



OASIS OF DREAMS SURVIVAL GUIDE

ELEMENT 11 STARGAZER RANCH PARK VALLEY, UTAH JUNE 19-23, 2024

WHAT IS ELEMENT 11?

Welcome to Element 11’s Oasis of Dreams, where creativity materializes and magic fills the air! This 5-day, 4-night extravaganza is no ordinary gathering—it’s a temporary city that thrives on the power of self-expression and community.

Immerse yourself in a realm of enchantment as you join 2,200 participants in our vibrant city. Set up camp amidst the backdrop of awe-inspiring art and themed camps that breathe life into the very essence of our event.

From static art installations to captivating art cars, our desert wonderland is alive with artistic expression. Lose yourself in the captivating performances, engaging workshops, and heartwarming service projects that paint the tapestry of our city. And as the sun sets, let the rhythmic beats of DJs and live musicians ignite your soul, beckoning you to dance beneath the starry night sky.

Our Survival Guide is your key to navigating this enchanted realm. Packed with essential tips and tricks, it ensures you make the most of your Element 11 experience. From packing smart to exploring the sprawling landscape, we’ve got you covered.

So pack your bags, ignite your spirit, and step into a world where dreams become reality. Element 11’s Oasis of Dreams is waiting to whisk you away on an unforgettable journey. Join us as we celebrate the power of art, community, and the extraordinary.

WHO GOES TO ELEMENT 11?

Only the most enchanting souls in the universe find their way to Element 11! With a ticket in hand and a shared commitment to our rules, you become part of this extraordinary cosmic gathering.

Tickets, available online before the event, hold the power to ignite artistic marvels. Your contribution supports captivating Art Grants and ensures the smooth operation of our enchanted affair. From permits and insurance to medical services, portable toilets, and road signs, your ticket funds the very essence that brings this magical realm to life.

WHAT IS MOOP?

MOOP (Matter Out Of Place) refers to anything that doesn’t belong in our natural environment, such as trash and non-recyclable items. It’s your responsibility to remove all your trash and recyclables—100% of it! Let’s keep our realm pristine by picking up any MOOP we encounter along the way. At Element 11, we embrace the “Leave No Trace” principle. This also includes moving things around the landscape, i.e. rocks, vegetation, etc. Leave the area better than you found it! Together, we can preserve the magic of our surroundings.

EVENT INFO

HOW CAN I GET UPDATED INFORMATION ABOUT THINGS HAPPENING DURING THE EVENT?

Stay in the loop with the latest event happenings in the most enchanting way possible! The Info Booth Hug Deli at Center Camp is your go-to spot for updates, Lost and Found, and all things current in Center Camp and the Theme camps. And don’t forget your trusty companion, the What Where When Guide! It’ll be available digitally before the event and a physical copy awaits you at the gate. With these magical resources in hand, you’ll always be in the know. Let the adventure unfold!

WHERE CAN I GO TO GET A SHOWER?

Seek the mystical showers at the trash fence right after the exhilarating Daft Punk concert. However, we must unveil the truth—no showers are provided. Embrace your wild side and let the desert breeze become your cleansing companion. Element 11 is a place where untamed spirits roam free and water droplets are replaced by magical moments.

PORTA POTTIES & SERVICE

Embrace the call of nature at Element 11! Portable Toilets await your convenience, strategically placed throughout our city. Simply consult the event map to locate these little havens. Fear not, for cleanliness is our priority—expect daily servicing to keep things fresh. Answer nature’s call with ease as you immerse yourself in the enchanting realm of Element 11.

EFFIGY CELEBRATION

Experience an Effigy Celebration like never before! We are continuing our tradition by not burning the effigy this year. Instead, embrace the enchantment at sundown on Friday night as we ignite the skies with a mesmerizing fire show. Prepare for a captivating display of fireworks, fire artists, and a spellbinding drone show. Let the night come alive with magic and ignite your imagination. Join us for this extraordinary spectacle that will leave you in awe.

TEMPLE BURN

While we yearn to ignite the Temple, Mother Nature, and unforeseen elements may introduce delays. To ensure a safe burn, we rely on the approval of the fire department. Hence, specific burn times remain elusive. The temple will illuminate the sky on Saturday night. As the sun dips below the horizon, gather around the burn perimeter, letting the enchantment of sundown guide you. Let the anticipation build as we prepare to witness these mesmerizing rituals of transformation...

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.

