

Alchemy 2014



Tabula Rasa

Survival Guide

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Alchemy 2014: Tabula Rasa

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On the Cover: The Alchemy 2013 Effigy on Burn night.

Photo Credit to Photognome

2 THEME: TABULA RASA



“The world will present itself to you for its unmasking, it can do no other, in ecstasy it will writhe at your feet.” –Franz Kafka

You begin by entering an unknown world to pursue a quest: your personal story. Like the heroes of the ancient world, you have set out to fill a blank slate - Tabula Rasa - with the deeds and tales of your own herculean epic. This gift of emptiness allows new experiences and challenges to make an imprint on you, and shape the person you will become.

As individuals, we start as consciousness, but we have no context. Remember the first time you drove in to the burn? See things through the eyes of a virgin. Like tabula rasa, everything we build and create starts from nothing. You step onto an empty farm, and two days later- it's exploding with LEDs and fire.

However, the whole of your burn experience comes from your perception. How can your perception be shifted and changed? Do you trust your own perception? What experience here - art,

interaction, or otherwise - will change your perception permanently?

By allowing yourself to wipe away everything the default world has taught you: preconceptions, assumptions, rules, and misconceptions- you turn everything on its head. This leaves only your experiences and perception in this city to create the whole of who you are.

Challenge yourself to face a conundrum: you are both the author of your personal story, and at the same time, the protagonist among a community of stars. Like you, they are seeking their stories in the transcendental and ephemeral experience of the burn. Where does your experience fit in this narrative?

Our city will attempt to reveal itself to you in many different ways, whether it be through omens, mentors or signs. During our city's brief existence, you will experience many challenges. Some may be obvious, some may not. They may be physical, mental, or emotional. Some members of the community hold challenges for you that can only be unlocked through specific feats. Find them, and you will be rewarded. Know that each obstacle shapes and changes you, imprinting itself on your soul.

During your journey ask yourself these questions as you face the obstacles presented to you:

What will this burn teach you? What imprint are you leaving on your fellow participants? The community? The world?

How are you shaped by your experiences and perception?

How often is your impact deliberate? How much control and direction do you wish to have?

What will we as a community bring into fruition?

3 IMPORTANT CHANGES!

This is info that is new or different from last year, or different from Euphoria. Even if you are a veteran burner, read this!

1. Early entry gates open on Wednesday at NOON (instead of 9am)
2. Each participant will be required to wear a wrist band.
3. You have 90 minutes to unload your vehicle once you arrive onsite
4. NO ONSITE traffic: 7pm Friday -7am Saturday. A shuttle will be provided for you to take your equipment to your camp.



4 DIRECTIONS TO ALCHEMY

Alchemy is held at Cherokee Farms, a privately owned and operated venue. The physical address is 2035 Old Mineral Springs Road, LaFayette, GA 30728.

1. Take I-75 to Exit 320 (Route 136 / Resaca / LaFayette) and head west (Left from 75 North and Right from 75 South)
 2. Take GA 136 (Resaca LaFayette Road NW) for 6.6 miles to a T intersection and take a right to continue on GA 136
 3. Continue on GA 136 for 14.5 miles to a T intersection with GA 151 / Old Alabama Hwy
 4. Turn left on 136 / 151 and go for 1.5 miles.
 5. Turn right on 136 at E Villanow St and go 4 miles
 6. Turn right at GA 136 / 1 / Lyle Jones Freeway and go 2.5 miles
 7. Turn right at N Main St and go .5 mile
 8. Turn left at Lake Howard Rd
- Need supplies? Cross the railroad tracks and turn right into the WalMart. Last chance!
9. Continue on GA 136 for 1 mile.
 10. Turn Left on Old Mineral Springs Road. Go 1.7 miles. Look for the Alchemy sign on the right.
 11. Turn Right on Walnut Row at the Alchemy Sign.
 12. Follow the Alchemy signs to the gate. Welcome home!

If you are coming north on I-75, Google Maps and most GPS systems will tell you the shortest way is to get off at exit 320 (Resaca/LaFayette). This is the shortest, but it also involves a lot of back roads and some winding mountain road which can be nerve wracking in big trucks, or darkness or rain. An alternate way to Alchemy is to get off at exit 348. This way is about 18 miles longer, but it is all highway driving and main roads.

1. Take I-75 north to exit 348 for GA-151 toward Ringgold/Lafayette
2. Turn left onto GA-151 S/Old Alabama Rd and go 3 miles
3. Turn right onto Mt Pisgah Rd and go 4 miles
4. Turn left onto N Beaumont Rd and go 3 miles
5. Turn right onto GA-95 N and go 2 miles
6. Turn left onto GA-1 S/US-27 S and go 5.5 miles. At the end of this you will see Wal Mart on your right.
7. Turn right onto GA-136 W and go 1 mile
8. Turn Left on Old Mineral Springs Road. Go 1.7 miles. Look for the Alchemy sign on the right.
9. Follow the Alchemy signs to the gate. Welcome home!

5 ARRIVING AT ALCHEMY

5.1 ABOUT YOUR TICKET

Anyone who seeks to enter Alchemy must have a ticket, or be under the age of 12 AND accompanied by a parent or guardian. If you lost your ticket, go to https://alchemy.thundertix.com/resend_my_email and enter the email address you used to complete your purchase. Hit the send button to complete the process.

If you want to transfer your invite to someone else, it is not necessary that their name be on the invite. All we look for is the number above the barcode on the invite. So long as whoever you give the invite to brings the print out to the gate, they are good. You do not need to notify us if you have transferred your invite.

