

AFRIKABURN 2018

[...WORKING TITLE...]

SURVIVAL GUIDE

Don't
panic!

Theme?

Choose your
own theme!

23 - 29 April

CHOOSING WHAT
YOU WANT TO DO,
AND WHEN TO DO
IT, IS AN ACT OF
CREATION
-PETER MC WILLIAMS-

The event we all participate in is a creation we all make happen, and an experiment on a grand scale. A city teeming with gifts, where we emulate, collaborate, imitate, and absorb inspiration from each other. Who knows what we will encounter, what magic we will make, and what fantastic productions will come from our communal efforts? Who knows what incredible idea, a year's worth of blood, sweat and tears will culminate in?

You do.

The word "work" is in "Working Title..." - and the desert experience was never meant to be easy, or a holiday. This gathering requires that every citizen of Tankwa Town pitches up and pitches in. Well done – you've signed up to become part of the work crew that creates Tankwa Town. Let's get to work.

WHAT IS AFRIKABURN?

You are. You build the camps, the art and the mutant vehicles. You're the performer – and the audience. There's no 'them' – there's just us, and we're all in it together. AfrikaBurn is a Burning Man regional event in South Africa, and you don't 'attend' AfrikaBurn – you create it. All you have to do is to participate. AfrikaBurn takes place in the remote and somewhat inhospitable Tankwa Karoo, in the Northern Cape Province.

NEED MORE INSPIRATION?

Read the full theme rationale on this page of our site.

www.afrikaburn.com/the-event/2018-theme

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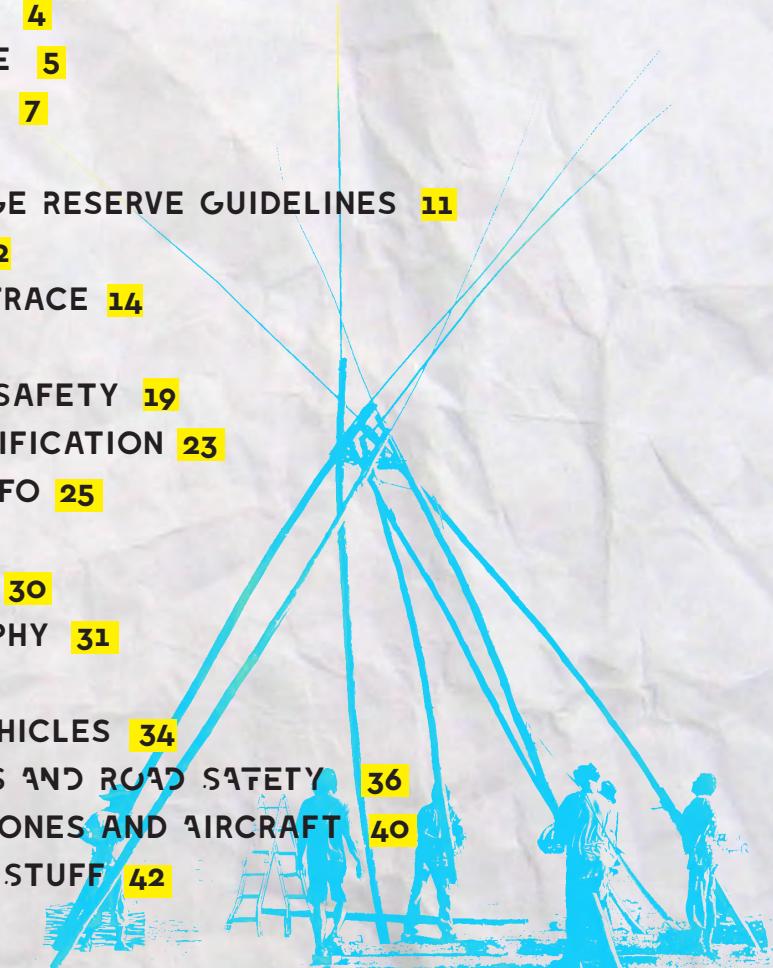
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GUIDING PRINCIPLES



COMMUNAL EFFORT

Our community values creative cooperation and collaboration. We strive to produce, promote and protect social networks, public spaces, works of art, and methods of communication that support such interaction.



PARTICIPATION

Our community is committed to a radically participatory ethic. We believe that transformative change, whether in the individual or in society, can occur only through the medium of deeply personal participation. We achieve being through doing. Everyone is invited to work. Everyone is invited to play. We make the world real through actions that open the heart.



CIVIC RESPONSIBILITY

We value civil society. Community members who organize events should assume responsibility for public welfare and endeavour to communicate civic responsibilities to participants. They must also assume responsibility for conducting events in accordance with national and local laws.

IMMEDIACY

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



DECOMMODIFICATION

In order to preserve the spirit of gifting, our community seeks to create social environments that are unmediated by commercial sponsorships, transactions, or advertising. We stand ready to protect our culture from such exploitation. We resist the substitution of consumption for participatory experience.



GIFTING

We are devoted to acts of gift giving. The value of a gift is unconditional. Gifting does not contemplate a return or an exchange for something of equal value.



LEAVING NO TRACE

Our community respects the environment. We are committed to leaving no physical trace of our activities wherever we gather. We clean up after ourselves and endeavour, whenever possible, to leave such places in a better state than when we found them.



RADICAL INCLUSION

Anyone may be a part of AfrikaBurn. We welcome and respect the stranger. No prerequisites exist for participation in our community. This means that anyone can partake.



RADICAL SELF RELIANCE

AfrikaBurn encourages the individual to discover, exercise and rely on his or her inner resources.



RADICAL SELF-EXPRESSION

Radical self-expression arises from the unique gifts of the individual. No one other than the individual or a collaborating group can determine its content. It is offered as a gift to others. In this spirit, the giver should respect the rights and liberties of the recipient.



EACH ONE TEACH ONE

As a self-reliant community, we believe the responsibility of spreading our culture lies with each and every one of us. All of us are custodians of our culture – when the opportunity presents itself, we pass knowledge on.

These principles aren't commandments, and they're not rules – they're ideals that offer guidelines to how we as a community can reinvent the world, and ourselves. In summary, **don't be kak, just be lekker.**

BEFORE YOU GO, PREPARE

As you prepare for the desert, remember that you're responsible for yourself at all times. Use lots of common sense: you need to bring everything you need to the desert, including all food, water, shelter, fuel, and basic first aid. And then you need to take it all back – because this is a Leave No Trace event.

Before you arrive make sure you have your ticket - printed or on a phone / device (with battery). Make 100% sure your name is on your ticket, and that you bring photo ID to the gate with you. Our gate crew will need this to verify your ticket and can't let you in if the details on your ID and ticket don't match.

THIS AIN'T
NO PARTY.
THIS AIN'T
NO DISCO.
THIS IS ONE
SERIOUS
DESERT
FANDANGO &
YOU MUST
BRING:

ESSENTIALS

- Your ticket & photo ID for entry (SA ID book, driver's license or passport)
- 5 litres of water per person per day
- Enough food and beverages for the duration of your entire stay
- Shelter, bedding, warm & cool clothing
- Trash bags
- Fire extinguisher
- Comprehensive medical kit
- Any required prescriptions (please note: our medics don't dispense painkillers, headache tabs or antibiotics)
- Light: a headlamp, torch, bike light, fairy lights, EL wire (and spare batteries). Solar lights rock – find 'em & use 'em.
- Duct tape & cable ties – because they hold the universe together!
- Bringing wood? Bring a brazier or braai – campfires on the ground are NOT permitted.
- Recycling bins: you'll need one for wet waste, and others for paper, plastic and metal / glass.
- Check out local area recycling depots, and use them on your way home – there's nowhere for you to leave your trash on site.

DO NOT BRING THESE

Sure, it's a burn you're going to, but there are some items that are seriously not wanted at the event, and all for the same reason: they're dangerous, either as mobile arson, or to critters. **Not lekker.**

- ✗ Flares
- ✗ Fireworks
- ✗ Firearms
- ✗ Fire lanterns
- ✗ Feathers
- ✗ Glitter

ON ARRIVAL

RESPECT THE TANKWA

The Tankwa is the habitat of the endangered Riverine Rabbit, the poisonous Thick-tailed Scorpion, the lethal Puffadder...and Cape Cobra. Those signs that state 'NO CAMPING BEYOND THIS POINT'? They're there to protect the Tankwa, and to protect you.



WEATHER AND CLIMATE

Days can hit the high 40s, nights can be freezing, there are spectacular storms, and gale-force winds can cause whiteouts. Be prepared for extremes: weather is unpredictable, and rain far away can cause instant flash floods. In 2012, rapid flooding saw many tents and vehicles damaged. Avoid natural selection – camp in the designated area, or stand the risk of your camp being washed away. Not so lekker.

