



Temporary Outdoor Dining-Tent Check List

The City of Rocklin is eager to see your business open, and wants to ensure that your new outdoor dining arrangement goes smoothly and safely for you and the public. To aide in your preparation, please utilize the list below for items needed on your plans prior to submittal.

	FIRE PLANS ITEMS:	YES	NO
1.	Site plan showing perimeter barrier boundaries with tent(s). Include distances between tent(s), barriers and buildings. Barrier opening widths (minimum 3ft), nearest fire hydrant, temporary generators (if applicable,) vehicular access and building exit locations.		
2.	Provide all tent information, however, tents greater than 400 sq. feet require an operational permit, which may be obtained through Fire Administration. Number of tents _____, Dimensions of each _____		
3.	Does the tent have sides? If yes, how many _____?		
4.	Tent flame spread-copy of certification provided.		
5.	Tent labeling-permanently affixed label bearing size, fabric, and material type on tent.		
6.	Minimum two tent exits. Indicate locations with minimum 3 foot widths.		
7.	Manufacturer's anchorage and structure stability information.		
8.	Number and location of exit signs-clearly visible to customers.		
9.	Provide "No Smoking" sign location(s).		
10.	Number of seating under each tent _____. Include seating layout.		
11.	Portable fire extinguishers locations. Fire extinguishers must not be obstructed or obscured from view. Fire extinguishers must be fully charged and operational.		
12.	Cooking under or adjacent to tents is prohibited.		
13.	Heating appliances-electrical or gas. If yes, indicate type _____.		
14.	Electrical-source from building site, or generator (each generator requires a portable fire extinguisher). If yes, indicate type _____.		
15.	Storage of flammable or combustibile liquid must be greater than 50 feet from tent.		

If you have any questions concerning the tent requirements, please contact the Rocklin Fire Department at 916-625-5300.

Thank you,
Rocklin Fire Department