



## FIRE/FLAME POLICIES

### TO ALL PARTICIPANTS!

The Dangerous Art Department wishes to ensure that artists are able to create art that preserves the unique flavor of our events. Our fire policies are designed to protect participants from what we like to call “non-consensual grievous danger.” Due to the remote location of the event venue, wildfires are also a major concern.

- **Absolutely NO FIREWORKS.** They are illegal during our event. Even sparklers and fountains are illegal in Utah on the dates of our event. Each participant is required to follow this rule.
- **Do not bring Firearms** to the event. Leave them at home. This is not a suggestion.
- The Element 11 event organizers reserve the right to disallow all campground fires (Not including camping stoves) during the festival if weather, ground conditions, or local/state ordinance necessitate it.
- Generally, camp stoves or fires in approved campfire containers such as *elevated* burn barrels are allowed (*see preceding point*). However, **NO** open fires (I.E. on the ground) or unscheduled bonfires are allowed at any time. All open flames and fires must have a conspicuous fire extinguisher within 20 feet, but not closer than 5 feet of the flame (you can't use it, if it's within the fire needing to be extinguished). Campfire containers and burn barrels must have a screen to contain sparks.
- If you are asked by an event organizer, a theme camp lead, or a Ranger to put out your fire for any reason you must do so without resistance and immediately.
- Pay attention to changing weather conditions. If the winds get heavy, put out fires.
- The area around burn barrels for fire containers must be cleared for a distance of 20 ft of structures, tent, vegetation, vehicles, etc.
- In most camping areas, you may have burn barrels, raised fire pits, fire pans, etc provided they have a screen. Be extremely conscious of sparks; if your fire barrel is throwing them, let it die down a bit before adding more wood. If your fire becomes a hazard, you will likely be asked to extinguish it.
- All generators must be elevated and have an area around it cleared for a distance of 10 ft of structures, tents, vegetation, vehicles, etc. Generators can set surrounding grass on fire.
- Fire performances, whether scheduled or impromptu, can only be staged in areas where fire is allowed. Fire performance is not allowed in areas which have not been cleared of vegetation. Fire performers **absolutely must** have designated fire safety people whenever/wherever they perform. Fire “safeties” must have some means of putting out a fire (e.g., wet towel, fire blanket or extinguisher) in hand. Please give fire performers plenty of space (25 feet minimum) and do not talk to them while they are performing. Children (under 18) engaging in fire play, must be supervised by their legal or designated guardian. Fire performers performing without safeties, in areas where fire is not allowed, or while intoxicated will be asked to stop, and may have their ticket revoked, resulting in eviction from the event. Spinning outside designated areas or without “Safeties” poses a serious risk of causing injury to performers and nearby



participants, or of igniting a wildfire. In flagrant cases, proceedings may be initiated to evict the violator from the event without any warnings.

- Event participants make up fire safety staff that will be supervising the burning of our fire art. Everyone is required to stay behind safety perimeters and must follow the instructions of fire safety personnel and Rangers during bonfires or fire performances. Rangers and fire safety personnel are there to support the participants and the event to minimize harm or other tragic consequences. If any participant breaches the perimeter around a burn sufficiently to require intervention by Rangers, that participant may have their ticket revoked, resulting in eviction from the event.

#### TO ALL FIRE PERFORMERS AND ARTISTS

- **APPROVAL REQUIRED:** If your art involves fire (with the exception of fire performers) you will be required to seek approval from the Dangerous Art Department prior to installing, burning, or operating it at Element 11. This applies to bonfires, effigies, structures, flame effects, mutant vehicles, and any burn platforms or containers larger than a 55-gallon drum. Some projects may require inspection *in situ* prior to approval; others may be approved based on the plan and details as laid out in the piece's registration.
- **IGNITION SAFETY:** Gasoline or other high volatility fuels, may not be used to ignite fuel fires, as they tend to cause dangerous explosions, and may only be used as part of a larger effigy burn plan. It is recommended to use liquid paraffin or charcoal lighter fluid be used for ignition. You must present your burn/ignition plan by a member of the Dangerous Art Department before instituting it, or your burn will not be able to go forward.
- **PERIMETERS:** Rangers will need to be able to create a perimeter around any structures or art pieces that are to be burned. Without the approval of the Ranger Incident Commander, you will not be allowed to burn your structure. The audience will be seated a minimum of 200 feet from the structure, with a second perimeter approximately 75 feet inside that one. Ranger operations take priority in the first 25 feet inside the perimeter, and your show may not interfere with their function. No performers or VIPs will be allowed inside the Second Perimeter ("No Man's Land"). Please take this into account when designing any pre-burn shows or burn elements.
- **BURN HANDOFF:** The Effigy Artist must be available (Sober) for Engine 11 and/or the Fire Marshall to hand off responsibility of the burn, once the burn has been deemed safe for the perimeter to be dropped. If not, the fire will be extinguished.
- **CLEAN UP:** In order to be able to burn your art, you must have submitted a Leave No Trace plan with the Elemental Public Works department. After ignition, you must stay with the fire until all flames and smoke are extinguished completely. You are responsible to fully clean up your burn scar. Leave no evidence of your burn. YOU MUST provide necessary fire extinguishers.
- **FLAME EFFECTS:** If your art (whether stationary or on an art car) includes flame effects (flammable compressed gas), you must present your system for inspection to the Dangerous Art Department in order to be allowed to use your flame effect during the event. In order to ensure your art is built safely and will be allowed to operate, refer to Burning Man's guidelines for Flame Effects. Depending on the nature of your project, you may be required to submit your art for inspection by Dangerous Art Department representatives before operating it at the event.



*Updated Feb 2018*