



Fire Installation Guidelines

You **MUST** pre-register your Theme Camp, Mutant Vehicle or Art Installation flame effects with the Fire Tribe (fire@blazingswan.com.au)

Although we have plenty of open space at Jilakin Rock City, there is also plenty of dry grass and bushland that is highly flammable at the end of summer and we need to balance our desire to burn with public safety.

Fire is permitted within Jilakin Rock City but it is strictly controlled by the Fire Tribe and the Fire & Rescue Service, in order prevent potential bushfires.

Prohibited Fires

The following types of fires are completely prohibited within Jilakin Rock City:

- Ground Fires
- Burn Pits
- Camp Fires
- Personal Burn Barrels

If the above fires are found within Jilakin Rock City, they will be immediately extinguished and then those that lit them may be ejected from the event.

Restricted Fires

The following types of fires are permitted but restricted within Jilakin Rock City:

- **Fire Twirling**
 - This is only permitted within the Fire Space and Fire Conclave.
- **Fire or Flame Effects in Theme Camps**
 - These include tiki torches and require a Burn Permit and must adhere to the set guidelines.
- **Flame Effects on Mutant Vehicles**
 - These require a Burn Permit along with the Mutant Vehicle License required by all Mutant Vehicles.
- **Burning Art**
 - These require a Burn Permit and must adhere to set guidelines.

Community Fires

The following types of fires will be created and managed by the Fire Tribe, for community use, throughout the event:

- **Community Burn Cauldrons**
- **Fire Space**
- **Fire Celebrations** - First Fire and Fire Conclave
- **City Lamps**



Fire or Flame Effects in Theme Camps



If you plan to have any fire or flame effects in your Theme Camp you MUST contact the Fire Tribe to discuss your plans by the 1st of April, 2014. The Fire Tribe requires sufficient time to assess the dangers associated with your fire/flame effect and recommend the necessary safety precautions required by your camp in order to run the effect. You will need sufficient time to potentially modify your effect to make it safe.

Flame effects that have not been assessed as safe and issued a Burn Permit will not be allowed to operate at Jilakin Rock City.

Burn Permit - Flame Effects in Theme Camps

In order to have your fire/flame effect in your theme camp you must:

1. Pre-register your fire/flame effect with the Fire Tribe by emailing a description, diagrams or photos and a safety plan to [fire\(at\)blazingswan\(dot\)com\(dot\)au](mailto:fire(at)blazingswan(dot)com(dot)au)
2. Incorporate any recommended modifications or safety measures from the Fire Tribe into your flame effect and safety plan.
3. Have the final incarnation of your effect assessed for compliance on site before use. This means you will need to set it up, test it and then have a member of the Fire Tribe approve it before a Burn Permit is issued.
4. The Burn Permit is to be retained by your camps designated Flame Effect Operator whom must be present whenever the effect is in use.

Guidelines - Flame Effects in Theme Camps

1. Art installations which are intended to burn cannot be located within a Theme Camp. You must contact the Art Team- [art\(at\)blazingswan\(dot\)com\(dot\)au](mailto:art(at)blazingswan(dot)com(dot)au) - to have your art installation placed in a part of the city where it will be safe to burn. Art installations that will burn are also required to have a Burn Shield Platform. Please read the **Burning Art** section below.
2. Flame effects shall be secured and constructed at a height so as not to burn the surface of the ground.
3. If winds pick up, all flame effects must be put out.
4. Flame effects above 3m tall shall be secured from the wind and the safety perimeter increased appropriately.
5. Flame effects must be extinguished at the request of any Ranger or Emergency Services personnel.
6. If found unattended while lit, flame effects may be extinguished and/or confiscated if there is sufficient hazard.
7. A 6m zone around the flame effect must be free of any flammable materials, such as but not limited to: cloth, paper, tents, plastic, etc.
8. An appropriate safe perimeter will be maintained at all times to prevent injury to participants.
9. No flame effect shall be left unattended. At least one camp member will be designated fire effect operator and be within visual distance at all times.



Flame Effects on Mutant Vehicles

If you intend for your vehicle to have any sort of fire or flame effect as part of the design of the vehicle, you must obtain a Burn Permit from the Fire Tribe, as well as a Mutant Vehicle License from the Department of Mutant Transport. The best way to achieve this is with the following steps:

1. Contact the DMT to pre-register your vehicle. The full information on this can be found [here](#). You must contact them by the 1st of April, 2014 for your vehicle to be considered for Blazing Swan.
2. Contact the Fire Tribe to discuss the plans for your Mutant Vehicle flame effect. You must contact them by the 1st of April, 2014 for your flame effect to be considered for Blazing Swan. You will be asked to supply a



written description and photos (if possible) along with a safety plan for your flame effect - [fire\(at\)blazingswan\(dot\)com\(dot\)au](mailto:fire(at)blazingswan(dot)com(dot)au)

3. The Fire Tribe will review your proposal and notify you if any changes need to be made in order for your flame effect to be safe to use.
4. Come to Blazing Swan with your Mutant Vehicle pre-approval letter and your Fire Tribe pre-approval letter.
5. When you are ready to start driving your Mutant Vehicle at Jilakin Rock City, make the DMT your very first stop. Once at the DMT, the DMT staff will consider if your vehicle meets the MV License Criteria. Here your flame effect will also be assessed if it is safe to use.

