



SURVIVAL GUIDE



AFRIKABURN 2014

28 April - 4 May

SURVIVING & THRIVING IN TANKWA TOWN





AFRIKABURN 2014

Surviving & thriving in Tankwa Town

2014 Theme: The Trickster

“A sense of humor...is superior to any religion so far devised.”

- Tom Robbins, *Jitterbug Perfume*

Wandering along, ignoring boundaries and awaiting chance opportunities, the Trickster is simultaneously Hero & Fool. The burn was born out of impulse - to create freely, to experiment, to express, to dare, to do, to celebrate. Be a culture hero. Be brave, play the fool - be the Trickster and participate in inventing our world anew!

Need more info and inspiration?

Check out the Theme page on our site:

www.afrikaburn.com/the-event/2014-theme-the-trickster

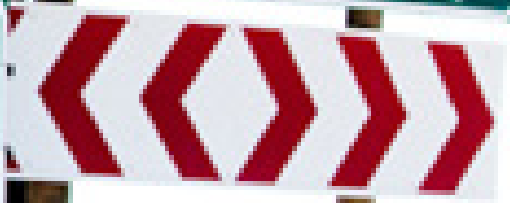
WHAT IS AFRIKABURN?

The short answer? You are. The long answer: AfrikaBurn is a Burning Man regional event, and you don't 'attend' AfrikaBurn - you create AfrikaBurn. All you have to do is to participate. AfrikaBurn takes place in the remote and somewhat inhospitable Tankwa Karoo, in the Northern Cape Province.

 Tankwa Karoo National Park →

R355 Calvinia →
R355 Ceres ← PHU

Middelpos →
(R354) Sutherland →



AFRIKABURN
46 kms ↑



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Going to AfrikaBurn? Great - everyone can't wait to see what you have in store. Before you get there, please read this guide thoroughly and share it with anyone who might need the info.



GUIDING PRINCIPLES

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.

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.

CIVIC RESPONSIBILITY

We value civil society. Community members who organise 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 national and local laws.

IMMEDIACY

Immediate experience is, in many ways, the most important 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.

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.

GIFTING

We are 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.

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.

RADICAL INCLUSION

Anyone may be a part of AfrikaBurn. We welcome and respect the stranger. No prerequisites exist for participation in our community. This means that anyone can partake.

RADICAL SELF-RELIANCE

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



BEFORE YOU GO: PREPARE

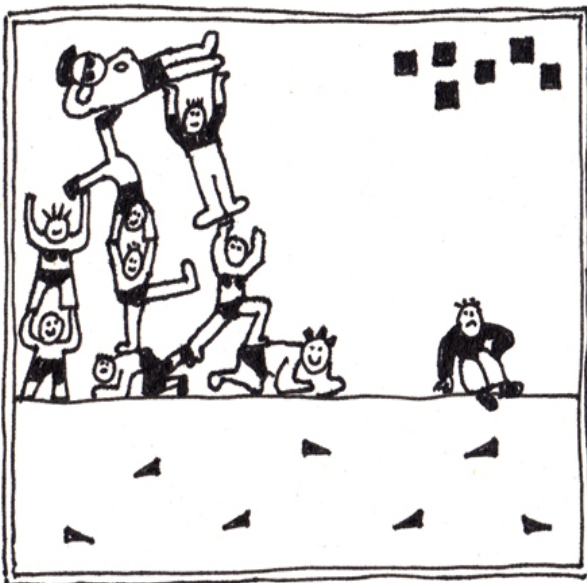
RADICAL SELF-EXPRESSION

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.

EACH ONE TEACH ONE

As a self-reliant community, we believe the responsibility of spreading our culture lies with each and every one of us. All of us are custodians of our culture - when the opportunity presents itself, we pass knowledge on.

You read that right - we now have an additional Principle - Each One Teach One. As our community and culture is in a rapid growth phase, it's necessary for us all to share knowledge to ensure that AfrikaBurn is sustainable. Sharing is caring - pass it on!



As you prepare for the desert, remember that you're responsible for yourself at all times. Use lots of common sense: don't make a burden of yourself and others due to lack of planning. You need to bring everything you need to the desert: food, water, shelter, fuel, and basic first aid. And then you need to take it all back. Ready? Go!

THE BASICS

1. NO PERSONAL VEHICLES ARE ALLOWED TO DRIVE AROUND.

Tankwa Town is a pedestrian and cyclist environment - only Mutant Vehicles, bicycles, emergency and administrative vehicles are permitted to cruise around. Drive very slowly - the speed limit is 5km/h for all motorised vehicles. Heads up: motorbikes and scooters must be mutant to drive on the Binnekring.

2. BICYCLES ARE NOT PUBLIC PROPERTY.

Please have respect for other people's property and ensure that yours has a lock.

3. NOTHING IS BOUGHT OR SOLD IN TANKWA TOWN

4. IT'S A LEAVE NO TRACE EVENT.

There are no rubbish bins or receptacles. What you bring in, you take out with you. Always keep a bag on you: it's good for carrying water and putting rubbish in.

4. NO PETS ALLOWED.

Please don't arrive at the event with your pet, there is good reason for us not allowing them. Please note: the only exception here is for Guide Dogs.



THE BASICS

5. PROTECTION OF ARTWORKS.

If you see someone vandalising an artwork, please ask them to stop. Inform a Tankwa Town Ranger if necessary. Hard work goes into the art you'll see in Tankwa Town - respect the art, and the artists.

6. PLANE? DRONE?

Whether recreational or for commercial purposes (ie: carrying a camera), you can't fly a Drone without registering with the relevant team. See the info on page 35 for more.

Arriving at the Gate:

Before you arrive make sure you have a ticket. Please make sure your name is on your ticket, and that you bring a photo ID to the gate with you. We will be checking.

Your car will be checked at the gate for stowaways. If you arrive with someone in your car who doesn't have a ticket, it will be your responsibility to transport that person back home.

Radical Self-Reliance

THIS AIN'T NO PARTY. THIS AIN'T NO DISCO. THIS IS ONE SERIOUS DESERT FANDANGO AND YOU MUST BRING:

- Your ticket & photo ID for entry (SA ID book, driver's licence or passport)
- 5 litres of water per person per day
- Enough food and beverages for the duration of your entire stay
- Shelter, bedding, warm & cool clothing
- Trash bags
- Fire extinguisher
- Comprehensive Medical Kit

- Any required prescriptions (please note: the medics do not dispense painkillers or headache tabs)
- Light: a headlamp, torch, bike light, fairy lights, EL wire (and spare batteries for these)
- Duct tape & cable ties - because they hold the universe together

NEW IN 2014

- No early arrivals unless you have an Early Arrival pass. These are only provided to crew working on art projects. Our gate (Die HEK) opens at 9am on Monday 28th April.
- Binnekring Road is now completely closed off to cars & motorcycles, even those arriving and leaving. When arriving or looking for your camping spot, please use Buitekring Road or outlying radial roads.
- Our expansion zone is out behind 9-ish and 10-ish streets, where there's a new expanded Quiet Zone. If you're not part of a theme camp and have not been allocated a campsite, this is where you should camp.
- Off-Centre Camp is bigger and better: take the time to check it out.
- Children must be registered at Off-Centre Camp
- In & out policy: casual traffic in and out of Tankwa Town is strongly discouraged. There'll be a charge of R100 for re-entry per vehicle if you exit during the event (serious medical emergency situations excluded). For people staying off site, cars will have to park at the gate and people will have to walk to Tankwa Town.



