

# Flamethrower Shooting Gallery Operations Manual



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## Glossary

ARM	Assistant Range Master (aka: audio/lighting role)
ESD	Emergency Services Department (A Burning Man department)
FO	Fuel Operator. Often this is an RSO rotating through this role.
FSG	Flamethrower Shooting Gallery
GG	Goggle and glove Girl
GM	Gate Master (aka "Master of the Gate")
GK	Gatekeeper
MC	Master of Ceremonies
RM	Range Master
RSO	Range Safety Officer

## Range Rules

1. OBEY ALL RANGE SAFETY OFFICER's ORDERS
2. YOU MUST NOT BE DRUNK OR STUPID
3. WE DECIDE THE MEANING OF DRUNK OR STUPID
4. NO LOOSE LONG HAIR
5. ALL BAGGAGE STAYS AT THE GATE
6. NO CLOTHING THAT COULD MELT
7. NO SMOKING UNLESS YOU ARE ON FIRE
8. IN CASE OF DISPUTE SEE RULE NO. 1

## Four Rules of Flamethrower Safety

1. Never point a Flamethrower at anything you are not willing to destroy.
2. A Flamethrower is always loaded, unless personally verified by you.
3. Always be aware of your target, and what is behind it.
4. Never touch the trigger unless actually engaging a target.

## **General Safety Procedures**

*In case of any safety related event ...*

# **NOTIFY the Rangemaster**

All incidents should follow the following 4 steps:

1. Alert
2. Isolate
3. Extinguish
4. Overhaul

**IN THE CASE OF A MINOR EVENT...**

*(Spill under 2 ft in diameter and less than a quart; propane leak without a puncture or severed line; fire which poses no threat to persons or property)*

MINOR	LIQUID FUEL SPILL
<b>ALERT</b>	Notify the Rangemaster by waving, talking, yelling and making eye contact before proceeding.
<b>ISOLATE</b>	Stop the leak. Move people and flammable materials at least 5 feet from spill. Locate nearest extinguisher,
<b>EXTINGUISH</b>	n/a
<b>OVERHAUL</b>	Allow the liquid to evaporate.

MINOR	PROPANE LEAK
<b>ALERT</b>	Notify the Rangemaster by waving, talking, yelling and making eye contact before proceeding.
<b>ISOLATE</b>	Stop the leak. Locate nearest upstream valve and shut it off.
<b>EXTINGUISH</b>	n/a
<b>OVERHAUL</b>	n/a

MINOR	FIRE
<b>ALERT</b>	Notify the Rangemaster by waving, talking, yelling and making eye contact before proceeding.
<b>ISOLATE</b>	Move people and flammables at least 5 feet away. Locate nearest extinguisher.
<b>EXTINGUISH</b>	Allow fire to burn itself out, or use extinguisher if it is in danger of growing
<b>OVERHAUL</b>	Shovel any debris into 5 gallon open container.

**IN THE CASE OF A MAJOR EVENT...**

*(Spill over 2ft in diameter or more than a quart; punctured or severed propane line; fire which poses a threat to persons or property)*

MAJOR	LIQUID FUEL SPILL
<b>ALERT</b>	Notify the Rangemaster by waving, talking, yelling and making eye contact before proceeding.
<b>ISOLATE</b>	Team up with partner. One person picks up extinguisher and the other evacuates 25' radius. Stop any leaks.
<b>EXTINGUISH</b>	Shovel gravel if necessary to contain spill area.
<b>OVERHAUL</b>	Allow the liquid to evaporate.

MAJOR	PROPANE LEAK
<b>ALERT</b>	Notify the Rangemaster by waving, talking, yelling and making eye contact before proceeding.
<b>ISOLATE</b>	Team up with partner. One person picks up extinguisher and the other evacuates 25' radius. Stop any leaks.
<b>EXTINGUISH</b>	Shut off nearest upstream valve, contact ESD if no valve is accessible
<b>OVERHAUL</b>	n/a

MAJOR	FIRE
<b>ALERT</b>	Notify the Rangemaster by waving, talking, yelling and making eye contact before proceeding.
<b>ISOLATE</b>	Team up with partner. One person picks up extinguisher and the other evacuates 25' radius. Stop any leaks.
<b>EXTINGUISH</b>	Extinguish people and property. If you cannot extinguish fire, contact ESD and attempt to contain.
<b>OVERHAUL</b>	Shovel any debris into 5 gallon open container. Break down any wood or flammable material.

