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# **SURVIVING AND THRIVING STOF TANKWA TOWN**

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**AFRIKBURN SURVIVAL GUIDE  
2011**

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# WHAT IS IT?

Survival at AfrikaBurn is all about self-reliance - participants must bring everything that they need to Tankwa Town: food, water, shelter, fuel and basic first aid. As you prepare for the desert, remember that you are responsible for yourself at all times. When preparing for AfrikaBurn, our favourite principle to invoke is that of **RADICAL SELF-RELIANCE!** Don't make a burden of yourself and others due to lack of planning. Use lots of common sense.

Tankwa Town is in the magnificent Karoo, where the ground is exceptionally hard and the shale-like soil has a tremendous appetite for tyres. Bring a tyre repair kit and two spares if able.

Getting to Tankwa Town:

Rule one is **SLOW DOWN**. Please bare in mind this is a deceptive dirt road. The **R355** road is straight and long and most of it is smooth and pleasing to drive.

**HOWEVER**, please don't be lulled into going faster and not being super alert. There are patches of the road that are not smooth and they will surprise you.

It is important to drive no faster than 80km/h on this road. This is a road that has claimed lives so please drive calmly, even if you have a 4x4, and especially if you don't. Exercise maximum caution. The last stretch of road is on a narrow farm road. The rocks are sharp and thrive on runners and rims - take it easy, especially when driving a fully

loaded vehicle, or with a trailer. A tip from locals is to turn your side mirrors to see your back tyres when you hit the dirt – this way you can always keep an eye on your back wheels, which carry the heaviest load.

## ROAD RULES

\* All the normal rules of road safety apply.

\* **Do not drink and drive**

\* We strongly recommend traveling in convoy.

\* We strongly recommend that you drive up during the daylight!

\* The last 100km is on dirt road. It has some bad patches, 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. And it's the most treacherous. **Take care.** AfrikaBurn does not patrol the road and are not able to provide assistance outside of the event.

\* Note that cellphone coverage is patchy to non-existent along the dirt road.

\* This year however there will be a roving tyre repair service, operated by a local farmer, He will be driving the length of the R355 between Stonehenge and the tar section twice daily. Once in the morning, once in the afternoon.

\* All repairs are transactions done directly with the farmer and will be done on a cash basis,

\* There will also be a refreshment station where the R303 meets the

R355 (this is approximately 30kms up the dirt road and 70kms from the turn off to AfrikaBurn).

**This year at the gate every person will be asked to sign an indemnity form thanks to the new Consumer Protection Act that came into being end of March 2011. Please be patient as we deal with this admin. At this stage you're almost there. Please be patient when arriving there may be a queue.**

## THE BASICS

Tankwa Town is a pedestrian environment, no cars are allowed except for mutant vehicles (art cars), bicycles, emergency vehicles and administrative vehicles.

- 1. BICYLES ARE NOT PUBLIC PROPERTY** - please have respect for other people's property.
- 2.** You may not buy or sell anything at Tankwa Town.
- 3.** AfrikaBurn is a Leave No Trace event - there will be no rubbish bins or receptacles. What you bring in, you take out with you.
- 4.** Please don't arrive at the event with your dog, there is reason for us not allowing them.

## PARTICIPATION



If you want to broaden your participation in the event, there are ample opportunities. Ours is a society of activists. We like to practice and awaken the "do-ocracy" at Tankwa Town and beyond. When you see a job that needs to be done, roll up your sleeves and do it. Keep this in mind: there is no "they" in Tankwa Town. There is only "us." There is no mystical "they" who will appear to provide for your needs and clean up your mess. Help us instruct others - if you see someone acting irresponsibly, introduce yourself and speak up. But by the same token, don't be a "participation snob". Just because someone isn't costumed or visibly participating doesn't mean they aren't contributing. Get involved.

