

AfrikaBurn Volunteer 2017 – PLAY

WHAT SHOULD I DO? WHAT SHOULD I SIGN UP FOR?

Volunteer roles

AfrikaBurn happens throughout the year – and we have volunteer opportunities year-round (not just in the desert)

Throughout the year:

Year-round volunteering can be almost anything! Are you an organiser extraordinaire? Really keen to make some signs? A heavy lifter? An IT maven? Someone who is good at solving problems? There are loads of things to do throughout the year – so sign up to the newsletter and keep your eyes out there.

Some of the things you can get involved with:

- Special events like Decompression and Streetopia (links)
- Volunteer workdays at Nonsense street- third Saturday of every month from 9am-4pm (except for December and April)
- DPW Workdays at Nonsense street
- Outreach opportunities like the Tankwa Donkey Weekend
- Logistics assistance at ABHQ (aka the Bijou)
- IT and Web related assistance – help us optimise!
- And way more

Cape Town (pre-event) - 2 months March/April

As Department of Public Works (DPW) preps for the desert, they need more hands so there'll be workdays in the run up to the event – Do pull in when they are announced!

There are also opportunities to work on art – you can join a creative build crew to assist with their planning and preparation in Cape Town and Tankwa Town.

The artworks vary, as do the teams and it may be they need help with fundraising, raw materials collection or making iced tea for build teams!

If you are interested in this ...Please go to the following link and fill out the form to help us link you up with a creative crew

[The Artwork Volunteer Form](#)

If you have any questions regarding assisting artists, please contact

Werner Strauss on Werner@afrikaburn.com

Year round Leave no Trace Volunteers

AfrikaBurn is a Leave no Trace event which requires much communication in the year to educate and prepare participants to prepare for this. A core team that drives education, fills in at special events and comes up with creative solutions for the Leave no Trace team MOOP – Matter out of place - think MOOP bags, MOOP walks, Cleaning the river projects and Recycling initiatives and drives. If you are interested in being part of this team email MOOP@afrikaburn.com

Tankwa Town (pre-event)

Pre/ Post event:

- Assisting on art build team
- Artsluts
- Site Demarcation
- Department of Public Works (DPW)
- MOOP post event

Often artists are looking for extra dedicated hands for a week or more before the event – it's an opportunity to spend some time in the Tankwa before the event and bond with a crew while making some art!

If you don't have as much time as that to dedicate, why not consider joining Artsluts?

Art sluts is a self-sufficient team of people who love working outdoors and can hammer nails into wood, work and assist with erections of sculptures and operate the odd drill and other equipment.

This team is relatively small and focused. Artsluts are required to set up their own camp and take care of all their own needs whilst offering much needed and appreciated hands and skill. The team is essentially on standby and in a state of readiness to assist various artists with their creative pieces. If this tickles your fancy get in touch with Werner at werner@afrikaburn.com

Department of Public Works (DPW)

The DPW applications for 2017 are now closed, but there are ways to volunteer during the event – you can visit the volunteer booth to see where they need hands!

At the AfrikaBurn event (Monday 24 April – Sunday 30 April 2017)

If you sign up, show up

If you sign up for a shift, it means we're counting on you to show up. If you can't make your shift, let us know – better yet find someone to take your place, either way if you don't pitch, someone else has to.

Volunteer roles for AfrikaBurn 2017:

Click to see more info about each role available:

- [Airport volunteers](#)
- [Arteria Booth Guides](#)
- [Burn inspectors](#)
- [Clan and Temple MOOP stars](#)
- [Department of Mutant Vehicles \(DMV\) crew](#)
- [Mutant Patrol Volunteers](#)
- [Die Hek Airport crew](#)
- [Die Hek Exodus Team](#)
- [Die Hek Supplier Crew](#)
- [Die Hek Welcome Team \(Gate & Ticketing\)](#)
- [Die Hek Shift Lead](#)
- [Event MOOP warriors](#)
- [Fire Perimeter Marshals](#)
- [Fluffers](#)
- [Greeters](#)
- [Ice Sales](#)
- [Kids Registration](#)
- [Lost & Found Booth Chiefs](#)
- [Media Booth Moguls](#)
- [Rangers](#)
- [Volunteer Booth Faeries](#)
- [Volunteer Coordinators OCC](#)
- [Volunteer Recruiters](#)
- Sanctuary (to sign up for Sanctuary, please email sanctuary@afrikaburn.com)

Airport volunteers

The airstrip and airspace crew assist with arriving aircraft from their first radio contact with AfrikaBurn when they take off and land. Keeping activities safe and guiding people home when they come in from the sky!