5.2 GATE PROCEDURE

When you arrive at Alchemy, you will follow the signs to the gate to get checked in. Upon your arrival at the gate, stay in your car and the gate staff will come to you with a ticket scanner. The gate staff will ask you for your physical printed invitation, and ID. Your ID must be something with your picture, legal name, and birthdate on it. You will be asked to sign the waiver using your legal name. If you have a burn name, you may also include this. This information will be kept absolutely private, unless you sue us for some reason.

When you drive your car through the gate you will be given a wristband. After parking your car, come to the Greeters tent to exchange your wristband for your awesome swag!

5.3 GATE HOURS OF OPERATION

Early entry gates open on Wednesday at noon (instead of 9am). If you are seeking early arrival you must be part of a registered theme camp. Please fill out this form <http://goo.gl/Oi28ru> to arrange an early entry pass.

Anyone who is planning on being on the property prior to Thursday 9 AM MUST be pre-approved. Each camp is limited to 5 people. Please email placement@alchemyburn.com if you have any questions or concerns.

The gate is open 24 hours a day, until the event ends on Monday, October 6th at noon, except for during the Effigy burn. The gate is closed at 8pm and will reopen at 11pm on Saturday night.

5.4 EDUCATION

The Education Team exists as the first point of intimate contact within the burn environment and it is we who set the tone. Education, is a quick but pivotal point of transition. We are gate-holders, directing the minds of those coming from the Default World into a new mindset, framing their potential experiences for the weekend. We are an embodiment of the year's theme and we seek to make passage as fluid as possible.

5.5 PARKING

Please note that we are going to be very strict about parking and the number of vehicles being operated on the property for a couple of reasons:

1. We need to be able to get emergency vehicles on and off property if necessary and having cars everywhere presents a safety concern
2. Having cars driving all over the event all the time causes safety concerns for pedestrians (i.e. nearly everyone)

When you arrive on site, you will have 90 minutes to unpack your camp and park your vehicle in the parking lot. SCHWAG will be distributed at the Greeters Station only after your car is safely returned to the parking lot after you unpack.

If you need to keep your vehicle at your campsite, you must pre-register before Thursday, September 11, at 11:59 pm. To register your art car please fill out the form located here: <http://goo.gl/GsIA6e>. Approval is based on location of campsite, size, and necessity of vehicle. Decorating your vehicle so that it looks like a piece of art or it is completely camouflaged is highly encouraged. These vehicles are not to be mistaken for Art Cars – they are not permitted to move or be driven throughout the grounds under any circumstances.



Figure 1: An example of a decorated car.

Don't leave valuables visible in your car. Once you've parked it, please leave your vehicle parked, either in the parking lot or decorated in your campsite, for the duration of the event.

6 THE BASICS OR VIRGIN 101

To enter Alchemy, you will need your invite and your PHOTO ID. Your ID can be anything with your picture, your legal name and your date of birth on it. Please print your invite and bring it with you.

No pets are allowed except service dogs. If you intend to bring a service dog, you **MUST** pre-register on the Alchemy website: <http://alchemyburn.com/form/service-dog-registration>

If you show up at the gate with an unregistered animal, we will send you home. If we find you in the event with an unregistered animal, you will be asked to leave.

The gate, greeters and the parking lot are at different places than they are at Euphoria. Please look at the map at the end of this Guide, and also pay attention to signs on the property.

The gate will be open 24 hours/day beginning at 9am on Thursday morning, and ending at noon on Sunday, except for during the effigy burn. Do not arrive at the gate until 9AM on Thursday, unless you are approved for early entry! If you arrive before then, you will be asked to leave. If you arrive at the gate with no ticket, you will be asked to leave. We cannot allow people to camp out at the gate for security and safety reasons.

Children under 18 must be accompanied by a parent or guardian. If they are not accompanied by a parent, then their guardian must come with a signed permission form. All required forms will be available at the gate.

6.1 WHAT SHOULD I PACK?

Your Alchemy Ticket and Photo ID

You **WILL NOT** be allowed into the burn without them. No excuses. No exceptions.

6.1.1 Shelter/Bedding

- Tent-- For sleeping, cuddling, or fornicating in.
- Tarp-- Absolutely essential should your tent need reinforcement during inclement weather conditions.
- Sleeping Mat/Sleeping Bag/Pillows, etc.-- Build that nest to your fancy!
- Blankets-- Weather is unpredictable. Be prepared should it get bone-chilling cold at night!
- Ear Plugs-- These are especially important if you're camped with or near a sound camp.

Remember: If you are camping in a tent, please mark guy-wires and tent stakes so that others don't injure themselves navigating around your campsite! Surveyor's tape is excellent for this!

6.1.2 Food

- Water-- 2 gallons per day, per person. Hydration is important.
- Eating Utensils-- Plates, bowls, silverware, mugs, etc.
- Cooking Utensils-- Stoves, grills, fuel, pots, coffee press, rags to wipe dishes with, etc.
- Other Beverages-- Tea, coffee, energy drinks, booze, etc.
- Adventure Foods-- Protein bars, fruit, trail mix, jerky, etc.

Remember: Be sure to communicate and coordinate with your camp (if applicable) on daily meals to make things easier and more affordable for everyone. Many people require more calories than usual at burns, so bring extra food!