The most accurate forecast for Tankwa Town weather can be found here: www.yr.no/place/South_Africa/Northern_Cape/Stonehenge/

GET YOUR BEARINGS

Tankwa Town has grown from a horse-shoe shape in the early years, into something that now looks more like a bird's head & neck (take a look on pages 21 & 22). The centre of this horse-shoe is the Binnekring, and it's where a lot of the art is placed. The road that fronts this space is called Binnekring Road, and the streets that radiate off the Binnekring are numbered like the hours on a clock, from 2-ish through to 10-ish. This way, once you've found your camping spot for the event, you'll have an address. For example, you could be living at 'Buitekring and 3:30-ish'. We have street signs and street lamps to help you figure out where the hell you are.

The roads are named in alphabetical order radiating outwards from Binnekring. These names change every year according to the theme of that year (except for Binnekring Rd, Buitekring Rd, Lady Davina Boulevard, Stofadil Rd, Nansen Street and the radials).

PARTICIPATE

If you want to broaden your participation in the event, there are ample opportunities. Ours is a community of active participants – so if you see a job that needs doing, get stuck in. In Tankwa Town, there's no mystical 'them' who do stuff – there's only us. Help us instruct others – if you see someone acting irresponsibly, introduce yourself and speak up. Get involved – it's where the magic happens!



WANT TO VOLUNTEER?

Volunteering at AfrikaBurn is superb fun. It engages you on levels that you would never have thought possible – and it helps the event tremendously. To volunteer at the event, head over to the Participation Station volunteer booth at Off-Centre Camp and sign up – we always need help, and you'll be warmly welcomed.

Here's a list of the many ways you can volunteer:

- * Airport
- * Arteria
- * Artworks
- * Burn Inspectors
- * Clan & Temple LNT Crew
- * Die Hek (our Gate)
- * DMV
- * Fire Perimeter
- * Fluffers
- * Greeters
- * Green Dot
- * Ice Palace
- * Info Booth
- * Kid's Registration
- * Lost & Found
- * Media Centre
- * Mutant Patrol
- * Rangering
- * Sanctuary
- * SOOP Patrol

To volunteer before our event, head here:
www.afrikaburn.com/the-event/participation

THE BASICS

PARK IT AND KEEP IT PARKED

Tankwa Town is a pedestrian and cyclist environment – the only vehicles permitted to drive around are Mutant Vehicles and those used by emergency and event crew. When arriving and leaving, drive very slowly – the speed limit is 10km/h for all motorised vehicles. Heads up: motorbikes and scooters must be registered as Mutants in order to be driven at all on our event site.

LEAVE NO TRACE

This means you'll see no rubbish bins or receptacles, other than those you bring. What you bring in, you take out with you. Keep a bag with you: it's good for carrying water and putting rubbish in.

NO PETS ALLOWED

Please don't arrive at the event with your pet – there are good reasons for us not allowing them. Please note: the only exception here is for Guide Dogs for the Blind.

PROTECTION OF ARTWORKS

If you see someone vandalising an artwork, please ask them to stop. Inform a Ranger if necessary. A lot of hard work goes into the art you'll see in Tankwa Town, and it's shared with you as a gift – so please respect the art, and the artists.

PLANE? DRONE? USE OF AIRSPACE?

You can't fly anything into or at AfrikaBurn – whether recreational or for commercial purposes (ie: carrying a camera) – without registering with our Airspace crew. See page 34 for more.

BICYCLES ARE NOT PUBLIC PROPERTY

If it's not your bike, don't ride it. If you have a bike, lock it when not in use.

NOTHING IS BOUGHT OR SOLD IN TANKWA TOWN

Except ice, and that's to keep your food and liquids chilled.

NO PLUG & PLAY CAMPS

Camps that offer a paid experience aren't permitted at our event. But what are Plug & Play camps? They're a camp where, instead of you taking responsibility for your needs, you pay someone to set the camp up, take it down, or do the cleaning, cooking, etc. (and in the process someone makes a profit). This kind of paid experience may be available at other events, but AfrikaBurn isn't other events. So, if anyone offers you a luxury package, explain to them that's not how it works.

And camps that take a fee for basic infrastructure costs? Those are fine, as long as they're prepared to show open books that indicate no profit is being made.

SUPPLIER DEPOT

Nothing about AfrikaBurn is designed to be easy or comfortable – it's meant to test our abilities and push our limits, relying on our communal effort to make, do and bring what it is that we are creating out in the desert. But we get that some things just can't

be done entirely by ourselves, and that in some instances it's unavoidable to use the supplies or services of an outside provider in the default world. We get that, and that's cool. But if you just want to outsource the hard yards of physical labour to someone else, well perhaps you have mistaken our event for something else. We are all invited to play at AfrikaBurn, and we are all expected to work ... and that starts with your home for the week.

To put it simply: essential set up services are OK to outsource, human effort (especially house-keeping) is not. This also means that we expect you to get involved, and not just be a spectator when your supplier arrives on site to deliver the services/goods you have arranged.

To have a supplier provide a service to you onsite, you need to ensure that you have followed and adhered to the following procedure: The onus is on you to ensure that your supplier complies with the supplier procedure AfrikaBurn has put in place.

1) Register your supplier – here. www.afrikaburn.com/the-event/suppliers

2) AfrikaBurn will get in touch with your supplier to ensure that they get the correct information in order to ensure a smooth entry into the event.

3) Take note of where the supplier depot is when you arrive on site. You will need to fetch your supplier from the depot and escort them to your campsite. Suppliers are not permitted to meet you at your campsite.

4) Practice Radical Self-reliance, and arrange a date and time in which to meet your supplier onsite at the Supplier Depot.

5) Ensure that your supplier has the correct credentials in order to access the event.

6) Arrange that at least 4 people from your camp are present to assist your supplier when they arrive at your campsite to deliver the service you have requested.

7) Ensure that at least 4 people remain onsite to assist your supplier to pack up the service they have provided you.

Remember: Suppliers and service providers have a tendency to bring default world thinking into Tankwa Town, and that kind of "service mentality" has no place in or around our beloved Binnekring.

GET WATERWISE!

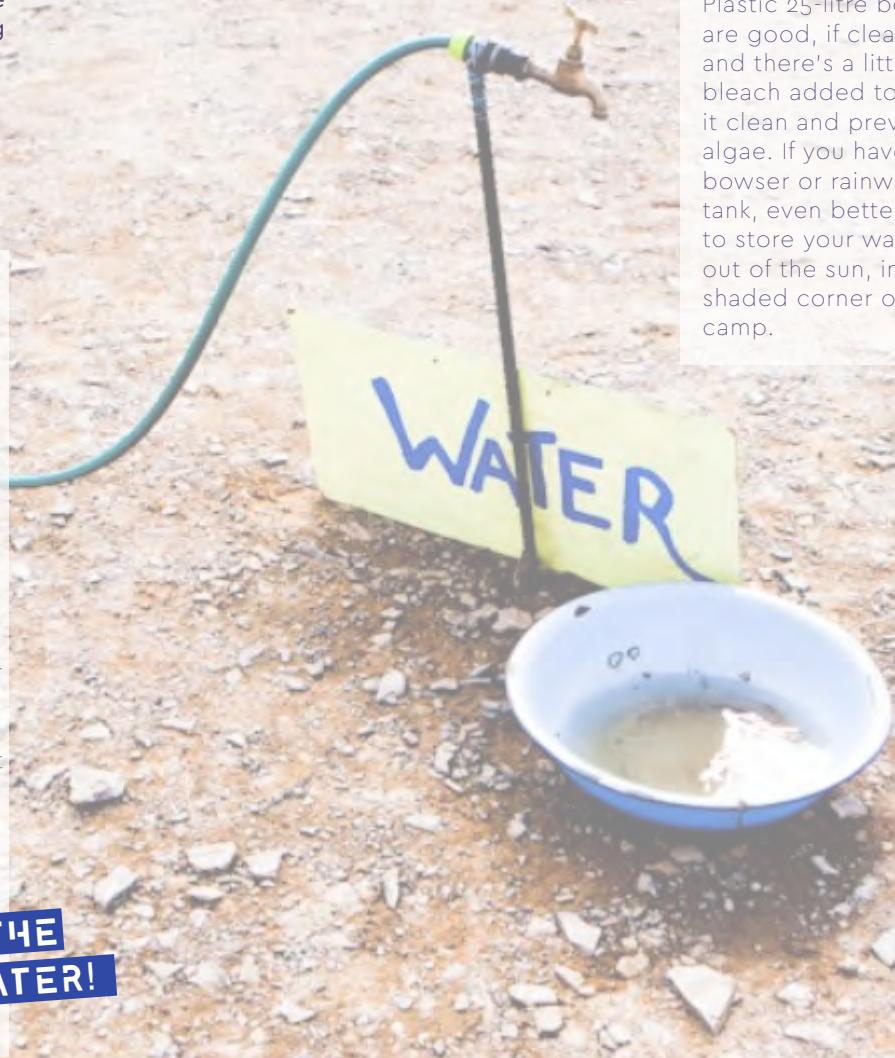
We've always suggested 5 litres per person per day in the desert. But, with the Northern Cape, Eastern Cape, Western Cape (and Cape Town specifically) faced with water shortages, this means you're going to have to plan well in advance to make sure you can get, store, transport and use the water you'll need. But how? Here are our suggestions to make life easier for you, while making the right choices in a crisis.

