euphoria
March 27 - 30, 2014

2014 Afterburn Report

Photo credit: Photognome

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Introduction

Euphoria is one of two burns in Georgia. This year's Euphoria was our fourth year, taking place over March 27 – March 30, 2014 at Cherokee Farms in Lafayette, Georgia. Euphoria is organized and hosted by Flashpoint Artists Initiative, along with Alchemy, Euphoria's larger sister Burn.

Once again, we gathered at Cherokee Farms, to host Euphoria. This year, we focused on making sure that Euphoria was a more intimate, immersive event. As the first event for our new organization, we were very focused on a quality, safe, unique experience for all participants, and a higher percentage of community engagement. Thanks to our 3 event leads (ELT) and 40 team leads, we were able to create the canvas on which our participants built their burn. We provided more art funding than any previous Euphoria, and had more theme camps registered, allowing for participants to engage in new and exciting ways.

Organization

Euphoria is hosted by **Flashpoint Artists Initiative, Inc. (FAI),** a volunteer-run Georgia nonprofit managed by a six-person board of directors in 2014. The mission of Flashpoint Artists Initiative is to encourage growth & development of a community that promotes artistic creativity & freedom of expression. FAI functions as a nonprofit - very few vendors receive payment and all volunteers, including leadership, are unpaid.

FAI began as a new entity in January of 2014 and now hosts Euphoria, Alchemy, and the Art Fundraiser. FAI intends to expand into additional community-based art and outreach events in the future and develop support for the art community in Georgia and the Southeast.

The 2014 six-member Board of Directors consists of David (President), Dusty (Vice President), Nugget, Sunshine, Jessica, and Tareq (non-voting member).

The Board of Directors provides strategy, oversight, and support, but the ELT, volunteer leadership, event volunteers and participants are responsible for the creation of the event.

Additional official event and FAI information, announcements and transparency can be found on the event website www.alchemyburn.com and via the Alchemist newsletter.

2014 Event Statistics

Ticket cap: 888
Tickets sold: 897 (extra tickets accounted for leadership volunteers)
Population: 856
Ticket prices: $66.60
Scholarship Tickets: 20
Event Teams: 16
Theme camps: 34
Total Number of Volunteer Shifts: 875
Percentage of Volunteer Shifts Filled Pre-Event: 78%

Euphoria Event Financials (As of 5/31/2014)

Gross Revenue:	
Ticket Sales	$59,740.20
Art Fundraiser	$78.00
Total Gross Revenue:	$59,818.20
Event Expense:	
Venue Rental	$5,050.00
Security	$4,200.00
Gate Staff & Supplies	$3,219.00
Paid Paramedics	$2,500.00
Event Swag	$2,987.50
Golf Cart Rental	$5,051.00
Radio Rental	$1,242.00
Potties Rental	$3,955.00
Insurance	$1,796.00
Equipment Transportation	$1,712.63
Art Grants	$3,412.00
Food Drive for Walker Co	$279.22
Team Food & Meetings	$218.70
Volunteer Thank You Swag	$746.28
UPS Mailbox	$107.00
Onsite Wireless	$85.00
Office Supplies	$44.85
Sales Tax	$3,476.88
Credit Card Processing/PayPal	$1,870.67
Team Expenses:	
Art	$334.00
Conclave	$44.55

Effigy	$2,226.27
Emergency Management Services	$763.73
Fire Safety (Durable)	$318.80
Fire Safety	$229.51
First Aid	$511.71
Lamplighters	$410.68
Leave No Trace	$174.70
Logistics	$26.66
Principles Education Team	$163.62
Public Works	$1,895.79
Public Works (Durable)	$284.03
Placement	$120.70
Rangers	$1,136.08
Sound	$0.00
Tranquility Base	$515.35
Teardown	$225.00
Temple	$720.33
Total Event Expense	$52,055.24
Net Cash From Event	$7,762.96

FAI Financial Report (As of 5/31/2014)

