

AfterBurn Report

Element 11 2025: Neon Nexus



Photo by Jess Lyman of the Temple

The Mission of Element 11 is to ignite a community of creativity and self-expression.

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Bobby Gittins _____	Flame Arts
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Introduction

Element 11 2025 will be remembered as a year of challenge, grit, and deep community resilience. We were hit with some of the most intense weather in our event's history, including heavy rain and wind gusts over 50 miles per hour. It was the kind of weather that could have shut everything down, but instead, it brought out the best in our community. Camps worked together to reinforce structures, shared resources, and created spaces of warmth and connection even when the elements tried to keep us apart.

Because of the weather, we made the tough but necessary decision not to burn any structures this year. While that was a disappointment, especially for those who put so much energy into building them, it was ultimately a matter of safety. We're currently exploring options to host a burn later in the year and will share more details as they come together. The spirit of the burn lives on, and we're committed to honoring it in a meaningful way.

In the pages ahead, you'll find updates and reflections from the many teams who helped bring this event to life. From art to infrastructure, safety to sound, placement to participation, every part of Element 11 depends on the dedication of volunteers who give their time, energy, and creativity to make this gathering possible.

Thank you to everyone who showed up this year, who held each other down during the storms, and who continued to build community through it all. We can't wait to see where we go from here.



Photo by Jess Lyman of the Board of Directors

A Word from the Chair

Cameron Clegg – Chairman

As Board Chair, I get to see the full scope of what it takes to put this event together. There is the visible magic that everyone experiences, and then there is the quieter work that happens behind the scenes to keep us safe, organized, and moving forward. This year brought some hard calls, including the decision not to burn any structures. It was disappointing, especially knowing how much heart goes into those builds, but safety had to come first. We are already exploring options for a burn later in the year, and I look forward to sharing more as that takes shape.

We also pushed ourselves in new ways. The census was a great example. It wasn't perfect and the response rate was smaller than we hoped for, but it gave us a starting point. More importantly, it showed that we are committed to listening, learning, and understanding who our community really is. This will be something we continue to build on.

What impressed me most this year was how every department stayed focused and collaborative even when everything around us was unpredictable. The amount of work, planning, and care that goes into Element 11 is huge, and I feel lucky to witness it up close.

If this year proved anything, it's that Element 11 is not defined by weather or circumstances. It's defined by the people who show up, who look out for each other, and who keep choosing to build something meaningful together.

Operations

Erik Plata – Operations Director

Jared Yates Decker – Technology

Heidi Boyce – Asana Admin

This was my first year on the Board of Directors, With last year being my first in the organization. I was able to shadow Jared Yates Decker (our previous Operations Director) last year before stepping into the role. I learned so much from him about being able to get an idea of what it takes to help put this amazing temporary city together. I am very excited to see what the future holds for me being part of this event.



Photo by Chris Thames of the Illumicone

This year we brought on Heidi Boyce to help with the organization of Asana, our main tool for meeting our deadlines. Over the years a lot of tasks within the org became no longer needed to put this event together so it started to get a bit clustered and full of no longer needed pre-event, at event and post event tasks. She is also taking on the task to record all org members duties into google docs in case anyone new or current member can look back and see how someone was able to complete that. The communication and collaboration structure we have in place continues to benefit the organization. Google Workspace remains our primary file management system, offering a wide range of information and the flexibility to access it through various methods. Slack remains our main platform for written communications within the organization, providing us with an efficient way to interact with each other.

With how fast the event is growing, we decided it was best to upgrade our internet service out at stargazer ranch. The only time we had an interruption was when the wind blew off the satellite off the ranger HQ shack. Even then we were only out of service for a few minutes. Having a better internet connection we were able to have better communication with all ranger needed tasks, gate connectivity for ticket scanning and google workspace for the org. We received an email that could have potentially been a threat to the event but it ended up being a false threat. Having a better internet connection will help us with better communication for future Element 11 events.

This year we will be having open positions since many org members will be stepping down. So keep an eye out on our socials and emails from us. The department heads will be announcing those open positions later this year. It was a pleasure to help out the org and community by putting this event together. I am super excited for the following years of being in this position, thank you!

Arts

Thomas George – Arts Director

David Giardinelli - Center Camp

Cassie Pacheco – Elemental Mutant Vehicles

Bobby Gittins – Flame Arts Coordinator

Nina Peterson – Events Coordinator

Much like the rest of the event, the art for 2025 was greatly affected by Friday and Saturday's weather conditions. Many projects were damaged or destroyed, numerous events and happenings were postponed or cancelled all together, and as of this writing, both the effigy and the temple remained standing up at Stargazer, unable to be burned during the event, or any time since. Still, the community came together to make the best of the situation. Artists and theme camps came to each other's aid in securing structures, repairing damage, and keeping the party going. Those who stuck it out were treated to an epic fireworks show in the early hours of Sunday morning. Art grants were awarded to a record number of artists, though the budget for art remained the same as last year.

