

## Fire Play basic notes – LDG Fetish Fair – ©Iain Turner 2004-2008

Fire play offers sensation and psychological play. There is heat, visible flame, sounds, and smells. We are both drawn to fire, as warmth, tool and weapon, and terrified of it.

This sheet provides incomplete, cryptic, introductory concepts in safety, attitude, and technique. Fire should be learned from a hands-on mentor, after you understand the ideas. Even with full precautions, assume that everyone doing fire will sometimes get burned. Fire play is always an advanced technique, requiring special precautions.

Any safer fire scene has three or more people – bottom, top, and **spotter**. The spotter(s) must be trained and prepared to go towards any problem and fix it, rather than run. I offer a formal class for spotters.

Everything that can burn is a fuel, including intended and unintended fuels.

**Clothes.** If you're in or near a fire scene, don't wear fuel. All common artificial fibers are fuel - they're made of petroleum products. They'll easily ignite or melt into the skin. Do not wear anything with nylon, poly-anything, rubber, latex, PVC, elastic, rayon, etc. Also no fur, feathers, frayed material. Better choices: bare skin, leather, all-cotton, linen, flannel, wool, silk, kevlar, duvetyne.

**Hair.** Hair burns easily. If it gets near fire, it will be gone. Light arm or back hair just burns off. Thicker hair, as at head, beard or crotch, can provide enough fuel to scar the skin. So shave it or cover it. An all-cotton towel or leather hood are good. Hair products are highly flammable; remember Michael Jackson. Likewise, avoid nail polish. No dangling clothes or jewelry. Caution near piercings.

**Environment.** Look around for all fuels and damageable items – curtains, carpets, ceiling, cats. Make sure there won't be people or critters moving who might upset candles or fuel. Fairly dim lighting allows you to see more flame locations. Too dark adds risks, like knocking over fuel or flame. Keep excess fuel at a depot well away from the scene.

### Tips for **Bottoms**:

- Avoid a gasp that would inhale fire, fuel, smoke, or fire extinguisher products.
- It's normal to be scared of fire. It's OK to safeword. It's important to tell the top if an area has gotten overworked or burned.
- “When your tits are on fire, don't look down.” If your head is above the flames, look up, not down.
- Don't run or shake, which add oxygen. If you're on fire, don't run from the spotter or top.
- Apply aloe vera for a few days afterwards, even if not burned. This should start during aftercare.
- Your skin is sensitized. Avoid backpacks and harnesses for a day or two, to avoid raising blisters.
- Stay well hydrated (drink water) before and for a few days after the scene.

### **Spotter's Job**:

- You're covering the top's back, so the top can focus on the scene. Watch all flame. Watch all fuel, especially any the top's not watching. Watch the environment, perimeter, and all safety issues.
- Understand the top's equipment, fuels, locations, and plan before play starts. Know the bottom's limits. Check how to use extinguisher. There's no time for questions or doubt during an emergency.
- Keep yourself fuel-free. Have fire suppression tools in your hands, not just nearby. Don't get distracted; this is a crucial, full-time job.

**“When in doubt, put it out.”** You can always relight the fire. The difference between a great scene and a bad burn can be one second of excess flame.

**Spotter tools.** My favorite is a very damp (not dripping) all-cotton towel, folded in half or quarters. It smothers a large area of flame quickly, and it cools. Always use both hands. I also have fire extinguishers right by me, if the fire spreads. I also have a water spray/mister.

**Safety words.** Spotters or others yell “Orange” to indicate unintended fire. “Incoming” means a

spotter is entering the scene now. So “orange leg incoming” tells the top to stop instantly as a spotter comes in to put out the fire (probably on the top's leg). Play may resume if everything is put in order.

**Accidents.** ● If you think there may be skin damage, stop the scene. Apply cold (ice) immediately, for 5+ minutes; residual heat can continue to cook deeper. If you're considering getting professional attention, don't add any “burn treatment” goop to the wound, the nurse will just have to dig it out.  
● Fuel is hard on the eyes/cornea. If it splashes in the eye, hold the eye open and irrigate with saline/water for 15 minutes. See the MSDS. Get immediate medical attention.

**Fuel:** The basic fuel is 70% isopropyl. Other fuels add new issues: 90% isopropyl, ethanol, alcohol gels (Purell), lamp oil, jet fuel, flash cotton, flammable metals, etc. Fuels are poisonous inside the body. Most can explode if vapors accumulate. Fuels can damage clothing, toys and furniture.

**Fuel Management:** A key to safety is controlling all the fuels. Unintended fuels – furniture, dogs, paper, leaves, must be excluded from the area. Intended fuels must be in known places, controlled quantities, and contained. Designate separate areas for fueling, play, extinguishing, and depot.

**Fuel build up:** It's too easy to accumulate fuel during a scene, on the bottom, top, or furniture. E.g. you apply fuel, burn most of it off, but some remains. After a while, the extra fuel is a big hazard. Sometimes you can see, feel, or smell the fuel. I wipe the area with my hand, then smell the hand.

**Fuel drip:** Liquid fuels run, and always to places you don't want to burn. Especially, don't let fuel get under the bottom. Use small quantities to avoid drips and runs.

Different individuals, and different parts of the body have different **tolerances** for fire and heat.

**Genitals:** Shorten burn times on thinner, or more sensitive skin, especially pink bits. Folded skin can accumulate fuel (bad). Tight spaces can concentrate heat. Don't burn up your favorite toys.

My personal favorites are techniques where I, as top, have the fire on me a lot. This helps me gage the heat, and share the fun. I almost always put out the flames with my bare hand.

Typical burn times are 1 - 3 seconds, but vary greatly by fuel, body part, individual, and technique. Longer burns are possible if the flame moves around the body, never staying on one part.

Here are some fire-related **techniques** you may see or learn. Each has special issues not covered here. The first four are most common. Most scenes use only 1-3 of these.

- Torch: A wand/torch/baton with fueled wick is passed around the body, perhaps rubbed or bounced.
- Hand torch: The same, with top's hand serving as the torch.
- Wipe and light: Apply a streak of fuel, then light it. Put it out (hand or flogger) as it goes.
- Binaca blast / “flame thrower”: Ignite a brief aerosol blast of fuel.
- Flash cotton. Ignited on/above skin. Tricky and dangerous.
- Exotic metals. Add color and sparkle to the flame. Tricky and dangerous.
- Fire mitt. Lighting a kevlar glove on the top's hand.
- Fire pin. Branding with a red hot needle piercing. Usually intended to be temporary.
- Fire cupping: Igniting fuel inside a cup, quickly applied to skin. Cooling produces suction.
- Candles: Candle flame is too hot for skin. Dripping warm wax is part of Wax Play.
- Fire spinning: Juggling or spinning fire poi near the bottom.
- Fire flogging: Using a lit kevlar flogger on skin. Very problematic.
- Fire breathing: Using the top's mouth as a flame thrower. Very problematic.

I teach beginning and advanced hands-on fire, and a spotter training class, including handing lots of live fire, and drills for noticing and putting out bad fire. **edukink @ yahoo.com**

“There are old pilots, and there are bold pilots, but there are no old, bold pilots.” Successful fire players behave cautiously at all times. More at [http://EduKink.org/articles/Fire\\_Play](http://EduKink.org/articles/Fire_Play)