

Adopted by vote of the Board, April 2006 as a working document.

### PROPOSED FIRE-PLAY GUIDELINES FOR CMA

*Written here are the first-draft, suggested guidelines for fire-play within the bounds of CMA events. Once finalized, they will be delivered to CMA to be made available to general membership, and individual copies will be distributed to guardians for informative and safety-regulating purposes. General guidelines and definitions will be discussed first; stage-specific guidelines will be covered in another handout; specifics for guardians, officials, and us will be covered separately, as well, to help prevent injury from solitary experimentation.*

These definitions and guidelines are provided by CMA, in cooperation with the Fire Steward/Society and the guardians, in order to standardize operation and safety of fire-play at CMA events.

#### DEFINITIONS: *to be alphabetized*

- § Audience: Person/persons watching the fire manipulation and not involved in the display.
- § CMA: Council for Magickal Arts; refers to the collective of the membership.
- § Flame manipulation device: device to which wicking is attached or flame to be lit is poured into in order to safely manipulate flame.
- § Fire-play: Any action involving flame manipulation outside of standard campfire, stove, candle, incense, or lantern use. Includes, but not limited to, chains, staff, baton, eating, blowing, trailing, and fans; may also include candle/votive performance. Does not include pyrotechnics or CMA-authorized tiki torches or lantern balls.
- § Fuel: Combustible liquid used to fuel flame.
- § Fuel depot: Area in which fuel is stored for ready access of device-application.
- § Fuel dump: Area in which fuel is stored when not actively being used.
- § Guardians: Members of CMA at festival who have volunteered for the position; duties include overall safety and accident-prevention.
- § MSDS: Material Safety Data Sheet.
- § Performance area/spin zone: physical location of active fire manipulation
- § Pyrotechnics: a broad family of devices of varying sophistication utilizing explosive, propellant, and/or pyrotechnic compositions (e.g. gunpowder) to accomplish initiation, release, severance, fracture, jettison, valving, switching, time delay, actuation, explosive light display, etc.; for example bottle rockets, fireworks.
- § Safety: Person/persons who is/are not the spinner and is actively engaged in safety and accident-prevention.
- § Spinner: Person actively engaging in fire manipulation; includes recipients of consensual pairs dragging (when one person causes deliberate contact of flaming fuel to another person's person).
- § Spinning: The act of manipulating flame
- § Spin-off zone: area where equipment is rid of excess fuel
- § Wicking: Woven or twisted material used to hold fuel for flame manipulation.

#### FIRE-PLAY GUIDELINES:

##### GENERAL GUIDELINES:

- § Any person engaging in fire play must stop active flame manipulation when requested to do so by an active guardian or appropriate CMA official; local fire Marshall, fire coordinators, guardians, CMA officials, and any local authority with jurisdiction has the power to override, stop, alter, or cancel fire-play at any time and will be allowed access to all areas involved in fire-play (e.g. performance area, fuel dump, fuel depot, safety station).
- § Pyrotechnics may only be handled by licensed operators with prior permission of CMA board, festival organizers, and knowledge of the guardians.
- § Any person engaging in fire-play, as well as their safety, must have basic first aid and burn treatment knowledge.

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§ Open flame &/or fuel must never enter the audience area.

#### SPINNER GUIDELINES:

- § Spinner is responsible for his/her actions, including accidents.
- § Fire-blowing and eating should be done only w/ approved liquids (liquids will be known to the appropriate CMA organizers)
- § Fire-blowing and eating should only be done in calm winds and performer must know current wind direction.
- § Performers engaging in fire-blowing or eating must have a rudimentary knowledge of the dangers of that art in specific.
- § Performers engaging in fire-blowing or eating must have a cloth on their person for wiping up or off excess fuel.
- § Spinners may only use approved liquid fuels for fire-play.
- § Any spinner must be able to demonstrate competence in equipment use to guardians or appropriate CMA organizer in order to engage in fire play. They should also be able to demonstrate at least a rudimentary knowledge of the fuels they are using.
- § Spinners should not be under the influence of mind or reaction-altering substances.
- § Spinners should be aware of the fiber of their clothing and the fact that non-natural fibers melt to the skin.
- § Spinner should be aware of their surroundings, including people, fuel, foot traffic, and safety equipment.
- § Spinner should assume they are going to manipulate the flame for the duration of the burn.

#### SPIN AREA GUIDELINES:

- § Spinner and any lit devices should have a cleared area of at least a 15-foot radius; the area should be cleared of brush, dry grass, and other combustibles; the area should also be free of overhang. Area border should be visibly marked; e.g. flags, cones, rocks, sticks, buckets.
- § Audience may not enter the performance area.

