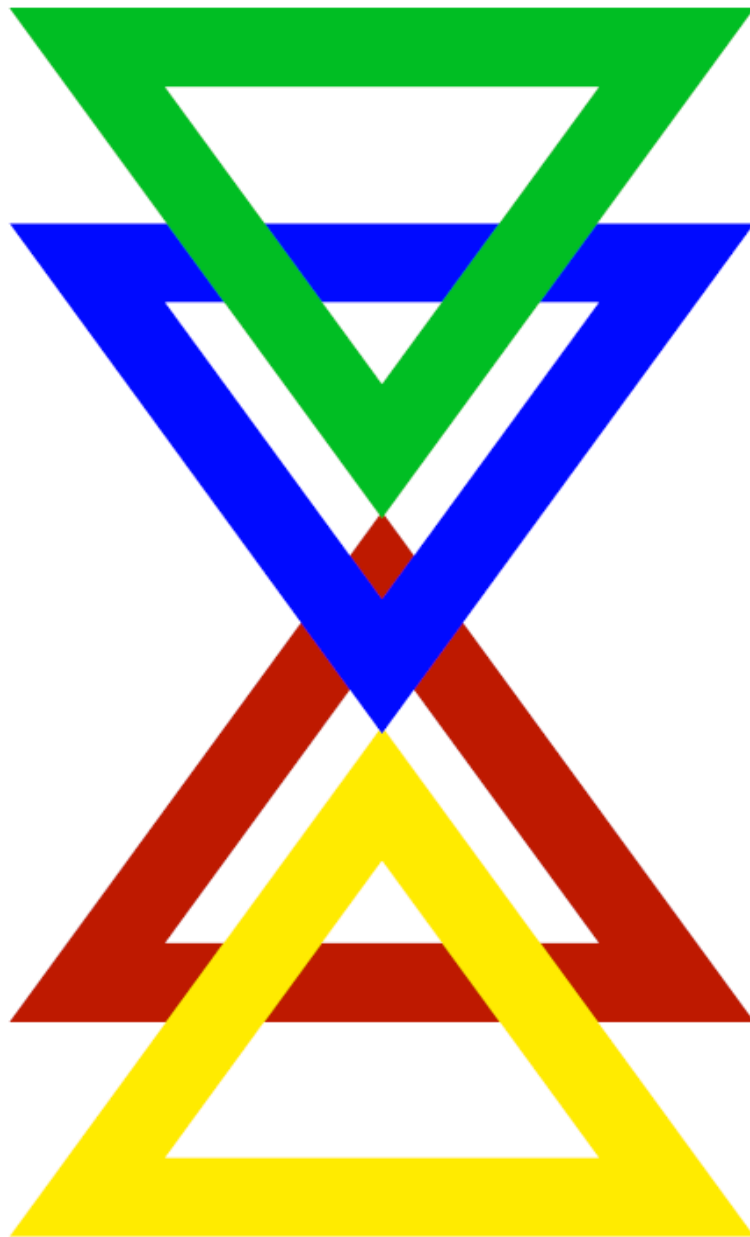


ALCHEMY  
A COMPREHENSIVE  
SURVIVAL GUIDE



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# *Important Notice*

The river is out of bounds at the event.

This is at the request of the city fire department as they do not possess rescue services in the event of an accident.

There is a zero-tolerance policy for crossing the event boundary and doing so will result in immediate ejection from the event.

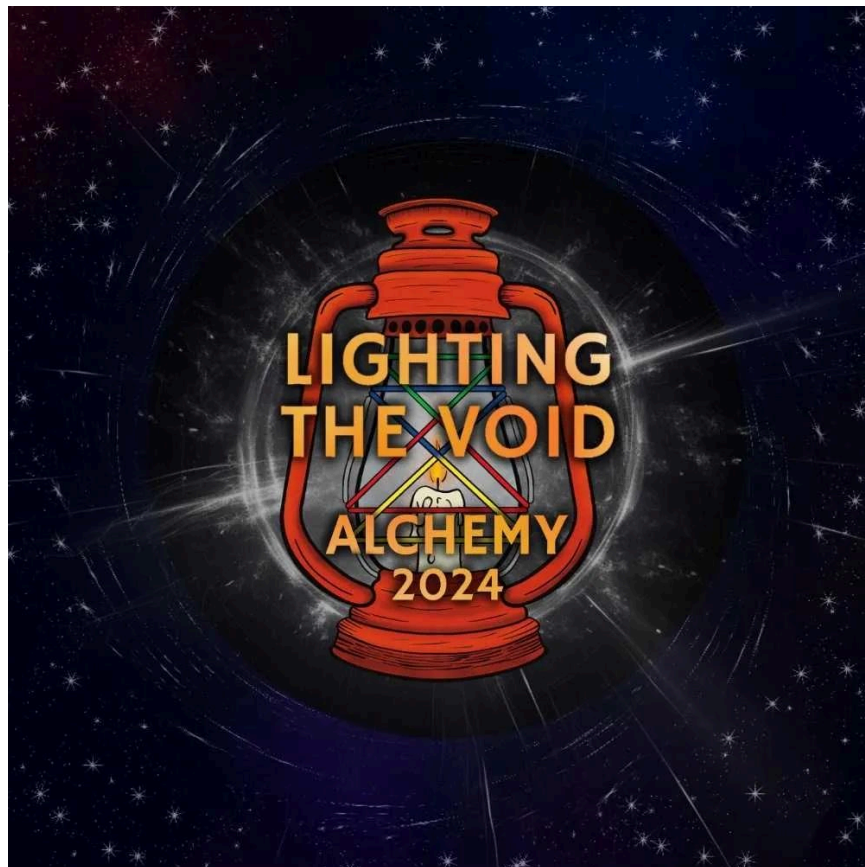
## Event Theme

### *Lighting the Void*

The void is a place of darkness and emptiness. It is also a place of potential and possibility. Our 2024 theme explores the idea of lighting the void, creating light and hope in dark, hollow spaces.

The art in this theme can be abstract or figurative, but we hope to inspire art that will convey a sense of light. We encourage you to make art that will remind us that even in the darkest of times, there is always light. Our art can light the way, express our light, or show others what the light looks like [ Dark wads, we are looking at you ].

In 2024 let's create some light together and shine it in the void.



# Alchemy 2024 Teams

## Event Leads

Ean Goehler  
Patrick Murphy  
Samantha Weinstein  
Smiles

## Safety Department

Lead: Hbomb  
Lead in Training: Sydney Ling

### Rangers

Lead: Leah  
Co-Lead: Matt  
Lead in Training: Crystal,  
Kendall

### Sanctuary

Lead: Sydney  
Co-Lead: Lindsey

### Care Bears

Lead: Tony

## Operations Department

Cherry

### Alchemy Public Works

Lead: Bear  
Co-Lead: Jen

### Stuff and Things (Quartermaster)

Lead: Giggles

### Lamplighters

Lead: Shea  
Co-Leads: Jesse & Jayson

### Leave No Trace

Lead: Cue  
Co-Lead: Martian

## Communications Department

Lead: Emily

### Survival Guide

Lead: Wiggles

### Alchemist

Lead: Dale

### Knowledge Management

Lead: Han

### Tech Ops

Lead: Benjamin

### Media

Lead: Aaron A

**Fire Services  
Department**

Lead: Jules Davis  
Co-Lead: Mike  
Lead in Training: Kit

**Fire Safety**  
Lead: Tactical Turtle

**Fire Art Inspections (FAST)**  
Lead: Lee Farris

**Inner/Outer Perimeter**  
Lead: Chenzey  
Co-Lead: Austin and Drew

**Moth Keepers**  
Lead: Vyntage

**Burndown Logistics**  
Lead: Downlow

**Leadership Support  
Department**

Lead: Alyson

**Self-Care Operation Station**  
Lead: Siren

**D6 Department**  
Lead: Vyntage

**City Planning  
Department**

Lead: Luis Uribe  
Co-Lead: Hotsauce

**Mapmakers**  
Lead: Abby Schell

**Placement**  
Lead: Extra  
**Parking**  
Lead: Khaos

**Sound**  
Lead: Danger Tom  
Co-Lead: Ali  
Lead in training: David

**City Signage**  
Lead Ruth Mizzy  
Co-Lead: Shannon Leigh

**Shuttles**  
Lead: Jennifer

## **Art Department**

Lead: Ernest Law  
Co-Lead: Sam O'Neal  
Lead in Training: Tom Conrad

### **Art Curator Team**

Lead: Mama Cat

### **Center Camp**

Lead: Corey Anne

### **Conclave**

Lead: Claire

### **DMV**

Lead: Aaron D

### **Large Art Build (LABS)**

Lead/Co-Lead: Old Man  
Dale/David Wilmot  
Lead/Co-Lead: Corey  
Anne/Metric, Sam  
Lead/Co-Lead: Kitafer &  
Danger Tom / Milo, Annabell,  
Noah

### **Graphic Art Designers**

Lead/Co-Lead: Rae/ Thiccy  
Niccy

### **Swag Coordinator**

Lead/Co-Lead: Rae/ Thiccy  
Niccy

## **Burner Services Department**

Lead: Butters  
Co-Lead: Duff

### **Education**

Lead: Sabrina Hassanali  
Co-Lead: Alex Benigno

### **Info Station**

Lead: Duff  
Co-Lead: Carolyn

### **Gate Support**

Lead: Kartapreet

### **Helping Hands**

Lead: Mason  
Co-Lead Sarah

### **Volunteer Coordination**

Lead: Fedor

**There are no spectators here, only Participants.**



# Introduction

## What are Burns and Burning Man?

Ultimately burns will mean different things to different people. I've heard it described as a festival, a party in the woods, a celebration of fire, a temporary city, a community, and each burner will have at least 2 definitions for you. None of these things capture a burn in its entirety. Burning Man is an annual week-long event held in the Black Rock Desert, Nevada, known for its focus on art, community, and self-expression. Participants create a temporary city called Black Rock City, emphasizing principles such as radical self-reliance, communal effort, and leaving no trace. The event culminates with the burning of a large wooden effigy, symbolizing transformation and impermanence. It is a celebration of creativity, openness, and a unique sense of shared experience. It is what you create it to be. Sometimes it teaches you lessons, sometimes it celebrates with you, sometimes it grieves with you, sometimes it's what you want, and sometimes sometimes it's what you need.