WHERE DO I GET WATER FROM?

If you're coming from other parts of the country that aren't affected by shortages, get your water there. If you're coming from an area that is faced with shortages, try to source water from springs or at a push, stock up on bottled water ethically sourced from places where water isn't an issue. If you cannot carry water at all, now would be a good time to start planning with your camp mates, so that your allocation of water is planned into your general camp / crew stock and carried for you.

If you can't get water before you hit the road at all, a warning: it's not a good idea to depart for the desert without your essential supplies. Investigate and contact reliable water suppliers en route, and stock up before you hit the R355 (dirt road). Should you find yourself on the dirt road without water, your only option would be to stop at either the Tankwa Padstal, or the Halfway House – both are located south of our event on the R355, but only have limited stocks and are not open at night. In other words:

DO NOT GO INTO THE DESERT WITHOUT WATER!



HOW SHOULD I STORE IT?

Plastic 25-litre bottles are good, if clean and there's a little bleach added to keep it clean and prevent algae. If you have a bowser or rainwater tank, even better. Try to store your water out of the sun, in a shaded corner of your camp.

WHAT SHOULD I DO WITH EXCESS WATER AT THE END OF THE EVENT?

If you're headed back to a water-scarce area, that's a no-brainer: take it back with you. If you're not, then share your spare water with those who could use it. In other words, gift that precious resource to those in need.

CAMPING

HOW DOES CAMPING IN TANKWA TOWN WORK?

RV'S AND CARAVANS:

You're welcome to bring a recreational vehicle or caravan – but be aware that there's no dumping station on site and you're not allowed to dump grey water or trash anywhere in Tankwa Town. There's also no potable water sold, so plan accordingly.

DELEGATE CAMP ROLES

If you're camping in a large group, it's a good idea to have a meeting before the event and delegate tasks. For example, nominate a Safety Officer to explain where camp fire extinguishers are and inform all camp members of where the Medics, Security and Sanctuary are and how to orientate yourself. Elect a Trash Officer to take care of separating waste and compacting cans. Choose someone who's the Costume & Make-up department. Think about who has the skills you're after – it'll lighten the load and make for a better, more enjoyable camp.

Camping in Open Camping zones happens on a first-come, first-settled basis. Please don't settle in a reserved spot – reserved camping areas are for registered Theme Camps and project crews, and are clearly marked out. If you arrive at night, wait until morning to find your friends or get your bearings. If you're part of a larger group and your camp mates have arrived earlier, get them to leave a message on the notice boards at Off-Centre Camp with their location, or at our event gate. Remember that the term "Quiet" at AfrikaBurn is a relative term. If you are keen on a good night's sleep while in Tankwa Town don't settle in the loud area (which is clearly shown on the map on page 21 & 22, and will also be shown on the event map in the WTF Guide, which is our event guide).

Once you've found your spot, put your keys away in a safe place – you're now a pedestrian or cyclist!

POWER? GO GREEN!

Come on, people, we're in the desert here – use the available power resources: go solar! Or get a wind turbine! Whatever you do, go green and get a 12V deep cycle battery for lighting in your camp – if you're smart, you'll get an inverter too. LED's are getting cheaper by the day & use very little power – use them instead of incandescent bulbs, even if you have a party space. And for fairy lights etc, choose solar: they last longer, and you'll have no dead batteries to get rid of.

01 No Mutant Vehicles are allowed off-road outside of Tankwa Town – rather head out on foot for the wide-open spaces

06 It's easy to get attached to the land that Tankwa Town springs up on every year. It's also lovely to visit there when the Burn is not on, but it's private land so, if you'd like to visit Stonehenge Farm outside of AfrikaBurn times, contact the owners first. They're very welcoming but need to know that you're coming. Phone 071 078 4400. If you find yourself in the vicinity, and haven't pre-ranged access, stop off at the Tankwa Tented Camp and check if it's OK to visit.

05 Loud music after the end of the event is not OK, so keep it chilled on the Monday/Tuesday after the event if you're still on site.

STONEHENGE RESERVE GUIDE

04 Vehicles left on site are a real headache. Sometimes shit happens and you have to leave your wheels behind because the whole shebang is broken. Remember this is somebody's home, and we're here temporarily. If you have to leave a vehicle behind because it really can't be moved, you must meet with the Stonhenge landowners to explain the situation. Make arrangements to retrieve it a priority – definitely before our DPW crew leave site (mid May).



The property our event takes place on is a private nature reserve. As we're all guests on this land, please treat it with respect. It's a sensitive biosphere: leave plants, stones and critters undisturbed. What makes it so special is the natural state so please don't make any new tracks, and Mutant Vehicle drivers: **DO NOT CREATE DONUTS IN THE DUST.**

TOILETS

They're famous, our toilets – and they've been upgraded! This year, our much-loved Loos With A View have been redesigned, and are now built from 98% recycled materials, whilst enabling us to leave even less of a trace on the landscape. But the same rules apply:

IF IT DIDN'T COME OUTTA YOUR BODY IT DOESN'T GO IN THE POTTY!

Toilets are placed along the outskirts of the town, and have lights and flags so you can find them by day or night. They're mostly within 100m of anywhere on the Binnekring, including our new urinals. Disabled toilets are also provided, and info on these can be found at Off-Centre Camp, or by mailing our team on info@afrikaburn.com before our event starts.

PLEASE NOTE:

✗ Don't wait till you are desperate to find a loo. Don't use artworks or the dark patch behind someone's tent as private places to ablute. Freerange toileting? Not OK.

✗ TAMPONS:
look for the red triangle flags, which have tampon bins.

PHONE SIGNAL

Around 12ish on high ground you can sometimes get a signal with an MTN phone. This works best for SMS. Beyond this, we don't offer a phone service unless for serious medical emergencies.

CAMPING EQUIPMENT AT TANKWA TOWN: THE GOSPEL OF REBAR

At AfrikaBurn the ground is hard, unlike anywhere you've ever camped before (unless you've camped on solid rock). Not quite rock, but pretty damn close. Bring along a hammer (at least ten-pound; the bigger the better) and heavy-duty pegs. The pegs that came with your 4-man tent? Forget those; you need something much stronger, and longer. Which is why you need rebar – it's difficult to get in, but worth the sweat once a wind or storm hits.

REBAR?

Rebar. It's the name given to the round, grooved, steel bar used to reinforce concrete. Get some and have it cut to size – but don't use anything less than 15mm width. Rebar is an excellent way to anchor your tents, especially Bedouin/ freeform tents. When you're whacking it in and once it's in the ground it's dangerous, so cap all exposed ends with empty tins, plastic bottles, tennis balls or old dolls heads – anything that prevents foot/ leg injuries.

Try to position your tent and any shade structures to present the smallest profile to the wind. The wind at Tankwa goes all over the place – keep an eye on the wind direction, but if forced to identify a prevailing wind, we would say that it is NW-SE. For smaller tents, weight the interior corners of your tent or attach them to your vehicle. For stretch tents bigger than 10m x 10m (i.e. 100sqm), lash down with ratchet straps crossed in an X.

TAKE LEAVE NO TRACE SERIOUSLY

Respect the Tankwa, respect DPW, respect your fellow burners, respect our culture and mission: leave it better than you found it.

Our LNT team produce a MOOP Map every year – and a green on the map should be your aim. Do your best to avoid an orange, yellow or red by leaving fokol trace. It's the right thing to do.

What is MOOP? It stands for
"Matter Out Of Place".

Everything brought to Tankwa Town is potential MOOP: cigarette stompies, glow sticks and glow stick connectors, ashes, wood debris, matchsticks, orange peels, cigarette stompies, wood, pistachio shells, boa feathers, rope fibres, sequins, false eyelashes – even abandoned bikes...oh, and did we mention the stompies and cable ties? MOOP also includes natural materials. They are not OK to leave in the desert – in the desert, things take ages to decompose. Hay, seashells, pretty rocks that you have brought from elsewhere, plant matter, fruit peels, vegetable peels, nut shells, feathers, coffee grounds, etc. are all things that must be removed and taken back to whence they came.

There is no rubbish collection at Tankwa Town. Everything you bring in, you must take back with you: Every. Single. Thing.

REDUCE YOUR TRASH

Before you head to the desert:

- ✓ Remove excess packaging from everything (and recycle it at home)
- ✓ Don't bring glass – buy cans or decent into plastic. (crush those cans and plastic)
- ✓ Don't pack your feather boa, glitter or styrofoam of any kind.
- ✓ Don't pack flying lanterns, flares or fireworks.
- ✓ Don't bring too much fresh produce – if you don't eat it, you'll have to cart rotting food home. Not lekker.



01 ALWAYS CARRY A BAG, AND USE IT!

This way when you have finished that drink, energy bar, chewing gum, or packet of crisps, you don't have to hold on to the wrapper or can until you find a solution. It's there already, hanging from your shoulders...

02 NEVER LET ANYTHING HIT THE GROUND!

03 SECURE EVERYTHING IN YOUR CAMP

You never know when a windstorm is going to happen, if everything in your camp is secure at all times, nothing will blow away. Have bins with lids. Many red scores on our MOOP map is from micro MOOP left in a camp. Duct tape old 5-litre water containers with a small hole cut out onto your tent poles for convenient Micro MOOP capture.