## Operating Procedures

When operations at the Flamethrower Shooting Gallery commence, RM announces: “*The Range is going hot!*” When the range is hot, everyone in the Gallery MUST put on splash-proof eye protection and gloves.

### *Fuel Operations*

The Flamethrowers use 1 liter fuel bottles which are filled before the range opens and kept in a ready-supply area in secondary containment. Full bottles are brought to the shooting table for loading, and empties are set aside for refilling.

### **Filling the Fuel Bottles**

Filling of fuel bottles only happens when the range is "cold" - no open flames, and only crew inside the perimeter.

Up to 12 fuel bottles can be filled at a time using our custom made fueling rig:



The filling procedure is:

1. Place the fueling rig in a secondary containment tub.
2. Remove the top half of the fueling rig and set aside.
3. Place up to 12 empty bottles in the bottom half of the rig.
4. Carefully slide the top half of the rig on to the bottom half.

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5. Position a funnel in each of the cylinders that have a fuel bottle (up to 12) in the top half, making sure the bottom tip of the funnel is inside the fuel bottle below.
6. Firmly seat the rubber stopper in each funnel. The wire handle should be standing straight up.
7. Fill the funnels all the way to the top.
8. Gently dislodge the stoppers by moving the wire handle on each stopper to the edge of funnel, and twisting gently.
9. After all funnels have drained into the fuel bottles remove the top half of the rig and set aside.
10. Screw caps into all the filled fuel bottles. Check that each bottle does not leak when turned upside down over the containment area.
11. Set the filled bottles in the ready-supply area secondary containment.

### ***Supplying Fuel for Loading***

While the shooting gallery is in operation full fuel bottles need to be brought up to the shooting table for the RSOs to load the flamethrowers. Caps and the empty bottles are collected and set aside for refilling later. The process goes like this:

1. Fuel Operators bring full fuel bottles to the shooting table, one for each flamethrower.
2. Each RSO gets one full bottle for loading.
3. Caps and empties are collected. Caps go into a bucket, empty bottles into crates for filling later.

### ***Loading the Flamethrowers***

1. Verify that the flamethrower is unloaded and the fuel bottle has been removed. (See UNLOADING THE FLAMETHROWERS procedure.)
2. FO brings 4 full fuel bottles to the range table.
3. Each flamethrower is loaded by one RSO. .
  - a. Check that all valves – safety, compressed propellant gas, propane – on the flamethrower are closed.
  - b. Make sure the compression nut (above the bottle) is screwed all the way up towards the top of the flamethrower.
  - c. Open a filled fuel bottle and give the bottle cap to the FO who will put it in the empties bucket.
  - d. Keeping the fuel bottle upright, lower it down through the refueling hole in the table, just far enough to bring it up onto the dip tube.
  - e. Keep your dominant hand under the fuel bottle and use your other hand to guide it onto the threads. Using your dominant hand, gently rotate the fuel bottle clockwise until it's just touching the O-Ring or gets hand tight. Above all: DON'T FORCE IT. (Some of the bottles will get tight before they make it all the way to the O-Ring.)

- f. Turn the compression nut, driving it down, compressing the O-Ring. This should be tightened VERY FUCKING TIGHT.
4. RM (or ARM) checks each fuel bottle visually to ensure that it is correctly threaded and physically check the tightness of the compression nut.
5. (Step 4 is only necessary in the first round ... )
6. RM (or ARM)
  - a. Checks that all valves are closed.
  - b. Connects propane lines.
  - c. Connects compressed gas.

## **Selecting Shooters**

The gate is managed by the Gate Master (GM), with the assistance of one or more Gatekeepers (GK), collectively referred to as the Gate Crew.

To ensure the safe and fun use of the range by participants, selection of shooters falls to the Gate Crew.

Gate Crew (mainly the GM) works in conjunction with the MC, who is their voice, instructing interested persons to see the Gate Crew for shooting participation. MC may be called upon to help out by choosing contestants when the GM is too busy, short staffed, etc.

