

Hierarchy of Prop Firearms Selection

Studio Approval Requirement for Firearm Selection. All firearm selection decisions should occur early in pre-production. Productions are required to notify Production Safety, Risk Management, and the designated Studio Executive on the production as listed in the selection hierarchy below. This requirement applies to all categories of firearms including non-firing replicas, rubber props, and deactivated firearms. **The use of firearms with blanks or live ammunition is not permitted on production without providing justification (including why alternative firearm types are impracticable) and receiving appropriate approval. The use of 3D-printed stock firearms is not permitted for use on production and will not be considered for approval.**

For all alternative firearm usage in the green section below, Production needs to provide the following documentation for review by the Physical Production Executive, the Production Safety Representative and the Risk Management Representative:

- Scene by scene breakdown of firearm use
 - Includes scene numbers, description of the scene and activity, who is involved (e.g. talent, BG, stunts) and what type of firearm each group listed will be using
- Manifest
 - Includes information on where the firearms and ammunition (including dummy rounds) was sourced from
- Chain of Custody (this includes protocols for dummy rounds)
- Risk Assessment(s)
- Armorer / Prop Master / 3rd Party Prop Company
 - Qualifications and CV
 - Includes all safety protocols from transport to securement to outlining who handles the firearms and how (e.g. clearing the barrel before and after use, etc.)
- Firearms Risk Assessment
- Special Skills Assessment Form (as needed)
- Firearms Talent Training Application (as needed)
- Remove firing pins from all firearms—include confirmation from the vendor or armorer

Any use of firearms by departments outside of Props, including SPFX, Art, or Set Decoration, must follow the same Studio notification requirements. For all fabrication, modification, or display of firearms including replicas or non-firing alternatives, the Production is required to notify Production Safety, Risk Management, and the designated Studio Executive prior to use.