04 SMOKERS CARRY A PORTABLE ASHTRAY

Always have a small container for your stompies and spent matches. They make great gifts – bring extra and give them away.



05 RESPECT THE DESERT FLOOR

Do not sweep the desert floor. Not for your artwork, not for your camp (you can move big rocks, but no sweeping). Desert rocks and stones don't magic themselves back into place once you've left. Those scars stay forever.

06 NO DIGGING OF HOLES

Unless it's as part of an artwork's supporting structure. Any holes dug by art crews must always be filled in again.

07 IF YOU SEE MOOP, PICK IT UP

If you see MOOP on the ground in Tankwa Town, please pick it up and take it with you.

08 NO TRASH IN THE TOILETS

Please don't put anything other than human waste – and the one-ply toilet paper supplied – into the toilets.

09 GOT A GENERATOR?

Soundproof it, using nonflammable materials, and make sure you don't cover the exhaust or air intake. Alternately, go green by not bringing a generator (rather get solar panels, deep cycle batteries and an inverter to do the same job).

10 SECURE YOUR LOAD

When leaving, pack carefully and make sure your rubbish and other items do not come loose on the ride home and litter the highways. Hunt about for large feedbags or sugar bags to put your black bags in. They're tough enough to withstand high-speed winds as you head home on the R355. Once you have packed your load, secure it with bungee cords, ratchet straps or rope – whatever you use, make sure your load cannot come off under any circumstances. To check that it stays put, pull over every now and then and check, and re-secure it (because the R355 is famous for rattling things loose).

PLEASE DON'T:

Dump your rubbish, or your RV/campervan grey water, or blue water (i.e: chemically-treated toilet effluent) on the R355 on the way out. Don't dump anywhere – not on farm roads, not picnic spots – and definitely not anywhere in Tankwa Town. Take your trash home, and dispose of it responsibly.

Please join your neighbours on Sunday and Monday after the burn, or schedule two hours on your own during your stay to help clean up Tankwa Town. Restore your campsite and conduct a MOOP sweep to inspect your space. You'll be surprised how much stuff you've left lying around. Go to the Volunteer Booth at 8ish if you want to be steered to a particular cleanup project.

Want a Green on the MOOP Map? It is required to have your camp signed off by a member of the LNT crew (at the OCC) to get your camp OK'd and signed off before you leave.



This year, we're experimenting with a silent period during the week. This means there will be a mandatory sound switch off daily from Monday – Thursday of the event from 6 to 11am – and this includes generators.

THE GREAT SWITCHEROO

What is the Switcheroo?

This year, in the name of experimentation and urban planning, we're switching the use of Tankwa Town around. The Town layout will remain the same, but the use of the space is going to change. To sum it up: we're switching the sound zones around.

There are reasons for this:

- ✖ Since the beginnings of Tankwa Town, there has always been a high demand for quiet camping.
- ✖ We've been having curatorial headaches with quiet and reflective spaces wanting to be places far out – yet at the same time we need to put loud systems far out to get them away from camping.
- ✖ Placing large sound systems near to the largest camping areas isn't working, as this means lots of people don't want to camp in these areas.
- ✖ So the solution – the Switcheroo – is to put the Loud Zone in the area of our Town that has the least camping space available.
- ✖ It makes sense to place the loud camps and installations in the area that has less camping space available. ie: the 2-ish area.
- ✖ This also enables us to make the Binnekring come alive at night, instead of being a dark area.
- ✖ So, if you're a territorial Tankwa Towner and very attached to "your" spot at Tankwa Town, you're going to have to be brave and roll with it. You can always stay in "your favourite spot" (if it's available) – but it just may be in a different curatorial zone.

SOUND

Music's an important part of Tankwa Town for many people, so if you're bringing music, everyone'll love you.

Our site is relatively small (1.6km at the longest reach), so when we give advice about this, we invoke our favorite suffix at AfrikaBurn: the mighty "ish". In the city layout and design we have attempted to make provision for all tastes, but it's not possible to please all the people all the time.

Keep all this in mind when choosing your spot to camp. It's simple – want relative quiet when in your personal camp? Don't camp in the Loud Zone. Want to play loud music? You simply cannot settle in the Quiet Zone.

If you have a dancefloor, but nobody's dancing, turn it down, or off. Tomorrow's another day and the desert's not kind on those who don't sleep.

SOUND PLACEMENT

Sound has been our biggest hot potato item of feedback in the last 4 years. It requires that everybody at Tankwa Town remembers that nestled right next to Radical Self-Expression is the principle of Civic Responsibility and Communal Effort. Before you crank out your favourite tracks, take note of where your neighbours are and how – and on what and in what direction – your speakers are placed. Bass bins must be raised off the ground (on a platform such as a pallet), and all speakers must be aimed inward to your dance floor, away from camping areas and the Quiet Zones. This is for stationary sound systems.

If you use an amplified sound system at your camp or Mutant Vehicle, keep the volume at a reasonable level. Crazy sound levels that continue after requests and warnings will be disabled. Some artworks are intended to be quiet and reflective spaces – respect this and cut your sound when approaching art installations and performances.

TERMS OF REFERENCE:

Quiet Zone: at AfrikaBurn, this is a relative term. We have thousands of happy people celebrating life and creativity and they generate noise in all manner of weird and wonderful ways. In technical terms these are spaces that are not located next to large sound systems and you are likely to get more shut eye.

Loud Zone: These are the areas where we locate the camps that are gifting music of the amplified variety.

Buffer Zone: This is the midway between the Loud and Quiet Zones. We have one area in our town where we place camps whose gift is amplified music. That's at 2-ish (extended this year and facing North)."

Generators? Insulate them using non-flammable damping materials.

Note: Sound Rangers are stationed at Off-Centre Camp – if you need them, head over there and ask the Volunteer crew to call them in via radio. They will also visit dancefloors to check that sound is placed correctly – please work with our crew to ensure the best results for your neighbours, and yourself.



PERSONAL SAFETY

First: know who the Rangers are.

Rangers are a group of burners (just like you) who make their commitment to the principles of AfrikaBurn a little more formal – and their role on the ground is to make sure people stay safe, by warning them of potential dangers, and also to mediate if there are disputes.

Rangers work in shifts, and can be identified when on duty by their highly visible orange attire. Rangers are the easiest way to access help and info in Tankwa Town. Beyond this, Rangers have taken the time to attend training, most of it centred around mediation, to help smooth any disagreements that may arise.

To find out more chat to any Ranger, come to Ranger HQ at Off-Centre Camp, or go to the Ranger page on our website. www.afrikaburn.com/the-event/participation/rangering

PLAY IT SAFE

- ✖ **Write your ID number on the underside of your wristband**
- this way, in an emergency our team will be able to find out who you are. Also, consider filling out your voluntary medical information online before you leave.
- ✖ **Always carry water on you.**
Drink water regularly, especially if drinking alcohol. Best gauge of hydration? If your piss is clear, you're in the clear. To avoid a Urinary Tract Infection (UTI), piss often – this means girls too!
- ✖ Bring **sunscreen and a hat**, and use them both.
- ✖ Bring **dust goggles and a bandana** – dust storms are only fun if you're prepared.
- ✖ **Personal lighting: light your body** when going out at night. Make sure that you can see and that others can see you. Bring a torch/headlamp (or two) and lights for your camp.
- ✖ **If you bring a bike, put a light on it** (and wrap lights or EL wire on the frame)

✖ There are **snakes, spiders and scorpions** in Tankwa – check your shoes before pulling them on, and check your bedding and tent before packing up.

✖ **All camps should have an all-purpose (Dry Chemical Powder) serviced fire extinguisher** and a comprehensive first aid kit. Nominate a Safety Officer to manage the safety aspects of your camp, and make sure all campmates are informed of where the first aid kit and fire extinguishers are placed.

SANCTUARY

Feeling overwhelmed? Not handling your situation well? Having a rough time of it mentally? Head to Sanctuary at Off-Centre Camp for a quiet, calm space where you can speak to someone or simply take a breather. Please be aware that Sanctuary is not a place for drunk folk to sleep it off.

HEALTH ALERTS & ADVICE

When in doubt you can ask advice directly from Sanctuary or Rangers – we keep our ears very low to the ground, so that any important health issues can be identified early. We also help people identify personal potential risks and how to avoid them.

SUPPORT

If you or your loved ones think you may have an alcohol or substance use problem there are a range of supports and solutions available. If you've had a difficult experience in the past, please pop by to chat to us at Sanctuary - we can help you make sense of it, and can help prevent it in the future.

SOBER BURNING

If you are a sober burner, we have sober support networks that are amazing and are just waiting to meet you! If you'd like to join the Soberland Camp, or attend recovery meetings, email bumblebee@afrikaburn.com

TANKWA TOWN 2018

[...WORKING TITLE...]



