**GLENDALE FIRE MARSHAL'S OFFICE** 

FIRE PLAN REVIEW – PYROTECHNICS - FIREWORKS - FLAME EFFECTS - CO2 APPLICATION

## (623) 930-4420

EMAIL APPLICATION AND DOCUMENTATION TO: MinorMajorEvent@Glendaleaz.com Special Event Application Reviews will NOT be processed until all information is provided

All event requests must be submitted 30 Calendar days prior to event or 300% Fee Applies refer to

Expedited Request (300% Permit fees Applies): *Community Develop fees* 

NAME OF PERSON SUBMITTING APPLICATION

Name:	Phone Number:	
Address:	Email:	
DEVELOPMENTS	SERVICES CENTER INFORMATION REQUIRED	
Property Owner:	Owner Number:	
Property Owner Address:		
EVENT INFORMATION AND POINT OF CONTACT		
Dates of Event (MM/DD/YY):	Name of Event:	
Address:	Company Responsible:	
Type of Event:	Event Attendance Expected:	
Operator Contact Name:	Contact Number:	

BLDG Rep. Contact Name: Contact Number:

Email:

Time Public Doors Open: End Time:

## PREFERRED INSPECTION TIME REQUEST (If Available)

Demo Request Date:

Demo Request Time:

## **IDENTIFIED ON PLANS WITH LEGEND OF ITEMS AND QUANTITIES**

Site Plans and Floor Plans:	Production operations/Instructions:
Fire Protection Features:	Storage/holding areas include capacities:
Device Type Locations and Controls:	Emergency response procedures:
Audience Viewing Locations:	Means of Egress:
Fuel types:	Flame Effect Classification:
Weather/North Arrow:	Fallout Area:
Intrusion (Security):	Emergency Vehicle Staging:
Assistants responsibilities:	Traffic Plans:
Building and Structures:	Overhead Obstructions:
Fireworks Public Notice:	Material Safety Data Sheets (SDS):
	SUBMITTED WITH DOCUMENTATION

**Qualifications (AZ License required):** 

**Flame Performance Certification:** 

Please ensure all items have been verified and comply with all applicable codes, standards, and manufacturer's recommendations and specifications.

To prevent delays please include the following (as applicable) with your Application Submittal

Site Plans, Floor Plans, Material Safety Data Sheets, Manufacture Spec Sheets