

Indoor Pyrotechnics/Smoke/Haze/ Fog & Other Special Effects

Indoor pyrotechnics refers to any effect that is flame or heat based and produces a flame, spark or smoke. Use of pyrotechnic effects before an audience is strictly regulated by the Virginia Statewide Fire Prevention Code (SFPC) and must comply with National Fire Protection Association (NFPA) 1123 (Fireworks Display), 1124 (Manufacture, Transportation and Storage of Fireworks) and 1126 (Standard for the Use of Pyrotechnics before a Proximate Audience). The SFPC in all cases, and the Bureau of Alcohol Tobacco and Firearms (ATF) in many cases, regulate the use and storage of these devices and materials.

**GENERALLY, VIRGINIA TECH WILL NOT ALLOW THE USE OF PYROTECHNIC DEVICES INDOORS;
HOWEVER, EXCEPTIONS CAN BE MADE. IF YOUR EFFECT IS APPROVED, VIEW IT AS A SPECIAL EXCEPTION TO THIS POLICY.**

Pyrotechnic Requirements

- Additional insurance must be provided any time pyrotechnics are to be used. A copy of the insurance certificate must be provided to the Office of Risk Management and is to be included in the submittal package for the event.
- A very specific description of the effect must be supplied, including manufacturers names, brand names and Material Safety Data Sheets (MSDS).
- Order enough extra material for at least one onsite demonstration of each effect.
- In general, Virginia Tech will only allow pre-manufactured effects to be used; no home made devices will be allowed.
- In some cases, additional Federal Licenses may be required for the use of pyrotechnics.
- A fire watch is required any time pyrotechnic devices are used on campus. **This may necessitate that EHSS personnel, fire department personnel, or other authorized personnel provide stand-by during the event and may result in additional charges being assessed for this service.** For certain effects, it may be necessary to disable fire alarm notification devices and utilize a monitor at the Fire Alarm Panel. The cost for disabling these devices and monitoring the panel is the sponsor's responsibility (approx. \$100/hour).
- EHSS may require additional fire extinguishers be available in the venue; any cost for this is the sponsors responsibility.
- The final approval to discharge a pyrotechnic effect will be conditional based upon whether all of the requirements outlined in this policy have been and are being met.
- A copy of all approvals, insurance, licensing, MSDS and other relevant paperwork must be available onsite during the event and stored so as to be capable of being brought out of the building in the case of an emergency.
- Under no circumstances will an employee of Virginia Tech be responsible for the actual operation of a pyrotechnic effect.
- If for ANY reason the required stand-bys for fire watch, panel monitor(s), or the fire department do not show, the effect(s) will not be approved to occur.
- Anytime a fog/smoke or haze machine is used, a Fire Alarm panel monitor must be hired for the duration of the event.
- Pre-approval from the facility manager, EHSS and the State Fire Marshall's Office must be obtained prior to the event start. This process takes a minimum of 30 business days.
- Be aware fees not controlled by UUSA, EHSS or other university entities may be levied by external agencies for permits and inspections associated with the use of pyrotechnics.
- Any operator of pyrotechnic devices must submit paperwork showing their qualifications, training and experience.
- Inexperienced persons will not be permitted to use indoor pyrotechnic devices (this does not apply to smoke/fog or haze machines).

**PLEASE SUBMIT THE SPECIAL EFFECTS GUIDELINES & INFORMATION FORM
TO THE PRODUCTION SERVICES OFFICE FOR APPROVAL
OF SMOKE/HAZE/FOG/INDOOR PYRO REQUESTS. THANK YOU!**

Virginia Tech does not discriminate against employees, students, or applicants on the basis of race, color, sex, sexual orientation, disability, age, veteran status, national origin, religion, or political affiliation. Anyone having questions concerning discrimination should contact the Office for Equal Opportunity.

