

Thank you for hiring a smoke machine from Reality Entertainment!

To ensure the safe use of this equipment(s) we have produced this instructional sheet outlining the best practices to avoid injury & damage to surrounds, premise along with our equipment.

Understanding the Dangers

Smoke machines work by either compressing liquid through a small nozzle at 101psi or heating liquid to >100°C to vaporise it. These both can create dangerous situations if used improperly, causing injury from high pressures or fire from the heating element(s).

Safe Operating Procedures

1. Safe positioning

If floor mounted:

- Place on even, flat ground.
- Ensure there is at least 50cm clearance of flammable goods on all sides.

If hung/flown:

- Only hang if correct, rated rigging is available.
- Hang by the included hanging bracket by connecting a rated clamp.
- Ensure there is at least 50cm clearance of flammable goods on all sides.
- Utilise a safety chain. This **MUST** be used, wrap it around the rig point of the venue and connect it to the included eye bolt. If an eye bolt is not available wrap it through the smoke machine in a manner that will not allow the machine to fall if the clamp fails.

2. Standard operation (Fluids)

- Ensure that only fluids listed on the back of the machine that have been supplied by Reality Entertainment are used, other fluids are not designed for use in our machines and can cause damage.
- Only use Reality Entertainment provided smoke fluids & scent additives.
- Ensure that machines are regularly checked for fluid levels, we recommend the following intervals:
 - o 5 minutes on/5 minutes off. Check every 15 minutes
 - o 5 minutes on/10 minutes off. Check every 20 minutes
 - o 5 minutes on/20 minutes off. Check every 30 minutes
- Ensure that the fluid level is never below 50% of the tank, use a torch or phone torch to illuminate the tank when checking levels.

3. Standard operation (Power)

- These machines use the same amount of power as a large toaster, this means that you can only put two smoke machines on the same 10a circuit. If you have issues with circuit breakers tripping, try spreading the load over multiple circuits.
- For DMX operation see the specific instructions on the back of your machine.

4. Standard operation (Fire Department)

DFES Notification

As these machines produce smoke, they tend to both attract attention and attract concern. We recommend you alert your immediate neighbours of your intended use of a smoke machine; we also suggest leaving a contact number with them should they become concerned.

In Western Australia the Department of Fire & Emergency Services receive 37 false reports of fire a day. Under 6ZL(1)(d) of the Fire and Emergency Services Act 1998 with each false report the owner/occupier of the premise that has been alerted to DFES can be fined \$920 per callout in a 24hr period (midnight to midnight). This means that if a passer-by calls 000 and an appliance is dispatched at 11:30PM and again another appliance is turned-out at 12:30AM you could be liable for 2x \$920 fines.

To avoid this, you can contact the DFES 000 Operator (08 9395 9209) and request the following:

“I would like to get listing on the Prescribed Burns Register for an event Smoke Machine”

Usually that is enough information but if the operator is confused about this request, you can further explain by saying

“I want to prevent a false appliance turnout if a passer-by calls in a report of smoke”

The operator will ask for the following information:

Address of the registration: This is the address where the smoke machine is being used.

Nearest crossroads: This is the nearest two streets intersection. eg. Hodges Dr & Marmion Ave

Name of caller: This is your full legal name.

Phone number of caller: This is your phone number in case there is a 000 call you can confirm there are no fires burning.

Time of use: This is the start time through to end time of your expected smoke machine use, we suggest you add 30 minutes to each end. If you extend the use of the machine you will have to call back and give this information again.

Fire Alarms

These machines WILL set off regular, non-heat driven fire alarms. We recommend that you use these in areas without alarms or, if you are trained in fire warden & fire safety principals, you can disconnect the fire alarm. If you disconnect the fire alarm YOU MUST NOT LEAVE THE PREMISE, Reality Entertainment Production Group takes no liability for your decision to do this.

If you're in an apartment building or commercial venue contact the building management or security to request a "FIP Isolation". This isolates your area from the main fire system, preventing alarms.

Fire Hydrants

Though it's not required we suggest you identify the two nearest fire hydrants & all local firefighting equipment to prevent any hesitations if an adverse event occurs.

Lastly, Have Fun!!!

If you have any questions, feel free to contact us!