6.1.3 Miscellaneous

- Comfy Clothes-- Be Radically Self Reliant and BE PREPARED to dress for warm, cold, wet, or dry weather. Think layers!
- Comfy Shoes/Socks-- Multiple pairs are ideal. Boots work wonderfully in most weather conditions.
- Costume Clothes/Accessories/Props-- For looking fabulous, of course! Please, no loose glitter, belly-dancing skirts with loose coins, or feather boas. Seriously.
- Sunscreen-- Sunburn on the first day can be a poor decision when you're at a four day event.
- Hat-- For sun protection during the day & warmth at night.
- Sunglasses-- Because staring straight into that fiery space orb will damage your eye holes.
- Small Day Pack/Backpack-- For adventures of course!
- Refillable Drink Bottle & Portable Cup-- For hydration & inebriation, respectively.
- Any Medications YOU Need-- DO NOT go without any of your vital medications.
- Condoms/Protection-- Sexual escapades should be safe! Take care of yourself and others by being wise in the choices you make.
- Toiletries-- Open communal showers are on property, should you so desire.
- Hand sanitizer/baby wipes-- Wipe those paws clean before meals!
- Light Sources-- Battery-operated and solar-powered lights are highly recommended for lighting your campsite at night as well as for your own personal use at the burn. LED headlamps are reusable and great in a multitude of situations. Disposable glow sticks just become more trash that you have to pack in your vehicle at the end of the event.
- Trash Bags-- Alchemy is a Leave No Trace event. There are no trash cans. There are no dumpsters. Everything that comes in with you, must go out with you. This includes your orange rinds and banana peels.
- Ziplock Bags-- Leave No Trace includes tampons, pads, condoms, and cigarette butts, so be sure to bring something to put them in.
- Single-Ply Toilet Paper-- Porta Potties will be on site but toilet paper may not always be available during late hours, so have a roll handy.
- Batteries-- For all of your electronic needs!
- Spare Car Key-- In the event that yours takes an adventure of its own, be sure that you have a spare handy.

6.2 FIRST AID SUPPLIES

Please practice radical self-reliance and bring your own medical supplies! Don't know what to pack in your first aid kit? Here is a suggested list by level of awesomeness:

6.2.1 Minimum

- Personal prescriptions

- Tampons or pads (if required, and bags for used ones)
- Band-Aids of assorted sizes
- Antibiotic ointment i.e. Neosporin
- Aspirin or Ibuprofen
- Sunscreen

6.2.2 Veteran

All of the above plus...

- Ace wrap
- Antacid
- Antidiarrheal medication
- Benadryl
- Bug spray
- Moleskin (great for blisters/making shoes more comfy)
- Gauze bandages
- Gauze pads (4x4s)
- Tape (1" cloth tape works well)
- Tweezers
- Burn ointment
- Baby wipes

6.3 ABOUT THE SITE

Alchemy is a first come, first served city! Registered theme camps will be placed in advanced. Unregistered theme camps and general burners can find available space when they arrive. Prior to 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. Ask them what the theme of their camp is, if they have one, and what events they intend to host during the event. It may be that you don't WANT to camp near those kinds of camps or events, or it may be that you DO!

There are a few "no amplified sound" areas around the property. These are designated on the map at the end of the Survival Guide, and will be obvious on the map on the property. Additionally, there will be signs around the no amped sound areas. There will be no sound on Effigy Hill and no sound on Silent Hill. If a ranger or Team Lead asks you to lower your volume, it is probably because one of the local residents called the police to complain.

Other than the "No Amplified Sound" zones, there are no quiet areas at Alchemy. If you are sensitive to noise, please be radically self-reliant and bring earplugs.

After you have placed yourself and your camp, go to Connexus, in Center Field, to post notes to your friends and mark yourself on the map!

6.4 LEAVE NO TRACE

Leave No Trace means monitoring and minimizing your impact on the environment. It starts before you leave for Alchemy, with proper planning and packing. It is in effect at the Burn with organized proper MOOP (matter out of place) collection, respect for the land and wildlife, and consideration of others.

6.4.1 MOOP (Matter Out of Place) Fairies

Two hundred pounds of MOOP was left on site following the last Burn, which had to be picked up and hauled away by our hard working LNT team. This year at Alchemy, Leave No Trace volunteers will be dressed as MOOP fairies. They will be patrolling the site cleaning up MOOP, but they will also be educating burners on good LNT practices.

While the LNT volunteers wander the grounds collecting MOOP and passing out trash bags, these fairies aren't happy to pick up after you.

After the burn, the LNT team will be combing the site and making a MOOP map to show where the best and worst of the MOOP cleanup was. Theme camps that leave behind MOOP will feel the burn of public shame!

6.4.1.1 *Hints to reduce MOOP*

- Pack durable, reusable essentials
- For food, leave extra packaging at home. Individually packaged items create a greater risk of MOOP. For example: instead of small boxes of cereal each bagged, leave the cardboard at home and bring one big bag. Many foods can be transferred to re-sealable plastic containers instead of their original packaging.
- Don't bring individual pre-filled water bottles. Instead pack larger 2 or 5 gallon water containers and carry a refillable bottle. Theme camps can also coordinate to get even larger water containers saving everyone space and money.
- Use toiletries that are biodegradable. The grey water is not collected from the communal showers at Cherokee farms, so it is important to use products that won't be detrimental to the local ecology. Further, don't leave your bottles of products in the showers. Someone has to come behind you at the end of the event and throw all those products away. Historically, dozens of toiletries are collected at the end of each event.
- Bring your own reusable cup, mug, utensils, plates and bowls. Paper, styrofoam or other disposable options end up as MOOP and actually cost you more money in the long run.
- Bring extra, zip lock bags with you to collect any waste out of the portapotties that doesn't come out of your body. Bring a trash bin with a lid or line a gladware bin with a black trash bag at your home camp so you don't have to keep these things inside your tent or carry them with you. You are responsible for moist wipes or feminine products, but it doesn't have to get nasty.
- Buy reusable LED glowing items, instead of disposable chemical glowsticks.
- Be aware of what you wear for your burn outfits and costumes. Feather boas, sequins, and belly dancing coin skirts are very MOOPY

6.5 HAZARDS OF THE LAND

The property is located in the foothills of northwest Georgia. Some things you might expect to find include: poison oak and ivy, snakes, ants, mosquitoes, spiders, skunks and possibly scorpions. Don't play with the wildlife, be careful and pay attention, and you should be fine.

