

BONFIRE POLICY – CLEARWATER BEACH TURTLE BEACH

Permit No.: _____

YES



NO



Please be mindful of the rules and regulations listed below, outlined for recreational open fires as mandated by The Bermuda National Parks ACT 1986 and the Bermuda National Parks Regulations 1988.

Bonfires must be housed in or on a metal apparatus (e.g. metal barbeque)

Bonfires must be thoroughly extinguished and properly disposed of at the end of the bonfire period granted on the permit.

Steps to properly extinguish and dispose of Bonfires:

1. Allow wood to burn completely to ash and or cool embers and continuously flood with water until hissing sound stops, then stir ashes and embers with a shovel until apparatus is cool enough for safe handling (this step may need to be repeated several times)
2. **DO NOT BURY THE FIRE PIT IN THE SAND** – as fire may continue to smolder and possibly reignite causing potential harm to self and others and the surrounding environment.
3. Once cool enough to handle, remove metal apparatus and place next to the nearest trash bin or take away with you.
4. **DO NOT THROW ANY ITEMS RELATING TO THE BONFIRE IN THE OCEAN**

NOTES:

- ✚ You must be 18 years or older to have a Bonfire.
- ✚ Bonfires are to be held on Beaches only (sand areas)
- ✚ Bonfires are only allowed on the beach in the sand of the listed park on the special permit.
- ✚ Only use dry wood for bonfire use.
- ✚ Fully assembled pallets are not to be used, they must be broken down before you get to the beach.
- ✚ No glass bottles are to be burned or disposed of in the bonfire.

I, The Permit Holder (Print Name) _____, Have read and agree to abide by the above set of rules and regulations regarding bonfires in the National Parks System.

I understand that failure to abide by the above rules and regulations may result in legal action in conjunction with The Bermuda National Park Act 1986 and the Bermuda National Parks Regulations 1988.

Applicant _____ Date: _____
Signature

BLDC Employee: _____
Signature

BLDC Employee: _____ Date: _____
Print Name