

Constellation Burn

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, 2022.*

CB2022 Overview and Highlights

Overall the event was a success. Despite logistical challenges at the event, department Afterburn reports are generally positive, participants surveyed report high levels of satisfaction, and the event turned a profit. Due to COVID and other complications several leads had to step away immediately before or during the event, including the Event Producer largely responsible for Safety and Operations. The leadership on-site, in addition to some super volunteers, stepped up to fill the gaps and make the event a success, but increasing volunteer turnout and filling out the leadership org chart 2-3 people deep in every role is a major goal for the 2023 event.

We took an afterburn survey which reinforced the notion that Constellation 2022 was generally successful with the community at large, and that a Constellation event in 2023 would be well-attended. To the question, "Please let us know how you feel about your Constellation 2022 experience", respondents reported a **98% satisfaction rate**. (17% satisfied, 81% very satisfied)¹ To the question, "Are you interested in attending Constellation 2023", respondents reported **91% extremely or very interested in 2023**. (21.1% Very, 70% Extremely). These numbers are promising as this burn grows and changes in the next few years..

Constellation 2022 released 850 tickets to the community, of which 773 (90%) were sold. Of those 773, just 626 (81% of sold, 74% of total) were redeemed. This 81% redemption rate is comparable to the 78% at our sibling event PdF in the spring. The total tickets sold however are a far cry from the 964 of our last event in 2019. Some of this decrease may be due to confusion around the new ticketing process tested this year, but it may also indicate a decline in interest in the event.

About Constellation

Constellation Burn (CB) traces its history through the former fall Playa del Fuego (PdF) to the east coast burns on Assateague Island in 1998. The Assateague beach burns started with 20 or so folks, most of whom had been to Burning Man, who would get together on Assateague Island for a weekend. By 2000 the event numbered over 800 people, and had to move to a location in Townsend Delaware. Over time it continued to grow to an event of over 1200 participants, with a large team of volunteers many of whom worked 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 Indigenous People's Day weekend.

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 in the spring, and the Constellation event in the fall. The organization has grown to also support multiple projects based on community and art in the mid-Atlantic region, such as the Mid-Atlantic Leadership Conference (MALC).

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 for a number of reasons. The fall PdF event was

¹ With our numbers, survey has 10% margin of error. Complete survey results are appended to the end of this report.

canceled and PdF began the search for a new location, ultimately landing in Tamaqua, PA. In place of the fall Burn, a group of PdF coordinators took the opportunity to start a new burn in Elkins, West Virginia dubbed Constellation. With a change of name and location, this offered a chance to experiment with new ways of planning and running the event, and in general to apply 20 years of lessons learned from PdF. Like PdF this burn is sponsored by Playa del Fuego Inc, but it is a separate burn from PdF with a unique culture.

Like its sibling burn PdF, Constellation is an experiment in collaborative community centered around interactive art, guided by the example set by Burning Man with its Ten Principles. 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 (excepting the sale of ice), thus creating a gift-based economy wherein all participants can exhibit, demonstrate, and educate others about their particular form of creativity. There are no spectators at Constellation; everyone collaborates in some way to create the event. It's a place for radical self-expression, acceptance, inclusivity, and respect.

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Organizational Structure

Constellation management is organized in a hierarchical structure starting with the FirePony Creative Society Board of Directors. A subset of the board forms the Constellation Committee and liaises with the Event Producers. Event Producers in turn coordinate with the Sphere leads, and through them manage the Department Leads and 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 before a mandatory 1 year cooling-off period. The Board of Directors works to ensure that the organization fulfills its legal and financial responsibilities to maintain non-profit status within the United States, and that each of the organization's sponsored events meet all requirements to be "Regional Burn" within the Burning Man network.

The Board engages with landowners over event space rental. It 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.

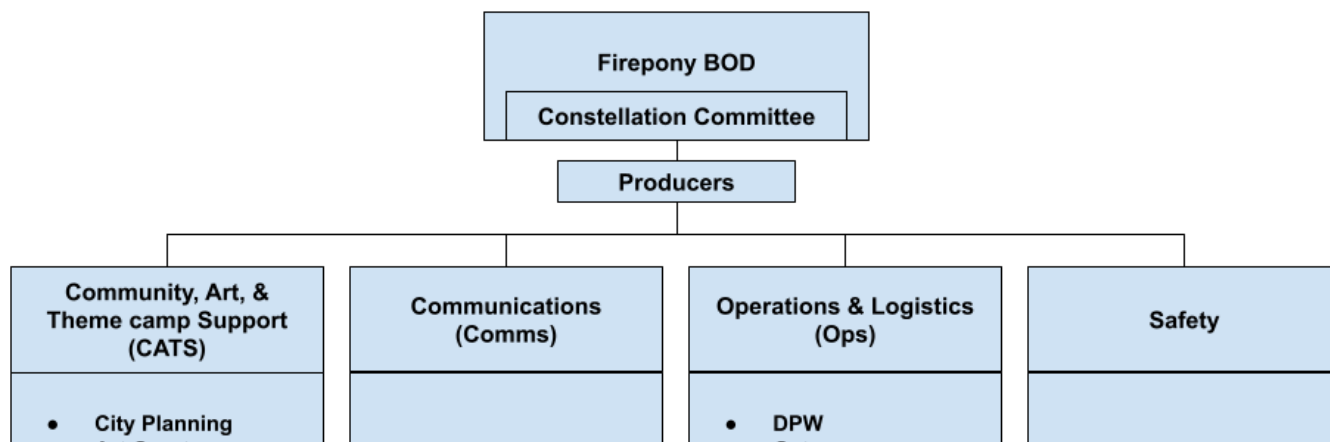
As of January 17, 2023, the FPCS Board of Directors is:

- Diana "Smiles" Svendsen - President
- Dave Wilkes - Vice President
- Kelly "Lotus" McMahon - Secretary
- Miles Miner - Treasurer
- Alex "Whatever" Cramer - Vice Treasurer
- Ursula Sadiq
- Christopher "m4" Venghaus
- Dave "Karnak" Dugard
- Aye "Ä" Rogers
- Branden "Wax" Hall
- "Bucky" Tate
- PJ "Hatter" Linke

Event Planning Structure

The Constellation event planning structure is hierarchical and starts with the Event Producers. This person (or group of people for redundancy and succession planning) act as project management for the whole event. They manage project schedule, facilitate communication between departments, and report progress up to the Firepony Board of Directors through the Board liaisons on the Constellation Committee. In contrast to the hub-and-spoke structure of the PDF Planning Committee, where there is one coordinator managing a flat team of Department Coordinators, Constellation divides its related departments into Spheres. There are four spheres: Operations and Logistics (Ops), Fire and Safety (Safety), Communications (Comms), and Community, Arts & Theme camp Support (CATS). Each Sphere has a lead who manages departments in the sphere and coordinates with the other Spheres through their leads and the Event Producers

The following chart reflects the list of spheres and departments as of October 2022



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. Constellation directs 20% of ticket and car pass sales to art.

For 2022 it was decided to fund a total of 24 projects including an effigy and temple, listed below.

Project Name	Artist	Granted Amount
Chill Pills	Anna Gollub	\$ 500.00
Odd Ball Brigade	Chelsea Dobert-Kehn	\$ 275.00
Tiny F'ckin' Hats	Alexander Yakacki	\$ 400.00
Dirt Go Brrr	Kevin Shupe	\$ 450.00
I'VE BEEN 8 BIT!	Cynthia Combs	\$ 475.00
The Gift Horse	Michael Saint	\$ 235.00
The Alchemical Process	Ryan Justin Rogers	\$ 1,000.00
Nighttime Oasis	Katrina Alexander	\$ 1,575.00
The Walls Are Talking	Caitlin Watts-FitzGerald	\$ 111.00
From the Dirt, to the Sky	Jocelyn Capito	\$ 208.61
Jellyfish Don't Pay Rent	Ahren Spencer	\$ 1,500.00
Dragon Reflections Cafe	Alexandra Sarkuni	\$ 800.00
Blood Donation Center	Michael Saint	\$ 455.00
The Thirsty Unicorn	Erica Anderson	\$ 250.00
WelCum Dong	Melinda Adams	\$ 155.00
Ukulele Way Station	Amber Antonelli	\$ 600.00
Temple	Shawn Walton	\$ 2,369.00
Pocket Moppets	Cody Dyl	\$ 500.00
Effigy: Spiral Galaxy	Michael Verdon	\$ 2,200.00
36 Questions To Fall In Love / 37.2 Questions To F*ck Your Burn	Lauretta Prevost	\$ 400.00
Mourning Star	Mir Rust	\$ 500.00
Forest of Self Reflection	Raelyn Lawrence	\$ 700.00
The Heart of the Jungle	Hallsi Rose Killian	\$ 2,000.00
The Goddess Shrine	Carmen E Bolding	\$ 600.00
	Total	\$ 18,258.61

The total art and art support outlay for Constellation 2022 was \$ 18,258.61, of a total budget of \$19,895.

In the past we have had ungranted art pieces, some of which register for our art listings. This year that was not the case: all placed and/or registered art applied for grants. Appendix A contains a listing and some brief descriptions of all the registered art at the event this year.

Financial Summary

Total revenue for Constellation 2022 was \$81,123 from the sale of 773 tickets and 463 car passes. The total expenditure was \$90,442. Of this, \$24,486 was replacement infrastructure which the board agreed to cover outside the Constellation budget, meaning total event operating costs were \$65,956 leaving a net of \$15,167.

Up until 2022 the Playa Del Fuego and Constellation events have shared all of their core infrastructure. The costs and logistical headache required to store and transport this infrastructure was considerable, and in 2021 a decision was made to split the infrastructure. Playa del Fuego took ownership of all existing infrastructure, with the agreement that Constellation would not be responsible for the cost of the replacement infrastructure for Constellation.. With those costs aside, the three largest categories of event operating costs were \$15,166, and the three largest categories were in order Art and Artist Support (\$18,920), Land Rental (\$16,400), and Event Insurance (\$10,324).

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 C**.

From the survey results, about half (53%) were in the age range 31-45. Over 46% of the participants were first-time attendees of Constellation. Even with this many first time attendees, 76% said they were very or extremely familiar with the 10 principles of burning man before arrival, which increased to 81% at departure.

