

**Cultural and Creative Industries Development Agency  
Entertainment Special Effects Licensing Authority  
Guidance Notes No. 2**

**Additional Information Required for an  
Application for a Discharge Permit (Stream A)  
under the Entertainment Special Effects Ordinance**

Section 9 of the Entertainment Special Effects (General) Regulation sets out the information required for application of discharge permits. These guidance notes seek to list out the additional information required with respect to the application for producing a particular type of special effects scene under a Stream A discharge permit. In general, the amount of information required will vary to commensurate with the risk levels associated with a particular type of special effects scene.

**A. Bullet Hits (other than body hits)**

- Type and maximum quantity of pyrotechnic special effects materials (PSEM) to be used.
- Details of protective measures to performers and support personnel.
- Drawings are not required.

**B. Body Hits**

- Type and maximum quantity of PSEM to be used.
- A drawing showing which part of the body the effects will be installed and details of the protective measures to the performers.

**C. Fireball Effects using Lifters/Can Poppers (Outdoor)**

- Type and maximum quantity of lifters and other special effects materials to be used.
- Method of ignition.
- Type of mortars.

- Details of protective measures to performers and support personnel which should commensurate with their proximity to the effects.
- Drawings are not required.

**D. Fireball Effects using Lifters/Can Poppers (Indoor)**

- Type and maximum quantity of lifters and other special effects materials to be used.
- Method of ignition.
- Type of mortars.
- Details of protective measures to performers and support personnel which should commensurate with their proximity to the effects.
- Details of fire preventive measures (such as application of fire retarding solution).
- Means to avoid causing structural damages to the premises (unless such damages are designed to be part of the special effects scene).
- Drawing(s) showing details of the discharge venue including:
  - emergency exits
  - ceiling height
  - mortar location and direction
  - ventilation

**E. Fireball Effects using LPG Mortars (Outdoor)**

- Type and maximum quantity of special effects materials to be used.
- Method of ignition.
- Type of mortars.
- Details of protective measures to performers and support personnel which should commensurate with their proximity to the effects.
- Drawings are not required.

#### **F. Fireball Effects using LPG Mortars (Indoor)**

- Type and maximum quantity of special effects materials to be used.
- Method of ignition.
- Type of mortars.
- Details of protective measures to performers and support personnel which should commensurate with their proximity to the effects.
- Details of fire preventive measures (such as application of fire retarding solution).
- Means to avoid causing structural damages to the premises (unless such damages are designed to be part of the special effects scene).
- Drawing(s) showing details of the discharge venue including:
  - emergency exits
  - ceiling height
  - mortar location and direction
  - ventilation

#### **G. Flame Effects with Burning of Props (Outdoor)**

- Type and maximum quantity of special effects materials to be used.
- Method of ignition.
- Details of protective measures to performers and support personnel which should commensurate with their proximity to the effects.
- Details of fire preventive measures (such as application of fire retarding solution).
- Drawings are not required.

#### **H. Flame Effects with Burning of Props (Indoor)**

- Type and maximum quantity of special effects materials to be used.
- Method of ignition.
- Details of protective measures to performers and support personnel which should commensurate with their proximity to the effects.

- Details of fire preventive measures (such as application of fire retarding solution).
- Means to avoid causing structural damages to the premises (unless such damages are designed to be part of the special effects scene).
- Drawing(s) showing details of the discharge venue including:
  - emergency exits
  - ceiling height
  - location of LPG fire bars, mortars, etc.
  - direction of flames
  - ventilation

#### **I. Flame Effects without Burning of Props**

- Type and maximum quantity of special effects materials to be used.
- Method of ignition.
- Details of protective measures to performers and support personnel.
- Drawings are not required.

#### **J. Water Explosions**

- Type and maximum quantity of special effects materials to be used.
- Details of protective measures to performers and support personnel which should commensurate with their proximity to the effects.
- Details of initiation system and firing circuits.
- Details of waterproofing of PSEM and firing connections.
- Drawing(s) showing details of the discharge venue including:
  - details of mortar positions and PSEM installation
  - positions of vessels relative to the PSEM
  - firing sequence and measures to ensure proper timing

#### **K. Vehicle Flame/Fireball/Cannon roll**

- Type and maximum quantity of special effects materials to be used.

- Details of protective measures to performers and support personnel which should commensurate with their proximity to the effects.
- Details of the removal of fuel tank, windscreen, window panes or other dangerous parts.
- Drawing(s) showing:
  - details of mortar positions and PSEM installation
  - direction of flames/fireballs

**L. Vehicle Explosions (Projecting Flying Objects)**

- Type and maximum quantity of special effects materials to be used.
- Details of protective measures to performers and support personnel which should commensurate with their proximity to the effects.
- Details of the removal of fuel tank, windscreen, window panes or other dangerous parts.
- Details of arrangements to prevent engine hood, trunk hood, vehicle doors and other objects from flying uncontrollable distances.
- Drawing(s) showing:
  - details of mortar positions and PSEM installation
  - direction of flames/fireballs

For enquiries on the type of information required for special effects scenes not described above, please call our Special Effects Licensing Section at 2594 0465.

Entertainment Special Effects  
Licensing Authority  
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