Also note that the lake isn't very deep. There will be no lifeguard on duty so swim and dive at your own risk.

The orange fencing you see around the site marks areas that are dangerous (fuel storage, trip hazards, and large carnivorous lobsters). They are off limits to anyone who does not wish to die a most painful death.

6.6 ROADS

The following roads are pedestrian only and will not be accessible by vehicle during the burn:

- The road in front of the stage.
- The road going by the lake on the left hand side.
- The back road behind the lake that goes up the hill.

The road that runs in front of Effigy Hill, behind the main field, will be closed for all (except those involved in burn prep), vehicles including art cars from 6pm Saturday (burn night) to whenever Public Works gets around to taking down the barrier. This is to prevent any issues with vehicle movement during the fueling and burning of the effigy.

The Effigy and immediate surrounding area will be closed to the public at 2 PM Saturday afternoon, to allow out teams to safely prepare and fuel the structure for the big burn.

Finally, don't drive more than **5 mph** at Alchemy!

6.7 ART CARS

An art car is any kind of vehicle that is intended to move people around the event, rather than remaining parked for the weekend. Art cars **MUST** be decorated completely. Anyone driving an undecorated motorized vehicle will be asked to decorate it fully or park it, so be prepared!

If you are planning to bring an art car to Alchemy, you must pre-register before Thursday, September 11, at 11:59 pm. To register your art car please fill out the form at <http://goo.gl/GsIA6e>. Please include if your art car will include amplified sound or fire effects, and a photo of your vehicle. Your vehicle will be inspected by the respective team for compliance with our policies. Please only drive the art car on designated roads. Be smart about art car safety. Your art car must have working brakes, steering and lights. You absolutely may not operate your car while inebriated! You must abide by the citywide speed limit of 5 miles per hour.



Alchemy reserves the right to inspect your car for safety purposes at any time, and we will ask you to park it for the remainder of the weekend if we deem it too unsafe for public use. Also, do not operate any art vehicle or any other kind of vehicle if you are inebriated. We are not afraid to take your keys.

6.8 BURN NIGHT

Burn night is when we burn the Alchemy effigy. The effigy will be closed sometime around 2 PM on burn day (unless we need to close it earlier), so we can prep the effigy to burn it and after that point no one goes to effigy except the crews prepping it to burn. Soft perimeter is at 6:00 PM, and after that point, no one goes to the effigy except the crews prepping it to burn. Hard perimeter will begin at 8:00 PM.

Burn night will begin with fire conclave, which starts at approximately 9:00 PM (but may start a little later if there are safety concerns to address), at the base of the effigy. Plan to be there early! Conclave should last approximately 15-20 minutes, and the effigy will be burned immediately after.

Please note that we will be closing the road that goes behind and to the side of the effigy, which leads down into the Deep End and the Back Pocket, at 6:00 PM on burn night. No vehicles (including art cars) will be allowed to be on that road at all after that point until after the effigy falls.

6.9 TRANQUILITY BASE

Tranquility Base is a space in which participants can regroup during the Burn. This space is meant for those who may need an environment or space in which to better acclimate or adjust to the Burn.

Whether you're arriving home for the first time, or freshly repacked from the ashes of burns gone by, our space is open to those who have need. The Burn environment offers a wealth of stimulus input, a veritable flood of the senses. These are often very transformative experiences. We are here to assist those who are in need of a calm, grounded space in which to integrate being home.

For those interested in assisting Tranquility Base in offering safe space within our community, please email tranquilitybase@Alchemyburn.com. We have need for volunteers at Tranquility Base! Please contact us if you feel you are able to assist our community in offering this service. Onsite training will be held at 6pm on Thursday & Friday, location to be announced.

7 THE 10 PRINCIPLES

The 10 principles here are those that guide our mother event, Burning Man, and are central to what is Alchemy. This is what it means to burn. Please respect the Principles and make them a part of everything you do at the event.



7.1 RADICAL INCLUSION

Everyone is welcome, all types, all kinds, friends, strangers, and in between.



7.2 GIFTING

Gifts are unconditional offerings, whether material, service oriented, or even less tangible. Gifting does not ask for a return or an exchange for something else.



7.3 DECOMMODIFICATION

Hand in hand with gifting, burns are environments with no commercial transactions or advertising. Nothing is for sale - we participate rather than consume.



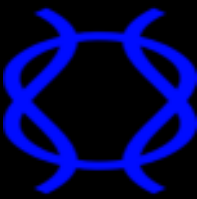
7.4 RADICAL SELF-RELIANCE

You are responsible for you. Bring everything with you that you need. Burns are an opportunity for you to enjoy relying on yourself.



7.5 RADICAL SELF-EXPRESSION

What are your gifts, talents, and joys? Only you can determine the form of your expression.



7.6 COMMUNAL EFFORT

Cooperation and collaboration are cornerstones of the burn experience. We cooperate to build social networks, group spaces, and elaborate art, and we work together to support our creations.



7.7 CIVIC RESPONSIBILITY

Civic responsibility involves the agreements that provide for the public welfare and serve to keep society civil. Event organizers take responsibility for communicating these agreements to participants and conducting events in accordance with applicable laws.



7.8 LEAVE NO TRACE

In an effort to respect the environments where we hold our burns, 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



7.9 PARTICIPATION

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



7.10 IMMEDIACY

Experience things right now. Live for the moment, because the moment is fleeting, and you never get another chance.

7.10 THE 11TH PRINCIPLE

The 11th principle is the one we don't specifically state. It is the one we hope everyone already does just because they are cool people. The 11th principle is the one you get to make up.

