

96. Special Effects

The supervision, setting up, operating, striking and storing of all equipment and material in making special effects, such as wind, rain, air effects, snow, artificial atmospheric window frosting, frost, fire, smoke, flares, torches of all kinds, fog, steam, mist, water, waterfalls, portable spill tanks, storms of every nature, waves, cobwebs, lightning and explosives. The creation and operation of all sound effects used in the making of motion pictures, except that written into the musical score as part of the rhythm or requiring a musician to operate, shall be done by Special Effects persons.

All powder or explosives requiring a licensed Powderman shall be handled only by a licensed Powderman.