Projects & Participation

The projects made for this year's event were outstanding, and several of them made their way to Burningman after our event. On Thursday night, our esplanade could easily have been mistaken for any location at the big burn. This year's theme was very popular among artists, and inspired a plethora of projects, with special attention to illuminated art.

At the request of the community, we offered the chance to build burnable art to two artists this year. Friday was meant to be the first effigy burn we have had in several years. Artist Jacob Clawson constructed "The Pheonix Flower", a wooden lotus flower that was to open as the piece burned. Adam St. Simons and his team built "The Eagles Ascent", a towering eagle with wings out stretched, to serve as this year's temple. As mentioned earlier, neither structure was able to be burned due to weather, and the owners of Stargazer Ranch have indicated that they will include the community to whatever extent is possible when they are able to safely burn them. Due to the inclusion of an intended Friday night burn, we did not contract a drone show this year.

Many of the projects that received art grants were heavily damaged or destroyed during the first of the two storms. Catalun's beautiful new ceiling (Flora) was torn to shreds. "Hand of Faith", a massive mechanical hand that was to show numerous gestures throughout the weekend, blew over and was destroyed. An internal neon sign illuminated the destroyed structure from within, appropriately displaying the phrase "Fuck your burn" for the remainder of the event. Many other projects were missing pieces or tipped over by the end of the weekend. And many, if not most, planned events were either modified, postponed, or cancelled.



Photo by Jess Lyman of the Temple

Art Grants and Funding

We received 80 art grant applications this year, for projects ranging from performances, large scale sculptures, theme camp upgrades, events, and burnable art. Of those, we offered funding to 65 projects, totalling \$100,144 in grant awards. Grants ranged in size from ~\$100 up to \$10,000, with the vast majority of those ranging from \$300 to \$1500. Artists from Utah, Idaho, California, Nevada, and Colorado submitted applications. The art grant committee this year consisted of current and former board members, burning man RCs, artists, and fire arts experts.

This year we asked artists to provide us with the minimum amount of funding they could be granted and still bring their projects. We were able to fund about half our artists with their full requested amount, and tried to keep any reductions in funding to a minimum. Still, some artists rejected this system entirely, and a few art grants had to be passed up because their requested amount far exceeded a fair percentage of the grant money.

Once again this year, we had a number of artists reject their funding after grants were awarded, due to inflating costs, conflicts, or lack of bandwidth. We implemented the same system as last year to redistribute the funds, and artists who participated in our stART art preview event were given funds to match those they raised from the community.

Elemental Mutant Vehicles (EMV)

There were 13 registered mutant vehicles at this year's event, including several first time vehicles. Several very large art cars were able to participate, thanks to the newly improved roads at the event site. Art car owners reported that the road work and new layout was massively beneficial and allowed them to roam the city freely.

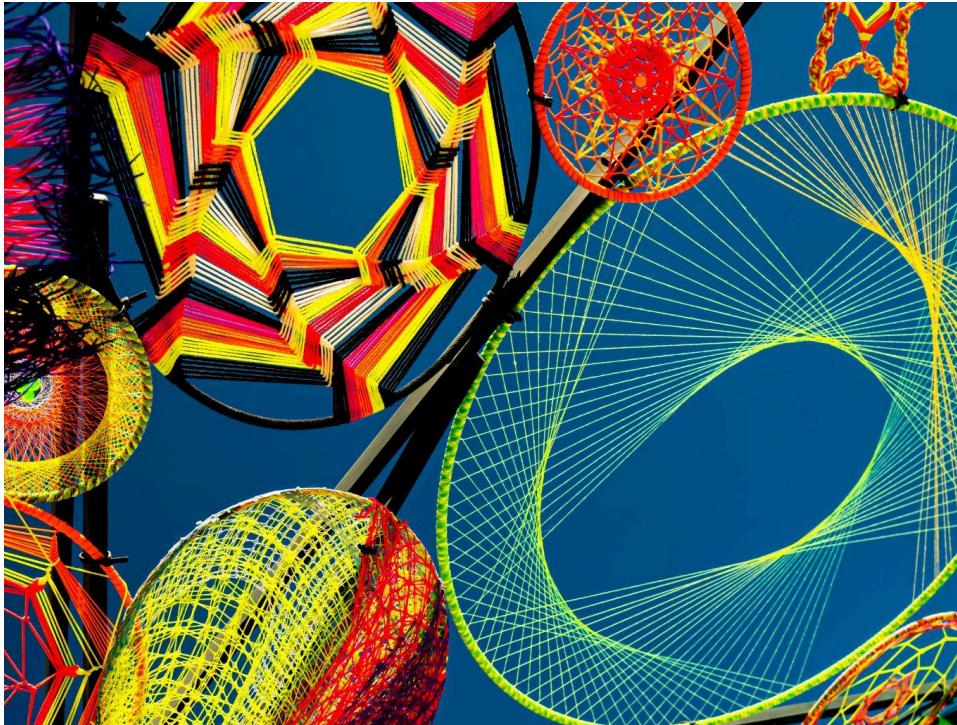


Photo by Colby Graff

Flame Arts Coordinator

Bobby Gittins headed up our Flame Arts Department once again this year. Artists who brought fire art were diligent about working with him to approve their pieces. Fire performers were allowed to showcase their work at two locations on site, and there were no reports of them breaking the rules.