Burners of course can be playful, and it is important to remember that the survey might underestimate or overestimate values. The 90 results for ~630 participants gives a large margin of error of 10%+/-

Departmental 2022 Afterburn Reports

Afterburn reports are requested from each of our coordinators. We ask our coordinators to submit what they found good, bad, and ugly, and to suggest improvements for next time. This year we received reports from the following departments

- Art Grants
- Board of Directors
- Burn Perimeter
- City Planning
- DMV
- Fire Safety
- Gate
- Greeters
- Guardians
- Lamplighters
- Parking
- Rangers
- Safety
- Sanctuary
- Signage
- Sound
- Volunteer Appreciation
- Volunteer Management

Key Action Items & Takeaways and thing to fix for 2023

- Need to start event planning sooner
- Recruit more leads, and early
- A lot of issues around volunteers and staffing solutions proposed include
 - Reducing gate hours, thereby reducing the number of shifts for Gate, Greeters, Guardians, and Parking
 - Pushing volunteering aggressively with each batch of ticket sales
 - Actively engage past volunteers pre-event
 - Having a staffed Volunteer Station to answer questions and sign up volunteers on-site
 - Creating volunteer schedules for more departments and posting them earlier rather than recruiting ad-hoc
- Always be recruiting
- Need hard-copy reference material on site, and in well-communicated locations. Maps, guides for gate volunteers, volunteer sign-ups and shift schedules
- Reach out to stand-out volunteers and recruit them for leadership roles

Art Grants

(Submitted by Scho and Ed Conley - Consolidated)

THE GOOD:

- Having a large team with a relatively flat structure worked well. Roles were nebulous or not clearly defined, but everyone involved saw the overall picture of what was needed. This self-selecting of tasks led to the most competent person available handling each one.
- Placement went well
- Artists were enthusiastic and committed
- 95% yummy

THE BAD:

- Art curation of submissions felt a little heavy handed at times by some members of the art grant team. We're here to facilitate the radical self-expression of the artist, not filter their message through our own personal biases. Unless the submission falls into the realm of acidic speech (ie hatred towards a group), inciting illegal activity, or is overly dangerous to the point of causing potential, non-consensual harm, who are we to say, "I don't like that so it shouldn't get granted"? Each artist is at a certain point

along their journey, some winding down different paths or further along than others, and the art grant team is here to encourage the opening of all creative possibilities.

- Meet and greet event was canceled for weather, which was unfortunate

THE UGLY:

- Nothing
- (submitted by Smiles) There was concern that one artist did not meet the contractual obligations for their art project

Board of Directors

(Submitted by Alex Cramer, Aye Rogers, Smiles - Consolidated)

THE GOOD:

- BOD shifts were largely uneventful.
- Warning folks about cold at greeters was good, didn't happen all the time
- Parking central placement, inviting party, was good for recruitment
- Pink light camps seemed to work well.

THE BAD:

- DC folks generally work till 5 on Friday. Getting to Elkins by 8 is impossible, so cutting off drive-up unloading at 8 forces anyone working a full week to walk in if they want to or not
- Some participants were not a fan of the CB22 ticket lottery process. Have to wait days and even weeks to find out that aren't getting a ticket
- Folks received multiple "You are NOT getting a ticket" emails in one round of sales, which was disheartening
- Don't like that FB is nearly a requirement for getting a resold ticket
- Did burning arts have the tools they need?
 - Bigger rake
 - Longer chain
 - Pre-charged Fire extinguishers
- More hard-copy signs/maps/WWW guides would be useful
 - Maybe some hard copies should be mounted as signs near portos
- Some design complaints about the public map
 - Star markers make actual text in them difficult to read
 - Does anyone actually use the neighborhood names?
 - Boundaries between camps weren't marked super well
 - Need to have a copy on site of the actual placement map too
- Decorating the carts is probably fine, but we shouldn't dedicate a org-rented cart to performance art (the Americamobile)
- Some participants have asked to be able to stay later than noon so gear can dry before being packed
- One person showed up without a vaccination card, requiring board member intervention to clear up their access.
- Lack of art cars throughout the burn, despite several being proposed
- Mark did have to attend to the bathrooms at some point on Thursday to get all the shower heads working appropriately.
- The Porto company left both of their trucks and trailer in what would have been RV non-hook-up parking. This did leave a pretty gross smell as well as the giant Branding of the trucks. It's unclear to

me why the trucks were left on the property. The non-hook-up RVs thankfully did not show up or else they would have had to park closer to the burn field.

- Many reports received that sanctuary was left untrained.
- The bridge going into the Black hole needs some maintenance before use next year. There is a large gap between the ground and the first step making it easy to fall. It's also incredibly slippery at night when it's frosted or dew has began collecting.

THE UGLY:

- In general FB-centric communications are not ideal, but that's where our community lives right now
- Not having physical on-site signups/place for volunteers to sign up was terrible
 - need to have a staffed participation station
 - Need dedicated computers for sign-ups or switch to hard copy after burn starts
- Worried about big tracts of organic layout in open camping
 - Would prefer planned roads through that area to make emergency access easier
- Talked about the water pump/tank again for fire safety
 - Is this a thing we needed to buy?
 - If it's something we need, what's our plan for getting a water tank for putting out fires if we ever do not have Camp Contact's truck available?
- Received complaints about the site in general, specifically how the rail crossing divides it into two halves with not a lot of flow between them
- Board Member Smiles had to step in and run parking after parking coordinator quit
- No scheduled Board coverage for Saturday overnight (although it was covered ad-hoc)
- Lack of communication between Producers and Board on a number of issues. This includes rumors of a possible sneak in that was not documented and as such is not being reviewed by Conduct Committee
- Producers did not work well with the Board on many issues, even when they related to tickets, legal, and liability issues. Board input was perceived as interference in "their" event. This created a hostile work environment between board and producers and breakdowns in communication

Suggestions for Next Year

- Ask if participants live in an urban or rural area in the census
- What were the burn pad remediation steps (replanting grass?)

Burn Perimeter

(Submitted by Sara Barger)

THE GOOD:

Perimeter went well, despite long burn times. This year I had two camps own the 2 different perimeter shifts (Matriarchal Goddess Training Camp and the Deadly Moppets). Matriarchs are my camp, and I'm good friends with the Moppets, so it was an easy ask. It's a great camp volunteer shift. Highly recommend doing this for whoever takes on Perimeter. We also had other volunteers show up as well. Having long-sleeve cotton shirts was also really nice.

THE BAD:

- I think this is a pretty easy burn as far as the crowd and perimeter tends to run pretty smoothly.

Suggestions for Next Year

- Moar Art Cars! Less cold. Can we stay an extra day? 4 days is just too short! :)

- Not sure who we can tap to take over Perimeter, but it's probably time to start phasing out and letting someone else learn to lead. :)

City Planning

(Submitted by Smiles)

THE GOOD

- Two parking lot design and the plan to fill the back parking lot first worked well (see Parking, below)

THE BAD

- Theme camps were not well marked on site / could not be seen at night

THE UGLY

- No hard copy of maps available / volunteers could not direct participants to camps
- Poor estimation of camp size lead to some camps with too much space and others cramped in
- No back road or loop through the event for walking / driving
- Pink camps were not well marked
- City planning in general was not delegated to a team and instead handled exclusively by the one producer. This left them occupied on Wed / Thur and not available for them to support other departments during event setup
- No dedicated car camping area

Suggestions for Next Year

- Hard copies of map (laminated) / LARGE printed map at Greeters, Gate, and Parking
- Dedicated City Planning Team
- Set up camp lines earlier / better markings
- A loop road
- A car camping section (not in the middle of the parking lot)
- (Submitted by Mel) Larger signs or an article in WWW or newsletter with a picture of what the pink light camp lights look like. I. The midst of a crisis it may be hard to find them or remember which camps they are.

Comms

(Submitted by Smiles)

Comms was set up with with a producer handling the website. I created the newsletters with copy provided by the producers.

THE GOOD

- There was a clear newsletter schedule set up leading up to the event, although due to the late start in planning, the schedule was rushed

THE BAD

- The website was scrubbed prior to the event to make various pages static so no information changes would be needed and created a single page for important dates so there is only one page to be updated year over year. However a producer went in and updated each page with information that will need to be scrubbed for next year creating hours of extra work

- No dedicated Comms team, department not delegated by the producers to others
- No coordination between website, newsletter, and other social media
- No images provided for newsletters

THE UGLY

- Changing the COVID policy 3 weeks before the event to include Bivalent booster and then changing back to the original policy 2 days later. Confusing. Embarrassing. Stressful. Time Wasting.
- Copy provided for newsletters was a wall of text that needed to be pared down and made consumable in a newsletter format, despite repeated requests to have the producer do that. This resulted in me (Smiles) having to spend far too much time preparing newsletters, which took time away from board matters and acting as board liaison with the event
- Those walls of text often had moral posturing instead of important facts, for example, burying and deemphasizing the fact that people could show digital copies of their covid card at the gate when that is the main way people will show their vaccination card because Producers thought people “should” have a hard copy

Suggestions for Next Year

- Re-scrub website and create single important dates page
- Update website to remove walls of wordy text and put information into a more easily digestible format
- Update website to include more recent pics of art
- Dedicated Comms team
- Increase use of images and memes to convey important information on website and social media

DMV

(Submitted by Scho)

THE GOOD:

- Several artists applied, all approved were smaller vehicles, none with gas powered engines
- Inquiries come from sphere head to department lead, then discussion with the artist takes place. System works fine

THE BAD:

Last minute (ie 1am Sat morning) artists requesting review of a non-registered, half-built, and structurally unsound potential mutant vehicle will likely not have their art approved. No worries on last minute inspections, it could've been an easter egg and created a great experience if properly, preemptively planned. Will reach out to specific artist ahead of time next year to try to stoke earlier intentions and planning.

DPW

(Submitted by David “karnak” Dugard)

THE GOOD:

- No one died
- New cart company is wonderful
- Crayfish survived
- New storage is accessible
- New tents worked well

THE BAD:

- Ice company will only place on a concrete pad
- No constellation 2022 patch

- site deliveries caused a mountain of cardboard that hid items that were not found till load out - need trash plan for this next time

THE UGLY:

- Camp Contact RV issues
- Complete breakdown of departments requiring BOD to step in and run them
- Volunteers coord did not show till Friday and never set anything up
- Had to put up picnic tables and fire rings on Tuesday - was not in any punch list or documentation
- Tuesday was very short handed
- Burnpad was not cleaned of metal till late tuesday
- Channel 1 bleed through on radios
- Camp ground needs repairs in many places

Fire Safety

(Submitted by Pete Deer)

THE GOOD:

- Fortunately there were no major malfunctions in this regard.