Many people have suggested the 11th principle:

- Don't Panic.
- Be Excellent to each other.
- Don't be a dick.
- There's no place like home.
- Keep calm and carry on.
- Respect Personal Space and Boundaries
- **Get Consent**

That last one gets a bit of a highlight. Some burns call "Get Consent" the 11th principle.

7.10.1 Consent

We will take the time to mention a few things:

- Recognize and respect people's personal boundaries.
- People have different comfort levels with physical and emotional intimacy.
- Before you assume someone wants a big kiss or a new best friend, ask them.

- When someone says NO, it means NO.
- It also means that cajoling, pleading, or any form of emotional blackmail is UNACCEPTABLE.

Tips for maintaining your personal safety and well-being:

1. Communicate with those around you about anything making you uncomfortable.
2. You are in charge of your boundaries. You must be sober enough to be in control and say no.
3. You must ask before photographing, videotaping, or recording anyone on any media. If you are asked to stop, you must do so immediately.
4. Tolerate and respect your fellow participants by not interfering with their enjoyment, art, or expression.
5. Remember: you are responsible for your own experience.

8 PARTICIPATION

8.1 ART

There is a huge variety of art created by your fellow burners and brought to share with everyone at Alchemy. Music, dance, crafts, workshops, costumes, visual pieces, the list goes on and includes something for everyone. Many of these projects are more than just pretty to look at, most of them are there for Radical Participation! Come experience these unique projects or Radically Express yourself by creating one of your own. Fire, decorated vehicles, laser lights, or huge sound systems can be part of your art experience. Be sure to read the section under Safety & Legal and connect with the Alchemy leadership if you are planning to bring an art project.

It's not too late to register YOUR art! Get it on the Map by filling out the Art Installation Registration Form (<http://alchemyburn.com/news/art-installation-registration-open>)

8.1.1 Sponsored Art

This year, our burn organization and community has sponsored 33 artists with a total of over \$26,000 in funding. For more information on these funded art projects, you can check out The Funded Artist Blog Series (<http://alchemyburn.com/content/funded-artist-blog-series>) or The 2014 Alchemy Fundraiser Wrap-up (<http://alchemyburn.com/news/2014-alchemy-art-fundraiser-wrap>).

Want to have your art sponsored? Well, fundraising is wrapped up for 2014, but we'd love to see your artsy awesome in 2015! Be sure to subscribe to The Alchemist and watch the website and Facebook groups next year to apply! Your art project DOES NOT have to be funded to come to the burn.

8.1.2 Funded Art Scavenger hunt

This new addition to Alchemy gives you a chance for Exclusive Swag. Clues will be hidden at participating funded art projects; record them on a special map to turn in for your swag. Other details will come as the burn gets closer, so stay tuned to the Funded Artist Blogs or Alchemy Facebook group. At Alchemy 2014, visit Connexus for maps and more information.

8.2 THEME CAMPS

Theme camps are a huge part of the burn environment. At Alchemy, registered theme camps will be placed. Sound camps with amplified sound must have been registered prior to the sound closing. **NO EXCEPTIONS WILL BE MADE!**

For theme camps without amplified sound, registration is optional, but highly encouraged. All registered theme camps (with sound or without) will be placed by the placement team.

Theme Camps will be rated on the following: MOOP, Fire Safety, Ranger Incidents, or Sound complaints. This WILL affect your placement next year.

8.3 VOLUNTEERING

Alchemy is run entirely by volunteers, like you! Thank you in advance to all of you who have signed up already! You have blown our minds! There are still a few spots available if you want to be as cool as these other amazing folks who have already stepped up to make this burn amazing.

You can sign up by filling out your volunteer profile and signing up for a shift! You can also go back there to review your schedule. <http://Alchemyburn.com/volunteer>

You can also get involved after arriving on the property! Talk to the Connexus team about volunteering for teams on site!

Remember, there are no spectators at Alchemy, only Participants!

8.3.1 Conclave

If you wish to participate in conclave this year, there will be a meeting Saturday at 1:00 PM, at the effigy. The meeting will last approximately one hour and will cover conclave safety and choreography. Attendance is mandatory; You will not be allowed to spin in the conclave if you do not attend! Bring your fire toys and an additional person (who will act as your safety during the actual performance) to the meeting.

8.3.2 Rangers

Rangers act as mediators at Alchemy. They are not law enforcement; Rather they act as intermediaries and guardians, to help make sure everyone remains healthy and happy. If you have a problem, your first plan should always be to work out the issues yourself or with whomever you have the issue. If you still find that you have unresolved issues, then yell out for a Ranger, or find someone with a radio to page a Ranger for you. For non-emergencies, please always discuss problems with a Ranger before calling in law enforcement.

At Alchemy, our Rangers will be sporting blue shirts! If you need a Ranger, look for someone wearing a blue shirt, or head to Ranger HQ (on the stage next to First Aid). Rangers are staffed 24 hours a day. Anyone should feel free to talk to, ask questions of, or ask help from a Ranger anytime.



Rangering is a great way to meet people! If you want to sign up for a shift, go to <http://Alchemyburn.com/volunteer>, or during the event come to Ranger HQ. All Rangers must be trained prior to their first shift. On-site training will be at 1PM on Thursday and Friday of the event.

For more info on everything Ranger, join our clubhouse at <https://www.facebook.com/groups/490832354306318/>

8.3.3 Volunteering with First Aid

Would you like to volunteer with the First Aid team? No medical experience is required, and you will mostly be passing out band aids and leaving the more complicated injuries to the EMTs.

Training for the first aid team will take place at 3:00 Pm on Thursday and Friday, and takes approximately 45 minutes.