PARTICIPATE

If you want to broaden your participation in the event, there are ample opportunities. Ours is a community of active participants - if you see a job that needs doing, roll up your sleeves and get stuck in. In Tankwa Town, there's no mystical 'they' who do stuff - there's only us. Help us instruct others - if you see someone acting irresponsibly, introduce yourself and speak up. Get involved - it's where the magic happens!

Want to volunteer? Fantastic!

Volunteering at AfrikaBurn is superb fun. It engages you on levels that you would never have thought possible - and it helps the event tremendously. To volunteer before the event: www.afrikaburn.com/participation-forms/volunteer-now To volunteer at the event, head over to the Participation Station volunteer booth at Off-Centre Camp and sign up - we always need help, and you'll be warmly welcomed.

WEATHER AND CLIMATE

In the Tankwa Karoo, days can reach into the high 40s and nights can be freezing. The area also experiences spectacular storms - as participants of AfrikaBurn 2012 would know. Flash floods too, which is why it's really important to camp in designated areas. The only predictable thing about the weather is that it's unpredictable, so be prepared for all eventualities.

The most accurate weather report for Tankwa Town? This way: www.yr.no/place/South_Africa/Northern_Cape/Stonehenge/

CAMPING

Tankwa Town is laid out in a horseshoe shape, with two projecting 'horns'. The centre of this horseshoe is where much of the art at AfrikaBurn is placed. The road that fronts this space is called the Binnekring. The streets that radiate off the Binnekring are numbered like the hours on a clock, from 2-ish through to 10-ish. This way, once you've found your camping spot for the event, you'll have an address. For example, you could be living at 'Buitekring and 3:30-ish'. Each hour-mark junction is marked by a street sign and a streetlight.

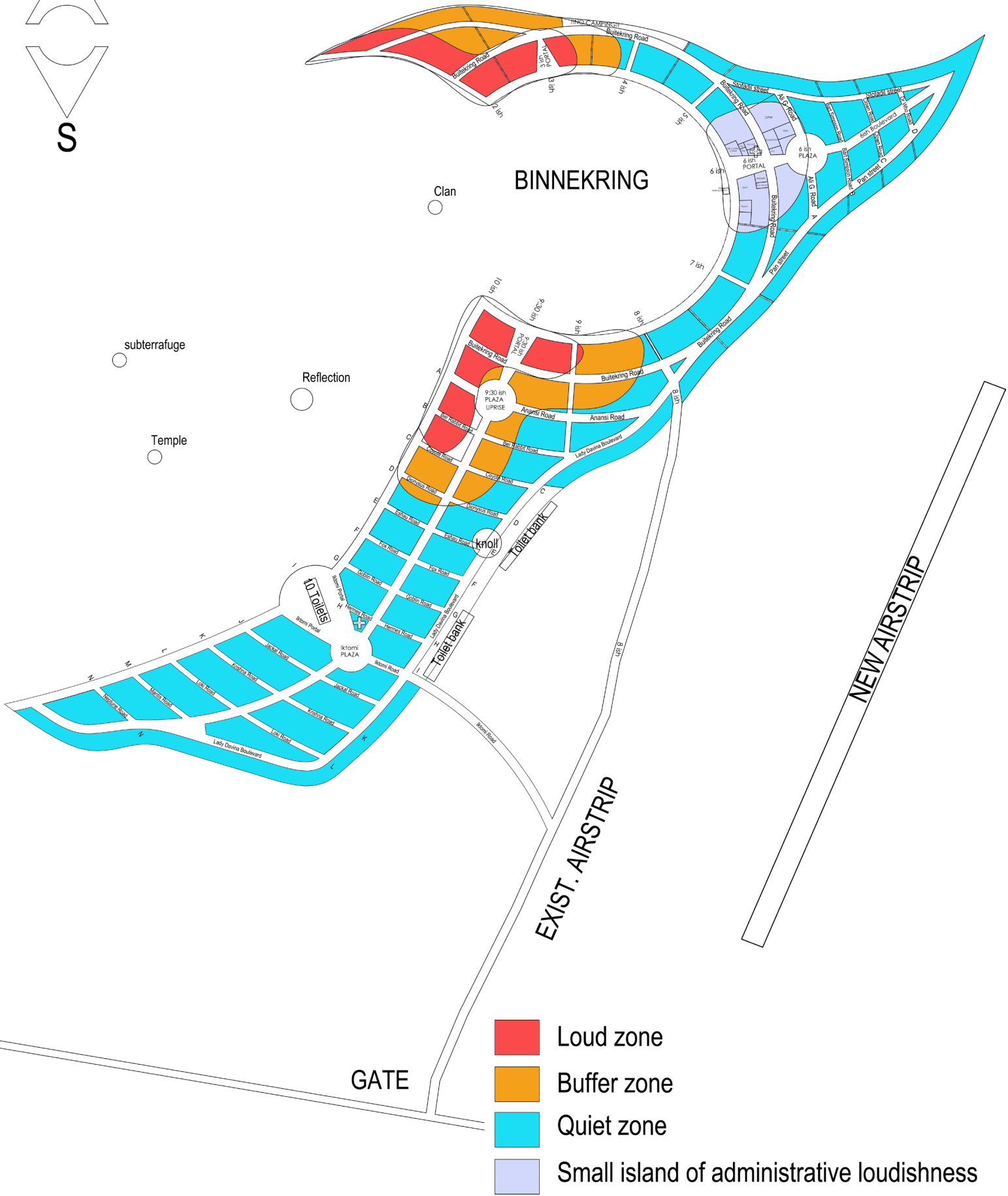
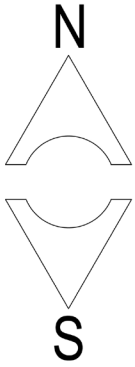
TANKWA TOWN YEAR ROUND:

We know it's easy to get emotionally attached to and feel a sense of ownership over the land that Tankwa Town springs up on every year. It's also lovely to visit there when the Burn is not on, but it is private land so if you'd like to visit Stonehenge Farm outside of AfrikaBurn times contact the owners first, they're very welcoming but need to know that you're coming. Phone 021 8468298. If you find yourself in the vicinity, and haven't pre-arranged access, stop off at the Tankwa Tented Camp and see if it's OK to visit.

How camping in Tankwa Town works

Camping happens on a first-come, first-settled basis. Please don't settle in a reserved spot - reserved camping areas are for registered Theme Camps and are clearly marked out. If you arrive at night, wait until morning to find your friends or get your bearings. If you're part of a larger group and your camp mates

CLAN SMOULDERINGS GUIDE TO TANKWA TOWN REAL ESTATE



- Loud zone
- Buffer zone
- Quiet zone
- Small island of administrative loudishness



CAMPING

have arrived earlier, get them to leave a message on the notice boards at Off-Centre Camp with their location. Tankwa Town has clearly designated QUIET AND LOUD ZONES. For more on this, please see the section titled 'SOOP - Sound Out Of Place' on page 16.

Once you've found your spot, put your keys away in a safe place - you're now a pedestrian or cyclist! Radical self-reliance is as important as radical self-expression - prearranged 'sort all your shit out for you' package tours are not how we do things. RVs and Caravans: You're welcome to bring a recreational vehicle, but be aware that there's no dumping station on-site and you're not allowed to dump grey water or trash anywhere in Tankwa Town. There's also no potable water sold, so plan accordingly.

Make your camp a Kingdom (or Queendom)

If you're camping in a large group, it's a good idea to have a meeting before the event and delegate tasks. For example, nominate a Safety Baron to explain where camp fire extinguishers are and inform all camp members of where the Medics, Security and Sanctuary are and how to orientate yourself. Elect a Trash Baron to take care of separating waste and compacting cans. Choose someone who's the Costume & Make-up department. Think about who has the skills you're after - it'll lighten the load and make for a better, more enjoyable camp.

