

BURNING MAN'S TEN PRINCIPLES

RADICAL INCLUSION

Anyone may be a part of Burning Man. We welcome and respect the stranger. No prerequisites exist for participation in our community.

GIFTING

Burning Man is devoted to acts of gift giving. The value of a gift is unconditional. Gifting does not contemplate a return or an exchange for something of equal value.

DECOMMODIFICATION

In order to preserve the spirit of gifting, our community seeks to create social environments that are unmediated by commercial sponsorships, transactions, or advertising. We stand ready to protect our culture from such exploitation. We resist the substitution of consumption for participatory experience.

RADICAL SELF-RELIANCE

Burning Man encourages the individual to discover, exercise and rely on his or her inner resources.

RADICAL SELF-EXPRESSION

Radical self-expression arises from the unique gifts of the individual. No one other than the individual or a collaborating group can determine its content. It is offered as a gift to others. In this spirit, the giver should respect the rights and liberties of the recipient.

COMMUNAL EFFORT

Our community values creative cooperation and collaboration. We strive to produce, promote and protect social networks, public spaces, works of art, and methods of communication that support such interaction.

CIVIC RESPONSIBILITY

We value civil society. Community members who organize events should assume responsibility for public welfare and endeavor to communicate civic responsibilities to participants. They must also assume responsibility for conducting events in accordance with local, state and federal laws.

LEAVING NO TRACE

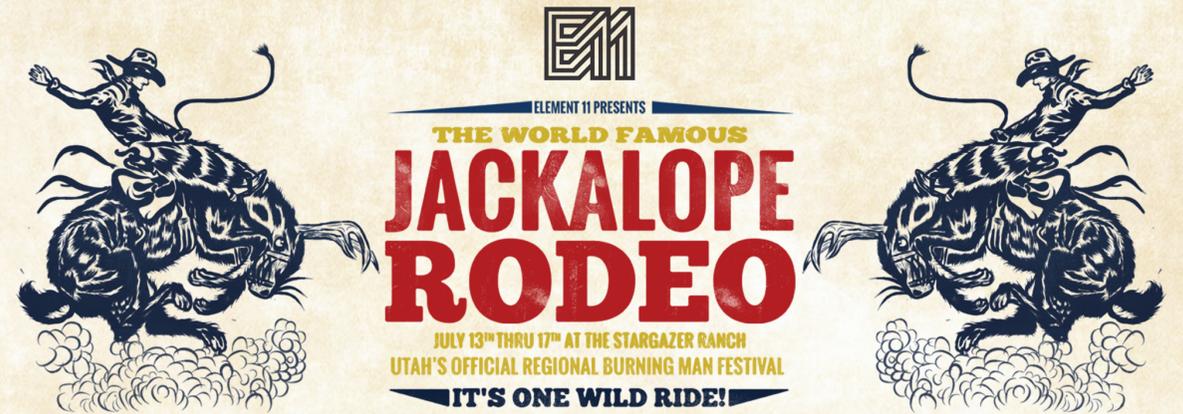
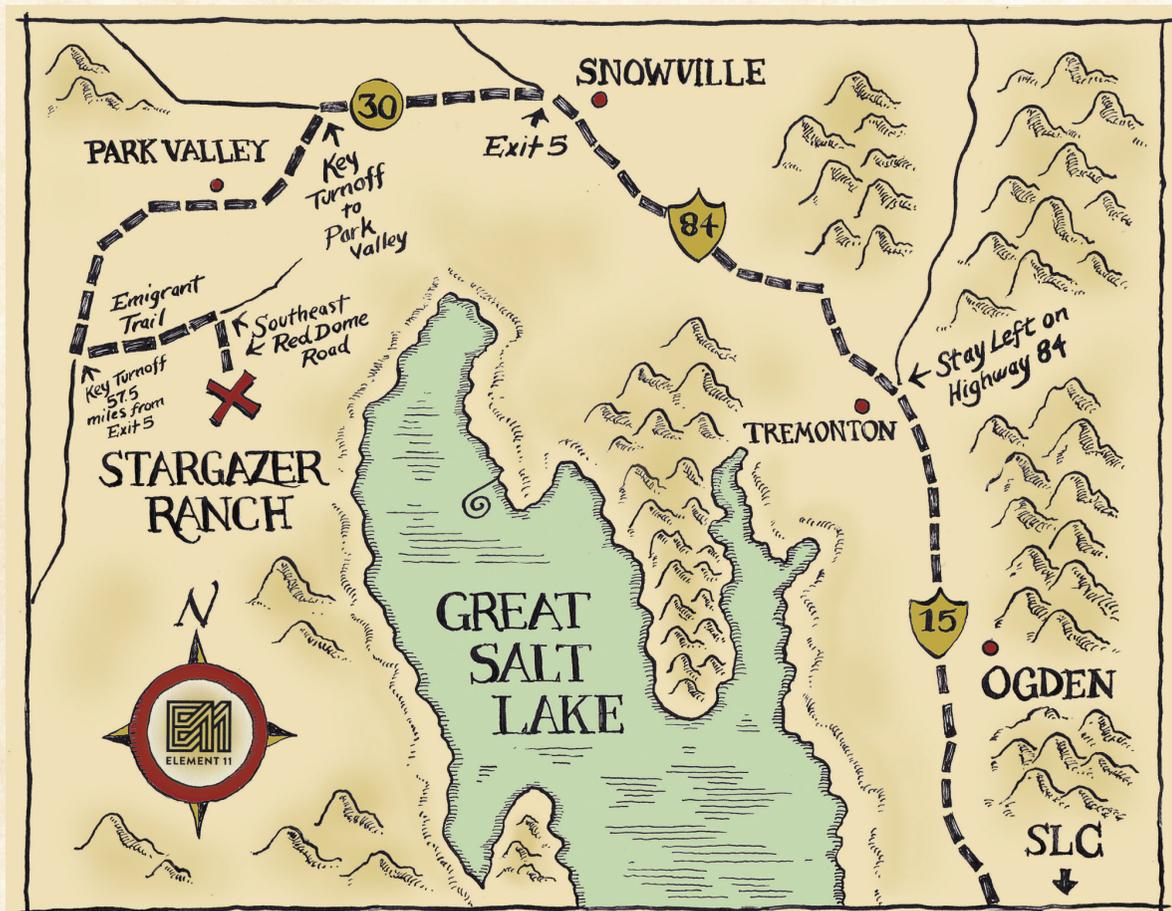
Our community respects the environment. We are committed to leaving no physical trace of our activities wherever we gather. We clean up after ourselves and endeavor, whenever possible, to leave such places in a better state than when we found them.