On Sunday morning, the team that built the temple chose to hold a rogue burn of a small piece of their structure in violation of numerous policies, an act that could have placed the event at risk both physically, and in our standing with BECO. This behavior is a serious breach of our agreement with the artists, and as such, no burnable art grants will be awarded to this team for several years.

Center Camp

Center Camp was beautifully erected by a dedicated team headed by David Giardinelli. The long term improvements that have been funded over the previous years are making a huge difference in the camp as a community gathering area and performance space. Unfortunately Center Camp took a beating during the storms, and some repairs will have to take place before it can be fully utilized again.

Feedback

Generally, feedback from artists remained positive this year. Several artists expressed interest in the org offering more support to projects on site, such as heavy equipment and the provision of hardware or tools. At this time, I do not feel that we have the ability to offer more than already exists, and would argue that the help provided by the owners and EPW provided enough heavy equipment to get the job done.

There was some controversy surrounding the temple this year, driven by what some saw as the commodification of fundraising by the build team prior to the event. The artist also requested permission to hold two 1 hour “sound events” at the temple, and was allowed to do so. Numerous participants were upset by these events, seeing them as just a DJ at the temple. Many others were upset by the temple team's use of professional video equipment to record these events. In the future, any such events will need to be more carefully monitored, and the camera policy very clearly communicated to the artists.

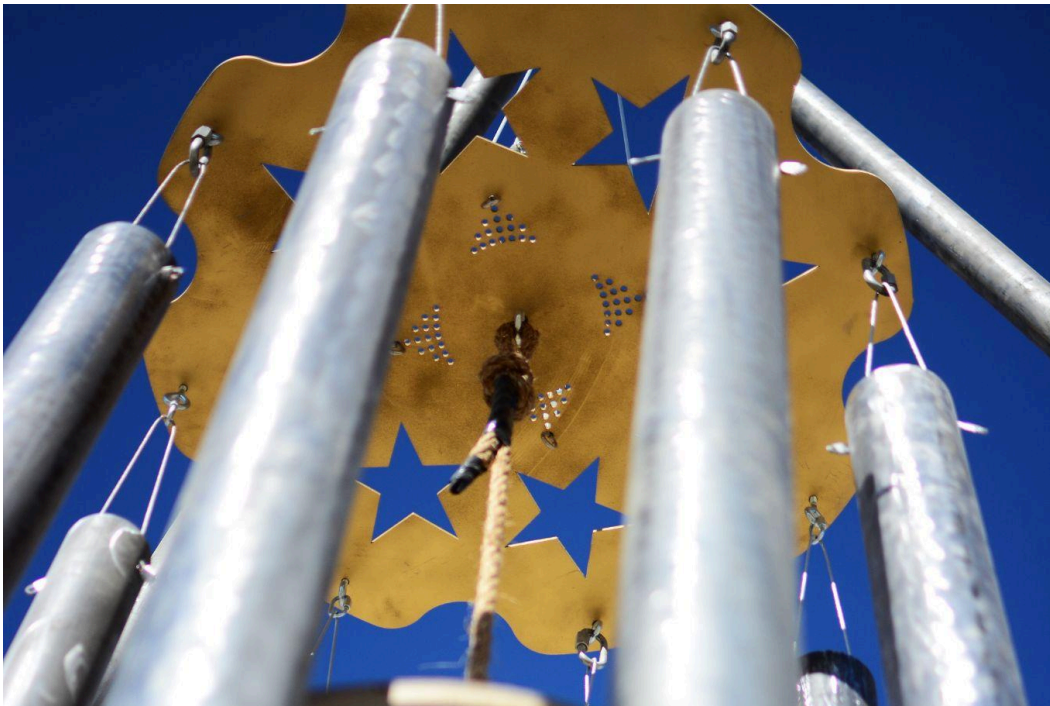


Photo by Chris Thames of the Star Chimes

Community

Samir Suthar – Community Director

Rick George – WebMaster

Adrielle Vance – Social Media

Bradley Kessler – Theme Camp Coordinator

MarkieAnn Gardner - Graphic Design

Social Media

We are continuing our focus on increasing community engagement through available avenues. This year, we resumed holding our Town Halls in person, with recordings posted to YouTube. This allowed those who were unable to attend to stay up-to-date. We also continued having a Q&A form available in the time before the Town Hall so those that are unable to attend can still ask questions. We are also continuing to cultivate engagement via Instagram and Facebook by directly engaging with the community via posts, community reposts, comments, and announcements. Adrielle Vance has been overseeing these avenues and has been a huge part of the feedback process to improve it. All of this, used in conjunction with our email newsletter and website, we were able to have all information available across many avenues for the community. We noticed that awareness in community values, survival needs, and volunteer awareness had dropped significantly so we will be running more campaigns in the future to increase this.