TOILETS

They're famous, our toilets. You either love 'em or hate 'em. Historically they've been open air pit toilets with

CAMPING EQUIPMENT AT TANKWA TOWN

At AfrikaBurn the ground is hard, unlike anywhere you've ever camped before (unless you've camped on solid rock). Not quite rock, but pretty damn close. Bring along a hammer (at least ten-pound; the bigger the better) and heavy-duty pegs. The pegs that came with your 4-man tent? Forget those; you need something much stronger, and longer. Which is why you need rebar - they're difficult to get in, but worth the sweat once a wind or storm hits.

Rebar?

Rebar. It's the name given to the round, grooved, steel bar used to reinforce concrete. Get some and have it cut to size - but don't use anything less than 15mm width. Rebar is an excellent way to anchor your tents, especially Bedouin/freeform tents. When you're whacking it in and once it's in the ground it's dangerous, so cap all exposed ends with empty tins, plastic bottles, tennis balls or old dolls heads - anything that prevents foot/leg injuries.

Wind

Try to position your tent and any shade structures to present the smallest possible profile to the wind. The wind at Tankwa goes all over the place - keep an eye on the wind direction, but if forced to identify a prevailing wind, we would say that it is N-S. For smaller tents, weight the interior corners of your tent or attach them to your vehicle.





TOILETS

an amazing view. This year you'll spot some new boxes around - these are composting toilets and the future of loos in Tankwa Town. They have a special urine separator seat, so get your aim on! We treat our toilets with 'effective microorganisms' (EM) to keep the odours at bay and speed up decomposition. To 'flush', use a small scoop of the sawdust found in buckets at each toilet. Please don't put anything in the toilet other than what came out of your body. Not tampons, beer cans, trash, plastic bags or ex-boyfriends - in other words:

IF IT DIDN'T COME OUTTA YOUR BODY IT DOESN'T GO IN THE POTTY.

Toilets are placed along the outskirts of the town, and have lights and flags to find them by day or night. They're mostly within 300m of anywhere on the Binnekring - including the additional portaloos. Disabled toilets are also provided.

PLEASE NOTE: Don't wait till you are desperate to find a loo. Don't use artworks or the dark patch behind someone's tent as private places to ablate. Freerange toileting? Not cool.

THE ENVIRONMENT

Power: we appreciate that making the transition from using fossil fuels for power is an expensive exercise and often a bit of an experiment, but we

urge you to do so for your camp needs at least. Transitioning to solar power (come on, people, we're in the desert here!) and maybe a wind turbine or two is an investment that you won't regret. LED's are getting cheaper by the day & use very little power to light your camp. Use them instead of incandescent bulbs, even if you have a party space.

Urban Edge & Flood Zone

Camping beyond the urban edge is bad news, is strictly prohibited and will be enforced by Ninja Meerkats and Hover Scorpions. Avoid unnecessary effort moving your camp: respect the boundary line - it indicates a FLASH FLOOD ZONE and the biodiversity corridor around the Binnekring.

Flood Zone

The Tankwa Karoo weather is very difficult to predict - rain hundreds of kilometres away can cause instant flash floods. In 2012, rapid flooding saw many tents and vehicles damaged. Avoid natural selection - camp in the designated area, thanks.

Biodiversity

The Tankwa Karoo is the habitat for the endangered Riverine Rabbit, the poisonous Thick Tailed Scorpion and lethal Puff Adder. Please respect the urban edge for your own safety - and that of the Tankwa's fauna and flora.

**LEAVE
NO
TRACE**

10

Shic

home





TELEPHONE SERVICE

Around 12ish (ie: in the vicinity the San Clan) on the high points you can sometimes get a signal with an MTN phone. This works best for SMS. Beyond this, AfrikaBurn does not offer a phone service unless in serious medical emergencies.

LEAVE NO TRACE

Situated in a pristine environment, AfrikaBurn is a LEAVE NO TRACE event. There is no rubbish collection at Tankwa Town. Everything you bring in, you take back with you: Every. Single. Thing.

MOOP (MATTER OUT OF PLACE)

MOOP stands for "Matter Out Of Place". Everything brought to Tankwa Town is potential MOOP: cigarette stompies, glow sticks and glow stick connectors, tent stakes, bottle caps, cigarette stompies, ashes, wood debris, matchsticks, orange peels, cigarette stompies, wood, pistachio shells, boa feathers, rope fibres, sequins, false eyelashes – even abandoned bikes...oh, and did we mention the stompies and cable ties? MOOP also includes natural materials. They are not OK to leave in the desert – in the desert, things take ages to decompose. Hay, sea shells, plant matter, fruit peels, vegetable peels, nut shells, feathers, coffee grounds etc are all things that must be removed and returned to whence they came. Watermelons? Bad idea: the skin becomes a science experiment in your car on the way home. Not fabulous.

BEFORE YOU LEAVE YOUR HOUSE AND HEAD TO THE DESERT:

- Remove excess packaging from everything
- Don't pack glass
- Don't pack your feather boa, glitter or styrofoam of any kind
- Don't pack flying lanterns or flares
- Don't bring too much fresh produce – if you don't eat it, it'll rot.

IN TANKWA TOWN:

- **ALWAYS CARRY A BAG.** This way when you have finished that drink, energy bar, you don't have to hold on to the wrapper or can until you find a solution. It's there already, hanging from your shoulders.
- **NEVER LET ANYTHING HIT THE GROUND**
- **SECURE EVERYTHING IN YOUR CAMP:** You never know when a windstorm is going to happen, if everything in your camp is secure at all times, nothing will blow away. Have bins with lids, or duct tape old 5-litre water containers with a small hole cut out, onto your tent poles.
- **SMOKERS-CARRY A PORTABLE ASHTRAY.** Always have a small container for your stompies and spent matches.
- **DON'T SWEEP THE DESERT FLOOR.** Not for your artwork, not for your camp. (you can move big rocks, but no sweeping). The rocks and stones don't magic themselves back into place once you have left. These scars stay forever.



MOOP

- **NO DIGGING OF HOLES**, unless it's as part of an artwork's supporting structure. Any holes dug by art crews must always be filled in again.
- **IF YOU SEE MOOP, PICK IT UP.** If you see MOOP on the ground in Tankwa Town, please pick it up and take it with you.
- **NO TRASH IN THE TOILETS.** Please don't put anything other than human waste – and the one-ply toilet paper supplied – into toilets. Only that which passes through your body, and one-ply toilet paper, belong in the toilets.
- **SECURE YOUR LOAD.** When leaving, pack carefully and make sure your RUBBISH and other items do not come loose on the ride home and litter the highways.

Please don't

- **Dump your rubbish on the R355 on the way out.**
- **Dump it anywhere - not at farm roads, not picnic spots. Take your trash home, and dispose of it responsibly, thanks.**

Please join your neighbours on Sunday and Monday after the burn, or schedule two hours on your own during your stay to help clean up Tankwa Town. Rake your own camp and conduct a MOOP sweep to inspect your space. You'll be surprised how much stuff you've left lying around. Go to the Volunteer Booth at if you want to be steered to a particular cleanup project.

Want fun?

