



VDF 2.0 After Burn Report 2021

Introduction

Playa del Fuego (PDF) is a long running Burning Man regional, typically held every Memorial Day weekend, put on by FirePony Creative Society, a Maryland 501(c)(3) non-profit. In the past few years, PDF has been on property in Tamaqua, Pennsylvania.

On February 18, 2021, the FirePony Board of Directors communicated the decision to cancel Playa del Fuego for a second year in a row, due to the Covid-19 pandemic.

In 2020, just 9 weeks prior to the 2020 PDF event, the FirePony Creative Society cancelled the event and put into motion a challenging plan to conduct that year's event virtually, under a Virtual del Fuego (VDF) brand. Ambitious timelines were set and met, and VDF 1.0 was launched on time to the enjoyment and delight of its participants. It was one of the first such virtual events among Burningman Organization's vast network of regional burns. VDF has been sanctioned as an "official" Burningman Regional Event.

In 2021, faced with the disappointment of cancelling its physical PDF burn as second year, FirePony set out to host VDF 2.0, using improved technologies and leveraging all that had been learned from its inaugural event. The result was the creation and launch of a technically enabled and enthusiastically supported virtual event that fostered radical self-expression, immediacy, gifting, and communal effort among its participants.

VDF 2.0 had many of the familiar trappings found in its parallel physical events, including the help of Rangers, the comfort of Sanctuary, the guidance of Playa Information, the welcoming of Greeters (automated), performance and virtual artwork funded by an art grant program, and communities of Theme Camps. VDF succeeded in harnessing technology to provide a virtual playa to platform these activities. This was entirely due to the dedicated volunteer efforts of the community.

VDF is aligned with the mission of PDF: *to build an interactive, experiential, sustainable environment that encourages a culture of play, artistic creativity and freedom of expression.*

Overview and Summary

By and large, we consider VDF to have been a successful endeavor. The metrics revealing registration, attendance, time on the VDF site, and events are presented later in this report.

Disappointingly, participation was substantially down from VDF 1.0, we believe due to a number of causes, including perhaps a general sense of fatigue by would be participants in having to experience their world through a screen. Also, the world was starting to open up for in-person gatherings, which also drew people away from VDF. Those who attended and participated in the three-day event, found it to be rewarding -- an array of virtual experiences, generously offered, beautifully performed, and highly engaging.

As in its inaugural year, VDF 2.0 implemented the 10 Principles. We balanced our **civic responsibility** to keep minors from seeing **self-expressed** adult content with the use of the 18+ rooms. We **de-commodified** and used **communal effort**, by using open-source programming to **gift** the technologies developed to other Burningman communities for reuse. Everyone was welcome to **participate** in VDF, and the new platform was able to **include** those that are differently-abled and may not be able to take the physical rigors of PdF or Burning Man. **Self-Reliance** changed from eating and shelter to mastering tech. People **participated**, and the inclusion of **Immediacy** Rooms gave the event spontaneity, which gave the event a true burn feel. And when it was over, we took down the website and **Left No Trace**.

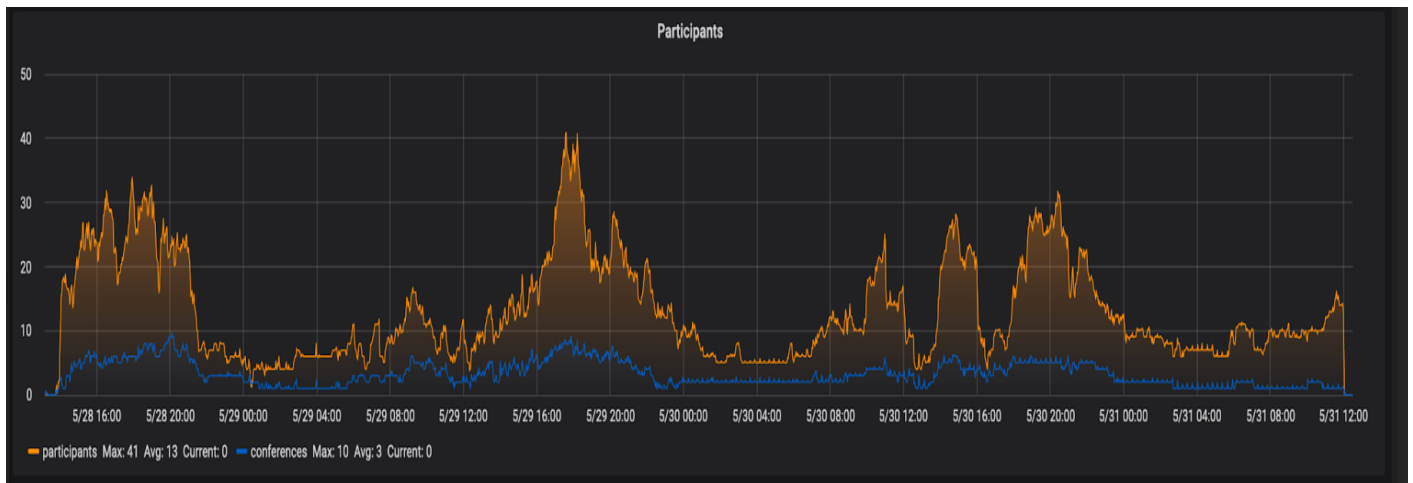
Details about VDF are captured in the report below. If there are additional questions on VDF, they can be addressed to BOD@FirePony.Org

Data & Numbers

NOTE: All times given in this document are Eastern Daylight Time, unless otherwise indicated.



Event date Friday May 28th, 6 pm - Monday May 31th Noon
Admission: Free



Some official counts

- 100 registered on the platform
- 75 of those set an avatar
- 72 Earned a mustache by completing the Virtual Greeter welcome
- 84 rooms created
- 13 Theme camps registered with presence

- 47 Scheduled events
- 76 Pieces of Artwork in Artery

Peak participation was Saturday at 8:30 EST with 41 active on the platform
Pony Burn was the most popular event, 38 in attendance

Musing of the Mayor

There is a tradition of a board member holding the position of Mayor for PDF, and now for VDF. For VDF 2.0, the Mayor was David. Here are some of his thoughts:

The days of VDF 2.0 provided a wonderful opportunity for participants to engage in a collaborative and shared experience.

Contributions to the event, in the forms of artistic expression, event participant support, and technical design and implementation, demonstrated a vibrancy at the core of this Burningman event and reflected the generosity of all who gifted their time and talents to make it happen.

VDF is appreciative for all of the contributions made, but for few more so than the participation of the Black Rock VEST team that stepped in to recruit, train, and staff the support services team. Without the VEST team, VDF 2.0 may not have happened.

Event

Finances

During the creation of VDF 1.0, a grant request was submitted to TechSoup.Org. which is a clearinghouse for technology grants to nonprofits. The cost to apply for the AWS grant was \$175. We were approved and received \$2000 in AWS credits.

The credit from AWS has been sufficient to fund both VDF 1.0 and 2.0 events. Incremental direct costs of hosting the VDF 2.0 event were trivial.

Art Grants

VDF 2.0 implemented an art grant program. **Grants totaling \$3,906 were disbursed** to 10 artists / art teams for the development of 13 art projects. Below is a listing of the art grants

awarded, the grant recipients, and the amount of grant awarded. The project entitled “The Heart” was VDF’s unofficial effigy burn.

