

Code of Practice

for

ANIMAL WELFARE

in the

New Zealand Screen Production Industry

August 2003

REVIEW

This Code of Practice will be reviewed at least once every three years, or more frequently if required. The current version is the first published version.

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The organisations above can offer assistance and guidance on the use of this Code.

NOTE: This is not a Code of Welfare under the Animal Welfare Act 1999.

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**CODE OF PRACTICE FOR ANIMAL WELFARE IN THE NEW ZEALAND
SCREEN PRODUCTION INDUSTRY**

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PART 1 INTRODUCTION

This voluntary Code of Practice sets out recommended standards based on industry best practice that aim to ensure the welfare of animals used in screen productions. This Code is to be considered in conjunction with existing New Zealand law.¹

All people working in the screen production industry, who from time to time may come into contact with animals should be familiar with this Code, the Animal Welfare Act 1999 and its amendments, the Health and Safety in Employment Act 1992 and its amendments and the Code of Practice for Safety and Health in the New Zealand Film and Video Production Industry.

Thanks are due to the individuals and organisations that contributed ideas and advice during the preparation and consultation processes used in the formation of this Code.

1. SCOPE

This Code applies to the use of animals in all screen production in New Zealand.

This Code applies to animals as defined in the Animal Welfare Act 1999 ("the Act").

This Code does not apply to the use of animals for film or video production for research, testing or teaching purposes where the use has been approved by and animal ethics committee pursuant to Part 6 of the Act.

Some use of animals in production may be so straightforward and transient, that the application of this Code seems unwarranted. Nevertheless, this Code applies to all animals used in the production, even if the animal is used as background, or off-camera to attract the attention of an animal being filmed.

This Code of Practice is complementary to the requirements in the Act and its amendments. It is not a substitute for the Act. This code prescribes a high standard of care that the screen production industry has voluntarily agreed to provide to animal performers.

¹ Note: This code is **not** a mandatory code of welfare under the Animal Welfare Act 1999.

2. USE OF THE WORDS MUST AND SHOULD

The terms 'must' and 'should' are used throughout this document.

In general, the word 'must' is used where there is a very high likelihood that failure to carry out the procedure is likely to result in the animal being distressed or hurt, which could lead to a possible prosecution under the Act.

The word 'should' is used where a procedure is good practice and it is strongly recommended that it is carried out.

3. INTERPRETATIONS

"Animal" (as defined in the Act)

(a) *means any live member of the animal kingdom that is-*

(i) *a mammal; or*

(ii) *a bird; or*

(iii) *a reptile; or*

(iv) *an amphibian; or*

(v) *a fish (bony or cartilaginous); or*

(vi) *any octopus, squid, crab, lobster, or crayfish (including freshwater crayfish); or*

(vii) *any other member of the animal kingdom which is declared from time to time by the Governor General, by Order in Council, to be an animal for the purposes of this Act; and*

(b) *includes any mammalian fetus, or any avian reptilian pre-hatched young, that is in the last half of its period of gestation or development; and*

(c) *includes any marsupial pouch young; but*

(d) *does not include-*

(i) *a human being; or*

(ii) *except as provided in paragraph (b) or paragraph (c) of this definition, any animal in the pre-natal, pre-hatched, larval, or other such development stage.*

"Animal Handler" means any person having the responsibility of feeding, watering, cleaning, restraining, treating, working or transporting any animal, but excludes veterinarians who are on set for the sole purpose of ensuring the health of an animal. Animal Handlers report to and are responsible to the Head Animal Trainer.

"Animal Trainer" means a person who has experience and is competent in the management and training of the types of animals to be used and has a working knowledge of production techniques and film crew movements on a film set.

"Compound" is a place where trained animals are housed, either permanently or temporarily, off the film set.

"Exotic animal" means an animal that is not normally found or farmed in New Zealand.

"Film Set" or **"Set"** or **"Studio"** means a place where filming for a screen production occurs and includes a place where training and rehearsal in preparation for filming is undertaken.

"Head Animal Trainer" means the person who is the head of department and is responsible for the other animal trainers and the animal handlers.

"Ill-treat" (as defined in the Act) in relation to an animal, means causing the animal to suffer, by any act or omission, pain or distress that in its kind or degree, or in its object, or in the circumstances in which it is inflicted, is unreasonable or unnecessary.

"Person with delegated responsibility" means the person, other than the producer, who in a given situation is responsible or jointly responsible for the planning or implementation or overseeing of a specific major aspect of the production.