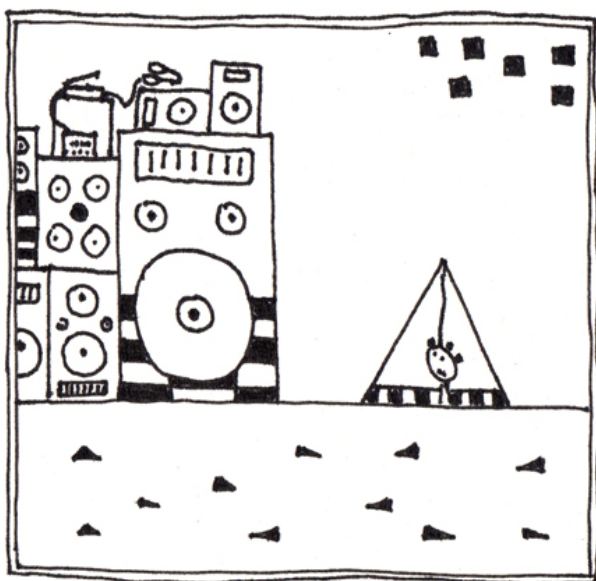
JOIN THE MOOP PUB CRAWL ON SATURDAY THE 3RD MAY AT 2PM STARTING AT OFF-CENTRE CAMP: IT'S A PARTY - JOIN US!

SOOP (SOUND OUT OF PLACE)

Right, you've had your MOOP, now have the SOOP. It's delicious. Or not, depending. Music's an important part of Tankwa Town for many people, so if you're bringing music, everyone'll love you. The trick is to still be loved by the end of the week. Take into consideration that sound (especially bass) travels realllly well out in the desert and not everyone'll want to listen to 145bpm progressive minimal electro-fidget gabber psy-techstep at 4am when you do - or sleep when you do.

Loud & Quiet zones

The Loud and Quiet Zones are clearly designated. It's simple - wanna sleep? Don't camp in the Loud Zone. Wanna play loud music? Don't camp in the Quiet Zone. Big sound rigs will be placed by the Art team above 10ish and 2ish. Beyond 6ish (as well as beyond 10ish toward the new expanded Deep Quiet zone) camps get quieter. The greatest concentration of family camps where a good night's sleep can be had are between 5-ish and 7-ish streets (ie: beyond Off-Centre Camp) and well beyond 9ish & 10ish. For Loud & Quiet Zones on the map, see page 10



Sound placement

Bringing a sound system? Great! But wait! Before you bang out your favourite racks, take note of where your neighbours are and how - and on what - your speakers are placed. Bass bins must be raised off the ground (on a platform such as a pallet or other), and all speakers must throw sound toward the San Clan, away from camping areas and the Quiet Zones.

If you use an amplified sound system at your camp or Mutant Vehicle, please keep the volume at a reasonable level. Crazy sound levels that continue after requests and warnings will be disabled. If you're mutantly vehicular, cut your sound when approaching art installations and performances. Generators? Insulate them - enclosing it in a wooden box helps tremendously.

Note: SOOP Wranglers will come past dancefloor camps to check that sound is placed correctly - please work with our crew to ensure the best results for your neighbours, and yourself.

DECOMMODIFICATION

Corporate Logos, Rental Trucks and RV's

AfrikaBurn is a decommodified zone, where branding is not welcome. Advertising? Hell no. It doesn't belong at AfrikaBurn, which is in no way (or will ever be) a vehicle in which to launch your career, business, website or whatever, ever. Got a van from work with logos? Cover it up. Got a rental truck or RV? Cover or decorate the logos. Branding, in a place where nothing is for sale, or to buy? Doesn't belong.

Responsible Gifting

Part of a theme camp giving away drinks or food? If your gift contains alcohol, know this: the responsibility for those who you gift to lies with you. If anyone looks under age, ask for identification.

SAFETY

Personal safety

- Always carry water on you. Drink water regularly, especially if drinking alcohol. Best gauge of hydration? If your piss is clear, you're in the clear. To avoid a Urinary Tract Infection (UTI), piss often - this means girls too! Info: (<http://streetsports.org.uk/site/wp-content/uploads/2012/07/wee.jpg>)
- Bring sunscreen and a hat, and use them both
- Bring dust goggles and a bandanna - dust storms are only fun if you're prepared.



SAFETY

- Personal lighting: light your body when going out at night. Make sure that you can see and that others can see you. Bring a torch/headlamp (or two) and lights for your camp. If you bring a bike, pop a light on it.
- There are snakes, spiders and scorpions in Tankwa - check your shoes before pulling them on, and check your bedding and tent before packing up.
- All camps should have an all-purpose (Dry Chemical Powder) fire extinguisher and a comprehensive first aid kit.
- Nominate a Safety Baron to manage the safety aspects of your camp, and make sure all campmates are informed of where the first aid kit and fire extinguishers are placed.

Expectations and Boundaries

AfrikaBurn in its essence is a social experiment. Respect is fundamental to the working of our community. Recognise boundaries and respect them - it's the right thing to do.

Respect the personal boundaries of others:

- Respect the moment. Comfort levels vary at different times and with different people
- Before you assume someone wants your physical attentions, ASK. Being direct is OK. It is expected protocol, and sexier than you might think.
- No always means NO.
- After someone has said NO, cajoling, pleading or any form of blackmail is unacceptable.
- Respecting personal boundaries includes taking pictures or video, as well as

physical or verbal interaction. Take responsibility for your own boundaries.

- Be able to say no.
- Be sober enough to be in control or make arrangements with a friend to have a 'designated driver/minder' with you.
- How you feel is not magically transmitted to others. You're in charge of communicating your boundaries.
- You're responsible for yourself - but you can always ask for help. Talk to those around you or a Ranger if someone is making you feel uncomfortable.

Sanctuary

Feeling overwhelmed? Not handling your situation well? Having a rough time of it mentally? Head to Sanctuary, behind Off-Centre Camp & across from the Medic's Station at 6-ish and Binnekring for a quiet, calm space where you can speak to someone or simply take a breather.

MEDICAL INFO

- Be responsible for yourself and your medical conditions. Please think about what you need to bring and read the info here to understand what AfrikaBurn provides and under what circumstances you can access these resources.
- There will be medics on-site, but they're there for emergency situations only, and may turn patients away if the situation is not an emergency.....
- Remember to bring adequate supplies of any prescription medications
- In case of severe emergency the medics can evacuate patients by road or air
- Note: AfrikaBurn will not cover costs associated with medical evacuation



MEDICAL INFO

MEDIC! OMG, WHERE ARE THE MEDICS? THEY'RE AT:

- 1) Our medical field clinic, at the corner of off-centre camp on 6ish -look for the blue cross.
- 2) They're also at our medic outpost at 9ish and a. Road; look for the red cross (port)
- 3) And at our Ranger Station at 6ish and Buitekring (Green Cross - starboard) and beyond 10ish

THE FOLLOWING INJURIES ARE INDICATIVE OF WHAT WILL BE TREATED ON SITE:

- Diarrhoea
- Nausea and vomiting
- Headaches
- Hypoglycemia
- Dehydration
- Hyperthermia
- Hypothermia
- Anaphylactic reactions
- Stings and bites
- Minor asthmatic emergencies
- Minor soft tissue injuries
- Sunburn and other minor burn wounds
- Stabilisation of any fracture

The following (and similar) injuries will be stabilised and referred to the nearest hospital, with the patient to provide their own transport. We recommend having a designated driver in your camp/group of friends in case of emergency:

- Minor bone fractures
- Stabilised soft tissue injuries
- Broken teeth
- All non-life threatening and stabilised minor events.
- Urinary Tract Infections (UTI) - remember to piss regularly

Major injuries such as those listed below will be transported to the nearest major medical facilities:

- Resuscitated patients
- Major bone fractures including longbone, cervical and skeletal
- Asthmatic major
- Severe concussion
- Major laceration, burns and soft tissue injuries
- All unstable life-threatening emergencies may need evacuation by air

FIRE

The focus of fire control in Tankwa Town is avoidance, awareness and active prevention. If something catches on fire, we will get people out of harm's way and then probably just let it burn out - Rangers protect people, not property. Be prepared and know what to do. Bring adequate fire extinguishers and know how to use them: practice Pull, Aim, Squeeze and Sweep (P.A.S.S).

