

# Playa del Fuego

## 2022 Afterburn Report

*\*In February 2018, Playa del Fuego, Inc, a 501c3 registered in Maryland, filed for the trade name of FirePony Creative Society. This report is written to reflect information for the organization as of December 31, 2018.*

### PDF2022 Overview and Highlights

PDF2022 was a sellout - we released 780 tickets to the general public. Additionally there were 297 tickets that were either rollovers from 2020, or were released to artists and coordinators. In total 1077 tickets were sold, 836 were redeemed. This is typically an all ages event - but in 2022 we did not allow anyone under 5 due to lack of Covid vaccines available to that age bracket. This compares to 759 through the gate in 2019.

The consensus from the organizers is that this was an amazing and successful burn. Mood and morale was good, despite some early weather. Volunteer shifts in general were well staffed. There was one major medical incident, 2 evictions, and 2 or 3 people turned away due to not being fully vaccinated..

We took an afterburn survey which reinforced the notion that PDF 2022 was well received and that PDF 2023 will also be well attended. To the question, "Please let us know how you feel about your PDF 2022 experience", respondents reported a **98% satisfaction rate**. (27% satisfied, 71% very satisfied)<sup>1</sup> To the question, "Are you interested in attending PDF 2023", respondents reported **98% extremely or very interested in 2023**. (16.5% Very, 81.62% Extremely). These numbers are incredible and we are very proud of how this burn is reigniting.

This was our third year at this location. We have high hopes to continue to expand the event at this location. We are intentionally governing growth to be sure we don't overextend our volunteer workforce and moreover to be sure that the event continues to be safe and viable. This being said, there are hopes to expand headcount to 1000-1200 for 2023.

### About Playa del Fuego

Playa del Fuego (PdF) as an event began with about 20 East Coast residents, many of whom had been to Burning Man, who wanted to get together a little closer to home to celebrate the spirit of the event. In 1998, they joined together on the beach of Assateague Island on Maryland's coast for a weekend. As more people participated in the event, eventually the event was moved to a location in Townsend Delaware. Over time, this event grew into a group of over 1200 participants, with a large team of volunteers, many of whom work year-round to make the event come to life. For over a decade, PdF was a bi-annual event – a spring event over Memorial Day weekend, and a Fall event over Columbus Day weekend.

PdF, as an event, is an experiment in collaborative community, featuring art and music. Volunteers work together to build community, utilizing the Ten Principles of Burning Man as a guide. This is a sincere experiment in creating a gift economy. One fundamental tenet of the event is the establishment of a zone that does not involve any currency-based commerce aside from the initial ticket purchase, thus creating a

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<sup>1</sup> With our numbers, survey has 6% margin of error. Complete survey results are appended to the end of this report.

gift-based economy wherein all participants can exhibit, demonstrate, and educate others about their particular form of creativity. There are no spectators at PdF; everyone collaborates in some way to create the event. It's a place for radical self-expression, acceptance, inclusivity, and respect.

As the PdF event grew, a governing structure came into place in the form of a 501c3 non-profit, named Playa del Fuego, Inc. This nonprofit is now the recognized legal entity that sponsors the PdF event, the Burning Man East Coast Regional. The organization has grown to also support multiple projects based on community and art in the mid-Atlantic region.

In 2017, there were some significant changes in event hosting. The site where PdF had been held for over a decade became an untenable location for future events. This was both do to inadequate land maintenance, particularly in respect to drainage, and also to revelations of the ownership holding discriminatory positions that contradicts the inclusivity of PdF. Based on this, as an organization, we made a choice to no longer do business with this landowner.

In June of 2017, we canceled the PdF event for Fall 2017. The community instigated a land search to find a new location for Spring 2018 PdF. We secured a location near Tamaqua, Pennsylvania. 2022 was the third year for PdF on the current site.

NOTE: We also started a new event, called Constellation, held in Elkins, West Virginia. The first Constellation was held September 28 – October 2, 2017. We expect Constellation to continue as a yearly event, and no longer expect to host a “Fall” PDF.

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## Organizational Structure

PdF is entirely volunteer run and includes the Board of Directors, the PdF Event Planning Committee, Coordinators, and other volunteers.

### The Board of Directors

Doing business as Firepony Creative Society (FPCS), Playa del Fuego, Inc. is a non-profit, participant-directed organization whose mission is to build an interactive, experiential, sustainable environment that encourages a culture of play, artistic creativity and freedom of expression. Our stated organizational vision is to *Attract, inspire, and nurture a diverse community to celebrate and encourage experiments in the creation of art, a culture of play, and the collective sharing of ideas and skills.*

Historically, the signature activity of this organization was to hold multi-day camping events - events that were also called *Playa del Fuego*. These interactive events promote artistic creativity and freedom of expression. FPCS provides the framework and the infrastructure to allow artists such as sculptors, painters, musicians, DJs, fire performers, dancers, and any other creatively-minded individuals to come together to practice their unique form of self-expression.

The Board of Directors includes members who are elected by sitting members of the Board from a pool of nominees submitted by the FPCS community. Board members serve a 3 year term, and can serve at most 2

consecutive terms. The Board of Directors works to ensure that the organization fulfills not only its legal and financial responsibilities to maintain non-profit status within the United States, and that the organization meets all requirements to be a “Regional Burn” within the Burning Man network.

The Board engages with landowners over event space rental. The Board oversees all organizational finances, decides on community art grants, defines short and long term strategic plans, maintains oversight of all official organizational communication, ensures the event fulfills the proper fire and safety regulations, and has the final say on participant ejections.

As of June 1, 2022, the FPCS Board of Directors includes:

- Ursula Sadiq - President
- Christopher “m4” Venghaus - Vice President
- Miles Miner - Treasurer
- Bryan “Soapbox” Boru
- Dave “Karnak” Dugard
- Dave Wilkes
- Diana “Smiles” Svendsen
- Jordan “Epic” Michel

## Event Planning Structure

The Planning Committee includes Co-Coordiators that Organize and host the Planning Calls, overseeing the planning and organization of the event pre-event. As well as Department Coordinators, Co-Coordiators, and any community participants who choose to participate in the monthly Planning Committee phone calls.

The PC proposes and approves department budgets, and Coordinators work with one another to oversee the details of the event planning for the Regional event.

The following list reflects the list of departments as of May, 2022

- |                                       |                               |
|---------------------------------------|-------------------------------|
| • Art Grants                          | • Lamplighters                |
| • Burning Arts & Response Team        | • Parking                     |
| • City Planning                       | • Participation               |
| • Communications                      | • Planning Committee          |
| • DPW (Department of Public Works)    | • Rangers                     |
| • DMV (Department of Mutant Vehicles) | • Sanctuary                   |
| • Fire Conclave                       | • Signage (new!)              |
| • Fire Perimeter                      | • Sound Patrol                |
| • First Aid                           | • WWW (What Where When Guide) |
| • Gate                                | • Website                     |
| • Greeters                            |                               |

## Event Art

A major part of this event is the Art. As an organization, FirePony Creative Society strives to support art and artists at the hosted events.

To this end, FPCS offers art grants, early entry for artists, reserve tickets for artists, and hosts onsite artist appreciation events. Art Grant Coordinators work with a team of volunteers in selecting pieces to fund for each event. Grants are available to artists and organizations that share a passion for the burner ethos and demonstrate a commitment to bringing participatory, interactive art, or forward-thinking collaborative projects to

the communities. In 2022 PDF changed the art funding structure so that 20% of current year ticket sales fund that year's art. Previously PDF would have a year lag in art funding, and was funded at a lesser amount.

Since PDF 2020 was canceled after Art grants were announced, 2020 grantees had the option to bring their art to PDF2022. 9 projects opted into this program. The 2020 rollover grants were as follows

Project name	Artist	Granted amount
Operation XerofuX	Andrew Skrzenski	1,750.00
Malkuthian Activation Portals	Laura Katz Rizzo	400.00
Sparky the Giant Rideable Unicorn	Doug 'Nataraj' Shire	750.00
Valley Of The Dolls	Victoria Young	500.00
The Flamedulum Wave	Barbara Squier	250.00
The Electric Wheelchair	Michael St Amour	435.00
Death Cart for Cutie	Erica Anderson	400.00
The Rumble	Brandy Baker	300.00
Blacksmith Workshop	Nicholas Ireys	60.00
	<b>TOTAL</b>	<b>\$4,845</b>

For 2022 it was decided to fund a total of 31 projects, as follows.

Project name	Artist	Granted amount	notes
Temple	Shanna Fricklas	\$3,000	
Tabula Rasa	Todd Croteau	\$500	
Totally Tubular	Todd Croteau	\$250	50% claimed
Rearing Pony	James Payne	\$1,630	
Heads of Change	Jonathan Keegan	\$1,000	no show
Fabric Painting and Stenciling	Lisa Cole	\$175	
Create a puzzle	Bailey Reading	\$250	50% claimed
The Cave of Wonders	Samantha Romanick	\$300	
PDF: 36 Questions to Fall in Love / 13 Questions to Fall in Like	Lauretta Prevost	\$300	
Poop and Seek	Robert Swenson	\$175	50% claimed
PUNGER GAMES	Lauretta Prevost	\$400	
Connect Reflect	Rachel Goldsmith	\$350	
Your Wish is My Command	Samantha Romanick	\$175	
Dragon Scales! Jewelry workshop	Holly Madison	\$200	
Sound of Aetherius	Sound Of Aetherius Collective LLC (Adela Wagnerova)	\$2,400	no show

Sky Vivian	Thomas J. Kelly	\$300	no show
Chill Pills	Anna Gollub	\$400	
The New and Improved "Burning Cube Deluxe"	Alan Silverman	\$700	
Papula de Gaia	Bryce Peterson	\$900	
Pixie Pixel Selfie Wings	Peter (PJ) Linke	\$800	
We're All Silly Here	Alexandra Kate Weinfeld	\$300	
UnMasked	Jamilah Dalton	\$599	
Calliope Creature Carnival	Meghan Rimelspach	\$300	
Conscious Creations	Alexandra Kate Weinfeld	\$255	
SignPostA	David Eastlack	\$350	
Virgil Del Fuego's Televisual Whatchamajigger (and Sneeze-Guard)	Dorothy Hickson	\$169	
Schnard Tower 1	Quentin Davis	\$820	
Tactile tunnel	Alan Shechter	\$1,300	
Covid Isolation Chamber	Susan Stack	\$300	
Professor Willie's Consent Tent	Allen Cosgrove	\$700	
Raku Rodeo 2U	Reginald Pointer	\$500	
	<b>TOTAL</b>	<b>\$19, 798</b>	

TOTAL GRANTED \$24,643, all of which was not claimed by artist. The total art and art support outlay for PDF 2022 was \$ 21,393.00

We also have a number of ungranted art pieces, some of which register for our art listings. Appendix A contains a listing and some brief descriptions of the registered art, both from granted and non-granted art.

