

AFRIKABURN 2013 SURVIVAL GUIDE

HOW TO SURVIVE & THRIVE IN TANKWA TOWN

1 – 6 May 2013

ARCHETYPES

Going to AfrikaBurn? This is required reading.

Glossary

AfrikaBurn: 7 year-old regional offshoot of Burning Man.

Tankwa Town: is the name of the temporary town that we create each year.

Rangers: non-confrontational community mediators of Tankwa Town, not the police, not your mother, but find them in day-glo vests and orange T-shirts that say “Tankwa Town Rangers” if you need assistance.

Off-Centre Camp: Tankwa Town's civic centre and information portal. A shady pavilion for chilling, gathering or grandstanding and finding out what's going on. It contains our Participation Station (volunteer booth) Arteria and Media Booth, Ranger headquarters and message boards for finding friends. Situated at 6-ish Str. and Binnekring Rd.

DMV: Department of Mutant vehicles. Come here to register you mutant vehicles for day and nighttime driving.

DPW: The Department of Public Works, these good and hardy people put in the infrastructure of our town, recognisable by the faraway desert look in their eyes. Give them presents. They deserve them.

Sanctuary: a quiet, non-threatening space, for participants feeling overwhelmed

Ice: solidified water, contentious subject because it's the only thing available for sale at AfrikaBurn. We would love to gift it, but we can't. So it's for sale at The Ice Palace near Off-Centre Camp. Have an opinion? Go onto our social networks and start a discussion.

Found items: Things you might have picked up in the desert that someone has lost. Bring them to Off-Centre Camp so that we might re-unite them with their owners.

LNT: Leave no Trace, one of the Principles, hugely important.

MOOP: Matter Out Of Place, stands for rubbish

SOOP: Sound Out Of Place, refers to sound which impacts negatively on quiet areas.

Contents

- What is AfrikaBurn?
- Guiding Principles
- Before you go: Prepare
- The basics
- New in 2013
- Participate
- Weather and Climate
- Camping at Tankwa Town: how it works
- Telephone service
- The environment
- Leaving No Trace
- MOOP
- SOOP: Sound out of place
- Decommodification
- Safety
- Parenting at AfrikaBurn
- Happy Biking
- Photography at Tankwa Town
- Mutant Vehicles
- Getting there

What is AfrikaBurn?

The short answer is: you are.

You don't "attend" AfrikaBurn - you are AfrikaBurn. All you have to do is to participate: fetch something from your imagination, turn it into a tangible tactile thing, and then share it with those around you.

Why participate? Well, when you feel integral to the event, it heightens your sense of being alive. Sometimes the world should rub up against you in a different way, a defibrillator get applied to the creative centres of your brain it wakes up your synapses. Tankwa Town works on a gift economy, and everyone is expected to contribute the community is a meaningful way. There are many ways to give - you don't have to limit your gifts to material goods. It's a place to collaborate, cooperate, to contribute to our

collectively created experience, a chance to invent the world anew, to generate a culture, a connective environment, to be idealistic and celebratory. To have fun.

Guiding principles

AfrikaBurn is a regional offshoot of Burning Man, and as such is guided by the Ten Principles of Burning Man:

COMMUNAL EFFORT

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

PARTICIPATION

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

CIVIC RESPONSIBILITY

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

IMMEDIACY

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

DECOMMODIFICATION

In order to preserve the spirit of gifting, our community seeks to create social environments that are unmediated by commercial sponsorships, transactions, or advertising. We stand ready to protect our culture from such exploitation. We resist the substitution of consumption for participatory experience.

GIFTING

We are devoted to acts of gift giving. The value of a gift is unconditional. Gifting does not contemplate a return or an exchange for something of equal value.

LEAVING NO TRACE

Our community respects the environment. We are committed to leaving no physical trace of our activities wherever we gather. We clean up after ourselves and endeavor, whenever possible, to leave such places in a better state than when we found them.

RADICAL INCLUSION

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

RADICAL SELF-RELIANCE

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

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.

Before you go: Prepare

As you prepare for the desert, remember that you are responsible for yourself at all times.

Please take the time to read through this Survival Guide. The information here is designed to help you and everyone else have a fantastic experience. Don't make a burden of yourself and others due to lack of planning. Use lots of common sense.

You need to bring everything you need to the desert: food, water, shelter, fuel, and basic first aid. And then you need to take it all back.