PARTICIPATION

Our community is committed to a radically participatory ethic. We believe that transformative change, whether in the individual or in society, can occur only through the medium of deeply personal participation. We achieve being through doing. Everyone is invited to work. Everyone is invited to play. We make the world real through actions that open the heart.

IMMEDIACY

Immediate experience is, in many ways, the most important touchstone of value in our culture. We seek to overcome barriers that stand between us and a recognition of our inner selves, the reality of those around us, participation in society, and contact with a natural world exceeding human powers. No idea can substitute for this experience.



SURVIVAL GUIDE

ELEMENT 11

STARGAZER RANCH

PARK VALLEY, UTAH

JULY 13-17, 2016

WHAT IS ELEMENT 11?

Element 11 is a 5 day, 4 night arts event that ignites a culture of creativity and self-expression, and incorporates principles such as self-reliance and civic responsibility. This is not a party or concert, but a radical celebration of shared values, art, and effort for the good of all.

Element 11 is not your usual festival. In fact, it's more of a temporary city. Our city is home to over a thousand participants who camp by themselves, or in camps centered on a particular theme. Our city is marked by the prevalence of art of all kinds. Examples of art you may find in your travels include static art installations, movable art (art cars), performances, workshops, and service projects. Live music and performance art abound as well, especially as the sun sets and the fun gets started; DJ's, musicians, and dancing keep us on our toes into the night.

This guide includes safety information and policies, as well as helpful suggestions from members of the community.

WHO GOES TO ELEMENT 11?

The most amazing people in the solar system, that's who! Element 11 is open to anyone with a ticket who agrees to follow certain rules. Tickets to the event are sold in person and online in the months leading up to the event. Income from ticket purchases funds portions of art found at the event and the operation of the event itself. Examples of how monies from ticket sales are used include Art Grants, legal matters such as permits / insurance, infrastructure support such as medical services, portable toilets, and road signs.

