

# IMPORTANT

## Please Read – Action Required

The lighting system for your upcoming event may include the use of a chemical fog/smoke machine. Using this device is optional, and requires that clearance be obtained from the management of the facility in which your event will be held, and any local authority charged with oversight of fire safety at that facility.



This device is a safe and effective means of producing artificial fog/smoke and presents no risk of hazard in most circumstances. The effect is produced using an FDA approved non-toxic, pharmaceutical-grade water-soluble fluid with no unpleasant odor and no residue.



Nearly all modern fire detection systems will react to the presence of artificial fog/smoke. To use this effect properly it must be verified that such a detection system is absent, or can be temporarily defeated. (Note: Do not attempt to override or defeat a fire detection system without the consent and assistance of the building superintendent and/or local fire marshal.) **Local ordinances may require that you make arrangements with a local fire detail** prior to using this device, and before attempting to make any alterations to smoke alarms or other safety devices.

Before we can use this effect at your event we must have this completed form returned to us at the address above. If you have questions concerning this device, or need assistance in any way with regard to this matter please contact us at **1-800-439-3277**.

This form is also available online at: [http://www.proformancedj.com/fog\\_frm.htm](http://www.proformancedj.com/fog_frm.htm)

-----  
**DO NOT DETACH - RETURN ENTIRE FORM**

- YES!** Please include the fogger with my lighting and effects system. I have consulted the necessary people at the facility where my event will be held. There is no conflict with the fire detection systems.
- NO!** It will not be possible for us to use artificial fog/smoke. Please do not include this effect with our lighting system.

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date

\_\_\_\_\_  
Contract Number