## Financial Summary

Total revenue for PDF 2022 was \$82,645.95 primarily from ticket sales. The total expenditure was \$ 61120.15 leaving a net of \$ 21,525.80

For Revenue, 1077 tickets were sold generating \$ 75,969.06 of income. This number includes rollover tickets from 2019's canceled event. There were also 60 \$20 reentry passes sold totalling \$1200 and \$2,193 of ice sold. Additionally we received donations of \$3,283.89, the bulk of which was earmarked for the effigy by a community member.

The total expenditure for 2022 was \$ 61120.15. The three largest categories for expenses were Art and Art support (\$21,393) , Land Rental (\$16,725) and porta potty rental (\$8,341.60)

A detailed profit and loss is appended to the end of this report in **Appendix B**.

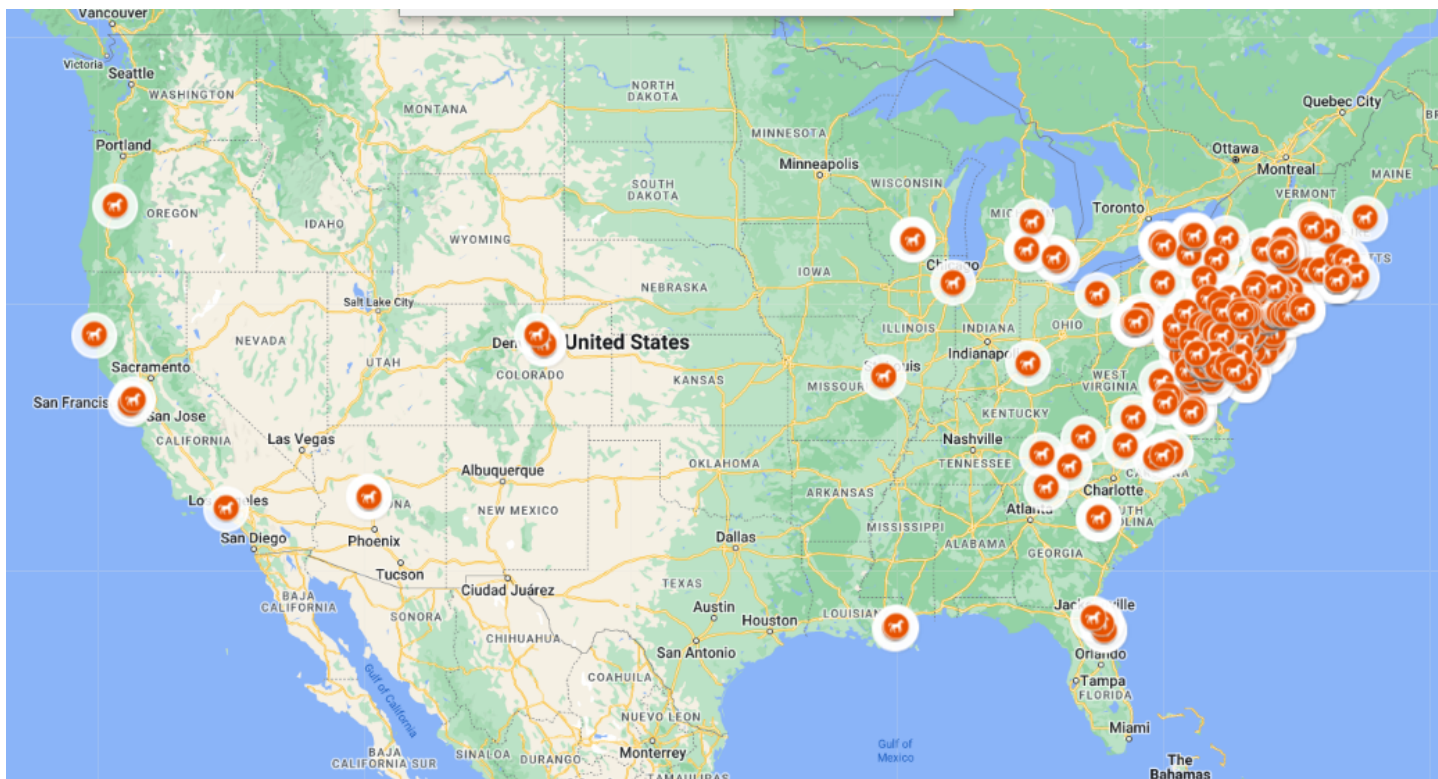
## Attendee Profile

As mentioned above, we did take an after event survey. All the recorded results are in **Appendix B**.

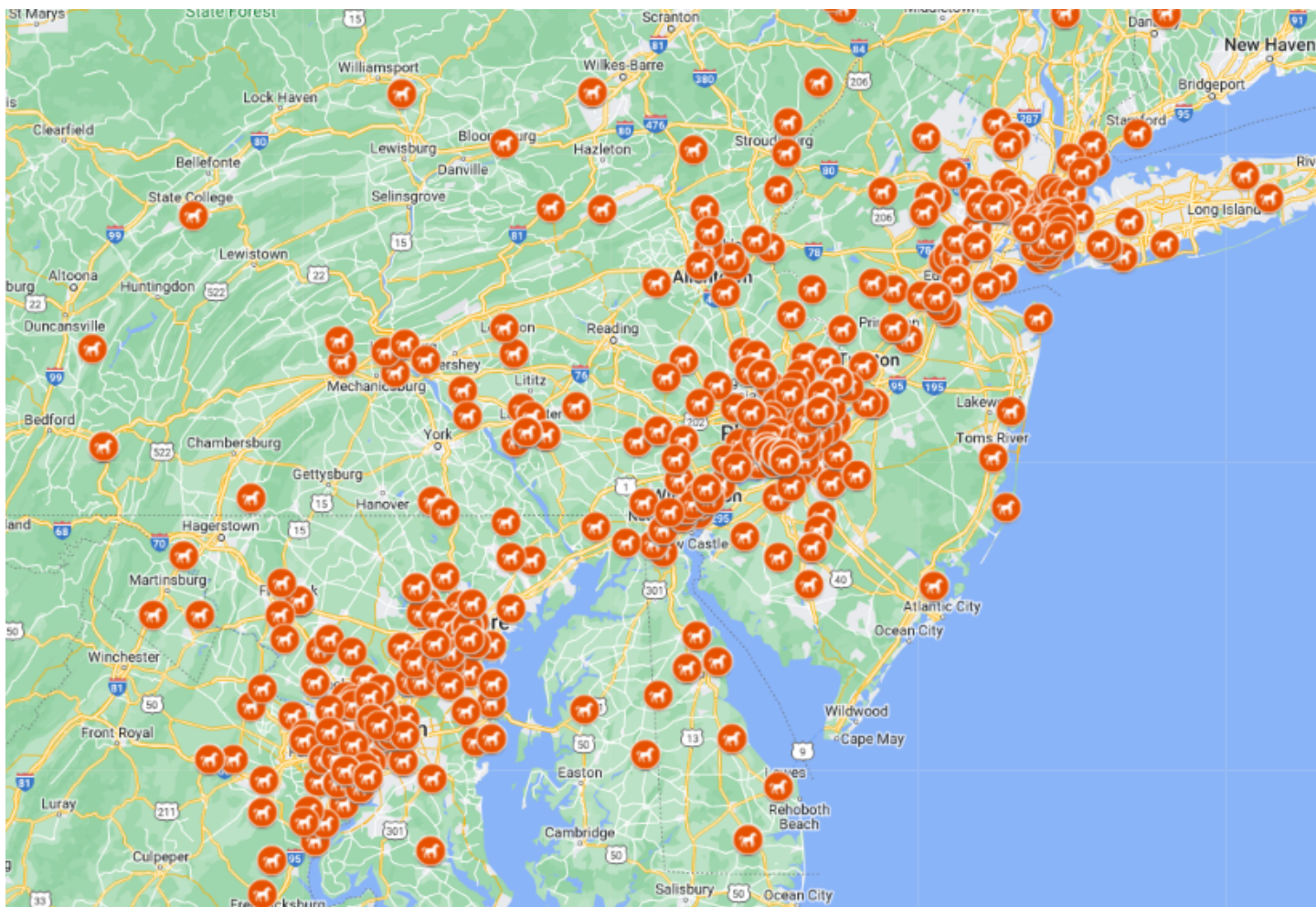
From the survey results, about half (51%) were in the age range 31-45. 31% of the participants were first time attendees. Even with this many first time attendees, 87% said they were very or extremely familiar with the 10 principles of burning man before arrival. This number crept up to 90% at departure.

Burners of course can be playful, and it is important to remember that the survey might underestimate or overestimate values. The 106 results for ~1000 participants gives a large margin of error of 9%+/-

We also mapped the zip codes of ticket buyers. As you can see, our buyers are primarily clustered on the DC-NYC corridor, though we do have some buyers spread out across the country. Map is here [https://www.google.com/maps/d/u/1/edit?mid=1EUaoceZ\\_wgVRD\\_PsCpUvsAXlu4qAdqk&usp=sharing](https://www.google.com/maps/d/u/1/edit?mid=1EUaoceZ_wgVRD_PsCpUvsAXlu4qAdqk&usp=sharing)







## Departmental 2022 Afterburn Reports

Afterburn reports are submitted by each of our coordinators. We ask our coordinators to submit what they found good, bad, and ugly, and to suggest improvements for next time.

### Sections

- Art Grants
- Burning Arts & Response Team
- City Planning
- Communications/Tech
- DPW (Department of Public Works)
- DMV
- Fire Conclave
- Fire Perimeter
- First Aid
- Gate
- Greeters
- Lamplighters
- Parking
- Participation
- Planning Committee
- Rangers
- Sanctuary
- Signage
- Sound Patrol
- WWW (What Where When Guide)
- Web

## Key Action Items & Takeaways and thing to fix for 2022

- Volunteer Signup system need improvement
- Need Rangers, Sanctuary and DPW staffing to be enhanced
- Burning Arts needs to be staffed and procedures defined
- Gate procedure that keeps people in the car (they get out at Greeters!)



- All departments need to help the Participation station help.

## Art Grants

(Submitted by Scruffy Rob Co-coordinators were Scott Frias, Smiles )

### THE GOOD:

- Artist / Volunteer Meet and Greet event was successful and brought people together with lots to discuss, art, burning, cheese.
- Addition of Art Signs helped bring the known art projects into clearer focus for any participants wanting to follow the 'art loop' giving better exposure to the art
- Using Google Docs tools helped us expedite double the amount of art grant administration than done in previous years"

### THE BAD:

- Art grant signs should not be done separately from city planning mapping of the roads. Should be done at same time together or after the roads are clearly defined. We had a few signs out past east Jabip
- Need to produce an 'event' called ""Art Loop"" to take a group around from piece to piece, giving the respected art more direct viewing and intentional attention. Plus it give the Art Grant coord a planned event to view all the pieces and take pics! Assess the art we funded. Missed a few pieces but there were 41 of them!
- Need to better understand the art pieces. Maybe as part of the art loop event we can give the artist the chance to explain their piece, further giving the art coord a better understanding of how the piece came into existence and why it cost what was submitted for

### Suggestions for Next Year

- Art sign placement should be done in better coordination with City Planning.
- Also see "the bad" above for more suggestions

## Burning Arts & Response Team

- Report was not submitted  
Note: Burning Arts was severely understaffed at the leadership level. Longtime leads could not make the event, and last minute adjustments were made. This is a key area of improvement for next year.