## WEATHER AND CLIMATE

In the Tankwa Karoo desert, the days can reach **40°C** and the nights

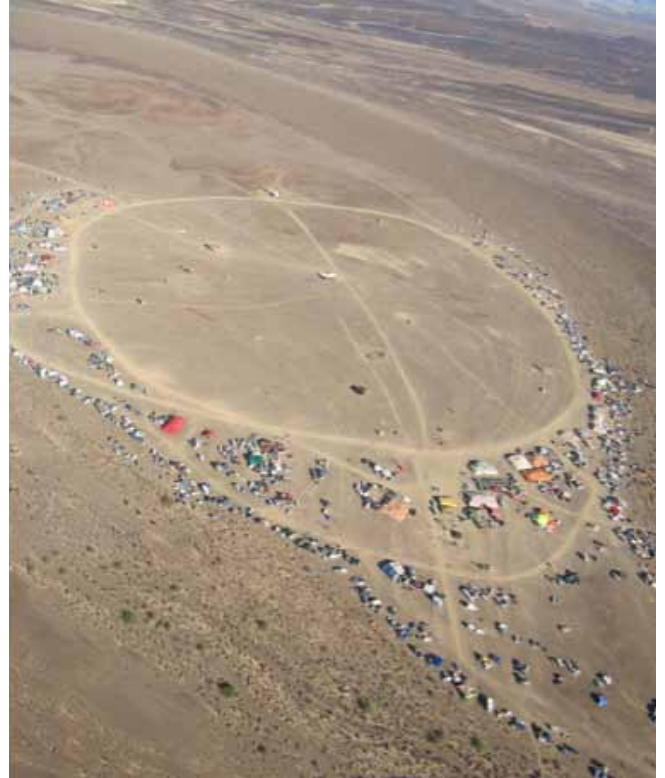
can reach freezing. Tankwa Town also experiences some of the most spectacular windstorms you'll ever witness/experience. The only predictable thing about the weather there is that it is unpredictable. Come prepared for all eventualities. In 2010 the weather was ridiculously perfect, never too hot, never too cold, dead still and beautiful. If 2010 was your first year in the desert, don't be fooled into thinking the climate is benign. It might be, but it's best to come prepared.

As AfrikaBurn is a camping community event that is all about participation, we do not endorse people staying off-site and visiting on a daily basis. It hampers participation and increases traffic. In order to discourage this, we will be charging **R50 per person to re-enter the site** - cars will have to park at the gate and people will have to walk to Tankwa Town. Please don't argue with the lovely people working at the gate. **These are the rules.**

## CAMPING

To the uninitiated. Tankwa Town is laid out in a horseshoe semicircle shape. The centre of this horseshoe is called the Binnekring; it's where much of the art at AfrikaBurn is placed. The road that fronts this empty (except for art) space is called "Binnekring Rd" - the cross roads are like the hours on a clock, going from 10-ish Street through

to 2-ish street.



This way, once you have found your spot for the event, you will have an address. For example, you could be living at "Binnekring and 3:30-ish". In 2011 we will be establishing the Buitekring road.

Driving and camping is strictly prohibited on the Binnekring. Once you have found your camping spot, put your keys away (in a safe place) – you're now a pedestrian (or cyclist)! Camps with loud sound systems are placed on the ends of the horseshoe – i.e. at 10-ish and at 2-ish.

Please take this into account when you are deciding where to camp – if you have children, camp closer to the bottom of the horseshoe (i.e. near Off-Centre Camp).

Finding your spot happens on a first come first-settled basis. The only reserved camping areas are for registered Theme Camps. These will be marked out. Please do not settle in a reserved spot.

## **CAMPING EQUIPMENT AT TANKWA TOWN – THE GOSPEL OF REBAR**

**So.** You've absorbed the reality that you have to bring all you need to survive to Tankwa. Good start. For first timers, you need to understand that unlike anywhere you've ever camped before; you need to take into account that the ground is **HARD**. Not quite rock, but pretty damn close. Bring along a hammer (at least ten-pound, but the bigger the better) and heavy-duty pegs. The pegs that came with your tent will not work – you need something much stronger. Which is why you need rebar – they are difficult to get in, but so lovely to have in the ground...especially in a windstorm.