8.3.4 Volunteering with Fire Safety

In order to volunteer you must take Ranger, First Aid, or Tranquility base training to fill a Fire Safety shift. We'll be looking for you to demonstrate a knowledge of radio protocol before we release any cart keys to you.

8.3.5 Volunteering with Tranquility Base

For those interested in assisting Tranquility Base in offering safe space within our community, please email tranquilitybase@Alchemyburn.com . We have need for volunteers at Tranquility Base! Please contact us if you feel you are able to assist our community in offering this service. Onsite training will be held at 6pm on Thursday & Friday, location to be announced.

9 SAFETY & LEGAL

9.1 WHAT TO DO IN AN EMERGENCY

Alchemy has a First Aid team to assist with any medical issues during the event. The First Aid area is located on the wooden stage, in the city center. We have two staff EMTs on site at all times who can assist with medical emergencies beyond what you can handle with your first aid kit. If you have an emergency, please come to the First Aid station, or notify a Ranger or other Alchemy staff member (look for someone with a radio) and they will come to you.

In most cases, contacting the onsite EMT staff is faster and more effective than calling 911.

However, if you feel that you must call 911, don't delay in doing so, but also be sure to notify a Ranger or other staff member. That way, when an ambulance arrives at the gate, we can clear the road, and direct them to the correct location. This is very important, because if an ambulance arrives unannounced, the gate staff will not know where to send them to help you!

If you have a pre-existing medical condition that may require emergency care, it's a good idea to share this with your camp mates, so they know what you may need in case of such an emergency. Also, be sure to bring any medications (rescue inhalers, epi-pens, etc.) that you may need, and know where they are at all times!

9.2 FIRE SAFETY

Obviously we are burners, and we love to burn. Everyone likes to say, "Safety Third!" Realistically though, we have to be cautious about things like fuel storage and fire play.

For fire performers:

- Don't spin fire if you are inebriated and can't do it safely.
- Store your fuel safely and closed! There will be safe 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 stations! (If you are a theme camp who would like to host a station, please contact firesafety@Alchemyburn.com)
- All fire performers must have a safety. Find a responsible spotter when you play with fire.
- Spotters must have a fire blanket or appropriate material to use as a fire blanket. (Wet towels ARE NOT sufficient)
- If you see someone spinning without a spotter/safety, tell them to put it out! It is your civic responsibility to keep yourself and others safe.

Do not create new burn scars on the property. You may bring your own burn barrels or fire bowls, but please place something under burn barrels so that no scars are left beneath them. Bricks work well, but make sure the object is elevated high enough to not cause a burn scar. All previous burn scars will be recorded and all reported/identified fire bowls and burn barrels will be recorded. We will know if you leave a burn scar and that information will be forwarded to the LNT team for MOOP Map shaming.

Please put out open fires if you are not going to be around to tend them.

Take care to check all fire toys and fire art for safety! Civic Responsibility! Fire is great so long as no one gets injured!

9.2.1 REGISTRATION AND INSPECTION FOR FIRE ART/FLAME EFFECTS:

All flame effects must be registered with the Flame Effects Art Team (F.E.A.T.). It is heavily encouraged that you submit a pre-registration form prior to the event so we know where your flame effect will be and when you will be arriving with it. This will facilitate a quicker and smoother inspection process. Absolutely no flame effects may be operated on site prior to F.E.A.T inspection, at which time if your flame effect passes inspection, it will be tagged.

9.2.2 Flame Effects Safety Guidelines

The majority of flame effects utilize LP gas, to which the following guidelines apply. For the most part, these guidelines align with Burning Man's guidelines. Any person operating a flame effect must have an understanding of the mechanics of the flame effect, and what to do in the instance that any component of the flame effect fails. Additionally, any person operating a flame effect must be sober. For larger flame effects, a safety perimeter may be needed and will be determined on a case by case basis. As always, flame effects must be operated safely and with sufficient clearance of all trees and people. For mobile and/or wearable flame effects, it is heavily encouraged that a spotter watch behind and beside the flame effect operator to ensure that safety is maintained.

***DMX512 is not approved for hazardous applications such as flame effects (per NFPA 160 and ANSI standard E11.1). Any flame effect utilizing DMX512 will not be approved for use at Alchemy 2014 ***

1. All LP gas cylinders must have an unexpired certification date stamp and must be in good working order.
2. Each fuel supply connection must have a ¼-turn shut-off valve, and each valve must be exposed and visible at ALL TIMES.
3. All fuel lines must be rated for both the pressure and the type of fuel that is being used. The maximum operating pressure must be marked by the manufacturer, and all hoses being operated in excess of 5 psi should be designed for a working pressure of at least 350 psi. Air or pneumatic lines or connectors are absolutely unacceptable.
4. All fittings, piping, valves, and connectors must be rated for the pressure and the type of fuel being used. Schedule 80 pipe and fittings are required for flame effects which operate at a pressure greater than 125 psi.
5. Hope clamps are prohibited on any fuel lines. All fuel hose connections must be factory made, or constructed with a crimped fitting specifically designed for that purpose.
6. Accumulators must be rated for the operating pressures at which your flame effect is operating. Any tanks or accumulators that have been altered must be fabricated by an ASME certified welder, and must be stamped and certified as such.
7. If the gas supply pressure exceeds the maximum allowable operating pressure of the accumulator, a regulator should be installed between the fuel supply and the accumulator. Additionally, a pressure relief valve must be installed in the accumulator.

9.3 SOUND

Hear ye! Hear ye! At least, that's what we would like to do! Greetings from your Sound Team at Alchemy 2014. We love what you bring, it is such an important part of the burn experience!! We are a new team and we have some things we would like to introduce to the community.

