

DO NOT USE THIS PDF TO SUBMIT YOUR APPLICATION!

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2018 Art Installation Form

Intro

Welcome to the Art Installation Questionnaire.

Thank you for creating art for Burning Man! We welcome your contribution and encourage the artistic expression of all participants.

Here are some tips to speed you through the process. Before you start, review each of the following articles at burningman.org

- [Building Safe Structures](#)
- [Lighting Your Art Installation](#)
- [Leave No Trace for Artists](#)
- [Fire Art Guidelines](#)
- [Playa Protection & Burn Scar Prevention](#)
- [Creating Dangerous Art Safely](#)

Quick FAQs

- What if I don't have all the info yet? Can I start and come back later? Once you begin, you have the option to 'Save and Continue' so you can come back to finish at a later time. Once you hit the SUBMIT button, you can no longer edit your responses. You will receive an email confirmation that includes a copy of all of your responses so there's no need to print before you submit. You must submit the form for it to be considered complete.

Please note that using your browser's Back arrow won't work when you're in the form; use the grey Back button at the bottom of the page if you need to go back.

- May I mail a hard copy of this questionnaire?

All submissions must be made online; sorry, no hard copies accepted. Multiple departments access the information in your application and this method allows us to be accurate and timely.

- Do I need to provide an image?

Yes please. At least one image is required, and you can submit up to three. Images can be of a quick sketch, a 3D model or a photo of a maquette - whatever you think will best convey what you're creating so we can understand and support your work.

- What if my project includes fire?

If fire is involved, more information will be needed. Please download the PDF Preview of this questionnaire (linked below under 'Preview of Questions') so you are prepared to answer all the pertinent fire safety questions.

- Who else needs to be involved to fill this out? It's a good idea to get input from the Leave No Trace Coordinator and Fire Safety Liaison you've recruited for your project team, if applicable. These roles are described [here](#). You may want to review this questionnaire with these crew members since there are questions that may need their expertise.

- Does my art installation need to be related to the annual art theme? We welcome art installations that are related to the theme or not related to the theme. If it's not 'on theme' don't feel the need to make it fit.

- What happens after I submit the form? We will contact you! Once your completed form has been received, we will review it and get in touch to discuss your project. The more clear you are in your responses, the fewer questions we'll have, but we'll have a conversation with each person who submits a form. If you have not been contacted by July 15, please contact us at installations@burningman.org.

-Do I also need to fill out a Camp Placement Questionnaire? Yes! Registering your art project DOES NOT also register you for a place to camp. If you'd like to camp closer to the Esplanade than G Street and you have a registered art project, you can register as an Art Support Camp. You won't be required to have the interactivity of a theme camp since your offering is your art installation. Note that the Placement Questionnaire closes on the last Thursday in April at noon PST. Go [here](#) to register your camp, or you can return to the Participation page to find the link once you're done with registering your art. If the Placement Questionnaire is closed and you haven't registered your Art Support Camp, please write to installations@burningman.org after you've completed this form.

Preview of Questions

There's a lot of info you'll want to share with us to get your project playa-ready.

Here's a quick overview of some of the areas we'll have questions about.

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- Artist Contact Info: name and contact info for lead artist and additional team members
- Images: upload 1-3 images, max 1MB each, accepted formats: JPG, GIF, PNG
- Project Summary & Physical Description
- Lighting: safety, illumination, and lasers
- Power: how you will provide adequate power for your piece
- Placement
- Leave No Trace Plan
- Fire: type of fire, safety details, plans, etc.

Questions with a red asterisk * are required. Please use a desktop web browser to fill out this form. It will not work on a mobile device.

Please send any questions to installations@burningman.org.

We look forward to seeing you on the playa!

Art Installation Form - Main Page

Art Installation Title*

What is the name of your art installation?

Note that if you chose to have your project information publicly listed, this will be the published name of your installation.

Artist Info

Are you the lead artist?*

Yes

No

Lead Artist Contact Info

- We have the contact info you provided in your Burner Profile. If you are *not* the lead artist, please enter the lead artist's contact info here.
- Please only enter a name here if the lead artist is *someone other than you*.
- If you indicate below to make this person the main contact, then email communication, including the confirmation for submitting this form, will go to the Lead Artist email you type here, not to you.

Note: if you are part of a group or collective, you will be able to enter that info later.

Lead Artist - Full Name*

Lead Artist - Playa Name

Lead Artist - Email*

Lead Artist - Phone*

Please enter digits only, no parentheses or hyphens. For example: 2223334444

Make this person the main contact for questions about this project?*

If you make this person the main contact, then email communication, including the confirmation for submitting this form, will go to the Lead Artist email you typed above, not to you.

Yes

No

Is this project being created by a group or collective?*

Yes

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No

Name of Artist Group, Collective, or Organization*

Artist Group, Collective, or Organization Website (if available)

Please enter the contact info for people on your project crew who should receive announcements.

Are you or any of the members of your team based internationally?*

Yes

No

Please share which country or countries you or your team will be coming from.

Do you foresee any particular challenges with coming internationally that you may need assistance with?
Please describe them here.

Art Installation Website (if available)

Please include http:// and enter the URL with all lower case letters.

Secondary Website/ Social Media URL (if available)

Please include http:// and enter the URL with all lower case letters.

Purchased a ticket?*

Have you purchased your Burning Man ticket for this year using the name and address in your Burner Profile?

Yes

No

Art Image Upload

ATTENTION! If you do not have a digital image of your art installation ready to upload or if you are on a mobile device, please Save and Continue at the top of this page and come back later to complete your questionnaire. You will not be able to submit this questionnaire without uploading an image.

Digital Image of Art Installation*

To complement your project description, please upload at least one image for your project. This can be a sketch, diagram, photograph of a scale model, CAD design, or any other method of visual explanation. It can be as simple or complex as you need it to be; the goal is to help us fully understand and support your project. The maximum number of images you can upload is three.

Your installation will not be registered without including at least one image. Do not use a placeholder image. Save and continue if you need to return at another time.

If your artwork incorporates fire in any way you will be asked to submit further documentation later in the questionnaire, so you don't need to provide fire safety images here.

Please note, if you agree to have your project information listed publicly, this image may be posted on the Burning Man website. We will use the first image you upload so please take that into consideration when uploading your images.

Image Requirements

- Maximum file size: 10MB
- Accepted file types: .jpg .gif .jpeg .png (not pdf)
- Filename must not have spaces.
- The file extension (i.e., .jpg) must be included.

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- You must use a computer (not a phone or tablet) to upload your images.
- You must have JavaScript enabled. If you need help with that, see: enable-javascript.com.

Installation Details

Project Description

Physical Description of Art Installation*

Please describe as clearly as you can what your art installation represents and its visual impact. Describe how your concept is interactive; how will the citizens of Black Rock City interact with your art?

If your artwork incorporates fire in any way, we will be asking for more details related to fire safety later in this questionnaire.

Write your description here (up to 1000 characters). Please don't link to a description on a website.

Public Listing

Would you like your art installation data included in public listings?*

Honorarium projects are required to be listed.

Listings may include, but not necessarily be limited to:

- WhatWhereWhen printed event guide
- Burning Man website
- Playa Info Directory found at Playa Info in Center Camp
- [The Burning Man API](#) (which allows artists and developers to create their own applications with publicly-available data).

Listed information may include:

- Image of art installation
- Project name
- Artist name
- Art placement
- Project description
- Hometown (city, state, country)
- Public email (optional)
- Website URL and/or social media URL

Listed

Unlisted

Public Description of Installation*

Describe what your piece looks like and its meaning.

- Limit your description to 750 characters.
 - Use the third person, present tense.
 - Do not give commands or invite people to do things.
-

Public Email

If you have checked "Listed" on the Public Listing question above and would like a public email displayed, please include it below. We will not display your email used for registration unless you re-enter it here.

Artist Attribution*

Please tell us how you would like the artist name to be publicly listed. Consider whether you would like to include your own name, the name of your artist collective, both, etc.

Public Hometown*

Please tell us how you would like your hometown to be publicly listed. This can be where you or your collective live or where you are building your art. Please provide the city and state, and also your country name if outside the U.S.

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Physical Description Details

Structures

Burning Man provides information on building art structures at Black Rock City. Please visit <http://burningman.org/event/art-performance/playa-art/building-safe-structures>.

When engineering for your structure, consider the following:

- Shear calculations should be for sustained 100 mph winds.
- We do not allow excavation to bury base plates or substantial structural beams.
- We want to help you succeed in bringing art to the playa.
- If you have further questions you can write to Art Support Services at ass-help@burningman.org.

Have you completed engineering or construction drawings for your installation?*

- Yes
 No

Engineering Documentation File Upload

If you have completed engineering documentation, you may upload those files here. You can upload up to 3 files total of architectural drawings, construction drawings, or engineering documentation.

PDF files preferred, but you may use any of the file types listed below.

If your documentation is not complete, that is okay. Please send what you can and use the text area below to describe your plan to complete documentation for the construction of your artwork.

Image Requirements

- Maximum file size: 10MB
- Accepted file types: .pdf .jpg .gif .jpeg .pjpeg .png
- Filename must not have spaces.
- The file extension (i.e., .jpg) must be included.
- You must use a computer (not a phone or tablet) to upload your images.
- You must have JavaScript enabled. If you need help with that, see: <http://www.enable-javascript.com>.

If your artwork utilizes fire in any way you will be asked to submit further documentation later in the questionnaire.

Engineering Documentation Explanation

Use this area to describe your plan to complete documentation for the construction of your artwork.

Physical Dimensions of Your Piece

We use the dimensions provided for evaluating many aspects of your work. Most artwork can be dimensioned either as a cube or a cylinder.

A cube form has a:

- Width (left to right)
- Length/Depth (front to back)
- Height (ground level to highest point)

If the artwork is cylindrical, conical, elliptical, or spherical in shape it has a:

- Diameter (greatest distance across the ground level)
- Height (ground level to highest point)

Which option best describes the shape of your artwork?*

- Cube
 Cylinder/Cone/Sphere

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Please enter Height*

Provide all measurements in feet.

Please round up to the nearest whole foot.

Please enter Width (left to right)*

Provide all measurements in feet.

Please round up to the nearest whole foot.

Please enter Length or Depth (front to back)*

Provide all measurements in feet.

Please round up to the nearest whole foot.

Please enter Diameter (for cone, sphere, or cylinder shapes)*

Provide all measurements in feet.

Please round up to the nearest whole foot.

Scaffolding or any part of a structure over 10 ft high?*

Artwork must be sufficiently secured against the sustained winds (up to 100 miles per hour) and intense weather conditions that often arise on the playa. (Note: if guy wires are necessary to the installation they must be flagged and lit at night.) Is your project over 10 feet high? This includes during construction of the piece.

Yes

No

Holes Dug in the Playa*

To prevent irreparable environmental damage, and as part of the Event Stipulations by the Bureau of Land Management, holes dug in the playa may NOT be any larger than 3 cubic feet (either 1 foot wide by 3 feet deep, OR 3 feet wide by 1 foot deep).

The reason: larger holes, when refilled, become either high or low spots after the winter rains, causing a hazard to vehicle traffic and creating dunes. We require that you collect the displaced playa material and pack it back into the hole after de-installation. We encourage you to seek out options NOT to dig into the playa surface whenever possible. We will review the quantity of holes your project will require.

Are you planning on digging holes in the playa?

Yes

No

How many holes are you expecting to dig in the playa?*

Will your art installation utilize recycled or repurposed materials?*

Yes

No

Lighting

Lighting Plan and Safety Details*

The playa can be a very dark environment; perimeter illumination is required for all installations. Describe in detail how your project will be made visible at night (including any rebar or guy wires), particularly for the safety of bicycles and vehicles.

SOME SUGGESTIONS FOR LIGHTING: LEDs, EL wire, solar, battery-powered, blinking lights. Deep-cycle batteries in conjunction with solar panels work well for power sources. You may [read more about lighting options on our website](#).

Please include a full description. We want to know in great detail how you will be lighting your installation during the event to ensure participants' safety.

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Will this differ from how you light your build site during construction?

- Yes
 No

Please describe how you will be lighting your build site.*

It's important to note you will need to light your project while it's being built. During construction, how will your project and perimeter be illuminated to insure that it (including any rebar or guy wires) will be seen at night? Please include materials, tools, etc.

Please describe any aesthetic light components of your piece.*

Lasers*

Are you using lasers in your project?

- Yes
 No

Lasers at Burning Man

Burning Man requires all lasers to be aimed above eye level. Please be sure to read our [laser guidelines](#). If you have laser-related questions, or if you would like to submit a more detailed laser plan, please contact us at lasers@burningman.org.

Who will be responsible for the safe usage of lasers in your project?

Laser Contact - First Name Last Name*

Laser Contact - Playa Name

Laser Contact - Email Address*

Laser Description and Safety Measures*

Please describe the quantity and class of the laser(s) you would like to use, and your plan for the safety measures you will put in place to safely manage their use. We will discuss your plan with the laser safety contact designated above.

Power

What are the energy requirements for lighting and running your art installation?*

- You are responsible for all of your power needs on the playa.
- Solar power will require a back-up plan for non-sunny or dusty days.
- Please estimate how much fuel or how many batteries you will need.

Example of how to calculate fuel usage for generators or other fuel-consuming devices:

gallons of generator fuel used per hour

X

number of hours generator will be run per day

X

number of days generator will be run

= *gallons of fuel needed to make it through the event*

Generating Power

How will you power your installation?*

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Please select all that apply.

Gasoline or diesel generator
 Photovoltaic (solar electric)

Batteries
 Wind

Human
 Other Sources

How many generators will you require for your art installation?*

- 1 – 3
 4 or more

Fuel*

What kind of fuel will you need to power your generator?

Biodiesel
 Ethanol

Gasoline
 Diesel

Propane
 Other

Fuel Storage*

How much fuel will you be storing? For the safety of our event, we are asking anyone storing 21 or more liquid gallons to provide more information on fuel and hazardous materials storage later in this questionnaire. This information is for fire prevention only and is confidential.

- None 1 - 20 gallons 21 or more gallons

Batteries*

What kind and how many batteries will you be using for your art installation?

Other Power*

Please explain what other power source(s) you will be using.

Sound

Sound Amplification*

Will your project have sound amplification?

[Please read our sound guidelines.](#)

Please note that amplified live music and DJ performances are not allowed on the open playa. Partnering with mutant vehicles to play music at art installations is only allowed for up to 3 hours maximum.

- Yes
 No

Sound Amplification Description*

Please describe your sound elements, and indicate whether the sound will be amplified.

Note that amplified live music and DJ performances are not allowed on the open playa.

Placement and Location Requests

Ideally, where would you like your piece to be placed on the open playa?

If there is a specific location you have in mind for your installation, for instance “2:00 side, inner playa” or “at the trash fence where the sun rises,” please indicate that here.

