



Δ FRIK Δ BURN

2019 SURVIVAL GUIDE

EPHEMEROPOLIS

'EPHEMEROPOLIS'

"...an Ephemeroopolis, or evanescent city, fleeting in the dust and smoke of their imaginations..."

- D.S. Black

Rising like a dusty mirage out of the Karoo heat, there's a city that many call home. It's a manifestation of our collective imagination and the culmination of our collective efforts. It comes and goes, and ebbs and flows. It's transient, temporary and transitory. It's neither here, nor there. It is real in its unrealness.

"Out of nothing, we created everything."

- Larry Harvey

Sinking into the sands of time, every artwork will be taken down or burned, every camp will be packed away, and every Mutant Vehicle dismantled. This city we manifested will disappear, remaining only in our minds. What a beautiful, astounding, priceless thing.

For more info on our 2019 theme, [click here.](#)

WHAT IS AFRIKABURN?

You are. You build the camps, the art and the mutant vehicles. You're the performer - and the audience. There's no 'them' - there's just us, and we're all in it together. AfrikaBurn is a Burning Man regional event in South Africa, and you don't 'attend' AfrikaBurn - you create it. All you have to do is participate. AfrikaBurn takes place in the remote and somewhat inhospitable Tankwa Karoo, in the Northern Cape Province.

CONTENTS

GUIDING PRINCIPLES **3-4**

BEFORE YOU GO, PREPARE **5-6**

ON ARRIVAL **7-8**

PARTICIPATE **9-10**

BASICS **11**

SUPPLIER DEPOT **12**

NEW IN 2019 **13-14**

CAMPING **15-16**

CAMPING CONT **17**

BE WATERWISE **18**

MAP **19-20**

LEAVE NO TRACE **21-22**

IN TANKWA TOWN **23-24**

SOUND & QUIET **25-26**

DECOMMODIFICATION **27-28**

RANGERS **29**

PERSONAL SAFETY **30**

CONSENT **31-32**

MEDICAL INFO **33-34**

FIRE, FIRE SAFETY **35-40**

PARENTING **41-42**

MEDIA & PHOTOGRAPHY **43-46**

BIKING **47-48**

MUTANT VEHICLES **49-50**

DMV COMMANDMENTS **51-52**

RULES OF THE ROAD **53-54**

GETTING THERE & DIRECTIONS **55-58**

PLANES, DRONES & AIRCRAFTS **59-60**

THE LEGAL STUFF **61-62**

CREDITS **63-34**

COMMUNAL EFFORT

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

CIVIC RESPONSIBILITY

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

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.

PARTICIPATION

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

IMMEDIACY

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

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 endeavour, whenever possible, to leave such places in a better state than when we found them.

RADICAL SELF RELIANCE

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

RADICAL SELF EXPRESSION

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

RADICAL INCLUSION

Everyone should be able to be a part of AfrikaBurn. As an intentional community, committed to inventing the world anew, we actively pursue mechanisms to address imbalances and overcome barriers to participation, especially in consideration of past, current and systemic injustice.

We welcome and respect the stranger. Anyone can belong.

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.

THESE PRINCIPLES AREN'T COMMANDMENTS, AND THEY'RE NOT RULES – THEY'RE IDEALS THAT OFFER GUIDELINES TO HOW WE AS A COMMUNITY CAN REINVENT THE WORLD, AND OURSELVES. IN SUMMARY,

**DON'T BE KAK,
JUST BE LEKKER.**

PREPARATION.

AS YOU PREPARE FOR THE DESERT, REMEMBER THAT YOU'RE RESPONSIBLE FOR YOURSELF AT ALL TIMES.

Use lots of common sense: you need to bring everything you need to the desert, including all food, water, shelter, fuel, and basic first aid. And then you need to take it all back - because this is a Leave No Trace event.

Before you arrive make sure you have your ticket - printed or on a phone / device (with battery). Make 100% sure your name is on your ticket, and that you bring photo ID to the gate with you. Our gate crew will need this to verify your ticket and can't let you in if the details on your ID and ticket don't match.

ESSENTIALS

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, driver's licence or passport) - ensure the name on your ticket is the same name in your ID/Passport.
- Vehicle Pass (one per vehicle). Caravans and trailers don't need a VP - but motorcycles do.
- 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: our medics don't dispense painkillers, headache tabs or antibiotics)
- Light: a headlamp, torch, bike light, fairy lights, EL wire (and spare batteries) - Solar lights rock - find 'em & use 'em.

- Duct tape & cable ties - because they hold the universe together!
- Bringing wood? Bring a brazier or braai - campfires on the ground are NOT permitted.
- Recycling bins: you'll need one for wet waste, and others for paper, plastic and metal / glass. Check out local area recycling depots, and use them on your way home - there's nowhere for you to leave your trash on site.

DO NOT BRING

Sure, it's a burn you're going to, but there are some items that are seriously not wanted at the event, and all for the same reason: they're dangerous, either as mobile arson, or to critters. **Not lekker.**

- x Flares
- x Fireworks
- x Fire lanterns
- x Feathers
- x Glitter (even bio-degradable, because others can't tell whether it's degradable, and will assume all glitter's OK, which results in horrifically difficult clean-ups for Leave No Trace Volunteers)
- x Firearms

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, so make sure everyone in your vehicle has a ticket. This includes anyone you pick up along the way, and offer to transport into the event.

GET YOUR BEARINGS

Tankwa Town's laid out in a horseshoe shape, with two projecting 'horns' at the top, and a long tail that stretches down 10-ish. The centre of this horseshoe is the Binnekring, and it's where a lot of the art is placed.

The road that fronts this space is called Binnekring Road, and 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'. We have signs and street lamps to help you figure out where the hell you are.

The roads are named in alphabetical order radiating outwards from Binnekring. These names change every year according to the theme of that year (except for Binnekring Rd, Buitekring Rd, Lady Davina Boulevard, Stofadil Rd, Nansen Street and the radials.)

RESPECT THE TANKWA

This Tankwa is the habitat of the endangered Riverine Rabbit, the poisonous Thick-tailed Scorpion and lethal Puffadder... and Cape Cobra. Those signs that state 'NO CAMPING BEYOND THIS POINT'? They're there to protect the Tankwa, and to protect you.

WEATHER AND CLIMATE

Days can hit the high 40s, nights can be freezing, there are spectacular storms and gale-force winds can cause whiteouts.

Be prepared for extremes: weather is unpredictable, and rain far away can cause instant flash floods. In 2012, rapid flooding saw many tents and vehicles damaged. Avoid natural selection - camp in the designated area, or stand the risk of your camp being washed away. Not so lekker.