## City Planning

- Report was not submitted

## Communications/Tech

(Submitted by Hatter. Co-coordinators were Smiles, Jen F)

### THE GOOD:

- Jen freaking killed it getting a website stood up in a short amount of time and trained several people on using and updating it!

### THE BAD:

- We knew this going in, but everything being scattered all over the place I think really made things more difficult for users. Volunteer here, placement there, www in this other spot. Would love to figure out a way to at least integrate the google forms into the website

### THE UGLY:

- Cohesion as well as being able to post to 1 spot and have it go out on all channels.

## Suggestions for Next Year

- I know that some people are not keen on this idea, but if we still have a covid policy or anything out of the ordinary we absolutely need it to be EVERYWHERE. Especially disclosed and forced recognized when purchasing and transferring tickets. I think we could have avoided a lot of issues by having it available during the ticket process.

## Additional

- Not sure how to remedy this, but all departments need to have multiple co-coordinators. What happened to Wax (Again) this year can't continue to happen. If Wax burns out we're screwed. I'd rather see under utilized departments go away completely if it frees up volunteers for essential ones. There is no way we should be a 1200 person event with a major single point of failure.

Things that stood out....

- -Coordination was amazing. Fiona absolutely killed it getting the right people talking and making sure teams had what they needed to succeed.
- -BOD was run ragged but did so with a level of grace and efficiency I've really not seen in a while. The current BOD seems to really work well together and that trickles down to everywhere else.
- Freaking DPW. Karnak and DPW should be able to request absolutely anything they want next burn and get it. taj mahal and personal hot tub... you got it.
- Can we recruit Brandon S. Probably won't happen, but I think having him on our side can help us clean up a lot of our tech holes.

## DPW

- Report was not submitted

## Fire Conclave

- Report was not submitted

## Fire Perimeter

(Submitted by Matthew Benchimol)

### THE GOOD:

- My biggest worry was a lack of volunteers but in the end we had enough people sign up for both nights and that was a huge relief.
- Everyone who volunteered was calm and listened to my instructions, asked relevant questions, and was generally good at communicating. I also communicated well with the fire safety and conclave leads so people were in place when and where they needed to be.
- This was my first time as a coordinator so I'm just glad that it went off without incident and nobody got hurt. I was able to coordinate with parking to get the safety vests we needed and brought glow sticks myself so that it was easy to identify the perimeter team.

### THE BAD:

- While I think I communicated well with the other leads, I could be better at it next year. I thought there would be a minute or two between conclave ending and the effigy being lit but it happened almost instantly and I had to rush to get my team into place.
- We also failed to maintain a corridor to the road which is something I will be sure to do next year.
- I mistakenly wrote 2 hours on the volunteer lanyards when perimeter is actually a 4 hour volunteer shift. I emailed the PC Coordinator afterward to try and correct this.
- The only other small issue was that the effigy had not been gassed earlier in the day and so it was a long time between sunset when we gathered and when conclave started. I noticed people getting antsy but no one wandered off and we pulled it off successfully.

### THE UGLY:

- I would definitely cordone off and maintain an emergency corridor to the road.
- I would also prepare some notes for the speech I gave the fire line perimeter team explaining the role. I forgot to say something minor on Sunday and someone else pointed it out but I could have just had the key bullet points on a piece of paper or my phone.

### **Suggestions for Next Year**

- Nothing specific comes to mind, though I really wish there was a spigot or access to potable water. Having to go to WalMart on Sunday to refill 50 gallons for Tiki while hungover was not fun.

### **Additional**

- I appreciated all of the volunteers and think things went really well this year.

### **First Aid**

Report not submitted, as there was no official First Aid lead.

First aid was coordinated by the planning committee chair. Onsite, first aid was done on an on-call basis. Medical staff had radios to be called in case of need. This worked well.

### **Gate**

(Submitted by Nico and Aye - consolidated )

#### **THE GOOD:**

- Great team! Lots of support. Excellent volunteers! I mean absolute superstars year after year. I cannot praise gate enough. Gate volunteer shifts were pretty well staffed. Best worst burn ever. Really, I think despite the challenges everyone stayed positive and rose to meet every issue with humor and love.
- Overall, we saw pretty good covid compliance from the community and that was awesome. General compliance with the covid vaccination policy was pretty good! Obviously some problems, but the community over all did well with it.
- The Golf Cart was a game changer. Thank you.
- The exodus window cleaning station was a success! It was a new idea and it worked really well.

#### **THE BAD:**

- No hot water. But seriously, gate had its biggest challenges ever this year. The generator situation was not super great. The generator that runs the gate needs to be upgraded. We lost power a lot which caused issues with the ticketing computer. The waivers and ticket transferring caused a lot of backups and stress. Hopefully, a new system will resolve this next year.
- Definitely want to keep folks in their cars at Gate. The community didn't love having to jump in and out of their cars twice and it kept the greeters from doing what they do best. Greeters were expressing that people did not like that they had to get out of their cars at gate and at greeters. Gate finding a way to stream line checking people in with out having to get out would be helpful.
- I did a terrible job at traffic control. I will fix this next year.
- Numbers on wristbands were hard to read and we had more fat fingering than usual. Will fix that next year.
- Trying to teach volunteers about the covid cards was not always super smooth, which did mean the Nico and I had to be there all the times.
- Still had tons of waivers that were unsigned or people not understanding they had to transfer tickets to their companions.
- Also Dunkin kept selling out of Boston Cream Donuts. Not ok.

## THE UGLY:

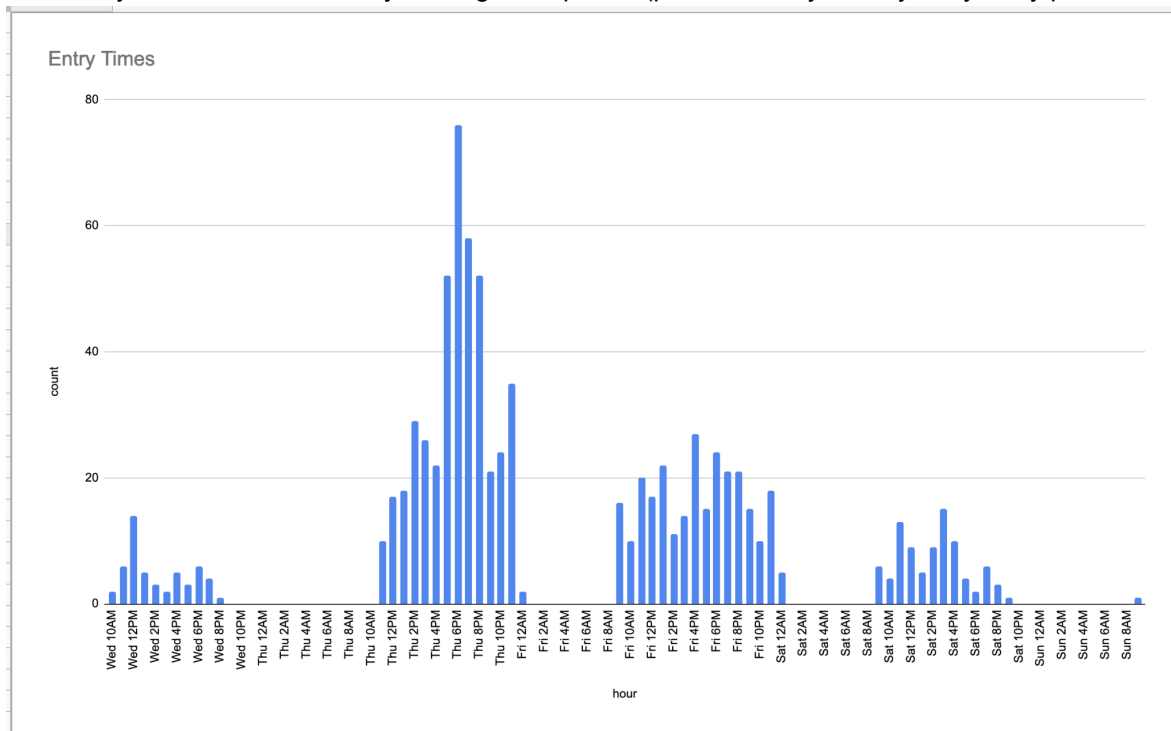
- Covid can just GTFO. But if we are still dealing with this next year, We need a more concise way of dealing with those who are not properly vaccinated. It's unreasonable to be allowing these people to take up hours and in some cases days of time. We need a separate team handling vaccine cards before folks even get to the gate. It was a lot explaining the new process to the volunteers and there was some confusion that can definitely be avoided in the future.
- Overnight security that monitored the gate was suboptimal.
- The police.

## Suggestions for Next Year

- Next year, we will keep folks in their cars as much as possible before greeters. If there is an issue, we can have them pull over easily. Lots of space to do this and it won't back up the road! Will be better at traffic control next year.
- We may want to establish a guardian team for next year to assist with participants who arrive after gate is closed. We were able to help folks come in who communicated they were going to be a little late. Open to suggestions on how we can help participants at Gate with last-minute issues.
- 2 leads and 2 co-leads will help us manage our time at gate better so everyone gets a burn. We are recruiting and think we have our candidates.
- We need to have a guardian shift with the close of gate next year. We can not continue to trust the private security after events that took place this year.

## Additional

- Being able to get on-site early was awesome and removed so much stress from the event. CITY PLANNING KILLED IT THIS YEAR. Standing ovation to Bucky, his team and DPW!! We can't have a burn without DPW! The new shade structures were awesome. Shout out to Camp Recharge! They provide an essential service and they are critical to PDF success. Lastly, gotta thank M4 for everything. Gate would just not have been successful without his continued guidance and leadership!!
- We did find two new people to add to co coordinator positions. They have both filled out the volunteer form posted.
- Nico and Aye both agree that adding to the co coordinator pool will drastically decrease the work for the two of us.
- Peak entry time was on Thursday when gates opened (previous entry was by early entry permission only)



## Greeters

(Submitted by Juicy & Megan. Co-coordinator Tim Crawford-Hug Inspector )

### THE GOOD:

- This ran smooth
- We had all our Lead Shifts and 97% of our Greeter Shifts filled prior to the event.
- We had so much enthusiasm prior and during the event.
- We had valuable in person strategy/brain storming meetings prior to event.
- We had amazing volunteers who helped set up our station during the event.
- Our decorations, newest yearly paddle board, everything was awesome.
- We love our new structure.

### THE BAD:

- Need a golf cart
- Rain. It's always an issue when we painted on vehicles. We will no longer be doing Vehicle paints. Our Goal will be laminate sheets placed in windows for the next event.
- Stickers were not up to par for Greeters.
- Prior to event our Principle Murals did not get painted. We had issues with the weather & scheduling. However, we are determined to have finished by next burn.