VDF enabled event participants the ability to make online donations to VDF art through the VDF site. Donations of \$150 to the art grant program were received.

Name of Project	Artist(s)	Amount Granted
Beauty's Boutique	Ranger Beauty	\$50
Creching It	Geckospot & Rozebud	\$60
Infinity and Beyond Bar	BEYOND Art Collective	\$200
Internet Controlled Pinball Machine	Vincent Scellini	\$343
Peep Show	suzQ!	\$50
Plasma Flame Headdress	Scho	\$257
PUNGER Games	Lauretta Prevost and Stephanie Avery	\$950
The Cloud Board	Red Hot	\$791
The Heart	Sheck and Yash	\$750
Pony X Utopia Monster Eco-Angst Virgil del Fuego	Flightless	\$455
	Total	\$3,906

Tools Used

We used a combination of online tools in the planning and coordination of this event.

- We rely heavily on **Google Drive** for documentation.
- We actively use **Slack** for more real time coordination and chatter.
- **Email** was used for some communication.
- Planning Meetings were held primarily in **Zoom**, although also in **Jitsi** upon occasion.

We used **MailChimp** to communicate to the community through our newsletter “The Burning Pony Express”. We also posted info on our **Facebook** pages/groups, and posted info on our **PlayaDelFuego.Org website**.

On the tech side, the VDF site was primarily based around **Jitsi**, an open source video conferencing system. This was combined with **Django** and a custom authentication backend called **MatchBox** to create a service we called “pyromania” that managed users and rooms. The project was developed and coordinated via **Github** and hosted on **Amazon Web Services**.

Greeters were automated on the VDF site. Participants were greeted using three videos hosted on **YouTube** that we spawned from VDF.

Sanctuary volunteers used **SignUp Genius**.

The Moderangers handled sign ups via **email**.

Event submittals were through a Google form, as were the after burn department report collections. Theme camp submissions were via Jot Forms.

You may note that we use different tools for the same function at times. PDF has long had a tradition of letting the leads choose what works best for their department. We recognize that there are pluses and minuses to this approach. It works for us, your mileage may vary.

Design requests / suggestions from VDF 1.0 addressed in VDF 2.0

In the course of the VDF 1.0 event, and in follow up debriefs, we collected a list of “wouldn’t it be nice if” enhancement requests to the VDF platform. These are all items that were not part of the minimum viable product, but are captured for “better next time” experience. VDF 2.0 gave us an opportunity to address a number of those niceties, as shown in the table below.

Experience Improving Recommendation	Addressed?	How Addressed
Needed some kind of badging or identification for Board Members, other event staff.	Yes Directly	Badges were developed and assigned to individuals to designate Board Membership, Support Team Affiliations, and whether the participant had been officially “Greeted” through the online greeting process.
Find a way to hide/minimize empty rooms. Empty Rooms took up a lot of space. On smaller devices such as a smart phone it might be challenging.	Yes Directly	Less active rooms were automatically moved down in the list of events in the Events Calendar. After extended inactivity, empty rooms were closed.
Find a way to have an inviting late night hub room. Suggestion -Use of a “burn barrel” room could be more inviting for participants especially at night.	Yes Indirectly	Less active rooms were demoted or closed. Especially during off-hours, it was easier to discern which rooms were active,

		welcoming, and attracting participants.
Improve room count accuracy. Leave room button and pick another room button - throws the room count off.	No	Issues on active counts for participants persisted into VDF 2.0.
Request a panel that would show who is in each room and room overall.	Yes Directly	Implemented as described, including the ability to locate any person in the site at any given time.
Turn off somewhat annoying message that would come up whenever anyone entered	Yes Directly	Implemented as described.
No ability to delete rooms, like after a pop-up event ended	Yes Directly	Less active rooms were automatically moved down in the list of events in the Events Calendar. After extended inactivity, empty rooms were closed.
Sanctuary was hosted on zoom, so room count did not show.	Yes Directly	Sanctuary move to within the VDF 2.0 site (although room counts persisted as an issue)
On a Tablet - icon to show that it was an 18+ room was not present.	Yes Directly	Corrected as described.
Request: "Ask a Ranger" in addition to "Call a Moderanger" buttons.	Yes Directly	Ability to reach Rangers and other Support Services was enhanced, including the placement of a call button on each page of the site.
A Moderanger "burn barrel" room as the public "front porch" where Rangers could be hanging out and would allow Moderangers and participants to shoot the shit and casually ask for help if they needed it. And the private room for Moderanger operational tasks.	Yes Directly	Rangers were able to gather on the Jitsi platform in a "hidden" room called Ranger HQ for shift change and debriefs. The Ranger Shift Lead "Khaki" generally hung out in this room so that Volunteers on shift could conveniently find Khaki for a face-to-face Reorganized VDF 2.0 Events significantly heightened the presence of the Main Stage, which

		served the purpose of providing a communal “porch” while being one click away from a Ranger “private room”.
Tools that might aid in Moderanging - peek into a room function. A “short drive by” feature to get a sense of what is going on to see if you wanted to participate or not.	Yes Indirectly	Events page restructured to provide easy access and entry for either a “drive by” or an extended visit.
As a virtual event, time zones/time differences are important. A standard posted “time” or “clock” would have helped	Yes Directly	Implemented as described, allowing participant to configure schedule of events to be presented in a selected time zone
Request “tools” to help the community. In particular, a tool Turn their video off, which would especially helped with the burn lag issue.	Yes Directly	Enabled participation without video, as described.
Maybe an ask for consent option to come into the room.	Yes Directly and Indirectly	Consent capture and filtering of content accordingly was added throughout the VDF 2.0 site, starting with registration. At the room / event level, access to 18+ material was removed for minors. Room / event hosts had the ability to configure whether adult content was to be included in the event.
For moderators kicking a person out a room - tiered response option such as a “time out” for 5mins and incrementally longer.	Yes Indirectly	Focus generally placed on using removal of access for the protection of other participants, where deemed appropriate. Added the ability of any participant to put other (or all) participants on mute setting until they re-enabled audio.
Creation of private rooms so that they are hidden.	Yes Directly	Implemented as described.

Event Setup

The event had different types of rooms

- Greeter room
- Main Stage
- Backstage (18+)

- Theme Camp rooms hosted by theme camps
- Immediacy rooms
- Artery Gallery
- Infrastructure rooms staffed by VDF department volunteers for essential support teams, including
 - Rangers
 - Serenity
 - First Aid
 - Playa Info
- Event scheduling, using What, Where, When calendar
- Event Rooms for scheduled events

Events

We had 47 scheduled events during the event.