If your vehicle meets the MV License Criteria you will then be issued a Mutant Vehicle License which you must have on you whenever you are operating the Mutant Vehicle within Jilakin Rock City.

If your vehicle's flame effect is assessed as safe to use, you will also be issued a Burn Permit which must remain with the vehicle for the duration of the event.

Please read the Mutant Vehicles page on our website for full information on Mutant Vehicles as well as Licensing and Criteria. Also, read the vehicle guidelines and driving protocols within Jilakin Rock City.



Burning Art

There are special requirements if your artwork incorporates **FIRE** in any of the following ways:

- **Open Fire:** flames created by any means and/or artwork that will itself be engulfed in flame or otherwise burned.
- **Flame Effects:** flames that are automated, switched, pressurised or have any action other than simply being lit on fire. This includes projects that use gas or liquid fuels.
- **Pyrotechnic Display:** explosives, fireworks or projectiles.
- **Hazardous Materials Storage:** Storage of hazardous or combustible materials, including kerosene, gas, petrol, pyrotechnics, etc.

If your artwork incorporates fire in any of those ways, it is mandatory that you obtain a Burn Permit from the Fire Tribe - [fire\(at\)blazingswan\(dot\)com\(dot\)au](mailto:fire(at)blazingswan(dot)com(dot)au)

Burn Permit - Burning Art

In order to have any form of fire on your art installation, or if you wish to burn it during Blazing Swan:

- Pre-register your fire plans with the Fire Tribe by emailing a description, diagrams or photos and a safety plan to [fire\(at\)blazingswan\(dot\)com\(dot\)au](mailto:fire(at)blazingswan(dot)com(dot)au).
- Incorporate any recommended modifications or safety measures from the Fire Tribe into your design and safety plan.
- Have the final incarnation of your burning art assessed for compliance on site. This means you will need to set it up, test it (if possible) and then have a member of the Fire Tribe approve it before a Burn Permit is issued.
- The Burn Permit is to be retained by the artist, whom must be present whenever the fire is in effect, or the installation is burned.





Community Burn Cauldrons

Community Burn Cauldrons will be placed in strategic locations around Jilakin Rock City. Open fires may only be lit in the Burn Cauldrons. The burning of toxic and/or synthetic materials such as couches, stuffed furniture, rugs, PVC, etc. is prohibited by law; you are responsible for taking these things home. Burn only clean untreated wood, cardboard or paper and nothing over-sized that will spill ash or burning debris onto the ground. Don't overload the Community Burn Cauldrons. Have tools on hand to break down and cut up larger pieces of wood, or take them home to reuse for your structure next year.



Fire Space

The Fire Space is the official fire dancing space at Blazing Swan. Each evening the fire dancers of Jilakin Rock City will converge upon this space for an evening of fiery fun!

If you wish to light up and have a burn, please do so within the Fire Space. Fire dancing in any other part of the city is restricted to official Fire Tribe celebrations only.

To learn more about the Fire Space and the Fire Tribe, visit the Fire Tribe page on our website (www.blazingswan.com.au).



Fire Celebrations

There will be two key Fire Celebrations at Jilakin Rock City - First Fire ceremony and the Fire Conclave.

First Fire

Before day turns into night the First Fire will be ceremoniously lit to signal the beginning of fire activities at Blazing Swan. From this fire, all the other fires in our city will be lit.

Fire Conclave

The Fire Conclave is a gathering of fire dancers that encircle the effigy with a ring of fire before it is released in pyrotechnic delight.

If you would like to learn more about these celebrations or find out how you can participate, please visit the Fire Tribe page on our website (www.blazingswan.com.au).



City Lamps

Every day of the event, as the sun sets, the Lamplighters will set out to light the streets of Jilakin Rock City. They will parade along the main pedestrian ways of JRC every night hanging kerosene lanterns.

If you would like to volunteer to be a lamplighter, please come to the Fire Tribe geodome at 5pm on Thursday, Friday, Saturday or Sunday. Here you will receive your instructions before departing to light the city.