



City of Lincoln
FIRE & RESCUE

RECREATIONAL BURNING

Tenant, Building owner, or Homeowner:

The following is the City of Lincoln's regulations regarding open burning and recreational fires:

Open Burning: Not allowed within the city limits, except by permit from the Health department, per Lincoln Municipal Code sections 8.06.140 and 8.06.145.

Recreational Fires: Must meet the following requirements:

- Fires of less than eight cubic feet in size that are used for cooking or ceremonial purposes provided such fires comply with Lincoln Fire Codes. (Lincoln Municipal code, 8.06.140 (2))
- Recreational fires shall not be conducted within 25 feet (7620 mm) of a structure of combustible material. Conditions that could cause a fire to spread within 25 feet (7620 mm) of a structure shall be eliminated prior to ignition. (International Fire Code 2018 ed., Section 307.4.2)
- Portable outdoor fireplaces shall be used in accordance with the manufacture's instructions and shall not be operated within 15 feet (3048 mm) of a structure or combustible material.
Exception: Portable outdoor fireplaces used at one and two-family dwellings. (International Fire Code 2018 ed., Section 307.4.3)
- Open burning, bonfires, or recreational fires and use of portable outdoor fireplaces shall be constantly attended until the fire is extinguished. Not fewer than one portable fire extinguisher complying with Section 906 with a minimum 4-A rating or other approved on-site fire-extinguishing equipment, such as dirt, sand, water barrel, garden hose, or water truck, shall be available for immediate utilization. (International Fire Code 2018 ed., Section 307.5)

The approved material to be burned in recreational fires is sawn wood, non-milled lumber. All other materials are not allowed as stated in Lincoln Municipal Code section 8.26.060 under the definition of Refuse Material.

If you have any questions, please contact the Bureau of Fire Prevention, 555 South 10th St, Rm. 203, Lincoln, NE 68508, or call (402) 441-7521.

William A. Moody
Chief Fire Inspector