- In the case of tent or structure fires, do not attempt to enter the tent / structure to remove possessions.
- When planning your camp, leave at least three meters between flammable items. By way of example, have your tent three meters from your generator, which should be five meters from your fuel. This applies to cars and campervans as well. All camps storing fuel and or have an open fire, must have a fire extinguisher on hand and visible.
- You may not make fires directly on the ground; however braais and braziers may be used





FIRE

- Fires may not be left unattended (the Rangers will put them out!)
- You may not burn unapproved artworks. If you would like to burn something that you've created, let the Art crew know.
- When burning structures, keep a safety perimeter equal to twice the height of your sculpture (or more if the wind is strong). Mark out the perimeter with lights, nailed-down tape or other safe markers.

PLEASE NOTE: FLYING LANTERNS AND FLARES ARE NOT PERMITTED.

They're pretty floating death machines. Mobile arson. They are a very serious fire hazard, and create problems with neighbouring farms and the Tankwa Karoo National Park. Flying lanterns also become snares for animals so please don't bring them, as you'll only be asked to put them out. Equally so no flares, fireworks, or Molotov cocktails - if it burns or can cause a fire don't shoot it into the airspace of Tankwa Town, thanks.

Fire Safety

Our Tankwa Town Fire Branch works for a safer Burn community. The information below will help you be aware of the potential hazards whilst camping outdoors.

CARAVANS (OR RV'S / CAMPERVANS) AND BOTTLED GAS

- Always change cylinders in open air, away from any source of ignition.
- Check connections are tight. The best way to do this is a little water with washing-up liquid and soft brush. Brush all connections with liquid: no bubbles = no gas leak.

- Turn off at main valve when not in use.
- Keep cylinders outside your caravan.
- Before going to bed or leaving the caravan, turn off all appliances. Turn off cylinders unless appliances (such as a fridge) are designed to run continuously.
- Never use a cooker or a heater whilst caravan is moving.

IF YOU SUSPECT A LEAK:

- Turn off all appliances.
- Open all doors and windows.
- Do not smoke.
- Do not operate electrical switches.

OTHER HAZARDS

- Take care when cooking - never leave any cooking or open flame unattended.
- Keep matches out of the reach of children.
- If you smoke, use metal ashtrays.
- Never smoke in bed.
- Children should not be left alone in a caravan.
- Keep your caravan ventilated. Don't block up air vents - it could be fatal.

TENTS

- Allow safe spacing between tents, caravans and cars.
- Never use candles or any other open flame in or near a tent. Torches are much safer.
- Flammable liquids and Liquefied Petroleum Gas cylinders should be kept outside the tent.
- Oil burning appliances are not recommended.





FIRE

- Cooking appliances should not be used in small tents.
- Keep cooking appliance away from walls and the roof where it can be easily knocked over.

Open fires

PLEASE NOTE: YOU ARE NOT PERMITTED TO MAKE AN OPEN FIRE ON THE GROUND AT AFRIKABURN.

IF YOU HAVE A FIRE

- It should be in a raised platform and downwind, at least 10m from any tent
- Clear wood, leaves, etc, to form a circle of earth around the fire
- Build a stack that will collapse inwards whilst burning. Ideally your wood stack must not be higher than the sides of your fireplace
- Do not leave fires unattended
- Make sure that fires are fully extinguished
- Have 25 litres of water nearby to extinguish a fire

IF A FIRE BREAKS OUT

- Contact the Ranger, Security, Medics or Fire Branch and give the exact location
- If possible give a street reference - "corner of 9ish and A Street etc
- If this is not possible, provide a landmark such as a theme camp or artpiece
- After following above points - remove any objects (i.e. tents; wood; vehicles; your mother-in-law etc) from the vicinity of the fire - if safe to do so

GUIDELINES FOR OPEN FIRES, BURN BARRELS, BAMBOO TORCHES ETC WITHIN THEME CAMPS:

- Open fires (ie: on the ground) aren't permitted. Braziers, braais etc are permitted.
- No burn barrels or braais can be left unattended - if found unattended, they will be put out.
- At least one camp member should be designated Safety Baron and tasked with fire safety (including locating fire extinguishers where they're visible and easily accessed)
- If winds pick up, all open fires must be put out immediately and burn barrels must be extinguished if they begin to throw sparks.
- Open fire or burn barrels must be extinguished at the request of any Ranger or Emergency Services personnel, or they'll do it.
- A 7m zone around any fire must be free of any flammable materials, such as but not limited to: cloth, paper, tents, plastic, etc.
- All liquid fuels must be kept at least 15m away from any open flame.
- A supply of at least 25 litres of water must be kept on hand to extinguish the fire in case of high winds or other hazards.
- Burn barrels must be secured and constructed in a way that the burning surface is at least 15 cm from the ground to prevent baking of the surface.
- Note: please remember that petrol is a dangerous fuel to use to start fires. Explosive vapours can instantly build up as it is applied and as the fire is lit it can flash and burn you.



PARENTING

It's a wonderful thing to have kids at AfrikaBurn, but you have to prepare them and be prepared yourself. If you want your child to get a good night's sleep you should think carefully about where you're going to camp. Pick a spot in the Quiet Zone - camping between 4-ish street and 7-ish has naturally evolved into a family-friendly area, and a new Quiet Zone beyond 10ish is also an option.

Prepare your kids

Let your kids know in advance about the kind of things that they will or might see and hear. Nudity, iconoclastic art, sexuality, rude language, cultural commentary, and weird behavior are all a part of the AfrikaBurn experience. Steer them away from whatever you feel uncomfortable with, but be matter-of-fact about the stuff they are curious about.

Consider your child's normal frame of reference: have they camped before? Talk to them about common-sense safety - advise them to be cautious about getting too close to aggressive art, destructive robots, and moving vehicles, playing in ash heaps or burn scars. A little bit of care goes a long way in a chaotic environment.

All parents should attend to their children and are responsible for their safety and well being at all times. You and your kids should know who is responsible for them at all times. Rather over-communicate with your kids than leave them without important info. Parents not behaving responsibly with regard to their children may be asked to leave the event.

Ranger Bob says: small children are a wonder at the burn but your average teen can be a horror and even more horrific in an anarchic enclave with music, booze, and countless temptations. AfrikaBurn is not the place to bring your distant teen in the hope it will bring you closer.

REGISTER SMALL CHILDREN

Once you've settled in, please go to Off-Centre Camp (At 6-ish and Binnekring Rd.) to register children. We'll log parents/guardians and where they're camping, and children will be issued with a wristband with this info on it. This information will also be kept (confidential) at the Site Management Office for use by Rangers and emergency services, should the need arise.

In the instance that you lose your child, notify a Ranger. The event gate will then be closed until the child has been located and reunited with its parent/s or guardian/s. Should you find your child, please notify Rangers or the Site Management Office so that the search can be called off.

Top tips for Parenting

- Orientate your kids when you get to tankwa town - walk around with them and identify landmarks that will help them navigate and be safe
- Get to know your neighbours. The community is one of the great strengths of afrikaburn. Neighbours help to look out for kids, bikes and everything else at your camp, while you do the same for them.