## Welcome to Alchemy

Alchemy is organized by Flashpoint Artists Initiative in Georgia in mid-October and is based on the principles of Burning Man. Alchemy is a place where artists and creative people of all types can come together and share in the experience of art and music and get to know each other through participation in a temporary autonomous community that is free from the expectations of ordinary society, such as the constructs of consumerism and adherence to societal norms. It is an event focused on art, expression, and inclusion. The environment created is centered on the expression of the Participants in whatever manner they see fit, **as long as they abide by all local, state, and federal laws.**

# Alchemy Culture for New Participants

## The 10 Principles

The 10 Principles here were created by Burning Man and are central to everything that is an event like this. These principles define what it means to attend an event, and every Participant should understand what they mean. These symbols were designed by James Wickham originally and are used here with permission.



### **Radical Inclusion**

Everyone is welcome. There is no discrimination and anyone, from every walk of life, is welcome to participate in the event. Be they friends, acquaintances, or strangers, and whether they share your beliefs or not, all are welcome.



### **Gifting**

A gift is an unconditional offering to a willing recipient. Whether it is a material object, an act of service, or something even less tangible, a gift is freely given by the giver. Gifting does not ask for something in return or exchange for something else.



### **Decommodification**

This event is an environment with no commercial transactions, advertising, or promotions. Nothing at an event is for sale. Participants experience events like this, but they do not consume it.



### **Radical Self-Reliance**

You are responsible for yourself. Bring everything with you that you need for the duration of your experience. This event is an opportunity for you to rely on your resources, both internal and external.



### **Radical Self-Expression**

What are your gifts, talents, and joys? Express yourself in the ways that make you happy as a gift to yourself or others, while acknowledging every person's right to their autonomy and right to express themselves.



### **Communal Effort**

Cooperation and collaboration are cornerstones of this experience. We cooperate to build social communities, group spaces, and elaborate art. We work together to support our creations. The event itself is created as a giant communal effort.



### **Civic Responsibility**

Civic responsibility involves the agreements that provide for the public welfare, both inside the event and outside the event, and serve to keep society civil. Event organizers take responsibility for communicating these agreements to participants and for conducting events following all applicable laws.



### **Leave No Trace**

To respect the environments where we hold the event, we commit to leaving no trace of our events after we leave. This means everything that you bring with you goes home with you. Everyone cleans up after themselves, and whenever possible, we leave our hosting places better than we found them.



### **Participation**

The radical participation ethic means you are the event. Everyone works; everyone plays. No one is a spectator or a consumer. You are the event; the event is you.



### **Immediacy**

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

# Code of Conduct and Community Guidelines

## Consent

### Respecting Personal Boundaries

All attendees are expected to respect the personal boundaries and consent of others at this event.

- You must obtain clear consent before touching someone, invading their personal space, or interacting with their possessions. Silence or ambiguity does not imply consent.
- If you feel someone is violating your boundaries, please notify the event staff immediately. We take consent very seriously.
- You are responsible for your own experience at this event. While some behavior may be obnoxious, it only becomes unacceptable if it infringes on others' boundaries non-consensually.
- Any non-consensual boundary violations may result in removal from the event or referral to law enforcement if laws were broken. This includes any non-consensual physical touch, photography/filming, or interference with others' activities.
- Impaired judgment from intoxication does not justify boundary violations. Wait until sober before initiating intimate contact (Sobriety is required for enthusiastic consent).
- "No photography" wristbands will be available signifying a desire for privacy. Respect those wishes and do not photograph/film anyone wearing one. For others, always ask first before capturing their image.

By being considerate of others and obtaining consent for interpersonal interactions, we can ensure a safe and inclusive event for all. Please let staff know if you have any other questions or concerns.

## Prohibited Behaviors

- Intimidation, stalking, verbal or physical abuse, or violence against people
- Any unwanted or non-consensual physical contact including but not limited to unwelcome sexual interaction
- Harassment, including harassment based on perceived or actual identity
- Non-consensual intoxication
- Abuse of power or discrimination in a leadership position or volunteer role
- Endangering the safety of yourself or others
- Entering without a ticket that has been processed at the gate
- Destruction, using, or taking of property that does not belong to you
- Repeated or egregious violations of any policies put in place by the event team
- Use of Hate Speech - Any conduct, depiction, video, image, audio, gesture, symbol, art, item, and/or discussion ("content") that consists of abuse, threats, intimidation, animosity, attacks, or incitement of attacks against an individual or group of people and is defined

in terms of race, ethnicity, national origin, gender expression, religion, sexual orientation, immigration status, disability, health status, economic status, location, or any identifying characteristic. Hate Speech includes slurs and any content that incites hatred or violence against these groups as well as praise and/or glorification of terrorism, organized crime, hate groups, and/or dangerous individuals or groups, including any/all Nazi and White Power content, symbolism, items, or expression (including the Confederate flag).

## What to Do?

If you ever need help, find a Ranger (wearing their teal Ranger shirts) or anyone with a radio. Rangers can be found wandering the event or at the Ranger HQ tent. These volunteers will work with you to resolve your situation and provide guidance should it need to be escalated.

The FAI Code of Conduct, as well as information on the Conduct Committee and how to file a complaint, can be found at <https://www.alchemyburn.com/conduct>. There will also be an option to scan a QR code at the ranger's station to file a report.

# Volunteering at Alchemy

Did you know the event is 99.99% volunteer-run? While there are some incentives most believe in civic responsibility enough to work to make the event even more awesome. We call ourselves action hippies, and we want you to be one, too!



**If you'd like to help visit the Info Tent on-site to sign up for a shift, or visit**

<https://www.alchemyburn.com/news/2024volunteer>

## ART

**CONCLAVE:** Conclave is the fiery tradition of dancers, spinners and performers that entertains the crowd during the event and before the immolation of the Effigy.

## BURNER SERVICES

**EDUCATION/ GREETERS:** Welcome burners to Alchemy! You will be a cultural bridge from the default world to our burn. Share your enthusiasm for this community by greeting participants and educating them about the 10 Principles and consent.

**INFO STATION:** Disseminates information about available volunteer shifts and team trainings on-site. Facilitates a booth for participant questions, map of the event, and list of volunteer shifts needing to be filled. Works closely with the Volunteer Coordination team to provide information about opportunities for participants.

**GATE SUPPORT (FORMERLY TRAFFIC):** Welcome participants and guide them through the check in process and arrival procedures

**HELPING HANDS:** Alchemy's newest Disability Services team, provides direct on-site support to participants who need an extra Helping Hand with setting-up and packing up individual and small group camp structures. Mobility Assistance via golf-cart is

also offered to individuals in need of help around the grounds.

## CITY PLANNING

**PARKING:** Car Czars handle parking lot management and control traffic flow. They are responsible for working with the land owners, greeters and rangers to create the best possible environment for vehicles and participants to co-exist. Considerations for the volume of vehicles, congestion and safety are all handled by this team.

**SHUTTLES:** The Shuttle Team is here to solve your accessibility and transportation needs! For the majority of the event, the Shuttle Team will be out picking up burners and dropping them off at designated Shuttle Stops around the city.

## OPS

**APW:** solve problems! Our "action hippies" are called Timmies and get stuff done! Could be anything from refueling generators or helping on the burn down crew to running errands or manning a radio as Dispatch. The Keepers of the Tools, we work as part of the Operations department to help all the other Teams figure stuff out and make the burn happen.

**LAMPLIGHTERS:** Lamplighters design, place and maintain consistent lighting along pathways and roadways for event goers to traverse the property safely.

**LEAVE NO TRACE:** Don some beautiful fairy wings, select from one of our bespoke trash grabby do-dads, strap-on a bag of moop-holding and wander the burn picking up MOOP (Matter Out Of Place) left behind by the most caring but mistake prone burners.

**TEARDOWN:** The team responsible for making sure that we LEAVE NO TRACE after the event and that all of our gear gets packed away

## **SAFETY**

**RANGERS:** Rangers partner with the rest of the community to keep everyone having a good time. Not the cops. Not your mom. Rangers are community mediators, helpers and problem solvers who step in when things get especially sticky

**SANCTUARY:** The Sanctuary Team creates safe, non-judgmental spaces and gives non-coercive services and resources to people who find themselves compromised, overwhelmed, or in emotional distress.

## **FIRE SERVICES**

**FIRE ART SAFETY TEAM (FAST):** The Fire Art Safety Team are fire safety volunteers and people with professional experience. They will ensure all fire effects and flame art created is built, designed, and utilized with safety in mind. Each item will be certified and inspected by FAST.

**FIRE SAFETY:** The Fire Safety Team is responsible for any fire-related issue that crops up, from an unattended fire bowl to something more serious. Fire Safety ensures the proper use of fire and fire effects at all times.