Gross FAI Revenue:	
Net Cash From Events	$7,762.96
Misc. Income	$15.00
Initial Capitalization Loan	$1,500.00
Alchemy T1	$84,164.96
Gross Total FAI Revenue	$93,442.92
Org Expenses:	
Equipment Storage	$99.34
Domain Name Registration	$34.51
PayPal	$60.00
QuickBooks Online Subscription	$39.99
FAI Admin Expenses	$58.59
Banking Fee	$20.00
APW Year-Round Budget	$202.90
Initial Capitalization Loan Repayment + Interest	$1,510.00
Volunteer Appreciation	$117.37
PayPal Fees - Alchemy	$2,613.85
Total Org Expense	$4,756.55
Net Cash After Org. Expense	$88,686.37
TOTAL Accounted For	$88,686.37
May 31, 2014 Bank Statements	$88,686.37

Art

Euphoria 2014 made increasing the amount of art funding a top priority, allocating up to $3,500 for art funding, as well as contributions made by the community. Once again, Euphoria hosted an online art fundraiser where participants were able to decide which projects they would like to see funded. Every participant was allocated ten votes, and could contribute additional money if they so chose.

This year, Euphoria fully funded a total of 10 projects, as described by their creators, below:

Fungal Bloom by Zeus
The mushroom will act as a beacon and a chill space. It is both shelter and light show. The top will be adorned with a frenetic, sound reactive light show pointed skyward. I hope you will be drawn in, and thus together, by the shiny. Underneath the cap of the mushroom will be a shaded chill space where an intimate group of a few friends can sit down, converse, or just lean back and take a load off gazing up at soft and shifting colors. Throw pillows and blankets will be available for comfort, dew permitting. A ring of smaller glow mushrooms will expand out from the large one, providing a magical performance space for glow-spinners.

The Wig Wam by Ragnarok
We will be constructing a Tipi/Wig Wam that will be approximately 16 feet in diameter, approximately 25 feet in height, and consisting of 9 bamboo poles that will form the frame of the structure. This frame will then be wrapped in paint-able canvas and each of the subsequent 10 faces will represent one of the 10 principals. Members of the community will be free to paint, draw, and create their vision of the 10 principals within and without of the tipi. The inside will be adorned with pillows and blankets.

Ceramic Pendants by Sidemeet
I am making 50 ceramic pendants that can be necklace, keychain and absorb scented oils. Colors and designs will vary but are about 2 inches in diameter. Half are done and gas fired. The other half will be fired in the electric kiln.

Giving Bunny Apocalypse by Otterling
Picture this: You are walking along, enjoying the burn, when something catches your eye. It's a small stuffed rabbit hidden in plain sight. There's a tag attached to it. Curious, you pick it up to find that it is a Giving Bunny. The tag tells you its name and let's you know that you, oh special person that you are, found him or her and can take them home!

Flaming Simone: Simon's Red-Hot Sister by Scruffy
Do you remember that game where you had to hit the buttons that lit up in the right order?
It's a game of attention. Yes, yes, I know...why must we pay attention at a burn? Because of great reward! Play the game, hit the buttons just right, and you get rewarded with flames! Of course, those flames depend on how well you played and what level you played. Are you ready for the challenge? Of course, it's not that easy...
The playing board is large enough that up to eight people can play cooperatively at the same time.

A Brownie Brothel Christmas: Igloo Dome & Gingerbread House by Osita & Brownie Brothel
We've got a dome, we'll make a cover out of billboard vinyl, and then we will all hang out in it and paint the inside together. In keeping with our Christmas/North Pole theme, we thought it would be great to turn it into a sweet sweet igloo. This will serve as a meeting place and general chill zone, and will be waterproof... just in case. We will also have paints and paintbrushes so people can drop by and help us decorate the inside of the igloo.

Zen Garden by Ashta Monogue
I wanted to do a small Zen garden to give people a place to chill out, commune with the elements, and just be able to sit back and enjoy the burn from a space that is in the burn, and yet also slightly removed from it. I hope it will bring a measure of peace to a sometimes-chaotic environment.