Rebar is the name given to the round, grooved steel bar used to reinforce concrete. Get some and have it cut to size – don't use anything less than 15mm width. It is an excellent way to anchor your tents, especially Bedouin/freeform tents. When you're whacking it in & once it's in the ground, it's a cut ankle and broken toe hazard so cap

all exposed ends of rebar with empty 1-liter plastic bottles, cut tennis balls or old dolls heads to **prevent foot/leg injuries**. 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, so if you walk away from your camp, keep an eye on the wind, 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.

## **SAFETY**

### **BASICS**

- \* Drink **WATER** regularly, especially if drinking alcohol
- \* Bring sunscreen and hat and use them both
- \* Bring dust goggles and a bandana – dust storms are only fun if you're prepared
- \* Bring a torch (or two) and lights for your camp. If you bring a bike, pop a light on it.
- \* Lock valuables in your car.
- \* Crates with lids are a good idea for clothes because they keep (some of) the dust out
- \* Stake tents down well. You can also use your car as a windbreak and tent anchor.
- \* Ropes or cables used to stabilise tents should be flagged, preferably with white or reflective at night.
- \* All camps should have an all-purpose

fire extinguisher and first aid kit.

## MEDICAL

- Remember to bring adequate supplies of any prescription medications
- There will be **medics on-site**, however they are there for **emergency situations only**
- The medics may turn patients away if the situation is not an emergency
- In case of severe emergency the medics can evacuate patients by road or air
- Note that AfrikaBurn will not cover costs associated with evacuation
- The following injuries are indicative of what will be treated on site:

- Diarrhea, nausea and vomiting
- Headaches
- Hypoglycemia
- Dehydration
- Anaphylactic reactions
- Stings and bites
- Minor asthmatic emergencies
- Minor lacerations
- 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
- Stabilized lacerations

- Broken teeth
- All non-life threatening and stabilized minor events.

Major injuries such as those listed below will be transported by ambulance or helicopter (as appropriate) to the nearest major medical facilities:

- Resuscitated patients
- Major bone fractures including long-bone, cervical and skeletal
- Asthmatic major
- Severe concussion
- Major laceration, burns and soft tissue injuries
- All unstable life-threatening emergencies

## FIRE



- We do not have a fire brigade, and are far away from major towns
- **Our fire strategy focus is on avoidance (ironic isn't it?).** If something catches on fire, we will probably just let it burn!
- 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 **three meters from your fuel**. This applies to cars and campervans as well.

- You may not make fires directly on the ground; however **braais and braziers** may be used
- Fires may not be left unattended (the rangers may put them out!)
- **You may not burn unapproved artworks**. If you would like to burn something let the art co-ordinator/safety officer know.
- When burning structures keep a safety perimeter of one and a half times the height of the work or more.
- Mark out your perimeter in some way.

## **MOOP – MATTER OUT OF PLACE (I.E: TRASH)**

MOOP stands for “Matter Out Of Place”. Its an old anthropological term, coined by Mary Douglas - it points to the fact that EVERYTHING you bring to Tankwa Town is potential rubbish if you don't take care of it: cigarette stompies, tent stakes, bottle caps, cigarette stompies, ashes, wood debris, orange peels, cigarette stompies, pistachio shells, boa and rope fibers, sequins, false eyelashes –even abandoned bikes...oh, and did we mention the stompies?

**Situated in a pristine environment, AfrikaBurn is a**

### **LEAVE NO TRACE event.**

**This means that at all times, you must keep objects such as paper products, clothing, and tarps – everything - secure from the wind.**

MOOP (Matter Out Of Place) is often created as a result of laziness. CLEAN AS YOU GO!

**And when we say LEAVE NO TRACE, we mean it – every single item you bring in, you must take back with you. Vat jou goed as jy trek, Ferreira, en ons bedoel fokken ALLES, even string, cigarette butts, cans, cabledies, whatever. Every. Thing.**

There is a misconception that **natural materials** are **OK** to leave in the desert. They 're not. The desert takes ages to decompose things. Hay, sea shells, plant matter, fruit peels, nut shells, feathers, coffee grounds etc are all things that must be removed from the desert as well as your cigarette stompies. And by the way, polystyrene balls are a major aikona. Just don't do it.

