATIONS ARE APPLICABLE AND CAN OVERRIDE THESE GUIDELINES IF THEY ARE MORE STRINGENT.

MAIN CHALLENGES

- The use of firearms on set can result in serious injuries (potentially lethal) if the necessary safety precautions are not followed.
- Firearms tend to be heavily regulated by local and international law, which is subject to change.
- Public could mistake the shots on set for a real crime and alarm authorities or intervene themselves.

- Firearm laws can differ greatly from country to country. A gun type can be used with no restriction in one state while being subject to strict regulation in the other.
- Blanks are extremely dangerous. Even though they do not fire bullets out of the gun barrel, they still have a powerful blast that can maim or kill.
- Once the trigger is pulled there is nothing one can do to revert the outcome.

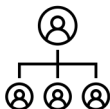
MAIN HEALTH & SAFETY RESPONSIBILITIES



- THE PRODUCTION has the responsibility to provide a safe work environment, regardless of the industry standards.



- All firearms are the responsibility of ARMOURER, who shall oversee their safe use.



- The primary responsibility for safety falls on the HEADS OF THE DEPARTMENT (HoD), who must provide a healthy and safe working environment for their co-workers, sub-contractors and their employees, as well as visitors.



MAIN TASKS AND RESPONSIBILITIES



PRODUCTION

ENGAGES ARMOURER

- in all cases, where firearms should be used on set

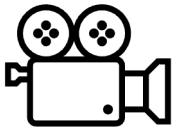
FOLLOWS ARMOURER RECOMMENDATIONS

MAKES SURE THE AUTHORITIES ARE MADE AWARE OF WEAPONS BEING USED ON SET

- may delegate this task to Armourer



ARMOURER



1st AD

ALLOWS ADEQUATE TIME FOR THE ARMOURER

- to instruct the Actors and Crew

ENSURES WEAPONS ON SET ARE CLEARED

- by checking with the Armourer

SUPERVISES TEST FIRING



ARMOURER

INFORMS CREW THAT A GUN WILL BE SHOT

CONDUCT SAFETY MEETINGS

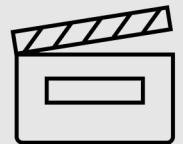
- on each filming day

CONSULT WITH HODs ON SAFE ACTION FOR FIRING

ENSURE REHEARSALS ARE SAFE BEFORE FILMING

CHECKS IF AN AMBULANCE IS ON THE SET

- based on the discussion with the Armourer and Stunt Coordinator



SET



**STUNT
COORDINATOR**

EXPLAINS THE ACTION SCENE AND CHOREOGRAPHY

- Armourer can then help to select the most suitable weapons for that purpose



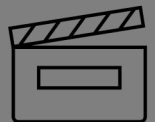
ARMOURER

DETERMINES SAFE ZONES AND DISTANCES

- in cooperation with Armourer and H&S Advisor

OVERSEES THE SAFETY SITUATION ON SET FOR THE ACTION SCENE

KEEPS H&S ADVISOR AWARE OF ANY CHANGES



SET

CREATES FIGHT CHOREOGRAPHY

- rehearses choreography with the Cast

TAKES PART IN THE FIREARM TRAINING

- may include combat drills, tactical movements with the gun



CAST



ARMOURER

HOLDS CURRENT APPROPRIATE LICENCES

- for all firearms and weapons prior their use on set

ENSURE ALL WEAPONS HAVE THE NECESSARY VALID REVISION AND CERTIFICATES

- the ammunition was manufactured and certified for the purpose

POLICE / AUTHORITIES NOTIFICATION

- checks if the police/authorities were notified of the use of firearms

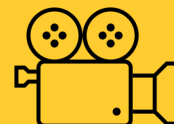


LEGAL

HELPS TO CHOOSE SUITABLE WEAPONS

- for the action/movie

ADVISES ON THE USE OF WEAPONS



DIRECTOR

CREATES A RISK ASSESSMENT

- for each day of filming, where weapons will be used

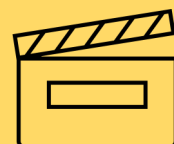
RESPONSIBLE FOR NOT ALLOWING LIVE AMMUNITION ON SET

DETERMINES SAFETY DISTANCES

- in cooperation with the Stunt Coordinator

SUPERVISES THE SUPPLY, TRANSPORT, STORAGE

- of weapons on set



SET

INSTRUCTS CREW AND CAST

- in the safe handling and safety procedures for all the weapons to be used. An attendance list must be signed by all people present

WILL ASSESS USERS

- and will remove weapons from incompetent persons if needed

SUPERVISES SAFE USE AND HANDLING OF WEAPONS

- loads and unload the weapons before and after use

ENSURES THAT WEAPONS ARE EMPTY

- every time weapons are being transferred from hand to hand

CLEARs MALFUNCTIONING WEAPON

- in case a weapon jams, Armourer is the only one to fix it
- ensures weapon is safe and ready to operate



CAST



CREW



CAST

MUST UNDERGO TRAINING

- Cast must be instructed on the competence of weapons handling

MUST PASS A WEAPON TRAINING ASSESSMENT

- to prove their competence to the Armourer

FOLLOW ALL INSTRUCTION FROM THE ARMOURER

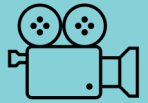
- and H&S Advisors at all times

WEAR PPE (ear protection)