NOTE: Indicating where you would like your installation to be placed helps identify your preferences; it does not guarantee or confirm that location for your use. We will contact you to discuss your project, including location preference and options.

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Is your installation designed to be mobile?*

- Yes
 No

Tell us more about the mobile nature of your piece, including whether it's motorized or propelled. *

Associated With Theme Camp*

Is your art installation associated with a registered theme camp?

IMPORTANT: Registering your art project DOES NOT register you for a place to camp. You will need to fill out a separate form to register as a Theme Camp or Art Support Camp. Once you've registered your art, return to the [Participation](#) page to find the link. The Placement Questionnaire closes on the last Thursday in April at noon Pacific Time.

- Yes
 No

Theme Camp Association*

If so, with which theme camp is your art installation associated?

Do you anticipate your piece interfering with other installations in any way?*

This can include sound, moving parts, lighting, etc.

- Yes
 No

Please describe the nature of the interference.*

How much space should we leave around your installation so other projects are not negatively impacted?

Does your art installation need a quiet area?*

Please note quieter areas are often found in deeper playa locations.

- Yes
 No

Does your art installation need a dark area?*

- Yes
 No

If you are requesting a quiet and/or dark environment, how much space surrounding your art installation would you need?*

Also let us know if there are particular times of day that you would like a quiet area.

Leave No Trace and Post-Event

Please read [Leave No Trace for Artists](#) before writing your LNT Plan.

Who will be in charge of your Leave No Trace (LNT) efforts?

Note that we strongly recommend you select a Leave No Trace coordinator who is solely focused on this responsibility.

Leave No Trace Contact - First Name Last Name*

Leave No Trace Contact - Playa Name

Leave No Trace Contact - Email*

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Leave No Trace Contact - Mobile Phone*

Please enter digits only, no parentheses or hyphens. For example: 2223334444

Please describe IN DETAIL your Leave No Trace Plan*

Be sure to address these questions:

- What do you think your biggest Matter out of Place (MOOP) issue will be and what steps will you take to address it?
- Wood is the #1 source of MOOP. If your project involves wood in any way, please be sure to address how you will specifically deal with wood-related MOOP.
- What are your methods of protecting the playa from damage?
- How will you tear down, clean up and restore the playa to the condition it was in when you first arrived? Remember, LNT begins the moment you arrive on playa.
- What tools you will be using to return the playa to its original state (e.g., rakes, magnet sweepers, tarps, shovels, etc.)?
- How many crew members will be assisting in striking your location?

Please note the artist is responsible for any trash left at their installation by other participants.

What do you plan to do with your piece at the end of the event?*

Do you envision your artwork potentially being placed in a setting outside Black Rock City after the Burning Man event?*

Yes

No

Please describe any changes or modifications you would need to make to the piece to make its placement off-playa possible after the event.*

Additional Comments

Is there anything else you think we should know?

Burning Questions

Burning Questions - Flame Classifications

Please read the following Flame Classification Definitions carefully and choose the categories that best describes the type of fire used in your installation (if any), before answering the questions that follow.

Answering yes to any of the following questions will require that you read and agree to the associated guidelines found in the Fire Safety Agreements section of this questionnaire.

FLAME EFFECTS DEFINITION

Flame Effect is defined as "The combustion of solids, liquids, or gases to produce thermal, physical, visual, or audible phenomena before an audience." This includes all flames that are automated, switched, pressurized or having any other action than simply being lit on fire; as well as projects using propane or other liquid or gaseous fuels.

OPEN FIRE DEFINITION

Open Fire is defined as simple burning of solid or *unpressurized* liquid fuels, without any enhancement by mechanical devices, extra oxidizers or pyrotechnic materials.

Burning Man defines three different types or levels of Open Fire, each with different characteristics, and each requiring different approval processes and safety procedures.

LEVEL ONE - A large sculpture burn in close proximity to the playa surface. An art installation fully engulfed in flames produces a tremendous amount of heat, requiring a burn shield to prevent burn scars on the Playa surface. Projects of this type typically require a safety perimeter, and may also require Ranger and/or ESD support. An operating license is **REQUIRED** for this level.

LEVEL TWO - Simple burning of unpressurized fuels, away from the playa surface and within appropriate fireproof containment. Examples include burn barrels, braziers or other raised containers, oil lamps, torches, candles and other simple uses of fire.

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Precautions must be taken to ensure that anything that should not be set on fire (fabric, stage sets, etc.) is kept away from flame. As long as all fire, fuel, embers, etc., are kept contained and away from the playa surface, neither a burn shield nor a license are required for this level.

LEVEL THREE - Art installation created in one location is moved to an approved burn shield platform at a different location for burning. The artwork could be burned on the Man platform after the Man has fallen OR at one of the public burn gardens located at 3:00, 6:00 and 9:00 along the Esplanade. An operating permit is not required for this level.

PYROTECHNICS (FIREWORKS) DEFINITION

Pyrotechnics refers to the art, craft and science of fireworks, which includes any explosives or projectiles.

ALL PYROTECHNIC SPECIAL EFFECTS MATERIAL USED IN ANY ART INSTALLATION OR PERFORMANCE MUST CONSIST OF CONSUMER FIREWORKS [1.4G CLASS C, UN0336] OR LESS.

Absolutely NO DISPLAY (PROFESSIONAL) FIREWORKS[1.3G CLASS B, UN0335] or higher will be permitted at any art installation or performance. All pyrotechnic material must be listed and approved pre-event. An inspection of its placement will be required on-site at the discretion of FAST. Artist(s) will specify the number of pieces, manufacturer name, product name, and manufacturer's product code or ID by July 31.

Use of Fire In Artwork*

Will you be incorporating any type of fire in your artwork?

- Yes
 No

Type(s) of Fire Used In Your Installation*

Please indicate the flame types that your project will incorporate, according to the flame classification definitions above (*check all that apply*):

- Flame Effects
 Open Fire Level One (large sculpture burn in close proximity to the playa surface)
 Open Fire Level Two (enclosed fire using solid or unpressurized liquid fuel)
 Open Fire Level Three (sculpture moved to approved burn platform for burning)
 Pyrotechnics (fireworks)

Combustibles - Fuel and Hazardous Material Storage*

Will you be STORING [HAZARDOUS FLAMMABLES](#) or any potentially dangerous combustibles, such as gasoline, kerosene, propane, oxygen, consumer fireworks, etc. at your art installation? (This information is for fire prevention only and is confidential.)

- Yes
 No

Flame Effects Fire Safety Agreement

You must fill out a fire safety agreement for each type of fire classification identified in your art questionnaire.

Since you have indicated that you will be incorporating Flame Effects in your artwork, you must read and consent to the following Flame Effects Safety Agreement before continuing on to your Fire Questionnaire. This information is designed to promote the safe execution of Flame Effects at Burning Man, whether you create a regularly-repeated event or a single fire.

Please make sure you completely read and understand the following information before proceeding! Your questionnaire is NOT complete until you accept any and all Fire Safety related Agreements.

Fire Safety Agreement: Flame Effects

Flame Effect Definition

Flame Effect is defined as "The combustion of solids, liquids, or gases to produce thermal, physical, visual, or audible phenomena before an audience." This includes all flames that are automated, switched, pressurized or having any other action than simply being lit on fire; as well as projects using propane or other liquid or gaseous fuels.

Fire Art Safety Team (FAST)

Burning Man has developed a Fire Art Safety Team (FAST) whose mission is to provide experienced support for fire artists and to ensure the safe use of fire at the *Burning Man Event*. FAST comprises artists, fire safety personnel and industry professionals who will assist artists in the safe execution of Open Fire, Flame Effects, and/or Pyrotechnics in their installations, theme camps and mutant vehicles. FAST will inspect artworks incorporating fire and issue the appropriate operating permit(s) once the artwork has been

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approved.

Two specific FAST positions will assist artists in the success of their artwork: 1) A FAST Artist Liaison will work with artists and Fire Safety Liaisons during the pre-Event evaluation process, and 2) A FAST Lead oversees any burns and/or pyrotechnic shows at the Event. Take advantage of their cumulative knowledge and experience in planning your artwork.

Fire Art & Event Stipulations

Burning Man's agreements with the U.S. Bureau of Land Management are in the form of *Event Stipulations*, which state that for public safety reasons, artworks utilizing Open Fire, Flame Effects and/or Pyrotechnics require safety inspection and approval in the form of an operating permit (laminated).

FAST and outside authorities, including law enforcement, retain jurisdiction over all flame classifications. They have the right to request to see the operating permit and if not presented can override, stop, alter or cancel any artwork or performance with just cause. They have access to all areas of the artwork or performance at all times.

Safety Responsibility For Flame Effect Art

All artists and their crews are responsible for their own art. Because of the dangerous nature of Flame Effects, no one may operate a Flame Effect without the approval of FAST.

It is the responsibility of the artist to secure FAST approval for their Flame Effect installation, initially based on submitted documentation, and ultimately based on a physical inspection of the construction and operating characteristics of the installation. Evidence of approval to operate a Flame Effect is in the form of an operating permit (laminated) issued and signed by a member of FAST.

Except for testing under the supervision of a member of FAST, no one may operate a Flame Effect within Black Rock City without physically possessing the license issued specifically for that Flame Effect.

Fire Art Approval Process

The approval process for your fire art project involves a number of steps, starting well before you depart for Black Rock City, and culminating at the Event. This multiple-step approval process is not meant to bog artists down, but rather to ensure that all safety requirements are adhered to.

1. Pre-Event

1. Designate qualified persons to fill the following *Project Team* roles (defined below): *Fire Safety Liaison* and *Leave No Trace Lead*.
2. Complete and submit the Art Installation questionnaire, including:
 - Fire Safety Liaison name and contact information
 - Flame Effect Scenario
 - Required Diagrams
 - Safety and Emergency Plans
 - Leave No Trace Plan
3. FAST reviews your submitted documentation.
4. Your Project Team, through the Fire Safety Liaison, engages in an ongoing dialogue with a FAST Artist Liaison to ensure that your plans are complete and in conformity with FAST guidelines.
5. Your Fire Safety Liaison maintains email contact with FAST to ensure that all parties are notified of updates and changes.

2. Event

6. Check in at the ARTery, first at the main ARTery desk, and then subsequently at the FAST desk located within the ARTery.
7. Set up your artwork and Flame Effects.
8. Visit the FAST desk to schedule an inspection of your Flame Effects.
9. FAST inspector inspects the Flame Effects, with Fire Safety Liaison in attendance. Depending on the outcome of the inspection, the inspector may call for modifications or additional work to be done. In this case, you will need to schedule another inspection when ready.
10. Once the Flame Effects pass inspection, the inspector issues a Flame Effects License (laminated) signifying that they may be operated. The laminated license must be worn by a designated Flame Effects Operator, who has responsibility for the safe operation of the Flame Effects.

Project Team Roles

Artist must designate knowledgeable and capable individuals to fill the key roles listed below. Together, the individuals filling these roles, plus the artist themselves, make up your Flame Effect Project Team.

It is the joint responsibility of the Artist and the Fire Safety Liaison to disseminate information and applicable deadlines to all Project Team members. The artist registering the artwork and the Fire Safety Liaison can be the same person or two different people.

Each of the following roles is important and will require the full attention of the person chosen to fill it.

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Fire Safety Liaison

The Fire Safety Liaison serves as the primary point of contact for all communication between your project and FAST, and is responsible for ensuring that the artwork's use of fire conforms to all applicable guidelines. This responsibility includes:

- Ensuring that all items of required documentation are complete and accurate.
- Receiving feedback and addressing questions and safety concerns raised by the FAST Artist Liaison assigned to evaluate the project's documentation.
- Promptly providing documentation updates to FAST, whether in response to FAST feedback or to design changes independently undertaken by the project.
- Ensuring that the artwork is constructed and operated in accordance with the plan approved by FAST, and that the artwork will not be operated while any identifiable safety hazards are present.

Leave No Trace Lead

The Leave No Trace (LNT) Lead is responsible for organizing daily clean-up around the artwork and post-event clean-up after the art installation is dismantled. The person selected to be LNT Lead should be an early riser, and should be adept at recruiting and organizing others to participate in clean-up efforts. Specific responsibilities include:

- Recruiting and organizing LNT crew and ensuring there are enough people for the task.
- Securing proper clean-up tools, including trash cans.
- Leading crew in both daily and post-event clean-up efforts.

The post-event clean-up includes pickup and removal of any materials left on the playa after dismantling the artwork, including any fuel or chemical residue, loose parts, pyrotechnic debris and any other MOOP (Matter Out Of Place) on site. This includes any materials buried under the playa surface. All MOOP removed must be packed out of Black Rock City.

Once the post-event clean-up has been completed, the artist and the LNT Lead must meet with Art Support Services (ASS) for an inspection of the site and final check-out.

Fire Art Safety Plan - Required Documentation

The following items of documentation must be submitted for review and approval by FAST.

Flame Effects Scenario

Your Flame Effects Scenario is a complete, detailed description of how your artwork incorporates and uses fire. It should include details such as:

- How your device operates
- The fuel(s) it uses, how its fuel is stored, and how the fuel flow is controlled
- The types and rated capacities of the components it incorporates, including hoses, valves, solenoids, regulators (and the pressures you intend to set them to), pressure vessels, pumps, pressurization systems, fans/blowers, the pilot light or ignition system, and any other details you may have.

When writing your Flame Effects Scenario, please be as clear and concise as possible, while also being as detailed and technical as necessary, to fully convey how your fire elements will work and what will go into making them work that way. If you have not completed the design or construction of your artwork, just be as accurate and complete as you can. If we need further details or clarifications we will contact you.

Flame Effect Diagrams

You will be required to submit detailed diagrams or schematics showing all plumbing and electrical arrangements and controls, and any other relevant technical details. These diagrams should at a minimum illustrate the flow of fuels from the supply to the effect head(s), and all the components those fuels pass through along the way. In particular, you must indicate the locations of any shut-off or other control valves, regulators, pressure vessels, pumps, pressurization systems, fans/blowers, ignition systems and anything else that affects the flow or burning of your Flame Effect's fuels.

If you have not completed the design or construction of your artwork, just be as accurate and complete as you can. If we need further details or clarifications we will contact you.

Note: While it is best to get us your final drawing as soon as possible, you must provide a final set of complete drawings by the last full week in July. No flame effects will be approved until the FAST Team has reviewed and approved those drawing and inspected the effect on-site. Getting your drawings in as soon as possible will give you more time to correct any issues found after plan review.