WHAT IS MOOP?

MOOP (Matter Out Of Place) is anything that was not on the ground when you arrived like trash, recyclables, and other things that don't naturally occur in the environment. This is a leave no trace event. You are responsible for hauling out 100% of your own trash and recyclable materials!

EVENT INFO

How can I get updated information about things happening at the event? There are several ways to get updated event info or news on cool stuff going on. The Info Booth Hug Deli at Center Camp is a perfect place to check, especially for lost and found, missing persons, and info on current events at Center Camp and in the Theme camps. And, of course, you can refer to your handy dandy What Where When Guide as well!

WHERE CAN I GO TO GET A SHOWER?

Showers are available at the trash fence immediately following the Daft Punk concert. In other words: there are no showers provided.

PORTA POTTIES & SERVICE

Portable Toilets will be placed throughout the city; refer to the event map for locations. Expect them to be serviced daily.

WHEN ARE THE BURNS?

Consult the What/Where/When guide for exact times, as they change each year.

CAN I BE NAKED?

Nudity as a form of individual artistic expression is allowed throughout the event, lewd behavior is not. Remember, kids will be around this year.

WHERE ARE ALL THE EVENTS GOING TO BE?

Check out the What/Where/When guide for details on Theme Camps and events in each camp. There's a whole city out there to explore!

WILL THE COPS BE THERE?

Law Enforcement may be in attendance. Exercise civic responsibility, be a good human and you won't have any problems. E11, as always, does not condone illegal drugs or illegal activity and will cooperate with law enforcement as necessary in the event that you don't adhere to the law.

GATE AND ENTRY

Gate volunteers will meet all vehicles entering E11. Please have your ID and tickets/ticket confirmation letters ready as you arrive at the gate. This will help speed you through the process.

Gate volunteers will assist with the following:

- Verify your ID (Element 11 is an all ages event; ID is required to prove your age)
- Check/scan your tickets
- Direct you to will call to pick up tickets
- Give you a wrist band and help you put it on (Don't lose or remove this; it's proof you paid!)
- Answer basic questions and give you the What/Where/When guide and map
- Perform a Vehicle Check
- Answer any questions you have
- After that's all said and done, it's off to the Greeters!
- Please be aware that your vehicle will be inspected at the gate.
- Notes: Service animals for participants with disabilities are welcome. This does not include 'Therapy animals' and 'emotional support animals.'

Having (or not having) certain items in your vehicle may delay your entry or potentially cause you to be refused entry. The gate staff aren't going to give you a cavity search or anything (even if you ask). However, we do want to make sure that you are well prepared, exercising good civic responsibility, and being radically self-reliant.

GATE HOURS

DAY	GATE OPENS	GATE CLOSES
Wednesday, July 13	10am	8pm
Thursday, July 14	10am	8pm
Friday, July 15	10am	8pm
Saturday, July 16	10am	6pm

WHEN DOES ELEMENT 11 END?

Element 11 ends at NOON on Sunday, July 17. You need to have your camp packed, MOOP removed, and be ready to depart by that time.

EARLY ENTRY Only persons collaborating on registered theme camps or art projects and involved with critical infrastructure will be granted early entry. Persons seeking early entry must be registered with the Art department and may be issued a special wristband or ID.

RE-ENTRY In order to keep traffic reduced both at the gate and on the highways, exit and reentry is highly discouraged at Element 11. Besides the LONG travel time, there is a re-entry fee of \$10 per vehicle; participants must adhere to standard gate hours.

No entry (including re-entry) will be permitted after 6 pm on Saturday. Late night arrivals after-hours entry will be managed by our security team and is completely at their discretion.

WHO TO CALL IN AN EMERGENCY

Element 11 has several groups of amazing volunteers who help keep us safe or put the pieces back together when we've had a little too much fun or when serious problems happen. Rangers are volunteers from the community who serve as non-confrontational mediators, problem solvers, information bearers, and all around helpful sorts. Rangers can be seen throughout the event meeting people, working out problems, and enjoying the art. Rangers work burn perimeters, check the roads for lost people or stranded vehicles, and so much more. Element 11's medical staff is made up of medical professionals who volunteer their time and skills. They are ready to respond when medical attention is needed— either for minor cuts and scrapes or emergency prehospital care for traumatic injuries.