The Basics

1. Tankwa Town is a pedestrian environment - **NO VEHICLES ARE ALLOWED TO DRIVE AROUND**, except for mutant vehicles, bicycles, emergency and administrative vehicles. Drive very slowly - the speed limit is **10kms/h, and this applies to all motorized vehicles**: mutant vehicles, or normal cars arriving/leaving. Note that motorbikes and scooters also need to be mutated to be allowed to drive on the Binnekring.

BICYCLES ARE NOT PUBLIC PROPERTY - please have respect for other people's property.

2. **NOTHING IS BOUGHT OR SOLD IN 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. Always keep a bag on you: it's good for carrying water and putting rubbish in.
4. **NO PETS ALLOWED.** Please don't arrive at the event with your pet, there is good reason for us not allowing them.
5. **PROTECTION OF ARTWORKS:** If you see someone vandalizing an artwork, please ask them to stop. Inform a Tankwa Town Ranger is necessary

NEW in 2013:

The Tankwa Town layout has changed somewhat:

- Binnekring Road will be completely closed off to cars. Even those arriving and leaving. When arriving or looking for your camping spot, you will need to use Buitekring Road or (COPY MISSING HERE)
- As additional roads have been added to make way for the expansion of AfrikaBurn, you need become familiar with the town layout. Check the map.
- Do not camp in the bushes - they provide homes for many species in the area,
- Our official expansion zone for the event is out behind 9-ish and 10-ish streets. If you are not part of a theme camp and have not been allocated a campsite, please use this space.
- **No early arrivals** unless you have an early arrival pass. These are awarded to people that are part of a team working on a project. The Gate to AfrikaBurn will open at 9am on Wednesday 1st May.
- **Off-Centre Camp** is new and improved: take the time to check it out.
- Children must be registered at Off-centre Camp
- In and out policy: casual traffic in and out of Tankwa Town is strongly discouraged. It hampers participation and increases traffic...and why would you want to leave anyway? **PLEASE NOTE: there will be a charge of R100 for re-entry per vehicle** if you exit during the event. Emergency situations are excluded. For people staying at off 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.

Radical Self-Reliance:

You must bring:

- Your ticket & photo ID for entry

- 5 liters of water per person per day
- Enough food and beverages for your whole party for the duration of your stay
- Shelter (a tent) and bedding, warm clothing, cool clothing
- Rubbish bags
- Fire extinguisher
- Any required prescriptions
- Light: a headlamp, torch, bike light.
- Spare batteries.

For all other tricks and tips read the rest of this trusty booklet.

Participate

If you want to broaden your participation in the event, there are ample opportunities. Ours is a society of activists and volunteers - if you see a job that needs to be done, roll up your sleeves and do it. But keep this in mind: there is no mystical 'they' who will appear to provide for your needs and clean up your mess. There is only 'us.' 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.

Volunteering at AfrikaBurn is superb amounts of fun. It engages you on levels that you would never have thought possible. AND it helps the event tremendously. To volunteer for the event go to <http://www.afrikaburn.com/forms/volunteer/> and to volunteer AT the event, go to the Participation Station/Volunteer booth at Off-Centre Camp and sign up, We always need help!

Weather And Climate

In the Tankwa Karoo, days can reach 40°C and nights can reach freezing. The area also experiences some of the most spectacular windstorms you'll ever witness. And as 2012 attested, rain storms too. The only predictable thing about the weather there is that it is unpredictable. Come prepared for all eventualities.

For pre-prep, the most accurate weather reporting comes from:

http://www.yr.no/place/South_Africa/Northern_Cape/Stonehenge/

CAMPING AT TANKWA TOWN: HOW IT TOWN WORKS:

Tankwa Town is laid out in a 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 space is called "Binnekring Rd". The cross roads in the towns are numbered like the hours on a clock, from *2-ish Street* through *10-ish streets*. This way, once you have

found your camping spot for the event, you will have an address. For example, you could be living at “Binnekring and 3:30-ish”

Camping happens on a first-come first-settled basis. The only pre-reserved camping areas are for registered Theme Camps. These will be clearly marked out. **Please do not settle in a reserved spot.** If you arrive at night, consider waiting until morning to find your friends or get your bearings.

If you are part of a larger group and your camp mates have arrived earlier than you, get them to leave a message as to their location on the notice boards at Off-Centre Camp.

Tankwa Town has clearly designated **QUIET AND LOUD ZONES**. 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). For more on this, please see section 9 titled ‘SOOP – Sound Out Of Place’ below.