- The selection of shooters is *not* a fair process.
- There is no line.
- The Gate Crew needs to carefully choose each shooter.
- No one has the “right” to shoot, regardless of who they are, or who they know.

Most of the people that the Gate Crew engages will not be among the 80 or so lucky individuals who will get to participate on a given night.

The main challenge for the Gate Crew is to be able to say ‘no’ to many possible participants, while keeping it fun and safe.

The Gate Crew's job is to look for participants who:

- are very interested
- will follow instructions
- are sane and sober
- are age appropriate (see below)
- will pay attention and ‘be present’ while on the range
- are wearing non-synthetic or non-meltable fabrics or are willing to remove clothing in order to shoot

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If there are doubts about safety, or any participant's willingness to follow directions the Gate Crew must not allow the participant(s) into the range.

Gate Crew must pay attention to their gut feelings, and never be pressured into allowing someone into the range.

If any member of the Gate Crew feels they need help then they are to consult with the GM, RM, and/or ARM or the MC, especially for non technical matters such as crowd management, enforcing the safety perimeter, and the like.

Methods of selection vary with the individual, but generally the Gate Crew should enjoy talking to and making eye contact with people. The process of choosing shooters requires engaging the public and possibly re-engaging those who might work before making a decision. It is important to remember that it can be hard to determine if an individual might be under the influence of a substance that may have started to take effect during the time they are waiting to shoot, so the Gate Crew must keep an eye on those waiting to shoot and re-engage them periodically to assess if they are still a viable and safe participant.

There is no strict age limit, no need to check ID. Rather, gate and operations crew need to be mindful of having an adult caregiver present when minors shoot. Take appropriate actions to ensure the safety of minors (e.g. ascertain that an adult caregiver is in fact present, and take special care when training and preparing the participant, etc.). If you have concerns, speak with the potential participant to judge their appropriateness, and similarly speak with the adult caregiver. Of course, the potential participant must be tall enough to safely and stably see and handle the flamethrower. There are step-stools available for short participants to stand on while shooting. If a caregiver is present, they must also don safety equipment if it is deemed necessary for them to be within the fire perimeter.

NOTE: Generally, the Gate Crew should not allow a group of participants, who show up together, to shoot together. Exceptions to this will be based on the Gate Crew's assessment of each possible participant and their group dynamic. Groups of friends are more likely to be distracted by their friends' antics and may not pay the necessary attention to their own actions, which could cause safety issues.

## **Shooter Preparation**

1. The range entrance should be gated, and have a gated vestibule (for holding the next group), and an exit. There should be a convenient place to hold the waiver clipboard (if used), and a place for storage of shooter's baggage.
2. GKs (Gatekeepers) are responsible for getting groups of shooters, and managing the crowd, by making announcements like:
  - a. *“There is no line. Come talk to me (or to the barker if there are multiple GKs with divided responsibilities) if you want to shoot.”*
  - b. *“The best place to watch is over at the sides of the range”*
  - c. *“Please read the rules. Especially #2 (YOU MUST NOT BE DRUNK OR STUPID).”*
  - d. *“Now read rule #3(WE DECIDE THE MEANING OF DRUNK OR STUPID).”*
3. GKs check shooter candidates to ensure:
  - a. They are not drunk or stupid.
  - b. They are not wearing anything which will melt. Remove or cover it.
  - c. They are age appropriate or have an adult caregiver present (no specific age limit on the playa, but minors must accompanied by an adult. GK discretion about what constitutes "minor"). Operations crew also need to be mindful of having an adult caregiver present when minors shoot. Take appropriate actions to ensure the safety of minors (e.g. ascertain that an adult caregiver is in fact present, and take special care when training and preparing the participant, etc.). If a caregiver is present, they must also don safety equipment if it is deemed necessary for them to be within the fire perimeter.
  - d. Their hair will not get in the way.
4. Once a group is released to the RSOs, the next group of four shooters is let into the vestibule.
5. The GK is responsible for prep and will double-check against the list in #3 above.
6. The GK will tell the shooters, *“Everything we do is for your safety, and to ensure that you have a great time. Have you read the rules?”*
7. The GK will tell the shooters, *“Once the range is ready, and the flamethrowers have been refueled, I will let you through to meet your Range Safety Officers. We will get you goggles and gloves, and you must keep them on at all times until you have been told that you may remove them. Do not remove your goggles until you have been instructed to do so. (People tend to take them off the moment they stop shooting.) The RSOs will give you instructions on how to shoot. Do you understand?”* Look for confirmation.

