

# AZ Burner Fire Policy

Version 5/1/2023 ~ original is in the Art folder on google drive

Fire is an integral part of our Arizona community. The AZ Burner community encourages and supports all types of safe fire art and overall fire appreciation. The following information and guidelines are designed to promote the safe use of burn barrels, fire performance art, burnable art, and flame effects including accumulator cannon (poofers) and fire sculpture.

The integrity of AZ Burners relies on having a safe relationship with fire. Working with, handling, and dealing with fire should never be taken lightly. Please cooperate with Fire Safety Leads, Heliotropic Rangers, Event Leads, Camp Placement, the Art Team and the community at large with working with fire. We do not want to limit creative expression, but strive to keep our participants safe.

Pre-register fire and propane projects. Look for the Flame Effects Form under [“Forms and Registrations” in the Info Center on azburners.org](#). If you have specific questions about fire at AZ Burner events, please send an email to [Fire @ azburners.org](mailto:Fire@azburners.org)

Never manage a burn barrel, perform with fire, ignite burnable art, or operate flame effects while intoxicated.

## BURN BARRELS (if allowed)

### No fire pits dug into the ground

- Have an ash/debris catch underneath barrel (i.e. – large metal dish, metal garbage can top)
- Clear grasses around barrel without digging into the ground. Burying grass is ok
- Keep barrels a safe distance from shade structures, tents, vehicles and neighbors
- Have a camp plan for quickly extinguishing fires, in the event of high winds
- Please cooperate with Rangers and Event Leads to put out, move, or alter your fire in anyway
- NEVER LEAVE FIRE UNATTENDED – EMBERS CAN IGNITE!

## FIRE PERFORMANCE ARTS

This includes poi, staff, fans, whips/ropes, fire breathing, and any fire toy

- Do not perform in general camping areas, by static or burnable art
- Ask permission of theme camp organizers before performing in their space.
- Find out where to safely perform. Check with Camp Placement Crew, Rangers, or event organizers
- Please cooperate with Rangers and Event Leads if requested to extinguish fire toys or move to a different location
- Always be safe and sober when fire performing
- NEVER LEAVE UNATTENDED fuel on the ground

- All camps are required to have a fuel storage area
- **Always have a fire safety buddy with you with an extinguisher and/or wet towels on hand**

## **Not finding camp organizers does not give you the go-ahead to light up!**

### **BURNABLE ART**

- Maximum height – 15 feet
- All Burnable Art must have proper secure footing, whether it be ground footing or guy lines

### **~Prohibited Materials~**

- No synthetic fabrics
- No plastics/PVC
- No glue-based wood materials such as micro density fiberboard (MDF) or melamine
- No chipboard/particle board
- Nothing classified as hazardous material by the postal service (<https://www.usps.com/ship/can-you-ship-it.htm>)
- No oxidizers
- No flame-retardants
- No electrical components
- No magazines/newspapers/cardboard/paperboard/posterboard/phonebooks/etc.
- No pressure treated wood – beware the green tint! It may contain arsenic
- No pressure vessels (even empty ones) including sprat paint cans, propane canisters, etc.
- No driftwood
- No paint with a heavy metal pigment (red lead/yellow lead/black lead, cadmium, chrome, etc.)
- Only a minimal amount of natural fabrics may be used in any piece
- No more than a minimal amount of duct or gaffer tape. It should only be used as a fastener. Paper based tape would be preferred.

### **~Bringing and Burning your Art at AZ Burner Events~**

- Pre-register your art. Art registration is currently open if you see forms about Art under [“Forms and Registrations” in the Info Center on azburners.org](#)
- When you show up at the event, let the Gate crew know you have a burnable art piece ~ they will get you in contact with the Art Team.
- Let the Art Team place your Burnable Art – **do not start building/setting up without connecting with the Art Team first.**
- When construction of a burnable art piece is complete, get your Art Team representative to inspect your art
- **DO NOT LIGHT YOUR BURNABLE ART** without the permission of the Art Team and Fire Art Lead.

- All Burnable Art is subject to the weather conditions – if there are high winds or county restrictions, we do not burn.
- After the fire, you are responsible for cleaning any unburnt materials. There will likely be volunteers to assist with cleanup. We can also provide a magnetic rake for picking up metal pieces (very important!).

## **FLAME EFFECTS, POOFERS, AND FIRE SCULPTURE**

**Onsite inspections are limited Noon-4pm Event opening day-Fri NO INSPECTIONS on SATURDAY! first come, first served. All flame effects are required to pass inspection.**

- All LPG Flame Effect operators need to contact the Flame Effects Lead for an onsite inspection of their flame effect prior to pressurizing and lighting. You can ask someone in Saguarty or at gate to get in touch with this person. Any non-inspected effects being used will be subject to possible confiscation until the end of the event.
- All LP (Liquefied Petroleum Gas) cylinders must have an unexpired certification date stamp and be in good working order.
- All LP flame effects must have a ¼-turn shut-off valve at each fuel supply connection as a primary emergency fuel shutoff point. These valves must be exposed and visible always.
- All fuel lines used must be rated for both pressure and for the type of fuel being used. This information must be printed on the fuel lines at the time of onsite inspection. Air or pneumatic lines are not acceptable as fuel hose.
- All fittings, piping, valves and connectors must also be designed and rated for pressure and fuel type used. The use of lead soldered fittings is prohibited in the fuel system of any flame effect. If you are using unregulated propane (full tank pressure) schedule 80 piping is required.
- Hose clamps are prohibited on any fuel lines. All fuel hose connections must be factory made, or constructed with a crimped fitting specifically designed for that purpose.
- Accumulators, pressure vessels, and all associated piping and fittings must be rated for the operating pressure at which your Flame Effect is operating. Any welding alteration tanks used as accumulators or pressure vessels must be fabricated by an American Society of Mechanical Engineers (ASME) certified welder, and must be re-stamped and certified as such.
- In Flame Effects where the gas supply pressure is higher than the rated operating pressure of the accumulators or pressure vessels, a regulator must be properly installed on the supply side of the accumulator or pressure vessel. Also, an over-pressure device must be properly installed in the vapor space of the accumulator or pressure vessel.
- Flame Effects **MUST NEVER BE LEFT UNATTENDED**. The winds in Arizona are highly variable, and may create havoc in a poorly monitored installation, including fires or explosions. Any Flame Effect found running unattended will be shut down.

***THERE WILL BE NO PYROTECHNICS ALLOWED AT AZ Burner Events (that means no fireworks)***