Luckily its quite simple avoid MOOP:

- **NEVER LET ANYTHING HIT THE GROUND**
- **SECURE GOODS IN YOUR CAMP, WIND STORMS ARE GREAT CREATORS OF MOOP**
- **ALWAYS HAVE A BAG WITH YOU**

## **SOOP (SOUND OUT OF PLACE) OR NOISE CONTROL**

- **SMOKERS: ALWAYS HAVE A SMALL CONTAINER ON YOU FOR YOUR STOMPIES AND SPENT MATCHES.**

We are ALL responsible for rubbish in Tankwa Town - every camp and every individual is responsible for its/their refuse. When you see rubbish on the ground in Tankwa Town, pick it up and take it with you!

Do not put rubbish in the toilets. **Only that which passes through your body, and one-ply toilet paper, belong in the toilets. NO TAMPONS, RUBBISH, CIGARETTE STOMPIES, ETC.**

**Secure your load!** Pack carefully and make sure your RUBBISH and other items do not come loose on the drive home and litter the highways.

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**. Go to the Participation Station if you want to be steered to a particular cleanup project. 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.

Right, you've had your MOOP, now have the SOOP. It's delicious. Or not, depending. Music is an important part of Tankwa Town for many people, so if you're bringing a sound system and music to AfrikaBurn everyone will love you, but we really want everyone to still love you by the end of the week. It's a long week if you blast it 24-7. Take into consideration that sound – especially bass – travels like a mother out in the desert. Not everyone will want to jol when you do. Or sleep when you do. Know that the only reliable way to get a quiet, uninterrupted night's sleep is to bring earplugs or camp well away from the noisiest camps.

Remember that civic responsibility is one of the principles right alongside radical expression. **Be neighbourly and respectful and be open to requests to turn it down a bit.** None of us wants to be the person who comes to unplug you after you've ignored all those polite requests and stern warnings.

Crazy sound levels that continue after sufficient requests and warnings will be disabled. If you use an amplified audio system at your camp please keep the volume at a reasonable level. Art cars with sound systems are subject to the same standards, and must cut their sound when approaching art installations and performances.

The hum of generators can become annoying over a long period of time. Please keep your neighbors in mind.



We recommend generators that are sound insulated. Enclosing it in a ventilated wooden box helps tremendously.

## **RENTAL TRUCKS, RVS & CORPORATE LOGOS**

AfrikaBurn is a decommmodified zone, where branding is non grata. Corporate advertising is not permitted at AfrikaBurn. Got a van from work with logos? Cover it up. Participants with rental trucks and RVs are encouraged to cover or decorate prominent logos. The display or distribution of corporate banners, corporate logos, giveaway items, samples, and other such promotional paraphernalia is strictly prohibited. It doesn't belong.

**RVs and Caravans:** You are welcome to bring a recreational vehicle. Be aware, however, that there is no dumping station on-site and you will not be allowed to dump on the Binnekring. There is NO potable water sold, so plan accordingly. Also, use only one-ply toilet paper. Finally, be considerate of your neighbors when running your generator



# **PARENTING AT AFRIKABURN**

It's a wonderful thing to have kids at AfrikaBurn, they love it. We love them. But you have to prepare them and be prepared yourself.

## **CAMPING - CHOOSE WISELY**

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 that is off the beaten track enough that you can expect less traffic and less noise – bear in mind the sound systems at the far end of the event (on the ends of the horseshoe's 'horns') may well be loud and go on for some time. This is why you should choose the areas between 5-ish street and 7-ish street, which have naturally developed into what is turning into "Kidsville" at Tankwa Town.

**Orientate your kids** when you get to Tankwa Town, walk around with them and identify landmarks that will help them navigate and be safe.

**Smaller children** should have a bracelet or small ID cards with the names of their parents and location of their campsite. This way Rangers and friendly burners can help when needed.

**Older kids** are going to want to stretch their limits and cruise around on their own - make some guidelines

# PREPARE YOUR SPROGS



that you both feel comfortable with, including how far to go and how often to check back in with you.