### THE UGLY:

- We love our volunteers, however; sometimes they do not like getting People out of their vehicles and welcoming them home.
- We had a much much harder time with this as everyone was first getting out at the gate. Therefore, there were a lot that hesitated getting out again to be welcome home.
- We had blocks of times of that Greeters did not show for shifts, but were easily refilled.

### Suggestions for Next Year

- Portable bathrooms placement could have been better
- Faster process at Gate and therefore better for Welcoming home for Greeters.
- (We have this in the bag with Gate ;) )

### Additional

- We are excited that one of our STAR Greeter leads has now stepped up to become our newest Greeter Co-Coordinator, Lord Henry!

## Lamplighters

(Submitted by Cramer & Syphon)

### THE GOOD:

- Lamps went up, lamps came down.
- Getting all the spires in on Wednesday was excellent (thanks to Syphon for handling that single-handed), and made prepping the lamps and workspace on Thursday morning a lot lower stress. It also let us plan the route out a little further in advance of the first evening shift than we usually do.
- We had 40 unique volunteers this burn, and 8 folks came back to volunteer again. We had enough volunteers to get the job done each shift, and had full shifts for every morning and half of the evenings. We brought the lamp total up to 60 for this event, and had lamps as far out as east and west open camping. Having the majority of the lamps in a big loop made it easy to work around being short on volunteers.
- Equipment wise, new carrier poles looked and worked great. For the spires, new design for the hooks (a lag hook screwed into a plug of dowel rod) worked way better than the old S hooks we used. Will be interested to see how they hold up over a few burns. Replacing the EMT stakes with a 4' section of rebar also went into the ground at this site WAY easier, so all the old stakes should get replaced next year.
- No lamps were stolen! Despite evidence to the contrary all burn, it seems like all the lamps we put out made it back to the truck by Monday.



- Not our department, but having named streets with signs on them, and a map to point to, was an enormous help for communicating with volunteers about where the procession would go, where to get lamps from, and just logistics in general.

## **THE BAD:**

- Overestimated the fuel buy, again, to the tune of almost 5 gallons. Conveniently I think this was needed by other departments. Part of that was due to putting up fewer lamps than planned (60 instead of 75), and part is due to the lamps chronically getting adjusted lower than they need to be, which is my (Cramer's) bad habit picked up in BRC.
- Inventory notes from the last burn (Constellation 2019) were not particularly clear about what's in storage, especially regarding consumables. We didn't have the stock of gloves I'd like to, but conveniently there were hand wash stations this year.
- Despite making a note to not do this after last burn, AM Lamplighting was scheduled to start the same time as the morning coordinators meeting. Morning shift should probably get bumped 1-2 hours earlier.
- I suspect the same buggy lamps cause problems night after night, but they all look the same. Need to start marking lamps both in the morning and evening that are tricky to light or come back smoked out so we can see if problems are a one-off or if it's a bad lamp.

## **THE UGLY:**

- I need to make sure Lamplighters is placed and marked on the map next year. I'm afraid some of the no-show volunteers just might not have known where to go.
- We should change up where spires go. Having spires way down long spur roads like we did this year makes it really complicated to plan a route, and spreads the whole quantity of lamps thinner. Next year I think lamps should get laid out on a big loop with the majority on Electric or Sparkle Pony Ave, rather than scattered all over.
- For spires in a corner, we need to keep them back a bit from the road. We had two or three spires get hit by vehicles this year, and I believe they were all at corners.
- There's no SOP, and on top of that I have no plan for contingencies. What happens if we spill fuel? What happens if a volunteer spontaneously combusts? What's our policy on Lamplighting in the rain? I think the department is underprepared for some of those contingencies, and should probably think a little more about how to make Lamplighting safer, despite it not having had a problem yet.
- There's a pretty low bar for sobriety to volunteer with Lamplighters, but there is a bar. I'm not great at telling someone is too altered to be able to help, and I wouldn't know exactly how to turn them away if they were.

## **Suggestions for Next Year**

- I heard some (maybe just the one) complaints about it being unclear what burns when. Having a chalkboard or sign up at Participation Station/HQ that says which pieces burn when, even if the times are "Sat Dark:30, Sat Dark:45" might help communicate that. I feel like the BRC ARtery does something like that, especially to advertise when art that isn't the effigy or temple is burning.
- Big Bob continues to solo Lamplighter morning shift every day he's on site.

## **Parking**

(Submitted by Jen Heath. Co-coordinators were Alessandro, Manny, BarbWire)

## **THE GOOD:**

- 4 coordinators who were all actively involved and responsible. Parking layout prepared prior to the event by Manny so that we knew how many cars we would be able to fit in each parking area. Drone footage pre-event for use in planning the layout.
- 2 golf carts for busy time was awesome - used a lot during busy times to check on volunteers in the field, bring out and back, take umbrellas. Used two also for setup to be able to work two areas flagging at a time and run back and forth to get supplies from DPW. Metal tipped stakes were great.
- Placement of the tent allowed visibility to the fields and also to the greeter/entrance.

- Radios for each coordinator and the volunteers placed far away in the fields was awesome and eliminated the need to physically check on the parking situation.
- Raincoats were much appreciated by volunteers during the downpour .
- Having multiple entrance/exits - allowed options for mud, and easier access/exit than having every car drive the entire lot.

#### **THE BAD:**

- Next year, move the Sunday flag/stake volunteers to Monday. Sunday still needs flagging, cones and exit signs.
- Next year, schedule the last volunteer shift to end an hour after the gate closes. Volunteers didn't expect to stay til 1am even though shift said "midnight or last car parked".
- Next year, put up partial or two sides of the tent because....rain.

#### **THE UGLY:**

- Rain...no one wants to stand in a field in the dark while it rains. More metal tip stakes - the wood ones are really

#### **Suggestions for Next Year**

- Buy additional raincoats for volunteers to use during shifts.
- Move the light post halfway through, to the active parking area.
- Need to have 2 coordinators commit to arrive early for setup, and 2 commit to stay for strike. All worked out ok this year, but if coordinators don't do this, DPW will be stuck with it.

#### **Additional**

- We had a lot of Virgin volunteers. Whomever is shepherding newbies is doing a great job, as is Participation Station! They filled gaps fabulously!
- Fiona and her son did a ton of flagging setup - thanks!

## **Rangers**

(Submitted by coordinator Wax)

#### **THE GOOD:**

- The Rangers did a wonderful job and I got numerous compliments on how they handled some very stressful situations. At least a handful of participants stopped by our tent while I was taking it down to thank the Rangers.
- Having two pre-event online trainings really helped to get new people involved. I'd like to continue with at least one of those and an in-person pre-event training/social event.
- The training session at the event went really well and I liked having the medical volunteers there at the beginning to learn about radios together. It allowed more Rangers to meet the medical volunteers.
- Also, at the end of the training session during the burn we did a live scenario involving actors and it was a real hit with my volunteers - they really seemed to like and learn from it.
- We had a lot of new people sign up and Ranger for the first time!
- Having Medical and Rangers share a tent worked out really well for information sharing purposes. We were able to help transfer info between teams and help with shift changes.
- The shift board worked well to know who was expected at what time for shifts, a larger and more sturdy version should be the norm in the future.
- Sending out the volunteer slots in chunks with the first batch being the most important to cover helped.
- While it was only used once that I know of, the blue lights program (giving radios to the bigger theme camps) and Rangers radio/phone booth were both well received.
- Snacks and drinks for the Rangers were a big hit again, with almost all of them consumed.
- Having shoulder mics for all Rangers worked out really well - it was much easier to contact rangers in the field.

#### **THE BAD:**

- Still dealing with poor volunteer coverage during busy times.

- Miscommunication between the folks running the online forms and Rangers resulted in an incorrect schedule going live that confused a number of volunteers and made some people miss shifts.
- We need to come up with an answer on who owns lost & found. It's sort of split between Participation Station and Rangers, with Rangers holding expensive items in our cabinet.
- It was hard to see what our tent was at night - the tent was lit up, but not the signs.
- There were a few policy issues around entry that exacerbated later incidents. The vaccine requirement not being checked for early entry folks lead to a later incident requiring the ejection of participants. A participant who arrived via ride share app was dropped off and their ride left before they were admitted to the event. They were denied entry and later snuck into the event and had to be ejected.

## THE UGLY:

- We had a number of important shifts no-show and it caused my to have to be on-shift more than expected again. After midday Friday I was basically working or sleeping.
- We just don't have enough "senior" volunteers yet that can handle Khaki and R12 roles. We need to actively recruit.
- Of our "serious" events, most involved consent violations - further work is needed to acculturate participants about consent.

## Suggestions for Next Year

- We need more pre-event work to build up the base of Rangers. We also need to more heavily promote that two Ranger shifts or just one during certain important times like Burn night will earn a volunteer ticket.
- We need to institute better tracking of Ranger volunteers (emails & names) in order to communicate with them via email and track Rangers who miss shifts. Missing a Ranger shift needs to have some consequence. In general a Ranger database is needed.
- It would be good to add some simple infrastructure like a self-closing box along with some signage and perhaps a locked drop box for expensive items (Rangers and Participation Station could have keys?)
- Some kind of plug-in floodlight would be good for illuminating the Rangers signage at night.
- A big, bright digital battery clock would be a great improvement for the Rangers tent.
- Some kind of rugged whiteboard would be great for the shift schedule.
- Some participants had "Creeper" cards that seemed like something we could adopt at the organization level. Have them at gate and Participation Station - simple business cards that someone gives another participant to quietly tell someone they were being a creeper and should leave the situation.