Airstrip:

- Air approach
- Greeting
- Checking tickets
- Organizing infrastructure.

Airspace (4 hour shifts):

- UMA Checking validation
- Certification
- Competence
- Explaining airspace and media requirements and issuing a pass.

These roles involve patrolling the runway when necessary, clearing it of any obstacles (like sharp stones, midgets, and the odd wandering Burner) and IF necessary advising pilots of any potential dangers. Basically you are the eyes and ears of the airport's ground control. It's a very important role and can be a lot of fun as you will be with the crew. Other air activities: E.g. Paragliders, balloons, sky diving, UFO's or men landing from Mars. Monitoring use of airspace and safety.

If you love flying, and are fascinated with anything that flies then this role is for you.

Sign up here: <http://afrikaburn.com/a/AirportVol>

Arteria Booth Guides (2-3 hour shifts)

The Arteria Booth is at Off Centre Camp and is the hub of all things artwork. This role involves assisting participants and artists arriving in Tankwa Town with registered and unregistered artworks and their placement on the Binnekring. You'll also have info about the burn schedules, advise crews on safety, clean ups and all manner of other arty questions that might arise. It's easy and fun and gratifying and you will be well briefed on how and what to do.

Sign up here: <http://afrikaburn.com/a/ArtBooth>

Burn inspectors (2 hour shifts)

In a DPW official vehicle, these cool cats will go and inspect the previous night's burn activities and follow up with the Art Wranglers and assess the state of the burn sites. If it looks like nothing is happening at a particular site, a little visit to the "address" of the project lead and a friendly chat about Leaving No Trace will happen.

Sign up here: <http://afrikaburn.com/a/InspectorBurn>

Clan and Temple MOOP stars (2 hour shifts)

Saturday and Sunday morning - the mornings after the Clan and Temple have burnt

Calling all MOOP heroes! This one's for the early birds...

You'll collect all debris in bags and keep interesting larger pieces separate for our Artefacts exhibition. The team will pick up all metal hardware with the magnet sweep (located at the Arteria Booth) and deliver Artefacts of special finds to Arteria Booth to be kept safe.

Sign up here: <http://afrikaburn.com/a/ClanTempleMOOP>

Department of Mutant Vehicles Wranglers (DMV) (3.5 hour shifts)

"Wanted! Mutant Dust Wranglers!" Do Mutant Vehicles get your engine running? Help us wrangle mutants for branding, get up close and personal with wild moving art... @DMV Registrations on 6-ish" IF YOU CAN HOLD A CLIPBOARD OR TAKE A PHOTO, YOU QUALIFY :)

Sign up here: <http://afrikaburn.com/a/DMVCrew>

DMV Mutant Patrol

If you're a ranger and have done DMV registrations before, then you qualify to be on the new Mutant Patrol! For more information please contact dmv@afrikaburn.com

Die Hek

The AfrikaBurn gate, known as Die Hek is the first interaction budding burners have of the Burn, upon exiting the R355 into Tankwa Town. The gate crew, or "Hek Force" as we call them, control all traffic coming in and out of Tankwa Town. It's at the gate that Burners are welcomed, cars are checked for stowaways and things that could cause MOOP, and where tickets are checked in.

There are multiple roles that are available for Die Hek Force!

Shift Lead:

The gate now, more than ever requires a lot more human interaction and management, and for the first time ever we will be introducing a new role at the gate, called the Gate Shift Lead.

As the event has grown, the gate management team has identified the need to have more volunteers on hand in more of a managerial role. This is to help the existing crew manage the many growing tasks that are now becoming a requirement of the gate. The gate footprint has also grown, which necessitates the need for the introduction of Lead's to help manage the welcome crew, and the on the ground logistics of managing the welcoming team and the traffic into the event.