Friday May 28

11:00:00 PM	Beauty's Boutique
11:00:00 PM	Talk to God Virtual

Saturday May 29

12:00:00 AM	Furry Happy Hour
12:00:00 AM	Philosophy Booth
1:00:00 AM	Night time fun
2:00:00 AM	Burner Scavenger Hunt
2:00:00 AM	PlayaTel BBS
2:00:00 AM	Utopia Monster: Evening Rounds at the Biohazard Containment Facility
1:00:00 PM	Burner Cup Coffee Hour
2:00:00 PM	Eco-Angst: Morning Rounds at the Biohazard Containment Facility
3:00:00 PM	Frenemies of Bill W.
3:30:00 PM	The Cloud Board Debut
4:00:00 PM	Fuck a Duck Book Club

6:25:00 PM	Sexy recycling show
7:00:00 PM	At-Home Film Development
7:30:00 PM	Turtles On The Half Shell
8:21:00 PM	The Feast of the Emergence!
9:00:00 PM	Videogasm Pickleback Happy Hour
11:00:00 PM	Playtesting #89
11:00:00 PM	PUN Happy Hour SATURDAY
11:30:00 PM	Creching It burny burn burn

Sunday May 30

12:00:00 AM	PONY X and the Magicicada PhoeniX
12:30:00 AM	Watch Us Eat Cake
1:00:00 AM	Burn Night! All the ponies burn!
1:00:00 AM	Stuff happening
1:00:00 AM	Videogasm Reunion and Effigy Burn
2:00:00 AM	Play REAL pinball!
2:00:00 AM	Saturday Night Rounds at the Biohazard Containment Facility
3:11:00 AM	Pony Butn a little late
4:15:00 AM	Fun after midnight
5:00:00 AM	Dance Party
2:00:00 PM	(U.M.) Morning Tour Canceled
2:00:00 PM	coffee with smiles
5:00:00 PM	FirePony Creative Society Board of Directors Meet n Greet
6:00:00 PM	Death Cafe with Jhada
9:00:00 PM	Another Wasted Hour Trivia
9:00:00 PM	Eric Plays Songs

9:00:00 PM	Videogasm Pickleback Happy Hour Pt. Duex
11:00:00 PM	PUNGER GAMES

Monday May 31

12:00:00 AM	Come Play Some Pinball!
12:00:00 AM	Play a REAL pinball machine!
12:40:00 AM	Sound Bath
1:00:00 AM	Temple Burn Extravaganza!
1:00:00 AM	Videogasm Requests Unlimited!
2:00:00 AM	DJ mTp Presents: HIGH Humidity
3:59:00 AM	Art at Midnight Sunday
5:00:00 PM	The Last Ride

Policies and Procedures

In the course of planning the event, we identified the need for a few new policies and procedures, including the updating of our policies from VDF 1.0. See Appendices to this report for updated Policies in full text.

As this was going to be different from an in person event, we created an *Online Code of Conduct*. When signing up for a VDF login, participants had to agree to the code of conduct. The code of conduct is appended to this document.

We created a *Privacy Policy* around our use of participant information that was collected at login. The privacy policy is also appended to this document.

We created a fire safety recommendations document since we were asking participants to create a piece of burnable art.

Policies and the VDF 2.0 site changes were made to comply with the Children's Online Privacy Protection Act (COPPA).

Recognized Challenges and Shortcomings

Virtual is of course not real physical space, and as such you can't completely translate a live burn to virtual space. There are some things that will always be hard virtually. These include people who spend their days on video calls and have no desire to do more of that as a weekend event. Also, when video rooms get more than a handful of people talking, it can get chaotic and hard to prevent people from talking over one another. There is a blowback effect that after a good few hours with friends on a video call, people burn out, more acutely miss real life interaction and aren't recharged as they would be in meatspace.

And finally, we could have marketed this event much more heavily. In hindsight, we could have done more. We could have reached out to other burns more intentionally, the planners could have leveraged personal contacts to create even more events and activities. We could have leveraged its Facebook Event, and other social media to deliver a compelling unique selling proposition to encourage and attract participation. VDF could have been much bigger, more geographically diverse, more demographically diverse.

Appendix I - After Burn Reports

Event Producer

Department	All of VDF
Submitted By	Diana - Smiles (smiles@firepony.org), Event Producer

The Good	<ul style="list-style-type: none"> ● the website ● the art ● Dave Wilkes ● the Black Rock VEST team ● the web dev team built a beautiful website that functioned well and had no major hiccoughs ● thanks to the generosity of FirePony Creative Society, VDF was able to offer art grants for a free event and had a dozen or so grantees ● the dev team was able to build an Artery into the website where people could upload images and gifs of their art ● increasing the amount at art at VDF was one of my main improvement goals for this burn and the art was outstanding! ● another good thing was bringing in our newest board member Dave Wilkes to run the dev team, taking that burden off me so I could focus on other topics. It also gave DW exposure to how events are produced and was a great move all around ● the Black Rock VEST team (known as Support Services for VDF) was amazing to work with, were well-prepared, and saved our event from not happening due to lack of local leadership / volunteers ● the Black Rock VEST team was able to step in to recruit, train, and staff the support services team. Without the VEST team, VDF 2.0 probably wouldn't have happened
The Bad	<ul style="list-style-type: none"> ● the bad that was out of anyone's control was the art grant coordinator stepping down mid-grant cycle for reasons having to nothing to do with VDF and no fault of their own but unfortunately it put a strain of time and energy on the rest of the team leading up to the event ● also the low number of actual participants during the event, likely due to "zoom fatigue" and life opening back up; however those that chose to participate did so with gusto and enthusiasm!
The Ugly	<ul style="list-style-type: none"> ● lack of local Ranger leadership
What would you do differently next time, if there is a next time?	<ul style="list-style-type: none"> ● while comms were vastly improved over last year, there were opportunities for more targeted communications and engagement with other burns ● also vastly improved over last year was how early the website was available to the public, but having it up and ready to go even earlier would be a goal for next time
Any additional comments?	<ul style="list-style-type: none"> ● What a wonderful team! ● Partnerships with VEST and FirePony were fruitful! ● I've got a plateful of gratitude and I'm chowing down!

BONUS QUESTION: If a different regional wanted to host a virtual burn, what words of wisdom do you have to offer?

- start planning early!
- also, engage the VEST team to train your rangers how to ranger in a virtual space

Support Services

What department is this report for:

Support Services Team (VDF 2.0 Rangers, Sanctuary and vPlaya Info)

What role did you fulfill for your department?

Tranquilitea and Komack served as Rangers Co-Leads on behalf of the VDF 2.0 Support Services Team which included: Rangers, Sanctuary and vPlaya Info Volunteers

Contact info: tranquilitea@burningman.org and komack@burningman.org

Main Contributors:

Tranquilitea - (Rangers Co-Lead, pre-event planning, on-call throughout the event, Rangers VC)

Komack - (Rangers Co-Lead, pre-event planning, on-call throughout the event)

Serenity - (Sanctuary Lead, pre-event planning, on-call throughout the event)

SmokinBob - (vPlaya Info Co-Lead, pre-event planning, Volunteer Coordinator)

Geo - (vPlaya Info Co-Lead, pre-event planning)

Zen Panda - (Sanctuary Training Co-Lead)

Feedback was requested from all volunteers and Komack and Tranquilitea held two options for optional VDF 2.0 Volunteer Debriefs meeting via Zoom.