- Organise early morning activities for your kids as children may be up well before you and wandering about.
- Get your children to wear sturdy footwear and hats, use sunscreen and carry water with them wherever they are.
- Do not leave your children at theme camps. You might be keen to have a wander and enjoy yourself but leaving children in the care of theme camps without their agreement is irresponsible and unfair to the theme camps and your children.
- Older kids are going to want to stretch their limits and cruise around on their own - make some guidelines that you both feel comfortable with, including how far to go and how often to check back in.
- Please note: theme camps cannot gift alcohol to those under 18 and camps gifting alcohol can ask for identification if in doubt.

HAPPY BIKING

Bicycles are a necessity in Tankwa Town; they make everything more accessible. Bear in mind that bicycles are not public property. Be sure your bike is in good working order before the event, and bring tools, like a wire brush, chain lube, and extra tyre tubes.

#1 MOST IMPORTANT BIKE TIP? LOCK IT OR LOSE IT.

Bikes go missing and turn up after everyone has left, and some disappear and never came back so lock your bike. Don't lock your bike to guy wires or artwork - this may hamper performances and scheduled burns. No bike's considered stolen unless the lock was bust, and no bike's considered lost until the event is over.



- Decorate your bike: it's much less likely your bike will be borrowed without permission if it looks unique. Light your bike for nighttime riding - use LED's, EL wire, solar-powered fairy lights or whatever you can come up with - get creative!
- Mark your bike with your name, phone number or email address, and camp location.
- Bring spares. The ground in Tankwa Town is not kind on bikes: bring extra tubes, tyres and a puncture repair kit. You may need them - and if you don't, you can help those who do.
- Leave no trace: don't ditch your bike at afrikaburn: dealing with abandoned bikes stretches our already over-taxed resources.

And did we mention that if you don't lock it up, you could lose it? It's true. When the going gets crazy, bikes go walkies. Lock it up - especially if you've borrowed your friend's R25 000 extra-special-chrome-plated-limited-edition-Himalayan-expedition bike, or you could well end up crying into your beer.

LOCK. YOUR. BIKE.



PHOTOGRAPHY

Tankwa is one of the most photogenic places on the planet. But please remember you're here to participate, so don't forget to engage. Don't look at the whole event through the lens; you're part of the show - embrace immediacy, and keep in mind that we want to protect people's right to express themselves.

Freedom of the press dictates that we cannot exclude the media from Tankwa Town, nor would we want to, as they are an opportunity to affect the world by illustrating and documenting what we do as a community. And reporting and documenting is a form of expression.

We limit the number of film crews that are allowed to film at the event. Those filming at the event have undertaken to not interfere with your experience. Please alert the media booth fairies (at the Arteria at Off Centre Camp) with a camera tag number if you feel that someone with a camera is not being respectful or creating a nuisance.

Media, camera and documentary info

- One of the abiding principles of AfrikaBurn is that participants do not interfere with the immediate experience of other participants. As a member of the media, you're expected to be respectful and comport yourself accordingly. If you do, your coverage will be far more authentic and meaningful.
- If any participant asks you to stop filming, you must stop immediately. If you continue to photograph or film,

you may face the possibility of being escorted from the event.

- You must ask permission before photographing or filming any individual participant who might be recognisable. Crowd shots are exempt, except when the artist, performer, and majority of participants request no cameras or filming.
- Members of the media have the responsibility to check in upon arrival at the event for orientation and camera tagging.
- If you're considering any commercial use of still photos, video or audio recorded at the event, you must provide a copy of your work to the event organisers for archive within 90 days of the event. If your work requires post-production, you must provide a copy as soon as it is completed.
- The organisers don't allow stock agencies to film or record the event.

EVENT ORGANISER'S RIGHTS AND RESPONSIBILITIES

- AfrikaBurn has the responsibility to create an environment for participants that doesn't tolerate rude or irresponsible use of photographic or video recording equipment. Anyone who doesn't respect the rights and wishes of others with respect to photographs, video, or recordings of any kind may be asked to leave.
- AfrikaBurn reserves the right to disallow the use of related imagery and recordings of any kind for commercial or unapproved editorial use, particularly if such use(s) undermine personal expression and the privacy of participants or the integrity of the event.

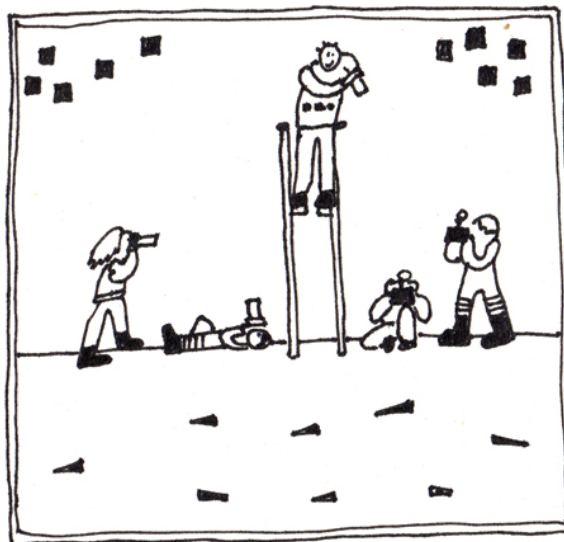


PHOTOGRAPHERS/ VIDEOGRAPHERS/ AUDIOGRAPHERS' RIGHTS AND RESPONSIBILITY

- You've got the right to express yourself and create art as a photographer, videographer and/or audio artist.
- You have the responsibility to be respectful to people you wish to record and seek permission from them before recording their likeness or voice.
- You may use images that you obtained at the event only for personal use. No commercial use whatsoever made be made of any such images.
- Those that cannot enjoy their rights without acting responsibly may be escorted out of the event.

ARTISTS RIGHTS AND RESPONSIBILITIES

- You have the right to protect the image of your artwork or performance
- You have the right to ask someone to stop taking images of your art or performance if you don't approve
- You have the right to be credited for authorship of your artwork in any commercial use of your work, and perhaps receive payment.
- You have the right to enforce copyright and trademark ownership of your unique artwork. To have the greatest legal protection, artists should apply for a copyright.
- In the case of using images of artworks for editorial use, we encourage the media to credit specific artists.



PARTICIPANT RIGHTS AND RESPONSIBILITIES

- You have ultimate responsibility for your image and should ask photographers how your image will be used. If you encounter a problem, ask for a tag number and report it to a ranger or at the Arteria to the media fairy.
- You have the right to ask someone to stop taking a picture of you, recording your image or recording your voice in any way. However keep in mind the nature of radical self-expression - capturing expression is a form of self-expression.
- You have the right to know what someone plans to do with your image.
- If someone is disrespectfully using a camera or recording device of any kind, get the tag number and tell a Ranger or another organiser.

**USE OF IMAGES TAKEN AT
AFRIKABURN (OTHER THAN
PERSONAL USE) IS PROHIBITED
WITHOUT THE PRIOR WRITTEN
CONSENT OF AFRIKABURN**





MUTANT VEHICLES

If your gift to Tankwa Town is music, and it's mobile, you'll bring great joy to many people. Energising a space with a party or some fabulous tunes is a great gift. However, not every artwork, performance, or space created at Tankwa Town is intended to be a party zone. The artist may have a very specific piece of music that they want to play with their artwork, so please turn down or turn off your sound systems when approaching an artwork or performance and check in with the artist before collaborating this way. The same applies for placing your party or musical mutant vehicle in the Quiet Zone.