**INNER PERIMETER:** Inner perimeter is a specially trained group of people who stand between outer perimeter and the fire. It is their job to abruptly discourage forward motion in the audience. Attendance at training is mandatory.

**OUTER PERIMETER:** Outer perimeter is a trained group of people who stand between inner perimeter and the audience. It's their job to hold the perimeter for the safety of our participants. Training is required.

**MOTH KEEPERS:** The moth keepers work within the crowd to help any participants in need of care and assist with perimeter protection. Training is required.

**SELF CARE OPERATION STATION:** Coordinates food for all volunteer things that need it.





## Volunteer Incentives

What do you get for volunteering? Well, first and foremost, intrinsic satisfaction, and there's nothing better than that! BUT, on top of that, there's cool stuff:

- All volunteers get an awesome bandana that you can decorate and customize (while supplies last, at Volunteer HQ). This bandana gets you free access to starting new conversations and looking pretty darn suave.
- Complete 8 hours of volunteering, or 1 critical shift: get 1 full-price reserve ticket for next year's event
- Complete 10 hours: get a Swag Grab Bag (pickup at the Volunteer HQ)
- Complete 16 hours: get 1 half-price reserve ticket for next year's event
- Complete 20 hours: get specialty swag made by Vy and Sydney!
- Complete 24 hours: get 1 free reserve ticket for next year's event

How do I claim my cool stuff: Hours are tracked with a card that the shift lead must sign off on and then submitted online.

Sign up for your volunteer shifts now at:

[https://www.alchemyburn.com/news/2024volunteer?fbclid=IwY2xjawFewyBleHRuA2FlbQIxMAABHVx-vC2mhwxTIT7yQiO6bbN1LRC7AYWNiiRLFz0F-OxWuFWc8fLBVBc61A\\_aem\\_R8Lk2hCRqcjmvQI4XTR\\_ZA](https://www.alchemyburn.com/news/2024volunteer?fbclid=IwY2xjawFewyBleHRuA2FlbQIxMAABHVx-vC2mhwxTIT7yQiO6bbN1LRC7AYWNiiRLFz0F-OxWuFWc8fLBVBc61A_aem_R8Lk2hCRqcjmvQI4XTR_ZA)

## The Role of Art in Alchemy

At the event, participants will showcase a variety of interactive art forms, such as music, dance, workshops, costumes, art cars, and spiritual experiences. These projects are meant to be experienced and engaged with, encouraging attendees to explore and even create their art using fire effects, decorated vehicles, lasers, lights, and sound systems. It's essential to review safety guidelines and contact event leadership before bringing an art project.

### Effigy

The burning of the effigy symbolic centerpiece of the event, representing a variety of themes. It can embody radical self-expression, the transient and impermanent nature of art and life, and serves as a ritualistic release and letting go. The ceremony fosters community bonding and encourages attendees to embrace change, creativity, and new beginnings. Overall, the burning of the effigy is a profound and collective experience that celebrates the human experience. This burning of this structure has more of a party vibe with music and fire performers during Conclave

### Temple

The temple is a sacred and contemplative space separate from the celebratory atmosphere of the event. It serves as a place for participants to reflect, grieve, heal, and pay tribute to loved ones, personal struggles, or significant life events. The temple symbolizes a sanctuary for emotional release, providing a solemn setting for letting go, forgiveness, and finding solace. It represents a profound and cathartic experience, fostering a sense of community support and compassion among attendees as they leave mementos, messages, and offerings inside its sacred walls. Ultimately, the temple embodies a space of profound reflection and emotional connection, encouraging healing and transformation.

### Art Cars & Mutant Vehicles

Whimsical and surreal, Art Cars and Mutant Vehicles are radically, stunningly, and safely modified fun!

Please reference this website for more information about art cars, mutant vehicles, and how to register them: <https://www.alchemyburn.com/mutant-vehicles>

### Mobility Vehicles/Aids

Mobility aid refers to any device or equipment that assists individuals with mobility challenges in navigating the event's vast and sometimes challenging terrain. This can include wheelchairs, mobility scooters, crutches, canes, golf carts, or any other assistive device that helps individuals with physical disabilities or limitations to move around the event more comfortably and safely. Alchemy aims to be an inclusive and accessible event, and working with mobility aids ensures

that all participants can fully engage in the experience and enjoy the various activities and art installations. These vehicles should be registered through the DMV either on-site or pre-event.

# How to Stay Safe: A Guide to Not Dying

And maybe even being comfortable.

## Packing List: Essential Items

As 'Radical Self-Reliance' is one of the core principles, it is your responsibility to pack appropriately. There is nothing for sale, see "Decommodification". You are responsible for your own experience, your supplies, and your luxuries. This is a suggested packing list:

### For Entry

- Ticket! (physical copy, printed)
- ID!

### For Sleeping

- Tent and Tent Stakes
- Flags or Lights; Make tent stakes and guy wires visible at night
- Tarps; Bring more than one.
- Mattress / Sleeping Mat
- Sleeping Bag / Sheets
- Blankets and Pillows
- Ear Plugs

### For Eating

- Plate or Plate/Bowl
- Eating Utensils / Silverware
- Cup and/or Refillable Bottle
- Cooler with Ice
- Greywater Container; Collect greywater to take home
- Food; Whatever you plan to eat
- Cooking Supplies; Pots, Pans, Exotic Spices, etc.
- Snacks; Granola Bars / Protein Bars / Trail Mix
- Beverages; Whatever makes you happy.
- Water; At least 1 gallon per day, per person

### For Wearing

- Comfy Clothing
- Comfy Shoes/Boots; Bring more than one pair.
- Socks; Extra Socks; Even More Extra Socks
- Bras, Panties, Boxers, Briefs, etc.
- Jammies if you wear them
- Rain Boots, Rain Jacket/Poncho
- Jacket / Hoodie / Warm Coat; Check the weather.
- Costuming; Please avoid loose feathers, glitter, loose sequins, and other unsecured bits and pieces.
- Utility Belt and/or Small Daypack
- Hat, Umbrella

### Toiletries

- Towel, Washcloth, Body Wipes
- Soap; Liquid works well, Biofriendly is best
- Camp Shower, if that's your thing
- Greywater Container; Collect greywater to take home
- Toilet Paper; One-ply
- Sunscreen
- Bug Spray
- Medications you need
- Tampons/Pads/Cups; Bring zip-locks to take with you after use. Tampons, pads, and wrappers DO NOT go in the porta-potties!
- Other Personal Things; All your personal necessities: make-up, creams, lotions, potions, poultices, etc.

### For Everything Else

- Carabiners; Always handy for something!
- Head Lamp and/or Wrist Lamp; Always wear or hold some type of light at night. See 'Darkwad'.
- Lantern and/or Flashlight
- Batteries
- Camp Chair
- Safe Sex Items; Condoms, Dams, Gloves, etc.
- Hand Sanitizer
- Gifting Items; If you feel like participating in this manner
- Phone Charger / Battery Packs / USB Cables
- First Aid Kit
- Fire Vessel/Pit/Barrel; Remember, 6" off ground
- Firewood
- Extra Zip-Locks
- Garbage Bags; Heavy-duty contractor bags are recommended.
- Smoke Things; Cigarettes, cigars, lighters, etc.
- Cigarette-butt Tin; Cigarette butts are MOOP
- First Aid Kit and over-the-counter meds

## What Not to Pack: A Do Not Bring List

There are a few things not allowed at our events due to legal and safety requirements.

**Firearms:** This includes BB guns, airsoft guns, and paintball guns. Water guns and NERF launchers are okay if you make sure the darts don't become MOOP.

**Wish Lanterns / Sky Lanterns:**(paper lanterns that use a candle to generate lift so they fly away) are absolutely prohibited. They are a fire hazard and are illegal in the state of Georgia.

**Pets:** No pets are allowed at the event; Service Animals are not pets. For Service Animal policy, please refer to the Service Animal section of this Guide.

**Fireworks:** Fireworks of any type are prohibited at all FAI events. The use of fireworks will result in immediate expulsion from the event. If the Event Committee decides to allow a pyrotechnic display, it will be done by a licensed pyrotechnics company that is hired for the show.

**Tiki Torches/Flares:** These are a fire hazard

**Lasers:** Do not shine your laser anywhere near the ground or you could seriously injure someone. Better yet, leave it at home and enjoy the stars.

**Drones<sup>1</sup>:** NO DRONES.

---

<sup>1</sup> Federal Aviation Administration (FAA) rules prohibit flying drones directly over unprotected people, flying drones while intoxicated, or shooting down a drone, even if it's flying over unprotected people. FAA rules also prohibit operating any drone at any height within airport airspace.

# Top 14 PRO TIPS from EXPERT BURNERS

## 1. Understand the Culture

- Alchemy (and other burns) is not a music festival. Familiarize yourself with the 10 principles.
- No buying, selling, or bartering – gifting is done with no expectation of return.

## 2. Weather & Environment

- Be prepared for HOT, COLD, WET, and WINDY conditions. Mud is common, even without rain.
- Avoid glitter, sequins, and feathers (MOOP: Matter Out Of Place).
- Carry earplugs – even “quiet” areas can be noisy.

## 3. Hydration & Nutrition

- Bring a hydration pack or water bottle and drink plenty of water, balancing with electrolytes.
- Pack cold, no-cook food (sandwiches, salads, fruit) and eat regularly to stay energized.