For the past few years we have been battling sound issues out the wazoo. If you were in attendance last year, you may remember all the camps going quiet while we turned each system on one by one to figure out who the neighbors could hear. Sound travels hard in that valley and as an event we can't afford to continue having these issues. It's no fun when the police threaten to take one of our event team leads to jail and it's no fun when Walker County doesn't want us there. After all, it is our responsibility to be respectful to our neighbors. (They do live there more often than we do!)

Pick someone to be responsible for your system. Sound Liaison Actual Person let's call them. This can also be the Theme Camp Organizer, but it has to be someone who knows how to work the system and can be available in case of an emergency sound situation. We will need to know how to reach that person if they aren't at your camp.

So, here is where we got into the nitty gritty and boil it down to a few issues which we are going to address with some new procedures and limitations on sound.

1. Sound Bleed from Camp to Camp
2. Off Site Sound Complaints
3. Sound where it shouldn't be

We will be regulating sound levels this year. How? On Thursday, if you're going to have a sound system, it needs to be on site and set up. We will be conducting sound tests with multiple personnel off site and one on site, all with decibel meters to get a maximum operating level. It will be marked and we will be letting you know what the level is and we will have our Sound Troopers roaming around constantly checking levels. We are going to try to be reasonable, we expect y'all to also. Multiple instances of going over level have the possibility of us having to ask you to turn your system off for the night or even the whole weekend. Please understand how serious this is; since last year's multiple offsite complaints were so numerous, we have a very real possibility of all sound being shut down by Walker County for the whole weekend and not being able to return in future years. We can't stress enough how serious an issue this is.

No sound systems with more than 4 low end drivers (subwoofer speakers) and 8 mid/high range drivers (speakers). We can't afford to play with these massive systems in a place where it can't be facilitated and controlled. We will be checking your system. We are sound engineers and we want you to have the best situation possible, but with these massive systems, it's just too much for Cherokee Farms. If your camp has an area of listeners and dancers that's a hundred feet diameter and you are causing sound complaints two miles away, you are simply much louder than you need to be.

Generators: Oh these magical devices that turn gas into music! It is going to be required that every generator be placed at least 30 feet away from your system and in an appropriate place so that it's not bleeding into other camps or causing carbon monoxide poisoning for campers. (Don't worry we will help with this) ALSO, if you really want gold stars, please be creative and see if you can come up with some sort of dampening to place around the generator. Even if you build four walls out of plywood.

No abandoned, still running sound systems, please. If you're not there, or no one is there except your DJ, please be respectful to the community at large and drop to a volume that isn't just adding to the sound in the air. Abandoned systems might be turned off by Sound Troopers. All Sound Troopers have sound engineer experience and are not connected to any sound camps, trust that they will be careful with your gear if an emergency exists.

When we do our sound checks on Thursday, you'll be meeting one of the team leads and they will be designated to interface with your system. If we can't find your TCO or SLAP then we will be forced to turn the system down ourselves. We want you to be comfortable with this and know that we want to respect your gear.

Please know your DJ's and make sure they aren't going to give you a bad rap. Explain to them that we need them to be just as responsible as you! In fact, they are representing you regularly!

By having all sizes of camps with sound register, and quiet camps, we hope to give all camps the best chance to achieve their mission. If a small camp only needs a small bit of sound, but their vibe is being destroyed by a neighboring camp, this means a lot of work, hassle, money is wasted, not even considering dampened spirits. We will be working with Placement to insure that this hopefully doesn't happen, but please keep in mind the need of your onsite neighbors as well. If and when someone from a neighboring camp comes to you to let you know that it's hard to do their yoga at their camp because your camp's bass is vibrating people off their mats, be respectful! Go walk over and sincerely ask yourself if the sound YOU are responsible for is keeping others from getting the most out of their burn.

We are striving to build a great pre-event rapport with all the people responsible for camps that have sound, and we feel that this is the best way we can deal with these important issues. There will be frustration, of course, we are burners, people are going to pull out whichever principle they think this is violating and throw it up to us. But, please understand that this is something coming from Walker County, thru the BOD, thru EMS who has to deal with law enforcement and risks going to jail every event, thru the ELTs and down to our team level, Sound Team. We want YOU to be part of Sound Team, let's fix this ourselves in a manner which best uses ALL the ten Principles, let's show that we are responsible sound people and understand what we are up against. If you have a problem or are unhappy with someone's sound levels, walk over and give your neighbor a high five and let them know. As the weekend progresses, visit your neighbors, make sure we are all helping each other accomplish our respective missions. We should all understand that this is a sacred time and place we share together, try to accommodate others while getting the most out of the experience you are a part of.

If there is a sound complaint, please know that we will have a procedure that every camp will immediately reduce volume by a pre-set amount, this will be nonnegotiable as we must quickly deal with any offsite complaint that arises. As we sort out where the problem came from, we will deal with the possibility of going back to the previous level.

This is the disclaimer: everything is subject to change due to environment and the interactions we have with Theme Camps. There will be no tolerance for those who oppose these changes as they are for the betterment of the community at large. If we have to get extreme to keep the cops away from our burn, we will. We are fighting FOR you, not against you. If you get shut off, we have the support of the BOD, ELT and the community behind us.

There is an application to let us know what you plan on bringing out to the burn based on the above information. Please be mindful of the fact that we will be enforcing what has been previously stated and that we are serious about making Alchemy into a better environment to camps and the neighbors surrounding the property.

Feel free to contact us at sound@alchemyburn.com if you have questions or need to discuss your situation. We are happy to help and get everyone the best situation possible. Thanks!