Help from Rangers and/or Medical services is available 24 hours a day at Headquarters (the Red Cross flag) and Ranger outposts.



THINGS TO TAKE WITH YOU

Participants should have everything needed to survive in a high desert environment for 72 hours (or more). Some examples are:

WATER A minimum of 1.5 gallons per person, per day, is required to stay healthy and replace water your body uses or loses. Plan on drinking more water if you drink beer or work in the sun (or both).

FOOD Enough food and snacky snacks to sustain high energy fun in a desert environment during your stay at the event.

SHELTER Your choice of an RV, tent, or other shelter that will protect you from the elements.

CLOTHING Be prepared to protect yourself from bright sunlight during the day with light colored and light weight clothing that will cover your arms/legs. A hat or other head covering is also highly advisable for battling the evil day star (the sun) and keeping you warm at night. Pants, a hoodie, or medium weight jacket are wise additions to keep you warm during nights that can dip into the 60’s or for inclement weather.

GOOD FOOTWEAR A variety of comfortable footwear—especially sturdy footwear suitable for off road travel—is also highly advised.

A LIGHT SOURCE A white light headlamp and several small light weight, blinking lights, glow sticks and other flash-y blink-y devices that will enable you to see and be seen are a must! Your cell phone is NOT a proper light source!

SUNSCREEN AND INSECT REPELLENT Prepare to do battle with the evil day star and all insectoid monsters by adding sun screen and insect repelling sprays/lotions/creams/whatever to your list of stuff to take.

YOUR MEDS Make sure to bring any prescribed or over the counter medications, supplements, or other medical supplies that you need to sustain yourself for the duration of the event. Element 11 is not a good place to stop taking your meds.

SUNGLASSES OR GOGGLES To protect your eyes, of course.

DUST MASKS/BANDANAS To keep the dust out of your face holes.

EARPLUGS To protect your hearing around loud sound or help you sleep.

LAST MINUTE ADDITIONS

Perparedness is sexy! There is, however, a small variety of locations along the way that you can stop for last minute supplies. Smith and Edwards in North Ogden is good for outdoor, camping, or RV supplies. Brigham City, north of Ogden, is good for last minute supplies. Most locations are in the area of the 1100 South Exit from I-15 northbound. Here are a few recommendations nearby:

- Walmart 1200 S Commerce Way Perry UT 84302
- Smith’s 156 S Main St Brigham City UT 84302
- Kent’s 260 N Main St Brigham City UT 84302
- Snowville, just prior to the Highway 30 turnoff, is home to two important last minute stops—especially for RV campers:
- Lottie Dell Campground will fill RV Potable water tanks for \$5, find them at 490 W Main St 435-873-8273. Please be courteous to our neighbors. The success of our events depend on our relationships within the local community.
- Flying J (right off the freeway) is the last place to stop for Diesel, gas, and drinks/snacks. They also have an RV dump, but charge \$10 to dump.

THINGS TO LEAVE AT HOME

Ø Pets
Ø Illegal drugs/paraphernalia
Ø Fireworks or explosives
Ø Unpaid persons (Stowaways)
Ø Unregistered art cars
Ø Large amounts of flammable liquids
Ø More booze than food or water
Ø A lack of respect for consent
Ø Vehicles/art cars leaking fluids or dropping parts
Ø Feathers / costume pieces that can easily become MOOP

STARGAZER FAQ

How big is it? Stargazer Ranch is approximately 170 acres in size. Element 11 will take up a little more than half that area.

What’s the terrain like? Stargazer is an open grassland in the bottom of a in a large natural bowl formed by surrounding hills. Dominant features include a hill to the West, a dry reservoir to the east, scrub brush and wild grasses, as well as some Juniper trees in the outlying areas. Two county roads and two dry creek beds run through the area as well.

Will the terrain support my RV, Bus, or large art car? Larger vehicles will do just fine at Stargazer. VERY heavily loaded vehicles, semitractor/trailer combos, and some class 1 RVs may have some problems. We recommend you consult with EPW and/or the property owner if you wish to bring out one of those vehicles.

Are there RV Hookups? No. Please plan ahead so that you have all the power (from your generator) and water (from your RV’s tank) that you desire.

Are there showers or swimming? No. Count on showering with your own solar shower, using baby wipes, or other field shower methods.