Geographic Layout Diagrams

The following Layout Diagrams are required:

1. Installation Area Layout
 - Fuel Location & Supply: Location of artwork in relationship to fuel containers, showing fuel lines and containers in relationship to flame source.
 - Vehicle Protection: How the fuel container(s) will be shielded from vehicle traffic.
 - Illumination: How the installation, including fuel containers, controls, generators, etc., will be illuminated at night.
 - Perimeter Safety Zones: Show where the artwork stands in relationship to participants/audience/performers, indicating distances; note on the diagram how safe distances were determined.
 - Fire extinguisher locations.

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- Location of first aid kit with burn supplies.
- 2. Base Camp Layout
 - Storage location(s) for flammable liquids, fuel gases or other hazardous/flammable materials.
 - Storage location(s) for empty fuel containers, if different from above.
 - Safety perimeters and barriers, and distances to public areas and habitations.
 - Fire extinguisher locations.
 - Location of first aid kit with burn supplies

Operational Plans

Safety Plan

Your Safety Plan should describe all the measures that your crew will employ to ensure that your installation will be safe for participants, performers and crew, both during and after construction, and during strike and clean-up. At a minimum, it should cover:

- Illumination and protection from vehicle traffic for all elements of the installation, including the artwork itself, fuel supplies and fuel storage, operating positions, generators, etc.
- Types, sizes and placement of fire extinguishers or other fire suppression means that will be kept on hand
- Location and contents of first aid kit(s)
- List of Safety Data Sheets to be kept on hand
- Safety training your crew members have
- Safety-specific crew roles and responsibilities
- Safety procedures and protocols:
 - Fueling procedures: how do you ensure that fueling is done safely?
 - Daily safety check: what conditions do you check for?
 - Operating procedures: what conditions do you watch for while operating?
- Safety features, if any, built in to the installation
- Safety perimeters, and how they are enforced

Emergency Response Plan

No matter how comprehensive your Safety Plan, things still go wrong. Your Emergency Response Plan should list all the ways things may go wrong and expose your crew or other participants to potential injury, and how your crew will respond when they do. At a minimum it should cover:

- Emergency shut-off/shut-down procedures
- Response to fuel leaks
- Response to liquid fuel spills, small and large
- Response to uncontrolled fires, small and large
- Response to damage (or incipient damage) caused by wind, vehicle collision or other physical forces
- Response to hazardous material exposure of crew, performer or participant
- Response to injury sustained by crew, performer or participant

Leave No Trace Plan

The artist, Leave No Trace Lead and crew are responsible for all clean up at the art installation site, both nightly and when the Burning Man event ends. Your Leave No Trace plan describes how you will accomplish this. At a minimum it should cover:

- Nightly clean-up procedure
- End-of-event clean-up procedure
- Emergency clean-up procedures (e.g., for liquid fuel spills)
- Clean-up tools and materials to be used

Safety Guidelines for Flame Effects

Please read carefully!

Failure to do so may result in your project not being permitted at Burning Man.

The majority of Flame Effects at Burning Man are Liquefied Petroleum Gas (LP-Gas) effects; LP-Gas is often commonly referred to as propane. Most of the guidelines below deal with LP-Gas as a fuel. Regardless of fuel type or technological basis, all Flame Effects must be constructed in such a way as to meet or exceed applicable laws, codes and industry standards.

The National Fire Prevention Association (NFPA) publishes numerous codes and standards for the construction and use of LP-Gas systems, including:

- NFPA 54 - National Fuel Gas Code
- NFPA 58 – Liquefied Petroleum Gas Code
- NFPA 160 – Standard for the Use of Flame Effects Before an Audience

NFPA documents are available for viewing and purchase on the [NFPA website](#) and should be reviewed by all Flame Effects artists.

Construction of Flame Effects

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- All LP-Gas cylinders shall be designed, fabricated, tested, and marked in accordance with the regulations of the US Department of Transportation (DOT) or the ASME Boiler and Pressure Vessel Code.
- All LP-Gas cylinders must have an unexpired certification date stamp and be in good working order. Containers in poor condition or out of date are a danger to fill and may cause injury to the fuel team, the artists, and/or participants.
- Each LP-Gas Flame Effect must have a single 1/4-turn shut-off valve as the primary emergency fuel shut-off. When closed, this valve must inhibit *all* fuel flow to the Flame Effect, regardless of how many LP-Gas cylinders are connected to the Flame Effect. This valve must be exposed and visible at all times, and must be clearly marked as the emergency fuel shut-off.
- All components of the fuel system (fittings, piping, valves, connectors, etc.) must be designed and rated for both the type and pressure of fuel being used. The use of improper fittings can lead to leaks and failures in the fuel system resulting in fires and or injury.
- All LP-Gas metallic piping and fittings that will operate at a pressure greater than 125 psi shall be schedule 80 or heavier.
- All LP-Gas Hoses that will be operated in excess of 5 psi shall be designed for a working pressure of at least 350 psi and shall be continuously marked by the manufacturer to indicate its maximum operating pressure and compatibility with LP-Gas.
- Air or pneumatic line is not acceptable as fuel hose. LP-Gas degrades rubber hose not specifically designed for use with that fuel. This results in the hose cracking from the inside out, potentially leading to a catastrophic failure.
- Hose clamps are prohibited on LP-Gas hose at any pressure. All fuel hose connections shall be factory made, or constructed with a crimped fitting specifically designed for that purpose. Hose clamps are well known for cutting and chafing fuel lines or coming loose, possibly leading to catastrophic failure.
- All metallic tubing joints shall use flare fittings. The use of compression fittings or lead soldered fittings are prohibited.
- Accumulators, surge containers and other pressure vessels in the system shall be designed, manufactured, and tested in accordance with the ASME Boiler Pressure Vessel Code or the Department of Transportation (DOT) for the pressure of the gas in use.
- Any welding alteration of pressure vessels, or alteration or fabrication of other system components that hold pressure, must be performed by an American Society of Mechanical Engineers (ASME)-certified welder, and must be stamped and certified as such.
- If the fuel supply pressure exceeds the maximum allowable operating pressure (MAOP) of an accumulator or other pressure vessel, a regulator shall be installed between the fuel supply and the pressure vessel to reduce the pressure below the pressure vessel's MAOP. A pressure relief valve shall also be installed in the pressure vessel, with a start-to-leak setting at or below the MAOP and a rate of discharge that exceeds the maximum flow rate of the supply container.
- Fuel containers for stationary Flame Effects must be protected from vehicle traffic, tampering, and be well-illuminated at night.
- Flame Effects should be constructed and sited in such a way that the flame head and/or hot components are at least six inches from the Playa surface, to prevent baking or scarring of the Playa.
- Any artwork, towers or other structures that incorporate Flame Effects should be secured from the wind and encircled with an appropriate safety perimeter to prevent injury to participants.

Operation of Flame Effects

Flame Effect Operators

Flame Effects operators and assistants must be 21 years of age or older and be trained in the use of fire extinguishers.

Operators and assistants must wear fire resistant clothing while operating Flame Effects.

Personal Responsibility

No carelessness, negligence, or unsafe conditions with Flame Effects shall be tolerated. Do not drink, take drugs, or smoke when working with Flame Effects.

Safety Perimeter

An appropriate audience safety perimeter (and performer's safety zone if applicable) shall be established well in advance of Flame Effect operation, and must be approved by FAST. Because of the variety of artwork that incorporates Flame Effects, a member of FAST will help you determine the correct perimeter distance.

In any case, a 20' zone around the Flame Effect must be kept free of all combustible or flammable materials, and nothing should overhang this zone.

Fueling

Only people familiar with the safety considerations and hazards involved are permitted to connect/disconnect LP-Gas tanks, or to perform liquid fuel transfer. Wearing personal safety gear (glasses, gloves, etc.) during liquid fuel filling is required.

Daily Safety Check

A daily safety check of all Flame Effect components and connections is mandatory before operation begins. Never start operation of a Flame Effect until the daily safety check is completed. If a safety hazard is identified either during the safety check or during operation, the Fire Safety Liaison must delay or halt operation until the hazard is corrected.

Operating Guidelines

Never light a Flame Effect until all performers, safety monitors and participants are in place and ready.

Never operate a Flame Effect in such a way that it poses a danger to people or property.

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Attending to Flame Effects

Flame Effects must never be left unattended. The winds in the desert are highly variable, and may create havoc in a poorly-monitored installation. Any Flame Effect found running unattended will be shut down. Egregious and/or repeat offenses will result in the confiscation and/or disabling of the Effect.

No Smoking or Open Flame

ABSOLUTELY no smoking or open flame within 10 feet any storage area where flammable liquids or fuel gases are stored. All fuel and flammables must be stored in approved containers which must remain closed except when filling or dispensing, or when connected to a system for use.

Safety Data Sheets

SDS for any hazardous chemicals used in the construction or operation of the Flame Effect must be kept at the installation, so they are available to guide clean-up activities in case of a material spill, and to provide to emergency medical personnel in case of accidental exposure.

Fire Extinguishers

Artist and Fire Safety Liaison agree to keep available at the art installation at least one dry chemical fire extinguisher rated 3A:40B:C, for use in case of any accidental fire at the art installation. Note that this is a *minimum*. You should plan to have on hand as many fire extinguishers as necessary for the size of your installation and the nature of the fire hazards it presents. If you are unsure how many extinguishers you should have, FAST can advise you.

Not all fire extinguishers work for fighting all fires. You and your crew should understand which type of extinguisher is appropriate for each type of fuel present at your installation.

Dry chemical extinguishers are required where fuel is stored, as they provide the best way to put out a fuel fire. They do make messes that must be cleaned up after use. Also, dry chemical extinguishers start to lose charge after a single discharge and must be serviced and refilled.

Water fire extinguishers are useful for putting out fires involving wood, paper, fabric, and performers' bodies. These extinguishers must never be used on liquid fuel fires, as they will spread the fire. Also water is a good conductor of electricity, so these extinguishers are a poor choice for fires where energized electrical equipment is present.

CO₂ (Carbon Dioxide) extinguishers are good responses to problems with fire props and fires involving electricity. They leave no residue and can be used repeatedly until they run out. But they work for small fires only. CO₂ extinguishers are also good for putting out fires on people's clothing, but use care near exposed skin, since the extinguishing agent exits the horn or nozzle at about -70°F/-56°C.

Wet towels must be available for response to accidental fire on a person (e.g., smothering fire on the face of a fire breather) or to extinguish fire props. Wet towels work better than duvetyne because (a) they both deprive a fire of oxygen and remove heat, and (b) they are more pliable and conform better to the contours of an object, making it easier to achieve an airtight seal. Wet towels can dry quickly in the arid playa environment, so be sure also to provide a closed container of water for re-wetting them, such as a cooler chest or a bucket with a lid.

First Aid

A basic first aid kit should be available and contain at least the following items for burn treatment and fuel exposure:

- Non-petroleum-based burn cream or aloe vera gel
- Several rolls of 100% cotton gauze and some large gauze pads
- A jug of clean water for cooling burns, or flushing liquid fuel from eyes
- Waterless soap for washing liquid fuel from hands

Cool a first- or second-degree burn right away with water, and continue cooling it for at least 15 minutes.

Severe burns, and fuel exposures to eyes, nose or mouth should be treated by Emergency Medical Services. Medical teams are available near Center Camp (Rampart at 5:20 and Esplanade) or in the plazas located at 3:00 and 9:00 and B in Black Rock City. In case of fuel exposure, be sure to provide a copy of the relevant MSDS to the responding medical personnel.

In case of fire on a person's body or clothing, remember this rule: Stop, Drop & Roll! Many people have saved their own lives by dropping and rolling when their clothes caught fire.

- STOP - Stop where you are and DO NOT RUN!
- DROP - Drop to the ground; cover your face with your hands to protect your eyes and airway.
- ROLL - Roll to put out the flames.

If you are near someone whose clothing catches fire, be sure to stop him or her from running and make them Stop, Drop & Roll!

Leave No Trace

The artist, Leave No Trace Lead and crew are responsible for all clean up at the installation site, both nightly and when the Event ends. The area must be as clean as when you found it, and all MOOP you remove must be packed out of Black Rock City. This is what it means to LEAVE NO TRACE.

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Think about playa clean-up while you are creating your artwork, both in terms of the usual trash that accumulates and extraordinary situations such as fuel spills. How will you prevent these things from happening, and how will you respond if they do?

You must have available at the installation all necessary clean-up tools and materials for both kinds of eventuality, such as shovels, rakes (including "magnetic rakes"), garbage cans (metal ones if you will be dealing with hot ashes), and sealable containers for storage and removal of spill-contaminated playa dirt.

If you have any questions, please email flame-effects@burningman.org.

I Have Read and Understand The Flame Effects Fire Safety Agreement Information and Accept Its Conditions*

If you do not agree to the above information, your application will not be accepted for Art Installation registration.

Yes

Open Fire Fire Safety Agreement

You must fill out a fire safety agreement for each type of fire classification identified in your art questionnaire.

Since you have indicated that you will be incorporating Open Fire in your artwork, you must read and consent to the following Open Fire Safety Agreement before continuing on to your Fire Questionnaire. This information is designed to promote the safe execution of Open Fire at Burning Man, whether you create a regularly repeated event or a single fire.

Please make sure you completely read and understand the following information before proceeding! Your questionnaire is NOT complete until you accept any and all Fire Safety-related Agreements.

Fire Safety Agreement: Open Fire

Open Fire Definitions

Open Fire is defined as simple burning of solid or *unpressurized* liquid fuels, without any enhancement by mechanical devices, extra oxidizers or pyrotechnic materials.

Burning Man defines three different types or levels of Open Fire, each with different characteristics, and each requiring different approval processes and safety procedures.

LEVEL ONE - Direct Contact with the playa. A large sculpture burn in close proximity to the playa surface. A large artwork fully engulfed in flames produces a tremendous amount of heat, requiring a *Burn Shield* to prevent burn scars on the playa surface. Projects of this type typically require a safety perimeter, and may also require Ranger and/or ESD support. An operating permit is REQUIRED for this level.

LEVEL TWO - Enclosed Fire. Simple burning of unpressurized fuels, away from the playa surface and within appropriate fireproof containment. Examples include burn barrels, braziers or other raised containers, oil lamps, torches, candles, and other simple uses of fire. Precautions must be taken to ensure that anything that should not be set on fire (fabric, stage sets, etc.) is kept away from flame. As long as all fire, fuel, embers, etc., are kept contained and away from the playa surface, neither a Burn Shield nor an operating permit are required for this level.

LEVEL THREE - Relocation for Burning. Artwork created in one location is moved to an approved burn shield platform at a different location for burning. The artwork could be burned on the Man platform after the Man has fallen, or at one of the public Burn Gardens located at 3:00, 6:00 and 9:00 along the Esplanade. An operating permit is not required for this level.