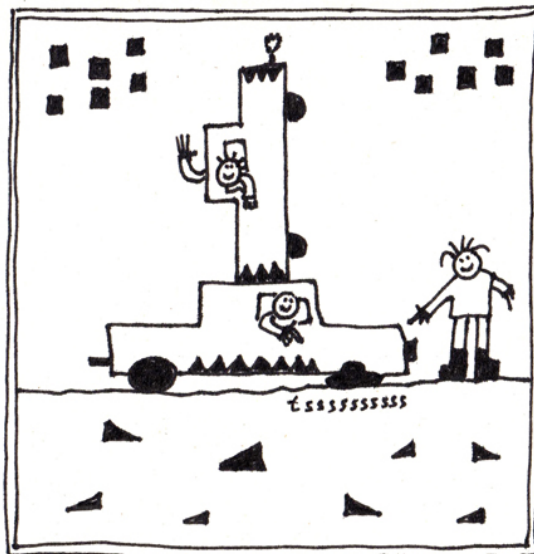
- 1) Mutant Vehicles must be registered before the event - for final checks (ie: signing of Indemnity Form and Licence Certificate) report to the DMV testing station at 5.30 Binnekering
- 2) The speed limit for all vehicles - including Mutant Vehicles - is 5KM/H
- 3) All standard road rules apply in Tankwa Town.
- 4) **THOU SHALT NOT EVER EVER** attempt to get on nor attempt to get off a moving mutant vehicle **EVER**

MUTANT VEHICLES CARRYING FLAME EFFECTS OR ANY OTHER LETHAL WEAPONS MUST CONTACT DMV BEFORE THE EVENT AND HAVE A LIVE TEST ON SITE.

(email dmv@afrikaburn.com for more)

DMV Commandments

- 1) **THOU SHALT** make every effort to decorate/create/conjure your golf cart, truck, limo, etc.
- 2) **THOU SHALT NOT** - steal, commandeer or 'borrow' official golf carts, or any official form of



transportation. Theft or destruction of any vehicle will not be tolerated - we reserve the right to eject anyone caught acting in this way.

3) THOU SHALT NOT try to get on, impede, or stop a moving art car, mutant vehicle, plane, balloon, helicopter or any other flying or driving device

4) THOU SHALT dance around, wave your arms, and ask politely to get onto a passing mutant vehicle:

a) once the Mutant Vehicle has come to a complete stop, (if needed) ask for assistance or hop on the vehicle in a safe, appropriate manner (remember: be sure to thank the driver)

b) If the Mutant Vehicle does not stop for whatever reason, do not attempt to run down, jump on, hog-tie, and/or bitch at the vehicle or driver.

5) THERE IS NO RULE 5. Proceed to Rule 6, do not collect R200. Stay outta jail. Pour yourself a beer. Take a deep breath. Be nice to small animals and remember to call your mother from time to time. And for crying out loud, stop worrying about your weight. You're beautiful just





MUTANT VEHICLES

the way you are. Right. Where were we? Oh yes...keep reading, you're nearly done!

6) THOU SHALT NOT attempt to get on nor attempt to get off a moving mutant vehicle (in case you never got that the first time)

7) THOU SHALT NOT operate any mutant vehicle and/or its artistic additions without permission of its owner(s)/operator(s) including the firing of cannons, potato cannons, sawdust cannons, use of attractive body parts of vehicle occupants, sounds and light systems, etc...)

8) THOU SHALT NOT - hijack, hoodwink, harass, or harangue the driver whilst they are in command and control of the mutant vehicle.

9) THOU SHALT have a good time (like you need telling)

10) THOU SHALT help look out for the safety of your fellow freaks, aliens, and even passersby at all times - even if they're ex-girlfriends who have recently slept with your father.

11) THOU SHALT report any safety issues, violations, and/or problems to Rangers immediately.

12) THOU SHALT have a registered Mutant Vehicle driver, who will be required to wear a laminate provided by your sexy DMV on registration.

13) ALL MUTANT VEHICLES should have an all-purpose (Dry Chemical Powder) fire extinguisher and a comprehensive first aid kit.

14) ALL MUTANT VEHICLES towing trailers must have conductors and walkers - if your MV is found without, it will be stopped until you have the crew to fulfill this requirement.



GETTING TO TANKWA TOWN

Rule one: SLOW DOWN. Please bear in mind the R355 is a deceptive dirt road that has claimed lives. Please drive calmly, even if you have a 4x4, and especially if you don't. Exercise maximum caution especially when considering overtaking. The last stretch of road is on a narrow farm road - please be patient when arriving as there may be a queue.

Road Rules

- Normal road safety rules apply, even to RV's and 4x4's. Just because you drive a 5-litre 4x4 doesn't mean your ass won't roll and your tyres won't get shredded.
- We strongly recommend traveling in convoy.
- Drive up during daylight hours - it's much safer!
- The last 110km is on dirt road. It has some bad patches where sharp stones puncture sidewalls (yes, even the



GETTING TO TANKWA TOWN

sidewalls of your Roadmuncher Desert Eagles), so drive carefully and slowly. It's tempting to feel like you're almost there when you hit the dirt - you aren't. It takes about an hour and a half to cover the dirt section, which is the most treacherous part. We're not kidding - observe the many stripped tyres alongside the road. These are Stoffadils, and they didn't grow there.

- Cellphone coverage is patchy along the dirt road. The last reliable signal is just before you pass through Karoopoort.
- If you stop on the dirt road, pull off to the side - and do not, under any circumstances, stop on a blind rise.

Saving your tyres

It's legend and fact: the R355 eats tyres for breakfast, lunch and supper. Here are some blowout avoidance tips.

- Check your tyres before you leave, make sure they are in good nick.
- Keep your tyres on the hard side, so that the sidewalls of your tyres have less exposure to sharp stones
- We know it's a big ask, but try not to overload your vehicle.
- DO NOT DRIVE OVER 80KM/H. If you're driving the R355 in midday heat, drive even slower. Heat + rubber = soft tyres = blowouts.
- Don't cross over the stony 'middle-mannetjie'.
- We recommend that you take two spares with you as well as a tyre repair kit. Take a tip from the local farmers - carry snotplugs and a compressor (or tyre pump / Tyre Weld).

- Keep your spare tyres accessible when packing.
- AfrikaBurn doesn't patrol the road, and isn't able to provide assistance outside of the event.
- There'll be a roving tyre-repair bakkie driving up and down the R355, which will be stationed at the Tankwa Padstal. If it hasn't come by, send a message with passers-by (if they haven't been able to help you) to alert them as to your whereabouts and needs.
- There will also be a tyre repair station at Stony (the house just before you get to the event gate). Here you can have your tyre/s repaired before you head into the event.
- Respect donkey carts and animals - donkeys do not move out of the way!
- When passing, slow down to reduce rocks and dust.

Extremely important:

DO NOT OVERTAKE WHEN THE ROAD AHEAD IS OBSCURED BY DUST.

We've had numerous cases of head-on collisions due to this kind of dangerous driving. Please understand - this is lethal, fatal, dangerous behaviour. Don't do it. Section:

Getting There

From Cape Town

Aweh! Rad you could make it bru!

- SOUTH 32.326841: EAST 19.748139
- Take the N1 North, passing Paarl, Worcester and De Doorns. 10km before you reach Touwsrivier, 160km



from Cape Town, take the LEFT onto the R46, towards Ceres. If you need to fill up on fuel, do so - Worcester or Touwsrivier are your last chances.