THE BAD:

- Unfortunately, I had a family emergency and had to leave the Burn early and as I was the only person with turnout gear (Nomex, fire resistant garments and helmet that firefighters use), I was afraid that whoever was on firewatch for the Temple Burn would not be adequately protected. I ended up leaving my own gear for use by whoever was able to perform this role and subsequently had it returned to me a week or so later. I would advocate the purchase of at least one or maybe even two sets of bunker gear that Constellation would have on hand as we always seem to have at least one or more former or current volunteer/career firefighters around who could use this equipment to remain relatively safe while on firewatch. I know that Transformus has a significant amount of gear just for this purpose.

Suggestions for Next Year

Regarding the Temple build, Shawn, the artist who did this year's Temple was pretty much on his own when it came to actual construction. it was obvious he needed help so my brother and I were gladly able to assist him in the construction but it seemed to happen more by happenstance than design. I think a dedicated build team would be a good idea in the future.

Gate

(Submitted by Zach Walls, Constance Case, Aye Rogers - Consolidated)

THE GOOD:

- Gate was able to sufficiently check in volunteers, and with much less stress than initially prepared for.
- Participants were much more compliant than anticipated.
- There were enough volunteers per shift to run efficiently.
- Gate team worked well early on to establish a set of tasks that allowed us to "stack" cars and check-ins as cars came in. One person would collect IDs and license-plate numbers and then create a "stack" that could be lined up in order along the table for the person at the computer to check in.
- The few ticketing issues we had were solved quickly and with relatively little fuss. However, for the few ticketing issues that were not "common" we required the help of M4, and would likely have been stuck without their help. This may represent an opportunity to find more people who can be taught how to

debug the ticketing system, so that there are more people available if M4 were to be sidelined.

Likewise, M4 deserves to be able to enjoy their burn without having to look after Gate.

- Aye, as Lead-Lead on this department did a great job making all Gate personnel feel welcomed, valued, and up-to-speed on what was required. Likewise, they were readily-available when needed.
- Guardians helping with vaccinations checks kept things at a good speed. Two additional coordinators helped alleviate the stress as well as freeing up Nico to assist parking.

THE BAD:

- We had quite a number of empty shifts that had to be filled by department leads, and we also had quite a number of no-shows that had signed up.
- It was incredibly cold at Gate and due to its new location we couldn't have a fire pit. A heating situation needs to be addressed if Gate remains at that location.
- There is also a hook off the side of the building that is very precarious. With the ground being a bit muddy I saw a lot of gate volunteers slipping and falling really close to it.
- A lot of people voiced frustration to me about the ticketing system this year, and I did my best with limited technology understanding to explain that it was much more manual this year and that's why it was a problem. But if it's possible to be more transparent about things like this in the future I think we may want to.
- I was not informed on Thursday night (while staffing gate) that the blue bands and purple bands weren't just "separate bags of adult bracelets" and accidentally under-21-tagged a few folks.
- We had one car full of hearing-impaired people come through and, while we figured it out amongst ourselves (typing messages on smart-phones) I felt like I could have/should have been more ready for that eventuality.
- More volunteers and a set schedule as soon as possible (I know it may not be possible)

THE UGLY:

- Volunteer-recruitment was lacking this year. We had multiple empty shifts. People who signed up for shifts didn't show. One of our co-leads (Nico) was pulled away to staff Parking due to shortages.
- At one point, a prospective volunteer for Sanctuary wandered over to Gate to ask when/where the Sanctuary Training was happening. Apparently said training was supposed to have started more than 30 minutes prior, the trainer didn't show, and this person was the only volunteer that showed up for the training. Said person *also* indicated that they had gone to Sanctuary the prior day (as a user of sanctuary) and encountered at least one Sanctuary volunteer who had not been through the mandatory training and was being taught piecemeal by the other more experienced volunteers.
- We are working with the wristband providers for a solution to the mishap that occurred with the quality control of the clasps and color. It was truly subpar, and if a solution is not presented we will begin looking for a new provider.

Suggestions for Next Year

- Please make Participation Station / Volunteer Coordination more visible and make volunteer needs visible, public, and easily-interpreted.
- Please reduce Gate hours unless there is a need and adequate volunteers in the departments (gate, greeters, parking) that keeping gate open requires.
- Temple Guardians might be worth implementing. While it isn't a *huge* problem, there are occasionally people who disturb the contemplative/mournful mood of the Temple, and it would be useful to have a non-mourning/non-contemplating person to help preserve the solemnity of Temple for those who need it.
- A print off explaining the color coding of the bands to leads and coordinators, so they are not accidentally confused again.

- A print off of the RV list and Volunteer list so we have an idea.
- I think co-opting PDFs idea of volunteer shifts getting you a reserve ticket is a good idea. We can potentially theme it around hard to fill departments as well.
- I think releasing tiers of tickets with percentage of signed up volunteer lists is a possible way to remind the community that this event relies on everyone working together.

Greeters

(Submitted by Katie Walls and Kally - Consolidated)

THE GOOD:

- The greeter station came together really nicely, and the Greeters who showed up did great
- New lead had a terrific time serving in this role. Being a dept co-lead made their burn richer and more fun. Greeters is a terrific "station" to introduce anyone to department-level volunteering - it's low stakes and high reward!
- Returning co-lead did a great job bringing the new lead in on planning and conveying the goals, needs, and logistics of the role. New lead was well-equipped to handle their responsibilities. For the most part things went super well from their perspective.

THE BAD:

- Gate hours are too long and that puts demands on ALL volunteer staff present during gate hours. The 8-10am periods only saw maybe 1 or 2 arrivals which is basically boring for the volunteers who do show up at the crack of freezing cold dawn, plus volunteers "forgetting their shift" is more likely for a very early shift. Delaying opening gate until 10am would put less stress on the volunteer pool
- Late Greeters shifts were also fairly dull. Need to make greeter station cleanup/LNT a standard part of the end-of-day shift

THE UGLY:

- There were a number of unfilled volunteer slots, as well as volunteers who didn't know where to be, or were not sure of their start time.
- Big, big, big problems with
 - people showing up for their shifts
 - not filling enough volunteer slots
- Late-night shifts are extremely unappealing, across departments. If participants aren't willing to volunteer for these slots then we just should restrict gate hours.

Suggestions for Next Year

- Volunteer recruitment needs a lot of love and attention next year.
- Restrict gate hours for the next event. Just to reiterate, if no participants are willing to step up and volunteer for the 10-midnight shift on Friday (or ANY shift for that matter), then there should be no entry past 10. If nobody wants to step up and volunteer on Saturday, then there should be no entry on Saturday.

Guardians

(Submitted by Rose)

THE GOOD:

- Smooth Sailing :)
- It helped that volunteers checked in down the hill, most were totally good walking up to Guardians area, sometimes it was very helpful to have rides up there for vols.
- Help getting firewood was very appreciated.

- Ponchos when it rained was very appreciated.
- (Submitted by Smiles) Having paid security for overnight really helped with volunteerism in general and relieved beleaguered coordinators who would otherwise have to staff the gate overnight

THE BAD:

- None of the volunteers got a confirmation of their shift/time so there was a bit of confusion.
- Some folks signed up to volunteer after the event had started so we didn't know they were coming.
- Some shifts didn't have volunteers, meanwhile our last shift (that we thought was unstaffed) ended up having eight 😊

THE UGLY:

- No big holes, everything was pretty smooth

Suggestions for Next Year

My *big* idea is just more communication with volunteers, including when their shifts are and checkin point. I also think it would be fun to have an optional zoom or something to make the volunteers feel included and invested. I think volunteer sign up online should close a couple days before the event, and at checkin there should be a volunteer sign up station. I would love to see a more public celebration of volunteers, which could include shift signups so everyone is aware. Things get confusing at burns and people forget their signups 🙄

Lamplighters

(Submitted by Alex Cramer)

THE GOOD:

- Had a lot of walk up volunteers. All LL shifts weren't full per se, but had enough people each night to get the work done and the lamps up
- Rebar stakes worked fine, no complaints about modified spires from volunteers (install/use) or DPW (removal)
- Having DPW support to install spires was great. Took about an hour and a half total with two volunteers, Peter from DPW driving the truck, and absolutely 0 plan going in as to where spires should go
- Having a Harpster for LL workspace was good, especially having space and seating that wasn't occupied by worktables to pause between filling and procession.
- Liked being placed right next to HQ. Should see if we can share space with volunteer signup next burn, or take over the whole space. This is where we were in 2017 too. Being over by bathhouse puts us a bit out of the way

THE BAD:

- LL lead should probably have a radio on them for Thursday & Friday, any time traffic is going back and forth over the rail bridge
- Also need to make a note in SOP to jog ahead to stop exiting cars on Saturday/Sunday before procession hits the bridge
- Need a better plan on an actual scaled map for LL spire placement
- Have to consider where RV turnaround areas are, keep corners from becoming too tight for longbois. Had to move a spire this burn to make room for an RV turn around by rail crossing
- Inspect new lamp glass for cracks/points offsite
- Need to put LL workspace on the map

- Had a volunteer throw a lamp. Not sure how to make sure that doesn't happen, but I'd love for it to not happen again.
- Add a pipe cutter to the equipment list for breaking down fucked up spires
- Might be nice to mod spires to keep them from spinning on rebar

THE UGLY:

- Holding procession for rain on Friday made us late. Should really have an actual plan for future coordinators on what to do when the weather sucks
- Need better instructions/knowledge transfer for making spires, and to buy some extra sticks so people can practice. There's more of an art to bending conduit than I realized, and we wasted a few sticks trying to teach folk
- No fuel spill plan, no fire extinguisher or fire blanket in Lamplighter workspace, no radio out on procession if a first aid call is needed. All this needs to change next year

Suggestions for Next Year

- If we keep Volunteer Appreciation, should expand to do life-support-style hot meal delivery to Guardians, Parking

Parking

(Submitted by Nico Finner and Smiles - Consolidated)

THE GOOD:

- I've (Nico) never done Parking before but I thought it went pretty well.
- The team! We had great volunteers that stepped up and we were able to get repeat volunteers!
- Having two parking lots, and filling the parking that was furthest away ("the back parking lot") first allowed for the front parking lot to be used on Friday night, which is historically the most difficult volunteer shifts to fill. Having all parking volunteers together in one place made for a fun experience for our volunteers and helped keep the shifts staffed
- Nico kicked ass!

THE BAD:

- Parking had to be flexible due to site challenges and weather.
- Rain, all day on Friday and Friday eve
- The backfield was too dark to be safe and needed a parking light which upset camps that were nearby. Was able to work it out by turning out the light on time.