Fire Art Safety Team (FAST)

Burning Man has developed a Fire Art Safety Team (FAST) whose mission is to provide experienced support for fire artists and to ensure the safe use of fire at the *Burning Man Event*. FAST comprises artists, fire safety personnel and industry professionals who will assist artists in the safe execution of Open Fire, Flame Effects, and/or Pyrotechnics in their installations, theme camps and mutant vehicles. FAST will inspect artworks incorporating fire and issue the appropriate operating permit(s) once the artwork has been approved.

Two specific FAST positions will assist artists in the success of their artwork: 1) A FAST Artist Liaison will work with Artists and Fire Safety Liaisons during the pre-Event evaluation process, and 2) A FAST Lead oversees any burns and/or pyrotechnic shows at the Event. Take advantage of their cumulative knowledge and experience in planning your artwork.

Fire Art & Event Stipulations

Burning Man's agreements with the U.S. Bureau of Land Management are in the form of *Event Stipulations*, which state that for public safety reasons, artworks utilizing Open Fire, Flame Effects and/or Pyrotechnics require safety inspection and approval in the form of an

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operating permit (laminated).

FAST and outside authorities, including law enforcement, retain jurisdiction over all flame classifications. They have the right to request to see the operating permit and if not presented can override, stop, alter or cancel any artwork or performance with just cause. They have access to all areas of the artwork or performance at all times.

Safety Responsibility For Open Fire Art

All artists and their crews are responsible for their own art. Because of the dangerous nature of Open Fires, no one may ignite a Level One Open Fire artwork without the approval of FAST.

It is the responsibility of the artist to secure FAST approval for their Open Fire installation, initially based on submitted documentation, and ultimately based on a physical inspection of the construction and operating characteristics of the installation. Evidence of approval to ignite a Level One Open Fire artwork is in the form of an operating permit (laminated) issued and signed by a member of FAST.

Fire Art Approval Process

The approval process for your fire art project involves a number of steps, starting well before you depart for Black Rock City, and culminating at the Event. This multiple-step approval process is not meant to bog artists down, but rather to ensure that all safety requirements are adhered to.

1. Pre-Event

1. Designate qualified persons to fill the following *Project Team* roles (defined below): *Fire Safety Liaison, Burn Lead, Perimeter Lead* and *Leave No Trace Lead*.
2. Complete and submit the Art Installation questionnaire, including:
 - Fire Safety Liaison name and contact information
 - Burn Scenario and Timeline
 - Required Diagrams
 - Safety and Emergency Plans
 - Leave No Trace Plan
3. FAST reviews your submitted documentation.
4. Your Project Team, through the Fire Safety Liaison, engages in an ongoing dialogue with a FAST Artist Liaison to ensure that your plans are complete and in conformity with FAST guidelines. For Level One Open Fire artwork, this dialogue also includes at least one scheduled half-hour Burn Meeting (conference call) between the FAST Artist Liaison and the *entire Project Team*.
5. Your Fire Safety Liaison maintains email contact with FAST to ensure that all parties are notified of updates and changes.

The safety and logistical requirements of Level One Open Fire artworks make them some of the most complex projects at Burning Man. It is imperative that your Fire Art Safety Plans be complete, understood by all members of your team, and approved by FAST before you begin packing for the Event. Depending on the quality of the initial plans you submit with the Art Installation form, many additional days' or weeks' worth of interactions with FAST (in addition to the half hour Burn Meeting) may be needed to ensure that your plans will result in a safe and successful burn. Please note that if your plans are incomplete or do not meet FAST's safety criteria, your project will not be allowed to burn.

2. Event

6. Check in at the ARTery, first at the main ARTery desk, and then subsequently at the FAST desk located within the ARTery.
7. Set up appointment with Open Fire Manager to discuss burn logistics.
8. Visit Art Support Services (ASS) to schedule delivery of DG for your burn shield.
9. Prepare your burn shield.
10. An ASS inspector inspects the burn shield. When it has been approved, the artwork may be constructed on top of it.
11. Your Fire Safety Liaison maintains daily contact with FAST to stay apprised of any schedule adjustments or other advisories. Your burn time must be confirmed with FAST at the Event. FAST will try to accommodate your preferred burn time, but no guarantees are offered. You must meet with an OF manager on playa to discuss burn logistics and any updates.
12. At least one hour before your scheduled burn time, a member of FAST designated as the FAST Lead supervising your burn will arrive at your installation to rendezvous and coordinate with the Project Team. When all conditions on the ground for burning the artwork have been met, the FAST Lead issues the operating permit and the artwork may be fueled and burned.

Open Fire Project Team Roles

Artist must designate knowledgeable and capable individuals to fill the key roles listed below. Together, the individuals filling these roles, plus the artist themselves, make up your Open Fire Project Team.

It is the joint responsibility of the artist and the Fire Safety Liaison to disseminate information and applicable deadlines to all Project Team members. The artist registering the artwork and the Fire Safety Liaison can be the same person or two different people.

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Each of the following roles is important and will require the full attention of the person chosen to fill it.

Fire Safety Liaison

The Fire Safety Liaison serves as the primary point of contact for all communication between your project and FAST, and is responsible for ensuring that the artwork's use of fire conforms to all applicable guidelines. This responsibility includes:

- Ensuring that all items of required documentation are complete and accurate.
- Receiving feedback and addressing questions and safety concerns raised by the FAST Artist Liaison assigned to evaluate the project's documentation.
- Promptly providing documentation updates to FAST, whether in response to FAST feedback or to design changes independently undertaken by the project.
- Ensuring that the artwork is constructed and burned in accordance with the plan approved by FAST, and that the artwork will not be burned while any identifiable safety hazards are present.

Burn Lead

The Burn Lead on a Level One Open Fire project is responsible for the planning and execution of the burn itself. This role is inward-facing during the burn, focusing on the safe preparation and ignition of the artwork. Specific responsibilities include:

- Creating, in cooperation with the Perimeter Lead, a timeline for the burn, starting from formation of the perimeter and ending with release of the perimeter.
- Planning for the safe placement of all fuels such as additional firewood, accelerants and/or pyrotechnic devices.
- Detailed plan for the ignition of the artwork including crew placement and roles.
- Detailed plan for hazard mitigation after the artwork collapses and before the perimeter is released.
- Plan for any managing any delays caused by weather or other circumstances.

Perimeter Leads

The Perimeter Leads are responsible for the formation and management of the safety perimeter for your burn, and for working with the FAST Lead assigned to supervise. This role is outward-facing during the burn, to protect the safety of those who have come to watch. We suggest you have 2 people in this position due to the difficulty of this position.

The person(s) selected to be Perimeter Lead should have excellent organizational and communication skills, and the ability to stay calm in the midst of chaos. Specific responsibilities include:

- Pre-Event perimeter crew volunteer recruitment and organization.
- Designation of subordinate four perimeter managers at the quadrant level and below, as needed.
- Educating the entire perimeter crew to ensure that every member understands how to stand the perimeter.
- Obtaining safety vests for the entire crew (or FAST may have them).
- Complete perimeter management plan and timeline, including plan for managing delays caused by weather or other circumstances.
- On-site perimeter crew management.
- Liaison with FAST, Rangers and Emergency Services as needed.

Leave No Trace Lead

The Leave No Trace (LNT) Lead is responsible for organizing daily clean-up around the artwork, and the post-burn clean-up which in most cases begins the morning after the burn. The person selected to be LNT Lead should be an early riser, and should be adept at recruiting and organizing others to participate in clean-up efforts. Specific responsibilities include:

- Recruiting and organizing LNT crew and ensuring there are enough people for the task.
- Securing proper clean-up tools, including metal trash cans.
- Leading crew in both daily and post-burn clean-up efforts.

The post-burn clean-up includes pickup and removal of any unburned materials, metals, pyrotechnic debris and any other MOOP (Matter Out Of Place) on site. This includes the area beyond the perimeter boundary (i.e., out into the area where the audience had gathered to watch the burn), as well as any materials buried under the burn shield or playa surface. All MOOP removed must be packed out of Black Rock City.

Once the post-burn clean-up has been completed, the artist and the LNT Lead must meet with Art Support Services for an inspection of the site and final check-out.

Fire Art Safety Plan - Required Documentation

The following items of documentation must be submitted for review and approval by FAST.

Burn Scenario

Your Burn Scenario is a complete, detailed description of how you will prepare and burn your artwork, how you will mitigate any hazards that remain in the immediate aftermath of the burn, and any other elements you will incorporate into your burn. This is the "what" and the "how" of your burn plan. It should include details such as:

- Burn Shield

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- Artwork materials & construction. Note: painted wood is not allowed.
- Objects to be removed from the structure before burning
- Structural hobbling to encourage the structure to fall in a particular way
- Supplementary fuel load (i.e., firewood)
- Pyrotechnic or other special effects elements, if any. All pyrotechnic material must be listed and approved pre-event. If approved artist will specify the number of pieces, manufacturer name, product name, and manufacturer's product code or ID by July 31.
- Performance elements, if any
- Burn Circle Zones and Perimeter details
- Accelerants to be used, how they will be applied, and the safety protocols your crew will follow during application
- How the burn will be ignited
- Weather Contingency Plan (see below)
- How you will mitigate hazards on the ground after the structure falls
- Your contingency plan in case the structure does not fall
- Overnight monitoring of the ember bed

Weather Contingency Plan

All burns are subject to cancellation or rescheduling in the event of adverse weather conditions. An essential part of your Burn Scenario is your Weather Contingency Plan, which covers how you will deal with the possibility that weather conditions could develop that would prevent the burn from proceeding *after pyrotechnic materials have been loaded and/or after fueling has taken place*. An all-night standby is an essential part of this plan. You and your entire crew must be prepared to maintain the perimeter to keep the Restricted Zone from being entered once it has been loaded with pyrotechnics or accelerants, to avoid any unintended burning or participant injury.

Burn Timeline

Your Burn Timeline lays out the steps involved in executing your burn from start to finish, with the expected start time and duration for each step. This is the "when" and the "how long" of your burn plan. It should include any relevant steps such as:

- Perimeter establishment
- Clearing structure contents
- Firewood loading
- Structural hobbling
- Pyro loading
- Stowaway/straggler check
- Weather check
- Accelerant application
- Performance
- Pyrotechnics show
- Ignition
- Combustion and collapse
- Hazard mitigation
- Perimeter release
- Crew accounting and check-out
- Overnight monitoring

Note that the items above are listed in the *approximate* order of occurrence for a typical burn. Every burn is unique, and your burn may have additional steps and/or a different order.

Required Diagrams

The following Diagrams are required:

1. Burn Circle Layout, including:
 - Illumination: how the installation, including generators or other outlying features, will be illuminated at night.
 - Burn Zones and Perimeter, showing distances from the center of the artwork
 - Pyro Details (Mortar Locations, Fire Control Station)
 - Perimeter Features, e.g., safety corridors, rally point, etc.
 - Any other important physical features or locations.
2. Burn Shield Platform, if not using decomposed granite
3. Structural Details & Hobbling if you intend to do any hobbling of the structure before burning
4. Special Effects Mechanisms to be used during your burn (e.g., liquid fuel dumps, etc.)
5. Base Camp Layout

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- Storage location(s) for flammable liquids, fuel gases or other hazardous/flammable materials.
- Storage location(s) for empty fuel containers, if different from above.
- Safety perimeters and barriers, and distances to public areas and habitations.
- 20' wide fire lane from street to storage location(s) listed above.
- Fire extinguisher locations.
- Types, sizes and placement of fire extinguishers or other fire suppression means that will be kept on hand.

Operational Plans

Safety Plan

Your Safety Plan should describe all the measures that your crew will employ to ensure that your installation will be safe for participants, performers and crew, both during and after construction, and during any burn and subsequent clean-up. At a minimum it should cover:

- Illumination and protection from vehicle traffic for all elements of the installation, including the artwork itself and any generators or other outlying equipment or structures.
- Types, sizes and placement of fire extinguishers or other fire suppression means that will be kept on hand
- Location and contents of first aid kit(s)
- List of Safety Data Sheets to be kept on hand
- Safety training your crew members have
- Safety-specific crew roles and responsibilities
- Safety procedures and protocols

Emergency Response Plan

No matter how comprehensive your Safety Plan, things still go wrong. Your Emergency Response Plan should list all the ways things may go wrong and expose your crew or other participants to potential injury, and how your crew will respond when they do. At a minimum it should cover:

- Response to liquid fuel spills, small and large
- Response to unplanned fires, small and large
- Response to damage (or incipient damage) caused by wind, vehicle collision or other physical forces
- Response to hazardous material exposure of crew, performer or participant
- Response to injury sustained by crew, performer or participant

Leave No Trace Plan

The artist, Leave No Trace Lead and crew are responsible for all clean up at the installation site during build, during the event and after you burn. Your Leave No Trace plan describes how you will accomplish this. At a minimum it should cover:

- Preventing and removing MOOP during build and burn preparations, especially wood chips from construction or from firewood
- Nightly clean-up procedure
- Post-burn clean-up procedure, including specific details on clean-up of any pyrotechnic debris, if applicable
- Emergency clean-up procedures (e.g., for liquid fuel spills)
- Clean-up tools and materials to be used

Safety Guidelines for Level One Open Fire

Please read carefully! Failure to do so may result in your project not being permitted at Burning Man.

Burn Shield

A Burn Shield separates and insulates the playa from burn scarring (baking and discoloration) caused by the intense heat of an Open Fire burn.

An artist proposing an Open Fire Level One artwork must include a Burn Shield plan. FAST must approve your Burn Shield plan before you bring your project to the Event, and must inspect and approve your Burn Shield in place, as constructed, before you may assemble or burn your artwork on it.

If the Burn Shield is NOT approved, artist understands and agrees that the artwork will not be burned on the rejected burn shield platform. Violation of this Agreement by ignoring the guidelines and burning anything (including the artwork), on the open playa, without prior approval will be cause for a \$1,000 fine from the Bureau of Land Management (BLM).

The simplest and most effective Burn Shield is a layer of Decomposed Granite (DG) placed on the surface of the playa prior to construction of the artwork. The thickness and extent of a DG Burn Shield depends on the size and weight of your artwork. When spreading a DG layer, care must be taken not to leave any exposed areas, and to prevent the DG from being scattered by participants. Arrangements for the purchase of DG are made through Burning Man after the pre-Event Burn Meeting between your Project Team and the FAST Artist Liaison. In addition to the purchase price, a deposit will be required to insure that the DG you use is thoroughly cleaned by your LNT team prior to removal after your burn.

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You may propose a different Burn Shield design, but if you choose to do so, you must submit a dimensioned drawing of your proposed platform, showing enough detail to convince FAST that it will in fact provide adequate burn scar protection, and that it will be large enough to capture all pieces of the artwork as they fall. In this case you should also consider the following points:

- Corrugated steel needs supports no more than two (2) feet (0.6m) apart to support the weight of walkers or heavy objects.
- The space between the burn shield and the playa surface must be large enough to allow adequate air circulation during the burn.
- You may not use painted metal. Remove paint from metal before bringing it to the playa.
- Avoid using aluminum. Even moderately high heat (~1200°F/650°C) will cause aluminum to melt.