## Participation Station

(Submitted by Lesley McNiesh. Co-coordinators were Andy Wing, Crystal Morgan )

Answers consolidated among coordinators:

## THE GOOD:

- Good hand offs and collaboration among the coordinators
- 1 3-hr lead with 3 2-hr shifts -- definitely some drop off from folks not showing up, but there were basically always at least a couple people to keep each other company
- Print outs - volunteer sign ups, VRTP list, FAQ\*\*\*, departments descriptions\*\*\*, VRTP program description, station hours
- Station was very active on Friday, despite the weather

## THE BAD:

- Participation station volunteers were some times the front line for questions about other departments, including being in the hot seat over something that they had no hand in
- We had radio issues on Friday. Sanctuary's radios were low, so they borrowed two chargers. When our radio died, there were no compatible chargers and some charged batteries that went dead as soon as we put them in the radio

- Greeters had a fair number of no shows for shifts
- People were writing their shifts on their arms or on the little spare space on their laminates. They were confused about the blank area being for tracking hours served vs writing down their shifts  
Some of the sign up sheets got a bit damp during the storms. A more severe storm (think Playa del Thunder at the old site) could have possibly drenched them

## THE UGLY:

- Inability to contact critical volunteers who didn't show up for their shifts (rangers and medical)
- Didn't send a pre-event shift sign up reminder because the system was manual and Party Station coordinators didn't have access to emails unless Jen pulled reports
- Porto etiquette
- Need more portos next to PS. People complained about them being out of TP/sanitizer. (alternatively: we should stock some back up TP or make sure the contract includes stocking with more than a couple rolls)

## Suggestions for Next Year

### Pre-event

- Sign up system where people can edit their shifts and we can send automated reminders -- maybe signup.com. At minimum something where Party Station coordinators can pull the list with all details include email/phone
- Possibility to send automated email with shift details to each volunteer in an easy, printable format prior to event so they can access it easily
- Make sure other departments know all the random shit Party Station has if they need it like endless pens and rubber gloves
- Collect camp and cell for critical volunteer shifts (medical and ranger) for both pre-event sign ups and on-site
- Discuss with gate and parking how early they want volunteers before the gate opens, it seems like 1 hour before was not sufficient

### Infrastructure

- 2 radios needed for participation station set on G/G/P during operating hours - one at the station, one with on-duty coordinator. Important so G/G/P can call for volunteer help, so the station can call medical, and so that station can call and ask for help if they are getting grilled with questions they don't have the answer to. Print out directions was helpful and we should do it again.
- More cube/y taps for the extension cords
- Need 6 ft ladder
- More clear instructions for med on call/R12 hand off. Some folks were waiting at rangers or at camp for hand off

### Budget supplies

- Bull horn
- Paper towels
- NO MORE LANYARDS EVER
- Buy power cord for sound system -- DC power input 17V / 1.75A round charger barrel negative
- bubble solution for bubble blower

### Map

- Put lamplighters meeting spot on main map
- Put a sub-label on PS for Lost & Found

### FAQ additions

- Lost valuables protocol (i.e. in ranger station)
- \*MOOP shift times/instructions

## Party Station Guidance

- Write in the shift time on laminates to help people remember
- Age guidance for volunteer shifts
- Consider no VRTP on-site list, collecting via email or a form after event
- More focus on RIDE on-site next event
- Agreed meeting places for shifts with no "headquarters"...we had a lot of fire perimeter folks not sure where to go

## Printing

- Dr's appointment reminder cards" for shifts - we have something that can be used already in the bins for next year (I would suggest, based on volume, that we bring additional. I think in the bins we had ~50?)
- Build on FAQ, that seemed really important given all the random questions that volunteers got and a number of them expressed that it was really helpful
- Dont need 2 copies of the volunteer sign ups, but check with department if they would like their own copy (note that this will become inaccurate)

## Additional

### Misc. non-Party Station Suggestions

- Porto how not to be an asshole printed in every porto...
- Porto flyers guidance (or flyers elsewhere public) -- there was a potentially offensive poster, what are protocols for tearing down? Coord just tear down? Ask a board member?
- The submitted afterburn lists out some rockstar volunteers that should be tapped for future burns

## Planning Committee

(Submitted by Fiona.)

### THE GOOD:

- Attendance at all the Zoom planning sessions was very high and people stayed through the entire meeting, even though they ran to two hours.
- Coordinators communicated and collaborated with their interdepartmental peers very effectively without me.
- New coordinators were embraced and were not afraid to ask questions.
- Overall, the coordinators had enough coverage that they were able to take breaks and enjoy their burn.
- The Board stepped in when appropriate and supported all the departments. This was important in a year with many new coordinators and challenges that had liability implications.
- The Board's communication with the landowner meant that the land was ready for us when we arrived.
- The coordinators' enthusiasm and willingness to do more was everything.
- The on-call medic system worked well, the shifts changed smoothly and I didn't hear of anyone who needed help and didn't get it.

### THE BAD:

- We didn't have a plan to burn the pony, art or temple and it was chaotic. Just because things were burned in the end, doesn't mean it was a good situation.
- Rangers need a co-coordinator. Wax is skilled and an amazing human and if we don't fix this, we could lose him.
- The medics didn't write all the calls down in the log so we don't have a record of what medical issues arose on-site.
- The on-call medics shouldn't be coordinated by the PC coord in the future. I don't mind doing it but it's not the best structure for efficiency.

### THE UGLY:

- We HAVE to have an off-site and on-site fire team in place by next January.



## Suggestions for Next Year

- No cannons near sanctuary

## Sanctuary

(Submitted by Cat. Co-coordinator Flying Butterfly)

### THE GOOD:

- Provided a safe and comfortable space for participants
- Our volunteers were amazing!!
- Collaboration with Rangers

### THE BAD:

- Need more leads!
- Need a heater!
- Need more blankets!

### THE UGLY:

- Need a better lead schedule so I am not on call for 24 hours :-)
- A plan/resources for severe mental health concerns

## Suggestions for Next Year

- Continued collaboration with Rangers. Perhaps a sanctuary lead or volunteer could support rangers in the field.

### Additional

- This was my first PDF and it will not be my last! I am so grateful to be a part of such a beautiful community.
- Volunteers who stood out. All of these participants exuded leadership and were able to hold space for our most vulnerable visitors to sanctuary::
  - Rink
  - Techno Gandolph
  - Heron
  - Lauren
  - Heidi
  - Gwenchantress

## Signage

(Submitted by Mel. Co-coordinators Unofficially Bucky, Kailah, and Todd (Kitten Korral))

NOTE: Signage was a new department for 2022

### THE GOOD:

- All of the requested signs were made.
- I have an itemized list of what we'll need for next time.
- I've streamlined the process for requesting signs, with the form I made.

### THE BAD:

- I'll need a longer drill bit for the signs next year so they stay in the ground better.
- Late submissions, or no submissions.
- No clear plan for what to do with the signs after the event..

### THE UGLY:

- I'd say the worst is transporting the extra materials home, and storing them for next year at my house.

## Suggestions for Next Year

- Giving the signs away was a pretty fun idea and definitely saved me some space in my car on pack out. Next time I'd rather have them stored in the container so we could reuse them, and budget out some bigger, better, more exciting signs.

## Sound Patrol

(Submitted by )

No report submitted by sound patrol.

Sound patrol leadership resigned at the start of the burn. The duties for sound monitoring were taken up by Bucky in city planning. There were no incidents of note to report.

## What Where When

(Submitted by Kailah)

### THE GOOD:

- This was my 2nd time creating the WWW so I already had a template to start with, which saved a lot of time.
- 500 copies were printed and all were given out. Greeters handed out 2/3rds and 1/3 was given out at Participation Station. By Friday night, almost every copy was given out to participants.
- The final printed guide went down from 40 pages in 2019 to 36 pages in 2022. This was mostly due to the condensing of the informational portion (first part/previously GUD). It was cut down from 17 pages to 11. This made the event info more concise and saved us on some printing costs.

### THE BAD:

- The condensing down of the informational portion happened about 3 weeks from the WWW print date. (This was done to take out unnecessary info for on-site, overlapping info with the survival guide, and to save some money on total page count.) However this process took some extra time/effort, and wasn't as smooth as I would have liked. Others had to take time to help out since I didn't feel like I should be making the decisions on what content to cut. All in all, it had to be done but it would have been more ideal to do all of last year instead of in the last few weeks before the event.
- I feel there is still some work that can be done with the information portion of the WWW. It's still very wordy. I don't know that much of it is read/usable the way it's organized. I plan to look it over in early 2023 to see if there's a better way to provide content/layout the info.
- I was struggling to find images/photography to use in the WWW. And when I did, I would have to track down the photographer in some cases to give credit. I was given access to the Communications Committee shared drive that has images, but this contained mostly images from the old site. I also would like to give credit to not only the photographer but also the artist of piece that was photographed, and the name of the art piece. Can we start collecting this info too in the photo's metadata?

### THE UGLY:

- Not sure if this really is "ugly" but the budget for the WWW was set at \$300 however the cost to print it was \$975 for 500 copies. Miles approved it but we should maybe update the budget for accuracy in 2023. The cost of paper/printing, like everything else, has gone up. I will do some more research in early 2023 to make sure we are getting a good deal for printing.

## Suggestions for Next Year

- I'd like to try and get a more comprehensive WWW webpage up and running well before submissions close. This will allow participants to view what other events are happening and when (before they plan their event).

- I also would like to provide different formats/files of the WWW on the website. (ie. printer-friendly, mobile-friendly, etc.)
- A printer friendly version of the WWW is something that is needed in 2023. The file provided on the site for PDF 2022 was single page layout, instead of spreads. This made it twice as many pages for people to print at home. This was an oversight on my part.
- A mobile friendly version should also be provided. One with hyperlinks, etc. to any urls provided.
- A PDF app is still something I'd like to see in the future. A more interactive WWW could be a fun feature of the app. I'd be happy to collaborate with others on this venture.
- I'd like to run a WWW cover contest next year. Could be original art/illustration or photograph. Just another way to include our participants and highlight our artists.
- I had the idea this year to include a list of the events for each day on a time chart. It would show what events overlapped, etc. I think it's helpful to see the daily breakdown by time. It would look similar to a gantt chart. It would only list that name of event, location and time of course. I've seen this done at other burns and plan to include it in the next WWW.

## Additional

- Specific to the PDF Map, the Theme Camps and Art pieces both were assigned numbers on the map. However, the same number was used in many cases for both a theme camp and art piece. The only distinction was that art pieces had a circle around the number. Next year we should have art use either letters or higher numbers that don't also correspond to a theme camp.

## Web

(Submitted by Jen F.Co-coordinators/Key helpers were Smiles, Hatter, Ursula, Kailah, M4)

## THE GOOD:

- We rebuilt the whole freaking website!
- It looks fantastic!
- I'm so damn proud of it!
- The new website is much more mobile-friendly, and WordPress plugins allowed us to add fun things like a "Volunteer Personality Survey" and Gate & Pony Countdown Clocks.
- Setting up reusable blocks for every single date/time/deadline/etc. made it so easy to make updates. Now we can update on the Dates and Deadlines page (<https://playadelfuego.org/deadlines-dates/>) and any edit there automatically updates everywhere else it was used on the site.
- Use of anchor links on the webpage allowed for greater precision in linking from the website and other communications. For example, I could link directly to the "transferring your ticket" section of the ticketing page instead of just the whole page. These have also allowed more information per page through the use of an anchor-linked table of contents, and cross-linking between relevant pages across the site.
- Adding a "Donate" Paypal button to the newsletter and website led to (if memory serves) one \$1000 and one \$2000 donation for MOAR ART!
- For the Burning Pony Express newsletter, I tossed the whole "no snark" thing that Patty passed along when I took on Communications. Instead, I tried to add in \*just enough\* snark, shenanigans, dad jokes, etc. to make it fun and engaging. If our open rate (mostly in the 30-40% range) is any indication I think it worked out pretty well!
- Targeted emails in the week before the event sent to ticketholders needing to transfer +1 tickets or sign waivers had a significant success rate, reducing onsite ticketing problems.

## THE BAD:

- For all the "You NEED to have your COVID vax up-to-date to attend" messaging we did, it often felt like it was all just screaming into the void. We should have gotten that bright red COVID policy banner at the top of the website sooner, but the policy had been delivered hand-in-hand with the news we were even having an event, and featured prominently in every BPE. Hopefully COVID won't be an issue next year but I'm not holding my breath.
- Since so much time and so many words were spent on COVID policy reminders, there was less to spend on our other usual reminders: transferring tix to the end-user, signing your waiver, not showing up outside gate hours.