THE UGLY:

- COVID of course!
- Poor communication (as in Zero communication) between the Producers and the Parking coordinator caused the Parking Coordinator to quit the job 2 hours before gate opening and the back parking lot was not set up yet.
- There were no back up parking coordinators and the one parking coordinator had never done parking before
- Drama from the parking coordinator quitting their role
- A board member (Smiles) and sphere lead (Nico) had to step in to run parking due to Parking Coordinator quitting. Smiles was previously a parking coordinator for PDF (2012 - 2014) which helped the department run smoothly during the event
- Camps being too close to parking was an issue.
- City Planning did not have a car camping section on the map

Suggestions for Next Year

- Communication between the City Planner and Parking Coordinator to understand where exactly the parking lots and car camping are
- Having more than one parking coordinator as back up / a parking coordinator that has done parking before
- Keep the concept of a “front parking lot” so volunteers are in an interactive place and can have fun on Friday nights
- Standardizing the distance between rows of cars to make parking lot set up go smoother

Rangers

(Submitted by Chuck “Tugboat” Moran)

THE GOOD:

- Great event, very little to report. Seemed to me like all leads had good scopes of control over their responsibilities.
- As mentioned above, great loci of control. Each part of the organization seemed genuinely well-staffed, and we seemed to tackle problems as a team extremely well. There was lots of hand-raising when needs were made clear to the participant population as well (e.g. last-minute shift slot filling for gate/greeters). It was made very clear to everyone who had first bite at which apples, but I didn't witness anyone putting too firm a border around their responsibilities (collaborators and other perspectives welcome). This also showed up in what we were told about escalations. I think imbuing this sort of thing (openness to other perspectives, but clear lines of final decision-making at various levels) more specifically in the operating structure of constellation would serve the organization well.
- Rangers was relatively easy to set up and operate. While the OOD shifts were long (24h), we had enough experienced people around to relieve each other for naps and other self-care. I think Sauerkraut and I each took two OOD days, while River City and Cat picked up one each. I'd work to find a third OOD candidate next year.
- Lots of people came by to the Thursday/Friday on-site meetings who hadn't signed up online; I've also been hearing about additional interest in Rangers after/outside of the event, which has been nice to hear. I wonder whether some of this came from the visibility of Rangers and Rangery activities (Pink Lamp Camps). Could be interesting to try to think about more ways to engage the community on those terms (i.e. get the word out that Rangering is chill and not complicated if you're well-attuned to the vibe).
- Speaking of which, Pink Lamps went well, too - only a few calls that I heard/took up. There was a good enough Khaki layer between me/Sauerkraut/others as OODs that some of those calls got picked up without our being involved, which was handy.

THE BAD:

- We were lighter on headcount/experience for some shifts than we would've ideally been. Doing some additional training or recruitment would have helped.
- In that vein, we could have set expectations better with our OODs and Khakis that the organization would 'fail up' to them in the case that we (e.g.) didn't have Dirt Rangers. This was made clear in the

sign-up genius and some emails, but some were still surprised at some of this information; we could have tried other means of disseminating the info (e.g. 1-1 calls) before we got on-site.

- There are some protocol things I'd like to make clearer with the org-Rangers interface (e.g. incident reporting to the Conduct Committee - this felt a bit ad-hoc).
- Seems like some of the burn logistics were happening somewhat last minute, but (fortunately) people seemed to move through all of that gracefully.
- Parking was clearly a near-cluster (mostly a land management gripe), but I think we adapted and everything worked out fine.

THE UGLY:

- Nothing truly awful comes to mind, other than how unbelievably cold it got. I think there was enough heat in various places if you needed it, but I'd be interested to hear how others experienced it.
- The Camp Contact trailer getting stuck was a big problem-o. Hopefully relationship with land was not too tarnished. Need to remember that for next time someone tries something unwise in the mud; maybe have someone on staff who can make calls re: what people are allowed to risk (e.g. Peter?).

Suggestions for Next Year

- Maybe the org could help sponsor some burn barrel build days so others who have the inclination but no skills/tools could more easily build and maintain high-heat and safe fire sources?
- Getting more volunteers for everything! Embedding this in with camp leads (I think Ceno does a good job of this, as do others) as part of the cultural expectation of the burn. Having camps fully staff various slots together (Matriarchy burn perimeter, Ceno parking shift, etc.) seems to go well, and translates into a very public support of common infra by high-viz camps.
- More Pink Lamp signage/media (but approved through/driven by Rangers/Safety ahead of the event).

Additional

- Two dedicated carts for safety team was VERY good, and I think both Sauerkraut and I ensured they were being put to valuable use throughout by helping with various random asks. As someone who worked a lot of hours, I adored having a super-quiet place to camp in the Black Hole, as well as the cadence of volunteer feedings. Late night showers and proper toilets were also a top-shelf privilege.
- My enduring thanks to the producers and the board, plus anyone else who took a long-duration leadership shift. Made the event much easier to relax into, knowing that there were a decent number of sober, highly capable human beings I could trust to have my back. Love to y'all.

Safety

(Submitted by Emily "Sauerkraut" Gregor)

THE GOOD:

I think on balance most things went fine for the safety sphere. It was a little tricky doing some last minute recruiting for volunteer positions. Scaling down the roles of the ranger and first aid departments went fine. Fire safety and burn perimeter went great.

THE BAD:

- Supplies not arriving on site was a bit challenging, but we got it figured out (perhaps with some budget issues.)

Suggestions for Next Year

- I think this will very much depend on the land that we're on for next year.

Sanctuary

(Submitted by Sandee "Dharma" Delano)

THE GOOD:

- The new tent, cots, etc are great! Thank goodness for the propane fire pit and heater. Things generally went very smoothly.
- Coverage of shifts was decent.
- Sanctuary was sought out by participants seeking a low stimulation place, snacks, warmth. It provided the safe space as intended.
- It was also great to have a radio on site, particularly since First Aid was moved. Erin (Flying Butterfly) was an incredible asset and took the on-call radio during the day. Not sure if she will be able to be a co-lead next year because she will have a

THE BAD:

- I think it would be better if the tent was placed a bit closer to the road so it gets some sun. It was really cold back there. It would still be a quiet space.
- Instead of all 4 hour shifts, I was thinking it may be better to have one person for 4 as "shift lead" with 2 two hour volunteers for support. So, still two people per shift.
- Better training of volunteers on use of the radio.

THE UGLY:

- I would not say it went really wrong, but it would be nice to have a co-lead that helped with the set up and take down of the space. And be present for most of the burn and not just 2 days. Kris arrived Thursday night and left Sunday, again without letting me know when he was going to be off site.

Suggestions for Next Year

- It seemed to work really well to have self serve First Aid

Signage

(Submitted by Hallsi Killian and Wren)

THE GOOD:

- Overall we did ok - We haven't heard anything good or bad regarding the large scale signage (we did produce a light up Constellation sign to be burned post event). Some of the porto signage was wildly popular.
- Produced a large amount of themed art and both these and acculturation materials were visibly posted in every porto.
- We brought in two volunteers who were used primarily in supervisory roles over volunteers gathered onsite.
- We successfully built a wooden glowing "Constellation" sign. Our thousands of bonus crayfish signs were well received.

THE BAD:

- We attempted to light the portos - it went 50/50. Volunteers didn't get enough instruction on battery replacement so many of the lights were very dim. Lights need to have batteries replaced pre-burn or this needs to be documented as a volunteer step for this project.
- We didn't end up burning the Constellation sign before the event ended. If we can figure out when to schedule it and make it a tiny cathartic burn, I think it would be great. (Karnak did burn it before leaving, so all wasn't lost.).
- I also only got a Sanctuary blurb after being onsite, and managed to get a few made and hung, but not as many as I'd prefer. In the future I'm hoping to step up coordination with other departments as far as key messages that might be helpful to have up somewhere. I also had more signage concepts I'd been excited about and hoping to get to, several of which got diverted into crayfish.

THE UGLY:

- We neglected to schedule volunteers for porto-sign takedown. A number of signs were lost to the porto guys when the portos were picked up before we expected. Need to note this and schedule everything pre-event.
- We sent volunteers with all the porto lighting and ziplock bags of new batteries, but failed to specify to check the current batteries and replace if needed before hanging. It took a while to notice a large number of lights were prematurely dim. This is the first year in the last few that we've had actual volunteers and not just tried to do every single thing ourselves, so it's a valuable lesson in the importance of explicitly articulating everything.

Suggestions for Next Year

- We should definitely burn the Constellation sign.
- We should pre-make fluorescent arrows. I think it would be good to more strongly emphasize the principles in signage in general.

Additional

- At the end of the weekend we found a package of 100 more baby ranger crayfish stickers on the dashboard of the van. Sooooo if anyone didn't get a baby ranger crayfish sticker and would like a few more... let me know!

Sound

(Submitted by Teak)

THE GOOD:

- Everything (i believe) went off without a hitch. The other soundcamps were pretty amicable to what Tugboat and I wanted. No sound complaints from the venue site's neighbors. The layout that emily and i did for the sound camp areas worked out really well. yadda yadda... (people have said that constellation was their favorite and most fun burn ever (even when compared to the big burn... just sayin')

THE BAD:

- I wasn't watching when Dirt Go Brrr set up their DJbooth so there was sound bleed between their camp and Lovelab... Unfortunately ChickChickBoomBoom (or whatever) (which was not a sound camp, but put themselves into the sound camp area) was sandwiched between Dirt and LoveLab... so i should have been more cognizant of that detail even though i sent Dirt the layout map and sound direction instructions.

THE UGLY:

- Toaster skipped out. Next time put him in a Hazmat suit. He has been promising me a DJ set for a Tea party for the last few years... Next time, no freakin' excuses.

Suggestions for Next Year

- IDK...., just do it again.... LoveLab will be there in full force... It's our home burn and was the most fun we have had at a burn ever.... Thank you for all your hard work. See u next year

Volunteer Appreciation

(Submitted by James Fonda)

THE GOOD:

- I can only rely on the feedback from people who posted on Facebook or sent me any direct feedback. I *think* everything worked out ok? People rallied in my absence. People made food. I assume people cleaned up.

THE BAD:

- The wash station made it to the event but was not hooked up. In the long run I am relieved it did not get hooked up and possibly taken apart and put away wet in bins. I would hate to find everything in poor condition next year because I was not there to make sure everything was packed properly.

THE UGLY:

- COVID. Both of the leads for the department were unable to attend due to one of them contracting covid at the last minute. This makes me want to make sure there is a Co-Lead who is not related to the main leads who could fill the lead position in the event that something happens.
- (Submitted by Smiles) It was unclear that the food was for all volunteers vs leadership
- (Submitted by Smiles) Food was cleaned up eventually, but food sat out way past its prime before clean up

Suggestions for Next Year

- MAKE A PLAN B just in case you come down with Covid or some other tragic thing happens before the event.
- I have a lot of ideas that I included in the CB 2019 afterburn report. Those ideas are still valid, but we were unable to assess the new location and operating flow of NoVA in 2022. All I can say is that I hope it was better next year.