Does this sound like something you'd like to get involved in? Are you one of those people that like to create order out of chaos? Then please – sign up!

Sign up here: <http://afrikaburn.com/a/DieHekLead>

Gate & Ticketing Welcome crew (3-hour shifts)

The R355 is a damn long road, and this crew are the first people you experience as you leave the default world. If you're keen to make a positive impact on people as they pull in after a long, hot and dusty drive – then sign on up. This role also requires doing some checks, and making sure that people have their tickets, ID's and stories ready so they can enter smoothly. You'll also need to do a lot of traffic control and orientation – but believe us, the energy is electric!

Sign up here: <http://afrikaburn.com/a/DieHekWelcome>

Exodus Crew (5 hours)

As well as welcoming burners into Tankwa Town – Die Hek also waves them goodbye! As AfrikaBurn has grown, we've realised that perhaps an exit plan might be a handy thing – that's where the Exodus Crew comes in! It's your role to assist with the traffic pulsing system (designed to make sure the roads aren't too crowded on the way out so people can drive safely) to help out the DPW Collexodus crew with the donations they receive, and to remind people about Leaving no Trace (see if there are precarious things on their car and point them out! And also remind people that the R355 isn't a dumping site!)

Sign up here: <http://afrikaburn.com/a/DieHekExodus>

Supplier Crew (3.5 hours)

Our Supplier depot is where deliveries of camp infrastructure take place – and where camp crews meet their suppliers to escort them to camp locations. If you like logistics and co-ordination, this one's for you.

Sign up here: <http://afrikaburn.com/a/DieHekSupplies>

Airport Gate Crew (3 hours)

This is the team that helps people arriving on planes get their tickets processed on arrival. Like aviation, and helping folks adjust to their arrival on another planet? This is for you.

Sign up here: <http://afrikaburn.com/a/DieHekAirport>

MOOP Warriors

Matter out of place/Leave No Trace

Leave no Trace is one of AfrikaBurn's principles – this means that we leave the desert as pristine as we found it. Making sure we collect all those things that fall or get dropped, the MOOP team literally combs the entire site, including dance floor areas where they pick up stompies (cigarette butts), jewellery, glow sticks, glass shards and any other litter - big or small - we MOOP it all. The idea is not so much to pick up after messy burners, but to educate them about Leave No Trace, and their obligation to clean up after themselves. It's all about respecting ourselves, our environment, and our culture.

You can volunteer for this **AT ANY TIME**, go to Off Centre Camp and receive your MOOP bag. Other opportunities for doing the MOOP walk are:

MOOP parade

On Friday afternoon (28 April 2017: 2 – 5pm) we have the massive MOOP Pub crawl with art cars and music and well, it's a pub crawl. Meet at Off Centre Camp **sign up and show up in your finest garb!**

Sign up here: <http://www.afrikaburn.com/a/MOOPwarriors>

Leaving no Trace - MOOPing after the event

This is the final MOOP swoop, where a team of MOOP crew and the ever-amazing DPW do one last trawl of the landscape for all those lost bits of false eyelash/sequin/fake fur that got blown away in the wind during the event. If you've got some time after the event (anywhere up to two weeks) it's a great crew to join, and as well as being essential. It's a great way to wind down after the event and you get some serious swag and brag rights... come for a day, or come for the whole week, earn a possible acknowledgement ticket for the next year. At this time, we will feed you and you will receive your very own T-shirt swag. Email MOOP@afrikaburn.com if you're keen to join then team!

Fire perimeter Marshals (3 hours (ish) or as long as the sculpture takes to fall)

These shifts happen during the big burns at the event. We need friendly marshals to run the fire perimeters and keep Burners at a safe distance from the flames. Whilst this event encourages freedom of expression we do try and protect people from themselves during moments of sheer burning excitement. Your task will be to do this, in a friendly manner and without confrontation or aggression. There will be a short training both in Cape Town and at the event.

Sign up here: <http://afrikaburn.com/a/FirePerimeter>

Fluffers (3 hour shifts)

Fluffers are there to make sure that the volunteers have what they need. Need a pozi? Some water? Sunblock? They roam around from volunteer post to volunteer post to make sure that everyone is able to do what they need to do. This is a fun and motivating role!