## 4. Key Gear to Pack

- **Cup/Mug:** Attach to your bag with a carabiner, and tape your ID to it.
- **Extra Socks & Underwear:** Bring at least 2 pairs per day.
- **Tarps:** Useful for shade, privacy, under or over tents, and more.
- **Rug or Mat:** Place inside the tent to keep mud out.
- **Headlamp:** Essential for nighttime visibility.
- **Camp Chairs:** Handy for camp or on the go.
- **Beach Towel:** Useful for drying things. Bringing extra is smart.
- **Baby Wipes:** Keep some in the cooler for quick, refreshing cleanups.
- **Umbrella:** For both shade and rain protection.

## 5. Personal Care

- **Fun Outfits:** Express your bold and creative side!
- **Body Glide/Anti-Chafe:** Stay comfortable and avoid chafing.
- **Toothbrush:** Stay fresh – toothbrush wisps are a convenient alternative.

## 6. Tent & Packing Tips

- Set up your tent before the event to check for repairs. Pack essentials like mallets and multitools where they're easy to access.
- **Batteries:** Bring extra (AAA, AA, D) for lights and gear.
- **Car Packing:** Pack important items (tent, setup tools) last for easy access.
- **Label Everything:** Mark all your belongings to avoid mix-ups.

## **7. Phone & Safety**

- Put alternate contact info in your phone case and update your lock screen with your details.
- Bring a buddy to check in on you if you have health concerns.

## **8. Shower & Hygiene**

- There are no shower facilities. A camp shower or baby wipes can work. Use eco-friendly soap.
- Carry some toilet paper in a ziplock bag in case the porto is out.

## **9. HYDRATE**

- Dehydration symptoms include headaches, dry skin, and dizziness. Always carry water and drink often.

## **10. MEDICATE**

- Stick to your routine medications. Bring allergy meds or Epi-Pens if needed.

## **11. SUN SAFE**

- Apply sunscreen regularly, even on overcast days.

## **12. REST & SLEEP**

- Make time to sleep, even if it means stepping away from the action. Use earplugs to help with noise. Bring everything you need to be cozy (eye masks, portable white noise machines, ear plugs, sleep aid, your favorite stuffed animal)

## **13. LISTEN TO YOUR BODY**

- Rest in shaded areas during hot parts of the day. Bring fans and take midday naps if needed.

## **14. Cooler & Dew Management**

- Keep a cooler with plenty of ice, and don't leave belongings out at night to avoid dew.



I've been to every Alchemy for the last 10 years,  
what's new?

## **Important Notice: Don't go in the RIVER!**

The river is out of bounds at the event.

This is at the request of the city  
fire department as they do not possess  
rescue services in the event of an accident.

There is a zero-tolerance policy for  
crossing the event boundary and doing so  
will result in immediate ejection from the  
event.

## Inclusivity and Accessibility

### Accessible Camping

Accessibly Dang Awesome camping areas are usually available with level terrain, wider space between camps, and closer access to roads/facilities. These designated sites aim to make our event more accessible to burners who benefit from a flatter campsite and closer amenities. Just indicate your interest in ADA camping on your reservation form. We work to ensure our event is welcoming and inclusive to all and process these needs individually to best accommodate diverse needs

If you would like to acquire an ADA wristband (necessary for preferential placement on shuttle services), those are available at the Info Tent

### Helping Hands

Provides on-site assistance for the setting-up and breaking down of individual and small group structures. This team aligns closely with Disability Services in its goals to assist participants with access to "hands-on" support. Ask anyone with a radio to request a Helping Hand during gate hours. The best time to let someone know you need a helping hand is when you're checking in at the gate!

### Shuttles

The Shuttle Team is here to solve your accessibility and transportation needs! For the majority of the event, the Shuttle Team will be out picking up burners and dropping them off at designated Shuttle Stops around the city.

### TIDE

The primary purpose of TIDE is to serve as an advisory council for FAI events, including but not limited to Alchemy and Art Fundraisers. The team is composed of a liaison chosen by the Board of Directors, along with a flexible number of committee members. The liaison and their committee members bring a variety of perspectives and experiences, aiming to offer guidance for activities and to support initiatives that foster equity. This year, the team has had the pleasure of facilitating the distribution of complimentary tickets to over 100 POC attendees.

## Volunteer HQ

New, next to Info Booth is the central hub for volunteer teams. If you are not sure where your volunteer shift starts or conducts training you can visit Volunteer HQ for more information

## Sound Policies

There is a new Sound Policy this year.

## Generators

- Review sections on care and feeding of your generator

## Music

- Amplified sound outside of a personal speaker or boom box needs to be registered pre-event.
- **Sounds camps need to keep the sound below 65 dB unless otherwise directed by the Sound Team**
- Each Sound Camp needs to have a Sound Manager
  - 1 person who will be able to be reliably contacted
  - Can cut sound immediately in case of emergency
  - Can operate the music system
- FRIDAY SOUND CHECK
  - The Sound team will perform a site-wide sound check on Friday.
  - Each Sound Camp must be set up by Friday evening
- Volume restrictions have the following schedule
  - Wednesday:
    - After 10 PM - Absolutely zero amplified sound from any camp.
    - Normal Sound may resume at 9 AM Thursday
  - Thursday:
    - After 11:00 PM - All sound goes to conversational levels.
    - Normal Sound may resume at 9 AM Friday
  - Friday/Saturday:
    - Camps in the quieter zone:
      - ALL amplified sound must be reduced at 12 AM.
      - This means that subwoofers/low-end drivers must be completely turned off and that high-end drivers must be reduced to conversational levels only. If you have to shout to be heard within 20 ft or so of the speakers, then it's too loud.
      - Normal sound levels may resume at 9 AM.
    - Sound Camps in the loud zone:
      - Maintain sound levels as directed by the sound team

- Subwoofers must be cut at 2 am
- All speakers must be pointed away from the river and towards the trees
  - Normal Sound may resume at 9 AM Saturday/Sunday
- Sunday: After 10 PM - Absolutely zero amplified sound whatsoever.

Please visit <https://www.alchemyburn.com/sound-camps> for more information about the sound policy including any specific restrictions on equipment!

## Consequences

These are the possible consequences for violating any of these policies. The severity of the consequences depends on the nature and severity of the violation.

- Warning by the Sound Team.
- Warning by the Events Committee (the team that oversees the entire event).
- No sound for 24 hours.
- No sound for the duration of the event.
- Ejection from the event

## GENERATOR USE, CARE, AND FEEDING

Generators create safety hazards (carbon monoxide poisoning from toxic engine exhaust, electric shock/electrocution, and fire) for all Alchemists. We can mitigate these risks by:

### General Safety:

- **ALWAYS** follow the manufacturer's guidelines for your generator.
- **ALWAYS** have an ABC class fire extinguisher nearby and in clear view.
- **NEVER** refuel a generator while it is running.
- **NEVER** operate your generator in rainy or wet conditions.

### Placement and Operation:

- **ALWAYS** place the generator at least 30 feet away from the sound system, and as far from other camps and participants as possible, with exhaust directed away from each.
- **NEVER** run a generator inside or immediately next to tents, yurts, canopies, or any other structures where people are living and working.
- **Please** be conscientious of your fellow Alchemists when it comes to noise and exhaust from your generator.

### Fuel Storage and Electrical Use:

- **ALWAYS** store fuel in an approved safety canister at least 10 feet away from your generator (and any other source of ignition).
- **ALWAYS** plug electrical devices directly into the generator, or use a heavy duty, outdoor-rated extension cord.
- **NEVER** overload your generator.

#### Noise and Usage:

- **POWER ON, POWER OFF:** Only run generators when they're truly needed, and switch them off when they're not necessary.

#### Generator Etiquette and Best Practices:

- **POWER SHARING IS CARE:** Let's spread love (and the watts)! Consider coordinating with neighboring theme camps and sharing power instead of multiplying the generator hum.
- **QUIET IS KEY:** To keep your camp's power from disrupting the vibe, be mindful of the decibel rating of your generator and the impact it has on your camp and surrounding participants. Consider using a sound-dampening box to enclose your generator.
- **MUFFLED MELODIES:** We ask that you surround your generator with a sound shield or baffle box to direct noise and exhaust skyward or earthward, rather than outward towards the event, camps, or participants.
- **INVERTER GENERATORS:** We request participants place inverter generators at least 30 feet away from crowds and pedestrian traffic.
- **PORTABLE/OPEN-FRAME GENERATORS:** Participants with open-frame style generators are requested to place them at least 50 feet away from crowds and pedestrian traffic.

For more information, please visit: [Alchemy Fire Safety](#)

## Gate, Traffic, Parking

Gate Hours are between 9 am and 1 am. The gate will be closed after 1 am!

\*If you arrive after 8 pm your car must remain in the parking lot until 9am the following day

### Gate Check-in Hours:

- **Wednesday:** 9:00 AM –9:00 PM
- **Thursday:** 9:00 AM – 1:00 AM
- **Friday:** 9:00 AM – 1:00 AM
- **Saturday:** 9:00 AM – 3:00 PM until after the effigy burns
- **Sunday:** Gate closed

### Event Entry Hours for Vehicles:

- **Wednesday:** 9:00 AM – 8:00 PM
- **Thursday:** 9:00 AM – 8:00 PM
- **Friday:** 9:00 AM – 8:00 PM
- **Saturday:** Closed after 3:00 PM

**If your car will remain in your camp or if you brought an RV, you must secure the appropriate documents at the Gate! These will be displayed in the windshield of the vehicle during the duration of the event.**

**RV's must be guided to their camp by an escort regardless of Theme camp or open placement**

**Parking Requirement: cars must be parked nose to nose. This is a requirement and you will be tracked down to move your car if you back into a space!**

# Standard Operating Procedures

## Online Resources

The official Alchemy Website: <https://www.alchemyburn.com/>

About the Alchemy Board of Directors: <https://www.alchemyburn.com/flashpoint/board>

Facebook page: <https://www.facebook.com/groups/166049222494>

Facebook page for ticket exchange and rideshare:

[https://www.facebook.com/groups/443319002385803/?hoisted\\_section\\_header\\_type=recently\\_seen&multi\\_permalinks=6785921464792160](https://www.facebook.com/groups/443319002385803/?hoisted_section_header_type=recently_seen&multi_permalinks=6785921464792160)

## Community Initiatives

Please check the Alchemy Facebook page for year-round events and activities:

<https://www.facebook.com/groups/166049222494>

## Effigy and Temple

The Effigy burns on Saturday night around dusk

Temple will burn on Sunday night around dusk

## Tents and structures

### Candles And Torches

Candles and torches are not allowed.

