

## FROM THE OFFICE OF THE CITY MANAGER

February 5, 2024

To: Mayor and City Council Members

From: Mark F. Miller, City Manager

Robert J. Bruner, Deputy City Manager

Beth Tashnick, Office Manager

Subject: City Council Questions & Answers – 02.05.2024

The following are communications that City Administration would like Council to be made aware of. In order to ensure that all questions are received and answered, all City Council Questions should be sent to the <u>CITY MANAGER DISTRIBUTION GROUP</u> e-mail address.

From: David Hamilton

Sent: Sunday, February 4, 2024 8:14 PM

Subject: Agenda

I-04 - Can you summarize Troy's rules on backyard bonfires. Will this update to our code change how we enforce bonfire rules?

David Hamilton
Troy City Council Member

**Answer:** Pete Hullinger, Fire Chief Response below from the Fire Marshal:

The fires that residents have in their backyard are considered ground fires. Ground fires do not require a permit but need to comply with the following rules:

- Use seasoned firewood only (no yard waste, trash, etc.)
- Maximum fire size of 3' diameter and 2'in height (3' height is allowed but increases distance to structure and combustibles)
- Maintain 25' from structures and combustibles on the property (50' distance for a fire that is 3' in height)
- Have a means to extinguish the fire readily accessible for immediate use (hose, bucket of water, dirt, etc.)
- Remove conditions within 25' that could cause a fire to easily spread
- Fire must be constantly attended

Bonfires are fires used for ceremonial purposes or special event. These fires are typically larger and are for a public audience. Consistent with the previous and current Chapter 93, bonfires require a permit approved through

City Council. The applicant may also be responsible for special fire protection is deemed necessary by the fire official.

The rules for ground fires and bonfires do not change with this ordinance update. Some of the information in the ordinance was reorganized and better defined for clarity.