- Thursday, June 3, Noon EDT: Komack, Tranquilitea, Major One Day, Beauty, Cherub, Geo, Boosta
- Friday, June 4, 8:00pm EDT: Phylla, CanadaGirl2k, Dr. Chris, Checkmate, Komack, Tranquilitea, Miss Piggy
- Attended a Debrief (unclear which date): Buf, Geo, SmokinBob, Boosta, Mr.Kilt, Dr Honeydew, Not Sorry
- Emailed contributions received from: Cuddle Puddle, Fenriss, Ani, Martin Jay, Dr. Chris

This report was compiled & submitted by: Tranquillitea (tranquillitea@burningman.org) on June 22, 2021

What was the name of this event and the event purpose:

VDF 2.0 (<https://virtual.playadelfuego.org/>) was an Official Regional Burn hosted on Jitsi (<https://jitsi.org/>) from Friday, May 28, 2021, 6:00pm (EDT) - Monday, May 31, 2021, 3:00pm (EDT)

Playa del Fuego <https://playadelfuego.org/> is a mid-Atlantic Official Regional Burn. It was decided for the second year in a row to cancel the in-person event and go virtual.

VDF is a temporary experiment in creating interactive communal spaces in virtual places and inspired by the Burning Man Principle of Communal Effort, which reads “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”.

Logging in and participating means you are willing to take on the values expressed in the 10 Principles of Burning Man and will abide by the Code of Conduct we present. Consent is taken very seriously at VDR and is considered the 11th Principle.

As VDF strives to translate the Burning Man regional culture to an online place, we ask that you conduct yourself freely, inclusively, and with a deep respect for the experiences we share together, just as you would at a physical burn. We invite your most authentic and expressive selves, but also insist that you honor and respect that same freedom of expression in others.

We recognize the substantial effort that Burners go through to make our strange, beautiful world, and the work the community puts forth to make our shared experiences amazing! VDF is an effort to capture that spirit through this portal, and need your sincere intentions and actions to make that real.

Now, let's BURN!!!

Tickets: The event was completely free for participants.

Who were the Event Organizers:

1. Art Grants, Sheck
2. Comms, Flightless
3. Comms / Board, Smiles

4. Comms / Theme Camps, Jen Finkle
5. Playa Info, Smokin Bob
6. Playa Info, Geo
7. Rangers, Komack
8. Rangers, Tranquillitea
9. Sanctuary, Serenity
10. Web Team, Kailah
11. Web Team, Alex
12. Web Team, Keith
13. Web Team, Rechner
14. Web Team / Board, Caitlin
15. Web Team, Cooper
16. Web Team / Board, m4
17. Web Team, General Planning & After Burn Report / Board, David Wilkes
18. Board, Ursula Sadiq

Event Stats:

The event was 69 hours

100 Registered Participants on the Platform

84 Rooms created

Peak participation timeframe: Saturday at 8:30 EDT

Pony Burn was most popular event, 38 attendees

Support Services Team Summary:

36 volunteers attended at least one 1.5hour training or orientation for their specific team and volunteered for one or more shifts. Most volunteers attended multiple trainings and orientations.

102 shifts covered x 3hr = **306 volunteer hours during the event.**

13 pre-event planning meetings x 1-1.5 hours = 13-19.5 hours pre-event for planning meetings with organizers

1 x 1hr pre-event kick-off meeting for volunteers = 1 hr

1 x 1hr post-event debrief meeting =1 hour

Plus various hours for internal team planning.

2 x 2hr Platform Orientation = 4 hours

4 x 1.5hr Sanctuary Trainings hosted = 6 hours

4 x 1hr vPlaya Info Trainings hosted = 4 hours

3 x 1.5hr Rangers Orientation hosted = 4.5 hours

3 x 1hr Rangers Shift Leads Orientation = 3 hours

2 x 1hr Volunteer Debrief meeting hosted = 2 hours

Multiple hours to complete this report.

Volunteers converged from:

London UK, Germany, South Africa, Canada, West Coast USA, Mountain Time Zones, USA and East Coast USA

Volunteer Staffing

It is challenging to understand staffing for a virtual event, you may have 1,000 or 5 participants.

- Recommend looking at the outgoing comms for a baseline (How big is the in-person event? How big is the reach, how big is the presence on FB, how much interest does there seem to be?)
- Recommend possibly adding a free registration or ticketing system so you have an approximate number.
- We had great staffing, especially for lower attendance, however if 1,000 participants did manifest, for this year's VDF 2.0 we could have used an additional 4 Shift Leads along with an additional 15 volunteers for vPlaya Info.
- We started with 51 volunteer applicants, 36 applicants attended training and actually worked at least one shift.

Rangers Co-leads & Trainers

2 -

- Komack and Tranquillitea

Sanctuary Lead and Sanctuary Training Co-Leads

2-

- Serenity, Sanctuary Lead
- Serenity & Zen Panda, Sanctuary Training Co-Leads

vPlaya Info Co-Leads & Trainers

2-

- SmokinBob
- Geo

Shift Leads

8 -

1. Khaki: Cherub
2. Khaki: Dr.Honeydew
3. Khaki: Factotum

4. Khaki: Galago
5. Khaki: Ignus
6. Khaki: Komack
7. Khaki: Phylla
8. Khaki: Tranquillitea

Support Service Volunteers (everyone)

36-

1. vPlaya Info: Buf
2. vPlaya Info: CanadaGirl2k
3. vPlaya Info: Diesel Weasel
4. vPlaya Info: Elecktra
5. vPlaya Info: Emily
6. vPlaya Info: Geo
7. vPlaya Info: Major One Day (Daniel)
8. vPlaya Info: Mr. Kilt
9. vPlaya Info: Smokin Bob
10. Khaki: Cherub
11. Khaki: Dr.Honeydew
12. Khaki: Factotum
13. Khaki: Galago
14. Khaki: Ignus
15. Khaki: Komack
16. Khaki: Phylla
17. Khaki: Tranquillitea
18. Ranger: Beauty
19. Ranger: Boosta
20. Ranger: Checkmate
21. Ranger: Cintropy
22. Ranger: Cloudberry
23. Ranger: Freedom Bisoux
24. Ranger: martin jay
25. Ranger: Miss Piggy
26. Ranger: NotSorry
27. Ranger: Papa Smurf
28. Ranger: Pax
29. Ranger: Shot Glass
30. Ranger: Sintine
31. Sanctuary: Cuddle Puddle

32. Sanctuary/Green Dot: Ani
33. Sanctuary/Green Dot: Dr chris
34. Sanctuary/Green Dot: Fenriss
35. Sanctuary/Green Dot: Serenity
36. Sanctuary/Green Dot: Teal

Eligibility & Prerequisites

- No pre-req for Playa Info.
- No pre-req for Sanctuary Volunteers.
- Rangers must either be an active BRR in good standing or a Regional Ranger in good standing with at least 2 years of experience.
 - All volunteers who signed up for Rangering were vetted by the Regional Ranger Network Committee.
 - One volunteer was not qualified and asked to volunteer with Sanctuary or Playa Info

Volunteer Training and Orientation

- It was mandatory for all volunteers to attend at least one orientation/training for their assigned team. Many volunteers attended multiple orientations or trainings.
- VDF 2.0 Web Team M4 and Rechner hosted two Platform Orientations which were well attended and very productive.
- Four x 1.5hr Sanctuary Trainings held.
- Four x 1hr Playa Info Trainings held.
- Three x 1.5hr Ranger Trainings held.
- Three x 1hr Rangers Shift Leads Orientation held.

