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## Overview

This standard is about your ability to plan and assess requirements of armoury and weapons for a production.

It involves knowing which armoury and weapons are the most appropriate and communicating the necessary information to the production.

You will need to work in collaboration with a range of production departments such as camera, SFX, VFX, props, costume in order to provide and implement the necessary requirements.

You will also need to work in collaboration with your team to ensure accurate research and safe conversion and testing of the armoury and weapons.

It will involve careful planning from the initial stages through to the wrap.

This standard is for Armoury co-ordinators and Armoury supervisors.

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## Performance criteria

### *You must be able to:*

1. assess and research requirements for armoury and weapons
2. prepare armoury and weapons specification, in liaison with heads of departments and key personnel
3. ensure that all aspects and any use of the armoury and weapons comply with legislation, protocols, and safety standards
4. provide evidential documentation on safety precautions implemented to the relevant organisations
5. communicate all aspects of the specification to your team and to the production
6. provide clear documentation and instruction for team members in the use of weapons
7. work in collaboration with relevant departments and personnel
8. provide advice and guidance to the production on all aspects of health and safety for the use of armoury and weapons
9. liaise with prop suppliers and material manufacturers to ensure all parts are appropriate for the intended use
10. convert armoury and weapons as required
11. suggest and provide alternative designs and ideas within budget and schedule, if required
12. assess the risks involved with using armoury and weapons assigning appropriate precautions as necessary
13. recruit competent crew for the job
14. ensure that the location has been returned to a safe state
15. take all aspects of risk assessment and management into account and provide documentation to this effect

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## Knowledge and understanding

### *You need to know and understand:*

1. how to research required information for the armoury and weapons requirements
2. when to suggest the use of post production and VFX for armoury and weapons effects
3. what will be required in terms of armoury and weapons to create the desired weapon effect for the period, storyline and script
4. the mechanics of the armoury and weapons and how to convert or create something which appears convincing
5. the camera formats and technical specifications available including different lenses, formats, framing principles and ratios, mounts, angles of shots, depth of field, principles of perspectives and scale limitations
6. how stunt performers work and the safety parameters they must operate within
7. the production's constraints and policies, including health and safety, insurances, budgets and schedules
8. how to fabricate and implement action props and materials for armoury and weapons
9. the current legislation and safe working parameters for using armoury and weapons on set
10. the challenges of converting and using armoury and weapons in workshop conditions and ensuring that safety and efficiency can be replicated in both studio and on location
11. the hierarchy of production and who needs to be passed information at which stage of the design process and on set
12. the timetable, budget, schedule, and planning of both your department and the needs of other departments

SKSAR2

Plan, research and acquire armoury and weapons for productions



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