## **Get to know your neighbours.**

The community is one of the great strengths of AfrikaBurn. These folks will help look out for your kids, your bikes, and everything else at your camp, while you do the same for them.

Parents need to have fun, too, so work up plans for how to get out and do grown-up things while someone else watches the kids. If you camp with friends or other families, try trading off nighttime watches. But do not leave children unattended in camp and assume that the community will take care of them.

All parents should attend to their children and are responsible for their safety and well being at all times. Parents not behaving responsibly with regard to their children may be asked to leave the event.

## **Always be respectful and aware of the presence of children in Tankwa Town and be considerate of their needs.**



Let your kids know in advance about the kind of things that they will see/ 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. You may be surprised at how quickly they become blasé about the things you worry most about.

Talk to them about common-sense safety, like not looking into the mouth of a fire-breathing dragon, or not standing under scaffolding that people are working on. Advise them to be cautious about getting too close to aggressive art, destructive robots, and moving vehicles. A little bit of care can go a long way in a chaotic environment.

Be respectful of children's personal space and their needs.

In the instance that you lose your child, notify a Tankwa Town Ranger.

The gate will be closed to anyone wanting to exit the event until the child has been located and reunited with its parent .

## **AFRIKABURN BIKE 101**

Bicycles are almost a necessity in Tankwa Town - they make everything more accessible. But please bear in mind that **BICYLES ARE NOT PUBLIC PROPERTY!** There is no bike repair service available, so 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.

**LOCK YOUR BIKE!** Sadly, last year we had loads of bikes go missing, and many of them turned up after everyone had left and were reunited with their owners. However some disappeared and never came back. So it is with a heavy heart that we recommend you lock your bike at all times when you are not using it.

Please never lock your bike to guy wires or artwork as this may hamper performances and scheduled burns. No bike is considered stolen unless the lock was bust, and no bike is considered lost until the event is over on Monday.

**DECORATE YOUR BIKE:** - It is

much less likely your bike will be borrowed without permission if it looks unique. And light your bike for nighttime riding.

**MARK YOUR BIKE:** and ALL of your significant possessions (backpack, camera, etc.) with your name, phone number or email address, and camp location.

**LEAVE NO TRACE: DO NOT** ditch your bike at AfrikaBurn! Dealing with abandoned bikes stretches our already over-taxed resources.

### **Telephone Service**

Sorry for you. Lucky for you. Cell phones do not work in at Tankwa Town.



# 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, let's get it right, we're in the fucking desert here!) and maybe a wind turbine or two is an investment that you won't regret. Not just for the desert but for the rest of your life too. LED's are getting cheaper by the day; they take very little power to light your camp. Use them instead of incandescents. Even if you have a party space. Get aware, get involved, and get evolved.

## PHOTOGRAPHS AND PHOTOGRAPHING, FILMING AND BEING FILMED AT TANKWA TOWN

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

Know this:

The event organisers have the responsibility to create an environment for participants that does not tolerate rude or irresponsible use of photographic or video recording equipment.

Persons who cannot respect the rights and wishes of others with respect to photographs, video or recordings of any kind will be asked to leave.

The event organisers reserve the right to disallow the use of related imagery and recordings of any kind for commercial or unapproved editorial use. Particularly if we determine that such use(s) may undermine the personal expression and privacy of participants or the integrity of the event.

### **Photographers/Videographers/ Audiographers Rights and Responsibilities**

- \* You have 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 unless commercial use has been approved by AfrikaBurn.
- \* 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 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.

## **A MESSAGE FROM THE DEPARTMENT OF MUTANT VEHICLES**

### **DMV Commandments - & How To Get Off (&) On Art Cars**

**1)** THOU SHALT make every effort to decorate/create/conjure your golf cart, truck, limo, etc.

**2)** THOU SHALT NOT - steal/ commandeer/"borrow" official golf carts, or any other official form of transportation

(IMPORTANT: Theft or destruction OF ANY VEHICLE WILL NOT BE TOLERATED AT AfrikaBurn. AfrikaBurn RESERVES THE RIGHT TO EJECT ANYONE CAUGHT PERPETRATING/ PARTICIPATING IN ANY SUCH ACT.)

