SAFE BURNING

Burn responsibly...or don't burn at all!

Debris burning is the number one cause of wildfires in Wisconsin. Using fire as a method to dispose of vegetative yard waste isn't the only option. While debris burning is legal in most places, let's face it...it's unsafe, unhealthy and a nuisance. If you choose to burn, follow these simple guidelines to ensure you are burning SAFELY:



BEFORE BURNING

- Find alternatives to burning debris before deciding to burn
- Obtain proper burn permits and follow any restrictions
- Comply with local ordinances that may be more restrictive than state law
- Make certain you are only burning legal materials
- Keep an eye on the weather and avoid burning under windy conditions
- Make certain the area adjacent to the burn is free of all flammables
- Special permits for burning beyond the maximum size limit or outside designated burning hours and permits sought by commercial contractors need to be issued by the local DNR Ranger Station.



DURING BURNING

- Have a water source and firefighting tools handy
- Keep the size of the burn small and manageable
- Maintain a mineral soil firebreak around the burn area
- Never leave your burn unattended
- If weather conditions change for the worst, put the fire out
- If your burn escapes, dial 911 immediately!



AFTER BURNING

- Make sure the burn is completely out before leaving
- Use lots of water, drown, stir and repeat until the fire is cold to the touch
- Go back and check again later for any remaining smoke or embers in roots and stumps

RESPONSIBLE BURNING

What can I burn with my DNR burn permit?



Allowed

- Brush
- Leaves
- Pine needles
- Grass
- Clean wood
- Unrecyclable paper
- Unrecyclable cardboard



Recycling of clean paper and cardboard is required by law!



NOT Allowed

- Garbage
- Plastics
- Shingles
- Foam
- Structures
- Furniture
- Wire
- Metal
- Electronics
- Vinyl products
- Rubber products
- Oil-based products
- Painted, stained or treated wood

dnr.wi.gov keyword "fire" or 1-888-WIS-BURN (947-2876)