CONSENT

Consent is ENTHUSIASTIC! Out Loud, and Freely Given! No means no. It needs no further explanation. Remember *crickets* are not consent. Always ask before hugging, kissing, high-fiving, staring, or photographing another person.

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 enchanted city out there to explore! The WWW guide will also be released online prior to the event.

WILL THE COPS BE THERE?

Law Enforcement may be in attendance. Exercise civic responsibility, be a good magical 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 proof of purchase (confirmation letter or ticket with QR Code printed or digitally are both accepted). 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 wristband and help you put it on (Don’t lose or remove this; it’s proof you paid!)
- 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.’ All service animals must be registered at least 1 week prior to the event. Please email serviceanimals@element11.org for further instructions.

Having (or not having) certain items in your vehicle may delay your entry or potentially cause you to be refused entry. The gate staff isn’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, June 19	12pm	10pm
Thursday, June 20	10am	10pm
Friday, June 21	10am	10pm
Saturday, June 22	10am	6pm

WHEN DOES ELEMENT 11 END?

Element 11 ends at NOON on Sunday, June 23. You need to have your camp packed, MOOP removed, and be ready to depart by that time.

EARLY ENTRY

Only people collaborating on registered theme camps, art projects, and/or involved with critical infrastructure will be granted early entry. Individuals or groups seeking early entry must fill out the “early entry form” and may be issued a special wristband or ID. The Early Entry form will be released to the public prior to the event.

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. 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 are all-around helpful folk. 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 lightweight 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 a medium-weight jacket are wise additions to keep you warm during nights that can dip into the 60s or for stormy weather. Be prepared for anything.

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 lightweight blinking lights, and other flashy blinky devices that will enable you to see and be seen are a must! Your cell phone is NOT a proper light source! Art cars will be out at night, and it is important to light yourself for safety!

SUNSCREEN AND INSECT REPELLENT

Prepare to do battle with the evil day star and all insectoid monsters by adding sunscreen and insect repellent 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 sounds or help you sleep.

LAST MINUTE ADDITIONS

Preparedness 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 depends 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 Firearms and weapons
- 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 of that area.

WHAT’S THE TERRAIN LIKE?

Stargazer is in a high-elevation desert. It is an open grassland in the bottom of 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.

WILL THE TERRAIN SUPPORT MY RV, BUS, OR LARGE ART CAR?

Larger vehicles will do just fine at Stargazer. VERY heavily loaded vehicles, semi-tractor/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. Please email us at info@element11.org for more information.

ARE THERE RV HOOKUPS?

No. Please plan ahead so that you have all the power (from solar or 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?

Stargazer has flattened the ranch for better tent camping conditions. Days can get hot, so make sure to bring ways to cool down. 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. A pair of goggles is recommended too.

WILL MY PHONE WORK THERE?

Maybe. Cell service is spotty in the area. Practice immediacy and be here now.

IS THERE A DIGITAL WWW GUIDE?

Yes! Downloading the Dust app prior to coming to Stargazer will allow you to have a digital copy of the WWW guide. Available on iOS and Android.

WHERE DO I DUMP MY TRASH?

You don’t. You are responsible for hauling out all of your own trash and recyclable materials.

WHERE CAN I EMPTY MY RV’S GRAY/BLACK WATER TANKS?

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

ADA ACCESS

ADA Porta Potties are available at this event and are reserved for individuals with disabilities. The What/Where/When guide will include maps and information on where to locate ADA Porta Potties. The Info Booth Hug Deli at Center Camp can give you more information about the ADA Porta Potties.

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.

MUTANT VEHICLE RULES (DAYTIME)

- Radically, stunningly and safely modified
- Clear field of vision for the operator, including rear and side mirrors
- People walking with 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 parking 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. You must check in at Ranger HQ 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 there is a risk of 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 the 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 windbreaks 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 with the cacti kind, please seek medical help at Headquarters or a Ranger Outpost.

SCORPIONS

Several varieties of small and mid-sized scorpions frequent the Stargazer area. Follow these steps to avoid problems:

1. Keep your shelter closed at night and keep your footwear inside at night.
2. Shake out your bedding/sleeping bag before you lay down.
3. Be sure to knock/shake out your footwear before you put it on.
4. 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, and more pain, and cause moderate to severe mobility issues....and more pain. If you are stung, summon medical assistance ASAP!

GENERATOR AND FIRE SAFETY

Element 11 respects and honors all participants’ right to enjoy the event in their own way. However, we need to be mindful of the land around us and respect our neighbors’ need to experience the event in their own way. With that, below are some rules and best practices that will help you to make the best conscious decision for your experience at Element 11.