Additional

- meh

Volunteer Management

(Submitted by James Conley)

THE GOOD:

- A lack of preparation and a personal matter that occurred right before the burn had a significant impact on my ability to be fully present at this event. Everyone that worked for the dept on site did a pretty good job. As far as I could tell, we did about as well as we have in previous years, though last night's afterburn meeting suggests my perspective may not be accurate.
- From my perspective, dropping badges worked out fine, and people found the signup book pretty quickly.

THE BAD:

- I think not having a CATS/participation station would have been fine, there just wasn't clear messaging about it. As it is, there was clearly some felt confusion around this situation.
- I'd need more feedback to know how badly volunteering needs were not met, but listening to the talk last night, it sounds like it was

THE UGLY:

- I don't know how much of an impact it had-- clearly, we were still able to have a burn-- but I was not able to show up this year the way I wanted, and I did not have anyone else to lighten that load. I'm not blaming that on anyone; the lack of another lead in this area was a pretty significant weakness. For a number of reasons I did not reach out for a co-lead this season, and that ended up poorly. We need another invested and capable volunteer lead.
- It sounds like there was a significant disconnect between felt volunteer needs and awareness on my part. I'm not sure what that's about-- I was on comms all weekend and it's not a big burn, but I'm sure at least some, if not most, of that disconnect is on my end. Following up with volunteering issues to get specific problems laid out, in order to create specific solutions, rather than vague descriptions ("I didn't have enough volunteers", "I didn't have enough support") is crucial.
- For whatever reason, it seems that we did not have clear communication on what was needed and when. I don't know how much of that is people just blowing off steam, how much is bad understanding of departmental responsibilities and capabilities, and how much of it reflects systemic issues. Regardless, it would be good to have a better handle on this issue.
- I forgot to grab the volunteering book, so I don't know how well we filled volunteer spots (on paper, at least) this year. I'm certainly interested in seeing it.
- I think this may have gotten talked about a little bit at the meeting, but this year's effigy/temple burns (I think it was both, but particularly temple) took a loooong time. I'm sure making a burn happen is really difficult. I don't have any plans to volunteer to put one together. But culture-wise, I'd personally like to see some kind of oversight or QA regarding burns to make sure they are going to go up quickly, and that their ignition plan makes sense. I know a couple firefighters who are burners who I think would be willing to volunteer their time for that if it's helpful.
- (Submitted by Smiles)Online sign ups during the event did not work, as coordinators did not have access to them, volunteers did not know they could sign up online
- (Submitted by Smiles)The plan to use QR codes for onsite sign up did not materialize. Not a solid plan as many burners prefer a phone free burn experience
- (Submitted by Smiles)Lack of centralized physical, onsite sign up spot similar to the Participation Station was disastrous. Volunteers and coordinators had no access to sign up logs until after most of their shifts were completed creating confusion on how to sign up

Suggestions for Next Year

- It would be cool if we could track what happens volunteer-wise in each department, as far as no-shows, surprise volunteers who just happened to be wandering by in a critical moment, etc. I recall trying to do this years ago, without success, but I'm sure there is more than one way to approach it.
- I'd like to see intentional time, energy, and effort devoted to acculturation, both before the burn and on site. I have some ideas for what this could look like, but most important is just that it get on our radar.
- (Submitted by Smiles) Some form of communication between this department and the other coordinators (there was zero)
- (Submitted by Smiles) Physical onsite sign up department and resource for "boots on the ground" volunteers to sign up and check shifts
- (Submitted by Smiles) While the volunteer lead had last minute issues, a long-time struggle in this department means I suggest replacing this coordinator position with someone else more effective in pre-event on onsite communication, planning, and execution of the department

Appendix A - Art project Details

36 Questions To Fall In Love / 37.2 Questions To F*ck Your Burn

Lauretta Prevost

The main concept of this art is to have two people establish and/or deepen a connection between them. They'll do this by stepping into a private, beautiful area and answering a series of questions designed to deepen intimacy through vulnerability.

A secondary concept is the snarky burner version, where the goal will not be to have two people fall in love, but two people establish a deeper friendship through snark and story-telling. That's it in a nutshell! If you'd like to read more, I wrote more. :)

**

You may have heard of the "36 questions to fall in love." A New York Times article on a study done years ago caught the attention of many— the basic premise is that increasing mutual vulnerability creates closeness. Two humans, both open to the idea of falling in love, are paired off, and together talk through their answers to increasingly personal questions. (If you are feeling particularly daring, you could even top this off with four minutes of eye-gazing.)

When follow-ups were done months later with the study participants, many were in romantic relationships with their partner in the experiment. (How many, you ask? Well the article is behind a paywall now, buuuut way more than 0%!) My paperwork is in storage.

At play is that self-disclosure and relationship-building conversation create more intimacy than small talk.

...I think this is super neat. Like many of us, I love deeper conversations, which often come about with trusted friends, or when folks have a lot of unrushed time together; when we want to get past the weather, as well as the catching up on life events. We don't always have the time to fall into this deeper, reflective, intimate connection naturally. The 36 Questions to Fall In Love jump start the process: they lead you from,

"1. Given the choice of anyone in the world, whom would you want as a dinner guest?"

to

"21. What roles do love and affection play in your life?"

to

"33. If you were to die this evening with no opportunity to communicate with anyone, what would you most regret not having told someone? Why haven't you told them yet?"

I have set up a small scenario where folks can choose to engage in this experience. I am applying for a grant as I'd like to level up the participatory art piece / social experiment / matchmaking endeavor / connection-deeping drop-in at a burn.

This piece will be both a day and evening appropriate experience, and will not need to have anyone working on the project present to run it. I can set it up solo— though likely a friend or two will help with the schlepping of things—and while not necessarily I can drop in daily to reset props / flowers/ snacks.

Ideally I'll find a slightly removed area, preferably nestled in some trees. We set a stage: on a table shrouded in a lovely silken table cloth shimmer candles, light playing up on the roses on the table. The setting is beautiful

A silver serving tray hosts snacks. Beautiful cloth hung from trees gives a sense of space. (2-3 sides are left open for c-o-v-i-d.) There is signage, ideally carved in wood: 36 Questions To Fall In Love. Someone who wanders upon the set up might sit down. They would read an explanatory set up— much like the above, though imbued with a more magical tone. They would see the questions in front of them—written in calligraphy and ink on thick paper. They might see the prompt to open the cooler beside them and retrieve a cool (non-alcoholic) beverage. They might wait til a stranger stumbles upon the same scene— a stranger open to falling in love. They might invite a passerby to sit down with them. They might wander off, and come back later with a partner, current or potential.

The series of questions is said to take about 45 minutes. I have found it to take about 2 hours. Some burners may do the whole series; some may begin, jump about—leave before they finish. That's fine. "I'd rather be someone's shot of whisky than everyone's cup of tea." If but two people looking for love complete the set— and begin dating?!—how lovely for them. A success! And any who drop in will likely do some deepening— at very least they get a snack, a lovely scene in the woods that offers respite, and to know a bit more about a comrade.

Links:

The questions, via a NY Times article: The 36 Questions That Lead to Love

<https://www.nytimes.com/2015/01/09/style/no-37-big-wedding-or-small.html>

Blood Donation Center

Michael Saint

This is a theme camp art grant request for materials and supplies related to the community participation aspects of the camp. This will be a "Blood Donation Center" - not actually collecting blood, but perhaps appearing to passer-bys that it is. The plan is to educate people as to the critical need for blood donors, to let them know that past requirements and restrictions have been greatly relaxed or eliminated, and to get them motivated to donate in the default world. To that end, fun participative activities (staged donations and the follow-up refreshments) will be provided for people that stop by the camp, followed by gifts and motivations, also designed to get others interested and asking them about their experience.

Chill Pills

Anna "Hiplomat" Gollub

Chill Pills is a radical gifting game and a small effort to counteract stigma surrounding mental health. Chill Pills works by gifting beads around playa to enable moments. Sixteen unique beads, each enabling different kinds of moments, are distributed at Playa Pharmacy in recycled amber pill bottles. Players, dubbed "Enablers", receive a "prescription" for a combo of beads specifically tailored to their interests and needs that they can then give away. The pharmacists walk each individual through the effects and side effects of the Chill Pills, provide unlimited refills, and incessantly reiterate the first and only rule: "DO NOT EAT THIS GAME." Playa Pharmacy hosts the String Ceremony on the last day for Enablers to make a keepsake out of the beads they end up with. These keepsakes serve as tangible, distributed records of the collective memory of burn.

Dirt Go Brrr

Kevin Shupe

I can't start it with original project of a black light camp plus bar...

With your help and this art Grant We will be adding a car port with a sound camp... with 2 projective mapping screens... Blacklight string... 2 lasers.. And a bunch more lights and black light art to go with it with the hope of the spray paint and the additional lights.... We've already spent a small fortune on what we have and we're looking forward to growing..

Dragon Reflections Cafe

Alexandra "Alexa le Fay" Sarkuni

Picture a fortune telling cafe in the belly of a dragon, tucked away beside a cozy hookah lounge. I'm going to dress up my Ford Transit Connect (which I've converted into a camper with its own power/water/etc) like a dragon, illuminate it with LEDs, and tell peoples' fortunes while serving them delicious tea and coffee.

My intention is to create and facilitate a comfortable space for folks to investigate and participate in reflection and fortune-telling-- pleasing dragon-themed visuals, relaxing seating areas, and just a bit of nonsense to spice things up.

It feels important to note that the vehicle will be parked and stationary-- not moving.

I'm an experienced Tarot reader, and I would love to give this gift of reflection to the community

I'm going to be bringing this art project to Constellation whether or not my grant application gets funded or partially funded. I'm ready to give back to the community, and this is how I want to do it.

Forest of Self Reflection

Raelyn "Randi" Lawrence

The Forest of Self Reflection will consist of 7 infinity mirrors in various colors. Each color will represent one of the 7 deadly sins – lust, greed, gluttony, sloth, wrath, envy, and pride. Each mirror will have the geometric symbol for the sin etched into the front panel of glass. It will be mildly visible, but still able to be seen through. They will hang in a semi-circle amongst the trees – to mimic the idea of a forest of reflection. One can stand in the center of the semicircle and peer through to infinity within each mirror and through the veil of each sin itself. People can reflect on past, present, and future self, and how that relates to each sin individually.

From the Dirt, to the Sky

Jocelyn Capito

My project is a ramshackle sculpture that will glow in the dark

I'VE BEEN 8 BIT!