- O.C.C.** OFF-CENTER CAMP
- Volunteer Station
 - Kids Registration
 - Medics & Clinic
 - Sanctuary
 - Artefactory
 - Lost & Found
 - Radio Free Tankwa
- D.M.V.** DPT. MUTANT VEHICLES
- MV registration
 - Licensing

- AIR SPACE**
- Airport terminal & gate
 - Flight information
 - Arrivals & Departures
 - Welcome bell

- D.P.W.** DPT. PUBLIC WORKS
- No public access



CONSENT

CONSENT GUIDE TO AVOIDING WTF? MOMENTS

A gift is only a gift if the receiver says "Yes" – preferably, "Hell, yes!" In order for a gift or other advances to be good for all concerned, the receiver must be able to say "Yes, I want to receive it" or "No thanks, I don't want it."

If someone is UNABLE to say "Yes" then don't gift them the experience.

Just like if someone is unable to say yes to a cup of tea - then don't make the tea, don't pour the tea down their throat, and don't get grumpy because they didn't say yes. If they say yes, and then change their mind, don't pour the tea down their throat, and don't insist that they already said yes, and have to drink it.

UNABLE to consent means:
- too young,
- too intoxicated,
- too asleep or unconscious,
- too scared or intimidated,
- too ill.

RESPONSIBLE GIFTING

Part of a theme camp giving away drinks or food? If your gift contains alcohol, know this: the responsibility for those who you gift to lies with you. If anyone looks under age, ask for identification. Every person entering the event will be issued with a wristband, and those under 18 will have a specific colour.

AfrikaBurn is a decommodified zone, where branding is not welcome. **Advertising?**

Hell no. It doesn't belong in Tankwa Town, which is in no way (or will ever be) a place to launch your career, business, website or product. Got a van from work with logos? Cover it up. Got a rental truck or RV? Cover or alter the logos. Branding, in a place where nothing is for sale, or to buy?

DECOMMODIFICATION

Hayibo: it doesn't belong.

Nor does touting for business before, during, as a result of, or after, the event. Promotional samples? Free giveaways? Marketing activations? Nope: those things happen outside the limits of our city, back there in the default world.



MEDICAL INFO

DOCTOR SAYS..

- ✖ Be responsible for yourself and your medical conditions. Please think about what you need to bring and read the info here to understand what AfrikaBurn's medics provide and under what circumstances you can access these resources.
- ✖ There will be medics onsite, but they're there for emergency situations only, and may turn patients away if the situation is not an emergency...
- ✖ Remember to bring adequate supplies of any prescription medications; the medics are not a pharmacy and can't legally dispense these.
- ✖ In case of severe emergency the medics can evacuate patients by road or air.
- ✖ Bring a first aid kit. Make sure it is stocked up with extra plaster and bandages as well as eye drops (for the dust) and citrus soda. (UTI's).
- ✖ Note: AfrikaBurn will not cover costs associated with medical evacuation.

IN THE EVENT OF A MEDICAL EMERGENCY:

- ✖ Stay with the person needing assistance.
- ✖ Request someone else (anyone else) to go call the medics. Make sure you give instructions to that person of your exact location. E.g: "tell them that we are about 10m behind Burning Mail Camp on qish."
- ✖ Do not move the person.
- ✖ Make sure they are comfortable (put a jersey under their head, etc.) and wait for medics to arrive.

✖ Don't panic

The following (and similar) injuries will be stabilised and referred to the nearest hospital, with the patient to provide their own transport. We recommend having a designated driver in your camp/group of friends in case of emergency:

- Minor bone fractures
- Stabilised soft tissue injuries
- Broken teeth
- All non-life threatening and stabilised minor events
- Urinary Tract Infections (UTI) – remember to piss regularly

Major injuries such as those listed below will be transported by ambulance or by air (as appropriate) to the nearest major medical facilities at the discretion of the lead medical officer:

- Resuscitated patients
- Major bone fractures including longbone, cervical and skeletal
- Asthmatic major
- Severe concussion
- Major laceration, burns and soft tissue injuries
- All unstable life-threatening emergencies may need evacuation by air

MEDIC! OMG, WHERE ARE THE MEDICS?

They're at Off-Centre Camp, located between 8ish and 9ish on the Binnekrieng

LOOK FOR THE BIG RED CROSS AND MEDIC SIGN

The following are indicative of what will be treated on site:

Diarrhoea
Antiemetic medicine for nausea and vomiting
Headaches
Hypoglycemia
Dehydration
Hyperthermia
Hypothermia
Anaphylactic reactions
Stings and bites
Minor asthmatic emergencies
Minor soft tissue injuries
Sunburn and other minor burn wounds
Stabilisation of any fracture

FIRE

OTHER THAN THE SCHEDULED BURNS OF ARTWORKS, THE FOCUS OF FIRE CONTROL IN TANKWA TOWN IS AVOIDANCE, AWARENESS AND ACTIVE PREVENTION.

If something catches on fire, we will get people out of harm's way and then probably just let it burn out – our Rangers and Fire Safety crews protect people, not property. Be prepared and know what to do. Bring adequate fire extinguishers and know how to use them: practice Pull, Aim, Squeeze and Sweep (P.A.S.S.).

* In the case of tent or structure fires, do not attempt to enter the tent/structure to remove possessions.

* When planning your camp, leave at least three metres between flammable items. By way of example, have your tent three metres from your generator, which should be five metres from your fuel. This applies to cars and campervans as well. All camps storing fuel / or have an open fire, must have a fire extinguisher on hand and visible.

* You can't make fires directly on the ground – braais and braziers must be used.

- * Fires can't be left unattended (the Rangers will put them out).
- * You may not burn unapproved artworks. If you would like to burn something that you've created, let the Art crew know, by contacting them via the Arteria, at Off-Centre Camp.
- * When burning structures, keep a safety perimeter equal to three times the height of your sculpture (or more if the wind is strong). Mark out the perimeter with lights, nailed-down tape or other safe markers.

IF YOU HAVE A FIRE

- It should be in a raised platform and downwind, at least 10m from any tent
- Clear wood, leaves, etc, to form a circle of earth around the fire
- Build a stack that will collapse inwards whilst burning. Ideally your wood stack must not be higher than the sides of your fireplace
- Do not leave fires unattended
- Make sure that fires are fully extinguished
- Have 25 litres of water (and/or a fire extinguisher) nearby to extinguish a fire

OPEN FIRES

Please note: You are not permitted to make an open fire on the ground at AfrikaBurn. (yep, we know we've said it 3 times: it's that important).

CAMP SAFETY

Don't store too much gas and store any gas at least 10m away from your main camp activity in shade – NOT IN DIRECT SUNLIGHT. Petrol at camp must be kept to a minimum and signage should indicate fuel on site. Please comply with fire safety when making a camp fire. Have at least 2 fire extinguishers available in a 50sqm area, and when cooking with oil, have a fire blanket close by.

For large gas and fuel storage (for camps or Mutant Vehicles or Artworks), please contact the Fire Safety Officer (at OCC) to request storage at our fuel dump.

FIRE LANTERNS, FLARES AND FIREWORKS? NO.

They're pretty death machines. Mobile arson. They are a very serious fire hazard, and create problems with neighbouring farms and the Tankwa Karoo National Park. Flying lanterns also become snares for animals so please don't bring them, as you'll only be asked to put them out. Basically, if it burns or can cause a fire don't set it alight or shoot it into the airspace of Tankwa Town, ever.

FIRE SAFETY

Our Tankwa Town Fire Safety team works for a safer burn community. The information below will help you be aware of the potential hazards whilst camping outdoors.

CARAVANS (OR RV'S/CAMPERVANS) AND BOTTLED GAS

- Always change cylinders in open air, away from any source of ignition.
- Check connections are tight. The best way to do this is with a little water with washing-up liquid and soft brush. Brush all connections with liquid: no bubbles = no gas leak.
- Turn off at main valve when not in use.
- Keep cylinders outside your caravan.
- Before going to bed or leaving the caravan, turn off all appliances. Turn off cylinders unless appliances (such as a fridge) are designed to run continuously.
- Never use a cooker or a heater whilst caravan is moving.

IF YOU SUSPECT A LEAK:

- Turn off all appliances.
- Open all doors and windows.
- Do not smoke.
- Do not operate electrical switches.

TENTS

Allow safe spacing between tents, caravans and cars.

Never use candles or any other open flame in or near a tent. Torches are much safer.

Flammable liquids and Liquefied Petroleum Gas cylinders should be kept outside the tent. If you have excess fuel, store it at the Fuel Dump (ask at the OCC.)

Oil burning appliances are not recommended.

Cooking appliances should not be used in small tents.

Keep cooking appliance away from walls and the roof where it can be easily knocked over.

OTHER HAZARDS

Take care when cooking
- never leave any cooking or open flame unattended.

Keep matches out of the reach of children.

If you smoke, use metal ashtrays.

Never smoke in bed.

Children should not be left alone in a caravan.

Keep your caravan ventilated. Don't block up air vents – it could be fatal.