Driving and camping is strictly prohibited within the Binnekring. Once you have found your spot, put your keys away (in a safe place) – you’re now a pedestrian (or cyclist)!

Radical self-reliance is as important as radical self-expression, we do not endorse prearranged sort-all-your-shit-out-for-you package tours. We also do not endorse people staying off-site and visiting on a daily basis.

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.

Camping Equipment At Tankwa Town – The Gospel Of Rebar

For first timers, understand that at AfrikaBurn the ground is HARD unlike anywhere you’ve ever camped before. 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? Won’t 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 in heavy weather.

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 – 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, 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, 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.

Toilets at Tankwa Town

They're a little famous, our toilets. You either love them or hate them. Toilets at Tankwa Town are pit toilets, open air, with a view. We treat them with 'effective microorganisms' (EM) to keep the odours at bay and to speed up decomposition. To 'flush', please use a small scoop of sawdust that will be in buckets at each toilet. EM treatment happens twice daily. The toilets are placed along the outskirts of the town, and this year they will have a mast light and flag on each bank of toilets so that you might find them easily at night. They're mostly within 300m of anywhere on the Binnekring.

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. Freerange toileting is not cool.

The Environment

Power: We appreciate that making the transition from using fossil fuels for power is an expensive exercise and often a bit of an experiment, but we urge you to do so for your camp needs at least. Transitioning to solar power (come on, people, let's get it right, we're in the desert here!) and maybe a wind turbine or two is an investment that you won't regret. LED's are getting cheaper by the day; they take very little power to light your camp. Use them instead of incandescent bulbs, even if you have a party space. Get aware, get evolved and get with the program.

Telephone Service

Around 12ish (ie: in the vicinity the San Clan) on the high points you can sometimes get a signal with an MTN phone. This works best for SMS.

LEAVNG NO TRACE (LNT)

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

MOOP stands for "Matter Out Of Place". Everything brought to Tankwa Town is potential rubbish: cigarette stompies, tent stakes, bottle caps, cigarette stompies, ashes, wood debris, orange peels, cigarette stompies, pistachio shells, boa feathers, rope fibers, sequins, false eyelashes—even abandoned bikes...oh, and did we mention the stompies and cable ties? MOOP includes natural materials. They are not OK to leave in the desert - the desert takes ages to decompose things. Hay, sea shells, plant matter,

fruit peels, vegetable peels, nut shells, feathers, coffee grounds etc are all things that must be removed from the desert

Frequent desert winds makes this transition from thing, to rubbish very easy, this is how to avoid this:

Keep objects such as paper products, clothing, and tarps – everything - secure from the wind.

PLEASE NOTE: Flying lanterns are not permitted at all – they are a fire hazard, and create problems with neighbouring farms. Do not bring them, please.

MOOP AVOIDANCE TIPS.

Before you leave:

- Remove excess packaging from items that you are taking to the desert.
- Do not pack glass
- Do not pack your feather boa, glitter or styrofoam of any kind .
- Do not bring too much fresh produce. Watermelons/melons are a sure fire way to produce spectacular amounts of bin juice. Horrible to transport.
- Do not bring flying lanterns.

At Tankwa Town:

- **WHEN LEAVING CAMP, ALWAYS HAVE A BAG WITH YOU.** This way when you have finished that drink, energy bar, you don't have to hold on to the wrapper/can until you find a solution. Its there already, it's hanging from you shoulders.
- **NEVER LET ANYTHING HIT THE GROUND**
Ditto the above.
- **SECURE EVERYTHING IN YOUR CAMP:** you never know when a wind storm is going to happen, if everything in your camp is secure at all times, nothing will blow away. Have bins with lids, duct tape old five liter water containers with a small hole cut out onto your tent poles, that way you don't have find a bin e
- **SMOKERS** always have a small container for your stompies and spent matches.
- **DO NOT SWEEP THE DESERT FLOOR. NOT FOR YOUR ARTWORK, NOT FOR YOUR CAMP. (YOU CAN MOVE BIG ROCKS, BUT NO SWEEPING). THE ROCKS AND STONES DON'T MAGIC THEMSELVES BACK INTO PLACE ONCE YOU HAVE LEFT. THESE SCARS STAY FOREVER.**
- **No DIGGING** of holes.

We are ALL responsible for rubbish in Tankwa Town - every Camp and every individual is responsible for its/their refuse. If you see rubbish on the ground in Tankwa Town, please 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.

When leaving, secure your load! Pack carefully and make sure your RUBBISH and other items do not come loose on the ride home and litter the highways.