Cynthia Combs

8 bit art is awesome and so is some crafty downtown on the Playa. I'VE BEEN 8 BIT! is a crafting event where participants of all ages will have access to tons of fuse beads (remember Perler & Hama Beads?!), 8 bit inspiration, and one fuser (me) rocking an antique iron warmed over a stove!

Jellyfish Don't Pay Rent

Ahren "Wren" Spencer

An entrancing forest of jellyfish lights up the night and captivates the unwary. (for print)

Following - more info for grant committee - They each have wifi to synchronize color and pattern changes, under the direction of either a single jellyfish from the school or from an external controller using e131 SACN - allowing mapping of the entire installation (and future presence detection/reactivity). Each jellyfish is unique - we usually print 2-3 of each shell and each has it's own flowing jelly tail, ranging from leaf designs to more traditional jelly flukes.

Mourning Star

Mir "Myr" Rust

Star Mourning Mobile in progress: Picture, if you will a 6. ft x 6. ft cross-braced mobile hanging twelve feet from the ground, on each arm of the mobile structure hangs wooden stars on which mourners have written dedications, devotions, and eulogies, The arms of this structure are two tree branches lashed together to create an equal-armed cross. From the branches will hang wooden stars, the stars will come in three sizes, 8. in, 6in, and 4. in, they will be plated in copper leaf and upon each star, the participants have etched a name, word, or association to honor and commemorate their dearly departed. There will be 88 stars in total, each branch will support between 4 or 5 stars. The largest of the stars will be towards the top of the mobile, the smaller closer to the ground. I am envisioning the completed mobile hanging from the stage at Constellation and wherever it is placed it will need clearance and open space to accommodate it.

My inspiration for this mobile is the vast and infinite nature of the cosmos. Prior to our species' development of language and the symbols which to write it, we have looked to the sky with wonder and amazement. The stars have been a rich source of human superstition, enchantment, and awe. Our contemporary scientific understanding of stars as pulsating energy bodies casting light through millennia does nothing to dull their etherial twinklings. Thusly the symbol of the star is ideal to offer commemoration to others who have played vital roles in our lives and who we wish to remember and honor.

In the months leading up to my father's death, we had many conversations about what would come next. He was a lifelong agnostic but also a lifelong scientist. We settled on the First "Law of Thermodynamics, that energy can change from one form to another but can never be created nor destroyed." This idea brought him great comfort. Thusly it follows that the human soul, a vehicle defined by mysticism and prana can also never be destroyed and that energy that defines it must go somewhere. When I look to the night sky my father is always there with me, because ultimately we are all made of stardust, pure energy neither created nor destroyed.

Nighttime Oasis

Katrina "Glambert" Alexander

Dearest Constellation! It's been such a long time since Nighttime Oasis had a fireside chat with you, and how far we have come since then!! We have had 16 installations in 7 states plus DC. Your generous art grant helped turn me into an Artist. Our next installation will be at Burning Man in just a few weeks. Wish us luck!!! Now, let's talk about a little Prank I wanna play on our favorite Burners. By now, most everyone in our region knows the benches and has a personal relationship with them. For those that aren't familiar, they are a set of 10 artfully decorated stargazing benches. I am constantly hearing stories about their impact. I want to build two giant benches and casually install them and not mention it to anyone. Which mushroom did YOU take??? The benches will double as a stage for Atom Glambert to delight and thrill the masses. The side walls will not be support pieces like the OG playatech, instead, the pieces will be skillfully cut out to include star scenes. This idea was inspired by Kailyn, who, at 3 years old, explored the art, took the blankets out of the back compartment and then climbed inside the cubby in the back. I wanted to give this same experience to the big kids too!

Odd Ball Brigade

Chelsea Dobert-Kehn

The Odd Ball Brigade is a group of monstrous buddies made of painted 1/2inch plywood, which is then painted, sealed, and lit up using solar spot lights.

Pocket Moppets

Cody Dyl

We are making pockets! Pockets and muppets!

Our plan is to bring partially fabbed pockets which people can pick from and sew on to any article of clothing they bring by. They can choose to sew it on themselves and learn if they want to or we can put it on with a sewing machine.

Then to put something in said pocket we also have a craft station which can be used to make a sock puppet.

People can also choose either or if they don't want a pocket or don't want a muppet. Also the option of a pocket necklace if people don't want to alter their articles of clothing.

The Alchemical Process

Ryan Justin "RiBBiT T. Hoppington Frogsworth III, Esq." Rogers

A small art gallery and lecture space focused on themes of transformation as they appear within the Magnum Opus. There will be several laser cut replications of alchemical wood block prints with corresponding body cast busts, along with smaller images framed and displayed within the same theme. There would be space for other artists to display works that are thematically appropriate. The space will hold 3-4 smaller lectures as well where we would invite speakers out to have their topics discussed, workshopped, and ideally distilled and transformed.

The Gift Horse

Michael Saint

This will be a rideable gift horse. A gift horse, for those that don't know, has gifts inside. You can't look this gift horse in the mouth, but if you look under the tail, the "gift port" will be visible, and if you stick your head (or hand) in, you can select a fun gift. With an appropriate spotter, a participant can also ride the gift horse.

The Goddess Shrine

Carmen E “Honeybee” Bolding

The Goddess Shrine honors all expressions of the Divine Feminine with an altar space featuring a pantheon of Goddesses. The Shrine is a sacred gathering space for feminine community, storytelling circles, divination, rest, and contemplation.

The Heart of the Jungle

Hallsi Rose “beep boop” Killian

"A beating heart of leaves circulates light through vines and branches, illuminating a magical glowing jungle. The forest is alive!" Handmade translucent leaves and jewels constructed around addressable LED light strands form tree branch chandeliers and glowing vines, arranged among trees and gazebos-- programmed with coordinated light patterns, for a cohesive effect, to create an immersive magical space.

The Thirsty Unicorn

Erica “Xanadu” Anderson

Imagine it, a unicorn oasis hydration station which will fit under a decorated 10x10 pop up tent and feature an assortment of infused water (basil, pineapple, fruit you know water fit for a thirsty unicorn), put them into some clear spigot containers to fill your own vessel, don't be ashy on the inside you beautiful but dehydrated unicorns. I'll collect and hit up goodwill and buy nothing groups for a few extra vessels for wayward unicorns who forgot their cups (this is a take the cup with you situation not a use and toss) I have some extra camp chairs and couches that another burner gave me. Not the blow up couches kelty camp chair doubles. Real nice, I will provide a tiny stable area to hydrate if you just need a place to sit and chill for a bit with other ashy on the inside creatures.

The Walls Are Talking

Caitlin “Florida Woman” Watts-FitzGerald

Hanging suspended from a tent's cross pole, the painting will take up the entire square between two tent legs in the bar sitting area, and feature a technicolor background with white lines of differing widths/shapes on its surface to create a visually 'trippy' display in the bar area. The color back ground and all white lines, in blacklight/laser light, will (hopefully) make the lines appear to move.

Tiny F'ckin' Hats

Alexander “Yickity” Yakacki

This is an art event where people create their own custom, fabulous tiny hats. I provide the base (a hat, headband, sunglasses), the arts supplies (beads, ribbon, flowers, wire, etc.), and it all comes together with hot glue!

Ukulele Way Station

Amber “Avid” Antonelli

I've been playing with ukulele for 10 years and I'm not great, but I freaking love them and get super excited to teach others. I'd like to host a Beginners Ukulele Workshop 2 -3 times during the burn. The plan is to get 5 ukuleles and make them available for people to learn with at the Ukulele Way Station. The ukuleles are ABS plastic and water resistant, but a shelter to help minimize sun and rain will be helpful for keeping them in tune and preventing a couple metal screws from rusting quickly. I would like people to be able to let folks borrow some of them and carry them around the burn. Two will be tethered to the inside of the Ukulele Way Station to make sure there is always something around to learn & teach with. I have been collecting some of my favorite easy songs and I will be making a handful of zines with these songs directions/tabs/music in them. I am also reaching out trying to find anyone who might be willing to donate some beginner books for people who like to learn that way. I will be decorating the ukulele with stickers that say stuff like "UKULELE LEARNING LAB" & "UKULELE WAY STATION".

WelCum Dong

Melinda “Mellysandra” Adams

As you enter the lovely burn, you will find the WelCum Don, where you can let go of the Muggle World and enter the realm of Burners with one swift hit to this beautiful pink bell.

Appendix B - Profit and Loss

Playa del Fuego dba FirePony Creative Society	
Constellation 2022 Profit & Loss	
	Constellation
Revenue	
Donations	
Miscellaneous Income	
Ice Sales	
IN OUT Passes	
Total Miscellaneous Income	\$ 0.00
Sales of Product Income	
Ticket Sales	81,123.00
Discounts/Refunds Given	
Total Ticket Sales	\$ 81,123.00
Total Revenue	\$ 81,123.00
Gross Profit	\$ 81,123.00
Expenditures	
Art & Artist Support	
Effigy	2,200.00
Equipment Rental for Artists	511.24
Event Art Grant	16,208.62
Total Art & Artist Support	\$ 18,919.86
Bank & Transaction Fees	
PayPal Fees	
City Planning & Management	
Lamplighting	75.00
Total City Planning & Management	\$ 75.00
Communications & Technology	
Newsletter Software	
Web Hosting	
Webinar Technology	
Total Communications & Technology	\$ 0.00
Dept of Public Works	
Fuel	37.68
Portapotties	5,353.00
Supplies	4,596.90
Water & Ice	1,138.03
Total Dept of Public Works	\$ 11,125.61
Equipment Rental	3,323.21
Event Insurance	10,324.31
Fire Team	

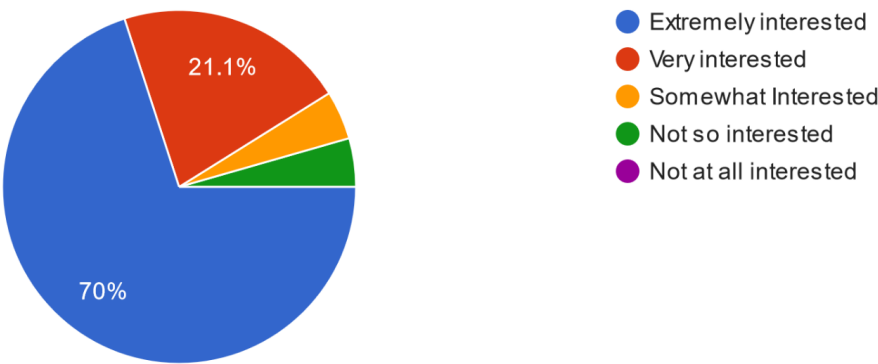
Fire Team Supplies	
Wood	2,452.01
Total Fire Team	\$ 2,452.01
First Aid	
Gate and Parking	120.00
Gate Supplies	118.44
Greeting Supplies	365.12
Parking Supplies	
Wristbands	815.05
Total Gate and Parking	\$ 1,418.61
Infrastructure Purchases	
Shade Structures	
Total Infrastructure Purchases	\$ 0.00
Meetings & Conferences Supplies	
Event Food/Drink	
Total Meetings & Conferences Supplies	\$ 0.00
Printing & Publications	191.93
WWW	
Total Printing & Publications	\$ 191.93
Professional Fees	
Accounting	
Total Professional Fees	\$ 0.00
Rent	
Land Rental	16,260.40
Storage Unit	140.00
Total Rent	\$ 16,400.40
Security	1,500.00
Security Contractors	
Total Security	\$ 1,500.00
Tax	
Volunteer Management	
Volunteer Appreciation	165.33
Volunteer Supplies	59.98
Total Volunteer Management	\$ 225.31
Total Expenditures	\$ 65,956.25
Net Operating Revenue	\$ 15,166.75
Other Revenue	
Interest Income	
Total Other Revenue	
Net Other Revenue	\$ 0.00
Net Revenue	\$ 15,166.75

NOTE: This revenue does not reflect administration charges of approximately \$7400 that is used to fund year round operations of FirePony. If this charge is considered, the actual net revenue is more like \$7,750.

