

BURNING MAN ARTS

FOSTERING TRANSFORMATIVE ART EXPERIENCES

2023

Artist Handbook

A Reference Guide
to Building Art in Black Rock City

For art project team leads.
Please do not post publicly, in whole or in part.

ARTIST HANDBOOK
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INTRODUCTION

Welcome to the Burning Man Artist Handbook. The Art Department of Burning Man continues to grow and change, and we keep striving to provide friendly, welcoming, and knowledgeable service to our artists (you!).

We hope you will use this Handbook as a helpful reference guide during the next few months leading up to the event. Hopefully it will answer some questions for you, and help direct your remaining questions and requests to the proper sources. Please keep it close at hand, and share it with your other Project Leads if you'd like.

As a bonus, we've scattered throughout this document a selection of quotes from prior artists. Let their wisdom be your guide!

Please send any feedback, good or bad, and any suggestions for changes or improvements to installations@burningman.org.

“Oh boy! The many many hats to wear! Artist, engineer, welder, lighting guy, electrician, plumber, fire effects designer, budgeter, bookkeeper, social media guru (not!), camp lead, newbie assimilator, solar pro, the list goes on! I learned so much this time around by just doing and not taking no for an answer.”

- Eric Zann (*Illumina Radiata*, 2022)

Section 1:

CONTACTS AND RESOURCES

“Don't lose sleep if you need to ask for help or resources from Burning Man. They aren't kidding when they say they care about the success of your project. I'm not good at asking for help in general, but I was always met with warm and friendly support whenever I did!”

—Carrie Smith (Charnival, 2015)

“Reach out to experienced artists who have been through the process. Maintain a budget, you don't have to go into debt to bring art to the playa that is impactful. You don't need to be famous or already "in the system". All art is valid. You are enough.”

- Jennifer Moore (DOT the Dog, 2018)

Key Contacts

This Handbook is chock full of information that should answer most of your questions about bringing art to Black Rock City. But if you have ones that remain unanswered, here's who to ask:

I HAVE QUESTIONS ABOUT...	WHO TO CONTACT	CONTACT INFO
Art placement	The ARTery (on playa)	All artists learn where their art will be placed after checking in at the ARTery on playa.
Art support vehicles	Your Artist Liaison	
Burning art	Fire Art Safety Team	fire-art@burningman.org
Camp placement	Placement	placement@burningman.org
Decomposed granite	Art Support Services	ass-help@burningman.org
Driving Passes	Your Artist Liaison	
Engineering	Art Support Services	ass-help@burningman.org
Flame effects	Fire Art Safety Team	flame-effects@burningman.org
Fire art (burning your piece)	Fire Art Safety Team	fire-art@burningman.org
Getting through the Gate	Your Artist Liaison	
Heavy equipment	Art Support Services	ass-help@burningman.org
Honorarium contracts (including DocuSign signing process)	Your Artist Liaison	
International artist questions (visas, letters of invitation, etc.)	Your Artist Liaison	
Making design changes to an Honorarium project	Your Artist Liaison	
Playa resources (wood, water, fuel)	Art Support Services	ass-help@burningman.org
Pyrotechnics	Fire Art Safety Team	pyro@burningman.org
Tickets, work access passes, vehicle passes	Your Artist Liaison	
Trucking or transportation	Your Artist Liaison	

OTHER CONTACT INFO

Burning Man HQ Phone: 415-TO-FLAME (+1-415-863-5263)

Gerlach Office: +1-775-557-2200

(call the Gerlach Office to relay a message to your Artist Liaison if you can't email us on your way to playa and are arriving later than planned)

→ When in doubt, email installations@burningman.org

and your question will be answered by (or routed to) the appropriate person ←

Connecting With Others

Official Burning Man Resources

Burning Man has a number of official resources to help connect you with other people and projects who may assist you in your endeavors, or facilitate your assisting others:

- **Spark** – <http://spark.burningman.org>

Looking for volunteer crew members to help with your art?

Spark is an online application designed to facilitate connections and collaborations within the Burning Man community. Spark provides a place for groups or individuals to post a listing for skill sets and/or resources they need or have to offer. Spark provides a secure place to make connections with other participants to help foster greater collaboration in efforts related to theme camps, art projects, mutant vehicles and other Burning Man-related projects.

- **Hive** – <https://hive.burningman.org>

Burning Man Hive is a new space for the Burning Man community and the Burner-curious to share their skills and knowledge, to learn from one another, and to support each other's work in the world. Hive is an excellent place to find an online class on the history of Burning Man or art at Burning Man in general.

- **The Regional Network** - <https://regionals.burningman.org>

Your regional contacts are usually well experienced burners and have often great knowledge about affordable workspaces, volunteers, and contacts to artists in the area.

