



Last updated: September 22, 2026

Special Effects Disclosure

Danger Magic · Prepared for facility and fire authority review

My performance uses six separate groups of fire effects, described below. **Each group is independent and each one is optional.** You may approve any combination, and you may decline any group for any reason — I will simply remove it. Nothing here is required for the performance to work, and declining any or all of it changes nothing about the booking.

Every effect is set up, lit, performed and extinguished by me, from my performance position. No guest ever holds, handles, or is passed anything lit.

PRIOR REVIEW AND APPROVAL

This performance was reviewed, approved and performed by and for **Harris County Precinct 4** as the headliner for their America 250 celebration at the Richard & Meg Weekley Community Center on July 3, 2026, with leading Harris County officials in attendance and in support. It went off without a hitch. The Harris County Special Events Manager who led this project is available as a reference on request.

THE EFFECTS

Group 1 — Fire Swallow

A few seconds. Performed by me alone, at my performance position.

A small flame is extinguished in my mouth. No fuel is ever atomized, sprayed or expelled — this is not fire breathing. Nothing is thrown, nothing travels, and no flame leaves my immediate control. Of every effect listed here, this is the only one that places nothing at risk but me: there is no clearance requirement, no ceiling requirement, no spark, and no exposure to the room, the audience or the building.

Requirements: None. This effect can be performed in any room, and can be dropped on request like any other.

Group 2 — Flash Effects

Approximately one-half second each. Hand-held.

A small piece of treated paper ignites and is completely consumed in less than a second, creating a dazzling flash. There is no residue, no ash, and nothing left burning. Used for transpositions and misdirection.

Requirements: None beyond normal clearance from decor and drapery.

Group 3 — Open Flame Effects

One to three seconds each. Hand-held, sustained flame.

A conventional, controllable flame that I light and extinguish myself. Four effects use it: a **flaming business card**, in which I hold one of my own cards and it ignites in my hand, burning out on its own; **torch and restore**, in which a

spectator's card is folded and burned using a standard Zippo lighter, then restored; a **fire wallet**, a gimmicked wallet producing a contained flame of about three seconds; and a **self-lighting candle**.

Requirements: None beyond normal clearance from decor and drapery. Each of these can be extinguished instantly at any point.

Group 4 — Flash Guns

Fired on timed sequences during certain routines. Requires 10 feet of ceiling clearance.

Four electronically fired micro flash guns, positioned 45 degrees to the left and right of my performance table. Each produces a small flash in the air. They fire on timed sequences during certain routines as accents to an effect — the routines play just as well without them, and are not required to have a great show.

Requirements: Ten feet of ceiling clearance. Like every other group listed here, these can be dropped on request.

Group 5 — Airburst

Used twice per performance, at the opening and the close. Requires approximately 20 feet of vertical clearance.

A small piece of treated paper with a sparkle composition at its center. I light it by hand and toss it straight upward above my own performance position. It flares with a soft audible pop and produces a brief shower of sparks that cool in the air and are cold before they reach the ground. The sound is mild — a pop, not a bang or a concussion. It is never thrown toward, across, or over seated guests.

Requirements: Approximately 20 feet of vertical clearance, with nothing combustible directly overhead. If the room does not have the clearance, I do not perform this effect.

Group 6 — Cold Spark Machines

Ground-based units producing an upward spark fountain.

Free-standing machines placed on the floor of the performance area.

Requirements: A minimum 10-foot clearance between each unit and any combustible material, a Class D extinguisher on site, and confirmation with your fire authority in advance. Some jurisdictions require a permit for these specifically. I am glad to obtain one, or to leave the machines at home.

WHAT IS NOT USED

- No fireworks, mortars, gerbs or aerial shells
- No fire breathing — no fuel is ever atomized, sprayed or expelled from the mouth
- No flame projector or any device that throws flame at distance
- No flammable liquids or gases sprayed or stored on the premises
- No sterno or unattended flame of any kind
- Nothing belonging to the facility is ever ignited
- No guest ever holds, handles, or is passed anything lit

SAFETY CONTROLS

- Every effect is lit, performed and extinguished by me, from my performance position
- No effect is performed directly beneath a sprinkler head or smoke detector
- A fire extinguisher is kept at my performance position for the duration of the show
- Clearances as stated above are confirmed on site before the performance begins
- I have performed these effects at indoor events for years with no incident

INSURANCE

Danger Magic (legal entity Danger One LLC) carries a **\$1,000,000 commercial general liability policy**, written by National Specialty Insurance Company through Thimble. A certificate is attached, and coverage can be verified directly at:

<https://portal.thimble.com/policy/status/IBL-FKVMHX5WZC5>

The policy renews annually on December 29, so the attached certificate shows the current term. I will send an updated certificate after renewal, ahead of the event date.

If your facility requires being named as an additional insured, I can arrange that. I will need the exact legal entity name or names to be listed, a mailing address, and an email address.

IF YOU WOULD PREFER LESS FIRE, OR NONE

Any group above can be removed on request — individually, in any combination, or all of them. The performance is unaffected, and nothing needs to be rescheduled or renegotiated. Tell me at any point up to showtime and that is what you will get.

COMPLIANCE

I will comply with any requirement your facility or fire authority sets, including any permit, advance notice, inspection, or on-site fire watch. I am glad to speak with your fire marshal directly.

Where a permit, filing, certificate or required fire watch is necessary, **there is a \$100 permit processing fee**, plus the actual cost of the permit itself and any charge your jurisdiction or fire authority sets. The processing fee covers preparing the filing and working it through with your fire authority; everything else is passed through at cost. If you would rather avoid that entirely, removing the group that triggers it is free and changes nothing else about the performance.

Robert Danger Byrd

Danger Magic

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