GUIDELINES FOR OPEN FIRES, BURN BARRELS, BAMBOO TORCHES ETC WITHIN THEME CAMPS:

- ✖ Open fires (ie: on the ground) aren't permitted – use a brazier, braai, etc.
- ✖ Burn barrels or braais can't be left unattended – **if found unattended, they will be put out.**
- ✖ At least one camp member should be designated Safety Officer and tasked with fire safety (including locating fire extinguishers where they're visible and easily accessed).
- ✖ If winds pick up, all open fires must be put out immediately and burn barrels must be extinguished if they begin to throw sparks.
- ✖ Open fire or burn barrels must be extinguished at the request of any Ranger or Emergency Services personnel, or they'll do it.
- ✖ A 7m zone around any fire must be free of any flammable materials, such as, but not limited to: cloth, paper, tents, plastic, etc.
- ✖ All liquid fuels must be kept at least 15m away from any open flame.
- ✖ A supply of at least 25 litres of water (and/or a fire extinguisher must be kept on hand to extinguish the fire in case of high winds or other hazards.
- ✖ Burn barrels must be secured and constructed in a way that the burning surface is at least 15 cm from the ground to prevent baking of the surface.

IF A FIRE BREAKS OUT

Contact the Ranger, Security, Medics or Fire Branch and give the exact location. If possible give a street reference – "corner of 9ish and A Street", etc.

If this is not possible, provide a landmark such as a theme camp or artpiece.

After following above points – remove any objects (i.e. tents, wood, vehicles, your mother-in-law, etc.) from the vicinity of the fire – if safe to do so.

FUEL STORAGE:

If you have a large volume of fuel or gas, please head to Off-Centre Camp and enquire about storing it in the fuel dump.

NOTE: Please remember that petrol is a dangerous fuel to use to start fires. Explosive vapours can instantly build up as it is applied, and as the fire is lit it can flash and burn you.



PREPARE YOUR KIDS

Let your kids know in advance about the kind of things that they will or might see and hear. Nudity, iconoclastic art, sexuality, rude language, cultural commentary, and weird behaviour are all a part of the AfrikaBurn experience. Steer them away from whatever you feel uncomfortable with, but be matter-of-fact about the stuff they are curious about.

RANGER SAYS: small children are a wonder at the burn but your average teen can be a horror and even more horrific in an anarchic enclave with music, booze, and countless temptations. AfrikaBurn is not the place to bring your distant teen in the hope it will bring you closer.

Consider your child's normal frame of reference: have they camped before? Talk to them about common-sense safety – advise them to be cautious about getting too close to aggressive art, destructive robots, and moving vehicles, playing in ash heaps or burn scars. A little bit of care goes a long way in a chaotic environment.

All parents should attend to their children and are responsible for their safety and well-being at all times. You and your kids should know who is responsible for them at all times. Rather over-communicate with your kids than leave them without important info. Parents not behaving responsibly with regard to their children may be asked to leave the event.

PARENTING

IT'S A WONDERFUL THING TO HAVE KIDS AT AFRIKABURN, BUT YOU HAVE TO PREPARE THEM AND BE PREPARED YOURSELF.

01 ORIENTATE YOUR KIDS

When you get to Tankwa Town – walk around with them and identify landmarks that will help them navigate and be safe.

02 GET TO KNOW YOUR NEIGHBOURS

The community is one of the great strengths of AfrikaBurn. Neighbours help to look out for kids, bikes and everything else at your camp, while you do the same for them.

03 ORGANISE EARLY MORNING ACTIVITIES

Children may be up well before you and wandering about.

04 PROTECT THEM FROM THE ELEMENTS

Get your children to wear sturdy footwear and hats, use sunscreen and carry water with them wherever they are.

05 MARK YOUR KID'S BIKE

Take some duct tape and a permanent marker and mark your kid's bike with their name, your name and your camp address.

TOP TIPS FOR PARENTING

06 DON'T LEAVE YOUR CHILDREN AT THEME CAMPS

You might be keen to have a wander and enjoy yourself but leaving children in the care of Theme Camps without their agreement is irresponsible and unfair to the Theme Camps and your children.

07 OLDER KIDS

Older kids are going to want to stretch their limits and cruise around on their own – make some guidelines that you both feel comfortable with, including how far to go and how often to check back in.

PLEASE NOTE

Theme Camps cannot gift alcohol to those under 18 and camps gifting alcohol can ask for identification if in doubt.

For more info on parenting at the burn, there's great advice on our blog.

www.afrikaburn.com/binnekriengblog/bringing-children-to-the-burn-part1

PHOTOGRAPHY

Tankwa Town is one of the most photogenic places on the planet.

But please remember you're here to participate, so don't forget to engage. Don't look at the whole event through the lens; you're part of the show – embrace immediacy, and keep in mind that we want to protect people's right to express themselves.

Media at our event provide an opportunity to inform and affect the world by illustrating and documenting what we do as a community. Reporting and documenting is a form of expression we welcome, and those filming at the event have undertaken to not interfere with your experience.

If anyone with a camera invades your privacy, please ask them for their name and check in at the Media Centre at Off-Centre Camp to let our Media crew know.

Pink NO PHOTO NO VIDEO wristbands are available free at the Ice station. If you see anyone wearing these, you cannot capture them on camera. At all.



MEDIA, CAMERA AND DOCUMENTARY INFO

One of the abiding principles of AfrikaBurn is that participants do not interfere with the immediate experience of other participants. As a member of the media, you're expected to be respectful and comport yourself accordingly. If you do, your coverage will be far more authentic and meaningful.

If any participant asks you to stop filming, you must stop immediately. If you continue to photograph or film, you may face the possibility of being escorted from the event

You must ask permission before photographing or filming any individual participant who might be recognisable. Crowd shots are exempt, except when the artist, performer, and majority of participants request no cameras or filming.

Members of the media have the responsibility to check in on arrival at the Media Centre at Off-Centre Camp to register or pick up their accreditation. The Media Centre opens at 10am and closes at 2pm each day, Monday – Saturday of our event week.

If you're considering any commercial use of still photos, video or audio recorded at the event, you must provide a copy of your work to the event organisers for archive within 90 days of the event. If your work requires post-production, you must provide a copy as soon as it is completed. Stock agencies are not permitted to film or record the event.

EVENT ORGANISER'S RIGHTS AND RESPONSIBILITIES

AfrikaBurn has the responsibility to create an environment for participants that doesn't tolerate rude or irresponsible use of photographic or video recording equipment. Anyone who doesn't respect the rights and wishes of others with respect to photographs, video, or recordings of any kind may be asked to leave.

AfrikaBurn reserves the right to disallow the use of related imagery and recordings of any kind for commercial or unapproved editorial use, particularly if such use(s) undermine personal expression and the privacy of participants or the integrity of the event.

PHOTOGRAPHERS/VIDEOGRAPHERS/AUDIOGRAPHERS

You've got the right to express yourself and create art as a photographer, videographer and/or audio artist.

You have the responsibility to be respectful to people you wish to record and seek permission from them before recording their likeness or voice.

Images, footage or sound recorded for personal use are not restricted – but any published material can only be used by registered parties. To register for accreditation, go here: www.afrikaburn.com/the-event/press-media or go to the Media Centre on site.

Anyone shooting stills or film irresponsibly may be requested to switch their equipment off, or, if the matter is of a serious nature, asked to leave the event.

USE OF IMAGES TAKEN AT AFRIKABURN (OTHER THAN PERSONAL USE) IS PROHIBITED WITHOUT THE PRIOR WRITTEN CONSENT OF AFRIKABURN.

To apply for accreditation, please see the Photo & Media page of our site: www.afrikaburn.com/the-event/press-media

ARTISTS' RIGHTS & RESPONSIBILITIES

You have the right to protect the image of your artwork or performance.

You have the right to ask someone to stop taking images of your art or performance if you don't approve.

You have the right to be credited for authorship of your artwork in any published use of your work, and negotiate the terms.

You have the right to enforce copyright and trademark ownership of your unique artwork. To have the greatest legal protection, artists should apply for a copyright.

In the case of using images of artworks for editorial use, we encourage the media to credit specific artists.

You have ultimate responsibility for your image and should ask photographers how your image will be used. If you encounter a problem, report it to a Ranger or at the Media Centre.

You have the right to ask someone to stop taking a picture of you, recording your image or recording your voice in any way.

However keep in mind the nature of radical self-expression – capturing expression is a form of self-expression.

You have the right to know what someone plans to do with your image.

BIKING

BICYCLES ARE A NECESSITY IN TANKWA TOWN; they make everything more accessible. Bear in mind that bicycles are not public property. Be sure your bike is in good working order before the event, and bring tools, like a wire brush, chain lube, and extra tyre tubes.

MOST IMPORTANT BIKE TIP? LOCK IT OR LOSE IT! (EVEN WHEN IN CAMP)

Bikes go missing and turn up after everyone has left, and some disappear and never come back - so lock your bike. Don't lock your bike to guy wires or artwork - this may hamper performances and scheduled burns. No bikes are considered stolen unless the lock was bust, and no bike is considered lost until the event is over.

DECORATE YOUR BIKE

It's much less likely your bike will be borrowed without permission if it looks unique. Light your bike for nighttime riding - use LED's, EL wire, solar-powered fairy lights or whatever you can come up with - get creative!