Comms

- Discord was used as our internal “radio” as well as for shift sign-in and sign-off for all Support Services Team members + a few Board members.
- Slack was used for internal communications between the VDF Planning Committee + some Rangers who remained there residual from last year
- In the end, we decided not to use WhatsApp as attendance was lower than expected, the rate of incidents was low and Slack and Discord communications worked fine.

Shift Log Reports

We asked that volunteers complete a Shift Logs each time they completed a shift. 87 Shift Logs were submitted. We have incorporated any comments received from them into this report.

Incidents

- We had a few minor concerns with two participants who started to become belligerent, however this event was incident free.

Other Process involved:

- The Support Services Team reviewed the [Code of Conduct](#) and every volunteer read this prior to going on their first shift.
- Tranquilitea recommended early on that the PDF Board and Event Organizers review:
 - Website link:
 - Terms of Service/Use/ Terms & Conditions link:
 - GDPR link: (data protection & privacy)
 - Disclaimer link:
 - Privacy Policy link:
 - Cookies Policy link:
 - Code of Conduct/Community Standards (including consent and adult content) link:
 - Existent Community Manager Protocols
- It was discussed at the Board level whether to circulate any guidelines about General Fire Safety at Regionals documents or Fire Safety documents drafted as independent SME
- PDF Officialized the event via BMP
- Volunteer Training and Orientations
- Communications
- Shift Logs
- Incident Logs
- Platform Orientation hosted by the Web Team was really helpful and we developed this document: [System Support for R U OK Corral](#)

Who is the Support Services Team?

- The VDF 2.0 Support Services Team was made up of Rangers, Sanctuary and vPlaya Info Volunteers to provide a variety of direct assistance and support to VDF 2.0 Participants.
- VEST (Virtual Event Support Team) collaborated with the VDF 2.0 Planning Committee to support volunteer efforts (leading, training and recruitment for this event).

RU OK Corral

- This year we set up a participant facing “booth” or front desk to establish a friendly space for Participants to drop in and ask questions and ask for support without being interrupted by shift change or a bunch of Rangers/ Volunteer staff hanging out in that room.

Ranger HQ

- Rangers were able to gather on the Jitsi platform in a “hidden” room called Ranger HQ for shift change and debriefs.
- The Ranger Shift Lead “Khaki” generally hung out in this room so that Volunteers on shift could conveniently find Khaki for a face-to-face.

Incidents

- Incident Reports were generated by either:
 - The “Call Support Services” button in any room or the main website header.
 - This triggered report which was routed to a designated Ranger Operations Channel within Slack as well as Discord with the following information:
 - Pyromania-Bot APP 5:41 PM (Timestamp)
 - XX just submitted a report about the XX Room.
 - View Report Link
 - Message: I need an adult!/ Full message text here.
 - Priority: Normal/High
 - Ranger directly reporting an incident and initiating an Incident Report.

Escalation Path

- Was much clearer and defined between Shift Leads and VDF Board Members on call who served as the Community Managers.
- Issue > Khaki > Incident Report > Slack Community Manager on Duty if necessary > Text/Call or WhatsApp CM

Comments on How to Ranger in a Virtual Environment

How to Ranger - how does that play out in a room that you enter?

As we learned last year, there are limitations in the virtual space which are: there is no opportunity to be at the “edge” of what is happening, no transition space. Rangers (as well as Participants) are forced to integrate into the room immediately, you can’t just “hang back”. As we are all more comfortable with Zoom and online events in general the general feeling from both sides is much more relaxed and casual.

How necessary was it that we had Rangers at the event? Were we useful?

Participation was much lower as was the rate of incidents this year and some volunteers felt that they were not necessarily needed or well utilized. However, general feedback among

participants and VDF 2.0 Staff was that having Rangers, Sanctuary and vPlaya Info Volunteers in costume and on duty added to the feel of an in-person regional event.

Volunteer Feedback:

- It was a wonderful experience.
- Thank you for including us, we really enjoyed being a part of this effort.
- Thanks for the opportunity to do that. Learned a few things and had some fun.
- All in all I would have to say that Rangers weren't really needed, but I say that about a lot of situations and still participate.
- I had A BLAST! I worked a double shift.
- We didn't have any participants in RU OK Corral or Sanctuary on my shift, however it was a great opportunity to chat with Rangers Ignus, Beauty and Dr Honeydew as well as vPI Co-Lead, SmokinBob. A few other familiar faces popped into the RU OK Corral to spice things up. We talked about our experiences with different burns & the idiosyncratic things in our home town.
- I really enjoyed volunteering on a virtual platform: fun, safe, and we get to know each other...
- Had a blast. It was nice being around others, the virtual trainings were good and I got a lot of Ranger love during my recovery from surgery. It gave me something to do. It was a welcomed outlet.
- Day of went smoothly.
- Really enjoyed myself, in spite of the low participant turnout.
- Building the community and strengthening is as valuable.
- Being in service as VEST is valuable to the Community.
- Happy that there were three of us in the European Time Zone, I was able to spend more time with AfrikaBurn Rangers, building that capacity of VEST.
- I was not expecting to be able to spend time with other Rangers (but I did).
- Lack of participants. This was the first time people got to go outside. Perhaps if the event was held on a non-travel weekend we might have seen more participation.
- This year I got to Ranger, get out of camp and participate in the Burn. Trivia was especially fun.
- We had so many volunteers.
- I had time to hang out with Miss Piggy, and connecting with volunteers was really rewarding. I don't usually have time to sit and decompress with others. I thought we did a really good job. Love to do more.
- It was good to retrain muscle memory (of volunteering with a team). Being back into training and working with others internationally was great!

- Having only 275 participants was such a low number for the effort we put into it this year.
- Those that participated were grateful for the experience. I was happy to gift my time to this, this past weekend.
- Had a good time, the platform was easy to use. Did not have a lot of participants like last year, but I did not feel that this was a reflection of the event. It felt like more of a reunion.
- Working with Rangers was good.
- I did two playa info shifts and got to know the people I was working with, during the two shifts, but there was not a single participant that came into the RU OK Corral. I did have fun, but my previous experience with volunteering during The Multiverse things were a lot more active. Liveliness was missing.
- It was a somewhat more interesting way to spend the weekend than I otherwise would have had.
- I am super new to BM/ BM culture and new to tech. Had huge amounts of trouble getting into The Multiverse last year. I still felt technically challenged, however I did feel like I had a lot of support to learn. Jitsi was a good platform, rooms were clearly marked, I didn't get to attend a lot of the events and I did not pick the busy times due to my lack of confidence with technology. Was a trial and didn't want to mess it up for anyone else.
- Maybe 2 participants came into the RU OK Corral.
- Buf, Geo, Eleckra were present and it was good to talk with other volunteers and get a feel for interactions. It was slow, however, I would still give it an 8 out 10.
- I was disappointed about the turn out. Hoping for more. False representation - this experiment of doing virtual or not. I had a hard time getting volunteers. First three day weekend - did not want to stay at home and be online.
- One interface worked.
- Depending on the time of day, RU OK Corral was the main gathering point. Smiles hosted coffee with smiles in Camp Tasty which was great.
- For what it was - it was a good experience just being there.
- I had fun talking with everyone which was mostly with other volunteers, however it was a great chance to meet more people.