"Producer" means the person who has principle responsibility for the production and engagement of all the crew and services.

"Production" means productions in the screen production industry. Productions include but are not limited to film, television, video, commercial, musical video, and multimedia.

"Physical, health, and behavioural needs" (as defined in the Act) in relation to an animal, include-

- (a) *proper and sufficient food and water;*
- (b) *adequate shelter;*
- (c) *opportunity to display normal patterns of behaviour;*
- (d) *physical handling in a manner which minimises the likelihood of unreasonable or unnecessary pain or distress;*
- (e) *protection from, and rapid diagnosis of, any significant injury or disease,-*

being a need which, in each case, is appropriate to the species, environment, and circumstances of the animal.

"Rest Area" means an area or room separate from, but within close proximity to the filming location or film set, for a species of animal to rest during periods of time when they are not required in the production. The room should be appropriate to the species of animal concerned and there should be enough separate areas/ rooms so that species are not mixed in together.

4. THE ACT

These are minimum requirements under the Act.

4.1. LEGAL OBLIGATIONS

- 4.1.1. The owner or person in charge of any animal **MUST** -
- (a) ensure the physical, health, and behavioural needs of the animals are met in a manner that is in accordance with both good practice and scientific knowledge; and
 - (b) where practicable, ensure that an animal that is ill or injured receives treatment that will alleviate any unreasonable or unnecessary pain or distress suffered by the animal.
- 4.1.2. The owner or person in charge of an animal **MUST NOT** -
- (a) keep an animal alive when it is in such a condition that it is suffering unreasonable or unnecessary pain or distress;
 - (b) sell, attempt to sell, or offer for sale, otherwise than for the express purpose of it being killed, an animal when the animal is suffering unreasonable or unnecessary pain or distress;
 - (c) desert an animal in circumstances in which no provision is made to meet its physical, health and behavioural needs;
 - (d) ill-treat an animal;
 - (e) release an animal that has been kept in captivity, in circumstances in which the animal is likely to suffer unreasonable or unnecessary pain or distress; or
 - (f) kill the animal in such a manner that the animal suffers unreasonable or unnecessary pain or distress.

5. REQUIREMENTS OF THIS CODE

The following outlines best practice principles for the screen production industry.

5.1. GENERAL PRINCIPLES

- 5.1.1. Animals must not be overworked and must not be caused to suffer pain or distress for the sake of a production.
- 5.1.2. An animal must not be used if the animal's performance can be obtained only by ill-treating it.
- 5.1.3. Where possible and when available, suitable tame or domesticated animals should be used.
- 5.1.4. Animals must not be used or continue to be used against the advice of the animal trainer or consulting veterinarian.
- 5.1.5. Animals must not be endangered, injured, stressed, or abused for the purpose of a production.
- 5.1.6. The use of devices that cause an animal pain or discomfort during training or filming should be discouraged.

PART 2 RESPONSIBILITIES

This part of the Code sets out the responsibilities that apply in any production where animals are involved.

6. RESPONSIBILITIES OF THE PRODUCER OR PERSON WITH DELEGATED RESPONSIBILITY

This section outlines the responsibilities of the producer or person with delegated responsibility in a production involving animals. Each time the word "producer" is used it is to be read as "producer or person with delegated responsibility." These provisions expand upon section 7 of the Code of Practice for Safety and Health in the New Zealand Film and Video Production Industry.

6.1. PRE-PRODUCTION

- 6.1.1. The producer should verify the experience and credentials of animal trainers and handlers before they are engaged to ensure that they are relevant to the demands of the production. Only animal trainers and handlers who are knowledgeable about, familiar with, and have had experience with the species of animal being used should be engaged.
- 6.1.2. The producer and the animal trainer will agree on the animal trainer's fee and disbursements prior to productions and will identify which party is liable for expenditure item(s) associated with animal use in the production.
- 6.1.3. During the planning process, the producer should provide the animal trainer with accurate information concerning the required animal action and the environment in which the animal will be required to perform.
- 6.1.4. The producer should consult with the animal trainer to obtain early advice on -
 - (a) the ability and availability of an animal to perform; and
 - (b) procedures that should be adopted to protect the welfare of animals to be used from the time they are assembled, during rehearsal and filming, until their dispersal.
- 6.1.5. The producer should ensure that:
 - (a) all appropriate crew are aware of the requirements of this Code; and
 - (b) actors working with animals have adequate and appropriate training and experience in advance with the types of animals being used on the set, and provide appropriate training and preparation time as needed to provide both the actor's safety and the humane treatment of the animal.