- Many departments no longer have functional emails, so when we needed a contact email for the website/BPE/social media, one it had to be implemented ad hoc. We should work on getting these set up in the off-season so they can be listed on the website and ready to go before we get busy next year.

## **THE UGLY:**

- Being the main point person for everything website-related was... a lot. I'll be teaching all y'all to WordPress at the leadership retreat, and writing an SOP for how to update different parts of the website in case I'm not available. We can even set up more people with user accounts with different levels of permissions to edit their areas of the website without breaking the whole thing.
- After an initial attempt at using Google Forms for pre-event Volunteer Sign-ups that led to Everybody and Their Mother™ overloading single shifts and other shifts being left untouched, we re-made the Volunteer Sign-up form using the Sign Up Sheets plugin by Fetch Designs to integrate it directly into the website. This plugin allowed for folks to at least see which shifts had openings and who else was signed up on a shift, although it doesn't allow for sign-ups to be deleted by the user unless you pay for the Premium version, so all volunteers that wanted to delete or change their shifts had to email me to request the change. Not ideal, but a better solution than the Google Form. We NEED to find a better solution for next year, even if it means buying a premium level plugin or building our own Volunteer Sign Up plugin.

## **Suggestions for Next Year**

- Website user accounts for all participants to be able to create and edit volunteer shifts, applications, submissions, etc. like we had on the old website. Integration with ticketing website a bonus but probably not feasible.
- Website-integrated volunteer sign-ups via plugin that allows users to delete/edit their own shifts
- Website-integrated application & submission forms for Art Grants, Placement, WWW, etc. with editing capabilities after submission
- Look into alternative notification methods for ticket sales, deadlines, important news, etc. via SMS text, WordPress app notification, etc.
- More ridiculous interactive campaigns like the Volunteer Personality Quiz to match folks to their "ideal" department and drive engagement & volunteerism
- More BPE "Coming Soon" jokes
- More My Little Pony: Friendship is Magic memes
- More food in toobs

## Appendix A - Art project Details

36 QUESTIONS TO FALL IN LOVE / 37.4 QUESTIONS TO F\*CK YOUR BURN Artist: Lauretta Prevost Do you have an hour to spare to fall in love? FANTASTIC. If soul-sharing and eye-gazing are your thing, come on down with a human open to falling in love with you. Or sit by and swoon in the direction of strangers until you rope in a likely candidate. Results not guaranteed. ...Falling in love not your thing, you snarky potato? No problem! Come on down with a burner friend crush, and pass some time giggling and storyswapping. Open 24 hours. [Description: a lovely respite, chairs and table. The social experiment is you.] Location: TIKI

BLACKSMITH WORKSHOP Artist: Nicholas Ireys

CALLIOPE CREATURE CARNIVAL Artist: Juniper A small carnival oasis which encourages fun, interaction, and a sense of awe.

CHILL PILLS Artist: Hiplomat and No Chill Pills is the radical bead gifting game in a prescription pill bottle. DO NOT EAT THIS GAME. Enable others by gifting Chill Pills to friends and strangers. Try all 12 unique Chill Pills of four types: anti-chaotics, vibe stabilizers, social stimulants producing immediacy (SSPIs), and pro-chaotics. Stop by Playa Pharmacy and find the combination of Chill Pills that is right for you. Our pharmacists will walk you through the effects, help you deal with the side effects, and provide unlimited refills. Then gift your Chill Pills anywhere on playa! Every bead a moment. Chill Pills.

CONNECT REFLECT Artist: Fenriss Connect Reflect invites thoughts about the interdependence of all life. Systems like neural networks echo ecosystems. Electrical impulses in the brain are like vines in the deep forest, or mycelium far underground transmitting good will and mutual aid between trees. Humans are wired to co-regulate and cooperate. When you look in a mirror, do you see only yourself? When you look through a window, do you see only others? How do you know the difference?

Location: Camp Tasty

CONSCIOUS CREATIONS Artist: Alex (Doom Shroom) & Jerilyn (Hip Dip) Two Art Therapists create a welcoming, mindful, and non-judgmental space for face and body painting. Sniff the aromatherapy mist, breathe out, slow down, let go, and appreciate the transient beauty of paint on skin. Designs are versatile for both daytime and night time wear. Location: Find us on a high traffic street corner near you, or someplace quieter, not sure yet!

COVID ISOLATION CHAMBER Artist: Susan Stack

CREATE A PUZZLE Artist: Bailey Come color a puzzle, then you can either take it with you or leave a piece and pick up a piece to create a cool new puzzle

Location: Camp Mahna Mahna

DEATH CART FOR CUTIE Artist: Disco Taco

DRAGON SCALES! (JEWELRY WORKSHOP) Artist: Fraggie

FABRIC PAINTING AND STENCILLING Artist: Lisa-NittyGritty

HEADS OF CHANGE Artist: Keegan

MALKUTHIAN ACTIVATION PORTALS Artist: Laura Katz Rizzo Malkuth is a Hebrew word that can be understood as "Kingdom," and refers to the material world of the senses. The Malkuthian Activation Portals are made from bound sticks and ropes. Their design is drawn from each of the 5 universal elements of Air, Earth, Water, Fire and Ether, and they reflect and invoke these natural forces, both as art objects and/or focal points or meditation tools that focus energetic frequencies and activate different energy centers. Burners are invited to



come and spend time with the portals. Location: Near Coffee and Contemplation MEDITATIVE ARCHERY  
Artist: Johnathan Keegan

OPERATION XEROFUX Artist: Bad Andy

PAPULA DE GAIA Artist: brycebot The Papula de Gaia is a growth from the body of the earth. It is an overflow of life, breaking the skin of the planet, pulsating with light to the rhythm of life. This new habitat is born from the adaptation of ancient mech-organic life. Drawn into the Papula from afar, the explorer is lulled into a hypnotic trance upon entering the abscess. They discover a mossy creature, pulsating with life, pulling them deep into the energetic rhythms surrounding them.

PIXEL PIXIE SELFIE WINGS Artist: Mad Hatter Ever want to be a digital angel? Stop by Mahna Mahna and get a picture with a pair of 5 foot wings adorned with over 1000 individually addressable led lights that will be dancing and pulsing with the sounds of the playa. Be sure to use the QR code to upload your photo to our album. When enough photos are uploaded they will be made into a pdf mosaic. Wings will be located at Mahna Mahna (Next to camp tasty) and will be active starting at dusk and run until around 1am each evening.  
Location: Camp Mahna Mahna

POOP AND SEEK Artist: Victor Hex Art is subjective and one prompt can be interpreted an infinite number of ways. Poop and Seek aims to show off the myriad of ways that one idea can be understood. What better place to ponder life's greatest mysteries than the Intellectual Thunderdome that it is a portable toilet. Location: Camp Mahna Mahna

PROFESSOR WILLIE'S CONSENT TENT Artist: Professor Willie

PUNGER GAMES Artist: Lauretta Prevost

PUSHING MY BUTTONS Artist: Dana

RAKU RODEO 2U Artist: Reggie Pointer

REARING PONY Artist: Bxiie

SCHNARD TOWER 1 Artist: Quentin Davis Schnard is a nonsense name for a thing that cannot be named. A Schnard is an event that is momentous enough to be observed but remains inexplicable; something for which there is no good explanation. It exists in the space between, where logic ends and reality demands an answer. In modern times we are too quick to ascribe some fatuous explanation to things we really do not understand, such as ascribing an event to "UFO's". A Schnard is a Schnard and it is presumptuous to say anything more. A Schnard tower is an ancient design to attract Schnards for the betterment of the community. Location: Open field

SIGNPOST A Artist: filth & flightless Looming above the crossroads of the PostAnthropocene, multiple possibilities beckon us in different directions. Follow Dr. Corvid (the Covid plague doctor), or the extinct Dodo, or the Bluebird of Effing Happiness! But you can also create your own sign, point us in a new direction (or just show us which way to find your camp). Look in the mailbox! Location: At the crossroads SKY VIVIAN Artist: Tom Kelly @ Camp Recharge

SOUND OF AETHERIUS Artist: Sound of Aetherius Collective & Adela Wagner Sound of Aetherius is an immersive musical instrument. Inspired by Aetherius—the Greek God of the upper air and light—this sculpture will be played by both humans and the elements. A hexagonal prism of strings comes alive with ethereal music through interaction with desert sun and wind.

SPARKY THE GIANT RIDEABLE UNICORN Artist: Doug 'Nataraj' Shire and Laurence 'Radar' Clarkberg

SUPER NOVA: FIRE IN THE SKY Artist: Fire in the Sky

TABULA RASA Artist: Todd Croteau

TACTILE TUNNEL Artist: Sheck

TEMPLE OF CONFLUENCE Artist: Shanna (Banana) Fricklas

THE CAVE OF WONDERS Artist: Samantha (Genie) Romanick

THE ELECTRIC WHEELCHAIR Artist: Saint

THE FLAMEDULUM WAVE Artist: Barbwire

THE NEW AND IMPROVED BURNING CUBE DELUXE” Artist: Lucifer

THE RAINBOW RUMBLE Artist: Brandy Baker, Mark Hinkle Did you love the Boptagon? I used to love to watch people play in the Boptagon in Delaware and was hoping to bring some of that joy to Tamaqua. The Rainbow Rumble is an interactive space where you can dress up and spar with your best friends or complete strangers. Have fun and be safe!