PLEASE NOTE:

DO NOT DUMP YOUR RUBBISH ON THE R355 ON THE WAY OUT. NOT AT FARM GATES, NOT AT PICNIC SPOTS. THESE AREAS ARE NOT SERVICED AND THAT IS NOT LEAVING NO TRACE.

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/Volunteer Booth 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.

JOIN THE MOOP SWOOP ON SATURDAY 4th AT 2PM STARING AT OFF-CENTRE CAMP (BINNEKRING AND 6-ISH) There is a good indication that this will turn into the **MOOP PUB CRAWL...it's going to be fun!**

SOOP (Sound Out Of Place)

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 the trick is to still be loved 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. Radical self-expression does not stand on its own, it is nestled and works along with other principles such as civic responsibility and communal effort.

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.

LOUD AND QUIET ZONES – PLACE YOURSELF WELL

The Loud and Quiet Zones are clearly designated. Make your choice wisely. Want to sleep? Don't camp in the Loud Zone. Want to play loud music? Don't place yourself in the Quiet Zone. As mentioned before, loud sound systems will be placed by the Art Curator toward the far ends of the 'horns' of the Binnekring, above 10ish and 2ish. Below this line camps get increasingly quieter and family-friendly: the greatest concentration of family camps where a good night's sleep can be had is between the 5-

ish and 7 –ish streets. However, keep in mind that the Binnekring is 500m in diameter, sound will reach you wherever you are, but it will be less intense in the quiet zones.

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.

SOUND PLACEMENT

So you're bringing a sound system? Great, but wait – please take note of where your neighbours are and how your speakers are placed. They should ideally throw sound West, toward the San Clan, away from camping areas and especially the Quiet Zone. The same applies for mobile sound rigs: take the main body of campers into consideration, and if no-one's dancing, maybe move on to where people are. Please check with your friendly Ranger when setting up your sound that it is being done in the most optimal way.

Crazy sound levels that continue after sufficient requests and warnings will be disabled. If you use an amplified sound 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 wooden box helps tremendously.

Whatever you do, simply being considerate will always be appreciated. Just do it.

Decommodification: Corporate Logos, Rental Trucks and RV's

AfrikaBurn is a decommodified zone, where branding is not welcome. Corporate advertising is not permitted at AfrikaBurn. It is in no way (or will ever be) a vehicle in which to launch your career, business, website or whatever, ever. Got a van from work with logos? Cover it up. Got a rental trucks or RV? Cover or decorate the logos. The display or distribution of corporate banners, corporate logos, giveaway items, samples, and other such promotional paraphernalia is strictly prohibited. Branding, in a place where nothing is for sale, or to buy? Doesn't belong.

Safety

Personal safety

- Always carry water on you. Drink water regularly, especially if drinking alcohol.
- Bring **sunscreen** and **hat**, and use them both
- Bring dust **goggles** and a **bandanna** – **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 pop a light on it.
- There are snakes and scorpions in Tankwa - check your shoes before pulling them on.
- 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.
- **All camps** should have an all-purpose **fire extinguisher** and **first aid kit**

Expectations and Boundaries:

AfrikaBurn in its essence is a social experiment. Respect is fundamental to the working of our community. Recognise boundaries and then respect them. Make this event a safe place for all of us to play in.

Respect the personal boundaries of others:

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

Take responsibility for your own boundaries.

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

Feeling overwhelmed? Go to the Sanctuary near Off centre Camp at 6-sih and Binnekring for psycho social support.

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:
 - Diarrhoea, 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
- Stabilised 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 longbone, cervical and skeletal
- Asthmatic major
- Severe concussion
- Major laceration, burns and soft tissue injuries
- All unstable life-threatening emergencies

Fire

The focus of fire control in Tankwa Town is on avoidance. If something catches on fire, we will probably get people out of harms way and then just let it burn out.

- 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. All camps storing fuel and or have an open fire, **must have a fire extinguisher on hand and visible**.
- You may not make fires directly on the ground; however **braais and braziers** may be used
- 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 coordinator know.
- When burning structures keep a safety perimeter equal to twice the height of your sculpture or more. Mark out the perimeter with lights, nailed-down tape or other safe markers.
- **AGAIN: FIRE LANTERNS ARE PROHIBITED**. They are beautiful, but a spectacular fire hazard. The rangers will come and ask you to not light them.

