

PRODUCTION ACTIVITY NOTIFICATION CHECKLIST

Production Name: _____ Date _____

Production Phone _____

Name / Title (*completing checklist*): _____

This form is designed to encourage ongoing communication between the Production Safety Department and your production. Once we are aware of potentially hazardous activities, we will provide assistance with regulatory requirements and recommend precautions for the cast and crew.

The 1st AD should ensure this form is completed during production meetings (for television, complete one per episode). Please provide information as far in advance as possible, but at minimum of 48 hours prior to the activity to allow sufficient time to contact your production for more information.

If drones are used, In addition to notifying Production Safety, please contact your Risk Management Manager.

Additional Resources: www.wdproductionsafety.com

LIST DATES FOR ALL ACTIVITIES ON THE BACK OF THIS FORM

LOCATIONS

- | | | | |
|---|---|--|---|
| <input type="checkbox"/> Airport | <input type="checkbox"/> Grading / Excavation | <input type="checkbox"/> Oil Refinery / Factory Oil Refinery / Factory | <input type="checkbox"/> Subway / Underground |
| <input type="checkbox"/> Amusement Park Ride | <input type="checkbox"/> High Rise Building | <input type="checkbox"/> Power Plant | <input type="checkbox"/> Train Tracks (specify proximity to and/or if filming on) |
| <input type="checkbox"/> Border | <input type="checkbox"/> Historical Site | <input type="checkbox"/> Prison (Active) | <input type="checkbox"/> Trenching |
| <input type="checkbox"/> Carnival | <input type="checkbox"/> Hospital | <input type="checkbox"/> Prison (Non-Active) | <input type="checkbox"/> Unusual Weather (Freezing / Hot / Wet) |
| <input type="checkbox"/> Cave | <input type="checkbox"/> Junkyard | <input type="checkbox"/> Quarry | <input type="checkbox"/> Warehouse |
| <input type="checkbox"/> Dam / Lake / River / Ocean | <input type="checkbox"/> Marina / Docks | <input type="checkbox"/> Rooftop | <input type="checkbox"/> Wilderness Area / State or Federal Park |
| <input type="checkbox"/> Demolition | <input type="checkbox"/> Military Base | <input type="checkbox"/> Shipyard | |
| <input type="checkbox"/> Desert | <input type="checkbox"/> Mine | <input type="checkbox"/> Storm Chasing | |
| <input type="checkbox"/> Farm | <input type="checkbox"/> Mountain | | |
| <input type="checkbox"/> Other (list): | | | |

AERIAL SEQUENCE

- | | |
|---|---|
| <input type="checkbox"/> Fixed-Wing Aircraft | <input type="checkbox"/> Helicopter External Load |
| <input type="checkbox"/> Fixed-Wing Ops below 500 ft. AGL | <input type="checkbox"/> Hot Air Balloon |
| <input type="checkbox"/> Hang Gliding | <input type="checkbox"/> Parasail |
| <input type="checkbox"/> Helicopter | <input type="checkbox"/> sUAS / Drones |
| <input type="checkbox"/> Helicopter Ops below 500 ft. AGL | <input type="checkbox"/> Skydiving / Wing Suit |
| <input type="checkbox"/> Other (list): | |

EDGED / PIERCED PROPS

- | |
|--|
| <input type="checkbox"/> Metal Swords / Knives (Sharp) |
| <input type="checkbox"/> Metal Swords / Knives (Non-Sharp) |
| <input type="checkbox"/> Rubber Swords / Knives |
| <input type="checkbox"/> Syringe Needles (Retractable) |
| <input type="checkbox"/> Syringe Needles (Non-Retractable) |
| <input type="checkbox"/> Other (list): |

FIREARMS

- | | |
|---|--|
| <input type="checkbox"/> Airsoft Guns | <input type="checkbox"/> Canons |
| <input type="checkbox"/> Automatic Weapons / Machine Guns | <input type="checkbox"/> Handguns |
| <input type="checkbox"/> Bows / Crossbows | <input type="checkbox"/> Shotguns / Rifles |
| <input type="checkbox"/> Other (list): | |

FIRE / PYROTECHNICS / EFFECTS

- | | |
|--|--|
| <input type="checkbox"/> Explosions | <input type="checkbox"/> Bullet Hits / Squibs (Lead) |
| <input type="checkbox"/> Fireworks | <input type="checkbox"/> Bullet Hits / Squibs (Non-Lead) |
| <input type="checkbox"/> Flame Effects | <input type="checkbox"/> Smoke / Fog Effects |
| <input type="checkbox"/> Other (list): | <input type="checkbox"/> Weather Effects |

STUNTS

- | | |
|---|--|
| <input type="checkbox"/> Air Rams | <input type="checkbox"/> High Fall |
| <input type="checkbox"/> Body Burn (partial) | <input type="checkbox"/> Slide for Life |
| <input type="checkbox"/> Body Burn (full) | <input type="checkbox"/> Vehicle Jumps / Crashes / Chase |
| <input type="checkbox"/> Descender / Cable Work | |
| <input type="checkbox"/> Other (list): | |

WILDLIFE / ANIMALS

- | | |
|---|---|
| <input type="checkbox"/> Large Predators (Lions, Bears, Crocodiles, etc.) | Note: Production should always contact Disney's Florida Animal Park when dealing with animals. Fill out the <i>Animal Use Request Form</i> |
| <input type="checkbox"/> Venomous Animals (Snakes, Insects, etc.) | |
| <input type="checkbox"/> Other (list): | |

SPECIALIZED VEHICLES / EQUIPMENT

- | | |
|---|---|
| <input type="checkbox"/> All-Terrain Vehicles (ATVs) | <input type="checkbox"/> Military Vehicles: Tanks, Personnel Carriers, etc. |
| <input type="checkbox"/> Gimbals | <input type="checkbox"/> Motorcycles |
| <input type="checkbox"/> Heavy Construction Machinery: Crane, Bulldozer, Earthmover, etc. | <input type="checkbox"/> Ships |
| <input type="checkbox"/> Hydraulics / Animations Trains | |
| <input type="checkbox"/> Other (list): | |

WATER SEQUENCE

- | | |
|---|--|
| <input type="checkbox"/> Kayaking | <input type="checkbox"/> Swimming / Falling into Water |
| <input type="checkbox"/> Pool | <input type="checkbox"/> Watercraft (Ships, Boats, Jet Skis, etc.) |
| <input type="checkbox"/> Scuba Diving | <input type="checkbox"/> Water Skiing |
| <input type="checkbox"/> Submarine | <input type="checkbox"/> Wave Maker |
| <input type="checkbox"/> Underwater Equipment | |
| <input type="checkbox"/> Surfing | |
| <input type="checkbox"/> Other (list): | |