Artwork Materials and Construction

Materials Not To Be Burned

Avoid incorporating plastics and synthetics into your artwork. The burning of any toxic materials in your artwork is prohibited by law. Items that contain such toxic materials may include furniture, rugs, and many other objects typically used to decorate artworks. All such items must be removed from your artwork before it is burned.

Prevent Airborne Embers

Over the years we have found a short list of materials that when burned create excessive embers and floating burning materials. These loose sources of unintended ignition can cause issues for mutant vehicles at the burn perimeter and nearby art projects.

Materials not to be burned due to embers include:

- Fabric
- Cardboard
- Large sections of papier-mâché
- Thin wood laminates
- Painted wood
- Plywood less than 5/8th inches thick
- OSB, chipboard, and particleboard.

Engineered and Glue-Laminated Structural Elements

While Engineered and Glue-Laminated Structural wood has excellent strength and may be useful in larger structures it is also designed to be fire resistant. Through experience, we have found that these type of beams can often end up mostly unburned and can remain upright long after the rest of the materials have burned. The result can be the need to hold the perimeter for the time that it takes for the remaining unburned sections to be made safe.

Nails, Screws, and Other Fasteners

You can use nails, screws, or other steel fasteners in the construction of your artwork. You are required to clean them from the burn site. A magnet rake is one of the greatest cleanup tools and can be purchased cheaply.

Safety Perimeter

Your burn's Safety Perimeter keeps participants from straying into areas where they could be injured or interfere with the work of your crew. Designing and managing a burn's perimeter is one of the most complex aspects of the entire burn, with many factors to consider.

Burn Zones

In preparation for a burn, you must clearly identify and determine (with assistance from FAST) appropriate sizes for its Burn Zones.

Starting from the center and working outward, the zones of a burn circle are:

- Danger Zone (No-Man's Land)
 - Artwork / Fire Zone – The artwork is at the center; this is where the actual combustion takes place.
 - Collapse Zone - This is the area surrounding the fire zone where the structure may fall. It should be designed to include an allowance for pieces of the structure that may come loose and cartwheel outward when they hit the ground.
 - Pyrotechnics Zone - If the burn includes a pyrotechnics show, this zone is where the mortars surrounding the artwork are placed.
- Restricted Zone
 - Staff Zone - This is the area in which your crew does the work necessary to make the burn happen. We recommend this be at the 9 o'clock position where the FAST Lead and Rangers will be stationed. If the burn includes a pyrotechnics show, the fire control station is within this zone.
 - Performance Zone - If the burn includes a performance component, this is where it occurs. Depending on the performance, it may incorporate prep areas (e.g., for fueling fire tools). There may be some overlap with the staff zone.
 - Perimeter Zone - This is the outermost ring of the restricted zone, occupied by members of your perimeter crew, who face outward toward the audience.
- Perimeter Boundary - This is the line that marks the outer edge of the restricted zone. For some burns it may be marked by delineators and caution tape, while for others it is simply an imaginary line on the ground.
- Audience Viewing Zone - This is the area where the audience is located and should remain until the perimeter is released.

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Perimeter Layout and Features

Perimeter Size

The size of your artwork, the materials used in its construction, the types of fuels and total fuel load, and whether you plan on using pyrotechnics or staging a performance are all factors that go into determining the perimeter needed for burning your artwork. The exact perimeter size your burn requires will be determined at your project's pre-event Burn Meeting with the FAST Artist Liaison.

Delineation

For smaller and less-complex burns, a perimeter can be set with a small perimeter crew and without the need for a marked perimeter dividing line. Larger burns require a marked perimeter and you must secure supplies such as traffic cones or delineation posts and caution tape.

Locations On and Within the Perimeter

To identify locations around the circumference of a perimeter, FAST, Rangers and the Emergency Services Department (ESD) use a clock face oriented the same way as Black Rock City's clock face. To identify a particular point on the perimeter, use its "time" on the clock.

Using the clock face, the burn circle is also divided into *quadrants* as follows:

- 12:00-3:00 - Quadrant 1
- 3:00-6:00 - Quadrant 2
- 6:00-9:00 - Quadrant 3
- 9:00-12:00 - Quadrant 4

All members of your crew, and particularly the Perimeter Crew, should understand and use this scheme, to simplify communication with emergency responders and other support personnel.

Rally Point

Establish a *rally point* at a predetermined location on your perimeter. This is where all crew members will rendezvous after the perimeter is released, so that everyone can be accounted for. FAST recommends establishing your rally point at the 9:00 position on perimeter, and clearly marking it with a prominent visual identifier.

Safety Corridors

Large burns require that your perimeter plan include safety corridors (i.e., emergency entrances and lanes) for use by emergency and fire service vehicles. These should be placed at the 3:00 & 9:00 positions of your perimeter.

The Perimeter Crew

Management Structure

Management of the perimeter crew begins with the Perimeter Lead. We recommend having two people in this position. We also suggest an additional layer of quad management for any but the very smallest of burns (i.e., less than 30' perimeter radius).

Each quadrant of the perimeter should have a Quadrant Manager who reports to the Perimeter Lead, and who manages Perimeter Crew in that quadrant. If the quadrant has a frontage of 150' or greater, introduce an additional layer of management between the Quadrant Managers and the people in the front line, so that no one in the chain of command needs to manage more than seven people.

Each Quadrant Manager (and their subordinate managers, if any) should make sure that every person in their quadrant knows:

- their quadrant identifier,
- where they are positioned on the clock face,
- where the rally point is, and
- that they must go to the rally point after the perimeter drops

Crew Headcount

You will need a minimum of one front-line person on your Perimeter Crew for every 15 feet (6m) of the perimeter's circumference.

Some simple examples:

- A 50 foot (15m) radius circle requires a 21-person perimeter crew
- A 100 foot (30m) radius circle requires a 45-person perimeter crew
- A 200 foot (60m) radius circle requires a 84-person perimeter crew
- A 300 foot (90m) radius circle requires a 123-person perimeter crew

Note that these counts do not include the Perimeter Lead, Quadrant Managers or subordinate perimeter managers. The more people you have the easier it is to manage your perimeter.

Crew Identification and Safety

Make sure that members of your Perimeter Crew can be easily identified and distinguished from other participants by providing day-glo safety vests for them to wear over their jackets or other outerwear. We recommend unique team lanyards for the Burn team and the Perimeter team as well.

Perimeter crew members should have their eyes on the crowd watching for perimeter breaches, and should be ready to respond immediately. However, perimeter crew members also need to maintain situational awareness of what is going on behind them.

Perimeter management personnel (Quadrant Managers and their subordinates) need to communicate situational changes to the

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resources they manage.

In the event of a perimeter collapse, make sure all Perimeter Crew members know not to allow a surging crowd to push them into the fire.

All Perimeter Crew members should know the location of the designated rally point, and should proceed there once the perimeter is released (or collapses prematurely) so that everyone can be accounted for.

Managing the Perimeter

Perimeter Crew Check-In

Set up a check-in location and time for your perimeter crew. A good location is the rally point where everyone working the burn will assemble when the burn concludes. Record the name of every Perimeter Crew member who checks in, issue them their safety vests, and hand them off to the appropriate perimeter manager.

Perimeter Establishment

Plan to establish the perimeter early enough to allow plenty of time for preparation of the burn, bearing in mind that things rarely go according to plan on the playa.

In the earliest stages of preparation (clearing the structure, loading additional firewood, etc.), you may be able to get by with a smaller perimeter than you will ultimately need for loading pyrotechnics or actually burning the artwork. In these early stages, the focus is on preventing participants from straying into the area where your crew is working, keeping both crew and participants safe, and allowing the work to proceed uninterrupted.

As Perimeter Crew members show up and are checked in, you can either gradually increase the size of the perimeter, or hold them in reserve until the perimeter needs to be significantly expanded for pyro loading or other activities that need a larger perimeter.

Weather Holds and Other Delays

Be sure everyone on the Perimeter Crew understands that once pyrotechnics are loaded or accelerants have been applied to the structure, a change in the weather or other unforeseen circumstance could require them to be on the line for quite a long time, possibly even until morning.

Adjustments During the Burn

You may need to adjust the size or shape of your perimeter once the burn is underway, to account for changes in wind speed or direction, or for other reasons. Be sure your perimeter management structure can quickly and clearly communicate an order to all the front-line people in the affected area(s).

Perimeter Release

The FAST Lead attending the burn will advise the Perimeter Lead when the perimeter may be dropped.

The FAST Lead attending each burn will determine with when the perimeter is safe to drop. Rangers and Perimeter Lead will be notified to drop perimeter in unison.

Premature Collapse of Perimeter

Every member of your Perimeter Crew must be aware of the possibility that the perimeter may spontaneously collapse, and how to stay safe if that should happen.

A perimeter collapse is most likely to occur when the audience has waited for what they judge to be an unreasonable length of time for a structure to fall. Once the crowd's patience has run out, any significant fall of the structure, even if it does not result in everything in the Fire Zone being at a safe height, and even if it occurs before all hazards on the ground have been mitigated, may be enough to cause a surge forward.

If this happens, Perimeter Crew should not attempt to stop it. They should allow the crowd to bypass them, and should move away from the fire, since further collapses, late pyrotechnics ignitions and the like may cause the crowd to stampede back away from the fire. In the event of a perimeter collapse, all members of the crew should proceed to the rally point.

Perimeter Crew Check-Out

However the perimeter is released, all Perimeter Crew members and managers (and all other crew members) should proceed to the rally point to be accounted for, and to turn in their safety vests and any other gear they may have been issued. Any crew member who fails to report to the rally point for check-out should be considered "missing in action," and possibly injured or incapacitated, until they are located.

Managing the Burn

The day of the burn, the artist and the burn crew make the final preparations for the burning of the artwork. Below is a general timeline of what needs to be done to prepare for any burn.

Scheduled Burn Time

Although your burn time and day will be decided pre-event during your Burn Meeting, please confirm that time with FAST after checking in at the ARTery. While FAST will try to accommodate your preferred burn time, no guarantees are offered, and it may be changed due to weather, emergencies or other unforeseen circumstances.

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Your Fire Safety Liaison is responsible for maintaining daily contact with FAST to stay apprised of any schedule adjustments or other advisories.

FAST Lead

At least one hour before your scheduled burn time (or earlier, depending on the complexity of your burn) a member of FAST designated as the FAST Lead supervising your burn will arrive at your installation to rendezvous and coordinate with the Project Team (artist and all leads).

Refrain from applying accelerants to the artwork before the FAST Lead arrives. You can and should be making other preparations prior to that time, however, and continue making them after the FAST Lead arrives.

The FAST Lead is a knowledgeable resource who can help you troubleshoot last-minute problems with your preparations. If in doubt about anything, don't guess: make use of the FAST Lead's expertise.

The FAST Lead has final say over when you are allowed to:

- Apply accelerants
- Start your performance and/or pyrotechnics show, if any
- Ignite the artwork
- Release the safety perimeter

Establishing the Perimeter

See Managing the Perimeter above. As noted there, plan to establish the perimeter several hours ahead of time to allow for preparation of the structure, loading of pyrotechnics, etc.

Preparing the Structure

Once the perimeter is set and there is no danger of participants entering the work area, the preparations can begin. Examples include:

- Clearing structure contents
- Cordwood loading
- Structural hobbling
- Pyro loading

All pyrotechnic material must be listed and approved pre-event. An inspection of its placement will be required on-site at the discretion of FAST.

Final Checks and Approval

When all the above preparations are complete, the FAST Lead, Burn Lead and Pyrotechnic Operator if any will make a final check of the artwork, looking for any stowaways or stragglers, and checking for any hazardous conditions that may have developed while preparations were under way.

If liquid accelerants are needed, a fueling team applies them at this time, using methods documented in the Burn Scenario, and approved by FAST at the pre-event meeting. A fire safety team with fully-charged fire extinguishers in hand, and trained in their use, must accompany and cover fuel team members while they are applying accelerants.

After this final check and fueling of the structure, the "No-Man's Land" zone of the burn circle is closed to further entry until the artwork is ignited and the structure has fallen.

Just before ignition, the FAST Lead checks the weather. Barring any high wind conditions or other negative weather factors you will receive an OK to burn from the FAST Lead. The FAST Lead issues the necessary License(s) for your burn, and informs the Black Rock Rangers and the Emergency Services Department that the artwork is on schedule to burn.

Ignition

At this time the final sequence of the burn, including performance, pyrotechnics, and any ignition ritual can begin.

All of these elements of the burn must be conducted in a way that prevents premature ignition, to ensure the safety of the fuel team while they are in or near the fueled structure.

Important Note: No one on the fuel team should be tasked with the actual ignition of the structure, as there is a chance they will have fuel on their clothing.

Hazard Mitigation

For projects involving pyrotechnics following structure collapse, the pyro crew must make a sweep of the Pyrotechnics Zone to check for unfired pyrotechnics such as mortars and gas mines. Any such materials must be neutralized before the perimeter is dropped. FAST will NOT allow a pyrotechnics crew member to enter a burning structure to check that pyrotechnics inside it have gone off.

Any unburned materials that have fallen beyond the burn shield must be thrown or pushed back into the fire. These items must not

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become tripping hazards for participants approaching the fire once the perimeter is dropped. If any rebar, groundscrews/ground anchors or stakes are protruding above the playa surface that cannot be removed before the perimeter comes down, cones must be placed over them to alert participants.

Releasing the Perimeter

The perimeter can be released after:

1. All hazard mitigations listed above have been completed to the satisfaction of the FAST Lead, and
2. Once the FAST Lead deems it safe to drop and has communicated with all stakeholders.

See Managing the Perimeter above for additional details.

Burn Aftermath

After the perimeter has been released, all members of the burn crew must be accounted for at the rally point. Any crew member who fails to report to the rally point for check-out should be considered "missing in action", and possibly injured or incapacitated, until they are located.

An overnight crew must stay with the embers to ensure participant safety and to prepare the area for clean up (LNT) in the morning. Do not allow participants to throw items that are not to be burned, like plastics or hazardous materials, into the fire.

Leave No Trace

The artist, Leave No Trace Lead and crew are responsible for all clean up at the installation site, both nightly and when the Event ends. The area must be as clean as when you found it, and all MOOP you remove must be packed out of Black Rock City. This is what it means to LEAVE NO TRACE.

Think about playa clean-up while you are creating your artwork, both in terms of the usual trash that accumulates and extraordinary situations such as fuel spills. How will you prevent these things from happening, and how will you respond if they do?