Appendix C - Survey Results

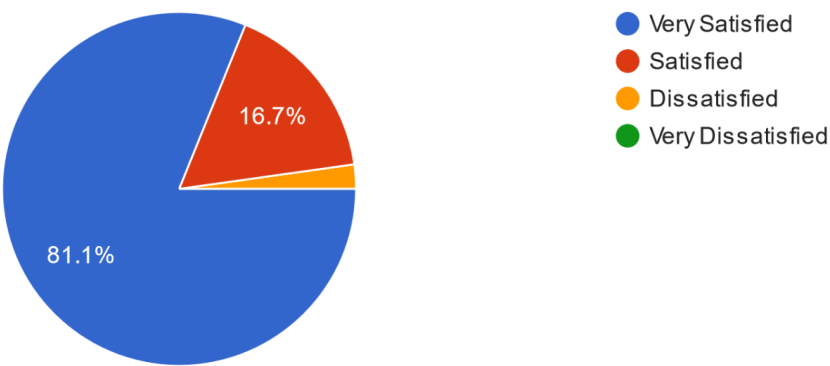
Are you interested in attending Constellation 2023?

90 responses



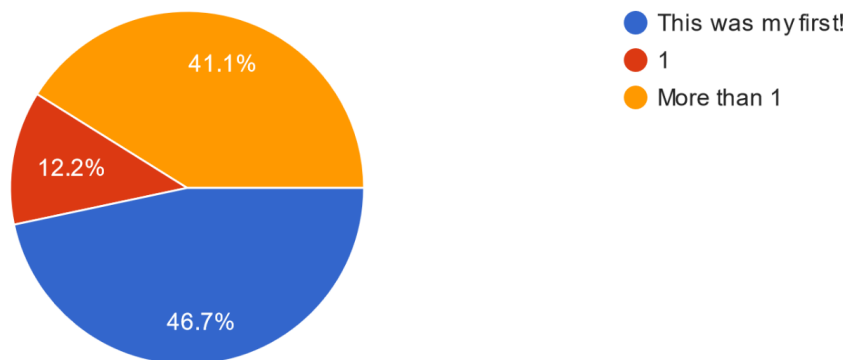
Please let us know how you feel about your overall Constellation 2022 experience

90 responses



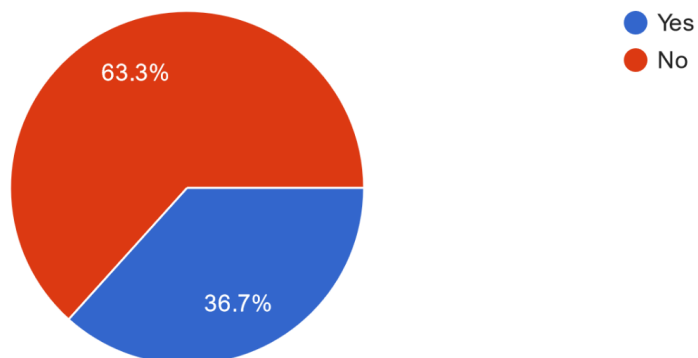
How many Constellations have you attended before?

90 responses



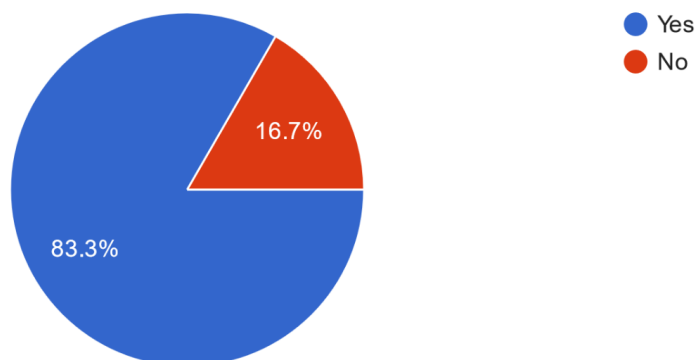
Have you ever attended Burning Man?

90 responses



Have you attended other Burning Man inspired events or other sanctioned Burning Man Regional events?

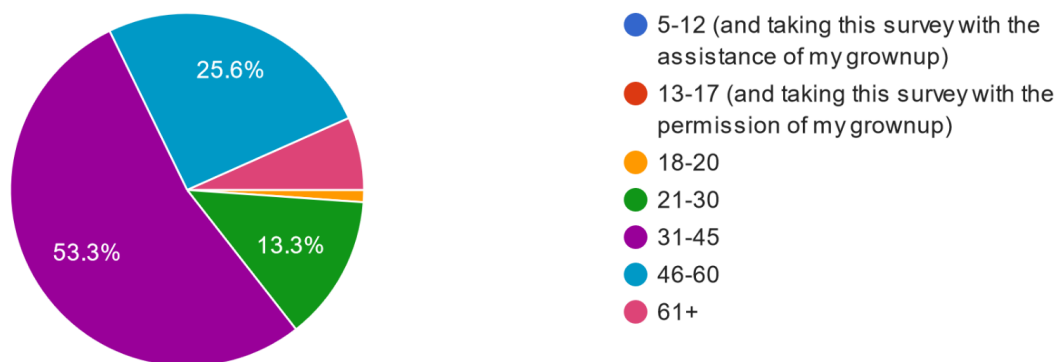
90 responses



Diversity and Inclusion

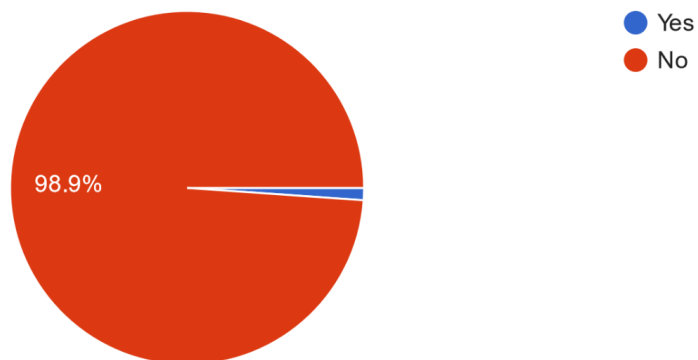
How old are you?

90 responses



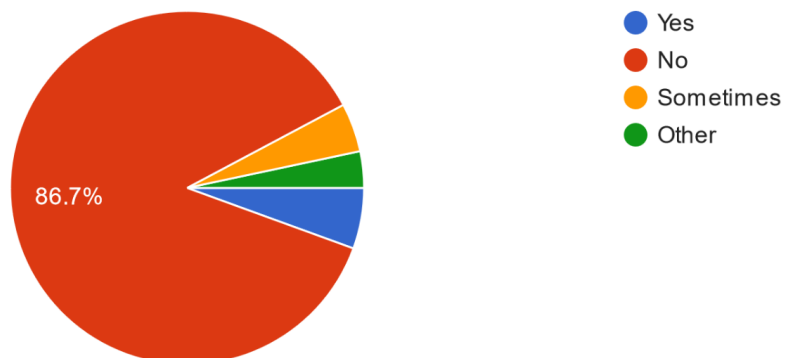
Did you bring a minor or minors?

90 responses



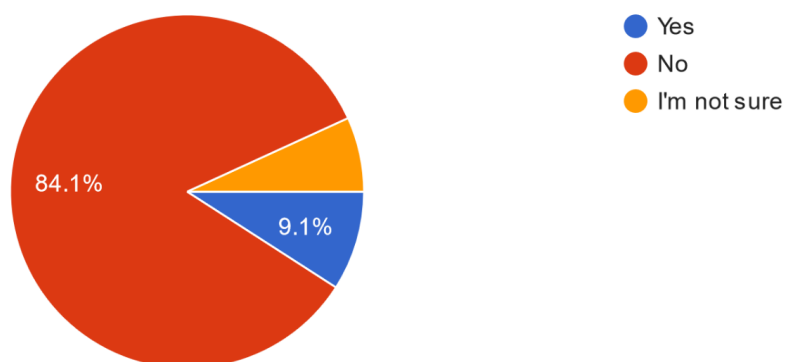
Do you consider yourself a person of color?

90 responses



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

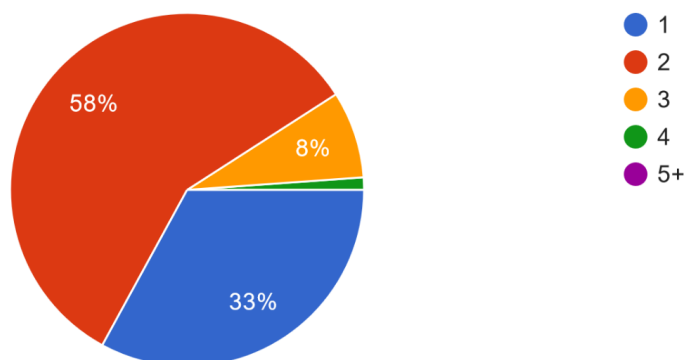
88 responses



Logistics

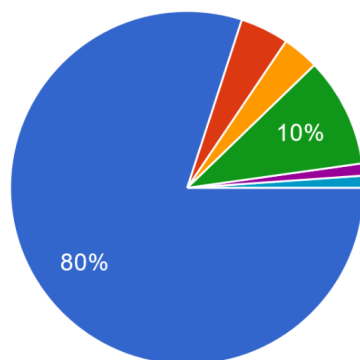
Including you, how many people were in your vehicle when you got to the gate ?