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8. When the previous set of shooters has finished, the GK (or Goggle Girl, if on duty) will make sure that they have returned gloves and goggles, get them their clothing and gear, and point them to the exit.
9. When the RM says, *“Shooters, get yourself a Range Safety Officer,”* the GK will open the gate and point the shooters toward the RSOs.

### Course of Fire

1. RM or ARM sets Nitrogen manifold pressure to 40 psi.
2. RM command: *“Do we have 4 Range Officers with trigger wires?”*
3. Each RSO holds up a trigger wire.
4. RM command: *“Do we have 4 Shooters?”*
5. Each RSO raises a hand.
6. MC responds *“We have 4 shooters.”*
7. RM command: *“Shooters, get yourself a Range Safety Officer!”*
8. GKs let in the shooters. RSOs should verify that shooters are properly equipped with goggles and gloves, and help them if they are not.
9. RM gives commentary on what activity is taking place.
10. RSOs make sure their shooters read, understood, and are in full compliance with the range safety rules.
11. RSOs escort their shooters to the safety line.
12. EDUCATING THE SHOOTERS
  - a. At the Safety Line, RSOs explain the course of fire:
  - b. *“You are going to be brought up to the shooting table, you will be shown how to operate the flamethrowers, and then you will be brought back behind the safety line while we light the pilot lights. If anything comes out of the flamethrower except at the nozzle end, I will tell you, ‘Stop. Let go of the flamethrower. Step behind the Safety Line.’ Do you understand?”* RSO ensures that shooter is attentive and understands. If RSO is concerned for any reason that shooter may not be safe (drunk, high, stupid, etc.), they should pull out the shooter, or consult with GM, GK, or MC.
  - c. Bring the shooter to the Shooting Table. Show the shooter how to pressurize the flamethrower and how to operate the fuel trigger, stressing the use of many short bursts. Have the shooter actually operate the fuel trigger several times so they can feel what “several short bursts” feels like. Ask them if they have any questions. Remind the shooter ...
  - d. *“If anything comes out of the flamethrower except at the nozzle end, I will tell you, ‘Stop. Let go of the flamethrower. Step behind the Safety Line.’”*
13. After educating their shooters, the RSOs and shooters step behind the safety line.
14. When all RSOs and shooters are behind the safety line ...

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15. RM announces: *“The shooters are educated. We will light the pilot lights.”*
16. ARM opens the nitrogen and propane manifold valves.
17. ARM goes down the line opening the pilot light valves while the RM – starting downwind and proceeding upwind – lights each pilot light, turning the safety off and announcing each one as it’s lit ...
18. RM announces: *“First safety is off. Second ... Third ... Fourth and final safety is off.”*
19. RM announces: *“Pilot lights are lit. The Range is hot!”*
20. RM command: *“Bring your shooters up to the line.”*
21. RM command: *“Without touching the trigger wire, pressure-test your flamethrower.”*
22. RSOs or shooters squeeze the pressure valve, bringing the pressure up to 40 psi (or a little over), and lets go. Watch to see that the needle does not drop, which would indicate a leak. If there’s a leak, try tightening the seal on the fuel bottle, or contact the RM. If the needle doesn’t move after a few seconds, the RSO raises their arm and tells the shooter to re-squeeze the pressure valve and keep it squeezed.
23. RM announces: *“We have one ... two ... three ... four pressurized flamethrowers.”*
24. RM announces: *“The Line is pressurized!”*
25. ARM turns off the overhead table lights and those aimed at the judges’ table.
  - a. FIRST ROUND ONLY EACH NIGHT: RM command: *“Ladies and Gentleman, please stand for our National Anthem”*
  - b. ARM starts sound system with the Star Spangled Banner (Jimmy’s version, of course) which segues into *“America Fuck Yeah!”*
  - c. As soon as the *“America Fuck Yeah!”* starts the RM gives the next command (to commence firing.)
26. RM command: *“You may commence firing!”*
27. RSOs hook the trigger wire on to the flamethrower and hand the other end to the shooter. RSO is responsible for watching for any malfunctions of the flamethrowers during the firing.
28. If appropriate, the RSO should remind the shooter to use short bursts while firing.
29. Each RSO, when their shooter is finished, says: *“You’re done. Let go of the flamethrower and step behind the safety line.”*
30. RSO takes the trigger wire off the flamethrower and follows the shooter back behind the safety line.
31. After all shooters are behind the safety line ...
32. RM announces: *“Let’s hear it for our shooters!!”* (Applause and cheers)
33. ARM turns on the lights aimed at the Judges’ table.
34. MC announces: *“And that ladies and gentleman is how things are done here at the Flamethrower Shooting Gallery... the only place on the playa where you personally, can Burn the Man!”*