[CLICK FOR THE FORECAST](#)



If you want to broaden & deepen your participation in the event, there are ample opportunities.

VOLUNTEER BOOTH

PARTICIPATE

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 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. Here's a list of the many ways you can volunteer:

- ✕ Airport
- ✕ Arteria
- ✕ Artworks
- ✕ Box Office
- ✕ Burn Inspectors
- ✕ Clan & Temple LNT Crew
- ✕ Collexodus
- ✕ Die Hek (our Gate)
- ✕ DMV
- ✕ Fire Perimeter
- ✕ Fluffers
- ✕ Greeters
- ✕ Ice Palace
- ✕ Info Booth
- ✕ Kid's Registration
- ✕ Lost & Found
- ✕ Media Centre
- ✕ Mutant Patrol
- ✕ Rangers
- ✕ Sanctuary
- ✕ Supplier Gate

To volunteer before our event,

[CLICK HERE](#)

01

PARK IT AND KEEP IT PARKED

Tankwa Town is a pedestrian and cyclist environment – the only vehicles permitted to drive around are Mutant Vehicles and those used by emergency and event crew. When arriving and leaving, drive very slowly – the speed limit is 10km/h for anything on wheels. Heads up: motorbikes and scooters must be registered as Mutants in order to be driven at all on our event site.

02

BICYCLES ARE NOT PUBLIC PROPERTY

If it's not your bike, don't ride it. If you have a bike, lock it when not in use.

03

NOTHING IS BOUGHT OR SOLD IN TANKWA TOWN

Except ice, and that's to keep your food and liquids chilled. It's a decommodified zone – so please don't buy or sell anything, and do cover up brands.

04

LEAVE NO TRACE

This means you'll see no rubbish bins or receptacles, other than those you bring. What you bring in, you take out with you. Keep a bag with you: it's good for carrying water and putting rubbish in.

05

NO PETS ALLOWED

Please don't arrive at the event with your pet – there are good reasons for us not allowing them. Please note: the only exception here is for **Service Dogs**.

06

PROTECTION OF ARTWORKS

If you see someone vandalising, or **removing or stealing items from** an artwork, please ask them to stop. Inform a Ranger if necessary. A lot of hard work goes into the art you'll see in Tankwa Town, and it's shared with you as a gift – so please respect the art, and the artists.

07

PLANE? DRONE? USE OF AIRSPACE?

You can't fly anything into or at AfrikaBurn – whether recreational or for commercial purposes (i.e.: carrying a camera) – without registering with our Airspace crew. See page 26 for more.

SUPPLIER DEPOT

Plug & Play Camps – which are in effect private hotels – are not permitted at our event. To put it simply: essential set-up services are OK to outsource, but paid staff (including cleaners, chefs or other staff) is not. This also means that you're expected to get involved, and not just be a spectator when your supplier arrives on site to deliver the services/goods you have arranged.

The onus is on you to ensure that your supplier complies with the supplier procedure AfrikaBurn has put in place. To have a supplier provide a service to you onsite, you need to ensure that you have followed and adhered to the following procedure:

01 Register your supplier **HERE**

02 AfrikaBurn will get in touch with your supplier to ensure that they get the correct information to ensure smooth entry into the event.

03 Take note of where the Supplier Depot is when you arrive on site. You will need to fetch your supplier from the depot and escort them to your campsite.

04 Practice radical self-reliance and arrange a date and time in which to meet your supplier onsite at the Supplier Depot.

05 Check that your supplier has the correct credentials to access the event (don't assume they've sorted this themselves).

06 Arrange that at least 2 people from your camp are present to assist your supplier when they arrive at your campsite to deliver the service you have requested.

07 Ensure that at least 2 people remain onsite to assist your supplier to pack up the service they have provided you.

REMEMBER:

Suppliers and service providers have a tendency to bring default world thinking into Tankwa Town, and that kind of "service mentality" has no place in or around our beloved Binnekring.

NEW IN 2019



PHOTO BY JONX PILLEMER

BRINGING WOOD?

HEADS UP: YOU COULD BE CARRYING A TREE-KILLING DANGEROUS BEETLE.

True story: an invasive and highly destructive species of wood borer beetle – the Polyphagous Shot Hole Borer – is infesting trees in KZN, Gauteng, Free State and North West, and has also now been found in the George and Knysna areas. Our tips:

– If you're planning to use a braai or fireplace in your camp use charcoal – or else BUY WOOD AT YOUR LAST STOP before you hit the R355. This way, you can be sure your load of wood doesn't become a new way for this destructive beetle to spread. Please:

DO NOT BRING WOOD FROM ANY AFFECTED AREA

– If you're bringing logs or cut wood for an artwork, please inspect the entire load for any signs of PSHB infestation, which appear as small tip-of-ballpoint-pen sized holes, from which sap or 'sawdust' is produced. See the photos here for borer holes, and an example of the **BORER BEETLE ITSELF**.



CLAN AND TEMPLE BURN SCHEDULE

Our Clan effigy and Temple are moving back to their old Saturday (Clan) and Sunday (Temple) schedule! Why? Because having our Clan burn on Saturday, and Temple on Sunday means that the climax of having two of the most significant structures burnt on Saturday & Sunday is in synch with the last two days of our event schedule.

Spread the word – these are the dates*:

CLAN: SATURDAY 4TH MAY

TEMPLE: SUNDAY 5TH MAY

(*as always, our team will be watching the weather forecast very closely, and if there's a chance that high wind or rain looks set to mess with the schedule, then timing may change. All things in Tankwa Town – including large burns – are subject to Mother Nature's calls).

NO PLUG AND PLAY CAMPS!

But what are Plug & Play camps? They're a camp where 'staff' are paid to set the camp up, take it down and do the cleaning, cooking, etc. This kind of paid experience may be available at other events, but AfrikaBurn isn't other events. So, if anyone offers you a luxury package, explain to them that's not how it works.

And camps that take a fee for basic infrastructure costs? Those are fine, as long as they're prepared to show open books that indicate no profit is being made.

HOW CAMPING IN TANKWA TOWN WORKS

Camping in Open Camping zones 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 project crews, and are clearly marked out. If you camp on these locations and have occupied someone else's site, you will be moved, even if you've already set up your camp.

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 have arrived earlier, get them to leave a message on the notice boards at Off-Centre Camp with their location, or at our event gate.

Remember that the term "Quiet" at AfrikaBurn is a relative term. So, when we give advice about this, we invoke our favourite suffix at AfrikaBurn: "ish".

Once you've found your spot, put your keys away in a safe place - you're now a pedestrian or cyclist!

If you are keen on a good night's sleep while in Tankwa Town don't settle in the loud area (which is clearly shown on the map on page 19, and will also be shown on the event map in the WTF Guide, which is our event guide).