9.4 ALCOHOL

If you are serving alcohol to ANYONE, you are absolutely responsible for making sure the person you are giving it to is over 21 years old. You are responsible for ID-ing every single person you serve. If you serve someone under 21, Alchemy will ask you to close down your alcohol service and possibly eject you from the event.

9.5 LEGAL

You are responsible for abiding by all federal, state, and local laws. You never know who may be a law enforcement official, so be careful what you say to strangers! If you or one of your friends has an encounter with law enforcement while en-route to or from Alchemy, or while at Alchemy, please let a Team Lead, or Ranger know as soon as possible.

9.6 LAW ENFORCEMENT INTERACTIONS

Just as in the regular world, anyone could be a police officer, even if they are dressed just like you! Respect the local laws and you should have no problems.

If a police officer requests to enter your home - in this case, your tent or RV - you usually do not have to admit them unless they have a warrant signed by a judge.

One exception to this is when the evidence of criminal activity is in plain view from a public place, such as through a window or open door. Sight and/or scent of illegal activity may be held by a court to represent probable cause, which means that the officer may search the area around the illegal activity. The more steps you take to make your vehicle or tent private, the more expectation of privacy you will have against an unwarranted search.

You have the right to not consent to a search! If you give consent to be searched, whether it is a search of your car, tent, RV, or just your backpack or pockets, you give up your rights. There is nothing wrong with asserting your Constitutional rights and refusing to consent to a search. If you are searched without your consent, you have valid grounds later to challenge the legality of the search. Remember: if you give consent to a search, you cannot later successfully challenge the search and claim that it was unconstitutional.

If someone in your camp is arrested, the police may not use the arrest as an excuse to search adjacent tents or RVs where there is no evidence of criminal activity.

10 POLICIES

10.1 KIDS

Burner kids are welcome at Alchemy! Please note that there are all kinds of people, camps, and events that may be present at Alchemy. Just as in daily life, you are fully and solely responsible for the safety and security of your own spawn and the things to which they are exposed. Please keep your eye on your children and be responsible for their well-being.

This year you can go register your child at Connexus. Connexus will put an arm band on you and one on your child, each with a unique number that corresponds to your neighborhood or theme camp. No other identifying information will be on the bracelets. Connexus will get your name, your child's name, a picture of you together, and where you are camped, and will store that information in a locked file box. The only people with access to this information are the Event Leads, the Ranger leads, and the Connexus leads.

If we find your child separate from you, we can use that bracelet to look up the child's information and hopefully return the child to you more quickly. This registration is completely optional, but highly suggested.

If you lose track of your child, please let a Ranger, Team Lead, or Event Lead know. (You will know the Rangers because they will all have blue Ranger shirts, and you will know the rest of us by our amazing radios.)

A parent or guardian must accompany children under 18. If you are bringing a child, but you are not the child's legal guardian, please also bring a permission slip from the child's legal guardian. Your child is your responsibility! You will be required to sign a waiver for each person in your care who is under 18 years old.

10.2 NO PETS

No pets except service dogs are allowed at Alchemy. If you show up with an animal, you will be asked to leave and take the animal elsewhere. If we find you inside the event with an animal, you will be asked to leave the event.

10.3 NO GUNS

No guns that shoot projectiles are allowed. No real guns that shoot bullets. No paintball guns. No BB or pellet guns. No airsoft guns. Squirt guns are allowed.

10.4 POTTIES

Please do not put anything into the portapotties that did not come out of your body. (Please do not dispose of your children in the potties either.) This includes feminine hygiene products and beer bottles! When you put other objects into the potties, you cause the portapotty people to have to fish those items out prior to cleaning the potties. That's horrible and disgusting, and it makes them hate us, so please be respectful and dispose of your other trash in your own camp.

10.5 SHOWERS

There are showers at Alchemy, but please do not base your entire existence on the showers being everything you hoped for and more. The showers may or may not work at any given moment (more often than not, they at least have water), and they may or may not have hot water. Still, at least there are showers, dirty hippie!

The showers are not segregated in any way. You will find all kinds, colors, shapes, types, and species of people in there. Play nicely together and be respectful of each other!

10.6 IN/OUT POLICY

At Alchemy we highly recommend taking all necessary steps to ensure you won't need to leave during the festival. A Wal-Mart and other retailers are located in the town of LaFayette, within a few miles of the venue. We encourage you to stop here, the place we lovingly refer to as Default Camp, prior to making your initial appearance at the gate.

However...

Alchemy is providing pieces of lovely schwag for each attendee. You may leave and re-enter during the event in one of two ways: either produce 15 pieces of schwag, or pay the price of another ticket (\$78.88) in cash to the gate team. The gate team does not keep change; So if you plan to do this, bring cash and exact change.

Here's how it works...

1. YOU MUST HAVE YOUR ORIGINAL INVITE FOR RE-ENTRY!
2. Request 15 pieces of schwag from your fellow participants. These souvenirs WILL NOT be returned.
3. Be scorned, ridiculed and possibly harassed.
4. Present tokens to the gate, along with your original invite. The gate staff will mark your vehicle/hands/soul for re-entry.
5. Each pass out of Alchemy is good for ONE hippie, not one hippie with 15 pieces of schwag and their 2-3 cohorts.

Beginning at 9am on October 2nd, the In/Out policy is in full effect, even for volunteers!

10.7 LOST & FOUND

If during the event you find any items who have lost their owners, you may bring them to Lost and Found located at the Connexus Tent. Please check here for any items you might have lost during the event.

FLASHPOINT ARTISTS INITIATIVE INC

Alchemy is brought to you by Flashpoint Artists Initiative Inc, a non-profit dedicated to nurturing the arts in Georgia and the surrounding region.

It is through the hard work of the Board of Directors, its committees, team leads, and volunteers that we are able to accomplish this.