- **E-Playa** – <http://eplaya.burningman.org>

Burning Man's "digital playa" info source.

- **YouTube** – <https://www.youtube.com/burningman>

Burning Man has a YouTube channel that has tons of informational resources on it, including videos of prior artists' events that may be of use to you in your planning. Look for [Artists' Network Symposium](#) videos as a starting point, but some of the Theme Camp videos may be useful to you as well.

- **Facebook** - <https://www.facebook.com/burningman/>
- **Instagram** - <https://www.instagram.com/burningman>
- **Twitter** - <https://twitter.com/burningman>
- **Twitter (Gate)** - <https://twitter.com/bmantraffic>

Burning Man Community Groups & Resources

There are other resources created by the Burning Man community to connect with artists and other community members:

- [Burning Man Art Projects Group](#)
- [Burning Man Builders and Makers Group](#)
- [Burning Man Crowdfunding & Kickstarters | Facebook](#)
- [Burning Man Generators and Electrical Systems | Facebook](#)
- [Burning Man Shipping and Storage Solutions | Facebook](#)
- [Burning Man LED SUPPORT | Facebook](#)
- [Burning Man | Reddit](#)

Section 2:

TIMELINE AND CHECKLISTS

"Pad out your time! If you think it will take 3 months, give yourself 6. There are so many unforeseen hurdles that will come your way. Also, get creative with fundraising. Online crowdfunding campaigns aren't what they used to be so don't rely on them to fund your project. Above all, breathe. It will all come together."

- Amy Munson (**Pan Genius, 2018**)

"Assume everything takes twice as long as you think. Assume everything will cost twice as much as you think. Assume everything won't work and have a backup plan. Make sure you have a roster of people off-playa who can collect things you need and bring them. Prioritise fluffers - the value of one person keeping everyone else healthy and hydrated is enormous."

- Nicholas Christie (**Sonic Sphere, 2022**)

Significant Dates

(Key meetings in **BOLD**)

DATE	WHAT	WHO
March-May	Kickoff Discussion with your Artist Liaison Respond to any questions about info submitted in your Art Installation Questionnaire: team size, arrival dates, LNT, materials, etc.	Project Lead(s), Fire Safety Lead (if applicable)
April 15	Deadline for submitting an Art Installation Questionnaire if you want to be considered for burning your artwork on playa	
April 20 12pm Pacific	Art Support Camp Placement Questionnaire Due Fill this out if you want an assigned camping spot. (NOTE: To register an art support camp, you must have already registered your art)	
May / June	Fire Safety Meeting (for burning art or flame effects) Fire-specific information review	Fire Safety Lead, Perimeter Mgr.
May 24 12pm Pacific	Art Installation Questionnaire closes	
June 1	Wood orders due (for burning art)	
June 15	Fuel account registration form due (NOTE: The BRC Fuel Program has limited capacity so register as early as possible)	
Early July	Allocator opens for assignment of tickets and Work Access Passes to crew members	
August 14	Pre-Build Week starts	
August 21	Build Week starts Will Call opens at Gate at noon.	
August 27 12:01am	Burning Man gates open to all	
August 27 6pm	Burning Man event begins	
During Burn Week	Artist Appreciation Toast at the ARTery Celebrate your accomplishments with us!	Project Lead(s)
September 4	Burning Man event ends at 6pm, strike begins	

Kickoff Checklist

After you register your art by filling out your [Art Installation Questionnaire](#), we will reach out to you by phone or email if we have any questions about the information you submitted. If you have questions for us, you can reach out to us at installations@burningman.org.

Here are some things to prepare that we might discuss with you:

- Your crew.** Do you have all the right experience (builders, engineers, riggers, designers, etc.) on board? What roles do you need to fill? Do you have enough people to take you all the way from build to breakdown / Leave No Trace?
- Work Access Passes (WAPs).** Will you and your crew need to arrive early to get the project started? We can discuss and negotiate your early arrival date (if needed) to have your artwork fully set up by sunrise Sunday when the Gate opens.

If your crew has more than a few people, please stagger their arrival dates based on when they'll be working, so the whole crew isn't all coming in on the first day. This will likely benefit you as the project lead – trying to manage everyone at once in a large crew can be challenging when you first arrive...plus it's nice to have fresh crew and supplies.

- Art support camp.** Do you plan to register your camp as an art support camp? Doing so allows your camp to be placed in advance for easier access to the open playa and your worksite.
- Lighting plan.** Are you confident in your plan to light your build site and artwork from the moment you arrive on playa until you depart?
- Leave No Trace plan.** Are you confident in your plan to Leave No Trace? Do you have a crew scheduled to perform LNT until the last piece of MOOP is removed from your art site? Have you identified all the right tools you will need to do so?
- Radical Self Reliance.** Resources are sparse on playa. Have you thought through everything you need to bring with you? Or perhaps coordinated in advance with other artists to ensure you have “backup” in case you missed something?

