

# Mystic Realms Fire Permit

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## **Fire Scheduling**

All fires must be approved by both Mystic Realms President and the producer or of the specific event in which the fires are to be held. Fires create an unsafe combat area, and must be cleared so that the fire does not occur in an area where combat will occur as part of the weekend's planned plot. The specific plot/storyline for a weekend takes precedence over a campfire, and permission for a fire can be denied without explanation for that reason. Because producers and management are often busy during events, campfire clearance should occur prior to an event, so those seeking permission can fill out the form and present it to be signed before the event begins.

## **Fire Safety Rules**

Campfires are to occur only in the places and times specified on this form.

Fires can only be built in established fire rings

Prior to building the fire:

- Brush, leaves and debris must be cleared from within 6 feet of the fire ring.
- A means to extinguish the fire (at least a one gallon bucket of water) must be readied near the fire

## **Fire Building**

Wood must be either be foraged for or brought into the camp by those tending the fire. The stacks of wood around the camp were collected by the scouts for scout use only.

The fire should be built so the flames rise no high than 2 ft above the ground.

No substance that may either explode or flare uncontrollably may be incorporated in the campfire structure

## **Fire Starting**

Only solid fuels can be used to start campfires.

- Solid fuels can include: fire starting logs, paper, barbeque briquettes that have been pre soaked in fluid (a.k.a. match-lite coals)
- Exceptions to the solid fuel rules:
  - Lighter fluid can be used with charcoal briquettes provided that it is (1) For use only in a barbeque grill and for use as barbeque (2) Used only by individual 18 or older
  - Propane gas based stoves can be used provided that they are operated by an individual 18 or older
  - Lighters may be used provided they are used for ignition only. They are not to be placed inside a fire or fire structure

## **Fire Supervision and maintenance**

The fire is the responsibility of and must be supervised at all times by one of the undersigned. Should the fire be left unattended, all those listed on the form will be held responsible despite who was actually watching the fire at the time. A failure to supervise a fire can result in suspension or removal from Mystic Realms. Non-flammable, explosive, flaring, or toxic items should not be added to the fire as it is going.

Paper, leaves, grass, or other substances should not be thrown on an already lit fire, as they can float out of the fire while still burning. Should it be necessary to add such items to a fire, they must be placed beneath a log.

Should combat enter the campfire area, or should anything else happen to make the campfire area unsafe, the fire must be extinguished immediately by water stored nearby.

There should be no horseplay around, over, or through the fire

## **Fire extinguishing**

The fire must be put out completely with water, and the coals, water and soil should be mixed

The fire is considered extinguished when there is no smoke, steam, or visible coals, and the soil, wood and everything else in the fire pit is cool to the touch.

The campfire area must be checked for any coals or sparks that may have fallen or floated out of the ring.

## **Individuals Responsible for the Campfire (3 max)**

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**Location of Fire**

**Time (s)**

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**Approved By:**

**Event Producer** \_\_\_\_\_

**President** \_\_\_\_\_