- 6.1.6. The producer should consult with the animal trainer on the safe handling and transport of the animals and to ensure that adequate time is given to familiarise themselves and the animals to the routine for any given shot or sequence.
- 6.1.7. The producer should consult with the animal trainer about determining the ratio of trainers or assistants to animals so as to ensure the safe control of animals.
- 6.1.8. The producer should consult with the animal trainer about any changes to the original brief that may have an impact on the animal's ability to perform.

6.2. PRODUCTION

- 6.2.1. The producer should provide the animal trainer with all call times for the animals.
- 6.2.2. The producer should, in consultation with the animal trainer, provide a rest area for animals as well as facilities for loading and unloading animals.
- 6.2.3. The producer should ensure that all personnel are aware of the unpredictability of uncontrolled animals on and around any location (eg farm animals, wandering dogs etc) and the effect that events such as bright lights or sudden noises may have on them.
- 6.2.4. The producer should ensure that, where possible, demonstrations are provided for relevant cast and crew of any training or cueing methods, safety precautions, or animal action in order that such cast and crew understand procedures.
- 6.2.5. The producer should ensure that where animals are going to be involved in the production there is reference to this on the call sheet so that everyone involved is aware of this fact, and appropriate information on safety matters should be included, as well as species specific information where appropriate.
- 6.2.6. Cast and crew should be aware that, for productions involving animals, no pets are permitted on set.
- 6.2.7. Cast and crew should avoid obvious hazards to animals on and off set, including the disposal of cigarettes and rubbish.
- 6.2.8. Producers are advised to keep records of animal use, precautions taken, accidents, and scenes where animal injury is faked.

7. RESPONSIBILITIES OF THE ANIMAL TRAINER

This section outlines the responsibilities of the animal trainer in a production involving animals. These provisions expand upon section 7 of the Code of Practice for Safety and Health in the New Zealand Film and Video Production Industry.

7.1. PRE-PRODUCTION

- 7.1.1. The animal trainer should ensure that all animals are appropriately vaccinated before coming onto the set.
- 7.1.2. The animal trainer should ensure that only animals that are in an appropriate condition to perform the work are used and they have been trained and prepared in advance to perform the required action.
- 7.1.3. The animal trainer should ensure that animals are acclimatised to conditions approximating the studio or location environment prior to being worked before the camera.
- 7.1.4. Where the animal trainer is responsible for engaging animal handlers, the animal trainer will ensure that the animal handler is appropriately qualified.
- 7.1.5. The animal trainer should identify available veterinary assistance should it be required for emergencies or illness during training or filming.

7.2. TRAINING

- 7.2.1. The animal trainer must ensure that the discipline and training of an animal does not result in unreasonable pain, suffering or distress to the animal.
- 7.2.2. Training equipment should be used safely and humanely.
- 7.2.3. Training techniques should be appropriate for the species being trained.
- 7.2.4. Negative reinforcement should not be excessive.
- 7.2.5. Food motivation should not be used to the detriment of the animal's health and welfare.
- 7.2.6. Exotic animals should be fully trained on a compound before being used on location.
- 7.2.7. Electronic shock collars should not be used for training horses.

- 7.2.8. Electronic shock collars may be used on dogs in appropriate circumstances by a trained animal handler.
- 7.2.9. When different animal species (eg cats and dogs) are required to work together, they should be trained to that effect before being brought onto the set.

7.3. CARE OF ANIMALS

- 7.3.1. The animal trainer must provide proper care including adequate food and water, adequate exercise, sufficient rest especially for animals that are not accustomed to conditions on the set, prompt first aid and arrange for veterinary attention when necessary.
- 7.3.2. The animal trainer should address each animal's needs taking into account the species, age and condition of the animal, and the terrain, climate and weather conditions.
- 7.3.3. The animal trainer should remove animals from the set or provide sufficient protection when special effects likely to cause fright are used.
- 7.3.4. The animal trainer should not allow the animals to become overheated or suffer discomfort.
- 7.3.5. Where appropriate and in consultation with the producer, the animal trainer should arrange for a consulting veterinarian to be present on the set during rehearsal and filming of scenes where there is a higher than normal risk of distress or injury to animals. (Animal trainers are not liable for Vet costs unless in contract.)
- 7.3.6. Care must be taken to ensure that animals do not escape the set or location. However the animal trainer must also have a plan for the safe recapture should escape occur.

