

# AZ Burners Fire Policy

Updated 2024-02-11

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 while 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](http://azburners.org). If you have specific questions about fire at AZ Burner events, please email [fire@azburners.org](mailto:fire@azburners.org). ALL BURN ART MUST BE APPROVED BY BOTH ART LEAD AND FIRE LEAD, INCLUDING FLAME EFFECTS LEAD IF ACCLICABLE.

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

## **BURN BARRELS (if allowed, weather and conditions)**

- 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 be approved by fire and art leads.
- All Burnable Art must have proper secure footing, whether it be ground footing or guy lines.
- Materials must be fully combustible, or easily removed before burning. Removeable items include, Neon, LED strips, other electrical and lightning components. If metal components are needed, mild steel is recommended for easy removal by magnet-rake. Aluminum and Stainless Steel can be very difficult to remove from the ashes.
- Paper or cloth are discouraged due to high ember production
- Paint should be kept to a minimum, and prefer latex, tempera, milk or other “less toxic” varieties. Paint should be thinned with water wherever possible to reduce the amount of non-wood material being burned.
- Structures should be designed for an orderly collapse - top-heavy structures should have weak-points for collapse. Avoiding thick vertical beams will result in a quicker collapse.
- Fire Team will assist in fuel load if accelerants are needed, set perimeter and assist artist in igniting burn art. Recommended fuels are 100% Diesel Fuel or 20% Gasoline/80% Diesel blend.
- Final Leave No Trace planning is an artist responsibility. Removal of ashes and unburned metal or debris is the artist’s responsibility.
- See below for prohibited materials that apply to burnable art.
- Please email [fire@azburners.org](mailto:fire@azburners.org) for any further questions.

## ~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 including LED’s, Neon, batteries or EI Wire
- No magazines/newspapers/cardboard/paperboard/posterboard/phonebooks/etc.
- No pressure treated wood – beware the green tint! It may contain arsenic
- No pressure vessels including spray paint cans, propane canisters, empty tanks, etc.
- No paint with 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’s tape. It should only be used as a fastener. Paper based tape would be preferred.
- Pyrotechnics such as aerals, that launch into the air or have the potential to explode and propel materials are not allowed. For smoke bombs, fountains or similar effects please

contact the Fire and Art lead for approval. Flares may be used for ignition under fire lead supervision.

## Bringing and Burning your Art at AZ Burner Events

- Pre-register your art. Art registration can be found under, “Forms and Registrations” in the info Center on [azburners.org](http://azburners.org) ALL BURN ART MUST BE APPROVED BY BOTH ART LEAD AND FIRE LEAD, INCLUDING FLAME EFFECTS LEAD IF ACCLICABLE.
- When showing up at the event, with or without pre-registering your Burnable art, 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 Lead.
- All Burnable Art is subject to the weather conditions – if there are high winds or county restrictions, we do not burn.
- If the piece cannot be burned due to weather conditions or other circumstances, the artist may be required to dismantle and remove the entirety of the piece unless there has been permission granted by the land entity. If such a case arises, the event producers and the land entity will draft a supplemental agreement that will define the parameters of the art pieces’ status going forward.
- After the fire, the artist is 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. 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 at the AZ Burner Land (Wilcox, AZ) are high variable, and may create havoc in a poorly monitored installation, including fires or explosions. Any Flame Effect found running unattended will be shut down.

**NO PYROTECHNICS OTHER THAN STATED ABOVE OR APPROVED WILL BE ALLOWED AT AZ Burner Events**