### Fire Under Structures

No open flames or sources of heat are allowed underneath any pavilion or covering. This includes but is not limited to flame effects and fire art, cooking burners/grills/griddles, and fire pits.

Cooking will not be allowed under pavilions. We are not able to make an exception to this because of inclement weather. Please have this in mind when planning your meals and kitchen.

### Structure Materials

All tents and shade structures must meet the regional fire safety requirements.

**The city of Chattahoochee Hills is asking Alchemy to make sure that the fabrics used for shade structures are properly treated with a fire retardant by the manufacturer**

Your tent will already meet this requirement but your shade structure may not. Please review this carefully and visit the website for the full details

(<https://www.alchemyburn.com/news/2023/2023-policy-update-fire-safe-structure-materials>)

- None of this applies to your tent if it is sold by the manufacturer as a tent for personal sleeping use.
- None of this applies to individual shade structures less than 100 square feet (standard pop-up tents).
- If two shade structures are within 2 feet of each other, they will be counted as a single shade structure to calculate square feet.
- These requirements do apply to ANY fabric over 100 square feet used to cover an area of your campsite, whether you purchased it as a pop-up, canopy, garage, or other structure, or any fabric you purchased so you could make your shade structure.
- You will **NOT** be able to buy a coating you can apply to your fabric to make it fire retardant and meet the requirement. You can find sprays and liquids that are fire retardants, but the city requires the fabric itself to be certified, meaning it has to be tested in a lab that is licensed for this specific testing
- Use the infrastructure grant to apply for funds to purchase fire safe material versions of your existing shade structures.



Look for this tag

**WARNING!**  
**KEEP ALL FLAME AND HEAT SOURCES  
AWAY FROM THE FABRIC OF THIS PRODUCT**

This item is made with flame resistant fabric that meets CPAI-84 Sec. 6/ULCS109, NFPA 701 fire standard specifications. **IT IS NOT FIRE PROOF** The fabric will burn if left in continuous contact with any flame. The application of any foreign substances to this fabric may render the flame retardant properties ineffective.



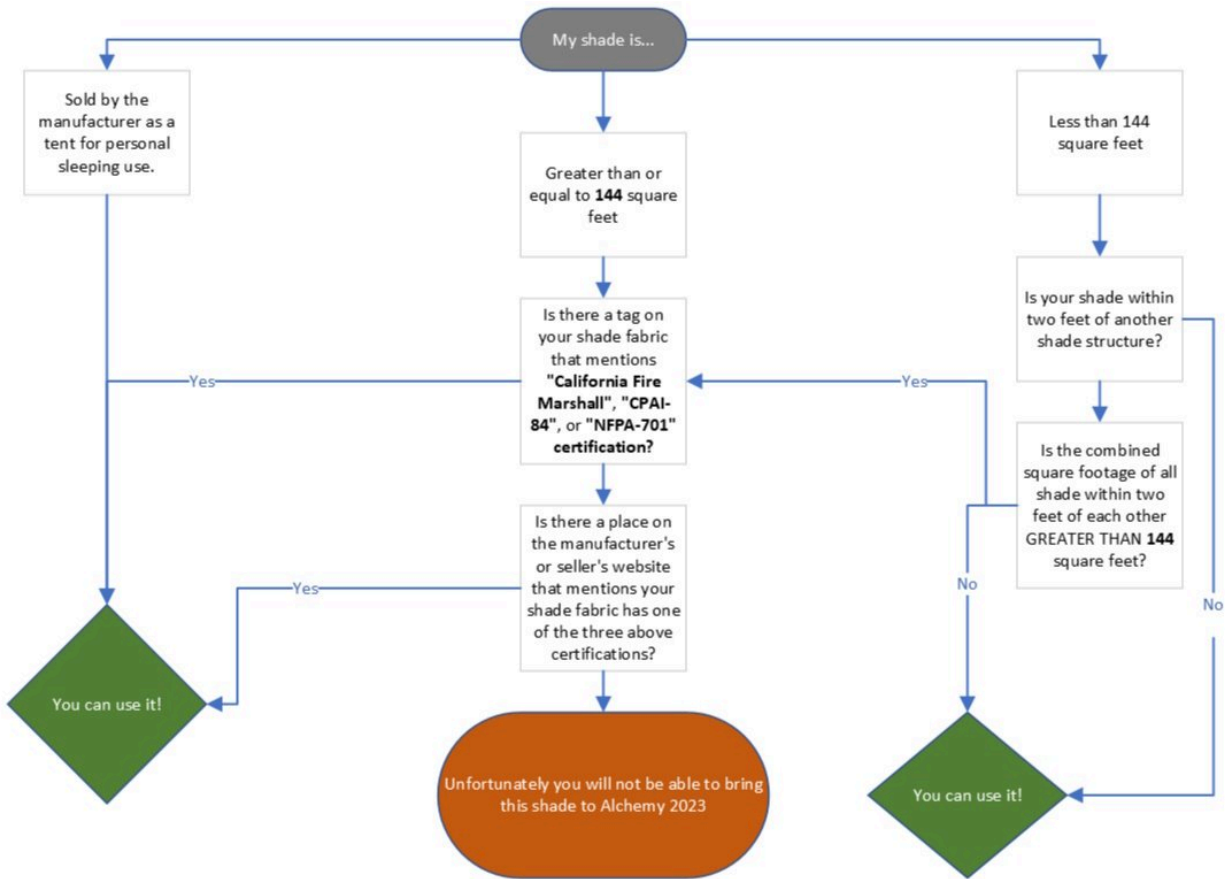
USA 877.840.3524  
CANADA 877.776.6655

*24 pt. type*  
**WARNING**

*16 pt. type*  
**KEEP ALL FLAME  
AND HEAT SOURCES  
AWAY FROM THIS  
TENT FABRIC**

*12 pt. type*  
*This tent is made with flame-resis-  
tant fabric which meets CPAI-84  
specifications. It is not fire proof.  
The fabric will burn if left in con-  
tinuous contact with any flame  
source.*  
*The application of any foreign sub-  
stance to the tent fabric may render  
the flame resistant properties  
ineffective.*

## Quick Reference Flow Chart



For more information please visit this site:

<https://www.alchemyburn.com/news/2023/2023-policy-update-fire-safe-structure-materials>

## No Shower Facilities

Chattahoochee Hills does not have showers.

## Children at Alchemy: Requirements/Guidelines/Safety Measures

Custodial parents or guardians may bring their minor children to FAI Overnight Gated Events, subject to the following mandatory conditions, in addition to regular gate admissions procedures followed by the parent(s) or guardian(s), and all other conduct requirements.

1. All minor children over 12 must have a valid purchased ticket. Children under 12 do not require a ticket but their guardians must follow the rest of the procedures listed below.
2. All minor children regardless of age must be accompanied by a custodial parent or guardian who must sign a special Minor Child Admissions Waiver.

3. The parent must list an emergency contact person, who will be present at the event at all times the child is present.
4. The emergency contact person must also complete and sign the Emergency Contact section of the Minor Child Admissions Waiver.
5. All parents or guardians, children, and emergency contacts will be issued wristbands, and the parent's number will be recorded on the child's, and vice versa. Additionally, the numbers will be recorded on both child and guardian waivers. The wristbands must be worn at all times and must be shown to gate personnel before any minor child will be permitted to leave the event.
6. Children must be in the care, custody, and control of the parent, guardian, or emergency contact at all times. Sleeping children may not be left in camps unattended.
7. In no event are children permitted to leave the event boundaries other than through the entrance gate, whether or not they are accompanied by a parent, guardian, or emergency contact.
8. Children are never permitted to use or play near any fire or flame source, or any body of water.
9. Minor children are not permitted in adult-themed camps or areas under any circumstances, regardless of parental consent. Identification is checked at the entrance points of all adult-themed camps, and underage persons are not admitted.
10. Minor children and persons under 21 are not permitted to drink alcohol, nor to violate any other law, regardless of parental consent.
11. If the child and parent, guardian, or emergency contact become separated at any time during the event, each should report to the nearest Ranger and a "Code Apple" will be immediately implemented, in compliance with ICS standards.

Violation of these conditions is grounds for ejection from the event.

## Fire Performers/Sculpture/Art Safety Requirements

### FIRE EFFECTS AND FLAME ART SAFETY

All fire effects and flame art that uses active flame must be inspected by the Fire Service prior to operation. The art piece will be tagged and a record kept. Please contact the Fire Service prior to the event to register. Once on site, ask anyone with a radio to request the Fire Service to inspect your art. Absolutely no fire effects and flame art may be operated on site prior to inspection, at which time if your flame effect passes inspection, it will be tagged. Any untagged fire installations, or installations without an approved operator present, will be shut down.

NOT allowed in ANY fire effect and flame art equipment:

- Liquid fuel fire effects and flame art are NOT permitted at FAI events.
- NO guns, fireworks, or cannons.
- NO explosives (e.g. black powder, tannerite, flash powder, AMFO, etc.).