What is tent camping at Stargazer Ranch like? A flattened, camping area has been constructed; refer to the event map in the What/Where/When guide and/or the Art department for placement if you are a theme camp.

Is Stargazer windy? It can be. Prepare for high winds and blowing dust like in Black Rock City, use GOOD tent stakes and guy lines and you’ll do well.

Will my phone work there? Maybe. Cell service is spotty in the area. AT&T, Verizon, and Cricket have 2-3 bars, T-Mobile, MetroPCS, and other carriers do not have ANY service in the area. #immediacy

Where do I dump my trash? You are responsible for hauling out all of your own trash and recyclable materials.

Where can I empty my RV’s gray/black water tank(s)? Flying J and Lottie Dell Campground (both in Snowville) are the nearest places that have an RV dump facility.

Consent is ENTHUSIASTIC! Out Loud, and Freely Given! No means no. It needs no further explanation, but If you’d like to learn more, stop by the School of Safe Sex to learn how to make consent playful and fun as well as being thorough. Remember *crickets* are not consent. Always ask before huggin, kissing, high-fiving, staring or photographing another person.

ADA ACCESS:

ADA Porta Potties are available at this event and are reserved for individuals with disabilities. The Info Booth Hug Deli at Center Camp can give you more information about the ADA Porta Portties.

WTF, KIDS?

Kids are once again welcomed home with a ticket of their own. The experiences your kiddos will earn in creative freedom and individual expression will last a lifetime. To assure the safety and well-being of all littles we have strict parent guidelines. Make sure your child is with you or another specified adult at all times and has the means to be self reliant. Water, chapstick and sunscreen are things that should be readily available.



MUTANT VEHICLES

What’s a Mutant Vehicle? A Mutant Vehicle, or art cart, is a vehicle that has been radically, stunningly and safely modified. Mutant Vehicles must be registered, inspected, and approved BEFORE operating. (This means you, Coulson.)

MUTANT VEHICLE RULES (DAYTIME)

- Radically, stunningly and safely modified
- Clear field of vision for the operator, including rear and side mirrors
- People walking w/ vehicle to ensure safety if large or limited field of vision
- Safe access area and procedures for loading and unloading
- Safe access area into and out of your camp
- Does not mimic any type of emergency or law enforcement vehicle
- Must be driven by licensed drivers at no more than 5MPH
- May not be driven by an intoxicated/impaired driver or in a dangerous manner, or be leaking fluids or losing parts.
- Must have valid car insurance, unless the vehicle is not required to have insurance outside of the event. Element 11 assumes no liability for your Mutant Vehicle.

MUTANT VEHICLES AT NIGHT (DAY RULES APPLY TOO)

- Adequate illumination, including front, rear and side lights
- If towing a trailer, you must illuminate the trailer and hitch, as well as the wheel wells and/or fenders for maximum visibility and safety
- Mutant Vehicles are advised to stay on the main hard-packed gravel roads. Element 11 and the EMV assume no responsibility for towing or extricating your Mutant Vehicle if it becomes stuck!
- Non mutated vehicles must remain parked in your camp or the paring area for the duration of the event, not including entry/exit.

DRONES/PLANES/FLOATING CITIES/BLIMPS

Pilots of all types (remote control, light craft, or autonomous/semi-autonomous aerial devices)!

In case of a medical emergency, our volunteers need to be able to clear our airspace for an emergency helicopter. It’s crucial that they be able to communicate with you. Check in with the Rangers or with Medical before you take to the air.

If you’re piloting a camera platform--don’t be a creeper! The same standards of consent and consideration apply to flying cameras as to any others.

There will be a “captain’s deck” for RC Pilots located behind Center Camp. Check in with Info Booth, EMV or ask at the gate upon entry.