Website

This year, Ric George has been our webmaster and has helped immensely in making sure the website is updated and consistent with information as it's made available. We have taken the effort to update the home page with all of our announcements. When we add information or announcements to the blog, it now shows the latest post at the top. Since the last Element 11, we've had over 90,000 views and roughly 40,000 visitors. That means 90,000+ users went to the website, and ~40,000 users navigated around. This year, views decreased by 10,000. This due to links being provided via social media and email to tickets and other information. The top hitters were the home, tickets, and dates & locations pages.

2024 - 2025	Views	Visitors
July	2,516	1,246
August	2,200	1,016
September	2,879	1,166
October	2,866	1,400
November	2,038	970
December	2,434	1,644
January	4,886	1,958
February	6,402	3,002
March	9,584	3,894
April	14,455	5,341
May	12,633	5,289
June	27,860	12,622
Totals	90,753	39,548

What Where When Guide & Dust App

There are always challenges to overcome when it comes to the What Where When Guide. This year, MarkieAnn Gardner led the design of the Guide and has worked extremely hard to get to the final result. Last year we printed 1100 copies of the Guide, and we ended up having a need for more, even with the Dust App. We continued our partnership with the creator of the Dust App to have our What Where When Guide info available in app form and increased the number of physical copies by 100 to a total of 1200. Using the app allowed for on-the-spot changes that reflected in the app almost immediately versus the as-is hard copy. There are many other benefits we gained by using the Dust App, and the overall feedback from users has been positive.



Photo by Colby Graff of the Esplanade & Temple Road

Theme Camps

Bradley Kessler is our Theme Camp Coordinator and is in charge of the applications and placement this year, and did a phenomenal job. Through the application process, we had a total of 34 theme camps apply, which is down from the 38 last year. This year, high speed winds provided problems for a lot of theme camps and ended up causing damage done or needing to completely shut down. We are keeping this in mind for the following year, communicating the possibility of having weather issues, and being prepared and safe. A new aspect for this year was the new layout of the event grounds, graciously done by the ranch owners. We received a lot of positive feedback about how the layout was more intuitive and allowed for easier traversal around the event from previous years.

Production

Mitchell Nielsen – Production Director

Jordan Lenaburg – Box Office (Tickets)

Ben Argyle – Gate

Nate Bseiso – Placement

Kameron Fry – Element 11 Public Works (EPW)

Becca Green – Hug Deli/Info Booth

This year the EPW department lead changed to Kameron Fry. All other leads remained the same as 2024. This was the second year of the Placement department and the improvement in implementation was huge. Despite strong inclement weather, event production was planned and executed efficiently and there were no major issues with infrastructure/sanitation/placement.

Box Office

- Jordan Lenaburg handled box office operations this year
- Total tickets distributed: 2259 (1916 sold, 343 given away)
- Total vehicle passes sold: 1400 (1100 standard, 300 parking lot)

Ice Sales

- 1306 bags sold
- We switched vendors and were able to purchase larger bags (20lbs compared to 16lbs) so we spent less and made a larger profit this year over last year.
- We had approx 30 bags left over after everyone claimed their purchases which was a significant improvement from the previous year.
- Changes were made to the organization of the ice distribution which sped up the process significantly. Entirety of supply was distributed in approx 1 hour (a little less than half as long as previous years).

Placement

- Nate Bseiso led placement again this year and went above and beyond to accommodate the changes made to road layout.
- Had some issues with porto/handwashing station placement due to the new road layout. We were basically experimenting this year so next year looks to be much smoother since we now know which locations worked well and which need to be adjusted.
- We used more staking supplies this year due to the new road layout since things that were previously well-established needed to be clearly marked in their new locations.
- Will modify department responsibilities so that event placement coordinators will fall under the umbrella of the Gate instead of under Nate. This is because they are already stationed at the gate and have easier access to resources and equipment at that location.



Photo by Colby Graff

Gate

- Lead by Ben Argyle again.
- EPW and Gate coordinated to change the layout of the gate to allow for several vehicles to drive in side by side off of the main road. This resulted in the main road staying clear of vehicles and also sped up processing and entry time of participants.
- Had a couple of incidents that required rangers to respond to gate but overall entry was smooth.