Section 3:

PRINCIPLES AND POLICIES

“Start planning sooner. Recruit your team early. Never be afraid to share your idea, even if you have no idea how to make it happen. Keep lines of communication open and stay patient.”

– **Julia Trimarco (Zymphonic Wormhole, 2014)**

“Problem-solving will expand to take up any extra time you have. Learn to recognize solutions which are good enough so as to keep the project moving.”

–**Gray Davidson (Dancing Serpent, 2015)**

Your Agreement with Burning Man

These are the conditions to which you agreed when you registered your art by filling out the Burning Man Art Installation Questionnaire:

- **Leave No Trace**

You assume exclusive responsibility for Leaving No Trace and the clean up of the art installation site at the event, to the standards established by Burning Man Project and the U.S. Bureau of Land Management. You agree to leave the installation and build site completely clear of all debris whatsoever, including nails, fasteners, wood chips, sawdust, ashes, and other remnants or byproducts produced by the artwork or participants engaging with the artwork, including busting any dunes that have collected around the artwork.

- **Public Safety**

You assume exclusive responsibility for public safety as it pertains to your artwork. You agree to take all necessary and reasonable steps to ensure public safety in connection with all phases of the construction, installation, and exhibition of the artwork, including its fabrication, transport, display, deinstallation, removal, and Leaving No Trace. You further agree that all work associated with your artwork shall be performed in accordance with professional worker-like standards and free from defective or inferior work or materials. You will observe all safety measures that Burning Man Project communicates to you in advance and that any applicable laws and regulations may require. You will design, engineer, construct, and as applicable, transport and install your artwork to ensure that it is of sufficient strength and structural integrity to withstand the stresses inherent in the display of the artwork in Black Rock City. If a reasonable person under the circumstances would believe that they could safely touch, climb, or otherwise physically interact with your artwork, you must ensure that the artwork can safely withstand such reasonable interactivity.

If Burning Man Project deems your artwork unsafe for participants or not structurally sound, it will be your responsibility to remove or orchestrate removal of the project in coordination with Burning Man staff.

● **Decommodification**

You agree to uphold our community's Principle of Decommodification, both on and off the playa, by:

- Ensuring that your activities help to preserve Black Rock City as a decommodified zone, free from advertising and transactional relationships, and not beholden to corporate influence. You expressly acknowledge and affirm that neither your art nor your camp will have any corporate sponsors or otherwise be used to promote a product, service, brand, or person (excepting the individuals who create the art, provided that any such promotion is aligned with Decommodification).
- Not using the words “Burning Man,” “Black Rock City,” the Burning Man symbol, or any imagery from the event to promote a product, service, brand, or person (excepting the individuals who create the art, provided that any such promotion is aligned with Decommodification). Using the event for marketing purposes is not just a violation of Burning Man ticket terms and conditions (to which everyone agrees when they go to Black Rock City), but also of the criteria for you to be in good standing with the Art Department.
- Acculturating your team and campmates about the Decommodification Principle (see this [Burning Man Journal post](#) for more info, as well as additional resources to be sent separately) and what they can do to keep Black Rock City a decommodified zone.

Maintaining a decommodified playa experience can be quite challenging. Recent years have seen an increase in people posting photos from BRC on Instagram tagging the brands they're wearing or promoting products they brought with them. A lot of people use art pieces as scenery for their photo shoots. **The playa and its art are not a backdrop for businesses. Burning Man, Black Rock City, or any imagery from the event may not be used to promote a product, service, or brand.** That means furry coats and sparkly boots, hats and headdresses, necklaces and glasses...the list goes on. **It also means that art pieces on playa may not have corporate sponsors or be featured in marketing campaigns, nor can images of art in BRC be used to promote a business.**

If you encounter examples of the commodification of Burning Man on playa or online (social media, etc.), feel free to have a conversation with the person. If they won't stop, please alert Burning Man Project at ip@burningman.org.

LET'S PLAY... ...IS IT COMMODIFIED?



Learn some more here:
<https://journal.burningman.org/decommodification/>

Burning Man Project

Our (and YOUR) Agreement with the BLM

The Bureau of Land Management (BLM), who provides the permit for Burning Man Project to hold our annual event in the Black Rock Desert, sets out a series of stipulations as part of its standard procedure. These are in place to mitigate the environmental impact from the event and to help ensure the safety of participants.