Once you've found your spot, put your keys away in a safe place - you're now a pedestrian or cyclist!

RVS AND CARAVANS

You're welcome to bring a recreational vehicle or caravan - 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.

Got a campervan or RV with a toilet that you intend using for the event? Please take note of this very important info:

Tankwa Town's toilets are completely organic and use a very specific treatment to enable composting post event. Any dumping of any chemicals other than those used on site will destroy the organic processes that happen in order to create humanure. Please ensure that you have the correct chemical (evergreen elite) in your tank before you get to site. If not, a dump tank will be provided at the entrance to our event for your convenience, into which you can dump your (empty) toilet tank fluid, if you have the incorrect chemicals on arrival.

PLEASE: do **NOT** dump your motorhome or RV chemical effluent into our toilets!

DELEGATE CAMP ROLES

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 Officer 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 Officer 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 – and they've been upgraded! Last year, our much-loved Loos With A View were redesigned, and are now built from 98% recycled materials, whilst enabling us to leave even less of a trace on the landscape. But the same rules apply:

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 so you can find them by day or night. They're mostly within 100m of anywhere on the Binnekring, including our new urinals. Disabled toilets are also provided, and info on these can be found at Off-Centre Camp, or by mailing our team on info@afrikaburn.com before our event starts.

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 ablute. Free-range toileting? Not OK.
- **TAMPONS:** look for the red triangle flags, which have tampon bins.

POWER? GO GREEN!

Come on, people, we're in the desert here – use the available power resources: go solar! Or get a wind turbine! Whatever you do, go green and get a 12V deep cycle battery for lighting in your camp – if you're smart, you'll get an inverter too.

LED's are getting cheaper by the day & use very little power – use them instead of incandescent bulbs, even if you have a party space. And for fairy lights etc, choose solar: they last longer, and you'll have no dead batteries to get rid of.

PHONE SIGNAL?

Around 12-ish on high ground you can sometimes get a signal with an MTN phone. This works best for SMS. Beyond this, we don't offer a phone service unless for serious medical emergencies.

CAMPING EQUIPMENT AT TANKWA TOWN: THE GOSPEL OF 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.

Try to position your tent and any shade structures to present the smallest 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 NW-SE. For smaller tents, weight the interior corners of your tent or attach them to your vehicle. For stretch tents bigger than 10m x 10m (i.e: 100sqm), lash down with ratchet straps crossed in an X.

The desert is hot – and it wants to kill you. If you want to stay alive in an extremely hot, dry place, you need at least 5 litres of water per person, per day. That's just enough for you to stay hydrated, wash yourself and have some left over for cooking and camp purposes.

DO NOT GO INTO THE DESERT WITHOUT WATER.

WHERE DO I GET WATER?

As you should know, many areas in South Africa, including the Western Cape, face water restrictions due to prolonged droughts. So, if you're coming from parts of the country that aren't affected by shortages, get your water there. If you're coming from an area that is faced with shortages, try to source water from springs or at a push, stock up on bottled water, ethically sourced from places where water isn't an issue. If you cannot carry water at all, now would be a good time to start planning with your camp mates, so that your allocation of water is planned into your general camp / crew stock and carried for you.

HOW SHOULD I STORE IT?

Plastic 25-litre bottles are good, if clean and there's a little bleach added to keep it clean and prevent algae. Store your water out of the sun, in your vehicle or camp.

TIP: do not pack your water load over the rear axle of your vehicle – this will cause your vehicle to sway and can result in accidents. Always balance your load in the middle of your car or trailer.

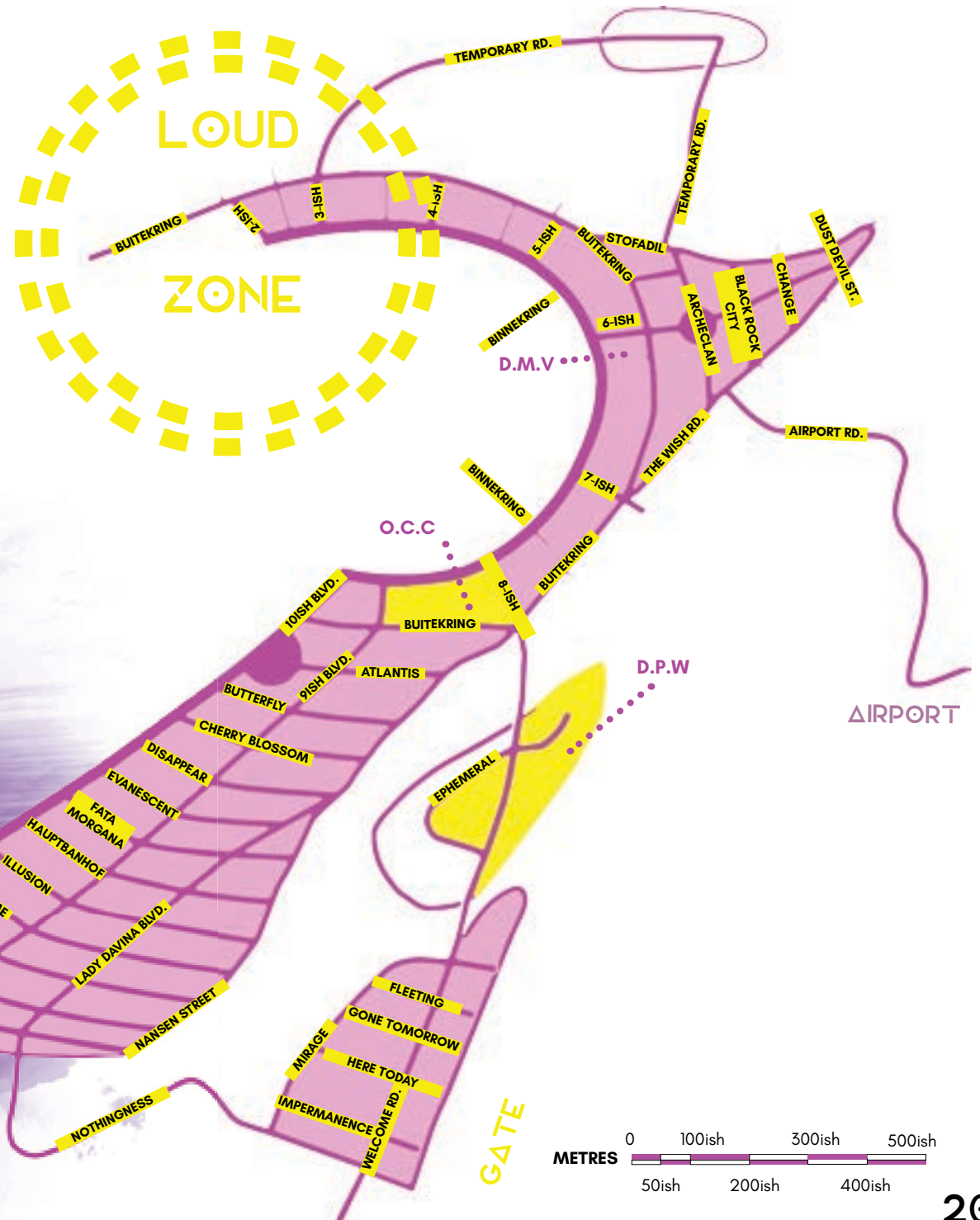
WHAT SHOULD I DO WITH EXCESS WATER AT THE END OF THE EVENT?