You must have available at the installation all necessary clean-up tools and materials for both kinds of eventuality, such as shovels, rakes (including "magnetic rakes"), garbage cans (metal ones if you will be dealing with hot ashes), and sealable containers for storage and removal of spill-contaminated playa dirt.

If you have any questions, please email fire-art@burningman.org.

I Have Read and Understand The Open Fire Safety Agreement Information and Accept Its Conditions*

If you do not agree to the above information, your application will not be accepted for Art Installation registration.

Yes

Pyrotechnics Fire Safety Agreement

You must fill out a fire safety agreement for each type of fire classification identified in your art questionnaire.

Since you have indicated that you will be incorporating Pyrotechnic Special Effects Material in your artwork, you must read and consent to the following Pyrotechnic Safety Agreement before continuing on to your Fire Questionnaire. This information is designed to promote the safe execution of Pyrotechnics at Burning Man.

Please make sure you completely read and understand the following information before proceeding! Your questionnaire is NOT complete until you accept any and all Fire Safety related Agreements.

Fire Safety Agreement: Pyrotechnics

Pyrotechnics Definition

Pyrotechnics refers to the art, craft and science of fireworks, which includes any explosives or projectiles. All pyrotechnic special effects material used in any artwork or performance must consist of consumer fireworks [1.4G Class C, UN0336] or less.

Absolutely NO HOMEMADE FIREWORKS, nor DISPLAY (PROFESSIONAL) FIREWORKS [1.3G CLASS B, UN0335] or higher, will be permitted in any artwork or performance.

Fire Art Safety Team (FAST)

Burning Man has developed a Fire Art Safety Team (FAST) whose mission is to provide experienced support for fire artists and to ensure the safe use of fire at the Burning Man Event. FAST comprises artists, fire safety personnel and industry professionals who will assist artists in the safe execution of Open Fire, Flame Effects, and/or Pyrotechnics in their installations, theme camps and mutant vehicles. FAST will inspect artworks incorporating fire and issue the appropriate operating permit(s) once the artwork has been approved.

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Two specific FAST positions will assist artists in the success of their artwork: 1) A FAST Artist Liaison will work with artists and Fire Safety Liaisons during the pre-Event evaluation process, and 2) A FAST Lead oversees any burns and/or pyrotechnic shows at the Event. Take advantage of their cumulative knowledge and experience in planning your artwork.

Fire Art & Event Stipulations

Burning Man's agreements with the U.S. Bureau of Land Management are in the form of *Event Stipulations*, which state that for public safety reasons, artworks utilizing Open Fire, Flame Effects and/or Pyrotechnics require safety inspection and approval in the form of an operating permit (laminated).

FAST and outside authorities, including law enforcement, retain jurisdiction over all flame classifications. They have the right to request to see the operating permit and if not presented can override, stop, alter or cancel any artwork or performance with just cause. They have access to all areas of the artwork or performance at all times.

Safety Responsibility For Pyrotechnic Art

All artists and their crews are responsible for their own art. Because of the dangerous nature of Pyrotechnics, no one may discharge Pyrotechnic Special Effects or Materials without the approval of FAST.

It is the responsibility of the artist to secure FAST approval for their Pyrotechnic installation, initially based on submitted documentation, and ultimately based on a physical inspection of the construction and operating characteristics of the installation. If approved artist will specify the number of pieces, manufacturer name, product name, and manufacturer's product code or ID by July 31. Evidence of approval to discharge Pyrotechnic Special Effects or Materials is in the form of an operating permit (laminated) issued and signed by a member of FAST.

Fire Art Approval Process

The approval process for your fire art project involves a number of steps, starting well before you depart for Black Rock City, and culminating at the Event. This multiple-step approval process is not meant to bog artists down, but rather to ensure that all safety requirements are adhered to.

1. Pre-Event

1. Designate qualified persons to fill the following *Project Team* roles (defined below): *Fire Safety Liaison*, *Perimeter Lead* and *Leave No Trace Lead*.
2. Complete and submit the Art Installation questionnaire, including:
 - Fire Safety Liaison name and contact information
 - Pyrotechnic Scenario
 - Required Diagrams
 - Safety and Emergency Plans
 - Leave No Trace Plan
3. FAST reviews your submitted documentation.
4. Your Project Team, through the Fire Safety Liaison, engages in an ongoing dialogue with a FAST Artist Liaison to ensure that your plans are complete and in conformity with FAST guidelines.
5. Your Fire Safety Liaison maintains email contact with FAST to ensure that all parties are notified of updates and changes.

2. Event

6. Check in at the ARTery, first at the main ARTery desk, and then subsequently at the FAST desk located within the ARTery.
7. Make appointment with the Pyro Manager on playa.
8. Fire Safety Liaison maintains daily contact with FAST to stay apprised of any schedule adjustments or other advisories. Your show time must be confirmed with FAST at the Event. FAST will try to accommodate your preferred show time, but no guarantees are offered.
9. On the day of your show, a FAST Pyrotechnics inspector will visit your site to inspect your placement of pyrotechnic materials, and may request changes to your setup for safety reasons.
10. At least an hour before your scheduled show time, a FAST member designated as the FAST Lead for your show will arrive at your installation and rendezvous with your project's Pyrotechnics Operator and Perimeter Lead. When all conditions for firing the show have been met, the FAST Lead issues the Pyrotechnics License (laminated) and the show may be fired.

Project Team Roles

Artist must designate knowledgeable and capable individuals to fill the key roles listed below. Together, the individuals filling these roles, plus the artist him/herself, make up your Pyrotechnic Project Team.

It is the joint responsibility of the artist and the Fire Safety Liaison to disseminate information and applicable deadlines to all Project Team members. The artist registering the artwork and the Fire Safety Liaison can be the same person or two different people.

Each of the following roles is important and will require the full attention of the person chosen to fill it.

Fire Safety Liaison

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The Fire Safety Liaison serves as the primary point of contact for all communication between your project and FAST, and is responsible for ensuring that the artwork's use of fire conforms to all applicable guidelines. This responsibility includes:

- Ensuring that all items of required documentation are complete and accurate.
- Receiving feedback and addressing questions and safety concerns raised by the FAST Artist Liaison assigned to evaluate the project's documentation.
- Promptly providing documentation updates to FAST, whether in response to FAST feedback or to design changes independently undertaken by the project.
- Ensuring that the artwork is constructed and discharged in accordance with the plan approved by FAST, and that the artwork will not be discharged while any identifiable safety hazards are present.

Pyrotechnics Lead

The Pyrotechnics Lead is responsible for all aspects of a project's pyrotechnic display beginning with the planning and ending with the display itself. This role works closely with or may be combined with the role of Burn Lead if the display is part of an Open Fire burn.

Specific responsibilities of the Pyrotechnics Lead include:

- Supplying a complete list of all pyrotechnic products to be used. All pyrotechnic material must be listed and approved pre-event. An inspection of its placement will be required on-site at the discretion of FAST. If approved artist will specify the number of pieces, manufacturer name, product name, and manufacturer's product code or ID by July 31.
- Creating, in cooperation with the Perimeter Leads (and Burn Lead if any), a timeline for the show, starting from formation of the perimeter needed for the setup of the pyrotechnic devices and ending with release of the perimeter.
- Planning for the safe placement of all pyrotechnic devices.
- Detailed plan for the ignition of the pyrotechnics including crew placement and roles.
- Detailed plan for hazard mitigation and a sweep for unfired pyrotechnic devices before the perimeter is released.
- Plan for any managing any delays caused by weather or other circumstances.

Perimeter Leads

The Perimeter Leads are responsible for the formation and management of the safety perimeter for your show, and for working with the FAST Lead assigned to supervise. This role is outward-facing during the show, to protect the safety of those who have come to watch.

The persons selected to be Perimeter Lead should have excellent organizational and communication skills, and the ability to stay calm in the midst of chaos. Specific responsibilities include:

- Pre-Event perimeter crew volunteer recruitment and organization.
- Designation of subordinate perimeter managers at the quadrant level and below, as needed.
- Educating the entire perimeter crew to ensure that every member understands how to run the perimeter.
- Obtaining safety vests for the entire crew.
- Complete perimeter management plan and timeline, including plan for managing delays caused by weather or other circumstances.
- On-site perimeter crew management.
- Liaison with FAST, Rangers and Emergency Services as needed.

Leave No Trace Lead

The Leave No Trace (LNT) Lead is responsible for organizing daily clean-up around the artwork (if it has any geographic presence that would become a gathering place for participants) and the post-show clean-up, which should begin immediately after the show and finish up the morning after. The person selected to be LNT Lead should be adept at recruiting and organizing others to participate in clean-up efforts. Specific responsibilities include:

- Recruiting and organizing LNT crew and ensuring there are enough people for the task.
- Securing proper clean-up tools, including trash cans.
- Leading crew in both daily and post-show clean-up efforts.

The post-show clean-up includes pickup and removal of any pyrotechnic debris and any other MOOP (Matter Out Of Place) on site. This includes the area beyond the perimeter boundary (i.e., out into the area where the audience had gathered to watch the show). All MOOP removed must be packed out of Black Rock City.

Once the post-show clean-up has been completed, the artist and the LNT Lead must meet with Art Support Services for an inspection of the site and final check-out.

Fire Art Safety Plan - Required Documentation

The following items of documentation must be submitted for review and approval by FAST.

Pyrotechnic Scenario

Your Pyrotechnic Scenario is a complete, detailed description of how you will prepare and shoot your show, any additional elements you will incorporate (such as performances), and how you will mitigate any hazards that remain in the immediate aftermath of the show.

The art registration questionnaire provides additional questions (see below) in which you will enumerate the types and quantities of

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Pyrotechnic Supplies (Fireworks) and Pyrotechnic Special Effects Materials your show will use, so your scenario should concentrate more on how the different products will be used.

Weather Contingency Plan

Pyrotechnic shows are subject to cancellation or rescheduling in the event of adverse weather conditions. An essential part of your Pyrotechnic Scenario is your Weather Contingency Plan, which covers how you will deal with the possibility that weather conditions could develop that would prevent the burn from proceeding *after pyrotechnic materials have been placed*. An all-night standby is an essential part of this plan. You and your entire crew must be prepared to maintain the perimeter to keep the site from being entered while un-detonated pyrotechnics are present, to avoid participant injury.

Pyrotechnic Product Lists

For the "Pyrotechnic Supplies (Fireworks)" please specify, for each different product: number of pieces, manufacturer name, product name and manufacturer's product code or ID, for example: "6 × Brothers Pyro *Golden Peacock Cakes* (BP2112)".

For the "Pyrotechnic Special Effects Materials" list the types and quantities of materials to be used, such as smoke cloth, pyro gel, etc.

Be sure to also obtain and print out Safety Data Sheets (SDS) for each type of product you will be using. You do not need to submit these SDS online, but you are required to have them on hand when you set up and shoot your show.

Layout Diagrams

The following Layout Diagrams are required:

1. Installation Area Layout
 - Pyrotechnics setup, identifying types and quantities of products at each location, trajectories and fallout zones (indicate distances and dimensions)
 - Pyrotechnics preparation/assembly area.
 - Fire control station.
 - Perimeter Safety Zones: Show where the artwork stands in relationship to participants/audience/performers, indicating distances; note on the diagram how safe distances were determined.
 - Fire extinguisher locations.
 - Types, sizes, and placement of fire extinguishers or other fire suppression means that will be kept on hand.
 - Location of first aid kit with burn supplies.
2. Base Camp Layout
 - Storage location for pyrotechnics magazines ("day boxes"), with minimum 50' (15m) surrounding zone free of open flame, spark-producing equipment, smoking or storage of combustible materials.
 - Point of assembly of pyrotechnic devices, if any assembly activities take place in the camp. No open flame, spark-producing equipment, smoking or combustible materials storage within 100' (30m) of any such assembly area. (Assembly of pyrotechnic devices in camp is not recommended.)
 - Storage location(s) for flammable liquids, fuel gases or other hazardous/flammable materials.
 - Storage location(s) for empty fuel containers, if different from above.
 - Safety perimeters and barriers, and distances to public areas and habitations.
 - 20' wide fire lane from street to storage location(s) listed above.
 - Types, sizes, and placement of fire extinguishers or other fire suppression means that will be kept on hand.

Operational Plans

Safety Plan

Your Safety Plan should describe all the measures that your crew will employ to ensure that your installation will be safe for participants, performers and crew, both during and after construction, and during any burn and subsequent clean-up. At a minimum it should cover:

- Types, sizes and placement of fire extinguishers or other fire suppression means that will be kept on hand
- Location and contents of first aid kit(s)
- List of Safety Data Sheets to be kept on hand
- Safety training your crew members have
- Safety-specific crew roles and responsibilities
- Safety procedures and protocols

Emergency Response Plan

No matter how comprehensive your Safety Plan, things still go wrong. Your Emergency Response Plan should list all the ways things may go wrong and expose your crew or other participants to potential injury, and how your crew will respond when they do. At a minimum it should cover:

- Response to liquid fuel spills, small and large
- Response to unplanned fires, small and large
- Response to hazardous material exposure of crew, performer or participant

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- Response to injury sustained by crew, performer or participant

Leave No Trace Plan

The artist, Leave No Trace Lead and crew are responsible for all clean up at the installation site, both nightly and after your show. Your Leave No Trace plan describes how you will accomplish this. At a minimum it should cover:

- Nightly clean-up procedure, if applicable.
- Post-show clean-up procedure, including specific details on clean-up of pyrotechnic debris.
- Emergency clean-up procedures (e.g., for liquid fuel spills).
- Clean-up tools and materials to be used

Safety Guidelines for Pyrotechnics

Please read carefully!

Failure to do so may result in your project not being permitted at Burning Man.

Allowed Uses of Pyrotechnics

Pyrotechnics may only be used at Burning Man in art installations and performances on the open playa that have been registered with the Art Department and approved by FAST.

ABSOLUTELY NO PYROTECHNICS SHALL BE USED WITHIN THE CITY OR CAMPING AREA.

Consumer Grade Fireworks Only

Fireworks used in these projects are limited to Consumer Grade [1.4G Class C, UN0336] Fireworks. This includes fountains (also known as gerbs), sparklers, night displays or cakes.

For reasons of safety and event stipulations we do not allow the use of Display Grade [1.3G Class B, UN0335] Fireworks.

No pyrotechnics made by anyone other than a licensed manufacturer of consumer grade pyrotechnics will be permitted on site. This is due to the unknown reliability and consistency of the product, which could prove harmful to participants.

Fireworks Debris

Burning Man encourages artists to consider using fireworks that create the least amount of debris. For instance, firecrackers create a lot of debris, but magic whip (sometimes referred to as firecracker rope) creates very little debris. Multi-shot devices or cakes are filled with small cardboard discs that are projected and spread for great distances. When choosing product for display, choose devices with the least amount of wrapping, inserts, foils and other potential debris. Post-display, the entire fallout area must be promptly swept for debris before it is trampled into the playa surface or is blown away by the wind.