Parenting at AfrikaBurn

It's a wonderful thing to have kids at AfrikaBurn, but you have to prepare them and be prepared yourself. If you want your child to get a good night's sleep you should think carefully about where you're going to camp. Pick a spot in the QUIET ZONE, with less traffic and less noise, bear in mind the sound systems at the far end of the event (towards the Clan) may well be loud and go on for some time. This is why you should choose the areas between 4-ish street and 7-ish street, which have naturally developed into what is turning into "Kidsville" at Tankwa Town.

Prepare Your Kids

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.

Consider your child's normal frame of reference: have they camped before, are they overly used to access to electronic stimulation? 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, playing in ash heaps or burn scars, where there might be hot coals under a surface of ash. A little bit of care can go a long way in a chaotic environment.

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 parents. Should you find your child, please notify Rangers/Site management office so that the search can be called off.

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.

- **REGISTER SMALL CHILDREN.** When you arrive at Tankwa Town, have found your camping spot and have an address, please come to Off-Centre Camp (At 6-ish and Binnekring Rd.) to register children. We will log who their parents/guardians are and where they are camping. Children will be issued with a wristband that will contain this information. This information will also be kept (confidential) at the Site management office for use by rangers and emergency services, should the need arise. This way Rangers and friendly burners can help when needed.
- **ORIENTATE YOUR KIDS** when you get to Tankwa Town - walk around with them and identify landmarks that will help them navigate and be safe
- **GET TO KNOW YOUR NEIGHBOURS.** The community is one of the great strengths of AfrikaBurn. These folks will help look out for your kids, your bikes, and everything else at your camp, while you do the same for them.
- **Organise** early morning activities for your kids as children may be up well before you and wandering about.
- Get your children to wear sturdy footwear and, shade giving hats, sun-cream and to carry water with them wherever they are.
- **DO NOT LEAVE YOUR CHILDREN AT THEME CAMPS.** You might be keen to have a wander and enjoy yourself, and so you should, but leaving children in the care of theme camps without their agreement is irresponsible and unfair to the Theme Camps.
- **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.

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.**

If you encounter a lost child, alert a Ranger immediately. **Always be respectful and aware of the presence of children in Tankwa Town and be considerate of their needs.**

Happy Biking at AfrikaBurn

Bicycles are a necessity in Tankwa Town; they make everything more accessible. Bear in mind that **BICYCLES 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, bikes go missing and turn up after everyone has left and are reunited with their owners. However some disappear and never come back. So **LOCK YOUR BIKE.** 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. 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:** 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.

Photographs And Photographing At Tankwa Town

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 people's right to express themselves.

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

We limit the number of film crews that are allowed to film at the event. Those filming at the event have undertaken to not interfere with your experience. Please alert the media

booth fairies (at the Arteria at Off Centre Camp) with a camera tag number if you feel that someone with a camera is not being respectful or creating a nuisance.

MEDIA, CAMERA AND DOCUMENTARY GUIDE

- 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 are 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 recognizable. Crowd shots are exempt, except when the artist, performer, and majority of participants request no cameras or filming.
- Members of the media have the responsibility to check in upon arrival at the event for orientation and camera tagging.
- If you are 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 organizers for archive within 90 days of the event. If your work requires post-production, you must provide a copy as soon as it is completed.
- The organisers do not allow stock agencies to film or record the event.

Event Organisers Rights and Responsibilities

Know this: 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.

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 responsibility

- 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. No commercial use whatsoever made be made of any such images.
- Those that cannot enjoy their rights without acting responsibly may be escorted out of the event.

Artists Rights and Responsibilities

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

Participant Rights and Responsibilities

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

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

The Department Of Mutant Vehicles

MUTANT VEHICLES CARRYING SOUND SYSTEMS:

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

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, commandeered or "borrow" official golf carts, or any 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 OR 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 you're barkin' desert mad 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. Pour yourself a beer. Take a deep breath. Be nice to 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...

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 passersby 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 Tankwa Town:

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

Road Rules

Point form:

- All the normal rules of **road safety** apply.
- We strongly recommend traveling in **convoy**.
- 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, which is the most treacherous part. We're not kidding – observe the many stripped tyres alongside the road. These are Stoffadils, and they didn't grow there.
- Note that cellphone coverage is patchy along the dirt road.

Saving your tyres:

It's a legend and a 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 side walls of your tyres have less exposure to sharp stones
- We know it's a big ask, but try not to overload your vehicle.
- Don't drive over 80 kms/h.
- If you are driving the R355 in midday heat, drive even slower. Heat + rubber = soft tyres.
- Don't cross over the stony "middle-mannetjie".
- Be super patient - the journey is a big part of the whole experience.
- We recommend that you take two spares with you as well as a tyre repair kit.