Something Enigmatic by Light Owl
We want a wooden square skull centered between 2 clear plastic skulls with moving lights inside and all around. We're really crafting a space for folks to be mindful of their mortality while also celebrating life with music, lights with our wicked cool massive skulls and space for fellow burners to add their own energy to this Enigma. They can choose to express themselves by dancing, etc as our dj's emote with music while we express ourselves through light. A new spectacle for all, and to all a new spectacle.

Fire Explody Stuff a Go Go by Robert Harrison
I would like to bring a couple of my existing fire sculptures as well as Phase 1 of the Bobble Jack sculpture. I'm simply asking for funding for the propane and unicorn tears necessary to power the sculptures.

Southtown Fire Playground by Southtown Compound
This Euphoria we expanded our fire presence from the past couple of burns. With the help of the art grant, we were able to purchase more propane to run our existing poofers much bigger and for much longer. It was a huge success and hope to expand even more for Alchemy!

Event Swag

Each year, Euphoria requests that artists from the community submit a design for the swag, which is distributed to every participant at the gate. This year's event swag was a hand-drawn nautilus themed design submitted by Jill Davis. The finished design was created in laser-cut wooden pendants.

Photo Credit: Justin Majors

Effigy

Each year the event fully funds a feature effigy sculpture. This structure is the centerpiece of the event, and often a gathering point for many participants. This year's effigy was designed and built by Evans, Andrew, Jelli Beane (Alicia), and their dedicated crew of volunteers. This year's effigy had a tree fort theme, and even incorporated entire pine trees.

Thanks or recognition to people who helped with the team: Keen Zero (designer and host of pre-build), All-Purpose-Andy, Keith (Tiny Hat), Cyrus, Joseph, Mechete, Marian, Lisa, Swindle, Lauren and Carl, Scruffy, Photo Gnome (effigy burn pictures)

Photo Credit: Justin Majors

Temple

In addition to the effigy sculpture, the event also fully funds a temple sculpture, a place of reflection and peace for each participant. This year's temple was designed and built by Justin, James, and Benjamin. The design consisted of ten separate pillars with a unique design carved into each.

Photo Credit: Justin Boudreau

Operations

This year's operational structure was similar to past Euphoria's. The Board of Directors (BoD) selected a number of applicants to form the Event Lead Team (ELT) whose duties included:

- Working with the BoD to set the event capacity and ticket price, based on an estimated event budget.
- Recruiting Team Leads and setting a communication system
- Building the pre-event calendar and milestones
- Guiding and managing the Team Leads through the planning months and coordinating monthly meetings
- Managing communication with the community
- Arranging vendors and making purchases
- Writing the Afterburn Report
- Working with the Emergency Management Services teams to build a plan for a safe burn
- Any other task needed to manage the Burn and make it easy for participants to make it as awesome of a Burn as they choose to make it

This year's ELT were Tareq, Jessica, and Lucas.

The rest of the heavy lifting is done by the Team Leads (TLs). The TLs meet with each other and the ELT monthly, and with their team volunteers as needed. These meetings are where community flourishes and the creativity and hard work flow to prepare for the Burn. Those volunteers pour lots of time and energy into our Burn and they (along with Theme Camps and artists) are the core drivers of what makes our Burns as amazing as they are. Key preparation steps that were carried over from past years included working with the BoD to set the event cap, draft the budget, and hold monthly meetings with the Team Leads. We had 40 team leads involved in the event. The following is the list of onsite teams for this year:

- Art
- Emergency Management Services (EMS) Coordinator
- Rangers
- First Aid
- Fire Safety
- Tranquility Base
- Temple
- Effigy
- Conclave
- Public Works
- Teardown
- Leave No Trace (LNT)
- Volunteer Coordinator
- Placement
- Principles Education Team (PET)
- Logistics
- Lamplighters
- Sound

Based on feedback from participants at Town Halls, Burn Reviews, and social media, we chose to decrease the size of the event from 1000 to 888 participants. We switched back to using ThunderTix as our event ticket vendor.