7.4. HANDLING

- 7.4.1. The animal trainer has the responsibility for the handling and transportation of the animal.
- 7.4.2. The animal trainer must ensure that animals to be used are maintained and transported under systems that provide proper humane care for each type of animal.
- 7.4.3. The animal trainer, or responsible person -
 - (a) must not use methods or equipment that cause pain, distress or injury; and
 - (b) should ensure animals under his or her care are under adequate control to prevent attack, aggression or escape and make special arrangements for the care of young animals.

- 7.4.4. If the only way a particular action can be obtained results in an animal being treated in a manner that causes unreasonable pain or distress during training, then that particular animal and or technique must not be used.

Refer also to section 16 "Transport".

7.5. INSPECTION OF SET

- 7.5.1. The animal trainer should inspect the set regularly to identify hazards, obstacles, or environmental conditions that may injure animals or people working with animals.
- 7.5.2. The animal trainer should inspect working areas for holes, tree roots, stones and other debris that could trip or harm any animal.

7.6. ASSESSMENT OF ANIMALS

- 7.6.1. The animal trainer -
- (a) must examine animals when filming is completed and arrange for treatment of sickness or injury where necessary; and
 - (b) should inspect all animals on the set prior to and at the conclusion of each session of rehearsal or filming and be present on the set during these sessions.
- 7.6.2. Animals should be checked daily by the animal trainer for injury and/or illness.

7.7. PRESENCE ON SET

- 7.7.1. When animals are on set, the animal trainer -
- (a) should not leave the film set unless he or she can delegate the care of animals to a competent person;
 - (b) should ensure at all times there is a sufficiently skilled person available to handle animal emergencies; and
 - (c) should, during standby, ensure animals are appropriately supervised.

7.8. INJURY / ILLNESS / DEATH

- 7.8.1. The animal trainer must withdraw immediately from rehearsal or filming any animal that becomes sick, distressed, injured or in danger of injuring itself.

- 7.8.2. The animal trainer is responsible for ensuring that the owner of the animal can be contacted in the event of an animal having to be destroyed or alternatively should have a prior written authorisation from the owner for such action to be carried out by a veterinarian if necessary.

7.9. REPORTING

- 7.9.1. The animal trainer should provide the producer with an incident report within 24 hours of any incident on set where the welfare of an animal was compromised.

PART 3 PROCEDURES

This part of the code sets out guidelines for the procedures that are to be followed that aim to ensure the welfare of animals in all productions where animals are involved. This section applies to all animals. Part 4 includes additional specific guidelines by species.

8. CARE OF ANIMALS

8.1. REHEARSALS

- 8.1.1. Animals should be rehearsed thoroughly. There should be no departure from the rehearsal procedures without consultation with the animal trainer and consideration should be given to what is reasonable effort by an animal.

8.2. TRAINING

- 8.2.1. An animal should not be forced to do an act for which it has not been trained.

8.3. BRANDING

- 8.3.1. Animals should not be branded for the purposes of filming a scene.

8.4. CAST AND CREW

- 8.4.1. Cast and crew should not be allowed to pet, feed or play with animals off camera if the trainer believes it is not in the best interest of the animal.
- 8.4.2. Cast and crew should not be allowed to intentionally get the animals' attention or eyeline and distract them.
- 8.4.3. Unnecessary people should not be present around the camera or in the immediate action area of the set while animals are working.
- 8.4.4. At the trainer's discretion, all non-essential personnel may be removed from the set during stunts, difficult action or whenever wild or exotic animals are performing.

8.5. REST AREA

- 8.5.1. Animals on the set should be provided with their own rest area away from disturbances so they can rest between shoots.

8.6. EXERCISE

- 8.6.1. Adequate exercise and rest should be provided during the shooting day.

8.7. STAND-IN DOUBLES

- 8.7.1. Stand-in doubles should be used as much as possible and especially in prolonged or difficult scenes.
- 8.7.2. Animal trainers and handlers should be used as doubles on screen for the handling of animals where there is a higher than normal risk of injury or distress to the animal or where other conditions make it necessary.

8.8. STRESS / INJURY

- 8.8.1. If an animal becomes distressed it must be removed from the set and rested.
- 8.8.2. An animal must not be put under stress if it is being used off-set to attract the attention of an animal being filmed.
- 8.8.3. Injured or sick animals must be withdrawn from further action, and isolated if possible, until veterinary advice has been obtained.
- 8.8.4. The consulting veterinarian and the animal trainer must be authorised by the producer to stop filming activities involving the animal immediately when any animal is injured or is in immediate danger of being injured.