**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 on 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 in whatever way is acceptable)  
b) If the mutant vehicle does not stop for whatever reason, do not attempt to run down, jump on, hog-tie, and/or flip-off the vehicle or its driver(s)  
(Remember: when your barkin' on day three and it's a seemingly long haul

back to camp, you'll wish you'd been nice)

**5)** There is no rule 5. Proceed to Rule 6, do not collect R200. Stay outta jail.

**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) (e.g., fire cannons, pants cannons, attractive body parts on 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. Note: these helpful hints apply to occupants, too.

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

**10)** THOU SHALT ask politely as well as wait patiently for a mutant vehicle to come to a complete stop *before* disembarking from it

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

**12)** THOU SHALT report any safety

issues, violations, and/or problems to the AfrikaBurn Rangers immediately



## **GETTING TO AFRIKABURN FROM CAPE TOWN**

- \* Head out on the N1 highway North towards Worcester
- \* Go through the Huguenot Tunnel, Worcester, De Doorns
- \* Approximately 160kms along the N1, 10kms BEFORE Touws River, turn LEFT onto the R46, towards Ceres.
- \* Fill your petrol/diesel tank up in Worcester or Touws River as there is no fuel available thereafter.
- \* This road continues for approximately 40kms and ends in a T-junction.
- \* At the T-junction turn RIGHT onto the R355 Towards Calvinia and Sutherland.
- \* Approximately 100m on, the road turns to dust.

**THIS SECTION OF ROAD IS  
NARROW, HAS BENDS, HAS A  
STEEP DROP & NO BARRIERS.**



**PLEASE GO VERY SLOWLY  
HERE. DO NOT GO FASTER  
THAN 60KM/H. THIS PATCH  
DOES NOT CONTINUE FOR  
LONG, SO HAVE PATIENCE...  
PLEASE....**

\* It is also about here that you will lose cell phone reception, except for a few very low reception patches here and there. So don't be relying on cell phone reception for anything. There will be another small section of tar road (as the road passes through a settlement), and will turn to dust again.

\* Stay on the R355 towards Calvinia (Do not turn right to Sutherland).

\* The entrance to the venue for AfrikaBurn is approximately 113 kms along this road, just after a small settlement called "Tweefontein".

\* Your landmarks for getting closer are: a small white bridge crossing the Tankwa "river" (this means you are about 2kms away from the turn off into the venue) followed by a satellite telephone tower on your left hand side.

\* You will then turn RIGHT into the property known as "STONEHENGE" As you go through the gate there will be a couple of small cottages on your RIGHT...a settlement called "Lekkerlag" .

## **DIRECTIONS TO AFRIKABURN FROM JOHANNESBURG**



Take the N1 freeway South towards Cape Town.....

\* After Colesburg turn right on the R63 to Victoria West.

\* Travel along the R63 to Victoria West,

\* Go through Victoria West and stay on the R63...

\* Continue along the R63 and go past Loxton

\* Then you travel through Carnarvon stay on the R63...

\* Then through Williston still on the R63 all the way to Calvinia...

\* Continue on the R63 about 5 or 10 kms outside of Calvinia on the R63 turn right onto the gravel road to Ceres.. This is the R355

This is the last time you will have signal until you get back to this spot!!

Not sure of the exact km's but about 100 ish kms along this gravel road you will see the AfrikaBurn event sign on the left hand side of the road (R355) turn left here – go slowly you are now nearly there

\* You may choose to go via Kimberly but it is slow with many small towns and stops and starts... If you do go via Kimberley take the N12 to Kimberley and then continue along the N12 to Victoria West.

# 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 and other explosives. You agree to read and abide by all the rules contained in the survival guide 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. 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. You appoint AfrikaBurn as your representative to take actions necessary to protect your intellectual property or privacy rights, recognizing 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 images taken at AfrikaBurn (other than personal use) is prohibited without the prior written consent of AfrikaBurn. USE OF YOUR TICKET TO AFRIKABURN CONFIRMS YOUR AGREEMENT TO THE TERMS REFLECTED ABOVE.