#### SAFETY GUIDELINES:

- § Safety equipment should be no more than ten feet from the performance perimeter with no physical blockade between the equipment and the spinner.
  - § Safety equipment should consist of no less than: one ABC fire extinguisher (no less than type IIA/BC), 3 gallons of safety water (in a 5lb bucket) per two active spinners, one first aid bucket of clean water (at least 3 gallons), one or more wetted (bath-size) towels per active spinner (two is better), one sober safety person per spinner, basic first aid kit
  - § No less than one (1) safety person should be present for each active (on-fire) spinner. Safety should be sober and their attention should be squared solely on the spinner and the flame.
  - § Safety must not be seated and must have the safety water at their side and a wetted towel in their hand while active flame is in occurrence.
  - § Safeties should keep in mind the performer, the performance area, the audience, their surroundings, and the ambient weather conditions. Safeties must be comfortable in informing the spinner if they are not comfortable with the prevalent conditions.
  - § Safety should react in less than three seconds if spinner is tangled, immediately if sparks or flaming wick exits the spin area. Safety should put out people first and objects second by wrapping the flaming bit in wet towel; the flame is extinguished by a mix of water and oxygen suffocation. If flame is still large, once wrapped pat the flamed area; if still flaming bucket of water should be emptied on the flaming area/object; if still flaming use a fire extinguisher.
- EXCEPTION: a flaming pool of fuel should be extinguished with an ABC extinguisher (water will just spread the flame).

- § If a person is exposed to ABC fire extinguisher (i.e. they are sprayed w/ it to put flame on their person out), first check the burn damage; if it is major (large area, flesh exposed or crispy, on a sensitive part of the body) the person should seek medical attention immediately. If it is minor, then they should wash the residue off with mild soap and running water as soon as possible; if eyes are irritated wash them with eyewash or clean water for 15minutes; if inhaled or ingested monitor for adverse reactions, do not induce vomiting; treat symptomatically.

#### FUEL GUIDELINES:

- § Approved fuels are: white gas/naphtha/camp fuel; denatured alcohol; lamp oil/purified kerosene/liquid paraffin; and rubbing alcohol (for pre-approved, demonstrated, contained, non-flung purposes, only). Non-approved fuels, as applied to fire play, include gasoline, aerosols, butane, propane, lighter fluid, diesel fuel, drinking alcohol, and Sterno. Bio-diesel may be used once demonstrated and approved due to the inconsistent nature of bio-diesel production. Any fuel not listed should be documented, presented and demonstrated to appropriate CMA organizers and guardians; MSDS must be provided. Chemical salts for colored flame may only be dissolved in denatured alcohol and must be on an approved list in possession of the CMA Board, and guardians. Variances to this requires CMA Board approval.
- § All fuel should be stored in a shaded area in its original container or fire-marshal-approved container (metal, one-gallon, spring lid). High flash point fuels (e.g. white gas) should be stored in an air-sealed container (the original container usually works well).
- § Fuel Dump shall be no less than 50ft from the edge of the spinning area and any open flame (e.g. campfire, stove, candle). It should be visibly marked with posted "no smoking/ no open flame/ combustible liquid" sign(s). There should also be an ABC fire extinguisher no less than type IIAIBC and a safety bucket with at least 3 gallons of water in it. fire extinguisher should be charged and current. There should be a hard surface (e.g. tree, wall) or a safety person between the fuel dump and the spin zone when open flame is present.
- § Fuel Depot shall be no less than 30ft from the edge of the spinning area and similarly marked and have the same safety equipment as the fuel dump. It should also contain no more than 1 gallon of any given fuel or fuel mix. Fuel depot is only utilized during active spinning; when done fuel should be returned to fuel dump. There must always be a safety person with access to water, wet towel, and fire extinguisher between the open flame and the fuel.
- § At all times, fuel should be stored in such a manner as to reduce flammable vapors; this may include wet towels draped over cans, large opaque plastic container in the shade to put the metal containers in, and occasional checking of containers.
- § Equipment soaking must be conducted in a covered container to reduce vapors; this may be accomplished by placing a smaller container and the equipment in a larger, off-setting the lid, or draping plastic around the opening.

#### EQUIPMENT GUIDELINES:

- § Wicking should made of kevlar or other approved material (material must be able to demonstrate that it does not burn when soaked in fuel, does not throw spark or embers even after long and multiple burns, and is able to maintain attachment to the manipulation device); the one exception is fire-eating wands may be constructed of 100% cotton woven material.
- § Wicking must be firmly affixed to the manipulation device; any device on which the wicking becomes loose or in danger of coming off may not be lit until the fault is repaired. Wicks on swung devices must be affixed with a hard limiting method, e.g. wire, bolts, screws.
- § All parts of any device must have connectors/components of a solid nature (e.g. sealed ring chains, non-hollow staffs) and all parts must be of the type rated above the maximum possible stress that can be applied to the device.
- § Handles should be constructed of durable materials and vigorously tested for stress or fiber

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fatigue. Devices without handles (e.g. staff) should have a main body constructed of a fireproof material or have a protective covering that extends at least 4" beyond the typical flame contact zone.

