

The Georgia Decompression 2012

Afterburn Report

Event Leads: Justin Majors (juju) and Cory Glenn



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Event Description

The Georgia Decompression 2012 event was a one night, no camping, and 400 person event held at Blue Mark Studios on November 17th starting at 6pm and ending promptly at 4am. The event consisted of 3 unique areas. The upstairs area had volunteer DJ's from the community playing a variety of electronic music styles to keep the participants grooving all night. The downstairs area had a chill vibe with camp Serenia providing tea and Inner Alchemy rebooting and grounding participants. Lastly of all, the outside area consisted of an outdoor fire garden provided populated with pieces by Robert Harrison and Cory Glenn, a fire spinning circle for fire performers, the Sleepy Fox Teahouse inside a tent provided by Area51, the Funk Pirates' ship "Fly me to the Moon" playing a delicious selection of funk music, and the Powerbright 5000 art installation.

Event Structure

- Decompression was a one night event starting at 6pm and ending at 4am.
- A town hall meeting was held from 4pm-6pm before the beginning of Decompression. It was open to everyone, and no Decompression ticket was needed to attend. After the town hall meeting everyone was asked to leave the building and go through the gate to get their wristband.
- Workshops were scheduled to be held in the main room, but only one of them happened due to the event start time being pushed back due to the town hall meeting running over its allotted time.
- Music started shortly after the board meeting ended and ran until 4am.
- Fire spinning was allowed outside from 10pm-2am while the Fire Marshall was onsite.
- We utilized a volunteer Ranger team.
- The gate was setup in front of the building until 1am when it was closed down.
- LNT volunteers came back the next day due to a 4am close time to perform an LNT sweep. Volunteers and event leads performed LNT sweep inside the building at time of event closure.
- No porta-potties were rented for the event as there were bathrooms inside the building.
- No alcohol was sold at the event.
- Gate, Rangers, Music, LNT, and Fire Safety were staffed by volunteers with individual team leads owning the organizational responsibility of each team.
- APW was engaged for some assistance for setup although they were not contacted about certain needs early enough.

Tickets and Attendance

Ticket Cap: 400

Tickets Sold: 402

Tickets Scanned: 347

*Due to a technology error with Thundertix, 402 tickets were sold.

Income Statement

Decompression 2012 - November 17, 2012

Event Revenue	
Ticket Sales	\$6,030.00
(Less ticketing fees)	(\$240.72)
Total Revenues	\$5,789.28

Event Expenses	
Venue Rental - Blue Mark Studios	\$1,200.00
Wrist Bands - PDCorp.com	\$34.47
Taxes (Estimated)	\$500.00
Insurance - Heffernan Insurance	\$409.75
Audio Equipment Rental	\$200.00
Fire Marshall	\$220.00
Total Expenses	\$2,564.22

Event Summary	Actual
Total Revenue	\$5,789.28
Total Expenses	(\$2,564.22)
Net Income to Alchemy LLC	<u>\$3,225.06</u>

Improvements, Outcomes – Lessons Learned

- In future years, I recommend that Decompression is held closer to the end of Alchemy. With the event being in December it was harder to find venues. Also there was a lot of confusion with other events calling their events decompression events as an official event had not yet occurred. The general community was very confused as to when and if an event was going to occur. Waiting to solidify the date also resulted in a conflict with the North Carolina Decompression that was unavoidable.
- Venue and insurance must be resolved much earlier in the event planning. A single person should be clearly identified as the person responsible for getting the insurance. The board should have detailed notes about the best practices of gaining insurance (company list, correct verbiage to use submitting event details, etc.). Due to the importance of insurance and necessity for specific wording, I believe that insurance should be a task assigned to a board member.
- Communication for Decompression was relayed through the Alchemy website with links to that page posted on Facebook. A Facebook event was also created. Information was also sent out in an Alchemist email although that information was sent out much too close to the event.
- Tents that are used for event purposes that are larger than 10x10 for public use i.e., not for a concession, personal use, small vendor use, must have a permit according to the Fire Marshal. The Fire Marshal let us keep the tent erected for this event.

- The APW team needs to be engaged much earlier in planning processes for needs. There were some needs, such as chairs, computer for gate checking, and tables that could have been acquired from the storage unit if contacted earlier.
- The First Marshall needs to be secured much earlier in the planning process. He mentioned we got lucky he was available due to contacting them late.
- One of the venues that was considered was rejected due to the contract and lack of certificate of occupancy. After a review of the contract, the venue was rejected.
- Overall, I felt that BlueMark Studios was a good venue for the Decompression. The property was small enough to keep the majority of participants near each other keeping the energy of the event high. The multiple heated rooms in the venue provided inside space for the music, relaxing, and escape from the cold. My only concern with the venue is that the event would not be able to grow beyond 400 participants, and the overall costs of the venue are fairly high. The venue is situated away from residential areas so sound is not an issue.
- Camping was originally part of the plan for Decompression, but it was difficult to acquire insurance for a camping event with a 400 person ticket cap with the single event insurance that was being used.
- I believe having two event leads worked well.
- Having a motivated and diligent volunteer lead that was involved in previous years planning was extremely valuable.