- when instructed by the Armourer



ARMOURER



1st AD

REHEARSE THE SCENE THOROUGHLY

- enough time must be allocated for this activity

MUST UNDERGO TRAINING

- must be instructed and trained

FOLLOW ALL INSTRUCTION FROM THE ARMOURER

- and H&S Advisors at all times

WEAR PPE (ear protection, eyes protection)

- when instructed by the Armourer



ARMOURER



CREW

STRICT PROHIBITION ON HANDLING WEAPONS WHILE UNDER THE INFLUENCE OF ALCOHOL, ADDICTIVE SUBSTANCES OR DRUGS AFFECTING ATTENTION

DO NOT HANDLE ANY WEAPON

- without prior authorisation of the Armourer e.g.
 - do not insert a loaded magazine or round in a firearm
 - do not place a finger on the trigger

DO NOT ATTEMPT TO ADJUST, MODIFY, REPAIR, OR UN-JAM THE FIREARM YOURSELF

DO NOT POINT A WEAPON IN THE DIRECTION OF YOURSELF OR SOMEONE ELSE

DO NOT POSITION YOURSELF IN THE LINE OF FIRE

DO NOT LOOK THE WRONG WAY DOWN A BARREL

TREAT ALL GUNS AS IF THEY ARE LOADED AND DEADLY.

DO NOT ENGAGE IN HORSEPLAYING

DO NOT TAKE PICTURES WITH THE WEAPONS

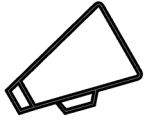
DO NOT LEAVE A WEAPON UNSECURED OR UNATTENDED

DO NOT BRING YOUR OWN WEAPONS

- or ammo on set



H&S



**HEALTH
&
SAFETY**

REPORTS TO PRODUCTION

- to inform them about the safety situation on set

FILLS IN NEAR MISS OR ACCIDENT REPORT

ADVISES ON LEGAL H&S REQUIREMENTS



PRODUCTION

COLLECTS RISK ASSESSMENT FROM ARMOURER

- before every shooting day

MAY REQUEST PERSONAL QUALIFICATION DOCUMENTATION

- anytime during the preproduction or shooting from the Armourer



ARMOURER

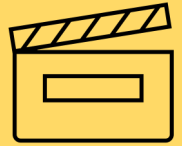
CONSULTS WITH HODs ON SAFE ACTION FOR FIRING

OVERSEES THE FILMING

- and escalates issues to the Production

OVERSEES THE REHEARSALS BEFORE FILMING

CHECKS IF THE SAFETY ZONES AND DISTANCES ARE ADHERED TO



SET

HELPS WITH THE SAFETY TRAINING

- weapon safety can be also added to the H&S training, in cooperation in Armourer, if not handled separately



CAST USING FIREARMS SHOULD BE MEDICALLY FIT TO DO SO

- e.g. not having a hand injury that would make it difficult to handle the gun or a hearing condition that could be negatively impacted by the noise

CAST

OTHER SPECIALISTS ON SET

- To re-create a realistic shooting scenes several specialists must work closely together to achieve the desired effect.
- SFX Specialists will create the effect the ammo would have on it's target.
- There usually is a different Armourer specialising on cold weapons and their use.
- Art Department works closely with the armourer to dress the weapon for set.



STUNT COORDINATOR

- designs and oversees the fight choreography



SFX SPECIALIST

- creates body hits, blood splashes



ARMOURER

- responsible for all firearms



AMBULANCE

- always on set when firearms are used

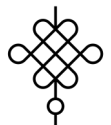
COLD WEAPON SPECIALIST

- advises on the use of cold weapons



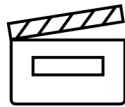
ART DEPARTMENT

- takes care about the holsters, scabbards etc.





LEGAL



SET



CHILD ACTORS

PERMITS AND AUTHORISATIONS

- based on the firearm category a person needs to hold a firearm pass, firearm licence plus a special exceptions or authorisation

ARMOURER QUALIFICATION

- there is no special Armourer qualification required by the law apart from having a firearm pass
- however we would recommend a firearms instructor license as a minimum to ensure the necessary knowledge and experience

FIREARMS CLASSIFICATION

- blank-firing/gas operating guns can be classified as class D (only age restriction) but also as class A-I (restricted, special exceptions needed) depending on whether they were built in line with a special regulations

NOTIFYING REQUIREMENTS

- police needs to be notified in advance about any weapons being discharged. This is to be done in writing
- also the property/premises owner needs to be made aware of the planned use of firearms

SET SAFETY

- it is a good practice to put up signs in front of the set to notify the public about ongoing filming and possible shots they may hear being fake and not a crime

NO LIVE AMMUNITION ON SET

- no live ammunition should be brought to set
- live ammunition should not be used under circumstances where a desired special effect can be achieved by using conventional special effects techniques
- live ammo can only be discharged at a site suitable for this use (i.e., a military, police, or private gun range)

NO OWN WEAPONS ON SET

- in Czech republic people can legally own and carry firearm
- crew needs to be made aware that no private weapons or ammunition are permitted on set

CHILDREN ON SET

- children should not be on set where weapons are fired
- only rubber prop guns to be given to child actors



This document was released on 08/06/2023.

We will continue to revise it as legislation changes and newer and more effective tools for risk management in AV production come along.

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