- NO flammable metals (sodium, lithium, potassium, magnesium, etc.).
- NO acetylene or hydrogen gas.
- NO hot or flaming ejecta (liquids, powders, or solids which may create MOOP or start unintended fires).
- NO generation of significant quantities of hazardous, irritating, or toxic fumes or chemicals (e.g. burning plastics/rubber, chlorine gas, strong acids/bases, etc.).
- In general, no open flame should ever be left unattended (including candles, Sterno cans, etc.)
- Tiki torches are NOT allowed at Alchemy.

Alchemy Fire Service reserves the right to shut down any open flame or flame effect that poses a significant hazard to the continued existence of the event or the participants of the event.

Fire effects and flame art are prohibited from being operated under any structure, shade, or cover, etc. This is a City of Chattahoochee Hills requirement.

For more information please visit: <https://www.alchemyburn.com/fire-safety>

## FUEL STORAGE SAFETY

All Alchemists using combustible fuels in their camps, flame effects, mutant vehicles, and fire performances are expected to educate themselves and comply with the appropriate practices for the handling and storage of these materials. Handling fuel correctly is imperative to prevent accidents, protect the environment, and conserve resources. This is necessary for the safety of all community members as well as for ensuring compliance with our commitments to the landowners and the local community.

Combustible fuels fall under three broad categories: liquid fuels (such as gasoline, diesel, and kerosene), liquified petroleum gasses (such as propane and butane), and fuels that are used in fire performance (such as Naptha, Paraffin, and Alcohol Fuels). For our purposes at Alchemy, each of these categories are considered distinctly and fuel storage areas for each should be separate from each other.

- All fuel must be stored safely and closed. Fuel canisters and dipping containers must be closed when not being used. Areas set aside for fire performances will have a marked fuel storage area and your fuel must be in that fuel storage area when performing there.
- There will be safe fire performer fuel stations placed around the property. They will be marked and easy to find. If you want to spin fire, we encourage you to use one of these fire performer fuel stations.
- All theme camps that will allow fire spinning in their camp must have a designated fueling area that is marked. No fire spinning will be allowed within 10 feet of the fueling

area. The camps must also have an ABC-rated fire extinguisher. The Fire Service team has a limited number of fire extinguishers that will be loaned out to the community on a first-come-first-serve basis. If you would like one of these fire extinguishers, please email the Fire Services Department at [fire@alchemyburn.com](mailto:fire@alchemyburn.com).

## FIRE PERFORMER INFO

Performers use a variety of flammable tools to provide entertainment. They are an integral part of FAI events, and we have worked hard to make fire performances as safe as possible. All performers are expected to follow these rules and assist one another to perform safely.

🔥 You must be sober when performing.

🔥 While performing you must have a safety person. The safety person must be sober, paying attention as you perform, and ready with a fire blanket. Wet towels are not sufficient. The blanket must be an appropriate material for extinguishing your tools or your person.

🔥 If you see someone performing without a safety, tell them to put their fire prop out! It is your civic responsibility to keep yourself and others safe.

🔥 If you see a situation where someone is being unsafe and they are not responding to requests to stop, please look for anyone with a radio and ask them to call for the Fire Service on-duty team. The Fire Service team will deal with the situation.

For more information please visit: <https://www.alchemyburn.com/fire-safety>

## Art Cars & Mutant Vehicles

Art cars and Mutant Vehicles must be registered through the Placement Form in advance. For more information please visit: <https://www.alchemyburn.com/mutant-vehicles>

Upon arrival at the event site, transport the art car to the center camp area for inspection. Ensure the vehicle passes all safety checks and receives the required approval sticker before operation. If arrival occurs after dark, the art car cannot be driven until the following morning when it can be properly inspected by officials, unless an exception is granted. Please plan accordingly and allow ample time for the inspection process during sanctioned hours. Adhere to all rules and regulations to ensure safe and compliant participation.

## Port-O-Potties

Do NOT put ANYTHING in the potty that did not come from your body! The only exception is 1-ply toilet paper.

🚫 No wipes!

- ⊘ No pads!
- ⊘ No tampons!
- ⊘ No random trash!
- ⊘ No Watermelon!!!!

Why? Because the people who clean these don't want to go fishing in your poo! If their job is difficult, cleaning will be slower. Also, if the potties are too much of a mess, the vendor may not want to deal with us in the future and that endangers the event. Please be kind to our vendors.

Tip: Make a potty bag. Use a plastic zip bag to hold 1 ply paper, wipes, tampons, and pads, and an extra zip bag to dispose of your wipes, tampons, and pads.

**We're serious about this. Your TP should say 1-ply or single-ply. Don't use the fancy quilted stuff. Scots is one popular brand.**

## Lost and Found Procedures

If you misplace something during the event, Lost and Found is at the Information Station tent during daylight hours. There is a seriously good chance that your lost item will turn up there. Post-event lost and found of valuable items (wallet, ID, keys, phones, expensive flow props, etc.) may be posted online in the Facebook group. If you lose a sentimental item, there is a very good chance that someone finds it and returns it to you.

## Service Animals

Only working service animals are allowed at Alchemy. No other animals may be brought or kept on the event premises. Therapy animals, emotional support animals, and personal pets which are not service animals are not permitted. Service animals are defined as dogs (or certain miniature horses) that are individually trained to do work or perform tasks for people with disabilities. Service animals must remain under control, and may be asked to leave if the animal's handler does not take effective action to control it. If you require additional support/information to fully access the event and would like to provide emergency contact information for your service dog or have any other concerns, Disability Services will be available before and during the event.

While not required, we strongly encourage service animal owners to add their theme camp information and phone number to the animal in case of separation.

### **Etiquette for interacting with someone else's service dog**

We know that dogs are wonderful; however, service dogs should not be interacted with.

Here are some guidelines with more information:

[https://www.guidedog.org/PuppyRaising/PuppyRaiserManual/Resources/Assistance\\_Dog\\_Etiquette.aspx](https://www.guidedog.org/PuppyRaising/PuppyRaiserManual/Resources/Assistance_Dog_Etiquette.aspx)

## Sanctuary

Sanctuary provides a calm, safe space for burners who need a chance to process experiences that may be overwhelming. We provide a supportive environment for anyone who needs reassurance, assistance, or peace and quiet to work through a current or past experience. If you need help finding Sanctuary, please ask a ranger or other volunteer with a radio how to get there

## Emergency Information: What to Do in Critical Situations

The event does not have a First Aid team and does NOT provide first aid supplies for Participants. You will need to bring your first aid kit for any minor sickness or injuries. All registered theme camps are required to maintain a first aid kit for their members or other Participants who may be injured at your camp.

We do have paid medics on-site for medical emergencies. If you have a medical emergency, you may come to the Ranger station to request a medic or flag down any Ranger to call one to your location.

In most cases, contacting Rangers or other emergency staff on-site is faster and more effective than directly calling 911. If 911 needs to be called, Rangers or emergency staff are happy to do so.

**If you feel like you must call 911, please notify a Ranger as soon as possible.**





**This way we can clear the road and have staff members standing by to guide them to the correct location. This is very important! If an ambulance arrives unannounced, we won't be able to help them find you unless we know where you are located.**

If you have a pre-existing medical condition that could require emergency care, please share this with your campmates so that they know what you may need in case of an emergency. Also, please be sure to bring any inhalers, epi-pens, or medications you might need, and know where they are at all times.

## Important Rules and Regulations at Alchemy

### Theme Camp Information

The event will have a wide array of theme camps put together by your fellow Participants. Each theme camp will have a sign with its name. A colored strip on the left of the sign will let guardians know whether it's appropriate to take minor Participants into the camp. All Participants should be educated on the color tags.

-  A PURPLE stripe indicates that the camp is ALWAYS 18+
-  A RED stripe indicates that the camp is not comfortable having children there at any time.
-  A YELLOW stripe indicates that parental attendance is required at all times.
-  A GREEN stripe indicates that the camp welcomes children at any time.

### Leave No Trace

"Leave no trace" literally means to: leave no discernible trace behind after the event. The only way this works is if each Participant is completely and totally responsible for their own waste, right down to that pistachio shell on the ground, that bit of clothing lint, or even a feather<sup>2</sup>.

### MOOP

MOOP is 'Matter Out Of Place'. Trash, litter, things lost or left behind, things on the ground that shouldn't be there. There is a super-dedicated team, known as the MOOP fairies who wear fairy wings and wander around the event, passing out trash bags and reminding our community that we should all Leave No Trace. They do and will pick up MOOP that people leave behind, but their main job is NOT to clean up after messy Participants. Instead, they try to keep people from making a mess in the first place and educate people about what MOOP truly is. The best way to help them is to not leave any MOOP and clean up any MOOP you see as you run around the event. Many people carry a plastic sack to pick up MOOP everywhere they go.

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<sup>2</sup> *Seriously, feathers may be cautiously allowed but you're risking your life if certain people catch you molting onto the ground. Don't drop bits and bobs like feathers on the ground: not glitter, not bangles, not sparkles, not fluff, or stickers, or jewels, or any other tiny piece of matter out of place.*



## Greywater

There is no greywater disposal, so you will need to transport any greywater offsite. Greywater is water that has been used for dishwashing, showering in camp, etc., and contains any food, soap, or cleaning products (even biodegradable products). Bring a funnel and use the jugs you brought your water with to bring it back out!

## Fire

Are you planning to have a fire in your camp? That's great! We love fire! However, we do have a few rules!