THE VOID Artist: m4

TOTALLY TUBULAR Artist: Todd Croteau

UNMASKED Artist: Jamilah D. What do you want to “let go of” from the past two years? Or is there something you lost and can’t get back? Release it all by expressing whatever you choose on a symbolic paper face mask and throwing in the trash! The trash will burn on Sunday. Location: Camp Jellyfish

VALLEY OF THE DOLLS Artist: Victoria Young

VIRGIL DEL FUEGO’S TELEVISUAL WHATCHAMAJIGGER (AND SNEEZE-GUARD) Artist: Virgil Del Fuego (flightless)

WE’RE ALL SILLY HERE Artist: Alex Kate Weinfeld and Jerilyn Oquendo

YOUR WISH IS MY COMMAND Artist: Samantha (Genie) Romanick

## Appendix B - Profit and Loss

Playa del Fuego dba FirePony Creative Society	
PDF 2022 Profit & Loss	
	PDF Events
<b>Revenue</b>	
Donations	3,283.89
Miscellaneous Income	
Ice Sales	2,193.00
IN OUT Passes	1,200.00
Total Miscellaneous Income	<b>\$ 3,393.00</b>
Ticket Sales	77,355.00
Discounts/Refunds Given	-1,385.94
Total Ticket Sales	<b>\$ 75,969.06</b>
Total Revenue	<b>\$ 82,645.95</b>
Gross Profit	<b>\$ 82,645.95</b>
<b>Expenditures</b>	
Art & Artist Support	
Event Art Grant	21,930.50
Total Art & Artist Support	<b>\$ 21,930.50</b>
Bank & Transaction Fees	
PayPal Fees	1,888.47
Total Bank & Transaction Fees	<b>\$ 1,888.47</b>
Dept of Public Works	
Portapotties	8,341.60
Supplies	828.43
Water & Ice	1,449.15
Total Dept of Public Works	<b>\$ 10,619.18</b>
Equipment Rental	4,504.26
Event Insurance	536.88
Fire Team	
Fire Team Supplies	13.77
Wood	900.00
Total Fire Team	<b>\$ 913.77</b>
First Aid	<b>565.02</b>
Gate and Parking	
Gate Supplies	1,105.51
Greeting Supplies	135.48
Parking Supplies	233.91
Total Gate and Parking	<b>\$ 1,474.90</b>
Printing & Publications	

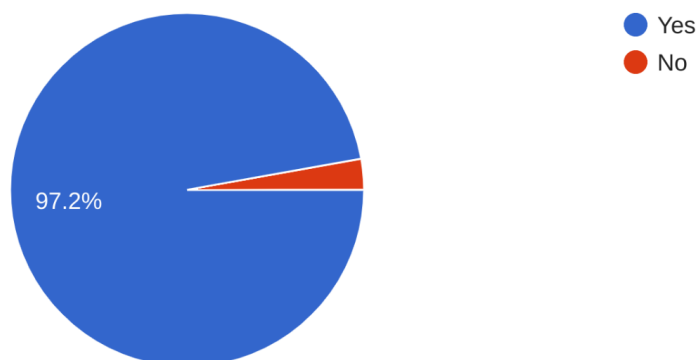
WWW	1,342.17
<b>Total Printing &amp; Publications</b>	<b>\$ 1,342.17</b>
<b>Rent</b>	
Land Rental	16,725.00
<b>Storage Unit</b>	
<b>Total Rent</b>	<b>\$ 16,725.00</b>
<b>Security</b>	
Security Contractors	620.00
<b>Total Security</b>	<b>\$ 620.00</b>
<b>Total Expenditures</b>	<b>\$ 61,120.15</b>
<b>Net Operating Revenue</b>	<b>\$ 21,525.80</b>
<b>Other Revenue</b>	
<b>Interest Income</b>	
<b>Total Other Revenue</b>	
<b>Net Other Revenue</b>	<b>\$ 0.00</b>
<b>Net Revenue</b>	<b>\$ 21,525.80</b>

## Appendix C - Survey Results

Date Created: Tuesday, May 21, 2022

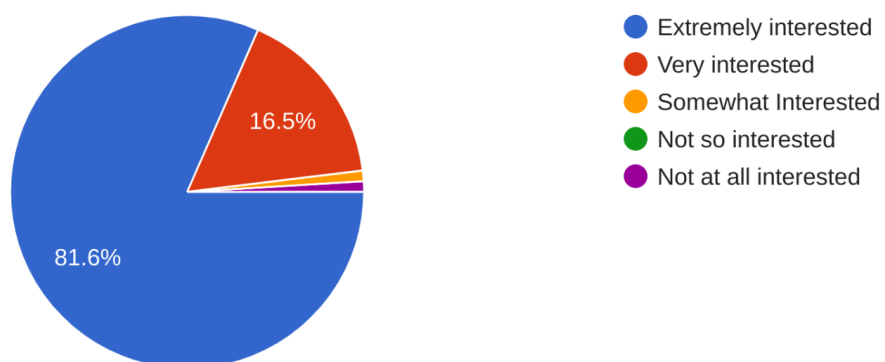
Did you attend PDF 2022

106 responses



Are you interested in attending PDF 2023?

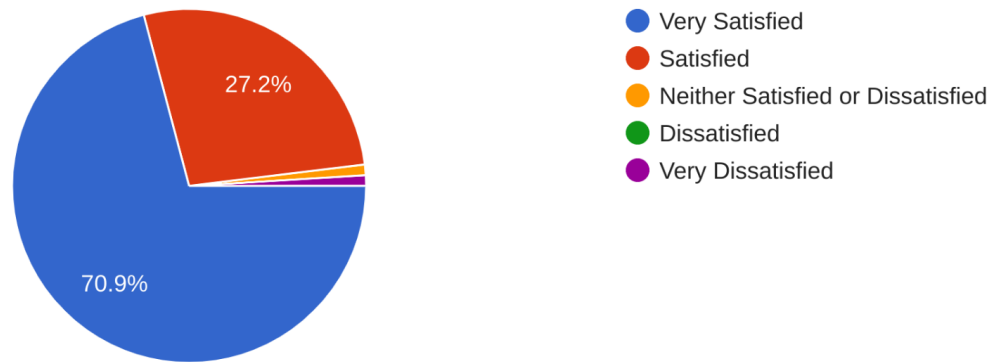
103 responses





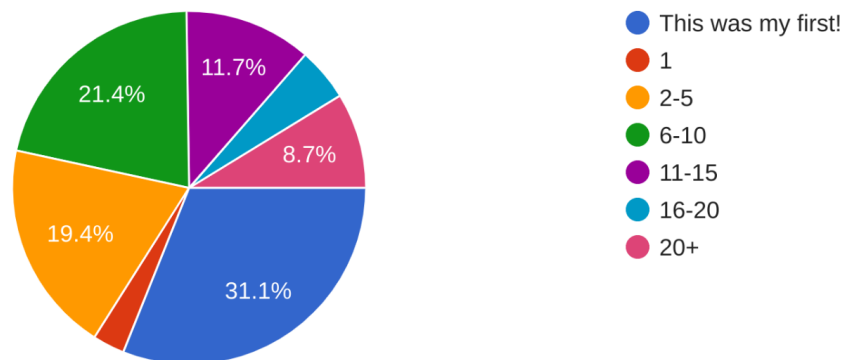
## Please let us know how you feel about your PDF 2022 experience

103 responses



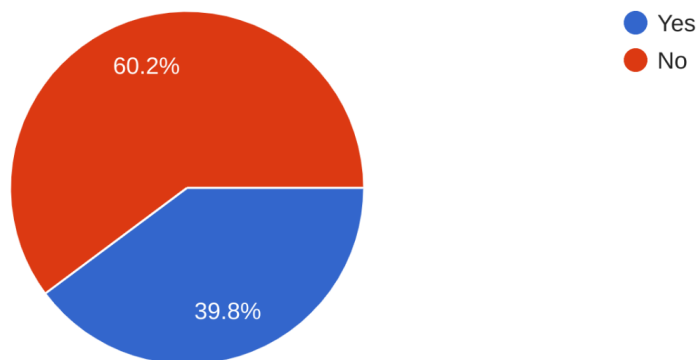
## How many PDFs have you attended before?

103 responses



## Have you ever attended Burning Man?

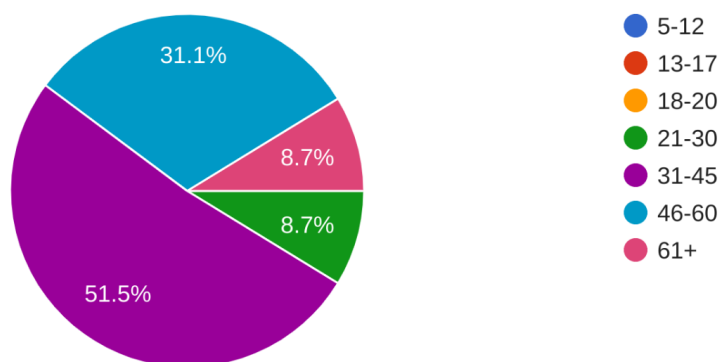
103 responses



## Diversity and Inclusion

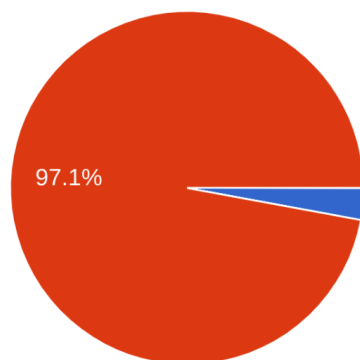
### How old are you?

103 responses



Did you bring a minor or minors?

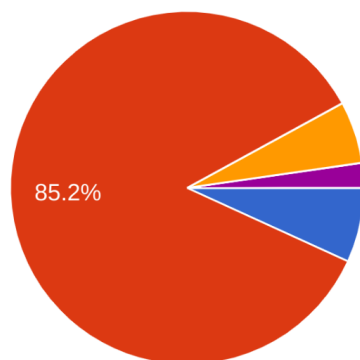
103 responses



- Yes
- No

Do you consider yourself a person of color

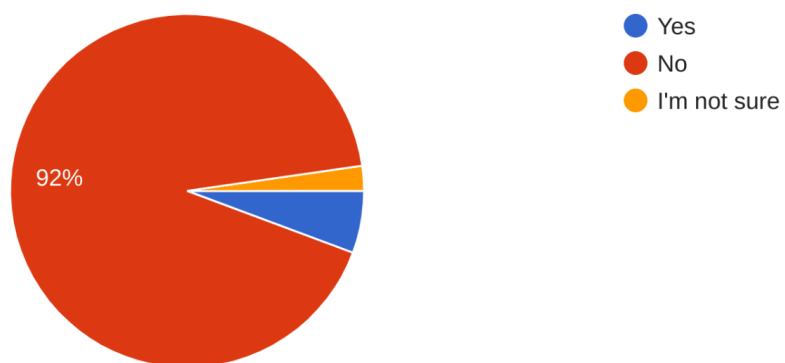
88 responses



- Yes
- No
- Sometimes
- Other
- Prefer not to say

Did you experience any instances of harassment, micoraggression, or discrimination at PDF?

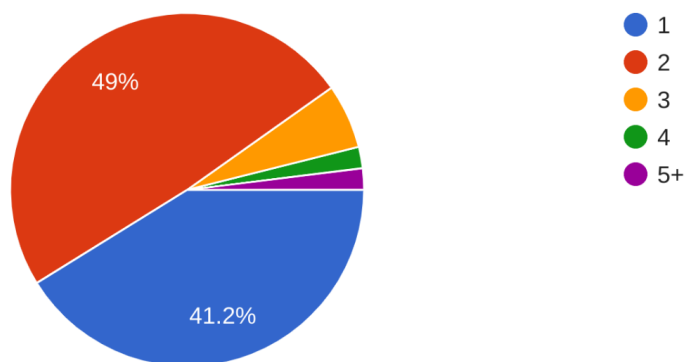
88 responses



## Logistics

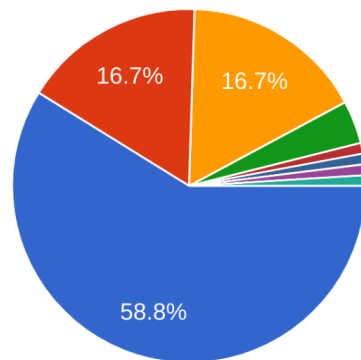
Including you, how many people were in your vehicle when you got to the gate ?