If you're headed back to a water-scarce area, that's a no brainer: take it back with you. If you're not, then share your spare water with those who could use it. If you have sealed bottles of water, you're welcome to drop those on exit at Collexodus for DPW – anything they can't use will be donated to worthy causes in the Northern Cape.

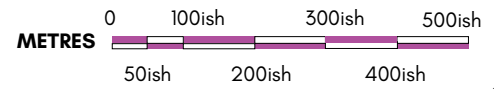


BE WATERWISE

TANKWA TOWN 2019



CLAN



OUR EVENT TAKES PLACE WITHIN A PRIVATE NATURE RESERVE – THIS MEANS THAT ANYTHING NOT ALREADY FOUND THERE IS MOOP, OR MATTER OUT OF PLACE. IN OTHER WORDS, 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, seashells, pretty rocks that you have brought from elsewhere, plant matter, fruit peels, vegetable peels, nut shells, feathers, coffee grounds, etc. are all things that must be removed.

RESPECT THE TANKWA =

LEAVE IT AS YOU FOUND IT.

There is no rubbish collection at Tankwa Town. Everything you bring in, you must take back with you: Every. Single. Thing. If came with you, it leaves with you.

REDUCE YOUR TRASH.

Before you head to the desert:

+ Remove excess packaging from everything (and recycle it at home)
– store food in re-usable, air-tight containers

+ Don't bring glass – buy cans or
+ decant into plastic (crush those cans and plastic).

+ Don't pack your feather boa, glitter, confetti or Styrofoam of any kind.

+ Don't pack flying lanterns, flares or fireworks.

+ Don't bring too much fresh produce – if you don't eat it, you'll have to cart rotting food home. Not lekker.

WANT TO STAY BEHIND AFTER THE CROWDS HAVE GONE? YOU COULD ALWAYS JOIN OUR LEAVE NO TRACE VOLUNTEERS...

Our Leave No Trace team are a dedicated bunch volunteers who stay in Tankwa Town for about 3 weeks after the event to restore the desert to its previous beauty, record the MOOP that was found and produce a MOOP Map.

If you would like to sign up as a volunteer of LNT, go to the Volunteer Booth at OCC for more info – everyone is welcome!

LEAVE NO TRACE LEAVE NO TRACE LEAVE NO TRACE LEAVE NO TRACE LEAVE NO TRACE

In Tankwa Town

01

ALWAYS CARRY A BAG AND USE IT

This way when you have finished that drink, energy bar, chewing gum, or packet of crisps, 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.

02

NEVER LET ANYTHING HIT THE GROUND

This applies everywhere in Tankwa Town - in your camp, at a Theme Camp, on a dancefloor, anywhere.

03

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. Many red scores on our MOOP map are from micro MOOP left in a camp. Duct tape old 5-litre water containers with small holes cut out onto your tent poles for convenient micro MOOP capture.

04

SMOKERS - CARRY A PORTABLE ASHTRAY

Always have a small container for your stompies and spent matches. They make great gifts - bring extra and give them away.

05

RESPECT THE DESERT FLOOR

Do not sweep the desert floor. Not for your artwork, not for your camp (you can move big rocks, but no sweeping). Desert rocks and stones don't magic themselves back into place once you've left. Those scars stay forever. Do not dig holes for your grey water, nor your own toilets on your camp site.

06

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.

07

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.

08

NO TRASH IN THE TOILETS

Please don't put anything other than human waste and the one-ply toilet paper supplied into the toilets. Any foreign objects in the tank/s can break or destroy our toilet pumps - please make sure your scarf, glasses, shirt or any other objects don't fall in!

09

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. Hunt about for large feedbags or sugar bags to put your black bags in. They're tough enough to withstand high-speed winds as you head home on the R355. Once you have packed your load, secure it with bungee cords, ratchet straps or rope - whatever you use, make sure your load cannot come off under any circumstances. To check that it stays put, pull over every now and then and check, and re-secure it (because the R355 is famous for rattling things loose).

10

GOT A GENERATOR?

Soundproof it using non-flammable materials - but be sure you don't cover the exhaust or air intake. Alternately, go green by not bringing a generator (rather get solar panels, deep cycle batteries and an inverter to do the same job).

NOTE: generators cannot be run between 7am and 11am Monday to Thursday of our event week.

PLEASE DON'T:

Dump your rubbish, or your RV / campervan grey water, or blue water (i.e: chemically-treated toilet effluent) on the R355 on the way out. Don't dump anywhere - not on farm roads, not picnic spots and not even in the bins - the desert wind shreds everything, and sends MOOP miles downwind. Take your trash home, and dispose of it responsibly - and definitely don't dump perishables or opened packets of food at Collexodus, as this is a health hazard.

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. Restore your campsite 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 8-ish if you want to be steered to a particular clean-up project.

Want a Green on the MOOP Map? Get your camp signed off by a member of the LNT crew at Off-Centre Camp to get your camp OK'd and signed off before you leave.

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UND SOUND



PHOTO BY SEAN FURLONG

In 2018 we introduced two major changes to how & where loud sound can live alongside everything and everyone else in Tankwa Town: a mandatory sound switch off daily from Monday - Thursday of the event from 7 to 11am, and The Great Switcheroo, a relocation of all large sound rigs to the northwest side of our city - and these both worked really well.

Our Quiet Period is now part of the rhythm of our city, and includes generators staying off during the quiet. It's a beautiful time, when acoustic music and nature sounds rule the space - enjoy it (there's plenty time on the weekend for noise and amps).

GOT SOUND? GET PLACED IN THE RIGHT ZONE

Music's an important part of Tankwa Town for many people, so if you're bringing music, everyone'll love you. But our site is relatively small (1.6km at the longest reach), so if you have a sound system, then you should register as a sound camp to be placed in the right area.

Please note: **NO SOUND SYSTEMS CAN BE PLAYED LOUD IN OPEN CAMPING.**

There are Sound Zones for sound systems - please don't create friction by blasting neighbours.