- All fires must be off the ground at least 6 inches, in a fire pit or burn barrel of some sort, and must not spill ash/embers on the ground. Leave No Trace means no burn scars and no ash left on the land.
- Ashes, partially burned wood, and unburned wood must go home with you. Do not dispose of these in the woods.
- All fires must be attended! If you're stepping away, ask someone to keep an eye on it. If you're going to bed and there's no one around, extinguish it. This includes tiki torches. If it's on fire, and no one has eyes on it, put it out!
- No open flames or sources of heat are allowed underneath any pavilion or covering. This includes, but is not limited to: Flame effects, cooking burners/grills/griddles, and fire pits.
- Cooking will not be allowed under pavilions. We are not able to make an exception to this because of inclement weather. Please have this in mind when planning your meals/kitchens.

The full fire policy is available at <https://www.alchemyburn.com/fire-safety>

## Music

- Amplified sound outside of a personal speaker or boom box needs to be placed pre-event.
- Each Sound Camp needs to have a Sound Manager
  - 1 person who will be able to be reliably contacted
  - Can cut sound immediately in case of emergency
  - Can operate the music system
- FRIDAY SOUND CHECK
  - The Sound team will perform a site-wide sound check on Friday.
  - Each Sound Camp must be set up by Friday evening
- Volume restrictions have the following schedule
  - Wednesday:
    - After 10 PM - Absolutely zero amplified sound from any camp.

- Thursday:
  - After midnight - All sound goes to conversational levels.
- Friday/Saturday:
  - Camps in the quieter zone:
    - ALL amplified sound must be reduced at 12 AM.
    - This means that subwoofers/low-end drivers must be completely turned off and that high-end drivers must be reduced to conversational levels only. If you have to shout to be heard within 20 ft or so of the speakers, then it's too loud.
    - Normal sound levels may resume at 9 AM.
  - Sound Camps in the loud zone:
    - Maintain sound levels as directed by the sound team
    - No cut-off unless requested by the city
- Sunday: After 10 PM - Absolutely zero amplified sound whatsoever.

Please visit <https://www.alchemyburn.com/sound-camps> for more information about the sound policy including any specific restrictions on equipment!

## Consequences

These are the possible consequences for violating any of these policies. The severity of the consequences depends on the nature and severity of the violation.

- Warning by the Sound Team.
- Warning by the Events Committee (the team that oversees the entire event).
- No sound for 24 hours.
- No sound for the duration of the event.
- Ejection from the event

## Photography

Ask for consent before photographing others.

# Parking, Directions, and Camping

## How do I get there?

### Address

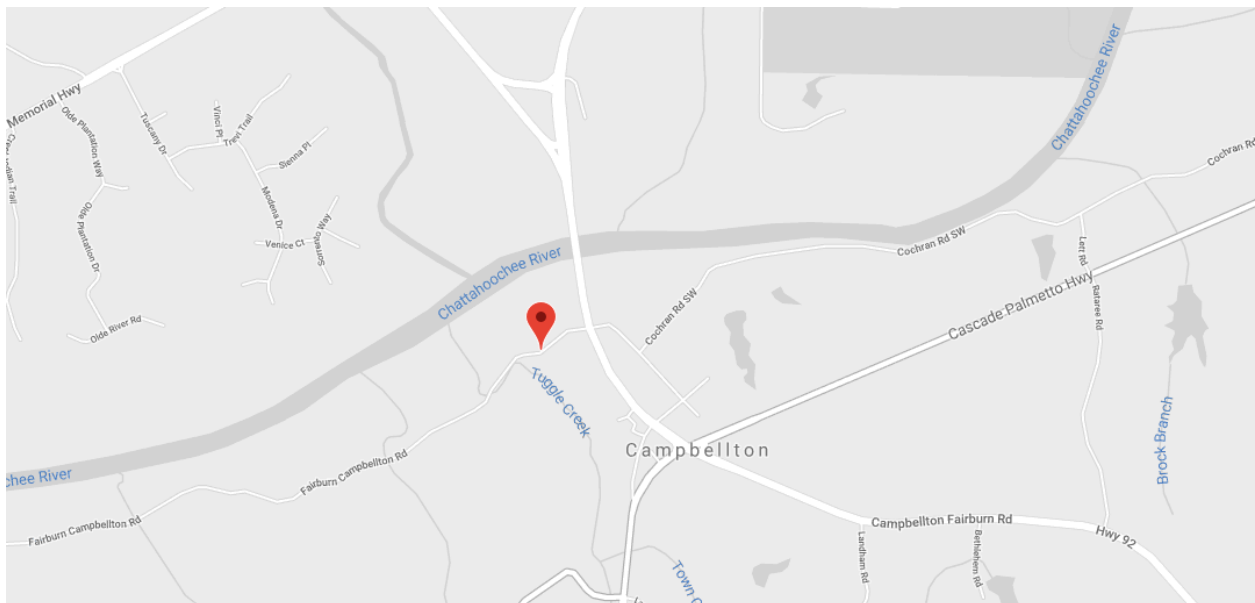
Fairburn Campbellton Rd & GA 154  
Fairburn, GA 30213

Entrance: 33.65331, -84.67519

Google Maps Place Code: M83F+8W, Atlanta, GA  
<https://maps.app.goo.gl/TjeM53dfyjTK3S1C8>

### Directions from Atlanta

- Follow I-75 S, I-85 S and I-20 W to GA-70 S in Fulton County.
  - Merge onto I-75 S
  - Keep right to stay on I-75 S, follow signs for I-85 S/Atlanta
- Merge onto I-75 S/I-85 S
  - Use the right 2 lanes to take exit 247 to merge onto I-20 W toward Birmingham
  - Use the right 2 lanes to take exit 49 for GA-70/Fulton Industrial Boulevard toward Fulton Co Airport
- Follow GA-70 S to Fairburn Campbellton Rd
  - Use the left 3 lanes to turn left onto GA-70 S
- Turn right onto GA-154 E/GA-92 N
- Turn left onto Fairburn Campbellton Rd
- Destination will be on the right



**DO NOT EXIT YOUR VEHICLE IN A DRIVING LANE**

## Gate Process: What do I need at the gate?

### What do I bring to the gate?

- Printed-out ticket
- Photo ID
- Fill out the waiver online to make it faster!

<https://app.waiversign.com/e/667f24bc70aecc001236a43b/doc/667f256870aecc001236a59c>

There are 4-5 open lanes for burners to park in. **One lane must remain open for emergency vehicles.** As you enter the gate field please choose the appropriate lane - Pull all the way around until informed to park by a Gate Support Volunteer. **TURN OFF YOUR IGNITION** - no idling please!

The first stop will be the Box Office. You will need your **Photo ID and Bar Code or Printed ticket** for scanning. You will be instructed to complete your event waiver.

Note that tickets are transferable. It is not necessary for your name to match the name on your ticket. Each ticket has a unique barcode that may only be used once for entry to the event. Please note that you must have a ticket when you arrive at the gate. Tickets ARE NOT sold onsite. Do not show up to wait for a ticket; for safety purposes, there is no loitering or camping at the gate.

Event SWAG will not be handed out at the Gate this year. You must go to Education near the city center to retrieve this.

**If you are leaving your vehicle within a theme camp, RV camping, or Accessibility Camping - you need to ask the gate support team for assistance as placement guides will escort you to the correct parking area.** If this does not apply - you do not need to visit Placement HQ and may return to your vehicle and proceed into the Burn once a Traffic Wrangler has cleared you to leave.

Got everything you need? You'd better hope so! **There's no in-and-out** once you're checked in at the gate, unless: 1) you have a medical pass 2) you have an additional unused ticket. There's always a chance you could snag someone's leftover ticket on the Georgia Burns Ticket & Rideshare Facebook group, but why take chances? Be radically self-reliant! Be prepared.

## Deliveries

**NO DELIVERIES WILL BE ALLOWED INTO THE EVENT UNLESS THEY ARE PRE-APPROVED. THIS INCLUDES DOORDASH, GRUBHUB, ETC. COME PREPARED!**

## Parking/Gate Hours

### Gate Check-in Hours:

- **Wednesday:** 9:00 AM –9:00 PM
- **Thursday:** 9:00 AM – 1:00 AM
- **Friday:** 9:00 AM – 1:00 AM
- **Saturday:** 9:00 AM – 3:00 PM until after the effigy burns
- **Sunday:** Gate closed

### Event Entry Hours for Vehicles:

- **Wednesday:** 9:00 AM – 8:00 PM
- **Thursday:** 9:00 AM – 8:00 PM
- **Friday:** 9:00 AM – 8:00 PM
- **Saturday:** Closed after 3:00 PM

### Parking Requirement:

- All cars must be parked in the parking lot.
- Cars are required to park nose-to-nose. Backing into a space is not allowed, and you will be asked to move your car if parked incorrectly (we will find you!).
- **If your car will remain in your camp or if you brought an RV, you must secure the appropriate documents at the Gate! These will be displayed in the windshield of the vehicle during the duration of the event.**

- **RV's must be guided to their camp by an escort regardless of Theme camp or open placement**
- 
- **Parking Requirement: cars must be parked nose to nose. This is a requirement and you will be tracked down to move your car if you back into a space!**

Pro tips:

- We **strongly** recommend arriving during daylight ( we promise this is the easiest option)
- If you arrive at the event after dark, please drive especially carefully and with your headlights on the lowest setting that can be used safely.
- Vehicles cannot be parked at campsites unless they are pre-registered with a Theme Camp..It is critical to keep roads clear for emergency vehicles so please pull completely out of the road when offloading at your camp.
- Make sure you park in the designated parking lot.