102 responses



## What kind of Vehicle did you arrive in?

102 responses

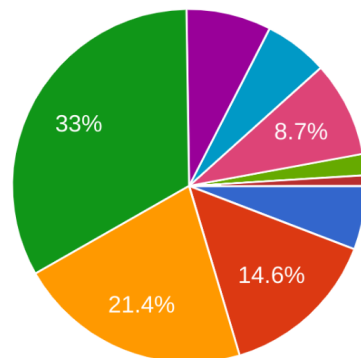


- Car/SUV
- Truck
- Van
- RV
- Bicycle
- Motorcycle
- Uber/Lyft
- State trooper or similar police vehicle

▲ 1/2 ▼

## What day/time did you arrive (first arrival)

103 responses

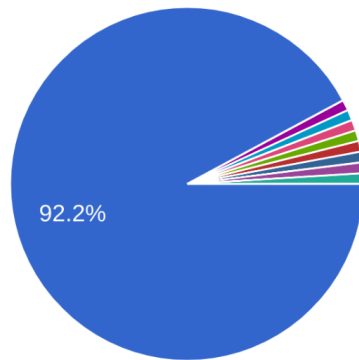


- Tuesday
- Wednesday
- Thursday early entry (Before 5pm)
- Thursday 5-9pm
- Thursday after 9pm
- Friday 9am-noon
- Friday noon-9pm
- Friday after 9pm

▲ 1/2 ▼

If Gate was 24 hours, when would you have preferred to arrived?

102 responses

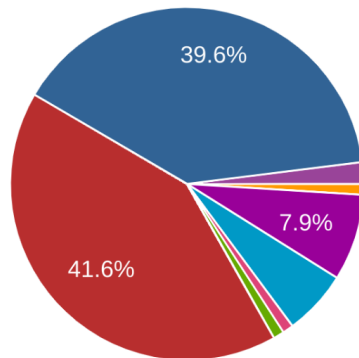


- Same time as I did
- When gate was closed Friday 12:01a...
- When gate was closed Saturday 12:0...
- When gate was closed Saturday after...
- Thursday at noon
- Thurs night
- Whenever it first opens
- About 6 hours before I did. Also, 24 ho...

▲ 1/2 ▼

What day/time did you leave PDF (last departure)

101 responses

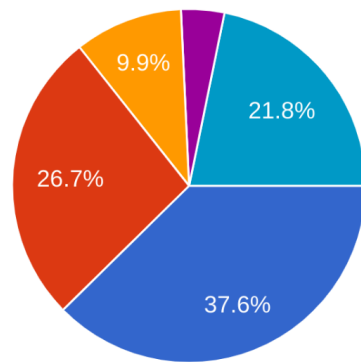


- Friday
- Saturday before 8pm
- Saturday 8pm-midnight
- Sunday 12:01am-9am
- Sunday 9am-Noon
- Sunday Noon - 8pam
- Sunday 8pm - Midnight
- Monday 12:01am-9am

▲ 1/2 ▼

## Where did you camp?

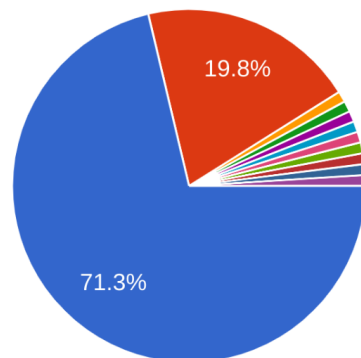
101 responses



- Placed theme camp - small 8 or less campmates
- Placed theme camp large : more than 8 campmates
- Unplaced theme camp small
- Unplaced theme camp large
- Independent camping - Van
- Independent camping - Tent
- RV city

## Did you volunteer?

101 responses

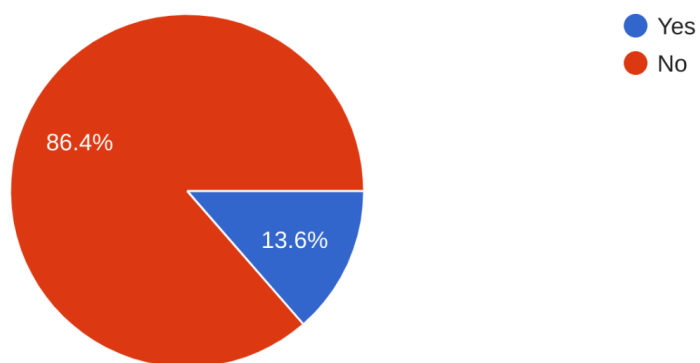


- Yes
- No
- repeatedly
- Way too much!!
- Helped establish the unification of Lo...
- I work my butt off as TCO, literally spe...
- Temple build
- Coordinator



Did you leave site and return over the course of the event?

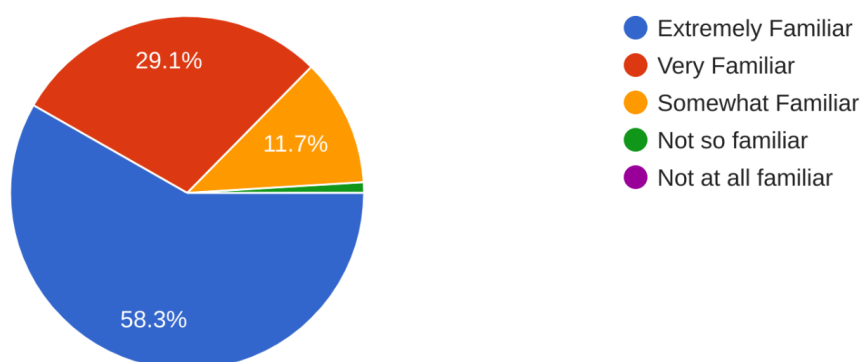
103 responses



## Culture and Event Information

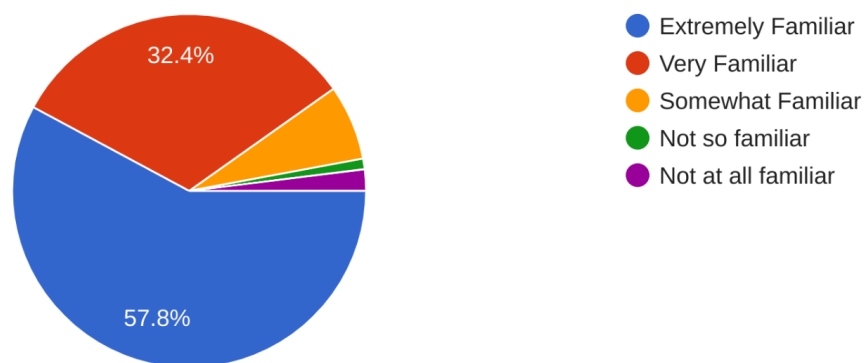
How familiar were you with the 10 Burning Man Principles before you arrived ?

103 responses



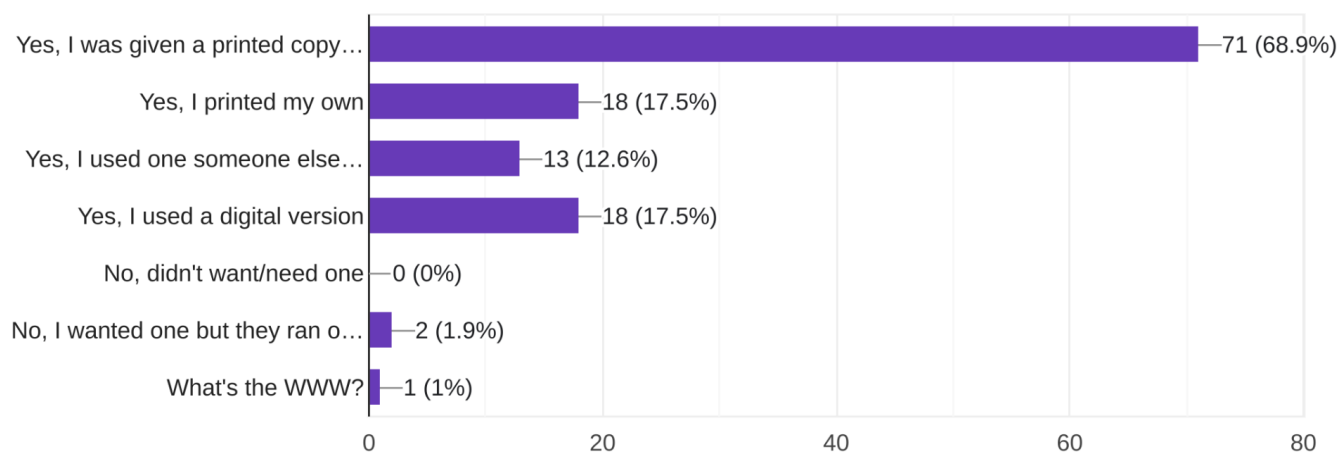
## How familiar were you with the 10 Burning Man Principle after you left?

102 responses



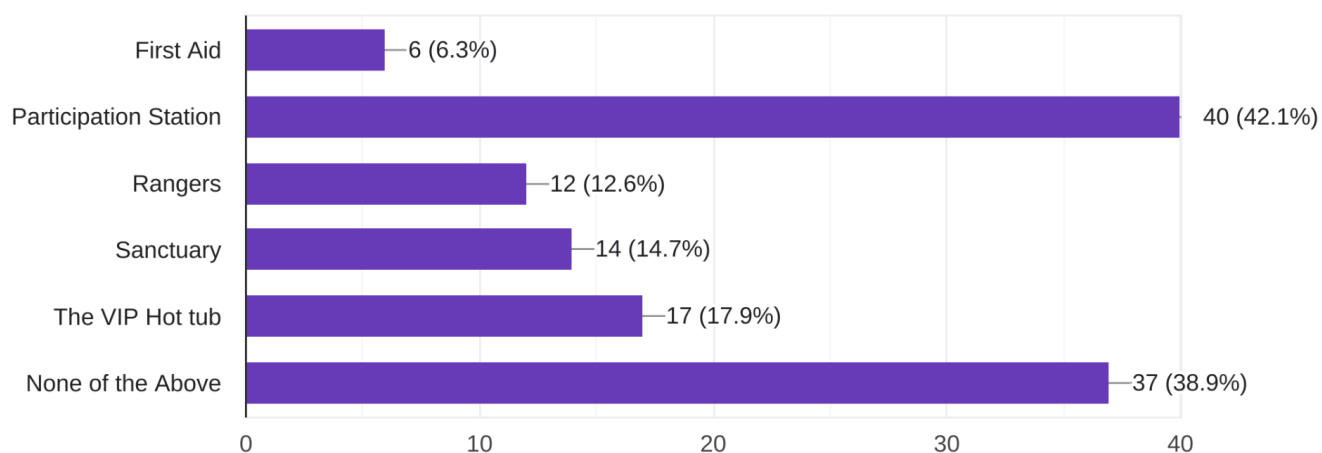
## Did you have access to a copy of the event What Where When (WWW) during the event?

103 responses



Did you use the services of any of the following while onsite? Check all the apply.

95 responses



Was there any time you sought information about the event from a volunteer and did not get an answer?

103 responses