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- a. Motioning to the exiting shooters "*Now if the exiting shooters would please accompany me to the judges table.*" (MC leads to them toward judges for scoring) If necessary, MC reminds them to keep on safety gear. If appropriate, MC may offer warm coats or wraps to those shooters who need them while at judges' table.
  - b. "*Judges Please score our first shooter*"... and so on until a winner is decided and announced. While the judges fumble with their scoring the MC can comment. Winners should be acclaimed and applauded as time allows and properly marked as winner.
  - c. MC instructs the winner to seek out the nearby Charcade Hospitality Center for ranking. (Giving the Charcade a plug if possible.)
  - d. MC then announces "*We have more shooters getting geared, so there will be more fire and more burning in just a few minutes.*"
35. Preparation of the flamethrowers for the next round (depressurizing, swapping fuel bottles) can proceed during judging shenanigans. ARM turns on the overhead shooting table lights and shuts off the nitrogen and propane manifold valves (same valves that were opened earlier), and goes down the line shutting off the individual pilot light valves.
36. MC escorts shooters to gate, where GKs (or Goggle Girl, if on duty) retrieve goggles and gloves.
37. GKs escort the shooters out of the Gallery, double-checking to ensure that no one is leaving with our gloves or goggles, and that they take their baggage.
38. After the shooters have left, the RSOs come back to the table and, using the trigger wire and squeezing the pressure valve, dump the pressure out of the flamethrowers. The RM and ARM put all the safeties on.
39. MC Announcements- during the reset of the equipment (steps 34 through 37 above) - between shooting - the following takes place:
- a. Check with staff for needed judges \ make a call out for judges should replacements be needed.
  - b. Remind everyone if they are interested in being a shooter to read the rules and if they qualify, make themselves known to the gate.
  - c. As the MC has the mike it is good to prescreen an occasional shooter. Ask if anyone wants to shoot. Interview the shooter, asking them qualifying questions; this can be good fun for the crowd especially with obviously disqualified drunks. MC needs to remind potential participants that the gate crew is ultimately responsible for picking out shooters.
  - d. MC may wish to occasionally "interview" Matisse asking leading questions about the gallery, its design, the scratch built flame throwers etc, to help inform the viewers of how special this all actually is.

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- e. MC should on occasion thank BM and for the art grants that made the FSG and the entire Charcade project possible this year at BM and the audience themselves.
- f. A nice way to end the evening is to ask for a round of applause for those on the FSG crew, adding appropriate embellishments, crew names, etc.
- g. Announce the times to see us again here every night through Friday from 9-1 am "*Thank you and good night.*"

### **Unloading the Flamethrowers**

1. Check the pressure gauge and verify that it reads zero.
2. Back off the compression nut.
3. Slowly unscrew the fuel bottle until it disengages from the threads, draw the bottle down off the dip tube, and remove it.
4. Give the bottle to the FO, who will put it in the empties bucket.
5. Repeat previous steps for each flamethrower.

If we are reloading, then go back to LOADING THE FLAMETHROWERS.

If we are finished or taking a break, RM says: "*Range is clear.*" When the range is clear, but operation has not been shut down, only crew members may be within the safety perimeter.

