

PM-5010D
Summary of Revisions
28 March 2006

Notice: A hard copy of this document may not be the document currently in effect. The latest version is always the version on the Lockheed Martin Aeronautics website:

1. Major Re-Write
2. Updated all URLs
3. Added section 1.4, Supply Chain Security
4. Added additional requirements in section 4.2.2 Packaging of Line Items
5. Added additional requirements in section 4.2.3 Hardware Packaging
6. Added website information for ESD packaging in section 4.2.4.1
7. Added additional requirements in section 4.2.5 Age Control Item Packaging
8. Added additional requirements in section 4.2.6 Hazardous Materials/Dangerous Goods, including test reports and closure instructions requirements
9. Added section 4.2.8, Buyer Procured Tooling Packaging requirements
10. Added section 4.2.9, Composite Part Packaging requirements
11. Updated section 4.3.1, Shipping Containers made from Regulated Wood Packaging Material including ISPM 15 requirements
12. Added section 4.3.2, Shipping Containers made from Non-Regulated Wood Packaging Materials
13. Revised section 4.5, Prohibited Packaging Materials to eliminate the use of metal staples to secure polyethylene bags or wraps
14. Added several requirements in section 5.1, Container Marking
15. Added 5.4, Marking for Buyer Procured Tooling requirements
16. Added section 5.6, Special Labels or Markings
17. Revised section 5.7, Bar Code Markings, to include Team Furnished Equipment (TFE) label; Cleaned up sections 5.7.1 thru 5.7.3, Added Requirements; Added section 5.7.4, Bar code data elements for TFE Purchase Orders
18. Added section 5.8.1, Radio Frequency Identification (RFID) Requirements for JSF/F-35 Low Rate Initial Production (LRIP) items
19. Removed PMR form (Appendix I) in revision C, packing sheet requirements are now in section 6.1
20. Added Classified and COMSEC shipment in sections 7.1 and 7.2
21. Added additional Bar Code Label for Team Furnished Equipment
22. Added Special Marking for High-Value/High Risk Shipments, Appendix VI