MARK YOUR BIKE

With your name, phone number or email address, and camp location.

BRING SPARES

The ground in Tankwa Town is not kind on bikes: bring extra tubes, tyres and a puncture repair kit (they're a great gift to those who need them). You may need them - and if you don't, you can help those who do.

LEAVE NO TRACE

Don't ditch your bike at AfrikaBurn: dealing with abandoned bikes stretches our already over-taxed resources. And did we mention that if you don't lock it up, you could lose it? It's true. When the going gets crazy, bikes go walkies. Lock it up - especially if you've borrowed your friend's R25 000 extra-special -chrome-plated-limited-edition Himalayan expedition bike, or you could well end up crying into your beer.

LOCK YOUR BIKE

HOW NOT TO LOSE YOUR BIKE

To improve your chances of being reunited with a lost bike:

Lable it with your name, camp address & email.

Take a picture of it on your phone / camera.

Log the make & model info somewhere safe.

Lose a bike during the event? Mail a description of the lost bike to lostandfound@afrikaburn.com

Do it as soon as you get home, because there's just a short window to identify your bike before DPW pack up and head home.

LOST BIKE PROCESS:

- 01 Any bikes left on site will be documented & photographed
- 02 Lost bike owners will have 2 weeks to identify their bikes with details (mail lostandfound@afrikaburn.com)
- 03 There is no Step 3, proceed to Step 4...
- 04 Positively identified bikes will be brought back from the Tankwa and owners informed via mail
- 05 Unclaimed bikes will then be donated to underprivileged communities in the Tankwa.

MUTANT VEHICLES

* Unless your Mutant is registered before you arrive, your Mutant won't be permitted to ride.

Make sure you've registered it with DMV (and they've given you your licence to arrive).

* No quads and no motorbikes are permitted at all - unless they've been licensed by DMV (and the only way they can be licensed is if they've been completely mutated so they no longer look like a normal vehicle).

* Any and all vehicles seeking DMV licensing must have all driver(s) reviewed and signed off on an on-site safety and indemnity form. Every driver of the Mutant Vehicle needs to sign indemnity and must accompany the vehicle for final registration and licensing.

* The indemnity form must be completed and signed and on your person from the minute you step through the gate.

* If you don't adhere to the rules, you understand and accept that the vehicle may be immediately immobilised, that the vehicle's DMV licence (and/or the driver's right to drive the vehicle on site) may be revoked for a period of between 48 hours and/or the duration of the event (the duration of which is to be determined by DMV leadership, on behalf of AfrikaBurn), and that the driver may be ejected from the event.

VERY IMPORTANT

Mutant vehicles carrying flame effects or any other lethal weapons must contact DMV before the event and have a live test on site. Email dmv@afrikaburn.com for more info.

DMV COMMANDMENTS

01 THOU SHALT

Make every effort to decorate/create/conjure your golf cart, truck, limo, etc.

02 THOU SHALT NOT

Steal, commandeer or 'borrow' any official form of transportation. Theft or destruction of any vehicle will not be tolerated – we reserve the right to eject anyone caught acting in this way.

03 THOU SHALT NOT

Try to get on, impede, or stop a moving art car, mutant vehicle, plane, balloon, helicopter or any other flying or driving device.

04 THOU SHALT

Dance around, wave your arms, and ask politely to get onto a passing mutant vehicle:

Once the Mutant Vehicle has come to a complete stop, (if needed) ask for assistance or hop on the vehicle in a safe, appropriate manner (remember: be sure to thank the driver.)

If the mutant vehicle does not stop for whatever reason, do not attempt to run down, jump on, hog-tie, and/or bitch at the vehicle or driver.

05 THERE IS NO RULE FIVE

Proceed to Rule 6, do not collect R200. Stay outta jail. Pour yourself a beer. Take a deep breath. Be nice to small animals and remember to call your mother from time to time. And for crying out loud, stop worrying about your weight. You're beautiful just the way you are. Right. Where were we? Oh yes... keep reading, you're nearly done!

06 THOU SHALT NOT

Attempt to get on nor attempt to get off a moving mutant vehicle (in case you never got that the first time).

07 THOU SHALT NOT

Operate any mutant vehicle and/or its artistic additions without permission of its owner(s) /operator(s) including the firing of cannons, potato cannons, sawdust cannons, use of attractive body parts of vehicle occupants, sounds and light systems, etc...)

08 THOU SHALT NOT

Hijack, hoodwink, harass, or harangue the driver whilst they are in command and control of the mutant vehicle.

09 THOU SHALT

Have a good time (like you need telling).

10 THOU SHALT

Help look out for the safety of your fellow freaks, aliens, and even passersby at all times - even if they're ex-girlfriends who have recently slept with your father.

11 THOU SHALT

Report any safety issues, violations, and/or problems to Rangers and DMV immediately.

12 THOU SHALT

Have a registered mutant vehicle driver, who will be required to wear a laminate provided by your sexy DMV member on registration.

13 ALL MUTANT VEHICLES

Should have an all-purpose (Dry Chemical Powder) fire extinguisher and a comprehensive first aid kit.

14 ALL MUTANT VEHICLES TOWING TRAILERS MUST HAVE CONDUCTORS AND WALKERS

If your MV is found without, it will be stopped until you have the crew to fulfill this requirement.

15 PLEASE DO NOT LEAVE YOUR VEHICLE BEHIND

If it's broken down, please head to Off-Centre Camp and enquire about how you can contact the landowners.

RULES OF THE ROAD

There have been deaths on the R355, and many head-on collisions. Please drive cautiously. If you drive badly, it will end badly.

01 No overtaking when you can't see ahead. EVER.

02 Plan ahead to leave at a good time (Sunday morning 8am – 10am is not a good time.)

03 Look for alternative scenic routes home (Calvinia, Koue Bokkeveld, etc).

04 Getting home WILL take you all day. Slow down and enjoy the ride. Make use of the Rest Area stops to pull over and take a rest.

**FOCUS ON THE JOURNEY, NOT THE DESTINATION.
JOY IS FOUND NOT IN FINISHING AN ACTIVITY
BUT IN DOING IT.**

- GREG ANDERSON -

08 Support both roadside stores located on the R355 Tanwka Padstal, and Halfway House. Stop off, relax and let some of the traffic pass you by.

09 If you need to stop to change a tyre or whatever, make sure you're 100% off the road.

10 Be lekker. Treat people how you would like them to treat you. We're all in this thing together and all want to get there & back in one piece.

Thanks to Braai Bliksem for these tips! Read all about his horrific accident on this blogpost

www.afrikaburn.com/binnekriengblog/dont-drive-like-a-dick

RULE ONE: SLOW DOWN

Please bear in mind the R355 is a deceptive dirt road that has claimed lives. Please drive calmly, even if you have a 4x4, and especially if you don't. The last stretch of road is on a narrow farm road – please be patient when arriving as there may be a queue.

HOW TO SURVIVE THE R355:

Normal road safety rules apply, even to RV's and 4x4's.

Just because you drive a 5-litre 4x4 doesn't mean your ass won't roll and your tyres won't get shredded.

We strongly recommend traveling in convoy.

Drive up during daylight hours – it's much safer!

Don't overload your vehicle.

Don't speed – 70km/h is good, but if your vehicle is heavy, reduce speed to 50 or less, depending. Enjoy the view.

Drive at dawn – in the heat of midday tyres heat up, which means your sidewalls / tyres puncture easier and the shale rock on the road fractures easier, and sharper. Cooler tyres + cooler roads = less punctures or blowouts.

The R355 is one helluva lot of dirt road. It has some bad patches where sharp stones puncture sidewalls (yes, even the sidewalls of your Road-muncher Desert Eagles), so drive carefully and slowly. It's tempting to feel like you're almost there when you hit the dirt – you aren't. It takes about an hour and a half to cover the dirt section, which is the most treacherous part. We're not kidding – observe the many stripped tyres alongside the road.

Cellphone coverage is patchy along the dirt road. The last reliable signal is just before you pass through Karoopoort from the south, and at Bloukrans Pass from the north.

If you stop on the dirt road, pull off to the side - and do not, under any circumstances, stop on a blind rise.

SAVING YOUR TYRES

It's legend and fact: the R355 eats tyres for breakfast, lunch and supper. Here are some blowout avoidance tips:

Check your tyres before you leave, make sure they are in good nick.

Keep your tyres on the hard side, so that the sidewalls of your tyres have less exposure to sharp stones

We know it's a big ask, but try not to overload your vehicle.

DO NOT cross over the stony 'middle-mannetjie'.

We recommend that you take two spares with you as well as a tyre repair kit. Take a tip from the local farmers – carry snotplugs and a compressor (or tyre pump / Tyre Weld).

Keep your spare tyres accessible when packing.

Our crew don't patrol the road, and are not able to provide assistance outside of the event.

There is a tyre repair station at Tankwa Tented Camp (just before you get to the event gate). Here you can have your tyre/s repaired before you head into (or out of) the event.

Respect donkey carts and animals – donkeys do not move out of the way!