Storage of Pyrotechnic Material

All pyrotechnic material must be securely stored in accordance with the NFPA 1124 code for storage of fireworks and pyrotechnic materials.

Pyrotechnic materials shall be secured in portable, fire-resistant, theft-resistant, weather-resistant magazines (or "day boxes") that comply with the following provisions:

- Magazines shall be used exclusively for the storage of pyrotechnic materials.
- Each magazine shall be equipped with a padlock.
- Magazines constructed of metal shall meet the following requirements:
 - They shall be constructed of 12 gauge sheet metal.
 - They shall be lined with a non-sparking material.
 - The edges of metal covers shall overlap the sides by at least 1 in. (25 mm).
- Magazines constructed of wood shall meet the following requirements:
 - They shall have sides, bottoms and covers or doors of 4 in. (102 mm) hardwood that are braced at the corners.
 - They shall be covered with sheet metal of not less than 26 gauge.
 - Nails exposed to the interior of the magazine shall be countersunk.
- No smoking, open flame, spark-producing equipment or storage of combustible materials within 50 feet (15m) of any magazine.
- Proper signage of "NO SMOKING - FLAMMABLE" shall be visible from all four directions.
- At least one handheld portable extinguisher with a 40-B rating is required for any pyrotechnics storage area. Extinguishers rated as ABC, AB, or BC will have a separate value for the B rating, which indicates the square footage of a class-B fire that a non-expert user should be able to extinguish with it.
- Label magazines with your name, the name of your project, and the types and quantities of material they contain.

Preparation and Assembly of Pyrotechnic Devices

Wherever magazines are open or pyrotechnics are being prepared, assembled or placed, a surrounding 100' (30m) zone free of open flame, spark-producing equipment, smoking or storage of combustible materials must be enforced

Pyrotechnic Operators and Assistants

- Pyrotechnic special effects operators must be 21 years of age or older. Technical assistants only need to be 18 years old.

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- Only people familiar with the safety considerations and hazards involved are permitted to handle pyrotechnic materials.
- All personnel involved in setting up or firing the show are required to wear fire resistant clothing and personal head, eye and hearing protection.
- All personnel involved in setting up or firing the show must be trained in the use of fire extinguishers.
- No carelessness, negligence, or unsafe conditions with pyrotechnics shall be tolerated.
- Do not drink alcohol, take drugs, or smoke when working with pyrotechnics.

Safety Perimeters

An appropriate safety perimeter is required for both set-up and firing of a pyrotechnics show. A member of FAST will advise on the correct perimeter size.

You will need a minimum of one front-line person on your Perimeter Crew for every 15 feet (4.6m) of the perimeter's circumference.

Plan to establish the perimeter early enough to allow plenty of time for preparation of the burn, bearing in mind that things rarely go according to plan on the playa.

Make sure that members of your Perimeter Crew can be easily identified and distinguished from other participants by providing day-glo safety vests for them to wear over their jackets or other outerwear.

The artist and Fire Safety Liaison agree that the safety perimeter shall be of such size that no pyrotechnics, flame, spark or fallout will cross or land outside the perimeter, nor enter, go over, under, on, or around the audience.

Please be sure to read the detailed information about setting up and managing a perimeter in the *Fire Safety Agreement for Open Fire* in this questionnaire or in the *Open Fire Guidelines* on the Burning Man website.

Fire Extinguishers

Artist and Fire Safety Liaison agree to have an adequate number of the right types of fire extinguishers on hand during show set-up to extinguish accidental fires.

Safety Data Sheets

SDS for all products used in the pyrotechnic display must be available at the installation when the show is being set up, to guide clean-up activities in case of a material spill, and to provide to emergency medical personnel in case of accidental exposure.

Shooting The Show

Artist agrees that the pyrotechnics display will not start until all performers, safety monitors, and participants are in place, ready and the Fire Art Safety Team (FAST) has granted approval in the form of a signed Pyrotechnics laminate.

Safety sweeps are required:

- Before the show starts, to identify hazards that may have developed since the pyrotechnics were placed;
- After firing but before perimeter release, to identify and mitigate undetonated pyrotechnics or other hazards.

Fire Extinguishers

Artist and Fire Safety Liaison agree to keep available at the art installation at least one dry chemical fire extinguisher rated 3A:40B:C, for use in case of any accidental fire at the art installation. Note that this is a *minimum*. You should plan to have on hand as many fire extinguishers as necessary for the size of your installation and the nature of the fire hazards it presents. If you are unsure how many extinguishers you should have, FAST can advise you.

Not all fire extinguishers work for fighting all fires. You and your crew should understand which type of extinguisher is appropriate for each type of fuel present at your installation.

Dry chemical extinguishers are required where fuel is stored, as they provide the best way to put out a fuel fire. They do make messes that must be cleaned up after use. Also, dry chemical extinguishers start to lose charge after a single discharge and must be serviced and refilled.

Water fire extinguishers are useful for putting out fires involving wood, paper, fabric, and performers' bodies. These extinguishers must never be used on liquid fuel fires, as they will spread the fire. Also water is a good conductor of electricity, so these extinguishers are a poor choice for fires where energized electrical equipment is present.

CO₂ (Carbon Dioxide) extinguishers are good responses to problems with fire props and fires involving electricity. They leave no residue and can be used repeatedly until they run out. But they work for small fires only. CO₂ extinguishers are also good for putting out fires on people's clothing, but use care near exposed skin, since the extinguishing agent exits the horn or nozzle at about -70°F/-56°C.

Wet towels must be available for response to accidental fire on a person (e.g., smothering fire on the face of a fire breather) or to extinguish fire props. Wet towels work better than duvetyne because (a) they both deprive a fire of oxygen and remove heat, and (b) they are more pliable and conform better to the contours of an object, making it easier to achieve an airtight seal. Wet towels can dry quickly in the arid playa environment, so be sure also to provide a closed container of water for re-wetting them, such as a cooler chest or a bucket with a lid.

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First Aid

A basic first aid kit should be available and contain at least the following items for burn treatment and fuel exposure:

- Non-petroleum-based burn cream or aloe vera gel
- Several rolls of 100% cotton gauze and some large gauze pads
- A jug of clean water for cooling burns, or flushing liquid fuel from eyes
- Waterless soap for washing liquid fuel from hands

Cool a first- or second-degree burn right away with water, and continue cooling it for at least 15 minutes.

Severe burns, and fuel exposures to eyes, nose or mouth should be treated by Emergency Medical Services. Medical teams are available near Center Camp (Rampart at 5:20 and Esplanade) or in the plazas located at 3:00 and 9:00 and B in Black Rock City. In case of fuel exposure, be sure to provide a copy of the relevant SDS to the responding medical personnel.

In case of fire on a person's body or clothing, remember this rule: Stop, Drop & Roll! Many people have saved their own lives by dropping and rolling when their clothes caught fire.

- STOP - Stop where you are and DO NOT RUN!
- DROP - Drop to the ground; cover your face with your hands to protect your eyes and airway.
- ROLL - Roll to put out the flames.

If you are near someone whose clothing catches fire, be sure to stop him or her from running and make them Stop, Drop & Roll!

Leave No Trace

The artist, Leave No Trace Lead and crew are responsible for all clean up at the installation site, both nightly and when the Event ends. The area must be as clean as when you found it, and all MOOP you remove must be packed out of Black Rock City. This is what it means to LEAVE NO TRACE.

Think about playa clean-up while you are creating your artwork, both in terms of the usual trash that accumulates and extraordinary situations such as fuel spills. How will you prevent these things from happening, and how will you respond if they do?

You must have available at the installation all necessary clean-up tools and materials for both kinds of eventuality, such as shovels, rakes (including "magnetic rakes"), garbage cans (metal ones if you will be dealing with hot ashes), and sealed containers for storage and removal of spill-contaminated playa dirt.

If you have any questions, please email pyro@burningman.org.

I Have Read And Understand The Pyrotechnic Safety Agreement Information And Accept Its Conditions*

If you do not agree to the above information, your application will not be accepted for Art Installation registration.

Yes

Fuel and Hazardous Materials Storage Fire Safety Agreement

You must fill out a fire safety agreement for each type of fire classification identified in your art questionnaire.

Since you have indicated that you will be using combustible fuels in your artwork, you must read and agree to the following Fuel and Hazardous Materials Storage before continuing on to your Fire Questionnaire.

Please make sure you completely read and understand the following information before proceeding! Your questionnaire is NOT complete until you accept any and all Fire Safety related Agreements.

Fire Safety Agreement: Fuel and Hazardous Materials Storage

All participants using combustible fuels in an art installation (or for other purposes) at Burning Man must educate themselves about and comply with appropriate practices for storing and handling these materials.

General Fuel Storage Requirements

Separation and Emergency Egress

A minimum distance of 10' must be maintained between any stored fuels (liquid fuels and compressed or liquefied fuel gases) and combustible materials and 25' from any tents, equipment, public areas, RVs and all camp structures. A fire lane of 20' shall be kept free of obstructions to provide emergency access for fire vehicles if needed. No fuel storage area shall be closer than 100' from another fuel storage area.

Vehicle Protection

All fuel storage areas must be protected from vehicle collision. A safety area of 10' around the stored fuel should be marked as off limits using caution tape or other equivalent measures.

Storage Area Safety and Security

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All fuel and flammables must be stored in approved containers which must remain closed except when filling or dispensing.

Tanks and barrels should be secured to prevent tampering.

Proper signage of "NO SMOKING - FLAMMABLE" shall be visible from all four directions.

At least one handheld portable extinguisher with a 40-B rating is required for any fuel storage area per 55 gallons of fuel capacity. Extinguishers rated as ABC, AB, or BC will have a separate value for the B rating, which indicates the square footage of a class-B fire that a non-expert user should be able to extinguish with it.

Example: [First Alert 5 Lb. 3-A:40-B:C Heavy Duty Plus Fire Extinguisher](#)

The fire extinguisher must be placed 8' – 10' from the fuel storage area and be easily visible.

Liquid Fuels

Quantity Limit

No more than 110 gallons or two 55-gallon drums may be stored in a camp at one time. Note: Nevada law prohibits transportation of more than 110 gallons of fuel in any vehicle without proper permitting, signage and required insurance. Arrangements can be made to have fuel delivered daily to larger generators or in drums through the PETROL Department. Those providing transport of fuel should read these fuel delivery and transport guidelines.

Containers

Fuel must be in stored in appropriate containers, which include 55-gallon fuel drums and approved 5-gallon or smaller containers.

Fuel containers shall not be overfilled. Most fuel containers are designed to be filled to 80% in order to allow expansion caused by temperature change.

Fuel containers must remain closed except when filling or dispensing fuel. Proper seal must be ensured on all lids, caps, bungs, or valves to prevent spills or leaks. All containers shall be secured to prevent tampering.

Fuel must not be stored in close proximity to any sources of artificially-produced heat which could cause the fuel to ignite, and must never be stored inside or under a living area such as a camper or RV.

Fuel Container information can be found [here](#).

Secondary Containment

A secondary containment device or structure capable of holding 110% of the total fuel storage capacity is required.

Collections of small tanks or containers, in total quantities exceeding 20 gallons, also need secondary containment.

A secondary containment device or structure capable of holding 110% of the largest single container in the device is required. For example, a single containment device holding two 55-gallon drums need a capacity of at least 60.5 gallons.

Secondary containment measures must comply with the following:

- a) The secondary containment system must be free of cracks or gaps and constructed of materials impermeable to the fuel(s) being stored.
- b) The secondary containment system must be designed to allow the removal of any liquids captured resulting from leaks, spills or precipitation.

Example: [Eagle 1620 Spill Containment Pallet](#)

Handling and Transfer

When filling or dispensing flammable or combustible liquids, open flames or other ignition sources must be kept at least 50 feet away.

No gravity-fed tanks are allowed as fittings can break and cause large-scale spills. Electric pumps are preferable.

Note: Use proper electrical connections to reduce chances of spark and ignition. All electric pumps must be UL-rated with proper ground bonding.

Example: [Fill-Rite Fuel Transfer Pump](#)

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Hand pumps are not recommended as fuel can leak out due to gravity. Always keep hose nozzles above the level of the tank when not in use. Fuel containers are only to be opened when dispensing or receiving fuel.

Fuel spills are most likely to occur at the point of transfer. Take precautions to protect the playa surface by transferring fuel over a secondary containment or absorbent material. Burning Man recommends the use of a spill mat or appropriate tarp laid underneath the fuel-dispensing point when fueling vehicles or performing other transfers, to prevent any spills or overfills from contacting the playa surface.

Example: [Oil/Fuel Spill Mat](#)

Spill Control and Response

Preventing spills on the surface of the Black Rock Desert is essential to our continued use of this resource for our Event. It is also important to be good stewards of public lands and to leave no trace. The playa surface itself adds to the challenge because of its absorbent nature. Spill response and containment control materials should be kept on hand to quickly deal with any spill. Basic fuel spill kits should include a shovel and a sealable container for storage until disposal. Spill control measures shall be proportional to amounts of fuel stored.

Example: [XSORB Spill Kit](#)

Fuel spills of more than 1 gallon should be reported to Black Rock Rangers or Emergency Services. Reports should include specific location and contact person at that location.

Fire Suppression Notes

A flammable liquid fire (including petroleum and other products) burns at the surface of the material, as it is vaporized by the fire or ambient heat. Do not use water on a liquid fuel fire. Applying water merely spreads the flaming liquid over a wider area, where it vaporizes more rapidly, intensifying the fire.

The best way to put out such a fire is to cut off its air supply or interrupt its chemical chain reaction. The smothering agents commonly used for petroleum fires are carbon dioxide (CO₂) and dry chemical powder extinguishers. Both are effective for flammable liquids, but dry chemical is better for outdoor use because it's not subject to wind, has a longer range and can extinguish pressurized leaks of gas and liquid.

Safety Reminders

- Store fuel away from any running generator.
- Do not fill the tank on a generator that is running.
- When transferring fuel, use a pump. Never try to start a siphon using your mouth. A mouthful of gas or diesel could be fatal to you. For health reasons, wash hands after fueling.
- Keep all equipment used for petroleum storage and handling in good condition. Watch for leaks, deterioration, or damage.
- If fuel is spilled on your clothing, move away from any ignition source, and allow the clothing to dry. Use waterless soap for hands. If fuel should splash in eyes, use clean water to flush.
- Be aware of static electricity that can build up on you and/or a container. Any spark can ignite gasoline vapors. Always fill containers on the ground, not in vehicles.
- Always use a bonding strap when transferring flammables and combustibles between containers.

