

I. General Information

- A. Picture Title
- B. Principal Photography Date
- C. Primary Shooting Location(s)
- D. Main Title and End Credits
- E. Guilds Applicable for residuals, including all U.S. guilds and/or any non-union
- F. Any Special Agreements related to residuals negotiated between producer and guild(s), e.g., Low or Modified Low Budget Agreements, etc.

II. Screen Actors Guild (SAG)

- A. SAG Final Cast List (If payrolled by EP, no need to provide)
- B. Any special provisions that pertain to residual payment processing such as talent's days guaranteed if in excess of the amount of days actually worked, foreign proration, etc.
- C. If picture is subject to proration, the prorated percentage applicable or the total salaries for all foreign performers. (See, Prorating Percentage Payments sheet for detail.)

III. Directors Guild of America (DGA)

- A. Name, Address, and Social Security Number
- B. Loan-Out Company Name and Tax ID Number, if applicable
- C. DGA Determination Letter if more than one individual in any category: Director, UPM, 1st AD, 2nd AD

IV. Writers Guild of America (WGA)

- A. Name, Address, and Social Security Number
- B. Loan-out Company Name and Tax ID Number, if applicable

V. American Federation of Musicians (AFM)

- A. If picture is subject to proration, the prorated percentage payable to AFM Secondary Market Fund or the following information (See, Prorating Percentage Payments sheet for details)
 1. Total Salaries of all AFM musicians and
 2. Total Salaries of all musicians, both AFM and non-AFM

VI. International Alliance of Theatrical Stage Employees (IATSE)

- A. For residuals to be due, you must have hired members of West Coast Studio Locals. If not all are West Coast Studio Local members, the picture may be subject to proration. If subject, provide one of the following (See, Prorating Percentage Payments sheet for details)
 1. The form filed with IATSE called "Check List for Proration of Post '60s and Supplemental Markets Monies" or
 2. The prorated percentage payable to IATSE