- As in previous years, was difficult to find volunteers to fill latest slots on Friday and Saturday. May want to explore closing the gate earlier next year.

EPW

- Kameron Fry directed EPW this year and did an excellent job implementing new ideas and modifying infrastructure around new road layout.
- New motion activated porto lights were implemented this year, resulting in better visibility and allowing for re-use of lights year over year instead of buying new every event. Upfront cost was higher but we hope to offset with repeated uses.
- Implemented new lighting for road signs. Improved ease of navigation throughout event space, particularly during dust storms.
- 112 Porto units and 13 handwashing stations ordered this year, up from 110 porto units in 2024. No major issues with porto service/cleaning this year.
- Rented same amount of generators/electrical hardware as last year. Doubled water pumps and accessories to make use of new pond to speed up water truck deployment.

Safety

Janis Mayfield – Safety Director, Event IC

John Mendenhall - Rangers

Jenny Lynn Giberson – Medical

Corey Barton - Medical

Jaidy Carlson – Sanctuary

Princess Stephanie – Engine 11

Drew Latta - Radio Wrangler

County & Law Enforcement

Partnerships

Relationships with Box Elder County Sheriff's Office and Fire/EMS continue to grow. Local law enforcement participation remained positive, with increased visits and meaningful engagement compared to prior years.

Law Enforcement Operations

Removing public access roads through the event significantly improved site security, reducing unauthorized LE drive-throughs. Daily on-site engagement with LE was coordinated through designated liaisons, maintaining accountability and communication. New escort scheduling, introduced last year, continued to reduce volunteer burnout and improve access control.

Rangers

Training

Element 11 trainers led pre-event sessions for Regional Rangers, with Black Rock Rangers hosting tandem training at Valley Regional Park Pavilion (Taylorsville). Attendance totaled 45 participants, including 11 new Alphas. Online training was revamped to cover policy and procedures, while in-person sessions focused on radios, scenarios, and knowledge checks.



Photo by Colby Graff



Personnel Overview

Metric	2025	Δ vs 2024
Total Rangers	61	+2
Alphas Passed	10	-1
Out-of-State Rangers	14	+6
Total Shifts	352	↑
Total Volunteer Hours	2,642	↑

Rangers stepped up this year, completing all scheduled shifts — even during high-wind conditions.

Outpost

Ranger Outpost “Somewhere” hosted 35 campers. The 2nd Annual Movie Night and the Ranger Breakfast (~200 served) were both highlights. Additional space will be needed next year to support continued growth.

Burn Events

High winds prevented scheduled art burns. Fireworks on Saturday night went forward successfully and were well-received by participants.

Headquarters & Communications

Ranger HQ

HQ remained well-suited for operations. This was the first year using Starlink, which worked reliably aside from some wind issues.

Radios & Communications

HQ functioned as the central communications hub. No repeater issues were reported this year — a significant improvement over prior events.

Radio Communications – Drew Latta, Radio Wrangler

Baofeng radios with repeaters continued to serve as the backbone of event communications. Starting stock: 52 radios.



Photo by Chris Thames

Security & Safety

Security

The security team delivered strong performance throughout the event, maintaining a safe and welcoming environment.

Evictions

A single eviction was processed in 2025.

General Event Safety

Element 11 received a phony firearm threat, which was handled swiftly with established safety protocols. Rangers spent much of the event assisting participants with structural issues caused by wind, demonstrating adaptability

and dedication. Fire risk remained normal at Stargazer, and only propane fire pits were permitted under event policy.

Burn Operations Coordination

Daily coordination meetings were held with Box Elder, Event IC, Fire IC, E11 Fire Chief, Artists, Logan, Flame Arts, and Khaki.

Engine 11

Engine 11 remained on standby for fireworks and art burns, which ultimately did not occur due to weather.

Medical

Operations

51 shifts scheduled, 43 filled; remaining gaps were covered by Box Elder EMS. Shift lengths were increased from 4 to 6 hours to align with Lead coverage. Total volunteer hours: 349, with additional coverage by Jenny and Corey.

Training

One CPR session was provided using E11's CPR/AED training kit. Volunteers were required to renew or obtain certification prior to shifts.

Facilities & Supplies

The permanent medical structure continued to serve both as a care center and storage hub. Inventory showed minimal restock needs this year.

Statistics

78 encounters logged, primarily minor (cuts, bruises, sprains, blisters, headaches, allergies, dehydration, one boogie board incident). One prescription refill request was denied. Heat-related injuries were notably lower than previous years.

Improvements

Medical training still requires streamlining. A pre-recorded orientation remains under consideration to ensure consistency.

Sanctuary

Training

The second year of online Sanctuary training reduced in-person training time and improved preparedness.

Statistics

Metric	2025
Shifts Scheduled	78
Shifts Filled	54
Total Volunteer Hours	295



Photo by Aaron Glassman of Sanctuary

Operational Challenges

New digital check-in/out process caused confusion.