LASERS AT E11

Because of recent serious, lifelong injuries to volunteers, Element 11 is very concerned about the use of laser devices. The intent of this policy is not to interfere with artistic expression, but to keep participants safe from potential harm and/or lifelong disability. To protect everyone at E11, our Laser Policy is:
• You may not intentionally or carelessly direct a laser at a person’s body above their shoulders at any time.
• Use of a laser device other than for artistic or decorative effect, to mark a location so as to give directions, or to summon aid in an emergency is prohibited.
• You may not point devices at any location where persons are gathered in a group or climbing on/over something and may be accidentally struck in the face with a beam. (Camps, art cars, art installations, etc.).
• NO lasers on burn perimeters. Leave your lasers in your camps.
• Theme camps must report mounted lasers they want to operate as a part of their camp in the application process.
• Mounted lasers must be mounted at least 7 feet above the ground and can NOT be aimed toward the ground or at locations mentioned above

DESERT SURVIVAL TIPS

THE SUN Protect yourself from the evil day star by avoiding prolonged exposure, making use of available shade, and covering exposed skin with light colored clothing and sunscreen. Please remember that at higher elevations you burn faster and more severely without feeling hotter. Laying low in cool/shaded locations during the heat of the day also helps avoid sun related problems. Sunscreen that gives protection at the highest SPF rating you can find is highly advised.

DEHYDRATION DRINK A LOT OF WATER! Eat salty foods to prevent electrolyte imbalance. Consuming alcohol, caffeine or some medications increases risk of dehydration. Those doing so should pay special attention to water intake. Dehydration can cause headaches, stomach cramps, abdominal pains, constipation, flu-like symptoms, and mood swings and makes it difficult for the body to mend itself. If someone you know complains of these symptoms, or shows signs of either severe overheating or (worse) a case of chills under the midday sun, get them to shade immediately and seek prompt medical help.

WIND With no neighbors and no trees to speak of, winds are a constant presence at Stargazer. Sturdy tents, oversize tent stakes, and large vehicles parked so as to create wind breaks will help you and your camp survive periods of high wind.

DUST Plan ahead by bringing your best playa ready goggles, dust masks, and scarves/bandanas. Better yet, bring ‘em all! Using a sturdy tent that does not have a LOT of mesh openings will also help keep your experience as dustless as possible. Make sure to keep tents/cars closed as much as possible too!

CACTI While much of the land at Stargazer has been cleared and leveled, Prickly Pear cacti are present in outlying areas and where only large plants (i.e. sagebrush) were cleared. Being careful where you step and wearing proper footwear (i.e. closed shoes or boots) will help you avoid contact with their spines. In the event you are stuck, spines should come out easily. Simply remove the spine, wash the area, and continue being awesome. If you are unable to remove cactus spines, or are otherwise injured in your close encounter of the cacti kind, please seek medical help at Headquarters or a Ranger Outpost.

SCORPIONS Several varieties of small and midsized scorpions frequent the Stargazer area. Follow these steps to avoid problems:

- Keep your shelter closed at night and keep your footwear inside at night.
- Shake out your bedding/sleeping bag before you lay down.
- Be sure to knock/shake out your footwear before you put it on.
- DO NOT PICK UP/CAPTURE/TEASE SCORPIONS.

They are not here for your amusement. Scorpion stings are rarely fatal, but can aggravate existing medical issues and/or allergies, cause a lot of pain, temporary paralysis, more pain, and cause moderate to severe mobility issues. ...and more pain. If you are stung, summon medical assistance ASAP!

FIRE SAFETY INFORMATION

Uncontrolled fire that threatens camps or the event itself is a VERY real and present danger at Stargazer. The nearest fire station is 1.5 hours away. In order to protect life and property at E11, Please observe the following fire rules:

Keeps fires low. Ensure sparks/embers are not flying off; put fires out in case of high winds. Burn barrel or campfire containers must have a screen and must have a 20ft area cleared around it of vegetation, structures, vehicles, tents, etc.

NO open/ground/camp fires. All fire bust be contained/elevated.

NO unscheduled burns. All structures or installations must be pre-approved.

NO unattended fires. Someone must be present at all times when a fire is burning. A shovel, water pail, or other means of firefighting must be present.

NO fireworks regardless of the type/size; they are illegal and the potential to ignite a wildfire with them is stupid high!

NO crossing burn perimeters. Crossing a perimeter during a scheduled burn will get you evicted from the event. Especially if Rangers (the sandmen) have to intervene.

FIRE ARTS GUIDELINES

Fire arts can be one of the most strikingly beautiful arts you’ll see at Element 11. They also come with increased responsibility. In order to preserve our ability to exhibit and enjoy this artistry, Element 11 asks that performers and participants do the following:

Perform / participate safely. Fire performers absolutely must have designated fire safety people whenever/wherever they perform, who have some means of putting out a fire (e.g., wet towel, fire blanket or extinguisher) at hand. Please give fire performers plenty of space (25 feet minimum) and do not talk to them while they are performing.