QUIET ZONE
these are spaces that are not located next to large sound systems and you are likely to get more shut eye.

LOUD ZONE
these are the areas where we locate the camps that are gifting music of the amplified variety.

If you have a dancefloor, but nobody's dancing, please turn it down, or off. Tomorrow's another day and the desert's not kind on those who don't sleep.

Keep all this in mind when choosing your spot to camp. It's simple - want relative quiet when in your personal camp? Don't camp in the Loud Zone. Want to play loud music? You simply cannot settle in the Quiet Zone.

The greatest concentration of family camps where a good night's sleep can be had are between 5-ish and 7-ish streets or in the new expanded camping areas.

SOUND PLACEMENT

Bass bins must be raised off the ground (on a platform such as a pallet), and all speakers must be aimed away from camping areas and the Quiet Zones. This is for stationary sound systems. If you use an amplified sound system at your Theme Camp or on a Mutant Vehicle, keep the volume at a reasonable level. Crazy sound levels that continue after requests and warnings will be disabled. Some artworks are intended to be quiet and reflective spaces - respect this and cut your sound when approaching art installations and performances, or entering the city.

GENERATORS?
You should really rather be using solar. If you must use a generator, it must be insulated to keep noise down.

Note: Sound Rangers are stationed at Off-Centre Camp - if you need them, head over there and ask the Volunteer crew to call them in via radio. They will also visit dancefloors to check that sound is placed correctly - please work with our crew to ensure the best results for your neighbours, and yourself.

DECOMMODIFICATION

INFLUENCERS, PUT DOWN YOUR BRANDS!



PHOTO BY CRAIG DE VILLIERS

Tankwa Town is a decommodified zone. Branding? Brands? Influencers? Advertising? Hell no, suka. It doesn't belong in Tankwa Town, which is in no way (or will ever be) a place to launch your career, business, website or product. Got a van from work with logos? Cover it up. Got a rental truck or RV? Cover or alter the logos. Branding, in a place where nothing is for sale, or to buy? Hayibo: it doesn't belong. Nor does touting for business before, during or as a result of, or after, the event. Promotional samples? Free giveaways? Marketing activations? Nope: those things happen outside the limits of our city, back there in the default world.

With the rise of social media platforms such as Instagram, we've seen influencers coming to our event and using their time to take great shots of themselves, and their friends, wearing branded accessories and products - and then promoting these, using the shots taken in Tankwa Town. This is not OK - because Tankwa Town is not the place for brands of any kind. If you shoot still or film on site, and promo a brand (or leverage our event as an influencer), you're breaching the rules of play as far as our community's right to privacy - and our creatives' rights to their intellectual property.

FIND OUT WHY BURNS ARE BRAND-FREE SPACES HERE.

RANGERS

Rangers are a group of burners (just like you) who make their commitment to the principles of AfrikaBurn a little more formal. As non-confrontational community mediators, their role at the event is to support our community by providing participants with reliable information, supporting the 11 principles, facilitating public safety, and helping participants resolve disputes.

Rangers work in shifts and can be found, day and night, in pairs walking and cycling the streets of Tankwa Town, engaging with the community, and enjoying art. They can be identified when on duty by their highly visible orange attire. Rangers are the easiest way to access help and info in Tankwa Town. Beyond this, Rangers have taken the time to attend training, most of it centred around mediation to help smooth any disagreements that may arise.

Rangers also maintain specialised teams with additional training. Green Dots help support participants undergoing challenging emotional experiences. SOOP Rangers work to resolve issues of Sound Out Of Place. Burning art perimeters are led by Fire Art Safety

Team (FAST) Rangers who work with artists to promote burn safety.

To find out more, chat to any Ranger, come to Ranger HQ at Off-Centre Camp, or go to the Ranger page:

ON OUR WEBSITE

PLAY IT SAFE PLAY IT SAFE

- Write your ID number on the underside of your wristband - this way, in an emergency, our team will be able to find out who you are.
- 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 - girls especially!
- Bring sunscreen and a hat, and use them both.
- Bring dust goggles and a bandana - dust storms are only fun if you're prepared.
- 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, put a light on it (and wrap lights or EL wire on the frame)

- 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 at least one all-purpose (Dry Chemical Powder) serviced fire extinguisher and a comprehensive first aid kit. Nominate a Safety Officer 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.
- NEVER, ever - ever - leave an unattended fire, or smouldering coals, at your camp. The desert wind can whip up in seconds and start a runaway wildfire that could destroy your camp and vehicles. Not good.

PERSONAL SAFETY

SANCTUARY

Feeling overwhelmed? Not able to get a handle on your situation? Having a rough time of it mentally? Head to Sanctuary at Off-Centre Camp for a quiet, calm space where you can speak to someone or simply take a breather. Please be aware that Sanctuary is not a place for drunk folk to sleep it off.

HEALTH ALERTS AND ADVICE

When in doubt you can ask advice directly from Sanctuary or Rangers - we keep our ears very low to the ground, so that any important health issues can be identified early. We also help people identify personal potential risks and how to avoid them.

SUPPORT

If you or your loved ones think you may have an alcohol or substance use problem there are a range of supports and solutions available. If you've had a difficult experience in the past, please pop by to chat to us at Sanctuary - we can help you make sense of it, and can help prevent it in the future.

SOBER BURNING

If you are a sober burner, we have sober support networks that are amazing and are just waiting to meet you! If you'd like to join the Sober Living camp, email nokubongaeafrikaburn.com

MEDICAL INFO +

DOCTOR SAYS...

✗ 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's medics provide and under what circumstances you can access these resources.

✗ There will be medics onsite, 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. The medics are not a pharmacy and won't be able to source your meds.

✗ In case of severe emergency the medics can evacuate patients by road or air.

✗ Bring a first aid kit. Make sure it is stocked up with more plaster and bandages as well as eye drops (for the dust) and citrus soda (UTI's).

✗ Note: If you do not have medical aid, you will be asked to cover the costs of your medical evacuation yourself.

✗ If our medical team informs you that you should leave site for physical or psychological reasons, please listen to them and leave site so you can get the assistance they suggest.

MEDIC! OMG, WHERE ARE THE MEDICS?

✗ They're at Off-Centre Camp, located between 8-ish and 9-ish on the Binnekring - LOOK FOR THE BIG RED CROSS AND MEDIC SIGN.

IN THE EVENT OF A MEDICAL EMERGENCY

✗ Stay with the person needing assistance.

✗ Request someone else (anyone else) to go call the medics. Make sure you give instructions to that person of your exact location. Eg: "Tell them that we are about 10m

behind Burning Mail Camp on 9-ish!"

✗ Do not move the person.