8.9. OFF THE SET

- 8.9.1. Accommodation and care of animals at a compound off the set must provide for the security of the animals, adequate shelter, food and water, daily exercise and physical and psychological stimulation appropriate to the species.
- 8.9.2. With necessary modification, recommended standards that apply to the film set should be applied on the compound.

9. SET AND LOCATION SAFETY

9.1. SAFE FOOTING

- 9.1.1. Safe footing should be provided on any set or location that an animal is required to traverse and the path the animal will traverse to and from the set or location.
- 9.1.2. When animals are working on a studio stage, non-skid mats should be placed in the area of action where appropriate.
- 9.1.3. In outdoor locations, the area should be checked for railway ties, holes in the ground, street or floor debris such as tree roots and stones that could trip an animal, or slick or unstable ground, street, or walkway conditions.
- 9.1.4. Stream beds should be cleared of potentially harmful debris before being traversed by animals.
- 9.1.5. Raised platforms should be checked to ensure that they are strong enough to take the weight of the animal.
- 9.1.6. Loose wire and quicksand should be avoided.

9.2. CONTAMINANTS AND POISONS

- 9.2.1. Animals must not be exposed to contaminants, such as stagnant water, putrid odours or toxins.
- 9.2.2. Care must be taken not to expose animals to poisonous plants.
- 9.2.3. Shrubs and foliage that can be injurious to animals must not be used.

9.3. EQUIPMENT

- 9.3.1. Special care should be taken when moving or setting up any equipment near animals.

9.4. HELICOPTERS

- 9.4.1. Animals should be kept a practicable and safe distance away from helicopters during take off and landing.

10. VETERINARY CARE

10.1. GENERAL

- 10.1.1. When a consulting veterinarian is used on set, the veterinarian, in consultation with the producer, has the final authority in determining whether or not to clear an animal for work or whether or not the animal may continue working.

10.2. CONSULTING VETERINARIAN

- 10.2.1. A veterinarian is not always required to be present on a production involving animals.
- 10.2.2. A consulting veterinarian, knowledgeable with the species being used, should be present on the set and at training where there is a higher than normal risk of injury or distress to animals.
- 10.2.3. If and when required and after consultation with the producer, the consulting veterinarian is responsible for and has the final decision on -
- (a) the treatment or humane destruction deemed necessary for an animal that is sick or injured on a film set; and
 - (b) the provision of animal remedies and equipment necessary for treatment.

10.3. VETERINARY MEDICINES AND ANAESTHETICS

- 10.3.1. General anaesthesia is a high-risk procedure and should not in general be used for the sole purpose of filmmaking; although they can be used for necessary veterinary care.
- 10.3.2. Sedating animals is also a high risk procedure and veterinary supervision should be sought.
- 10.3.3. Veterinary medicines should not be used to alter the behaviour of animals participating in screen productions except on the advice of a veterinarian or animal trainer who should be present on the set.
- 10.3.4. Veterinary medicines may be used only in accordance with the provisions of the Agricultural Compounds and Veterinary Medicines Act 1997.

11. STUNTS AND RIGGING

11.1. STUNTS

- 11.1.1. Stunts and potentially dangerous action in a script should be discussed with the animal trainer prior to filming.
- 11.1.2. Animals should be trained and prepared for stunts.

11.2. RIGGING

- 11.2.1. Hitching rails and other equipment operated in conjunction with working animals should be in a practicable and safe operating condition to the satisfaction of the animal trainer in conjunction with the assessor and the property master.
- 11.2.2. All animal rigging and equipment should be in good condition.
- 11.2.3. Tie-downs should not be used on animals not properly trained to wear them or if the animal struggles or resists. Animals should not be tied down any longer than what is necessary to accomplish the shot.

11.3. SET CONSTRUCTION

- 11.3.1. The set should be constructed to meet the requirements of the animals and action in the scene.

12. GLARE, HEAT AND NOISE

12.1. GENERAL

- 12.1.1. Glare, heat, noises and other conditions likely to cause distress to animals must be avoided.

12.2. GLARE AND HEAT

- 12.2.1. Animals must not be exposed to hot lights for periods of time that would be detrimental to their well-being.
- 12.2.2. Crew should alert the animal trainer before striking lights to ensure the animal trainer can prevent the animal being alarmed/frightened.