They tickets were sold in two batches (444 each). The first one sold out in 14 minutes, and the second in 28 minutes. 20 scholarship tickets were awarded to participants who submitted a written application sent by

snail mail. For the first year, we introduced opening a special ticket sale for Team Leads and Board Members who were not able to buy tickets during the regular sales. 6 tickets were sold in this process.

The city build started the previous week. Theme Camps and event teams arrived on site as early as Wednesday 9am to finish off the build. The event ran swiftly with no major incidents or injuries to report. The EMS Teams spent a considerable amount of energy refining SOPs, training, and recruiting to enhance our readiness for related incidents. Our community's awareness and responsibility continues to increase, making our jobs easier and improving our public image and relationship with the local authorities.

FLOW, our regular vendor, was hired to staff the gate and perimeter, and they did an excellent job as usual. The gate ran very efficiently and dealt with a minimal amount of gatecrashers. For the first time we started using wristbands for all the participants to help Rangers and security with identifying properly admitted participants, which made this process easier.

Changing the date of Euphoria from June to March meant less time for the Event Team and our community to prepare for the event. We had some challenges with volunteerism pre-event and ramped up our recruitment events. Teams covered their basic needs during the event, and 80% of volunteer shifts were filled prior to the event beginning. We would like to commend the Volunteer Coordinator, the Team Leads, and the rest of the active community for stepping up and making sure that the event ran smoothly. Participants who attended the end-of-event burn review gave positive feedback.

Art Team Report - Team Lead: Jesse

This year the art team consisted primarily of myself and my ELT liaison Lucas. Our team goals were:

- Solicit art grant proposals
- Organize and run the online art fundraiser
- Assist in the grant disbursement process
- Maintain communication with funded artists in the run up to the event
- Create and place signage for funded art projects

Notable statistics:

- A total of 12 artists submitted proposals for grant funding,
- 80 people cast votes in the online fundraiser
- Southtown Fire Playground was by far the most popular project, receiving over 41% of the total votes
- $62 was donated out-of-pocket. Nearly half of those donations went to a single project, Flaming Simone.
- After the conclusion of the fundraiser, 11 projects were awarded their maximum requested funding, although one artist subsequently declined funding due to being unable to attend Euphoria. Total amount of funding disbursed was $3412
- Outlay for the signage totaled $334.29, for a total art team budget of $3746.29

All web/internet related work was performed by Patrick, Lucas, or myself. Amy and I did all signage design and placement. Lucas, Dusty, and myself handled check disbursement.

Special thanks to:

- My fiancée Amy, who served as my unofficial co-lead and contributed invaluable feedback and assistance throughout the entirety of the process.
- Trevor and his awesome spreadsheet, for his assistance translating vote total percentages into grant award amounts.
- Patrick for providing the website infrastructure for the fundraiser and helping me troubleshoot when problems arose.
- My ELT liaison Lucas, who provided the blueprint for what we were trying to accomplish and worked with me every step of the way to make it happen.
- A final thanks to all of the artists who worked so hard on such short notice to bring such amazing art to the burn. Seeing what you accomplished makes all of my hours of work as team lead worth it.

Emergency Management Services (EMS) Report – Team Lead: Mel

Our event had no major incidents. No ambulances onsite or major medical issues. Our largest issues this burn were weather related and stray dogs.

We had 3 stray dogs on property, and a 4th that was from before our event. Next year, EMS hopes that there will be more education regarding not bringing your pet to burns, and trying to raise funds for the local animal shelter.

We worked with the local police department on Thursday, Friday, and Saturday nights. We had a couple of sound complaints on Friday and Saturday, and another complaint regarding lasers on Friday. With their assistance, both were quickly resolved without further incident or complaint. EMS could not be happier with how Euphoria staff and our local law enforcement work together.

A big thank-you goes out to our paramedics, who work very hard and are essential to ensuring the safety of our event.

