



City of Iqaluit

Office Use Only
Permit # _____

Commercial/Industrial Burn Permit



Full Name: _____ Application Date: _____

Address/Location of Burn Area: _____

Phone: _____ Email: _____

FIRE PERMIT EXPIRES WHEN BURN LOCATION OR DESIGN CHANGES

Conditions:

- Maximum burn pile: 27 m³ (e.g.: 3 m x 3 m x 3 m)
- Do not leave fire without adult supervision with a cell phone, capable to call the fire department and to extinguish the fire
- Do not burn with winds exceeding 40 km/h or more (as observed at YFB)
- Have extinguisher and/or other means to control and extinguish nearby
- Permitted burn times: Daily 07:00 through 18:00
- Avoid causing discomfort to other people

Special Conditions: _____

BURN AREA MUST BE A MINIMUM OF 30 m (100 feet) FROM BUILDINGS AND COMBUSTABLES

The Permit Holder shall ensure the fire does not include any of the products listed below:

- petroleum-based products, such as oil or grease (exception – a small amount of accelerant to ignite the fire)
- rubber products, including tires,
- asphalt materials including building materials,
- plastic products,
- aerosol or pressurized containers,
- wood or paper products treated with chemical preservatives,
- wood products with high glue content such as particle board,
- household garbage, or
- any product known to be harmful to the environment

I have read and fully understand the conditions above and accept full responsibility for ensuring compliance with these conditions and for any liability resulting from use of this permit. I also understand that non-compliance may result in revocation of burn permit and possible fines.

Permit Holder Signature: _____ Date: _____

Approved: Yes No

Date Inspected/Issued: _____ Issued by: _____

Permit expires on December 31 of the year issued

Fire Dispatch: Non-emergency (867) 979-5650 Emergency (867) 979-4422

DISPATCH MUST BE CALLED BEFORE IGNITING THE BURN AND WHEN THE BURN IS EXTINGUISHED
FAILURE TO DO SO INVALIDATES THIS PERMIT

FIRE DEPARTMENT MAY REQUIRE EXTINGUISHMENT FOR ANY REASON