TYPE	CREATIVE CONSIDERATIONS	POTENTIAL HAZARD / CONCERN	TRAINING REQUIREMENTS
Rubber	<ul style="list-style-type: none"> • Not ideal for close ups. No moving parts. No sound effects. 	<ul style="list-style-type: none"> • Least hazardous option. 	<ul style="list-style-type: none"> • Prop Masters and Armorer: CSATF <i>S-Firearms Course</i> (US only) • All Other Crew: Firearms Industry Training (course dependent on region) • Talent <ul style="list-style-type: none"> • Handling and basic awareness of procedure.
Replica (1-piece casted)	<ul style="list-style-type: none"> • More realistic than rubber. No moving parts. No sound effects. Heavier. 	<ul style="list-style-type: none"> • Harder materials than rubber. • Potential weight concerns. 	<ul style="list-style-type: none"> • Prop Masters and Armorer: CSATF <i>S-Firearms Course</i> (US only) • All Other Crew: Firearms Industry Training (course dependent on region) • Talent <ul style="list-style-type: none"> • Handling and basic awareness of procedure.
Replica (full action)	<ul style="list-style-type: none"> • Realistic. Simulates firearm movement. Partial disassembly. 	<ul style="list-style-type: none"> • Pinch points (e.g., slide, hammer, etc.). 	<ul style="list-style-type: none"> • Prop Masters and Armorer: CSATF <i>S-Firearms Course</i> (US only) • All Other Crew: Firearms Industry Training (course dependent on region) • Talent <ul style="list-style-type: none"> • Handling and basic awareness of procedure. • Additional training for mechanical action by Prop Master.
Airsoft (pressurized gas)	<ul style="list-style-type: none"> • Limited mechanical movement. • Small popping/puffing sound (but not a sound effect). Allows for VFX timing. • Simulates firearm movement. • LED capable. 	<ul style="list-style-type: none"> • Pressurized gas may cause air embolism if fired onto skin. • Certain pressurized gases (e.g., red or green) are flammable. CO2 is not flammable. All are temperature sensitive. • Pinch points (e.g., slide, hammer, etc.). • Capable of firing a projectile (pellet). 	<ul style="list-style-type: none"> • Prop Masters and Armorer: CSATF <i>S-Firearms Course</i> (US only) • All Other Crew: Firearms Industry Training (course dependent on region) • Talent <ul style="list-style-type: none"> • Handling and basic awareness of procedure. • Additional training for mechanical action by Prop Master.
Non-Guns	<ul style="list-style-type: none"> • 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"> • Small explosive charge, potential contact burn. 	<ul style="list-style-type: none"> • Prop Masters and Armorer: CSATF <i>S-Firearms Course</i> (US only) • All Other Crew: Firearms Industry Training (course dependent on region) • Talent <ul style="list-style-type: none"> • Handling and basic awareness of procedure. • Additional training for mechanical action by Prop Master.
Universal Training Munitions (UTMs)	<ul style="list-style-type: none"> • Highly realistic in appearance and function. • Simulates firearm movement with optional casing ejection. • Suitable for close-up shots and scenes requiring dialogue without the need for hearing protection. 	<ul style="list-style-type: none"> • Hazards mitigated due to the absence of explosive charges. • Pressurized non-flammable gas used. • Eliminates risks associated with projectiles, unburnt powder, hot brass, and percussive pressure. 	<ul style="list-style-type: none"> • Prop Masters and Armorer: CSATF <i>S-Firearms Course</i> (US only) • All Other Crew: Firearms Industry Training (course dependent on region) • Talent <ul style="list-style-type: none"> • Handling and basic awareness of procedure. • Additional training for mechanical action by Prop Master.
LED / Electric - ELSR / GOSR	<ul style="list-style-type: none"> • Highly realistic appearance and function. • Bespoke firearm programable lighting options. • Simulates firearm movement with optional casing ejection. • Allows for close-up shots and scenes requiring dialogue without the need for hearing protection. • Casing ejection optional. • Does not simulate recoil, but there is slide movement. 	<ul style="list-style-type: none"> • There are minimal hazards due to the absence of explosive charges. • Barrell fully blocked, no projectile possibility. • Eliminates risks associated with projectiles, unburnt powder, hot brass, and percussive pressure. • Casing can be ejected from a firearm, if required. 	<ul style="list-style-type: none"> • Prop Masters and Armorer: CSATF <i>S-Firearms Course</i> (US only) • All Other Crew: Firearms Industry Training (course dependent on region) • Talent <ul style="list-style-type: none"> • Handling and basic awareness of procedure. • Additional training for mechanical action by Prop Master.

For all blank use requests, referencing the red section below, production will need to provide justification. The following documentation will need to be submitted to the President, Production Services, Franchise Management & Theatrical Distribution, Disney Entertainment Studios; the President, Disney Television Studios & Global Original Television Strategy; the Physical Production Executive; the Production Safety Representative; the Risk Management Representative; and Legal:

- Blank Use Application
- Scene by scene breakdown of firearm use
 - Includes scene numbers, description of the scene and activity, who is involved (e.g. talent, BG, stunts) and what type of firearm each group listed will be using
- Manifest
 - Includes information on where the firearms and ammunition (including dummy rounds) was sourced from
- Chain of Custody
- Risk Assessment(s)
- Armorer / Prop Master / 3rd Party Prop Company
 - Qualifications and CV
 - Includes all safety protocols from transport to securement to outlining who handles the firearms and how (e.g. clearing the barrel before and after use, etc.)
- Firearms Risk Assessment
- Special Skills Assessment Form (as needed)
- Firearms Talent Training Application (as needed)
- Close Proximity Training for Cast and Crew (Contract Services S2 Course)—US Only; PropMaster and/or Armorer Training (CSATF S-Course)—US Only

For access to the required forms, please contact your Production Safety Representative, they will provide you with the appropriate documentation.

TYPE	REQUIREMENTS
Blanks	USE PROHIBITED without providing justification (including why alternative firearm types are impracticable) and receiving appropriate approval.
Live Ammo	USE PROHIBITED without providing justification (including why alternative firearm types are impracticable) and receiving appropriate approval.