FLOW, our contracted security and gate company, did a great job handling the small number of gatecrashers we experienced. We are lucky to have them working with us as we have been in the past.

Rangers Team Report – Team Leads: Bubbles, Ghostbuster, Jen

Rangers are participants, just like every other person at the burn. Rangers are not members of the community because they are a Ranger. They are Rangers because they are a community member who volunteered to take the training, wear the t-shirt and be available to help their community – in quite a variety of ways!

Rangers do not have any special authority. What they do have is specific training and resources that enable them to deal with situations and scenarios beyond the scope of a non-Ranger participant.

Rangers are not cops, enforcers, bouncers or security guards. Rangers are primarily concerned with safety issues, maintaining the community's standards, and helping people resolve conflicts. Rangers help participants solve their own problems using non-confrontational mediation. Rangers know it is not about them, it's about their fellow participant and community.

Notable statistics: NO serious issues.

Notable upgrades to the team: Having the Sound team for the first time was a huge help. Our new Euphoria logo is pretty awesome!

We are working on special training for those interested in being Khaki for Alchemy and we have some Rangers that expressed interest. Also, the several new Khakis that worked Euphoria said they would be back to work Alchemy.

Our thanks go out to all the Rangers, but especially want to thank Dusty for filling some shifts and being there when we had questions.

Thanks go out to the ELT - you guys were awesome and a huge help.
Also, I would like to thank Doom, Ranger Vex, Ben, and all the Khakis. Honorable mention to Ash, Pam, Jeff and the Birthday Bison.

First Aid Team Report – Team Lead: Kuja

The First Aid team provides basic first aid supplies for the burn participants and acts as a point of contact for our contractor paramedics. We also provide medical passes for participants to leave and return to the burn (when necessary) and can assist with ensuring a safe entrance when ambulances are called onto property. We also track injuries to help raise awareness of risks and educate burners for future events.

Big thank-you to Ann (Mango) was amazing. Benji and Jeanie, and Morgan. The entire team really pulled together and did an amazing job.

Fire Safety Team Report - Team Leads: Cat McEarchern, Sean Anderson, Ean Loire

The Fire Safety team is responsible for maintaining safety at large scale burns and fire-related installations throughout the event. This team coordinates with artists to determine the parameters for art that might pose a fire safety risk. The Fire Safety team also places a crucial role in the burning of our effigy and temple. The team develops a fire safety plan and communicates that plan to local authorities and ensures compliance with local, state and federal laws. Further, the team develops awareness and corresponds with participants and theme camp organizers to ensure all attendees are aware of and in observance of fire policies specific to our events, such as the limitation on ground fires and no fire performances without a safety.

Notable statistics: There were no fire related injuries reported during this event!

This year we had five fire art installations funded by the event art fundraiser. We had a total of ten fire art projects that registered and were inspected by us.

The 5 art installations funded by the event were:

- Flaming Simone: Simon's Red Hot Sister
- Fiery Explody Stuff A Go Go
- Bobble Jack
- Bottle Rocket
- Southtown Fire Playground
- Poofers
- Fire Tornado

The other fire art pieces inspected included 3 flamethrowers, the Flaming Rooster and the effigy poofer.

Notable upgrades to the team:

- Patrol volunteers were required to have radio (preferably ranger) training.
- Incident reports were created for volunteers to document their activities. They will be used to identify areas that need additional coverage or rules that need to be explained better for the next burn.
- Patrol carts were garnished with custom made lighting to increase visibility and presence for the team.
- Fire Safety set up a meeting point on the stage, so that volunteers could more easily find us.

Windy conditions provided some challenges for the effigy burn, and we utilized the water tank proactively wetting areas that were direct line of the wind. There were some incidents of small holes in tents and other items from the large volume of unanticipated sparks kicked up by the wind. Conditions prior to the burn did not indicate this. However, the Fire Safety team responded quickly, and there were no fires reported from the effigy sparks.

We had a very involved effigy burn team, and we had a new lead for the effigy burn. The effigy burn went off without any major issues. The structure team was fully staffed with enthusiastic volunteers. Leadership stepped in to ensure adequate volunteer coverage throughout the event.