- § Outside of the stage area or fire show rehearsal, no fire manipulation device may leave the possession of the spinner while engaged in active flame (i.e. no throwing of device, no flaming devil sticks or throw yo-yo's). this includes revel fire area as well as campsites.
- § Spin-off may be accomplished with spinoff bags or a spinoff zone. bags must be stored in a metal container when not in use. Spinoff zone should be large enough to contain all the excess fuel (e.g. 10x20ft for chains, 5x10ft for fingers) and should not contain combustible materials such as dry grass; Spin-off may only be performed on surfaces of dirt, rock, concrete, metal, plastic or moist, green grass. spinoff area should be within close proximity to a fire extinguisher, water bucket, and excess fuel wipe-cloth. Spinoff zone must also be at least 30ft from any open flame or ember, including cigarettes.
- § Before each use, spinner should quickly glance over the equipment to ensure that all parts appear to be in good and stable condition; do not forget to check all nuts, screws, and wires for tightness and security.

## BURN GUIDELINES

To distinguish a minor burn from a serious burn, determine the degree and the extent of damage to body tissues. These three classifications will help you determine emergency care:

### First degree

- § The least serious burns are those in which only the outer layer of skin (epidermis) is burned. The skin is usually red, with swelling and pain sometimes present. The outer layer of skin hasn't been burned through. Treat a first degree burn as a minor burn unless it involves substantial portions of the hands, feet, face, groin or buttocks or a major joint.

### Second degree

- § When the first layer of skin has been burned through and the second layer of skin (dermis) also is burned, the injury is termed second degree. Blisters develop and the skin takes on an intensely reddened, splotchy appearance. Second degree burns produce severe pain and swelling.
- § If the second degree burn is no larger than 2 to 3 inches in diameter, treat it as a minor burn. If the burned area is larger or if the burn is on the hands, feet, face, groin or buttocks or a major joint, get medical help immediately.
- § For minor burns, including second degree burns limited to an area no larger than 2 to 3 inches in diameter, take the following action:
- § Cool the burn. Hold the burned area under cold running water for 15 minutes. If this is impractical, immerse the burn in cold water or cool it with cold compresses. Cooling the burn reduces swelling by carrying heat away from the skin. Don't put ice on the burn.
- § Consider a lotion. Once a burn is completely cooled, a lotion, such as one containing aloe vera, or a moisturizer prevents drying and makes you feel more comfortable.
- § Cover the burn with a sterile gauze bandage. Don't use fluffy cotton, which may irritate the skin. Wrap the gauze loosely to avoid putting pressure on burned skin. Bandaging keeps air off the area, reduces pain and protects blistered skin.
- § Take an over-the-counter pain reliever. These include aspirin, ibuprofen (Advil, Motrin, others), naproxen (Aleve, Wal-proxen) or acetaminophen (Tylenol, others).
- § Minor burns usually heal in about 1 to 2 weeks without further treatment. They may heal with pigment changes, meaning the healed area may be a different color than the surrounding skin. Watch for signs of infection such as increased pain, redness, fever, swelling or oozing. If infection develops, get medical help. Avoid re-injuring or tanning if the burns are less than a year old - doing so may cause more extensive pigmentation changes. Use sunscreen on the area for at least a year.
- § \*CAUTION\*
- § Don't use ice. Putting ice directly on a burn can cause frostbite, further damaging your skin.
- § Don't break blisters. Fluid-filled blisters protect against infection. If blisters break, wash the area with mild soap and water, then apply an antibiotic ointment and a gauze bandage. Clean and change dressings

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daily.

Third degree

- § The most serious burns are painless and involve all layers of the skin. Fat, muscle and even bone may be affected. Areas may be charred black or appear dry and white. Difficulty inhaling and exhaling, carbon monoxide poisoning or other toxic effects may occur if smoke inhalation accompanied the burn.
- § For major burns, dial 911 or call for emergency medical assistance. Until an emergency unit arrives, follow these steps:
- § Don't remove burnt clothing. However, do make sure the victim is no longer in contact with smoldering materials or exposed to significant smoke or heat.
- § Make sure the burn victim is breathing. If breathing has stopped or you suspect the person's airway is blocked, try to clear the airway and, if necessary, do cardiopulmonary resuscitation (CPR).