✗ Make sure they are comfortable (put a jersey under their head, etc.) and wait for Medics to arrive.

✗ Manage the temperature: create shade if it's hot, and keep them warm if it's cold.

Don't panic.

The following are indicative of what can be treated on site:

- Diarrhoea
- Antiemetic medicine for 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 by ambulance or by air (as appropriate) to the nearest major medical facilities at the discretion of the lead medical officer

- 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
- alcohol-free cleansing wipes
- thermometer
- skin rash cream, such as hydrocortisone or calendula
- cream or spray to relieve insect bites and stings
- antiseptic cream
- painkillers such as paracetamol (or infant paracetamol for children), aspirin (not to be given to children under 16), or ibuprofen
- cough medicine
- antihistamine cream or tablets
- distilled water for cleaning wounds
- eye wash and eye bath

THE DESERT IS A DANGEROUS PLACE - SO PACK A FIRST-AID KIT

Your kit should contain the following items:

- plasters in a variety of different sizes and shapes
- small, medium and large sterile gauze dressings
- crêpe rolled bandages
- safety pins
- disposable sterile gloves
- tweezers and scissors

FI RE.

OTHER THAN THE SCHEDULED BURNS OF ARTWORKS, 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 – our Rangers and Fire Safety crews 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 metres between flammable items. By way of example, have your tent three metres from your generator, which should be five metres from your fuel. This applies to cars and campervans as well. All camps must have a fire extinguisher on hand and visible.
- You can't make fires directly on the ground – braais and braziers must be used.

- Fires can't be left unattended – they must be put out if not in use.
- You may not burn unapproved artworks. If you would like to burn something that you've created, let the Art crew know, by contacting them via the Arteria, at Off-Centre Camp.
- When burning structures, keep a safety perimeter equal to three times 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.

CAMP SAFETY.

Don't store too much gas and store any gas at least 10m away from your main camp activity in shade – **NOT IN DIRECT SUNLIGHT**. Petrol at camp must be kept to a minimum and signage should indicate fuel on site. Please comply with fire safety when making a camp fire.

TIP: Have at least 2 fire extinguishers available in a 50sqm area, and when cooking with oil, have a fire blanket close by. All camps must also have a 5-litre bucket of sand at the ready.

For large gas and fuel storage (for camps or Mutant Vehicles or Artworks), please contact the Fire Safety Officer (at OCC) to request storage at our fuel dump.

FIRE LANTERNS, FLARES AND FIREWORKS? NO!

They're pretty death machines. Mobile arson. They're a very serious fire hazard, and create problems with neighbouring farms and the Tankwa Karoo National Park.

Flying lanterns also become snares for small mammals and reptiles – please don't bring them, as you'll only be asked to put them out. Basically, if it burns or can cause a fire don't set it alight or shoot it into the airspace of Tankwa Town, ever.

REMEMBER TO LABEL YOUR FUEL CONTAINERS. YOU CAN'T PUT OUT A FIRE WITH PETROL.

FI RE.

FIRE SAFETY.

OUR TANKWA TOWN FIRE SAFETY TEAM 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 with 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 in labeled containers. If you have excess fuel, store it at the Fuel Dump (ask at the OCC)
- Oil burning appliances are not recommended.
- 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. (YEP, WE KNOW WE'VE SAID IT 3 TIMES: IT'S THAT IMPORTANT).

IF YOU HAVE A FIRE

- It should be in a raised platform and downwind, at least 10m from any tent
- Clear all wood, leaves, tinder, etc. to form a circle of clear 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 they're fully extinguished before leaving them
- Have a 5-litre bucket of sand, and a fire extinguisher/s nearby to extinguish a fire.

FIRE CONT.

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 9-ish 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 - use a brazier, braai, etc.
- Burn barrels or braais can't 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.
- Make sure that all liquid fuels are carefully labelled. It's a pretty nasty surprise when someone tries to put out a fire with a jerry can of diesel - 3 such incidents happened last year.
- A supply of at least 25 litres of water (and/or a fire extinguisher) 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 15cm from the ground to prevent baking of the surface.

FUEL STORAGE

If you have a large volume of fuel or gas, please head to Off-Centre Camp and enquire about storing it in the fuel dump.

NOTE: Please remember that petrol is a dangerous fuel 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. **JUST DON'T DO IT.**



PARENTING

IT'S A WONDERFUL THING TO HAVE KIDS AT AFRIKABURN, BUT YOU HAVE TO PREPARE THEM AND BE PREPARED YOURSELF.

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 behaviour 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, and 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 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.

TOP TIPS FOR PARENTING:

01 ORIENTATE YOUR KIDS

When you get to Tankwa Town - walk around with them and identify landmarks that will help them navigate and be safe.

If possible, figure out your camp address prior to arrival - this enables our Gate crew to link your kid's wristband to camp location. If you don't know your camp address before arrival, please head to our Gate after you've settled in and provide the info.

02 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.

03 ORGANISE EARLY MORNING ACTIVITIES

Children may be up well before you and wandering about.

04 PROTECT THEM FROM THE ELEMENTS

Get your children to wear sturdy footwear and hats, use sunscreen and carry water with them wherever they are.

05 MARK YOUR KIDS BIKE

Take some duct tape and a permanent marker and mark your kid's bike with their name, your name and your camp address. Adding a long 'flagpole' with brightly coloured flag (and a light) will make it easy to spot your kid's bike from a distance. Similarly, marking your bike will make it easier for your kids to find and follow you.

06 DON'T 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.

07 OLDER KIDS

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 should not gift alcohol to those under 18 and camps gifting alcohol will ask for identification if in doubt.

FOR MORE INFO ON PARENTING AT THE BURN, THERE'S GREAT ADVICE ON OUR BLOG.

Photography



And Media

Tankwa Town 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 it's in all our interest to protect people's right to express themselves, and their right to privacy.

Media at our event provide an opportunity to inform and affect the world by illustrating and documenting what we do as a community. Reporting and documenting is a form of expression we welcome, and those filming at the event have undertaken to not interfere with your experience. If anyone with a camera invades your privacy, please ask them for their name and check in at the Media Centre at Off-Centre Camp to let our Media team know.

NO PHOTO NO VIDEO WRISTBANDS

These are pink, glow-in-the-dark, free and available at our Media Booth and also at our Ice Station.

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 on arrival at the Media Centre at Off-Centre Camp to register or pick up their accreditation.

The Media Centre opens at 10am and closes at 2pm each day, Monday - Saturday of our event week.

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.



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 RESPONSIBILITIES

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 also have the responsibility to ensure that your capturing of that image, footage or sound-bite does not impact the experience of others. Be considerate of those who are experiencing the moment - keep your head down and do your utmost to stay out of the sight-line.

