## Burn Permit North Little Rock Fire Department Office of the Fire Marshal (501)340-5370

to be filled out by applicant
Owner/Occupant of Property:
Name of Person Burning:
Location of Burn Site:
Telephone Number:
Driver's License Number:

This permit is issued on the following terms and conditions:

To be filled out by emplicant

- 1. Call 771-1800 each day before lighting the fire. You will be advised by the 911 Center if conditions are unfavorable for burning, e.g., wind, dry conditions, etc...
- 2. The fire should be attended at all times.
- 3. The signed burn permit shall be kept on site.
- 4. The fire shall be completely extinguished before dark if night burning has not been authorized.
- 5. Only brush and limbs may be burned. Leaves and trash shall not be burned.
- 6. Equipment or materials capable of extinguishing the fire should be present at all times (fire extinguisher, water hose, sand, etc.)
- 7. A representative of the Fire Marshal's office may inspect the burn site prior to burning.
- 8. Locations for open burning should be at least 50 feet from any structure or vehicle. This includes fences, decks, porches, etc...
- 9. Care should be taken to ensure that heat, smoke and particulate matter does not damage neighboring property or become a nuisance.
- 10. The Applicant assumes liability for any damages caused by this fire.
- 11. The fire must be totally extinguished before leaving the burn site.

The Fire Department may prohibit any outdoor fires when atmospheric conditions or local circumstances make such fires a hazard or a nuisance.

## VIOLATION OF ANY OF THESE TERMS OR CONDITIONS MAY RESULT IN REVOCATION OF THIS PERMIT, AND MAY SUBJECT THE APPLICANT TO CITATION AND OR FINE.

To be filled out by Fire Marshal's Office representative				
Dates of burning: Start:	End:			
Circle one: Commercial Residential	Bonfire	Fire Pit		
Is night burning allowed for this permit?	Yes	No		
Applicant Signature:			Date:	
Fire Department Authorization:			Date:	
Notification to NLR Communications Time:			Date:	