12.3. NOISE

- 12.3.1. Care should be taken to limit exposing animals to distracting noises and smells.
- 12.3.2. At the animal trainer's request and where appropriate all non-essential crew and cast should be removed from the set and "Quiet on set" notices posted during animal stunts or action where animals are performing.
- 12.3.3. Loud and unexpected noises such as clap sticks, whistles etc. to which the animal has not been familiarised should be avoided.
- 12.3.4. Minor exposures to noises should be reduced to the shortest possible time by judicious scheduling and camera techniques. Tolerance of these influences depends on the species of animal. Wild animals may be extremely sensitive.
- 12.3.5. Crew should alert the animal trainer before starting up heavy equipment to ensure the animal trainer can prevent the animal being alarmed/frightened.

13. ACTION, FIGHT, BIRTH AND SWIMMING SCENES

13.1. ACTION SCENES

- 13.1.1. Hunting and fishing scenes should be simulated wherever possible.
- 13.1.2. All animal action should be carried out under the supervision of the animal trainer.
- 13.1.3. An adequate number of pick-up riders should be provided whenever animals are involved in simulated stampedes, herding operations, raids, charges, runaways, wagon crashes, etc.
- 13.1.4. In wagon crashes, equipment should be rigged so that horses can run free before the crash. A "blind" driver should be provided for "driverless" wagons.
- 13.1.5. Strenuous animal action, such as chase or running scenes, should be staged so that animals are not overworked and there should be a supply of back-up animals for chase and or running scenes.
- 13.1.6. Overworking animals in strenuous scenes should be avoided by providing sufficient rest periods between takes or by providing sufficient back-up animals to allow for rotation.

13.2. FIGHT SCENES

- 13.2.1. Animal fight scenes must be simulated.

13.3. PREGNANT ANIMALS AND BIRTH SCENES

- 13.3.1. Animals that are known to be pregnant should not be used in stunt scenes.
- 13.3.2. Natural birth scenes should not be staged without involving the consulting veterinarian in the planning.

13.4. SWIMMING SCENES

- 13.4.1. Swimming should be limited to experienced animals and strict attention should be paid to the animal's limits of endurance.
- 13.4.2. If the water is swift, animals should be attached to a cable if it would make it safer for them.
- 13.4.3. If water is wide or deep, then a safety boat should accompany them.

- 13.4.4. Animals must not be allowed to swim in water that is toxic or could be unhealthy to the animal.
- 13.4.5. Where animals are swimming in moving water there should be an emergency rescue plan in place.
- 13.4.6. Animals must not be allowed to become over-chilled in swimming or rain scenes.

14. SPECIAL EFFECTS

14.1. FIRES

- 14.1.1. Fires must be controlled and animals should be desensitised to avoid frightening or injuring themselves.
- 14.1.2. When open fires are used the animals' coats and tails should be protected with fire proofing solutions or water, with particular attention being paid to sheep.
- 14.1.3. Animals must be kept a safe distance from flames or flying sparks.

14.2. EXPLOSIVES AND FIREARMS

- 14.2.1. The armourer and the animal trainer should consult on the handling of animals and firearms.
- 14.2.2. The recommended maximum charge is a quarter charge when discharging a firearm in the presence of animals.
- 14.2.3. Cotton or other noise reduction devices should be supplied for animals' ears when they are in close proximity to filming involving explosives or other loud noises.
- 14.2.4. The minimum amount of explosives should be used to achieve the shot when animals are present.
- 14.2.5. Explosives must never be used so close to animals that it could put them in danger of being injured.
- 14.2.6. The level of explosives should be determined in consultation with the animal trainer and an explosives expert.
- 14.2.7. Fire bombs should not be used on sets where animals are present.
- 14.2.8. Naphthalene bombs should not be used on sets with animals present.

14.3. OTHER SPECIAL EFFECT DEVICES

- 14.3.1. Carbon dioxide and artificial smoke should not be used around animals without first consulting with the animal trainer.
- 14.3.2. Squibs should not be used in such a way as to endanger or frighten animals.
- 14.3.3. Tripping devices, wires or pitfalls must not be used with animals.

15. PROPS, COSTUMES AND MAKEUP

15.1. PROPS

- 15.1.1. Props should be made available in sufficient time prior to production for the animal trainer to desensitise the animal to them.
- 15.1.2. Props that could be dangerous, such as spears, swords, barbed wire fences, should be made of rubber, balsa wood, polystyrene or other non-injurious material.
- 15.1.3. Any props used for close up shots, where detail and authenticity demands the use of metal replicas, should be dulled and handled by specially trained persons.
- 15.1.4. Sugar glass or equivalent should be used for break-away. Tempered glass or other glass should not be used.