Most of the improvements and lessons listed above could have been avoided with acquiring a venue early, having a solid date set, and having a defined responsibility for acquiring insurance and that person coming through and keeping the team updated. Even with some of the late planning, Decompression went off well.

Volunteer Report

Leads: Seth Williams-Welch and Sarah Griffith

The volunteer needs for the 2012 Georgia Decompression Party were very minimal, limited to Rangers, Fire Safety, Gate and a Leave No Trace team for the next morning. As we had done with the past few Burn events, we used the Alchemy website volunteer sign-up system, which continues to work well for our needs.

Due to a change in the hours for the event, the original volunteer needs were shortened, and because of this, all of the available time slots on the website were filled by the start of the event. However, this also affected the moral of some of the teams.

-The LNT team had scheduled their MOOP sweep for the morning, but due to the fact that the event was no longer an all-night camping event, very few people chose to return to the site to help eliminate any traces left. However, the few volunteers who were able to come out were successful in their efforts. The lead echoed general complaints in the burn world of LNT lacking a true identity or solid team.

-The Ranger team had no incidents of note, and at most had some disappointed Rangers whose shifts were not available due to the shortened event.

-The Fire Safety Team had a somewhat impromptu lead situation, but as with Rangers, there were no incidents of note. The presence of the Fire Marshal made the overall fire safety situation more official, and fire spinning was shut down promptly when the fire marshal left. The lead was helped by Ky Lee, who provided a table, lanterns, dip cans, and fuel dump signs for an established main location for Fire Safety. As with the other teams, Fire Safety had a full set of volunteers through the event.

-The Gate team was also fully staffed through the whole event, with no real incidents or issues of note.

-The First Aid team was Karrin Duncan.

According to the various team leads, there was a good mix of veteran and new volunteers helping out. There were a few complaints and comments regarding swag for the various teams, but that is usually up to the Team Leads. Other than that, the volunteer culture of the Burn scene continues to make finding volunteers a relatively painless operation.

The shortened hours certainly helped with this as the shifts in the late night and early morning are always hardest to fill.

Going forward, continuing to promote participation and volunteering is a core value of the Burn community. Making a transition to focusing more on participation in general, as opposed to focusing on the established volunteer teams, has been much discussed and will continue to be going into next year's Burn season. Building up solid teams of veteran volunteers for each of the established teams as well as creating a general culture and identity with each team would be a good primary motivation for the volunteer team going forward

Gate Team Report

Lead: Sarah Griffith

Like last year, the gate was staffed with 1-hour shifts with 3 people at a time for most of it. The schedule was filled easily and first of the other teams. The online volunteer system continues to make every team's job easier.

The setup was simple. We had a pop-up, a table and a couple of chairs. These things were volunteer provided. I brought a small binder which included a short page on gate procedures, the schedules for each volunteer team, provided by Seth Williams-Welch, and copies of a Fire Safety plan. There was also a First Aid kit and information on the nearest medical facilities in case of emergency, provided by Karrin Duncan. We'd generally have a computer to scan tickets, but as one was unavailable without travel to LaFayette, I printed out the list of names and worked from that sheet. This worked, but a computer would be preferable for future events.

The gate was scheduled to open at 1pm, at the request of the ELT. That didn't happen because we didn't have any bracelets available, so I had the first few volunteers help me set up for the Town Hall instead. Seth was kind enough to consent to help run the gate during the Town Hall as I had to be on stage. It ended up not opening until directly afterwards as the bracelets arrived with Justin sometime during the Town Hall.

The only real problem was that it was a bit chaotic as soon as the Town Hall ended and we couldn't immediately find the scheduled volunteers. Still, it turned out to be an easy thing to grab a few helpful burners and Seth got everyone scanned in while I grabbed some food. He reports that everything ran smoothly for gate open.

The rest of the night, the gate was a breeze. It almost seems silly to write a report! I checked back hourly. Every shift was staffed. There are no issues to report. At 1:00am, closed down the gate. We acquired a few lost and found items throughout the night. I turned those over to Corey at the end of the event.

402 tickets sold

347 tickets through the gate

Issues:

Infrastructure requests should be compiled from teams earlier and submitted to Public Works so that we can have access to Alchemy infrastructure more easily for in town events.

Ranger Report

Leads: Trevor Register and doom

Pre-Event Organization:

Trevor and doom decided on two hour, non-overlapping, team-of-two shifts starting at 4:00PM. Until midnight, we had one team of Rangers. After midnight, we had two teams. We scheduled two teams after midnight to coincide with the peak time of the event.