- A good tip is to keep your spare tyres accessible when packing. That means on top of all the stuff that you are bringing to the desert, not under.
- AfrikaBurn does not patrol the road, and is not able to provide assistance outside of the event.
- There will be a roving tyre-repair bakkie driving up and down the R355. It will be stationed at the Tankwa Padstal. If it hasn't passed by, send a message with passers by (if they haven't been able to help you) to alert them as to your whereabouts and needs.
- There will be also be a tyre repair station at the Tankwa Padstal - if you have a blowout before the Padstal, stop and have your spare repaired before continuing your journey.
- There will also be a tyre repair station at Stony (the house just before you get to the ticketing gate), where you can have your tyre repaired before you head into the event.
- Note that these are not AfrikaBurn services and all transactions are between you and the service provider on a cash basis.

DIRECTIONS

From Cape Town:

- SOUTH32.326841: EAST19.748139
- From Cape Town? Ahoy and aweh!
- 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 40kms and ends in a T-junction. At the T-junction turn RIGHT onto the tyre-munching R355 towards Calvinia and Sutherland. Approximately 100m on, you'll hit the dirt. **SLOW DOWN.**
- You brought a spare wheel, right? Good. Oh, you brought two? Even better!
- This stretch of road – which is 113km long – is dangerous. Like psycho pitbull with a bad mood 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 pass a settlement called Tweefontein and a small white bridge crossing the Tankwa River bed. At this point, you're about 2kms from the turn off to the venue. You'll also see a tall tower on your left hand side.
- Stay on the R355, it's not long now. See that T-junction up ahead with the signs on your right? That's it – turn right into Stonehenge Farm
- It's a rough road, so take it easy, you're nearly there. As you go through the gate there are some small cottages on your right at a settlement called Lekkerlag.
- You'll come to Check Point Charming first, here they will check (charmingly) that everyone has tickets
- Next you'll come to the Gate to Tankwa Town. Here you will be checked in, 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, my chana!
- SOUTH32.326841: EAST19.748139
- Take the N1 South to Bloemfontein/Cape Town.
- Stay on the N1 through Colesburg, Hanover and Richmond.
- From Richmond travel 64 kms on the N1 and turn right onto the R63 to Victoria West.
- Travel on the R63 through Victoria West and follow the road and signs to Calvinia.
- Drive through Calvinia and about 2 km outside of town you'll see a sign 'Ceres R355'. Turn left here onto the gravel road to Ceres.
- Do NOT drive faster than 70km per hour under any circumstances, or in any vehicle, at any time along this gravel road!

- Take note: This is the last time you will have phone signal until you get back to this spot - this includes at the event. Calvinia is the last place where you can get supplies (water, gas, petrol, etc), so if you need them, get them. There are no shops after Calvinia.
- Travel carefully along the R355 for proximately 100 kms.
- Do not turn off to the Tankwa Karoo National Park.
- Watch up ahead for a T-junction – here you'll see the AfrikaBurn event sign and a Stonehenge/ Lekkerlag farm sign. Turn left here boet! You're almost there.
- Drive about 5 km SLOWLY along this very small farm road.
- Holy crap, you're close now.
- You'll come up to Checkpoint Charming
- Further along you'll come the Ticketing Will Call Centre.
- Move along to the Greeting Station. Take a deep breath.
- Virgin?

Welcome!

Via Bloemfontein:

SOUTH32.326841: EAST19.748139

Van Bloem, chomma? Mooi so! From Johannesburg take the N12 south 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 under Johannesburg.

From Durban

From Durban? Hundreds!

SOUTH32.326841: EAST19.748139

Take the N3 out of town, and head to Harrismith. Here, take the N5 via Bethlehem to Winberg to Bloemfontein, where you'll join the N1 and thereafter follow the directions listed for Bloem. Hello, and welcome to Oz, where you're far from your pozzi but will feel right at home.

Flying in? Lucky you!

PLEASE NOTE: You may not fly into AfrikaBurn without first making contact. There are some important and very specific instructions for using this particular airstrip.

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

Oh, and by the way - if flying in, you still need a ticket to AfrikaBurn. Don't get in the plane without one.

THE LEGAL STUFF

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

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

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

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

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

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

HAVE A FANTASTIC TIME!