The Fire Safety team would like to thank Patrick Flaherty for his continued participation and the extensive knowledge as the passed along from leading Fire Safety in previous years.

Fire Conclave Team Report - Team Lead: Jackie Clinton

The goal of conclave was to put on a good show and get the community excited for the amazing burn that was about to happen. The team also makes sure the performers were organized, ready to go and excited as well. Having conclave stay in the time given was very high on my priority list as well.

Notable statistics: We had 20+ spinners take part of this conclave. This is a jump from the past few years.

Notable upgrades to the team: Adding the Friday night Fire Jam was not only a success and something that should be done in the future. But it allowed us to see the safety and flow of the spinners before conclave.

Volunteer Coverage (percentage, approximate): We had 100% of our volunteers for fire conclave safety show up. After our meeting we guided extra volunteers to sign up to do perimeter.

Thanks or recognition to people who helped with the team: Lynne, John, Tyler, Kim, and Ashta.

Tranquility Base Team Report – Team Leads: Greenie, Morgan, Johnny, Sarah, Ann

Please note that Morgan & Ann took over First Aid Leadership roles, to assist when their team lead was unable to attend. While they both had decreased roles at Tranquility Base, we are training leadership & have more co-leads as a result. They rocked it by stepping in to help.

Tranquility Base is available to anyone needing space to calm & ground. Our goal is to be available to those who may be distressed or having an intense experience from the burn environment. Our ultimate goal is to get participants back into the burn, and reintegrated into our community.

Notable statistics:

- Volunteer base is growing rapidly.
- Those who become involved do so with a certain level of dedication.

Notable upgrades to the team:

- The Tranquil Kitchen – many participants & volunteers were fed, all volunteer run and sustained.
- The "shift lead" position is new, and is working out great to alleviate pressure on Team Lead & Co-leads.

I want to thank all our co-leads. We are building a community within the community.

Sound Team Report – Team Leads: Fixxer, Tonya, Kelly

The Sound Team functions to ensure that our noise levels do not interfere with our off-site neighboring community, and works to keep our neighbors happy, while making sure that the participants of Euphoria enjoy themselves. Most sound camps and DJ's understood and cooperated when asked to comply with the decibel rules. Many thanks to Shawman, who was the first Sound Trooper.

Lamplighters Team Report - Ash and Ashta Monogue

Team Description and goals:

- Illumination
- Navigation
- Celebration

Notable statistics:

- We placed double the amount of lanterns from Euphoria 2013. We did it without a significant increase to our budget.
- Friday we were able to complete cleaning in record time due to the amount of volunteers. We finished 3 hours ahead of schedule. Due to this, procession started early.
- Saturday we had so many volunteers for cleaning/charging that we had to tell people to come back later for procession. Each person that did took part in the procession.

Notable upgrades to the team: Use of Golf Cart for Teardown. This allowed us to remove all lamplighter posts and rebar in 5 hours.

Thank you to Ivan, Shane and Lee. All three of these people really stepped up to help out Lamplighters this year, especially Ivan.

Principles Education Team Report – Team Leads: Kirsten, Tiger Lily, Owen

Team Description and goals: Education of Burners about the 10 principles via the greeters station

Notable upgrades to the team: Consent greeter position was created, giving more information regarding enthusiastic consent to incoming burners.

Volunteer Coverage: Around 95% of our volunteers showed up, with a good number of drop-ins.

Any thanks or recognition to people who helped with the team:

- Kim, who went above and beyond in regards to helping out during her shift, and later on when another team lead was late
- David, who was helpful, enthusiastic, and hard working
- Samantha, who picked up the last open shift lead shift 4 days before the burn.

Volunteer Coordinator Report - Team Lead: Seth Williams-Welch

The volunteer coordinator works to assist the team leads in assessing their volunteer needs, entering and creating volunteer schedules, and help spread information via social media and other means to increase knowledge of volunteer teams and availability.