15.2. COSTUMES

- 15.2.1. Costuming should be made available in sufficient time prior to production for the animal trainer to desensitise the animal to it.
- 15.2.2. Costuming should be comfortable, provide ease of movement, and should not restrict the animals breathing, or cause the animal to overheat.
- 15.2.3. Consideration should be given to how easily the costume can be removed in case of emergency.

15.3. MAKE-UP

- 15.3.1. Any colours or dyes used on animals must be non-toxic and approved by the animal trainer.

16. TRANSPORT

16.1. GENERAL PRINCIPLES

- 16.1.1. Transport should be appropriate to the species being carried.
- 16.1.2. Animals must not be transported loose in a vehicle.
- 16.1.3. Transport must be carried out in accordance with the *Code of Recommendations and Minimum Standards for the Welfare of Animals Transported within New Zealand*, (see www.maf.govt.nz/biosecurity/animal-welfare/codes/transport).

16.2. OBLIGATIONS UNDER THE ACT

- 16.2.1. Every person in charge of the vehicle or aircraft in which an animal is being transported must ensure -
 - (a) that the welfare of the animal is properly attended to; and
 - (b) that in particular, the animal -
 - (i) is provided with reasonable comfort and secure accommodation; and
 - (ii) is supplied with proper and sufficient food and water.
- 16.2.2. A person must not, without reasonable excuse, confine or transport an animal in a manner or position that causes the animal unreasonable or unnecessary pain or distress.
- 16.2.3. The owner or person in charge of an animal must not, without reasonable excuse, permit the animal -
 - (a) To be driven or led on a road; or
 - (b) to be ridden; or
 - (c) to be transported in or on a vehicle, aircraft or ship-while the condition or health of that animal is such as to render it unfit to be so driven, led, ridden or transported.

PART 4 SPECIES SPECIFIC GUIDELINES

This part of the Code sets out species-specific guidelines that are additional to the rest of the guidelines in this Code.

If the species of animal that is involved in a production is not listed in this section, refer to section 6.1.1.

17. HORSES

17.1. CARE OF HORSES

- 17.1.1. The animal trainer should inspect each horse for saddle and girth sores after each day.
- 17.1.2. Horses should be washed down each day by the animal trainer and the gear should be kept clean.
- 17.1.3. Riders should dismount between set-ups and not sit on horses for long periods between takes.
- 17.1.4. Sufficient barns and or pens should be made available so that horses and livestock from different social groups and geographical areas can be housed separately.
- 17.1.5. Horses should be checked daily for injury and/or illness.

17.2. RIDING AND ACTION SCENES

- 17.2.1. Specially trained horses should be used where unusual action is called for, eg jumping, rearing or falling.
- 17.2.2. When trained horses are required to fall, the ground should be softened by spreading 4-5m³ of sand, or by digging up the ground, making sure that all rocks and rough clods are removed. The area should not be less than 7m², 300 - 450mm deep and filled with sand or other similar material.
- 17.2.3. Top rails used for horse jumps should be break-away or scored balsa wood.
- 17.2.4. Sliding or riding down sand-banks or earth slides should be performed only by experienced riders on experienced horses.
- 17.2.5. Horse jumps or falls into water should not exceed a 3 metre vertical drop and only after the horse has been properly trained; appropriate underwater footing should be provided and the exit pathway must provide secure and stable footing.
- 17.2.6. Saddle drags should be performed only on experienced horses.
- 17.2.7. Chases on or along railway lines should be simulated by performing along a road-bed that has been smoothed with sand or dirt.
- 17.2.8. Care should be taken to prevent stampedes when moving large groups of animals.
- 17.2.9. Low hanging branches should be removed before riding or chase scenes.

- 17.2.10. Adequate numbers and types of horses should be used for hard pulling.
- 17.2.11. Mechanical aids should be used to assist in pulling wagons or other props on steep ascents and for braking on steep descents.
- 17.2.12. On location, horses should be properly shod for the surface being used. If necessary, skid and hock boots should be used in downhill slides or rodeo-slide stops.
- 17.2.13. Actors or background extras who are required to ride horses on a production should first be auditioned by the animal trainer to ensure they have adequate riding skills.
- 17.2.14. Only riders approved by the animal trainer should be used as riders in a production.
- 17.2.15. Jerking or twisting of horses' mouths must not be permitted.
- 17.2.16. Boot spurs should only be used where necessary and in consultation with the animal trainer.
- 17.2.17. Where rodeo scenes are staged specifically for a production, the producer and the animal trainer should refer to the *Code of Recommendations and Minimum Standards for the Welfare of Animals used in Rodeo Events* (See: www.maf.govt.nz/biosecurity/animal-welfare/codes).