When passing, slow down to reduce rocks and dust.

EXTREMELY IMPORTANT: DO NOT OVER- TAKE WHEN THE ROAD AHEAD IS OBSCURED BY DUST.

We've had numerous cases of head-on collisions due to this kind of dangerous driving. Please understand – this is lethal, fatal, dangerous behaviour. DON'T DO IT.

FROM CAPE TOWN

Aweh! Rad you could make it bru!

Take the N1 North, passing Paarl, Worcester and De Doorns. 10km before you reach Touwsrivier, 160km from Cape Town, take the LEFT onto the R46, towards Ceres. If you need to fill up on fuel, do so – Worcester or Touwsrivier are your last chances.

This road continues for approximately 40kms and ends in a T-junction. At the T-junction turn RIGHT onto the tyre-munching R355 towards Calvinia and Sutherland. Approximately 100m on, you'll hit the dirt. SLOW DOWN.

You brought a spare wheel, right? Good. Oh, you brought two? Smart move.

This stretch of road – which is 113km long – is dangerous. Like psycho-pitbull-with-a-hangover dangerous. DO NOT DRIVE AT HIGH SPEED. It's a long road – take in the view, read the signs.

Round about now, you lose cellphone signal. Switch it off and forget about it. Goodbye telecommunication, hello real communication!

Stay on the R355 towards Calvinia (Don't turn right to Sutherland, unless you like large radio telescopes). and a small white bridge crossing the Tankwa River bed. At this point, you're about 2kms from the turn off to the venue. You'll also see a tall tower on your left hand side.

DIRECT WONS
GPS:
SOUTH 32.326841
EAST 19.748139

Stay on the R355, it's not long now. See that T-junction up ahead with the signs on your right? That's it – turn right into Stonehenge Farm

It's a rough road, so take it easy – you're nearly there. As you go through the gate there are some small cottages on your right at a settlement called Lekkerlag.

You'll come to Checkpoint Charming first, here they will check (charmingly) that everyone has tickets

Next you'll come to the Gate to Tankwa Town. Here you will be checked in, and your tickets scanned.

Move along to the Greeting Station. Take a deep breath. Step through the portal.

If you're a Virgin, ring the bell!

FROM JOHANNESBURG

From Jozi? Huzzit, chana!

Take the N1 South to Bloemfontein/Cape Town.

Stay on the N1 through Colesburg, Hanover and Richmond.

From Richmond travel 64 kms on the N1 and turn right onto the R63 to Victoria West.

Drive through Calvinia and about 2 km outside of town you'll see a sign 'Ceres R355'. Turn left here onto the gravel road to Ceres.

Do NOT drive faster than 70km per hour under any circumstances, or in any vehicle, at any time along this gravel road!

Take note: This is the last time you will have phone signal until you get back to this spot – this includes at the event. Calvinia is the last place where you can get supplies (water, gas, petrol, etc), so if you need them, get them. There are no shops after Calvinia.

Travel carefully along the R355 for approximately 100kms.

Do not turn off to the Tankwa Karoo National Park.

Watch up ahead for a T-junction – here you'll see the AfrikaBurn event sign and a Stonehenge/Lekkerlag farm sign. Turn left here boet! You're almost there.

Drive about 5 km SLOWLY along this farm road. Holy crap, you're close now!

You'll come up to Checkpoint Charming

Further along you'll come to the Ticketing Centre.

Move along to the Greeting Station. Take a deep breath.

Virgin? Welcome!

VIA BLOEMFONTEIN

Van Bloem af, chomma?
Mooi so!

Take the N8 to Kimberley
and then continue along
the N12 to Victoria West

Turn right into the R63 at
Victoria West (T junction),
thereafter follow the
directions listed for
Johannesburg from
Victoria West onward.

FROM DURBAN

From Durbs? Hundreds bru!

Take the N3 out of town, and
head to Harrismith.

At Harrismith, take the N5 via
Bethlehem to Winberg, where
you join the N1 and follow this
to Bloemfontein.

Thereafter follow the
directions listed for
Bloemfontein

PLANES, DRONES AND OTHER AIRCRAFT

FLYING IN

Flying in? Lucky you!

PLEASE NOTE

You may not fly into AfrikaBurn – or fly any form of aircraft at the event – without first making contact and receiving an allocation number. There are some important and very specific instructions for using this particular airstrip and airspace.

Email airstrip@afrikaburn.com and an info package will be sent your way, or visit our Airspace page

www.afrikaburn.com/the-event/getting-there/going-by-air

Please also note: if flying in, you still need a ticket to AfrikaBurn. Don't get in the plane without one. Pilots are responsible for the return of their non ticketed PAX's.

USING THE AFRIKABURN AIRPORT

The airport is a place aircraft land and take off, taxi and park. Entry into the operations area is restricted and only allowed if you are a pilot or a passenger. Passengers will be given clear instructions as to where they can go by their pilots.

A rotating prop which happens to meet up with you can make a large and deep impression, one you're not likely to enjoy. Parents, please make your kids aware that planes are not toys and it is extremely dangerous if they are touched, interfered with or in any way approached. If you're not an official, pilot, passenger or operator, the airstrip is strictly out of bounds and should not be approached by anyone.

Visitors movement, collection or leaving of passengers is strictly restricted to the terminal area..

FLYING THERE?

We have lots of people who are looking for aircraft rides to the burn – if you would like to be connected with flight operators on an independent platform, please email airspace@afrikaburn.com. Commercial flights to the burn are not allowed. AfrikaBurn's policy is that it's fine for burners to solicit services, but a service provider may not solicit burners – this includes commercial flights.

FUEL STORAGE:

If you are bringing any type of gas or aviation fuel, please use our dedicated fuel dump to make sure it is safe, available and away from the tented community where it could be a risk.

FLYING AN RPAS OR MODEL AIRCRAFT, DRONE OR TOY AT AFRIKABURN

In line with new Civil Aviation Authority guidelines, no recreational drones can be flown anywhere near an active airstrip – and we have an active airstrip. Sorry folks: **RECREATIONAL DRONES ARE NOT PERMITTED.**

Professional Drones?

The operation of drones and RC aircraft of any nature is restricted and falls under the very strict Civil Aviation Authority rules

<http://www.caa.co.za/Pages/RPAS/Information%20for%20owners%20and%20operators.aspx>

If you are a licensed UAV / RPAS pilot, and have the necessary documentation and insurance, you may apply to operate your professional drone within a limited area. Please email airspace@afrikaburn.com in order to supply the certification required.

THE LEGAL STUFF

YOU VOLUNTARILY ASSUME THE FOLLOWING RISKS. RISK OF SERIOUS INJURY OR DEATH BY ATTENDING THIS EVENT, AND RISK OF DAMAGE OR DESTRUCTION OF PERSONAL PROPERTY BROUGHT BY YOU TO THE EVENT (WHETHER OR NOT OWNED BY YOU). YOU ACCORDINGLY ACKNOWLEDGE THAT AFRIKABURN ACCEPTS NO RESPONSIBILITY FOR DAMAGE TO YOUR PERSON OR YOUR PROPERTY HOWEVER CAUSED AND RELEASE AFRIKABURN FROM ANY CLAIM ARISING FROM THIS RISK.

You must bring enough food, water, shelter and first aid to survive for a week in a harsh environment. Commercial vending is prohibited, as are all firearms, fireworks, rockets and other explosives. You agree to read and abide by all the rules contained in the survival guide and to follow national and local laws. This is a LEAVE NO TRACE, pack it in, pack it out event. You are asked to contribute two hours of general clean-up in addition to your own camp before departure.

You are expected to insure all property brought by you to the event whether or not you own such property. Mutant Vehicles, Artworks, Theme Camps and Performances are not owned or operated by AfrikaBurn and you therefore assume any and all risk of injury associated with or arising from their operation or occurrence. You appoint AfrikaBurn as your representative to take actions necessary to protect your intellectual property or privacy rights, recognising that AfrikaBurn has no obligation to take any action whatsoever. All vehicles including trucks, trailer, caravans and RV's entering and exiting AfrikaBurn are subject to search by the Gate staff.

Tickets are non-refundable even if the event is terminated or cancelled due to harsh weather, acts of nature, governmental regulation or other conditions beyond AfrikaBurn's control. This ticket is a revocable license that may be revoked by AfrikaBurn for any reason. Use of images taken at AfrikaBurn (other than personal use) is prohibited without the prior written consent of AfrikaBurn.

USE OF YOUR TICKET CONFIRMS YOUR AGREEMENT
TO THE TERMS REFLECTED HERE.



CREDITS

This Survival Guide was designed by volunteer designer Gala Malherbe www.behance.net/galamalherc89c with additional design assistance from the fabulous Claire du Plessis.

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THANK YOU

For reading this guide all the way to the end, you're a rock star. Please share it with anyone who could use the info. The more it's read, the better the experience for everyone who participates in AfrikaBurn.

All information in this guide is correct at time of publication, but is subject to change in subsequent versions. For the latest version, please visit <https://www.afrikaburn.com/the-event/preparation/survival-guide>

See you in
the dust