Inventory & Supplies

Donated items continued to be useful and were reclaimed by owners post-event.

Needed Improvements

Stronger training on check-in/out and radio use. Clearer community messaging on Sanctuary's role. Expanded mental health response training.

Volunteer Feedback

Despite challenges, volunteers reported strong community bonds, meaningful interactions, and dedication to Sanctuary's mission.

Summary Table: Highlights, Challenges, and Recommendations

Area	Highlights	Challenges	Recommendations
County & Law Enforcement	Continued partnership growth with Box Elder; improved security with road closures.	Maintaining consistent liaison presence.	Refine escort schedules; maintain structured daily liaison walks.
Rangers	61 Rangers; 2nd annual Outpost movie night; record volunteer hours.	Wind disrupted burns; minor decline in Alphas passing.	Expand recruitment/mentorship; increase outpost capacity.
HQ & Communications	Starlink performed well; no repeater issues.	Wind interference.	Stabilize Starlink mount; continue strong radio management.
Safety & Security	Quick resolution of phony firearm threat; solid security response.	Wind damage increased Ranger workload.	Expand participant comms on structure prep; maintain daily burn coordination.
Medical	Permanent structure; reduced heat injuries; solid volunteer hours.	Unfilled shifts; prescription refill incident.	Implement pre-recorded orientation; refine coverage planning.
Sanctuary	Online training effective; solid volunteer hours.	Check-in confusion; equipment issues; volunteer shortages.	Improve training; secure early supplies; better lighting.
Radio Communications	Baofeng system remains reliable.	Wind minor interference.	Maintain pre-calibration and stable infrastructure.

Volunteering

Jack Davis – Volunteer Director

Callie Hogue – Swag Quartermaster, Cabinet

Shandi Lenaburg – Rosterfy Admin, Cabinet

Diane Black – Volunteer Kitchen, Cabinet

Devon Havir – Volunteer Kitchen, Facilitator

Jenny Wallace-Stirland – Burning Angels, Facilitator

StART

This year StART was held on Saturday, April 19th from 4-6PM at one of the spaces in The Gateway in Salt Lake City that was rented through the Utah Arts Alliance. This space proved to be ideal for StART as it offered not only ample space for our artists and community members to gather, mingle, and show off their projects, but we also had plenty of passersby from outside of the community walking in the area. Out of those people, many were curious enough to walk in and check out the art, and some even donated to our artists by purchasing tokens. Getting the word out and having more exposure for the community and what we do is incredibly important for growth. Attracting more artists that may not know we exist gives us the opportunity to diversify our community. For 2026, we may create more posts leading up to the event in order to let community members know about what StART is and how incredibly helpful it can be to fund these massive projects, especially for first-time art grant recipients. StART is also the first event of the year where we offer volunteer shifts for people to begin earning credit hours. While only 6 shifts were offered to work at StART, they filled up almost instantly!



Photo by Jess Lyman of Center Camp

BDITP

Burner Day in the Park (BDITP) was held on Sunday, May 25th from 4-7PM at the usual spot, Murray Park's Pavilion 5. This is the second official opportunity of the year to earn volunteer hours, either by collecting money for food and raffle tickets, helping cook burgers and dogs for the community, or assisting with clean up post-event. These shifts were also relatively easy to fill, and the overall turnout was incredible! This was the first year we ran a Volunteer "Job Fair" and it was a huge success. It worked by handing out stamp cards with each department occupying a square, and participants went around speaking to the Lead or designated person assigned to each department. After learning about the departments, what they do, and what shifts are offered, participants would then earn a sticker for that square. Once a stamp card was completely filled with a sticker for each department, the participant would then turn in their card for a chance to win a super sweet neon green faux fur coat in a raffle. Other things to do during BDITP included the long-standing tradition of painting street signs, watching performances, and bidding on various raffle prizes. Next year we will definitely bring back the Volunteer Job Fair in hopes that more new community members can learn and get excited about all the different volunteer opportunities!

Volunteer Lounge

This year we made some more improvements to the Lounge to make volunteers feel more comfortable and relaxed before and after their shifts. Among these included adding solar powered lights to the shade structure for those who need to check in and out after sunset, a battery powered mister to cool off the Lounge during the heat of the day, and expanding the shade structure to accommodate a higher volume of volunteers during mealtimes. For everyone working in the Volunteer Kitchen, we purchased better disposable gloves and reusable aprons that we tie-dyed to use year after year. One of the problems the Kitchen has been experiencing is not being able to fill all the shifts required to operate smoothly, including Guest Chef shifts. We are currently working on solutions to engage more volunteers, especially with newer members of the community that may not have much volunteer experience. We could not operate without the incredible contribution of time and energy from our volunteers, and the priority is to foster a more sustainable system where we avoid burnout and create a more equitable structure. One change that was implemented this year was the introduction of meal pogs to our Volunteer Lounge Policy. We will use this system again in 2026, and continue to work on improving it to best serve our volunteers!