More Specific Feedback about the Event:

- The trivia at midnight was hilarious.
- The low attendance is likely due to the relaxed Covid restrictions and perhaps internet fatigue. But those who took the time to set up events and the website are phenomenal.
- I love the easy PDF website navigation. I can do everything on my phone!
- You and your team are simply angels for giving us a space to reconnect.

- Technology - felt supported.
- Lack of participants was discouraging and created an unnecessary workload compared to what we saw last year.
- For the most part it wasn't as enjoyable due to lack of participants.
- I would not go out of my way to do it again without more community involvement.
- From an operational aspect it went well, however for the amount of energy I put into it, I did not see a return.
- I had a good time, but was disappointed that more people didn't show up. Didn't get to test more of our operations due to the lack of participation and interaction. I was ready for more participants. We are ahead of it and trailblazing and we are letting the world catch up.
- The platform did well, there were some delays - load balancing - in production.
- For me it was more about the process, you just have to roll with the entire experience and let it come. I will show up again.
- Actual event was less than exciting, but a lot of positives came out of that.
- Smiles and Web Team were incredible, everyone we met was really nice.
- How everyone sets up their camps - we'll be figuring out how to manage. From a participation point of view it wasn't great. Part of connection and legacy.
- Didn't really expect the RU OK Corral to be the major gathering point.
- Could see how many people were in the rooms this year.
- Coffee with Smiles was nice.
- Creation of rooms, events, activities.
- Valuable opportunity to build a dry run building shifts - building muscle memory for the core of us is important.
- There were a lot less glitches. Having the creators be a part of it, make changes on the fly.
- Loved the rooms.
- Listed time for events did not match up. I would go and the event hadn't started. Rooms may have not appeared correctly. Ghosting in the room.
- Felt bad as they couldn't test the load for the system.

Improved since last year:

- We did improve our Shift Leads Orientation and hosted three in person.
 - Established procedure on working through ticketing.
 - Add how to do a passdown
 - Add how to work in Ranger HQ
 - Add how communicate with your partner

The Good

What was "The Good" for VDF? Give insight on some of the positive things that involved your Department this year. What worked well, what are you proud of...

(Things that worked, Give some specifics, Don't be shy about appreciations)

- Profile Creation, password reset 100% improved from last year.
- Appreciate that Smiles, M4 and Rechner were around to help address any issues that came up.
- Joint operations between Rangers, Sanctuary and vPlaya Info with the RU OK Corral seemed to work great and alleviated the need to have staffing of each of those teams around the clock
- The VDF online platform, Jitsi, was well configured by the VDF tech team. It looked good. It seemed friendly and easy to figure out how to use it. There were multiple ways to navigate to the same place.
- Having the VEST leads get access to the backend of the platform was useful to quickly and directly solve some issues.
- Khaki and Lead Rangers were very professional. Felt gravitas and support.

The Bad

What was "The Bad" for VDF? What did not work out so well, whether it be due to bad process, lack of preparation, or just out of your control.

(Area that needs work, specifics, Ideas to fix this?)

- People in two rooms at the same time since they did not close their other tab
- Comms about the Event:
 - Not enough participants.
 - Low attendance of participants.
 - Work on timeline and comms strategy for the general population prior to the event.
 - Need FAQ out early with more instruction, invitation on how to create an event/workshop inviting camps, people want to plan their time could have raised the number of participants.
- Get rid of additional channel in Slack - it was redundant.
- Prior to Platform Orientations determine levels of admin access and who should have what level.

- Hold one additional orientation for Shift Leads to confirm understanding of accessing and closing out a report.

The Ugly

What things happened (or failed to happen) MUST be addressed for next time (if there is a next time)?

- None listed in this category.

What would you do differently next time, if there is a next time?

- As far as training it would be great if those requiring special help to deal with technical issues could be put in a parking lot and dealt with after everyone else had got their training.
- Timeline producing documents (need further lead time). I was still reviewing the VDF 2.0 FAQ and revisions to Code of Conduct when my shift started.
- Shift Sign Up Sheet - it was hard to tell what day, and couldn't figure out what day it was for. Keeping shifts straight.
- Would agree we need a different sign-up sheet - easier method, one day per page,
- Scalability.

Any additional comments? Include anything you deem significant here (from either the development phase or during the event) such as surprises or setbacks, super-star volunteers, or any suggestions you might have for other Departments or the Board.

- Nothing specific listed in this category.

VDF Web Team Technical Implementation

Department	VDF Web Technical Implementation
Submitted By	Dave Wilkes, VDF Web Team Program Manager
The Good	<p>The Technical Team did a terrific job designing, developing, and implementing changes in VDF 2.0 that addressed an enhancements list that was created just after the inaugural VDF event. (See Event / Design requests / suggestions from VDF 1.0 addressed in VDF 2.0 in this after burn report, above.)</p> <p>Platform changes for VDF 2.0 included technical corrections and features enhancements defined the VDF 2.0 minimum viable product. The teammates (listed below) worked as a cohesive whole to develop the finished product completely and timely. M4 and Rechner deserve special recognition for leading the technical direction and architecting a solution that met, if not surpassed, the requirements.</p> <p>M4</p>

	<p>Rechner Alessandro Smiles Caitlin Kailah Keith Cooper Flightless</p> <p>The following capabilities were introduced in VDF 2.0, adding significantly to the usability, navigability, enjoyment by event participants.</p> <ul style="list-style-type: none"> • Automation of the Greeters capabilities reduced demand for volunteers in the Greeters role, and delivered consistent messaging to participants on how to navigate the site and enjoy its many features. • An Art Grant program was implemented to sponsor site content and enrich the experience for contributors and other participants. • Technical innovation to address deficiencies in VDF 1.0 relating to streaming capacity, user authorization and authentication, in addition to dramatic improvements in the site’s overall design and functionality
<p>The Bad</p>	<p>The site became operational late in the development cycle, limiting the time available for artists and theme camps to configure their offerings to take advantage of the site features to enhance their offerings.</p> <p>I think we were somewhat assumptive that our community would know how to engage in the creation of product for the VDF site, absent directions regarding what’s feasible and ideas for implementation. We assumed an attitude of, “If we build it, they will come.”</p>
<p>The Ugly</p>	<p>While not necessarily attributable to Web Team and its site creation work, it was a disappointment that more participants did not come to the event to enjoy the technical features implemented to support it.</p>
<p>What would you do differently next time, if there is a next time?</p>	<p>Release site environment earlier to provide more time to enable the creation of content by the artisans and Theme Camps.</p> <p>Define unique selling proposition of the event well in advance of the event, and create a messaging plan to entice participation by more users.</p> <p>Use the event to introduce different tracks for involvement, including training certifications for volunteering at Firepony events, the 10 Principles, Equity and inclusion, Burningman in our local communities, creating art in the virtual world, etc.</p>

Any additional comments?	Those who participated in VDF seemed to enjoy the experience provided.
BONUS QUESTION: If a different regional wanted to host a virtual burn, what words of wisdom do you have to offer?	