## SWAG

After you've parked your vehicle, swing back by the Education and Greeters Tent to get your Event Swag. If Education and Greeters Tent is closed for the evening you can return the next day.

## Camping at Alchemy: Finding the Perfect Spot

### Where is my Camp?

Keep an eye on the alchemy Facebook page and the website for Theme camp placement info and open camping info! This information will also be available at the gate, information and education/greeters near the effigy

### Open Camping

Open camping is first come, first served (registered theme camps will be allocated space in advance). Unregistered theme camps and general participants can find available space when they arrive. Before arriving, consider several different areas where you might want to camp, rather than setting your heart on one particular area. Please do not claim space you aren't going to use. Once you are on-site, work with the people who are set up around where you want to camp. Be considerate of your neighbors and ensure that your camp equipment does not create a nuisance or impediment to walking and camp access. Consider placing noise-generating equipment like generators at a distance from where people will be.

A detailed map will be published on the website closer to the event. There are no quiet areas. If you are sensitive to noise, please be radically self-reliant and bring earplugs.

## Theme Camps

While it might not be too late to join a theme camp, by the time you are reading this, it is too late to register one. Theme camp placement will be allotted and divided up based on camp needs in advance. If you did not pre-register a vehicle with a theme camp - you will have to find space with RV or Open Camping.

## RV camping

For all Burners who are planning on RV Camping are required to Pre-Register with Placement prior to the event to guarantee their space. All RV's will be escorted to their camping site by a Traffic Guide and are not allowed to proceed into the Burn area unaccompanied

**REMEMBER: Cars are to be moved to the parking area after you unload. Vehicles cannot be parked at campsites unless they are registered Art Cars.**

## Exodus: How do I get out?

All good things must come to an end. While the event is 'officially' open until Monday at noon to give theme camps and major art installations time to break down, it's generally expected that most people will leave Sunday or early Monday morning. This allows time for the hard work of breaking the city down ("Teardown") and restoring it to the way it was when we arrived.

Do a detailed MOOP sweep of your camping area before you leave. Pack out everything you packed in. There are no dumpsters at the event. Take it home with you. Keep in mind if you are a registered theme camp and you leave a mess, it will affect your placement for the following years. Please be polite to local businesses and do not dump your trash in their dumpsters.

Moop includes placement tape! We would like to ask each camp to gather and place their wooden placement stakes next to the nearest lamplighter pole for event collection.

Use caution for your fellow Participants as you drive out.

# Glossary

**APW (Alchemy Public Works):** The team responsible for overseeing construction of the city infrastructure, managing inventory, completing construction projects, overseeing Build Weekend and Tear Down, fueling the Effigy and Temple, and generally working behind the scenes during the event to deal with infrastructure issues as they arise. Also called Public Works. (See also Timmy)

**ALCHEMY FIRE SERVICES (AFS):** The department responsible for maintaining the safety of all things fire at the burn.

**ALPHA:** A novice Ranger. See 'Ranger'.

**ART CAR:** See 'Mutant Vehicles'.

**CENTER CAMP:** Hosts many different musical experiences, performance art, and educational classes.

**CONCLAVE:** The Saturday night fire performance delivered by any interested and competent Participants.

**DARKWAD:** Someone who is running around at night with no light or glow on. It gets dark out there. Real dark.

**DEFAULT WORLD:** The rest of the world that is not the event.

**DIRT:** An experienced Ranger. See 'Ranger'.

**DMV (Department of Mutant Vehicles):** The volunteers who review and register Mutant Vehicles, permitting them to drive during the event.

**EVENTS COMMITTEE (EC):** Formerly known as the ELT (Event Lead Team), this is the team of volunteers who manage the event. They're Participants just like you who facilitate the needs of the community. They are selected by the Board of Directors, which in turn is elected by the community.

**FAI:** Flashpoint Artists Initiative

**FIRE ART SAFETY TEAM (FAST):** The Fire Art Safety Team are fire safety volunteers and people with professional experience. They will ensure all fire effects and flame art created is built, designed, and utilized with safety in mind. Each item will be certified and inspected by FAST.

**FIRE SAFETY:** The Fire Safety Team is responsible for any fire-related issue that crops up, from an unattended fire bowl to something more serious. Fire Safety ensures the proper use of fire and fire effects at all times.

**GATE:** The entrance to the event. Your ticket, ID, and Vaccination Card will be checked and you will sign a waiver

**GROUND SCORE:** MOOP that is useful to you, if you find something that someone dropped, and you keep it, it's a ground score. If it looks valuable don't be a dick, take it to lost and found.

**INNER PERIMETER:** Inner perimeter is a specially trained group of people who stand between outer perimeter and the fire. It is their job to abruptly discourage forward motion from the audience. Attendance at training is mandatory.

**KHAKI:** A Ranger that stays at HQ as a point-of-contact. See 'Ranger'.

**LAMPLIGHTERS:** The volunteer group that lights lanterns each night to illuminate some of the roads.

**LEO:** Law Enforcement Officer

**LNT (Leave No Trace):** The concept that we should leave the property in better shape than we found it. It can also be verbed, as in "Hey, I'm going to LNT the campsite after everyone packs up."

**MOOP (Matter Out Of Place):** Trash, litter, things lost or left behind, things on the ground that shouldn't be there.



**MOTH KEEPERS:** The moth keepers work within the crowd to help any participants in need of care and assist with perimeter protection. Training is required.

**MUTANT VEHICLE:** A motorized conveyance that is radically, stunningly, and safely modified. Also called an Art Car.

**OPEN CAMPING:** Areas where camping is permitted by Participants who don't have a pre-assigned Theme Camp.

**OUTER PERIMETER:** Outer perimeter is a trained group of people who stand between inner perimeter and the audience. It's their job to hold the perimeter for the safety of our participants. Training is required

**PARTICIPANT:** You.

**PERIMETER:** Predetermined areas around the structure combustion events (Effigy, Temple, etc.) that are staffed by volunteers to keep observers at a safe distance.

**POCKET GUIDE:** The list of the various Theme Camps and a Theme Camp location map, plus all things happening whether they're run by the event, by individuals, or by theme camps. You can print it out or save it to your phone. Download this before you arrive as you might not have a signal on-site.

**POOP (People Out Of Place):** People who are not where they should be. If you see someone passed out on the ground in the middle of the field, they may be drunk or have a medical emergency. Check and see if they're ok. If they want to be there, it's at their own risk, but we try to get these people back to their camps.

**PUBLIC WORKS:** See APW

**RANGER:** A volunteer empowered to address safety concerns, mediate disputes, and resolve conflicts when they cannot be resolved by the persons involved.

**ALPHA:** A novice Ranger

**DIRT:** An experienced Ranger

**KHAKI:** A Ranger that stays at HQ as a point-of-contact.

**SHADOW DONKEY:** A complimentary term and the opposite of a Sparkle Pony. These are the people working in the background holding the integrity of the container.

**SPARKLE PONY:** A derogatory term for a Participant who shows up at the event with little or no food or water, suitcases full of costumes and makeup, who does no work and no volunteering, and only exists to look pretty, have fun, and party. They are often fashionably attired since they pack nothing but costumes.

**SURVIVAL GUIDE:** You're reading it. An essential source of information for novice Participants, and occasionally useful to experienced ones as well.

**SWAG:** A memento from an event, often wearable. You get swag from Greeters for attending, and you may often be gifted swag from your volunteer teams, and people you meet may gift you swag they made for the event. Swag can be picked up at the Greeters Tent in the City Center.

**TEAM LEADS:** The people who head up each team that makes the event happen.

**TEN PRINCIPLES:** The ten core guiding concepts of most events.

**THEME CAMP:** A group of people camping together in a pre-assigned spot who often have common bonds and shared activities.

**TIMMY:** Alchemy Public Works volunteers. Nicknamed this after the interchangeable set of characters who "assisted" Mr. Lizard in his experiments on dinosaurs.

**TRANQUILITY BASE:** A dedicated space for those who may need an environment or area in which to better acclimate or adjust to the atmosphere of the event.

**VILLAGE:** A group of Theme Camps sharing a common space and ethos.

## Recipe - Chai

- 2 1/4 cups (532 ml) filtered water
- 1 3-inch cinnamon stick, *ceylon or cassia are both fine*
- 3 whole cloves
- 4 green cardamom pods, *cracked open and deseeded (I throw seeds & pods in)*
- 3 black peppercorns
- 1/2 tsp fennel seeds, *optional*
- 1/2- inch (~4 g) fresh ginger, *peeled and thinly sliced*
- *tea bags/leaves vary in strength (See Note 1)*
- 1 cup (8 oz) whole milk, *or 2% reduced fat milk*
- 4 tsp (20 g) turbinado cane sugar, *or raw cane sugar*

### INSTRUCTIONS

1. Heat a medium saucepan over high heat.
2. Add water, cinnamon stick, cloves, cardamom pods, black peppercorns, fennel seeds (if using), and ginger. (See Note 2)
3. Bring to a boil and add the tea bags or leaves
4. Reduce the heat to medium-low and simmer gently for 7-10 minutes, depending on how strong you'd like the tea and spices. It will turn a deep burgundy color and reduce slightly.
5. Add milk and sugar and stir. Raise the heat to high (or allow the milk to come to a boil on its own). Reduce the heat to medium and simmer for another 5 minutes.
6. When ready to serve, raise the heat to high and allow it to come to a rolling boil for 1-2 minutes, depending on how 'cooked' you like the milk.
7. Pour into cups through a strainer and add more sweetener, if desired.
8. Bonus: add some espresso for a chai latte!