Notable Statistics: There were a total of 827 volunteer shifts. The volunteer sign up on the website was 78% full going into the festival, with the most notable discrepancies in Effigy Perimeter (42% full) and Teardown (40% full). The Effigy Perimeter team was eventually filled on site.

There were a total of 281 unique names signed up to volunteer for shifts, which means that 32% of ticketed participants signed up. As has been the case in the past, a smaller group of 140 names registered for multiple teams, and therefore multiple shifts. These elite volunteers really are the backbone of the burn infrastructure.

As always, there were both people signing up on site, and people not showing up to their shifts. Overall, it seems as though the people who end up signing up on site or showing up for shifts balance out the people neglecting to show up for their shifts.

Future Goals: To work further with Team Leads to find ways to recruit both volunteers and shift leads. The lack of shift leads was a great detriment to covering all the shifts, and put a great deal of extra work on the team leads.

The Future

The event lead team could not be happier with the event that our team and our community participants created. In the future, we look toward staying around the same size while growing artist support, providing even more art funding, and creating an immersive, engaging environment. We hope that Euphoria continues to be the sphere for the artists and community to grow and explore new and innovative projects.

We truly could not do this without the work of our volunteer leadership, volunteers, and community at large. Each year continues to be more exciting than the last, and we hope to carry that energy well into the future.

With unending gratitude,

Your Euphoria 2014 Event Lead Team

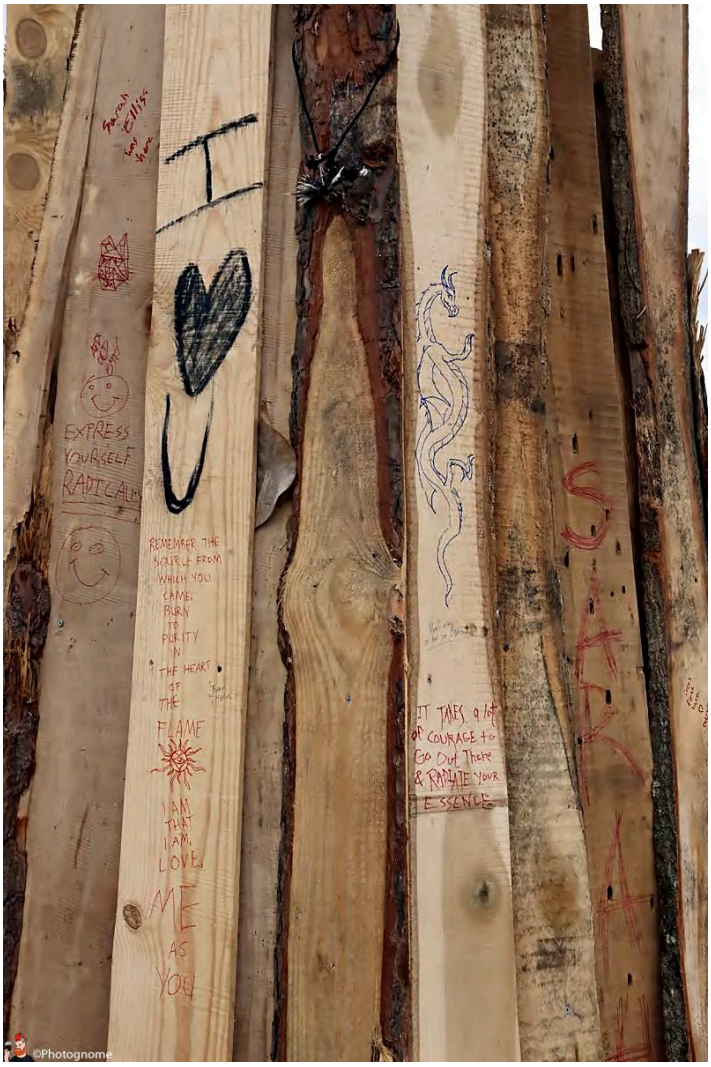

Photo credit: Photognome