Web Design

Department	Web Design Team
Submitted By	Kailah (kla247g@gmail.com), Event Coordinator
The Good	<p>SO MUCH!</p> <ul style="list-style-type: none"> • The new website design, • the Artery, • the design and features of the WWW, • the functionality of users being able to create events and edit/delete events on their own. • I feel the user experience was significantly better this year (especially when it concerns the WWW/event creation process). I can't take credit for a lot of the work that was involved in the new website design and WWW functionality but I'm so proud of the end result and any part I played in the final product.
The Bad	<p>I think we could do a better job of explaining the purpose of the Main Stage & Backstage.</p> <ul style="list-style-type: none"> • I don't feel it was utilized in the way I hoped it would be. • If it were better advertised and explained, I think it would have been a better feature. • I'm honestly not sure we need a Backstage. It was not used at all this past VDF. A room on the "Backfield" could be used instead. <p>There was one small incident on the Main Stage that could have been moved to the Backstage but since it already started, there wasn't a built in feature to move it to the Backstage.</p> <ul style="list-style-type: none"> • Not sure if this is needed in the future but it was an unexpected issue that we may want to revisit if we have another VDF. <p>The only other note would be to start WWW submissions earlier (aka open up the website more than a week ahead of time). This would allow us to share added</p>

	events to the community and amp up participation.
The Ugly	vaccination availability, I feel it wasn't really in our control--no matter how much we advertised.
What would you do differently next time, if there is a next time?	Just a bit more preparation, and more promotion of all the amazing features. Reaching out to theme camps I think would really help in this effort. Including other regional burns more would be fun as well.
Any additional comments?	I would love for our new platform to be deployed during any future FPCS events. This will allow burners unable to attend in person to still be part of the burn. The WWW events feature can be the mobile version of the WWW. The Artery can host art that is brought to the playa. I just feel like this is such an amazing product that should be fully utilized.
BONUS QUESTION: If a different regional wanted to host a virtual burn, what words of wisdom do you have to offer?	Promote, promote, promote. The more engagement you have, the more fun everyone will have in my opinion. If you are taking the time and effort to create a virtual burn, it's so important to connect with your audience so they know what an awesome virtual burn is possible.

Appendix II – Policies and Procedures for Virtual del Fuego 2021

FPCS Online Code of Conduct

Introduction

FirePony Creative Society (FPCS) strives to keep the number of rules to a minimum; however, certain types of online behavior serve only to harm other participants or the event itself. Radical inclusion means that strangers are welcome to participate in our community; it does not mean tolerance of harmful behaviors.

Just as the landscape of any burn impacts its unique rules, the virtual landscape presents its own set of challenges. This document identifies behaviors and actions that will not be tolerated in any virtual spaces sponsored by FirePony Creative Society, including Virtual del Fuego (VDF). In addition to the conduct detailed below, participants of any FirePony Creative Society-sponsored events are expected to comply with all federal, state, and local laws.

Incident Reporting

- **During the Event:** Participants may report any incident in which another participant is engaging in any Prohibited Online Behavior or not upholding the Media and Adult Content Policies as detailed in this document multiple ways:
 - **The Call Support Services Button.** At the top of every page within VDF, you can submit an incident report that will be immediately dispatched to the Support Services Team (Rangers, Sanctuary, and Playa Info) enabled in VDF rooms or by visiting Support Services.
 - Note: The Call Support Services button is not available in participant-driven streams or platforms not provided by VDF.
 - **Visit the R U OK Corral.** A link to the R U OK Corral is available on the home page. Staffed by volunteers, the R U OK Corral is the burn barrel of Support Services.
 - **Email** the Support Services Team directly at okcorral@virtual.playadelfuego.org
- **Outside the Event:** Conduct Violations can also be reported at any time through the FPCS Incident Report Form found here <https://firepony.org/conduct-committee/>.

Prohibited Online Behaviors

The following types of behavior and content are unacceptable at any FirePony Creative Society-sponsored online/virtual event.

Consent violations. In a virtual world, consent violations include, but are not limited to, unwanted sexual, violent, graphic, or racist expression, behavior, depiction, video, image, audio, chat, conduct, gesture, symbol, and/or discussion (“content”) without the express consent of the involved participants. Includes any depictions, incitement, or conduct involving non-consensual sexual acts, as well as doxing, blackmail, and re-sharing of VDF content without the consent of all parties involved (see Media Policy, below).


Bullying. Any content that intimidates, abuses, menaces, or threatens participants and has the intention to exclude, silence, shame, or degrade a participant (or group) or incites others to do so. Includes all manner of stalking and harassment.

Stalking/Harassment. If someone asks you to leave them alone or stop communicating with them, continued engagement with them or following them from virtual room to room is considered stalking/harassment. Any content consisting of verbal assaults, threats of violence or harm, degrading or shaming speech, humiliation, and repeated unwanted contact are considered harassment.

Hate Speech. Any content, speech, conduct, or expression that consists of attacks or incitement of attacks against an individual or group of people and is defined in terms of race, ethnicity, national origin, gender, gender expression, religion, sexual orientation, immigration status, disability, health status, or any identifying characteristic. Hate Speech includes slurs and the incitement of hatred or violence against these groups. Also includes praise and glorification of terrorism, organized crime, hate groups, and/or dangerous individuals or groups.

Hate Speech that is shared in an educational, historical, satirical, or artistic manner with the spirit of challenging it or raising awareness must clearly declare their intention surrounding that content, speech or expression.

Deliberate Derailment of an Online Event or Conversation. Any content that is **unwelcome** and intentionally controversial, contrary, repetitively off-topic, deliberately instigates anger or unwanted arguments, and/or any other content or conduct with the purpose of derailment or interruption of any online event, stream, or conversation.

Endangering Self or Others. Includes depicting, inciting, glorifying, instructing, teaching, or engaging in self-harm or harm to others in any way. 

VDF Media Policy

Consent Required. Due to the nature of the internet and the platforms involved, privacy cannot be guaranteed for participants or for any content within or through VDF. However, as VDF is a consent oriented community, participants are required to get direct and unambiguous consent of all involved parties before saving or re-sharing of any content obtained during the event (including screenshots).

VDF content may not be used for commercial purposes without prior written consent of the FirePony Creative Society Board of Directors.

Minor Children Under 13

No Accounts for Children Under 13 Minors under the age of 13 are welcome to participate at VDF; however, they are not able to make an account at VDF. Participants under the age of 13 must have a parent or legal guardian create the account *and* the parent or legal guardian must be present at all times while a child under 13 participates at VDF.

VDF Adult Content Policy

Adult content (“18+”) is defined as any explicit sexual content and / or nudity for erotic purposes or of an erotic nature.

- VDF encourages Radical Self Expression including adult content.
- VDF encourages Radical Inclusion, including minors.
- VDF encourages Civic Responsibility, which guides us to obey the law.

In an online world, these three Principles collide in new ways. The VDF team has worked hard to come up with a balance that allows freedom of expression while protecting the organization, and has come up with a series of policies to manage this conflict which all participants will be required to uphold.

VDF is on its own server, and 18+ content and activity is allowed, including explicit sexual content and activity. To ensure minors do not have access to this content, VDF requires all participants to self-identify their 18+ content, to not allow lurkers when 18+ content is present, and to monitor minors in their home.

Self-Identify:

- **Participants** are required to create a VDF profile and affirm their minor/majority status. Profiles of minors will systematically be barred from seeing rooms and events marked as 18+. Children under the age of 13 may not create an account.
- **Events and Art** are required to mark their content as either 18+ or All Ages and be shared in the appropriate room type.