Images, footage or sound recorded for personal use are not restricted - but any published material can only be used by registered parties. To register for accreditation,

[CLICK HERE](#)

or go to the Media Centre on site. Anyone shooting stills or film irresponsibly may be requested to switch their equipment off or, if the matter is of a serious nature, asked to leave 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 published use of your work, and negotiate the terms.

You have the right to enforce copyright and trademark ownership of your unique artwork.

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, report it to a Ranger or at the Media Centre.

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.

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

Please note: this includes influencers on social media: no commercial leverage of our event through photo shoots is permitted at all. Please do not commodify our event, or culture - if you do, our legal team will be obliged to pursue takedown requests.

To apply for accreditation, please see the Photo & Media page of our site,

[CLICK HERE](#)



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.

MOST IMPORTANT BIKE TIP? LOCK IT OR LOSE IT! (EVEN WHEN IN CAMP)

No bikes are considered stolen unless the lock was bust, and no bike is considered lost until the event is over – but bikes go missing and turn up after everyone has left, and some disappear and never come back, so lock your bike. But not to guy wires or artworks – this may hamper performances and scheduled burns.

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 (they're a great gift to those who need them). 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.

LOST BIKE PROCESS

- 01 Any bikes left on site will be documented & photographed.
- 02 Lost bike owners will have 2 weeks to identify their bikes with details (mail lostbikes@afrikaburn.com).
- 03 There is no Step 3, proceed to Step 4...
- 04 Positively identified bikes will be brought back from the Tankwa and owners informed via email.
- 05 Unclaimed bikes will then be donated to underprivileged communities in the Tankwa.

HOW NOT TO LOSE YOUR BIKE

To improve your chances of being reunited with a lost bike:

- Label it with your name, camp address & email.
- Take a picture of it on your phone / camera.
- Log the make & model info somewhere safe.
- Lose a bike during the event? Mail a description of the lost bike to lostbikes@afrikaburn.com
- Do it as soon as you get home, because there's just a short window to identify your bike before DPW pack up and head home.

LOCK. YOUR. BIKE.



MUTANT VEHICLES

UNLESS YOUR MUTANT IS REGISTERED BEFORE YOU ARRIVE, YOUR MUTANT WON'T BE PERMITTED TO RIDE.

MAKE SURE YOU'VE PRE-REGISTERED IT WITH DMV (AND THEY'VE GIVEN YOU YOUR LICENCE TO ARRIVE).

- No quads and no motorbikes are permitted at all - unless they've been licensed by DMV (and the only way they can be licensed is if they've been completely mutated so they no longer look like a normal vehicle and registered ahead of time).
- Any and all vehicles seeking DMV licensing must have all driver(s) reviewed and signed off on an on-site safety and indemnity form. Every driver of the Mutant Vehicle needs to sign indemnity and must accompany the vehicle for final registration and licensing.

- The indemnity form must be completed and signed, and on your person from the minute you step through the gate.
- If you don't adhere to the rules, you understand and accept that the vehicle may be immediately immobilised, that the vehicle's DMV licence (and/or the driver's right to drive the vehicle on site) may be revoked for a period of between 48 hours and/or the duration of the event (the duration of which is to be determined by DMV leadership, on behalf of AfrikaBurn), and that the driver may be ejected from the event.
- Skollie Patrolie are our traffic officials on site, so please heed their advice. Provincial Traffic officials will be on site too. Normal traffic rules apply. You maybe be arrested for driving under the influence.

VERY IMPORTANT

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 info (and copy our Fire Art Safety Team on

fasteafrikaburn.com too).

01 THOU SHALT

Make every effort to decorate/create/conjure your golf cart, truck, limo, etc.

02 THOU SHALT NOT

Steal, commandeer or 'borrow' 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.

03 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.

04 THOU SHALT

Dance around, wave your arms, and ask politely to get onto a passing Mutant Vehicle:

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).

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.

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

06 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).

07 THOU SHALT NOT

Hijack, hoodwink, harass or harangue the driver whilst they are in command and control of the Mutant Vehicle.

08 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...

09 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 and DMV 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, in addition to their driver's wristband.

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 CONDUCTERS AND WALKERS

If your MV is found without, it will be stopped until you have the crew to fulfill this requirement.

15 PLEASE DO NOT LEAVE YOUR VEHICLE BEHIND

If it's broken down, please head to Off-Centre Camp and enquire about how you can contact the landowners.



RULES OF

THE ROAD

R355
Calvinia 110

NO TICKET
NO ENTRY

PHOTO BY JONX PILLEMER

THE SPEED LIMIT ON THE R355 IS 80KM/H

There have been deaths on the R355, and many head-on collisions. Please drive cautiously. If you drive badly, it will end badly.

THESE ARE THE TEN RULES OF THE ROAD:

- 01** No overtaking when you can't see ahead. **EVER.**
- 02** Plan ahead to leave at a good time (Sunday morning 8am - 10am is not a good time).
- 03** Look for alternative scenic routes home (Calvinia, Koue Bokkeveld, etc.).
- 04** Getting home WILL take you all day. Slow down and enjoy the ride. Make use of the Rest Area stops to pull over and take a rest.
- 05** Do NOT party 'til the Sunday and leave straight away to beat the traffic. We all share the road and need to get home safe.
- 06** If you can't see ahead, slow down. This isn't Days of Thunder. Holding your line and driving through dust is not the answer. Rather slow down to 10km/h and stick as left as possible. DON'T stop completely as there are cars behind you that also can't see.
- 07** Some people do travel REALLY slowly, this may be because they're on their last spare tyre filled with tyre-weld. If you're one of those people travelling at 20km/h, pull off the road (at rest stops if possible) every now and then to let everyone pass.
- 08** Support both roadside stores located on the R355 - Tanwka Padstal, and Halfway House. Stop off, relax and let some of the traffic pass you by.
- 09** If you need to stop to change a tyre or whatever, make sure you're 100% off the road.
- 10** Be lekker. Treat people how you would like them to treat you. We're all in this thing together and all want to get there & back in one piece.

Thanks to Braai Bliksem for these tips!

Read all about his horrific accident on this [blog](#)

[CLICK HERE](#)

GETTING THERE

RULE ONE: SLOW DOWN – KEEP TO THE SAFE LIMIT OF 70KM/H

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. The last stretch of road is a narrow farm road – please be patient when arriving as there may be a queue.