- Absolutely NO FIREWORKS. They are illegal during our event. Even sparklers and fountains are illegal in Utah on the dates of our event. Each participant is required to follow this rule.
- Do not bring Firearms to the event. **Leave them at home.** This is not a suggestion.
- The Element 11 event organizers reserve the right to disallow all campground fires (Not including camping stoves) during the festival if weather, ground conditions, or local/state ordinance necessitate it.
- Propane fire pits are allowed under the following conditions:
 - All fire pits must have the area around it cleared of vegetation for 20ft and a visible fire extinguisher within 20ft, but no closer than 5ft of the flame (you can’t use it if it’s within the fire needing to be extinguished).
 - Fire pits must have a shut-off at the propane tank and the pit.
 - All fire pits must be attended at all times. Put the fire out if no one will be there to enjoy it.
 - If you are asked by an event organizer, fire safety, or a Ranger to put out your fire for any reason you must do so immediately and without resistance.

GENERATORS

- If you choose to bring a generator, please be considerate of your neighbors and always follow these guidelines:
- Bring the quietest generator you can afford and the smallest that will meet your actual needs. Larger generators are more difficult to transport, use more fuel and create more pollution. Better yet, see if you can contribute gas to your neighbor’s generator and run a covered extension cord to prevent tripping (rugs work well for this).
- Be mindful of which direction the exhaust is going. Make every attempt to point away from your neighbor’s camp. Remember to keep clear of tents that people are sleeping in who may breathe in the fumes if they are too close.
- If possible, do not run your generator late at night or early in the morning. Generators should be baffled during quiet hours. Cover your generator with a sound shield or baffle, or outfit it with a motorcycle muffler. There is no reason for a generator to be louder than that of a well-maintained idling car.
- Place the generator as far from other camps as possible.
- Be certain there are no leaking or oil/fuel spills. Provide a drip surface underneath. Be sure to store your fuel safely, as noted in the Element 11 Fire Policy.
- Generators are subject to all relevant Element 11 policies. The BOD reserves the right to request changes or stop operations at the discretion of the BOD or its representatives.

FIRE ARTS GUIDELINES

Fire arts can be one of the most wonderful arts you’ll see at Element 11. They also come with increased responsibility. Our fire performer policies are designed to protect performers, participants, and the land around the event. In order to preserve our ability to exhibit and enjoy this artistry, Element 11 asks that performers and participants do the following:

FIRE SPINNING

Fire performances, whether scheduled or impromptu, can only be staged in areas where fire is allowed. Fire performance is not allowed in areas that have not been cleared of vegetation. Fire performers absolutely must have designated fire safety personnel whenever/wherever they perform. Fire “safeties” must have some means of putting out a fire (e.g., wet towel, fire blanket, or extinguisher) in hand and be completely sober. Please give fire performers plenty of space (25 feet minimum) and do not talk to them while they are performing. Children (under 18) engaging in fire play, must be supervised by their legal or designated guardian. Fire performers performing without safety, in areas where fire is not allowed, or while intoxicated will be asked to stop, and may have their ticket revoked, resulting in eviction from the event. Spinning outside designated areas or without “Safeties” poses a serious risk of causing injury to performers and nearby participants, and the risk of igniting a wildfire. In flagrant cases, proceedings may be initiated to evict the violator from the event without any warnings.

FLAME EFFECT

If your art (whether stationary or on an art car) includes flame effects (flammable compressed gas), you must present your system for inspection to the Dangerous Art Department in order to be allowed to use your flame effect during the event. In order to ensure your art is built safely and will be allowed to operate, refer to Burning Man’s guidelines for Flame Effects. Depending on the nature of your project, you may be required to submit your art for inspection by Dangerous Art Department representatives before operating it at the event.

Violating these policies may cause your ticket to be revoked or trigger the eviction process. 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
- **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 a 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 a 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, June 23. You need to have your camp packed, MOOP removed, and be ready to depart by that time.

WHERE DO I DUMP MY TRASH?

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 GRAY/BLACK WATER TANK?

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

SEE YOU AMIDST THE MAGIC!

For full details and a comprehensive list of our policies and participant code of conduct, visit our website at element11.org. Please note that violating any portion of this vital Survival Guide information may result in the eviction process. Depending on the severity or frequency of the violation, removal from the event may be necessary. Remember, be kind to one another, prioritize consent, and, above all, let the fun be your guiding light!

BURNING MAN 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 our 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.

