



Dear Producer/Casting Director:

Members of Actors' Equity Association would love to work in your production. If your company does not operate under an AEA seasonal agreement, Equity members may participate under a **one-time contract**. Below are some options. Actors' Equity members have performed in thousands of shows under such terms – and hope you will consider this as well.

How can you hire an Equity member?

It's easy. Just call the Western Regional Office of Actors' Equity and a staff member will be happy to walk you through the steps: Ethan Schwartz, (323) 978-8080, ESchwartz@ActorsEquity.Org.

Information to have on hand: ✦ Show ✦ Venue seating ✦ Rehearsal & performance schedule

How much does it cost?

Probably a lot less than you think.

Modified Bay Area Theatre Agreement (not-for-profit producer in venue up to 199 seats)

	Minimum weekly salary	Weekly health payment	Weekly pension payment
Level I (up to 99 seats)	\$220 Actor	Supplemental Workers' Compensation \$2	6%
	\$242 Stage Manager		
Level II (100-199 seats)	\$220 Actor	\$158	6%
	\$242 Stage Manager		

Other options may be available for limited engagements requiring minimal rehearsal hours – just contact the Equity office about your specific situation.

Payroll requirements and paymaster services:

Because Actors are considered employees (*not* independent contractors), all applicable State and Federal taxes need to be deducted from each paycheck, as well as ensuring coverage under appropriate Workers' Compensation and Unemployment Insurance policies. (Required payroll costs are in addition to the salaries listed above.) If you are not set up to handle employee payroll, this service may be available through a paymaster. An Equity Representative would be glad to offer referrals to paymasters serving your area.

Please note: rates are current as of the date of this notice and are subject to applicable minimum wage laws; contact Equity for any updates and additional terms.

More information can be found on Equity's website, www.actorsequity.org.