HOW TO SURVIVE THE R355:

#1 TIP: STICK TO 80KM/H (or less) – and DO NOT OVERTAKE IF YOU CANNOT SEE AHEAD

- 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 travelling in convoy.
- Drive up during daylight hours – it's much safer!
- Don't overload your vehicle.
- Don't speed – 70km/h is good, but if your vehicle is heavy, reduce speed to 50km/h or less, depending.
- Enjoy the view.
- Drive at dawn – in the heat of midday, tyres heat up, which means your sidewalls / tyres puncture easier and the shale rock on the road fractures easier, and sharper. Cooler tyres + cooler roads = less punctures or blowouts.
- The R355 is one helluva lot of dirt road. It has some bad patches where sharp stones puncture sidewalls (yes, even the 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.
- Cellphone coverage is patchy along the dirt road. The last reliable signal is just before you pass through Karoopoort from the south, and at Bloukrans Pass from the north.
- 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 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.
- Our crew don't patrol the road, and are not able to provide assistance outside of the event.
- There is a tyre repair station at Tankwa Tented Camp (just before you get to the event gate). Here you can have your tyre/s repaired before

you head into (or out of) 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. This has been the cause of fatal head-on collisions.

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.**

DIRECTIONS

FROM CAPE TOWN

Awesh! Rad you could make it bru!

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.

This road continues for approximately 40km 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 2km 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.

Next you'll come to Die Hek, the gate to Tankwa Town, and Box Office. 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!

Take the N1 South to Bloemfontein/Cape Town. Stay on the N1 through Colesburg, Hanover and Richmond.

From Richmond travel 64km 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 2km 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 100km.

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 5km SLOWLY along this farm road.

Holy crap, you're close now! Further along you'll come to Die Hek, our event gate and Box Office

Move along to the Greeting Station. Take a deep breath.

Virgin? Welcome - ring the bell!

VIA BLOEMFONTEIN

Van Bloem af, chomma? Mooi so!

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!

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.

SOUTH
32.326841
EAST
19.748139

PLANE DRONES AIRCRAFTS

PHOTO BY JONX PILLEMER

FLYING IN

Lucky you!

Our airstrip is different to other airstrips out there: infrastructure is basic and it is in a remote part of the world.

Make sure you familiarise yourself with our local rules before you embark on your flight: all pilot info can be **FOUND HERE.**

Tankwa Town's airstrip is an access point for AfrikaBurn and because of this, if you are landing here and would like to access the event, you need to have a valid event ticket. You will also need to buy an Airspace pass.

The Airspace pass is required for everyone entering the event via the airstrip gate. **BUY YOURS HERE.**

LOOKING FOR A FLIGHT TO AFRIKABURN?

We have lots of people who are looking for aircraft rides to the burn - if you are a pilot looking for passengers or a passenger looking for a flight, try our **SHARE A FLIGHT TO AFRIKABURN** Facebook group.

NON AIRPORT USERS DRONES BEWARE!

The airport environment is completely out of bounds to everyone at AfrikaBurn (yes, even you!) Unless you are working or volunteering for the airspace crew and have been properly trained or you are being escorted by a qualified pilot. Access is then only through our terminal building. The area will be fenced off - please do not climb through the safety barrier fence. Aircraft are extremely dangerous - collision with a moving aircraft or spinning propeller will result in death.

PLEASE NOTE

driving your car to the airstrip to pick up passengers is not permitted. The same rules related to vehicles in Tankwa Town apply: only Mutant Vehicles, crew and emergency vehicles are OK'd to drive around our event site. If you plan to fly, or have friends doing so, a Mutant Vehicle is the only way passengers can be picked up, or dropped off. Any vehicle approaching the airstrip that is not authorised to drive on site will be turned away.

Besides being an invasion of privacy, drones are also not allowed to be flown close to an active airstrip. With this in mind, and because of Civil Aviation Authority regulations, **RECREATIONAL DRONES ARE NOT PERMITTED AT AFRIKABURN.**

PROFESSIONAL DRONES

If you are a licensed UAV / RPAS pilot, and have the appropriate documentation and insurance, you may apply to operate your professional drone within a defined area. Please email airspace@afrikaburn.com to supply the certification required and so that we can coordinate your activities with other airspace users.

QUESTIONS OR COMMENTS?

Great, email us at airspace@afrikaburn.com





THE LEGAL STUFF

THE LEGAL STUFF
THE LEGAL STUFF
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AFRIKABURN EVENT DISCLAIMER

By attending this event you personally and voluntarily assume the following risks for yourself and any minors or wards accompanying you to this event or entering this event on a ticket purchased by you on their behalf: risk of injury, serious injury or death by attending this event, and risk of damage, loss or destruction of personal property brought by you to the event (whether or not owned by you).

You acknowledge and agree that AfrikaBurn accepts no responsibility for, and you indemnify them against, damage or loss to your person or your property however caused and release AfrikaBurn from any claim arising from this risk and against any and all claims by third parties for injury, damage or loss sustained relating to your participation in the event or your breach of these or any AfrikaBurn policies or terms. You also agree to be bound by all of AfrikaBurn's applicable policies, rules and terms and conditions.

Mutant Vehicles, artworks, theme camps and performances are not owned or operated by AfrikaBurn and you therefore assume any and all risk of injury, death or loss associated with or arising from their operation or occurrence. You are expected to insure all property brought by you to the event whether or not you own such property. If you need medical treatment or to be medically evacuated, you will be expected to cover these costs and so you should ensure you have adequate medical insurance in place.

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 weapons, firearms, fireworks, rockets and other explosives. You agree to read and abide by all the rules contained in the survival guide, as well as all valid instructions from all event staff, and to follow national and local laws. This is a leave no trace, pack it in, pack it out event. You are asked to contribute two hours of general clean-up in addition to your own camp before departure.

You understand and agree that this event is a private event on private property where your use or creation of any intellectual property is subject to the ownership use rights of AfrikaBurn, or other attendees, and that promotional or commercial use of images, audio or video taken at the event, including media of people, objects and artworks and their use in print or social media, is prohibited without the prior written consent of AfrikaBurn. 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.

All vehicles including trucks, trailer, caravans and RV's entering and exiting AfrikaBurn are subject to search by the gate staff. 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. This ticket is a revocable license that may be revoked by AfrikaBurn for any reason.

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

THANK YOU

For reading this guide all the way to the end, you're a rock star. Please share it with anyone who could use the info. The more it's read, the better the experience for everyone who participates in

AfrikaBurn.

CREDITS

This gorgeous Survival Guide was designed by volunteer designer [Ashleigh Pauls](#).

Content was compiled & edited by [Travis Lyle](#), and [The Tim Doyle](#), with contributions from a host of willing and able crew members.

All information in this guide is correct at time of publication, but is subject to change in subsequent versions. For the latest version, always visit our Preparation Page:

[OUR PREPERATION PAGE](#)

65

OUT OF NOTHING, WE CREATED EVERYTHING.