- **18+ Room.** Participants are expected to keep 18+ Rooms 18 and over. If an underage participant is present, Room Hosts are asked to ask their guardian if present to remove their child from the room; if no guardian is present, Room Hosts will ask underage participant politely to leave.

No Spectator Rule:

- **Within VDF.** Whenever or wherever 18+ content occurs at VDF, all participants in the room are required to have live streaming video enabled to reasonably ensure no young children are present, i.e. No Lurkers / No Spectators.
- **External Platforms.** Participants are required to uphold the Terms of Service of any external platform they import into VDF, such as Zoom, Facebook Live, TikTok, or Twitch. If 18+ content emerges on any external platform, the No Spectator Rule goes into effect.

Self-Monitor:

- **Minors in your Home.** Just like at any physical burn event, minors are the responsibility of their guardians at all times. All participants with minors in their household are expected to monitor their minors while they are participating in VDF. Children under 13 cannot make an account and must be monitored at all times.
- **All Ages Rooms.** Participants are expected to keep All Ages Rooms all-ages. If 18+ content emerges, participants are asked to move the content to an 18+ room.

Repercussions

Repercussions. Participants in violation can be removed from VDF rooms or the event, depending on the severity of the transgression.

All removals from the event will result in a FirePony Conduct Committee case to review for additional repercussions, up to and including the suspension from participation in one or more future FirePony Creative Society-sponsored events (such as Playa del Fuego and Constellation). Other actions, such as a formal warning or a removal from volunteering are also possible. Transgressions that violate federal, state, or local laws will be escalated to the appropriate authority.

Fine Print

Nothing herein is intended to or shall waive the right of the Board of Directors of FirePony Creative Society to restrict the access of an individual or entity to any FirePony Creative Society event as it may determine, in its sole discretion, is warranted.

FirePony Creative Society is the trade name for Playa del Fuego, Inc., a 501(c)3 nonprofit based in Maryland.

Agreements

I agree to abide and uphold this Code of Conduct and Policies during my participation at any Online FirePony Creative Society event, including Virtual del Fuego.

Updated: May 2021

Virtual Del Fuego Privacy Policy

2021-04-11 - v1.1

What kind of identifiable information do you collect?

While accessing any of Virtual Del Fuego's servers, we log minimal amounts of basic information in order to deliver safe, reliable service, troubleshoot errors, and respond to incidents. For each request, we collect:

Your IP address

Your browser's identification

The requested URL or resource

The date and time

In order to participate at Virtual Del Fuego, users are required to enter their legal first and last name, their date of birth, their email address, a preferred username, and a password. Your legal name is only used for security purposes, your date of birth is needed to help prevent minors from accessing adult content, and your email address is used to aid in password recovery and communications pertaining to the Virtual Del Fuego event.

We use cookies to keep you logged into the website and remember your preferences.

We will never share any personal information about our participants with third parties.

How is the information you collect shared?

We will never share, sell, rent, or trade participants' personal information with third parties for commercial purposes.

The only times we will ever share your info is to investigate, prevent, or take action regarding illegal activities, suspected fraud, situations involving potential threats to the physical safety of any person, violations of our Code of Conduct, or as otherwise required by law. This may include the Firepony Creative Society Board of Directors and/or Conduct Committee, the Virtual Del Fuego Planning Team, and the Virtual Del Fuego Support Services team.

How do you respond to legal requests for information?

The FirePony Creative Society will not share your data with anyone except in accordance with a lawful court order.

If we are requested to share your information in response to a legal process, we will give you notice unless we are prohibited from doing so by law or court order.

-----BEGIN PGP SIGNED MESSAGE-----

As of the date above, The Fire Pony Creative Society and Playa Del Fuego, Inc. has not received any National Security Letters or any orders under the Foreign Intelligence Surveillance Act. The Fire Pony Creative Society and Playa Del Fuego, Inc. does not have any knowledge of any search orders, search warrants, discovery motions, or gag orders that have been issued or carried out.

We will update this report daily during the event.

PGP 4096R/D150AC77 m4@firepony.org

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How is my information stored?

We use third-party vendors and hosting partners for hardware, software, networking, storage, and related technology we need to run Virtual Del Fuego.

All data is written to multiple disks instantly, backed up daily, and stored in more than one location.

How is my information secured?

Whenever your data is in transit between you and us, everything is encrypted and sent using Transport Layer Security (TLS).

All backups and data stored on our servers is encrypted at rest.

What is your data retention policy?

After Virtual Del Fuego is over, we will delete all access logs, recordings, chat conversations, events and event descriptions not directly involved with security or conduct incidents after 30 days.

We may retain your email address and user profile in order to send you information on Virtual Del Fuego and other Firepony Creative Society events in the future. If you do not wish to receive these emails, an unsubscribe link is provided at the bottom of every email we send.

How do I contact VDF if I have any privacy questions?

If you have any questions about our Privacy Policy, please get in touch with us at support@virtual.playadelfuego.org and we will be happy to answer any questions you might have!

VDF Fire Safety Recommendations

Camp Fires, Fire Performance, and Fire Art

Burn, spin, and set fire to items at your own risk!!!

You are responsible for burning All the Things safely! This applies both on the Playa and at home!

At a minimum, every burner should be aware of the following safety guidelines regarding camp fires, fire art, and fire performance:

All Fire Pits / Campfires / Burn Barrels should be 6 inches off the ground or have a burn pad to prevent burn scars (burn scars are a trace!)

All instances of Fire (including spinning and campfires), Generators, and fuel storages should have (minimum) a 5 lb. ABC Fire extinguisher and an additional 5 gallons of water on hand

All instances of fire should have a 15 ft. minimum clearance from any tents, structures, or other combustibles and flammable materials such as, but not limited to; cloth, paper, tents, plastic, etc.

No Fire Spinning under any canopy or structure.

No Fire Spinning without a safety

No Fire Spinning near combustibles

All fuels should be kept at a minimum of 15 ft. from any fire source

No dumping hot ashes.

Large art installations should have a Burn Shield Platform.

If winds pick up, all open fire should be put out immediately and burn barrels or other fires should be extinguished if they begin to throw sparks.

For large scale burning art a safety perimeter of one and a half times the height of the flame effect is recommended.

Fire Home Safety from the American Red Cross

Top Tips for Fire Safety

Install smoke alarms on every level of your home, inside bedrooms and outside sleeping areas.

Test smoke alarms every month. If they're not working, change the batteries.

Teach children what smoke alarms sound like and what to do when they hear one.

Talk with all family members about a fire escape plan and practice the plan twice a year.

Ensure that all household members know two ways to escape from every room of your home and know the family meeting spot outside of your home.

Establish a family emergency communications plan and ensure that all household members know who to contact if they cannot find one another.

Make sure everyone knows how to call 9-1-1.

Teach household members to STOP, DROP and ROLL if their clothes should catch on fire.

If a fire occurs in your home, GET OUT, STAY OUT and CALL FOR HELP. Never go back inside for anything or anyone.

Fine Print

This document is not legal advice. All participants of VDF who set things on fire, including camp fires, fire art, and fire performance, do so at their own risk.