

# Hierarchy of Prop Firearms Selection

Type	Creative Considerations	Potential Hazard / Concern	Performer Training Requirements	Notification
<b>Rubber</b>	Not ideal for close ups. No moving parts. No sound effects.	<ul style="list-style-type: none"> <li>Least hazardous option</li> </ul>	Handling and basic awareness of procedure	Production Safety
<b>Replica</b> (1-piece casted)	More realistic than rubber. No moving parts. No sound effects. Heavier.	<ul style="list-style-type: none"> <li>Harder materials than rubber.</li> <li>Potential weight concerns.</li> </ul>	Handling and basic awareness of procedure	Production Safety
<b>Replica</b> (full action)	Realistic. Simulates firearm movement. Partial disassembly. No firing sound effect.	<ul style="list-style-type: none"> <li>Pinch points (e.g., slide, hammer, etc.)</li> </ul>	Additional training on mechanical action by Prop Master	Production Safety
<b>Airsoft</b> (pressurized gas)	Limited mechanical movement. Small popping/puffing sound (but not a sound effect). Allows for VFX timing. Does not simulate recoil, but there is slide movement.	<ul style="list-style-type: none"> <li>Pressurized gas may cause air embolism if fired onto skin.</li> <li>Certain pressurized gases (e.g., red or green) are flammable. CO2 is not flammable. All are temperature sensitive.</li> <li>Pinch points (e.g., slide, hammer, etc.)</li> <li>Capable of firing a projectile (pellet).</li> </ul>	Additional training by Prop Master / Armorer required to ensure safe use due to movement and use of gas.	Production Safety Manager Production Operations (Studio) Production Executive
<b>Non-Guns</b>	Less realistic. Firing sound effect and flash. Trigger is the only mechanical movement. Does not simulate recoil. Very limited in options of style of firearm.	<ul style="list-style-type: none"> <li>Small explosive charge, potential contact burn</li> </ul>	Specific training by Prop Master / Armorer required	Production Safety Manager Production Operations (Studio) Production Executive
<b>Firearms (Real)</b> (intended for <b>BLANK</b> use only)	Full mechanical action. Full assembly / disassembly. Different load sizes may be used in blank ammunition (e.g., ¼, ½ or full loads) to adjust muzzle flash and sound level.	<ul style="list-style-type: none"> <li>Pinch points (e.g., slide, hammer, etc.)</li> <li>Ejected casings may strike cast or crew</li> <li>Noise exposure</li> <li>Potential fire and/or burn</li> </ul>	Specific training by Prop Master / Armorer for firearm model provided	Production Safety Manager Production Operations (Studio) Production Safety Executive Production Executive Sr. Studio Executive
<b>Firearms (Real)</b> (for use with <b>LIVE</b> ammunition)	Reference Industry-Wide Safety Bulletin #2 Live ammunition may NOT be used without approval from the Division's Senior Executive(s)	<ul style="list-style-type: none"> <li>Ejected casings may strike cast or crew</li> <li>Projectile</li> <li>Pinch points (e.g., slide, hammer, etc.)</li> <li>Noise exposure</li> <li>Potential fire and/or burn</li> </ul>	Specific training for weapon type provided by Prop Master / Armorer or expert for specific firearm model.	Production Safety Manager Production Operations (Studio) Production Safety Executive Production Executive Sr. Studio Executive
<b>Muzzle Loading</b>	In the U.S., the Special Effects Dept is responsible for sourcing, oversight, transportation and storage of loose powder (not Prop Dept). Other countries may differ, please consult your Authority Having Jurisdiction (AHJ).	<ul style="list-style-type: none"> <li>Pinch points (e.g. hammer)</li> <li>Noise exposure</li> <li>Potential fire and/or burn</li> </ul>	Specialized training required of performers by Prop Masters / Armorers.	Production Safety Manager Production Operations (Studio) Production Safety Executive Production Executive Sr. Studio Executive