88 responses



What kind of Vehicle did you arrive in?

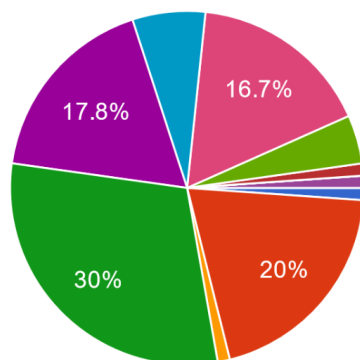
90 responses



- Passenger Car/SUV/Minivan
- Van (large van like a rental UHaul, not a minivan)
- Truck (like a rental - UHaul, etc.)
- RV (includes towing an RV with a passenger car/SUV)
- Cadillac!
- pickup truck

What day/time did you arrive at the event?

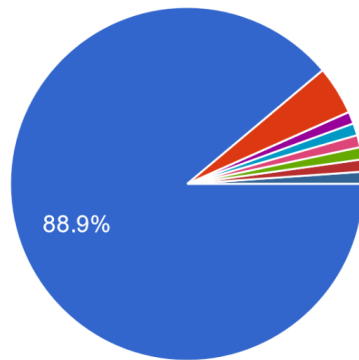
90 responses



- Tuesday early entry
- Wednesday early entry
- Thursday early entry (before noon)
- Thursday daytime (noon-8pm)
- Thursday evening (after 8pm)
- Friday morning (9am-noon)
- Friday daytime (noon-8pm)
- Friday evening (after 8pm)
- Saturday morning (9am-noon)
- Saturday daytime (noon-4pm)
- After 4pm Saturday (yes, gate closed at 4pm. Still asking)

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

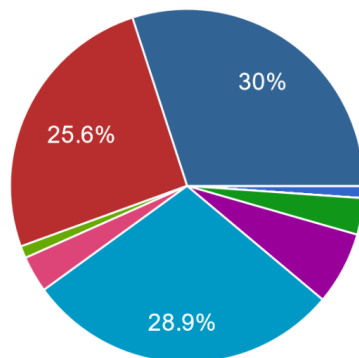
90 responses



- Same time as I did
- When gate was closed Thursday evening
- When gate was closed Friday evening
- When gate was closed Saturday afternoon
- I don't think gate should be 24 hours
- Earlier, but we were running late.
- Left home later than intended.
- Maybe earlier on Thursday
- Earlier than we did
- Wednesday nite 11pm

What day/time did you leave Constellation?

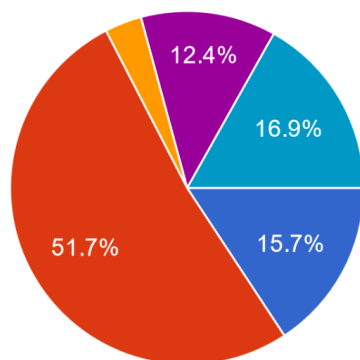
90 responses



- Friday
- Saturday daytime (before 8pm)
- Saturday evening (8pm-midnight)
- Saturday evening/Sunday morning (12:00-6:00)
- Sunday morning (9am-Noon)
- Sunday afternoon (Noon-8pm)
- Sunday evening (8pm - Midnight)
- Sunday evening/Monday morning (12:00-6:00)
- Earlier than we did
- Wednesday nite 11pm

Where did you camp?

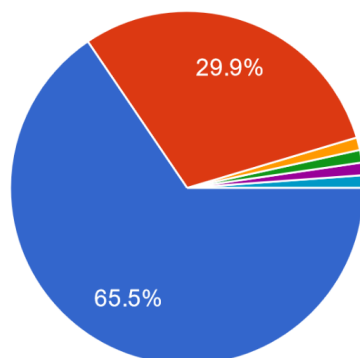
89 responses



- Placed theme camp - small (8 or less campmates)
- Placed theme camp - large (more than 8 campmates)
- Unplaced theme camp - small (8 or less campmates)
- Unplaced theme camp - large (more than 8 campmates)
- Independent camping - Van/Car/RV/ot...
- Independent camping - Tent

Did you volunteer?

87 responses

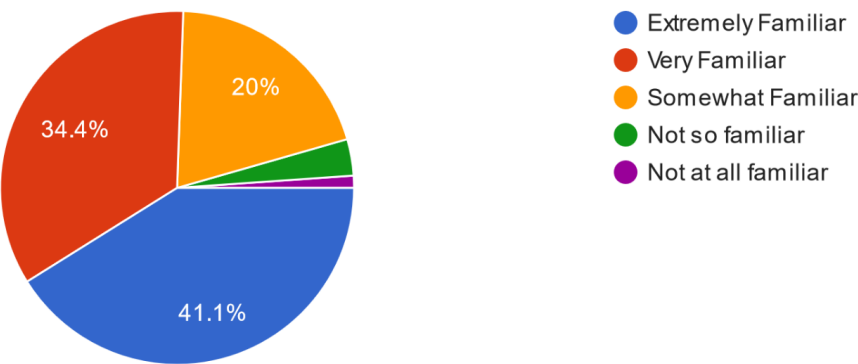


- Yes
- No
- Camp lead, my entire burn is in service to the community
- I signed up but thought we were leaving the day of my shift.
- Signed up but forgot my shift!
- I didn't sign up but I always try to help out

Culture and Event Information

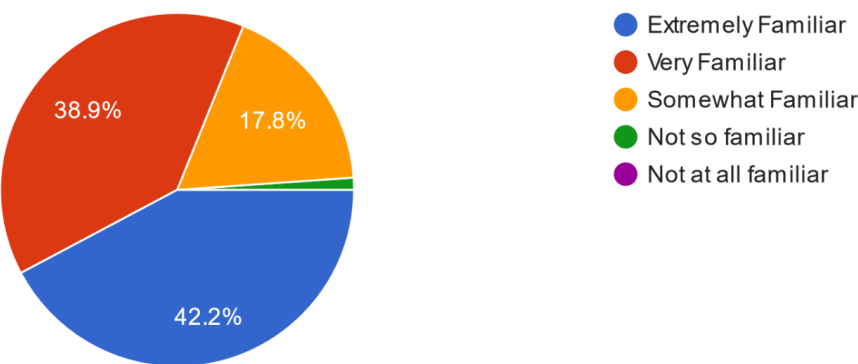
How familiar were you with the 10 Burning Man Principles before you arrived ?

90 responses



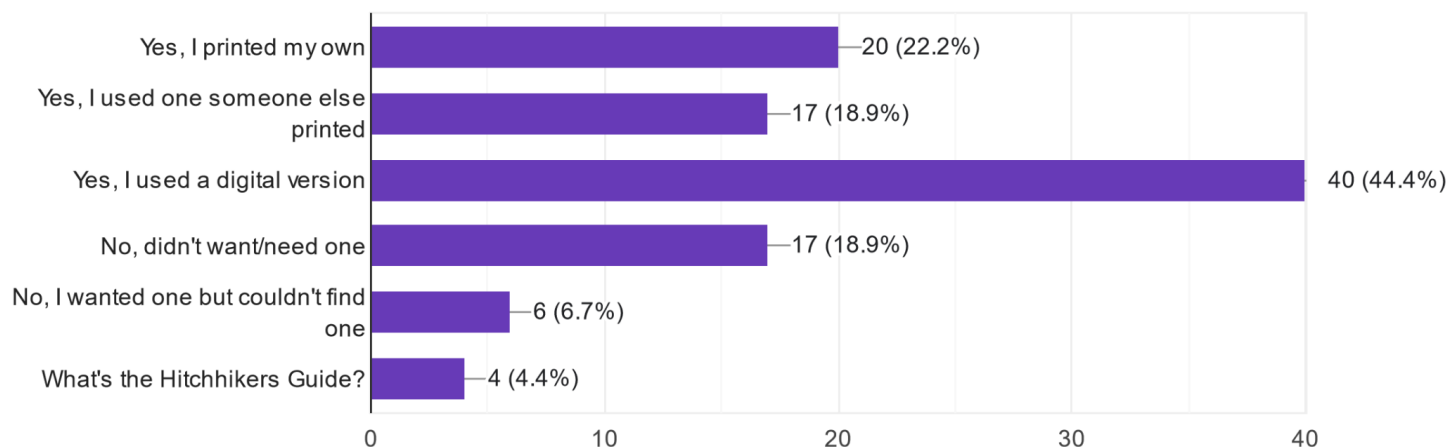
How familiar were you with the 10 Burning Man Principle after you left?

90 responses



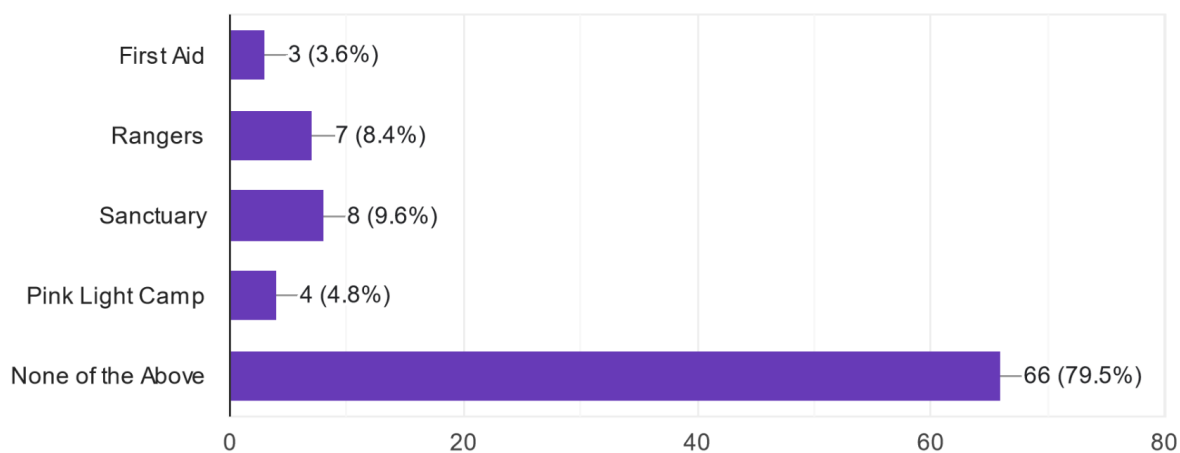
Did you have access to a copy of the event Hitchhiker's Guide (aka the What Where When) during the event?

90 responses



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

83 responses



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

89 responses