Sign up here: <http://afrikaburn.com/a/Fluffers>

Greeters (3 hour shifts)

Bring music, dress up, dress down, choreograph a little welcome dance and be the welcoming committee with infectious exuberance that heightens the excitement at the very last stop before entering AfrikaBurn! This is possibly one the greatest ways to have fun with your clothes on (optional).

Greeters are the fun loving people who greet new arrivals, assist virgins, bang the Virgin Bell and make everyone feel welcome after their long trip to Tankwa. Greeters also assist Burners with orientation and guide them to where to camp. Greeters are equipped with the answers to the many questions being asked. They impart some of the very important principles of the event and generally put people at ease just before they enter Tankwa Town.

Sign up here: <http://afrikaburn.com/a/Greeters>

Ice Sales (2 hour shifts)

The only thing for sale in Tankwa is ice! You can find it at the Ice Palace (next to Off Centre Camp). The Ice Palace is open from 11am–2pm daily, with two shifts per day of 2hrs each. First is set up and sales (10:30am -12:30pm), the second for sales & pack up (12-2pm). It's a fun way to volunteer - dress-up and a great attitude is highly recommended!

Sign up here: <http://afrikaburn.com/a/IceSales>

Kids registration Booth (2 hour shifts)

Tankwa town is a big place – and it's a little bigger when you're a kid, so all the children on site need to come to Off centre camp to register. If you sign up for this one, you'll engage with the kids and their families or guardians whilst registering them and recording their details and address (This is to record their exact camping location to assist us reunite them with their families in the unlikely event should they get lost), and assisting them with any information they may need. It also helps children to know where the Info Centre of the event is (Off Centre Camp).

If you enjoy children and would like to assist with keeping the event child friendly, safe and accessible to children then this role is for you! We actually end up having loads of older kids volunteering in this role too (teenagers especially!). Each child who gets registered will receive a little goodie pack.

Sign up here: <http://afrikaburn.com/a/KidsRegistration>

Lost and Found Booth Chiefs (4 hour shifts)

This shift involves manning the lost and found booth at Off Centre Camp, receiving lost items and logging them and then reuniting burners with found items. The Last shift of the day includes ensuring that the valuable found items are securely locked up and the keys returned to the Site Manager. This is an extremely rewarding role, especially when you see the faces (and sometimes tears of joy) of burners reunited with their expensive cameras, cell phones, go-pro's, etc. (one guy was once super stoked that we found his lighter – it was magical!) And from mid-week onwards it gets VERY busy! Ever lost something and found it handed in at Off Centre Camp? Know that feeling? Come and help us continue that service in Tankwa...

Sign up here: <http://afrikaburn.com/a/LostFound>

Media Booth Moguls (2 hour shifts)

The media booth Mogul greets and welcomes members of the media. The role is to explain what the media accreditation is all about and if necessary direct them to the relevant contact people from the organisation. These volunteers register approved media representatives at the event – media reps are required to complete media forms and fulfil certain criteria in order to receive accreditation.

Sign up here: <http://afrikaburn.com/a/MediaBooth>

Rangers (4 hour shifts)

Rangers are non-confrontational community mediators who promote awareness of potential hazards, ranging from sunburn to tent fires and lots of other stuff in between. Please note they are not police but interactive participants of the community.

To be a Ranger, a sense of humour and flexibility is a great asset and it's a great way of meeting the Burner community and engaging with people while walking around seeing parts of the event you may not have seen otherwise. Rangers are also the eyes and ears for the Site Manager on duty and the link between the field and the head Ranger (by carrying radios) and have support from the head Ranger at all times. Traffic control on the Binnekring is part of the task of being a Ranger, and so too is dealing with potentially difficult situations like a missing child, safety of Burners and general goings on. Night- time rangers is a critical aspect of Rangerhood. Much happens at night and here experienced Rangers are required to work with new Rangers.

Training is needed in order to become a Ranger

In order to be a Ranger at the 2017 event you'll need to first attend Ranger training which is offered on a number of occasions before the event and also run very early on the first days of the event. Trained Rangers from previous years need not train again, but it is encouraged. We always need as many Rangers as possible to take on shifts at each event.