Swag

The hours required to earn each tier of swag was adjusted to match the hours required for each ticket discount tier. This was a drastic change from years prior, and was done in an effort to make sure we would have enough of each item for every volunteer that would be earning it. As swag items become more and more expensive, it gets harder to purchase the quantities we need while also fulfilling the desire to be sustainable, useful, original, and within budget. Last year, we had the Swag Grab entrance on the east-facing side of the Lounge, which is

the same side that volunteers line up along during mealtimes. This ended up making the area pretty congested and even a little chaotic, so this year we made the Swag Grab entrance on the south side of the Lounge which made everything flow more smoothly. Some swag-related challenges we faced definitely stemmed from not having a department lead, aka the Swag Dealer. We upped the number of volunteers per shift to be able to rapidly distribute items to qualifying volunteers so as not to have as long of a wait time as the year before, but the issues we were having with Rosterfy still slowed down the process. Another oversight was not including the Swag Grab's operating hours in the What Where When guide. So much of the swag ended up not being picked up by the volunteers who earned it, which resulted in a huge surplus at the end of the event. This could have been a result of the poor weather conditions, lack of promotion about the booth and hours, or even potential confusion over the new redemption system. To avoid this in the future, we will be making a detailed social media post outlining the Swag Grab's hours, policies, and redemption system. On a positive note, people did seem to really love the selection of items offered.

Rosterfy

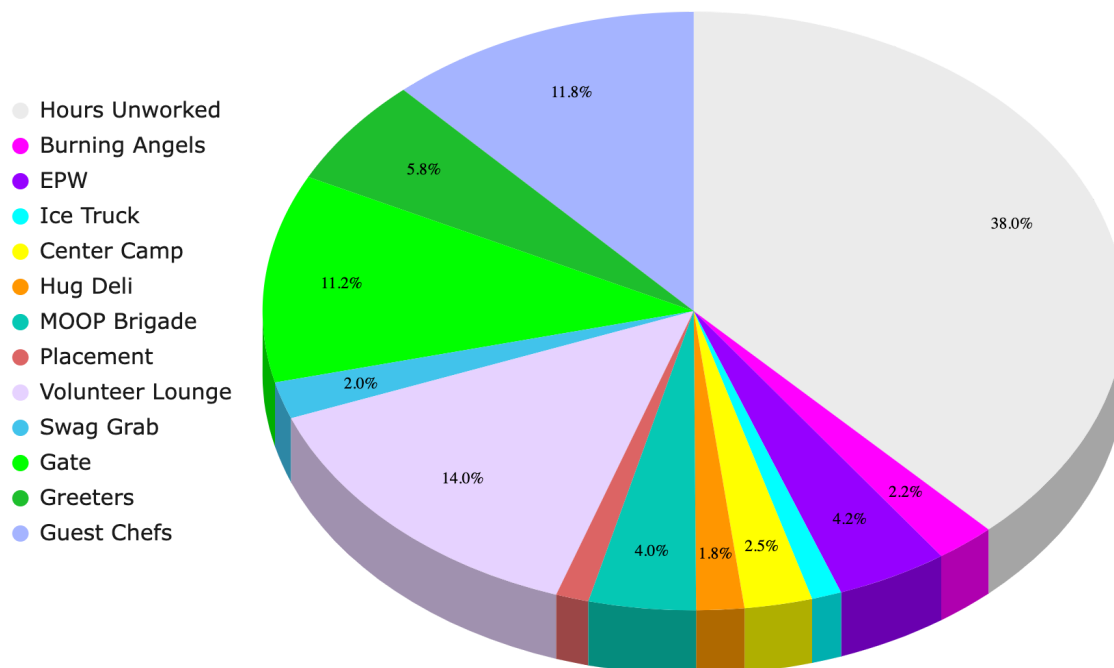
2025 was the second year using Rosterfy as our volunteer sign-up platform. While we've gotten more accustomed to its features, we are still fine-tuning the check-in/check-out functionality. For instance, there is a feature that only allows volunteers to check into their shifts once within a specified geographical radius to the shift location, but it wasn't always accurate and caused some understandable frustration. This complication created a backlog of timestamps that were recorded on paper and entered manually the following day, taking away valuable time from volunteer leads who were already overworked. A potential solution to this for next year would be to print out one shift sheet per department per day as a standardized backup. There was also an issue with assigning point values to each shift. The system has a way to bulk update shifts, but upon closer inspection, the point values do not update accordingly. This resulted in us having to manually update each individual shift with a point value, either 1 point for regular shifts, or 2 points for shifts worth double credit. We use these points to determine when a volunteer has earned a specific tier of swag and/or discount for next year's ticket price. Having to manually update each volunteer's credit hours not only was incredibly difficult and time consuming, but left volunteers feeling like they were not receiving the full credit for their time.