Be aware of the environment. Fire performances, whether scheduled or impromptu, can only be staged in areas where fire is allowed. Fire performance is NOT allowed in areas marked “No Fires”. Spinning outside designated areas or without safety/spotters poses a serious risk of causing injury to performers and nearby participants, or of igniting a wildfire. You absolutely must stop or put fires out if asked by rangers or theme camp leads. See the WWW guide map for designated areas.

Be sober. If you are visibly intoxicated (i.e. stumbling, slurring words) you’re too drunk to perform with fire.

Violation of these policies may cause your ticket to be revoked or the eviction process to be triggered. In flagrant cases, proceedings may be initiated to evict the violator from the event without any warnings.

IN CASE OF FIRE:

REPORT IT! Call 385-226-5597, find a ranger, or send a runner to Headquarters or a ranger outpost.

FIGHT IT! Be ready to use your shovel, water pail, or anything.

HELP OUT! Assist Rangers or other volunteers in firefighting.

LISTEN! Listen to any instructions from first responders or announcements made via bullhorn.

WHERE TO GO FOR HELP:

- Stop a Ranger: Wave one over
- Go for a walk: Head to Medical (Headquarters) or a Ranger Outpost.
- Call someone: Dial (385) 226-5597. If calling, let us know what’s going on and if it’s an emergency or routine please.
- Be Honest!: In order to help you as much as possible, we need to know exactly what’s going on in a situation—especially if you ingested something. We won’t be telling your story to anyone who does not have a NEED to know. IT COULD SAVE A LIFE;

WHEN DO I CALL FOR HELP?

Sometimes the need to call for help is obvious—An out of control fire, a disagreement with another camp or participant, an emergency like trouble breathing or a broken arm. All of those things are easy to spot, and getting help for those kinds of problems is something most people understand how to do. Sometimes, though, a person’s need for help is not obvious. It’s not always easy to know when or even who to call to get ourselves or someone else help that may be sorely needed. Mental or emotional wounds or illnesses are not as easily noticed as their physical counterparts are. If you or someone around you is experiencing any of these thoughts or behaviors, please call someone from Rangers or Medical immediately.

- Talking to people / reacting to situations not present
- Thoughts of or serious statements about self-harm
- Unexplained erratic, confused, or disoriented behavior
- Significant substance use and/or alcohol intake
- Irrational, aggressive, possibly violent behavior
- Statements about having a plan for self-harm
- Obvious aggressive or violent behavior

Rangers and medical volunteers with special training are available 24/7 to talk with anyone in need of crisis services. A private sanctuary space is available if needed. Even if you are not 100% sure something is wrong, PLEASE tell someone—you could make the difference and prevent a tragedy that could affect someone—or all of us. Thank you.

Rangers and medical staff volunteers with special training are available 24/7 to talk with anyone in need of crisis services. A private sanctuary space is available and anything you tell us is 100% confidential! Even if you are not 100% sure something is wrong, PLEASE tell someone—you could make the difference and prevent a tragedy that could affect someone—or all of us. Thank you.

If you need assistance, get lost, or have vehicle trouble, you can call Rangers at (385) 226-5597 for EMERGENCIES ONLY, please.

EXODUS INFO WHEN DOES ELEMENT 11 END?

Element 11 ends at NOON on Sunday, July 17. You need to have your camp packed, MOOP removed, and be ready to depart by that time.

WHERE DO I DUMP MY PERSONAL OR CAMP TRASH AT?

You are responsible for hauling out all of your own trash and recyclable materials. Do not dump your garbage at local businesses.

WHERE CAN I EMPTY MY RV'S GREY/BLACK WATER TANK(S)?

Flying J and Lottie Dell Campground (both in Snowville) are the nearest places we are aware of that have an RV dump facility.



THAT'S ALL FOLKS!

For more details and a complete list of all our policies and participant code of conduct, please visit our website, element11.org. Violation of any portion of this super important Survival Guide information and policy and advice and jargon will trigger the eviction process and you may be removed from the event depending on the seriousness of the violation or repetitive problems. Just remember to be excellent to one another, practice consent and above all... have fun! And if you don’t, you’ll find our boot up your ass.