Compressed and Liquefied Fuel Gases

Conditions and Limitations

- LP-Gas tanks and cylinders of 101 gallons or more are not permitted within the camping area, except when installed as part of a Mutant Vehicle Flame Effect's fuel system.
- The Emergency Services Department (ESD) must be notified of the presence on the playa and locations of acetylene cylinders of any size.
- Acetylene cylinders must be stored away from oxygen cylinders with a minimum separation of 20' or more, unless plumbed or in use on a cutting cart.

Cylinder Storage and Care

- All gas cylinders of any size must be stored in an upright position and secured to prevent tipping and potentially becoming an unguided projectile.
- All cylinder valve protection caps are to remain on the cylinder valve assemblies unless in use with plumbing or regulator set.

This information will help the Emergency Services Department plan for emergencies.

I Have Read and Understand The Above Information on Fuel and Hazardous Materials Storage and Accept Its Conditions*

If you do not agree to the above information, your application will not be accepted for Art Installation registration.

Yes

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Fire Safety Questionnaire (page 1 of 2)

Please fill out the following Fire Safety Questionnaire to complete the process.

Contact Info

We understand that you may not know the answer to some of these questions, especially when it comes to safety. The Fire Art Safety Team will work with you. Simply write that you need help with the questions.

Fire Safety Liaison - First Name Last Name*

Please give the name of the person who is assuming responsibility for the safety of this artwork. This person will now be known as the Fire Safety Liaison for the project.

Fire Safety Liaison - Phone Number*

Please provide a phone number at which the Fire Safety Liaison can be reached.

Please enter digits only, no parentheses or hyphens. For example: 2223334444

Fire Safety Liaison - Email*

Please provide an email address for the Fire Safety Liaison.

Fire Safety Assistants

Please provide the names of any Fire Safety Assistants. Enter only one name (first and last name) per text box. All assistants must be 21 years of age or older and trained in fire safety and suppression.

Assistant 1: _____

Assistant 2: _____

Assistant 3: _____

Assistant 4: _____

Assistant 5: _____

Scenario

Scenario*

In the space provided below please give a complete, detailed description of how your art installation incorporates and uses fire. Please be as clear and concise as possible, while also being as detailed and technical as necessary, to fully convey how your project works and what goes into making it work that way.

- OPEN FIRE – How you will prepare and burn your art installation, and any other elements (such as performance) you will incorporate into your burn. Include details about your burn shield, extra fuel loads, accelerants and their application, ignition, and your contingency plans as outlined in the Fire Safety Agreement for Open Fire.
- FLAME EFFECTS – How your device operates, what fuel(s) it uses, how the fuel is stored, the components it incorporates (including regulators and the pressures you intend to set them to) the pilot light or ignition system, and any other details you may have as outlined in the Fire Safety Agreement for Flame Effects.
- PYROTECHNICS - What kinds of pyrotechnics you will use, and how they will be prepared, placed and fired, as well as any other elements you plan to include in your show.

If you have not completed the design or construction of your project, just be as accurate and complete as you can. If we need further details or clarifications we will contact you.

Diagram/Schematics

For the Fire Art Safety Team to understand your safety arrangements, please create diagrams or schematics to complement to the description of your project. These diagrams/schematics are a critical part of your application and must be submitted before your application will be considered complete.

A. INSTALLATION/PERFORMANCE AREA LAYOUT Prepare a diagram showing the following locations and details within the art installation/performance area:

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FOR ALL PROJECTS:

- Perimeter Safety Zones: Show where the artwork stands in relationship to participants/audience/performers, indicating distances; note on the diagram how safe distances were determined.
- Fire extinguisher locations
- Location of first aid kit with burn supplies

If your project involves OPEN FIRE, please also include:

- Illumination: how the installation (including generators or other outlying features) will be illuminated at night
- For LEVEL ONE OPEN FIRE:
 - All relevant burn circle zones and their dimensions
 - Additional perimeter details (e.g., safety corridors, rally point, etc.)
 - Any other important physical features or locations

If your project involves FLAME EFFECTS, please also include:

- Fuel Location and Supply: Location of artwork in relationship to fuel tanks, showing fuel lines and containers in relationship to flame source
- Vehicle Protection: How the fuel container(s) will be shielded from vehicle traffic
- Illumination: How the installation, including fuel containers, controls, generators, etc., will be illuminated at night

If your project involves PYROTECHNICS, please also include:

- Pyrotechnics setup, identifying types and quantities of products at each location, trajectories and fallout zones (indicate distances and dimensions)
- Pyrotechnics preparation/assembly area
- Fire control station

B. BASE CAMP LAYOUT

Prepare a diagram showing the following locations and details within the camp where your project is based:

FOR ALL PROJECTS:

- Storage location(s) for flammable liquids, fuel gases or other hazardous/flammable materials.
- Storage location(s) for empty containers, if different from above.
- Safety perimeters and barriers, and distances to public areas and habitations.
- 20' (6m) wide fire lane from street to storage location(s).
- Fire extinguisher locations.

If your project involves PYROTECHNICS in any way, please also include:

- Storage location for pyrotechnics magazines ("day boxes"), with minimum 50' (15m) surrounding zone free of open flame, spark-producing equipment, smoking or storage of combustible materials.
- Point of assembly of pyrotechnic devices, if any assembly activities take place in the camp. No open flame, spark-producing equipment, smoking or combustible materials storage within 100' (30m) of any such assembly area.

C. BURN SHIELD PLATFORM

If your project involves OPEN FIRE LEVEL ONE and you will not be using Decomposed Granite for your burn shield, please provide a dimensioned drawing of your proposed platform, showing enough detail to convince FAST that it will in fact provide adequate burn scar protection, and that it will be large enough to capture all pieces of the artwork as they fall.

D. FLAME EFFECT DETAILS

If your project involves FLAME EFFECTS, please include one or more drawings showing all plumbing, electrical, pneumatic or other technical details.

Please submit all diagrams in one of the following ways:

- Email files to us at the addresses listed below
- Give us the URL of a website where we can find the diagrams
- Upload files directly into this form

Email:

Flame Effects: flame-effects@burningman.org

Open Fire: fire-art@burningman.org

Pyrotechnics: pyro@burningman.org

Diagram website

DO NOT USE THIS PDF TO SUBMIT YOUR APPLICATION!

You must return to <http://profiles.burningman.org/participate/brc> and submit electronically. Your project will not be considered for pre-playa registration if you attempt submission using this PDF format.

Please provide a URL that directly links to the diagrams if possible.

Please include <http://> and enter the URL with all lower case letters.

Fire Safety Diagram/Schematics File Upload

If you have completed fire safety documentation, you may upload those files here.

PDF files preferred, but you may use any of the file types listed below.

Image Requirements

- Maximum file size: 10MB
- Accepted file types: .pdf .jpg .gif .jpeg .png
- Filename must not have spaces.
- The file extension (i.e., .jpg) must be included.
- You must use a computer (not a phone or tablet) to upload your images.
- You must have JavaScript enabled. If you need help with that, see: <http://www.enable-javascript.com>.

Safety and Emergency Response Plans

Safety Plan*

Please provide the safety plan for installation, no matter which flame classification(s) your artwork will utilize. This plan should describe all the measures that your crew will employ to ensure that your project will be safe for participants, performers, and crew, both during and after construction, and during any burn and subsequent clean-up. At a minimum, it should cover:

- Types, sizes and placement of fire extinguishers or other fire suppression means that will be kept on hand
 - Location and contents of first aid kit(s)
 - List of Safety Data Sheets to be kept with the installation
 - Safety training your crew members have
 - Safety-specific crew roles and responsibilities
 - Safety procedures and protocols
 - Safety features, if any, built into the project
 - Safety perimeters and how they are enforced
-

Emergency Response Plan*

No matter how comprehensive your Safety Plan, bad things can still happen. Your Emergency Response Plan should list all the ways things may go wrong and expose your crew or other participants to injury, and how your crew will respond when they do. At a minimum, it should cover:

- Emergency shut-off/shut-down procedures
 - Evacuation procedures
 - Response to gaseous fuel leaks
 - Response to liquid fuel spills
 - Response to unplanned fires
 - Response to damage (or incipient damage) caused by wind, vehicle collision, or other physical forces
 - Response to injury sustained by crew, performer, or participant
-

Leave No Trace

Burn Scar Protection Plan / Burn Shield*

Please describe how your project will protect the playa from burn scarring (baking and discoloration), no matter which flame classification(s) your artwork will utilize.

Leave No Trace*

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Please explain IN DETAIL your Leave No Trace/Burn Clean-up Plan. How will you ensure that your artwork will not result in litter? How will you [protect the playa from damage](#)? Explain how you will clean up after your project and the participants it attracts, tear down your installation at the end of the event, and restore the playa to the condition it was in when you first arrived.

Open Fire Level One

To the best of your ability, please answer the following questions about your large sculpture burn. Use fire-art@burningman.org for all correspondence regarding this section of the form.

Open Fire Fuel Types*

Please click all the fuel types you will use to burn your project. You can enter an amount for each in the next question.

- | | | |
|-----------------------------------|--|-----------------------------------|
| <input type="checkbox"/> Diesel | <input type="checkbox"/> Kerosene | <input type="checkbox"/> Methanol |
| <input type="checkbox"/> Gasoline | <input type="checkbox"/> Liquid Paraffin | <input type="checkbox"/> Other |

Open Fire Fuel Amounts*

- Gallons of Diesel*: _____
Gallons of Gasoline*: _____
Gallons of Kerosene*: _____
Gallons of Liquid Paraffin*: _____
Gallons of Methanol*: _____
Gallons or Cubic Feet of Other Fuel*: _____

Dry Fuel

Please list any dry fuels you may be using to burn your project (e.g. wax, presto logs), along with their amounts.

Decomposed Granite Amount

If you are using Decomposed Granite (DG) for your burn shield, please use [these calculations](#) to estimate the amount of DG you will need and enter your estimate here.

Please enter the amount in cubic yards and round up to the nearest whole yard.

Additional Wood

How many cubic feet of additional wood, if any, do you intend to load into your artwork before burning it? (Note: one cord = 128 cubic feet)

Flame Effects Fuels

Please list the fuels your flame effects use and the amount of that fuel you estimate your Flame Effects to consume per 24 hours of operation.

Use flame-effects@burningman.org for all correspondence regarding this section of the form.

Flame Effect Fuel Types*

Please click all the fuel types you will use for your Flame Effects. You can enter an amount for each in the next question.

- | | | |
|----------------------------------|-----------------------------------|---|
| <input type="checkbox"/> Propane | <input type="checkbox"/> Methanol | <input type="checkbox"/> Compressed Natural Gas (CNG) |
| <input type="checkbox"/> Gas | <input type="checkbox"/> Kerosene | <input type="checkbox"/> Hydrogen |
| <input type="checkbox"/> Diesel | <input type="checkbox"/> Naphtha | <input type="checkbox"/> Other |

Flame Effect Fuel Amounts*

- Gallons of Propane per day*: _____
Gallons of Gasoline per day*: _____
Gallons of Diesel per day*: _____

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Gallons of Methanol per day*: _____
Gallons of Kerosene per day*: _____
Gallons of Naphtha per day*: _____
Cubic Feet of Compressed Natural Gas (CNG) per day*: _____
Cubic Feet of Hydrogen per day*: _____
Gallons of Other per day*: _____

Pyrotechnics

Please list all pyrotechnic special effects material being used. Be prepared to supply Material Data Sheets (MSDS's) for hazardous chemicals used. Use pyro@burningman.org for all correspondence regarding this section of the form.

Pyrotechnic Supplies*

Type of pyrotechnic supplies. Please include the names of the firework items that you will be using (e.g. Black Cat firecrackers, Masters of Orion cakes, etc.).

Please list one item per line, and the quantity of each item.

Name and Quantity of Firework: _____

Pyrotechnic Special Effects Materials

Please list all pyrotechnic special effects materials that you will be using (e.g. rubber cement, smoke cloth, etc.).

Please list one item per box, and the quantity of each item.

Type and Quantity of Material: _____

Pyrotechnics Operator- First Name Last Name*

If you will be using pyrotechnics, please provide the name of the primary pyrotechnics operator.

Qualifications of Pyrotechnics Operator*

If you will be using pyrotechnics, please describe the qualifications of the primary pyrotechnics operator.

Fire Questionnaire 2 of 2: Fuel and Storage

Fuel and Storage

If you will be [storing more than 20 gallons](#) of flammable or combustible liquids or flammable gasses, please list the type and quantity for each:

Types of Fuel Being Stored*

Please click all the fuel types you will be storing. You can enter an amount for each in the next question.

- | | | |
|------------------------------------|-----------------------------------|----------------------------------|
| <input type="checkbox"/> Biodiesel | <input type="checkbox"/> Gasoline | <input type="checkbox"/> Naphtha |
| <input type="checkbox"/> Diesel | <input type="checkbox"/> Kerosene | <input type="checkbox"/> Propane |
| <input type="checkbox"/> Ethanol | <input type="checkbox"/> Methanol | <input type="checkbox"/> Other |

Stored Fuel Amounts*

Gallons of Biodiesel being stored*: _____
Gallons of Diesel being stored*: _____
Gallons of Ethanol being stored*: _____
Gallons of Gasoline being stored*: _____
Gallons of Kerosene being stored*: _____
Gallons of Methanol being stored*: _____
Gallons of Naphtha being stored*: _____
Gallons of Propane being stored*: _____
Gallons of Other being stored*: _____

PETROL Department: BRC Fuel Safety Program

One of the ways you can help us protect the playa is by storing as little fuel as possible in your camp. Each point of transfer is a risk of

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spill, fire, or worse. It is preferable to have generators filled daily by the PETROL team rather than storing fuel in your camp and filling equipment yourself.

There are two ways to participate in the BRC Fuel Safety Program – by delivery to your art project, or by picking up fuel at Hell Station, which is located at 10:00 & L.

Dyed diesel is available for delivery to camps with large, diesel-powered generators that will take 20 gallons or more per delivery. If you have a small generator, or one that runs on gasoline, you can fill up your CARB- and EPA-certified fuel containers at the Hell Station and transport them back to your camp.

Important: driving on playa is not allowed and is enforced. Use a handcart, trolley or make friends with your neighborhood mutant vehicle to pick up fuel at Hell Station.

Artists who choose to participate in the BRC Fuel Program may register [here](#).

BRC Honoraria grant recipients are automatically registered for the fuel program. Projected fuel needs will be handled in collaboration with Art Support Services (ASS) in May.

Theme camps and mutant vehicles may indicate interest for fuel through their respective applications.

Would you like to register for the BRC Fuel Program?*

If you answer yes, the Petrol Department will contact you by email (at the email address in your Burner Profile) with information on the program.

Yes

No

Thank You!

Thanks for submitting your questionnaire! You should receive an email with the answers you provided.

Once we review your questionnaire, a Project Manager from the Art Department will contact you to talk about your project.

We are looking forward to your creativity on the playa this year!