Hours

Out of 13 General Volunteer departments, we offered 212 different shifts throughout the duration of the event. Out of these shifts, we were able to fill 61.98% of them, leaving 38.02% completely unfilled. See the pie chart below for a breakdown of the percentage of hours worked in each department. We calculated the time worked across these departments, totalling 1,096.45 hours worked by 149 volunteers (6.77% of the population). That's an average of 7.36 hours worked per volunteer, but it gets crazier. Out of these 149 volunteers, only 23 of them worked 4 or more shifts. That's just 23 people (1.05%) out of almost 2,200 participants that are carrying the bulk of the work that is required to keep this event running.

Percent of Hours Worked by Department

Neon Nexus 2025



Note: Volunteer Fire Perimeter shifts were not included in the chart above since we were not able to burn this year and no hours were worked, however each individual that signed up for a shift and showed up to check in were still given full credit hours.

Volunteer Appreciation

For the second year in a row, we held our annual Volunteer Appreciation Party at Mountain Point Lake and Hot Springs. This year was a huge success, and our attendance almost tripled with around 100 attendees. We served a whole spread including a hot bar, dessert table, and nonalcoholic drinks, though everyone was encouraged to bring their own drinks of choice. We also booked the venue from 5-10pm this year which made it easier for more people to attend, allowed a more relaxed feel for people to come and go as they pleased, and we all got to enjoy the water under the ambiance of a stunning Utah sunset.

Element 11 runs entirely on heart, and this event is only possible thanks to the work of our phenomenal volunteers. Every single part that makes our event function, from the Burning Angels and Volunteer Kitchen to Center Camp, EPW, Gate/Greeters, and beyond, is brought to life through the work of our incredible community members. Whether you're simply helping with MOOP cleanup or committing to one of our dedicated teams in the Safety Department, your generosity, time, and passion makes Element 11 the extraordinary burn that it is. When you volunteer, you're not just giving your time; you're building community, inspiring change, and keeping something truly special alive. Thank you, from the bottom of our hearts! <3



Photo by Colby Graff, Art Installation by Denyse Davis

Finances

Lisa Peterson – Finance Director

2025 is tracking to be a strong financial year for Element 11 even with some anticipated cost increases. Through careful budgeting and by benefiting from higher interest rates, we've sustained healthy growth and expanded our ability to serve and delight the Utah Burner community.

To our artists, volunteers, and participants: thank you. Your dedication, creativity, and heart are the reason Element 11 exists. We're grateful for this engaged, supportive community—you are the soul of E11.

Year-to-Date Snapshot

Revenue & Profit

- Total Revenue: \$583,773.88

Income Breakdown

- Donations (primarily ticket sales): \$566,549.40
- Investment Income: \$17,224.48

Total Expenditures: \$230,077.43

Major Expenditure Categories

- Art: \$105,144.00
- Burner Day in the Park: \$1,287.42
- Venue, County, & Logistics: \$139,179.08
- Marketing & Photo/Video/Printing: \$8,866.51
- Business Operations/Software: \$8,258.76
- Ice, Sanitary, Power: \$48,020.21
- Ranger/Medical/Engine 11: \$6,571.69
- Volunteer Kitchen & Swag: \$21,369.56

Net Operating Revenue: \$230,077.43

Looking Ahead

Several items will affect the year-end figures, including uncashed art grant checks, office rent, and other operating costs. We expect Total Expenditures to increase by roughly \$20,000 by the end of 2025. As always, every dollar supports our shared home on the playa—for 2026 and beyond.



Photo by Chris Thames

Conclusion

Element 11 2025 tested us in ways we did not expect. Severe weather reshaped the event, forced hard safety decisions, and disrupted long-standing traditions. And yet, across every department, what stood out most was resilience. Operations adapted quickly. Artists and theme camps supported one another through damage and loss. Production, safety, and medical teams kept the city running and participants cared for under difficult conditions. Volunteers showed up, often in greater numbers and for longer hours than ever before, carrying the weight of the event with generosity and determination.

Despite the challenges, Neon Nexus remained a place of creativity, connection, and shared effort. Art still transformed the landscape. Community spaces like Center Camp continued to serve as gathering points. Communication systems, infrastructure improvements, and partnerships with county agencies strengthened our ability to respond in real time. Financially, the organization remained stable and well positioned to support future events, even as costs continue to rise.

This year reminded us that Element 11 is not defined by perfect conditions or singular moments like a burn. It is defined by people showing up for one another, solving problems together, and choosing community even when things get hard. We move forward with gratitude, lessons learned, and a renewed commitment to building something meaningful together in the years ahead.

*With Love,
The Element 11 Board of Directors*