- his road continues for approximately 40kms and ends in a T-junction. At the T-junction turn RIGHT onto the tyre-munching R355 towards Calvinia and Sutherland. Approximately 100m on, you'll hit the dirt. SLOW DOWN.
- You brought a spare wheel, right? Good. Oh, you brought two? Smart move.
- This stretch of road - which is 113km long - is dangerous. Like psycho-pitbull-with-a-hangover dangerous. DO NOT DRIVE AT HIGH SPEED. It's a long road - take in the view, read the signs.
- Round about now, you lose cellphone signal. Switch it off and forget about it. Goodbye telecommunication, hello real communication!
- Stay on the R355 towards Calvinia (Don't turn right to Sutherland, unless you like large radio telescopes).
- You'll pass a settlement called Tweefontein and a small white bridge crossing the Tankwa River bed. At this point, you're about 2kms from the turn off to the venue. You'll also see a tall tower on your left hand side.
- Stay on the R355, it's not long now. See that T-junction up ahead with the signs on your right? That's it - turn right into Stonehenge Farm
- It's a rough road, so take it easy - you're nearly there. As you go through the gate there are some small cottages on your right at a settlement called Lekkerlag.
- You'll come to Checkpoint Charming first, here they will check (charmingly)

that everyone has tickets

- Next you'll come to the Gate to Tankwa Town. Here you will be checked in, and your tickets scanned.
- Move along to the Greeting Station. Take a deep breath. Step through the portal.
- If you're a Virgin, ring the bell!
- Welcome!

From Johannesburg

From Jozi? Huzzit, chana!

- SOUTH 32.326841: EAST 19.748139
- Take the N1 South to Bloemfontein/ Cape Town.
- Stay on the N1 through Colesburg, Hanover and Richmond.
- From Richmond travel 64 kms on the N1 and turn right onto the R63 to Victoria West.
- Travel on the R63 through Victoria West and follow the road and signs to Calvinia.
- Drive through Calvinia and about 2 km outside of town you'll see a sign 'Ceres R355'. Turn left here onto the gravel road to Ceres.
- Do NOT drive faster than 70km per hour under any circumstances, or in any vehicle, at any time along this gravel road!
- Take note: This is the last time you will have phone signal until you get back to this spot - this includes at the event. Calvinia is the last place where you can get supplies (water, gas, petrol, etc), so if you need them, get them. There are no shops after Calvinia.
- Travel carefully along the R355 for approximately 100 kms.



GETTING TO TANKWA TOWN

- Do not turn off to the Tankwa Karoo National Park.
- Watch up ahead for a T-junction – here you'll see the AfrikaBurn event sign and a Stonehenge/ Lekkerlag farm sign. Turn left here boet! You're almost there.
- Drive about 5 km SLOWLY along this very small farm road.
- Holy crap, you're close now!
- You'll come up to Checkpoint Charming
- Further along you'll come to the Ticketing Will Call Centre.
- Move along to the Greeting Station. Take a deep breath.
- Virgin? Ring the bell!
- Welcome!

Via Bloemfontein

Van Bloem af, chomma? Mooi so!

- SOUTH 32.326841: EAST 19.748139
- Take the N8 to Kimberley and then continue along the N12 to Victoria West. Turn right into the R63 at Victoria West (T junction), thereafter follow the directions listed above for Johannesburg from Victoria West onward.

From Durban

From Durbs? Hundreds bru!

- SOUTH 32.326841: EAST 19.748139
- Take the N3 out of town, and head to Harrismith.
- At Harrismith, take the N5 via Bethlehem to Winberg, where you join the N1 and follow this to Bloemfontein.
- Thereafter follow the directions listed for Bloemfontein.

PLANES, DRONES & OTHER AIRCRAFT

Flying in? Lucky you!

PLEASE NOTE: You may not fly into AfrikaBurn - or fly any form of aircraft at the event - without first making contact. There are some important and very specific instructions for using this particular airstrip.

Email airstrip@afrikaburn.com and an info package will be sent your way.

Please also note: if flying in, you still need a ticket to AfrikaBurn. Don't get in the plane without one.

Using the AfrikaBurn airport

Anyone wishing to use it to fly, be it with an aircraft or an UAV, plane, balloon, rocket or any other craft will need to get a permit. We are not being restrictive, we just want to keep everyone safe.

Flying there?

We have lots of people who are looking for aircraft rides to the burn, and getting in touch with your numbers, weight and dates will help you link up with others who may be going your way. Commercial flights to the burn are not allowed however. AfrikaBurn's policy that it's fine for burners to solicit services, but a service provider may not solicit Burners - this includes commercial flights.

If you're planning to use the air space, please go to the relevant section on our website: www.afrikaburn.com/the-event/getting-there



UAV / Drones & other Aircraft

Any form of aircraft operated at AfrikaBurn requires authorisation - and this includes Unmanned Aerial Vehicles (UAV's), recreational drones, commercial drones (ie: carrying video cameras), hot air balloons and operators of model aircraft. Hell, if you strap wings and a rocket to a surfboard, we need to know about it so we can manage the airspace safely for all concerned.

If you plan on operating a drone (or other aircraft of some description) please contact uav@afrikaburn.com and our team can assist you by providing info on how to get authorisation, where the fly zones are and how and where you and your aircraft/drone/surrocket can be checked at the event, prior to taking to the air.

THE LEGAL STUFF

YOU VOLUNTARILY ASSUME THE RISK OF SERIOUS INJURY OR DEATH BY ATTENDING THIS EVENT AND RELEASE AFRIKABURN FROM ANY CLAIM ARISING FROM THIS RISK.

You must bring enough food, water, shelter and first aid to survive for a week in a harsh environment. Commercial vending is prohibited, as are all firearms, fireworks, rockets, flying lanterns and other explosives. You agree to read and abide by all the rules contained in this Survival Guide and to follow national and local laws.

This is a **LEAVE NO TRACE** event where all things brought to the site are removed by their owners. You are asked to contribute two hours of general clean up in addition to your own camp before departure. Art cars, art installations, theme camps and performances are not owned or operated by AfrikaBurn and you therefore assume any and all risk of injury associated with or arising from their operation or occurrence. All vehicles including trucks, trailers, caravans and RV's entering and exiting AfrikaBurn are subject to search by the Gate staff.

No aircraft (whether airplanes, hot air balloons or recreational or professional Unmanned Aerial Craft, ie: Drones) are authorised to operate without registering with AfrikaBurn first. For info on this, please email info@afrikaburn.com

You appoint AfrikaBurn as your representative to take actions necessary to protect your intellectual property or privacy rights, recognising that AfrikaBurn has no obligation to take any action whatsoever. Use of images taken at AfrikaBurn (other than for personal use) are prohibited without the prior written consent of AfrikaBurn.

Tickets are non-refundable even if the event is terminated or cancelled due to harsh weather, acts of nature, governmental regulation or other conditions beyond AfrikaBurn's control. Your ticket is a revocable license that may be revoked by AfrikaBurn for any reason.

USE OF YOUR TICKET TO AFRIKABURN CONFIRMS YOUR AGREEMENT TO THE TERMS REFLECTED ABOVE.



THANK YOU!

If you've read this far, thank you! Please consider sharing the info you've soaked up with friends and campmates who are attending. This will enable everyone to have a safer and more enjoyable AfrikaBurn experience.

Credits

Compiled by: Travis Lyle

Designed by: Dane Neill

Illustrations: Sebastian Borckenhagen

Photography: Jonx Pillemer

Content: Our sexy, dedicated crew.

All information in this guide correct at time of publication. Content is subject to change in subsequent versions. For the latest version, please download from www.afrikaburn.com/the-event/preparation/survival-guide