We also decided that Rangers would be part LNT and part Fire Safety as well. Only pre-approved fires were allowed, and Rangers were to ensure that only pre-approved fires were lit during the event.

doom did a fantastic job of recruiting rangers in the weeks leading up to the event through posting to Facebook, emails sent to volunteers through the database, and through encouraging people personally. Because of her efforts, we had only 1 of 24 unfilled shifts at the beginning of the event.

The ending time of the event had to change at the last minute to 4:00AM. Therefore, Ranger shifts after that time were cancelled leaving us with 16 total shifts.

We also decided who would be the Ranger lead on-call during the event. Given the short duration of the event, we both decided to be on-call throughout the event.

Apart from ensuring the safety of the participants at the event, our other goal as Ranger leads at this event was to get people more interested in Rangering for Alchemy and Euphoria. We advertised Rangering for Decompression as a way to “get your feet wet.”

Volunteers:

Our volunteers were wonderful! We had one no-show for an early shift that was unable to be at the venue at the time. He found me as soon as he got there and volunteered to do a later shift as well as also doing an LNT shift.

One volunteer had to be turned away because Trevor strongly believed that he was not “fit for duty.”

All-in-all, 14 out of 16 Rangers who volunteered worked their shifts. A fantastic success! Much thanks to our Rangers!

During The Event:

Rangers checked in and out for their shifts at the gate. Trevor briefed each outgoing and incoming team. Outgoing teams reported any incidents or any situations that they believed needed to be monitored. Incoming teams were briefed on their Fire Safety and LNT duties as well as what we were expecting of them as Rangers. Rangers were briefed on which fires were pre-approved as well as the fire-spinning circle.

No formal Ranger training was given, however, we made sure that no two new Rangers were paired together. Each Ranger team consisted of at least one Ranger with prior experience.

We didn't have pre-planned schwag for Rangers. We had each team pass on a pair of Ranger shirts from Alchemy 2012 to the next team. Trevor wore his Ranger hoodie and doom had her Ranger shirt.

Trevor went off-duty for one hour to DJ from 2:00AM to 3:00AM. He coordinated with Super John, an experienced Ranger, to cover him during this time.

There were no major incidents or law enforcement officer interactions during the event.

Suggestions:

We believe that there should be more emphasis given for Decompression (and the Art Fundraiser) to spark interest for the Ranger team. We believe that we accomplished that with this event, but there is always room for improvement:

- Do a “Ranger Q&A” at the event where veteran Rangers share their experiences and new and prospective Rangers can ask questions.
- Implement an “Adopt-a-Ranger” program. Allow a participant interested in Rangers to tag along with a dirt Ranger team to get a feeling for what it's like.
- Pre-event “Meet-and-Greet” focusing on the Rangers scheduled and those interested in volunteering for the event. This could be a great place for a “Ranger Q&A” as well as for formal training.

- Formal Ranger training for Rangers that have volunteered either before or at the event (or both!) Given the light scope of the event relative to Alchemy and Euphoria, we do not believe that formal training should be required to Ranger for Decompression.

Identifiable schwag for Rangers.

Radios for all on-duty Rangers.

Music Lead Report

Leads: Juju and Cory

Cory and Justin agreed to split and work on this together. Cory focused on acquiring the audio gear, setup, and breakdown. Justin focused on getting the volunteer form organized, reaching out to the community for signups, and scheduling the DJ's. The final schedule was reviewed and approved by the leads.

Overall our goal was to reach out to the community for volunteers and schedule those that were best suited and provide the appropriate energy for the event determined by the leads. The event was originally scheduled to be overnight and DJs were going to be scheduled until sunrise. However, the event times changed which reduced the total hours available for djs to perform. Some of the submissions were asked if they wanted to play in the Silent Disco, and most did not respond to email or a phone call by the lead that needed to be moved. Those people were removed from volunteering as they did not provide adequate contact information. The silent disco was not setup during the event due to the lack of participants wanting to play in the silent disco.

All scheduled music volunteers showed up for their sets and the music flowed throughout the night.

Art and Theme Camp Submissions

Leads: Juju

A form was posted to Google Docs for a request for submissions for theme camps and art work. One of our goals was to have as many theme camps involved as possible to make the event feel more like a burn than a "dance party". We had a good number of submissions, and most of the submissions came through. Justin reached out to some of the Art Fundraiser funded art projects to request they bring their projects. Justin also contacted some theme camps for which he had contact info to ask them to come.

Overall, I feel that we had a good diverse range of art and theme camps in attendance for the space that we had with the venue. I would have liked to have seen more art in the downstairs room provided by the community. I feel that reaching out to camps and asking them to attend worked well, however, I hope that one day this isn't necessary and theme camps want to bring part of their camps to the event.



Thank you for taking the time to read the Decompression 2012 Event Report, and thank you for making Decomp an amazing experience for all!