For information on Ranger training please email: rangers@afrikaburn.com

Sign up here: <http://afrikaburn.com/a/Rangers>

Sanctuary (6 hour shifts)

The Sanctuary is a place for participants who feel overwhelmed and require a quiet place to feel safe in. Many factors encountered at the event such as wind, dust and SOOP (sound out of place) can and sometimes do contribute to this feeling.

The intention of the Sanctuary is to act as a proactive measure, firstly in identifying and normalizing the issue for participants so that they can use the sanctuary if needed and secondly it creates a mechanism for overwhelmed participants to seek help and regain a more balanced and productive outlook.

Sanctuary shifts are 6 hours long. To sign up for a Sanctuary shift you need to complete an application form and have completed the Sanctuary training, AND have previous harm reduction, medical, mental health, and/or psychological counselling experience (counsellors, psychiatric nurses, psychiatrists, psychologists, and social workers most welcome).

Two onsite training sessions will be held at Ranger HQ, as well as in Cape Town prior to the event.

The team consists of Cuddlefish who are your team leads with many moons experience out there. In addition, we have Harbour masters (Tortoise) who are the shift leaders and keep the tangle tingling. Then there are Tangles who provide sitting to guests in the Space. Finally, we have the Chandlers who help hold the space with supplies and practical support and care to the team and the guests. This is an ideal role for 'Newbies' wanting to learn the Sanctuary skills.

Any queries please email: sanctuary@afrikaburn.com

Off Centre Camp volunteer roles

Off-Centre Camp is where people are welcome to come and chat, meet other participants, look for their lost items or hand in found items, or meet up with friends who have come from elsewhere. It is a hive of activity and central to the volunteer operations of the event. Basically Off Centre Camp is like the grand central station of AfrikaBurn! We have some exciting activities planned in this big and welcoming space, and need volunteers to make it even more vibrant!

Volunteer Coordinators (4 hour shifts)

Volunteer Coordinators are there to make sure that all volunteers get to where they need to be once they have arrived for their shift at Off Centre Camp. It's an oversight and Coordination role, which includes filling the gaps, and overseeing all activities at Off Centre Camp.

Volunteer Coordinators work closely with the Volunteer Booth Faeries. This role is for enthusiastic, friendly and efficient people who enjoy motivating others to volunteer and thrive on organizing and coordinating volunteers so that things run smoothly.

Sign up here: <http://afrikaburn.com/a/VolunteerCoordinator>

Volunteer and Info Booth Faeries (4 hour shifts)

The booth is at the Participation Station at Off Centre Camp, where Volunteers check in for their shifts, sign up for new or other shifts and invariably want to know some logistical details about volunteering. It's the friendly one-stop volunteer shop. It's also the repository for event info material. Booth Faeries direct Burners to the Volunteer shift lists and the info walls in Off-Centre Camp where Burners can leave messages about absolutely anything for other participants to read incl. lift sharing info, performance times and activities.

Sign up here: <http://afrikaburn.com/a/VolunteerBooth>

Volunteer Recruiters (3 hour shifts)

AfrikaBurn is growing every year, so too is the need for volunteers. How do we get people to sign up at the event? One of the ways is through Volunteer recruiters. This vital role involves handing out pamphlets at the gate and encouraging unsuspecting Burners to sign up and give

a little of their time by getting involved, participating and volunteering. Ideally we would like two recruiters to be stationed at the gate (Die Hek) to motivate new arrivals and inform them of the wonderful volunteer opportunities, and two to roam the streets of Tankwa and spread the word...

Ideally if you are outgoing and keen to meet new people and have a pretty convincing way about you then this is for you! If not how 'bout giving it a bash?

Sign up here: <http://afrikaburn.com/a/VolunteerRecruit>

THANK YOU

This event would not happen without you!!
In flames and participatory excitement

Liz Linsell
for the AfrikaBurn Volunteer team.

Contact: volunteer@afrikaburn.com
To register: <http://afrikaburn.com/participation-forms/volunteer-now>
Website: www.afrikaburn.com (volunteer info is under 'Get Involved' on the landing page of the AB website).