### **Selecting Judges**

1. Judges will be selected by the MC, and are the responsibility of the MC.
2. Judges will be impaneled at the judges table. Because it is outside of the fire safety zone, they are not required to wear gloves or goggles
3. At his/her discretion, the MC can remove any judge at any time, and seat a new judge.
4. Judges may choose to leave at any time. The MC will replace the departing judge once it is convenient.
  - a. The judges are intended to be part of the entertainment, and should be selected with that in mind.
  - b. Gate personnel may suggest candidates from among those who may be rejected as shooters.
  - c. Any crew may suggest candidates.
  - d. It is allowable for judges to be drunk or stupid. In some cases, that may be the preferred condition.

### ***Judging Procedure***

1. Judges will be instructed to rank the shooters using provided score cards when called upon at the round's end. The MC may or may not describe criteria by which shooters are to be judged. Possible criteria for use are: Accuracy, Style, Enthusiasm, Flamititude etc.
2. One shooter from each session will be designated the winner
3. The winner will be marked in some way while introduced by the MC as the winner, or will receive a token, etc., and will be instructed to go to the Charcade Hospitality Center to get their Charcade ranking.

## Range Roles

There are 9 different roles when the Flamethrower Shooting Gallery is in operations (these operations roles are in addition to the Build Team, Playa protection, etc.) 8 roles are part of the Crew (ARM, FO, GG, GM, GK, MC, RM, and RSO) and 2 are roles for non-crew Participants (Shooters and Judges)

### ***Non-Crew Roles***

These are the roles filled by non-Crew Participants.

#### *Judge*

Screened by gate crew and selected and supervised by the MC the judges handle the scoring of each round of shooting. The judges are behind the Judges Table which is just outside the Safety Perimeter, so the Judges need not wear goggles and gloves, and they may be intoxicated.

#### *Shooter*

These are the folks at the center of the whole operation. We do it all for them. Shooters are selected by the GM and GKs and assisted and supervised by the RSO.

### ***Crew Roles***

These are the folks working the shooting gallery and are inside the safety perimeter.

#### *Assistant Range Master (ARM)*

In charge of and runs the sound system and lights. Operates the master shut-off valve for the Nitrogen and Propane. Watches the shooters from the end of the shooting table during shooting.

#### *Fuel Operator (FO)*

Often this is one to two “extra” RSOs rotating through this role. Fuel Operators bring the full fuel bottles up to the table during refueling, collect the empties and store them properly. During a half-time break FOs refill fuel bottles if we need more for the second half of the night.

#### *Goggle and Glove Girl (GG)*

The Goggle Girl may or may not be on duty. GG will work with the gate crew ensure that the shooters are properly outfitted with goggles and gloves, and that their personal gear is stashed on the gate table. GG also helps to remove and organizing the gear from the outgoing set of shooters, and helps them to retrieve their gear. GG is considered to be part of the Gate crew. If the GG is not on duty, this is the job of the GKs.

#### *Gate Master (GM)*

The Gate Master is in charge of the Gate, the Gate Keepers, and has overall responsibility for selecting Shooters and screening potential Judges.

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### *Gatekeeper (GK)*

Screens potential participants (both shooters & judges) and performs initial orientation of shooters. GK (optionally working with GG, if on duty) is also responsible for outfitting shooters with goggles & gloves, and for retrieving this safety gear after shooters are done. GK keeps safety gear and shooters' personal gear organized.

### *Master of Ceremonies (MC)*

The job of the MC is to interact with the audience, RM and GM to establish a fun interactive and safe event.

1. MC works in coordination with the RM during the shooting preparation with a set affirmation dialog and during the firing
2. MC works in coordination with the GKs and specifically the GM to keep a steady flow of prospective shooters to the gate crew for consideration
3. MC is the projected voice of the gallery keeping the proper safety perimeter clear. MC should be on the lookout for perimeter issues in the crowd and keep watch out for signals from other staff members who may see such problems first. Work with the RM to hold firing until safe perimeter has been reestablished as needed.

### *Range Master (RM)*

Responsible for overall safety at the Flamethrower Shooting Gallery. Trains and supervises the RSOs and conducts the actual course of fire.

### *Range Safety Officer (RSO)*

Responsible for guiding shooters through their participation in the Flamethrower Shooting Gallery. Each RSO is responsible for the safety of one shooter at a time.