18. LIVESTOCK

18.1. CARE OF LIVESTOCK

- 18.1.1. Livestock should be checked daily for injury and/or illness.
- 18.1.2. Stream bottoms should be cleared before being traversed by livestock.
- 18.1.3. On location, livestock's hooves or feet must be checked regularly. If necessary, skid and hock boots should be used in downhill slides or rodeo-slide stops.

PART 5 APPENDICES

APPENDIX 1 : SUGGESTED WORDING FOR CALL SHEETS FOR PRODUCTIONS INVOLVING ANIMALS

Guidelines for working with animals:

Please don't approach any animal without first getting clearance from its Trainer/Handler as some animals might either bite or get alarmed by strangers. Likewise, if an animal approaches you, still ignore it and call a Trainer/Handler if needed.

Please don't feed or pet any of the animals without first getting clearance from its Trainer/Handler. Most training is based on food and or praise rewards. Constant "good dog" comments from various crew will devalue the praise given by the Trainers, and the animals might not perform as well as they might.

Please don't use a flash camera around animals without getting clearance from the animal's Trainer/Handler. Some animals are very sensitive and an unexpected flash could put training back weeks.

Please don't go behind large animals, especially horses and cows without getting clearance from the Trainer/Handler.

Please don't make sudden noises or movements around animals, as this could lead them into sudden action. Likewise, do not sneak around the animals at any time, as they are very susceptible to movements when being cued etc.

If you need to move any equipment around animals, please get clearance from the Trainer/Handler first. Some animals will need to be secured before this can happen.

Please do not mimic animal noises on set or use any of the clickers, buzzers or other animal training aids, as this can confuse animals.

Please do not eat, leave coffee cups, food scraps, or crumbs around set. All animal training is reward based (ie food) and any food around, other than the reward, will cause aberrant behaviour.

If any animal escapes, do not grab for it or chase it as you might get bitten or drive the animal further out of reach. If you want to help, watch where the animal goes and call a Trainer/Handler.

In general, please get clearance from a Trainer/Handler before doing anything around animals. The Trainers/Handlers will be more than happy to guide you, and thus maximise what we get from the animals.

APPENDIX 2 : EXISTING CODES OF WELFARE

The following Codes of Welfare, Codes of Recommendation and Minimum Standards and Guidelines can be found at:

www.maf.govt.nz/biosecurity/animal-welfare.

CODES OF WELFARE

- Circus Animals and Information for Circus Operators
- Animals Used in Rodeo
- Pigs
- Exhibit Animals and Information for Animal Exhibit Operators
- Layer Hens
- Broiler Chickens

CODES OF RECOMMENDATIONS AND MINIMUM STANDARDS

- Animals in Boarding Establishments
- Animals at Saleyards
- Animals at the Time of Slaughter at Licensed and Approved Premises
- Animals Transported within New Zealand
- Amendment: Animals Transported within New Zealand
- Bobby Calves
- Care and Use of Animals for Scientific Purposes
- Dairy Cattle
- Deer during the Removal of Antlers
- Dogs
- Emergency Slaughter of Farm Livestock
- Horses
- Ostrich and Emu
- Sale of Companion Animals
- Sea Transport of Sheep from New Zealand
- Sheep

GUIDELINES

- Yearling Fallow Deer During the Use of Rubber Rings to prevent Antler/Pedicle Growth
- Blood Harvested for Commercial and Research Purposes
- Red and Wapiti Yearling Stags During the Use of Rubber Rings to Induce Analgesia for the Removal of Spiker Velvet

APPENDIX 3 : ANIMALS PROHIBITED FOR IMPORTATION INTO NZ

The Hazardous Substances and New Organisms Act 1996 (Second Schedule) prohibits importation of a number of species into New Zealand including:

- Snakes
- Venomous reptiles or amphibians
- Red squirrels and American grey squirrels
- Musquash / muskrats
- Beavers
- Gerbils
- Prairie dogs
- Pocket gophers
- Red foxes, silver foxes, arctic foxes
- Mongoose
- Moles
- Sticklebacks
- Cane toads
- Predatory snails and the giant African snail

For further information or information on importation of other species, contact:

The Import Management section
Ministry of Agriculture and Forestry
PO Box 2526
Wellington
NEW ZEALAND
Tel: (+64 4) 498 9624
Fax: (64 4) 474 4132
Web: <http://www.maf.govt.nz/biosecurity/imports/animals/index.htm>