The stipulations most likely to impact you and other artists are the following:

- Leave No Trace (noted above)
- Limited Excavation (details below)
- Driving Passes (details below)

As a citizen of Black Rock City, you can help ensure that our permit is renewed each year by doing your part to adhere to these stipulations. Thank you!

Limited Excavation

Our land use agreement with the BLM places strict [limits on digging holes](#) and [prohibits excavation for burying bases](#). See the “Planning for Playa” section of this handbook for more details.

Driving Passes

Black Rock City is a pedestrian and bicycle community. For the safety of all, moving motor vehicles are restricted by the Bureau of Land Management. However, sometimes a motor vehicle is necessary to support the construction/maintenance of an art project.

Driving Passes provide a clear way for law enforcement to identify vehicles and drivers who have been given permission by the ARTery to operate their vehicle on playa in support of their project. **Driving without a visible and valid pass puts you at risk of being stopped by law enforcement**, as these passes are subject to BLM enforcement and are numbered and associated with your art project. Tickets issued by the BLM are heard in U.S. federal court and could be forwarded to the IRS for U.S. citizens or to Customs and Border Patrol in consideration of future visa applications.

See the “Planning for Playa: [Driving Passes](#)” section of this handbook for more details.

Other Policies and Principles

Fundraising

Decommodification & Fundraising

Burning Man permits participants to gift items that incorporate Burning Man's trademarks or copyrights as "rewards" in their crowdfunding campaigns for Black Rock City-bound projects. You may not sell these items, however. And if you want to use the Burning Man symbol on a pledge gift, we encourage you to get creative and modify the symbol to suit your project. Read up on our approach to intellectual property. And if you still have questions, you can contact us at ip@burningman.org.

Also, please be mindful of commodifying the Burning Man experience (e.g. VIP access to your Mutant Vehicle, private party events, etc.) when coming up with reward ideas. Burners will be the first to let you know when you're veering into this territory, and it may backfire on you if it seems like you're trading special access for donations, or otherwise "selling off" pieces of the Burning Man experience.

Finally, per our Ticket Terms, please don't offer Burning Man event tickets as rewards or prizes to your funders, or in any sweepstakes, auction, contest, game, or drawing. This policy is aimed at preventing tickets from being resold above face value.

Fundraising Support

If you're fundraising for a Burning Man art project and you meet our [criteria](#), we'll be happy to include your crowdfunding link on our [Support a Project](#) page, which we publicize to the Burning Man community. And sharing your story is a great way to help promote your project, via the Burning Man Project communication channels:

- The Jackrabbit Speaks Newsletter — submit a short blurb of about 3 sentences [here](#)
- The Burning Man Journal — submit a story of no more than 1,300 words [here](#)

We also encourage you to engage your team and community in your fundraising efforts. It's part of the collaborative process! Some advice from a fellow artist:

"Everyone on your team is part of the fundraising team. Everyone needs to participate. I set the expectation up front that everyone on my team has to help "somehow" even if only by resharing posts. Also, reach out to your regionals, get on their mailing list and let them promote you."

- Dazzle, BRC Wheels on Meals

Fiscal Sponsorship

Burning Man Project does not offer fiscal sponsorship, but art projects may choose to find a nonprofit sponsor through which to take donations. There may be advantages to donors who contribute via a nonprofit, and even matching by some employers. Keep in mind these transactions may include a fee from your sponsor.

Signs on your Art

Artists sometimes want to put a sign or label on their art to title the piece or credit the artist, but we don't encourage this. The playa is not a museum or gallery, it's a place where participants should be able to interact with art and explore it on their own terms. In keeping with our De commodification principle, we definitely don't allow artists to post website or Instagram links, or anything else that could be considered advertising for commercial purposes.

Ticket Policy

Thank you for wanting to bring art! We love our artists. However, bringing art is not a back door to the ticketing process. Please do not expect to receive access to tickets for bringing art to the playa. Instead, check tickets.burningman.org for information about upcoming sales, or reach out to your local burner community if you need to find additional tickets.

Art Support Camp Placement

Registering your art project does NOT also register you for a place to camp. If you'd like to receive reserved camping, and have a registered art project, you can register as an Art Support Camp. You won't be required to have the interactivity of a theme camp since your art installation is your offering. Go to the [Participation page](#) and click on Placement Questionnaire to register your camp. (NOTE: You must register your art BEFORE you can register your camp.) If you do not submit a questionnaire, you will need to camp in open camping areas of the city or you can contact Placement on playa to see if any space can be flagged out for you.

The [Camp Placement Questionnaire](#) for art support camps closes on April 20th at 12pm Noon Pacific Time. If the Placement Questionnaire is closed and you haven't registered your Art Support Camp, please write to installations@burningman.org.

Section 4:

PLANNING FOR PLAYA

“1. Given the incredible challenges of the environment: You can not over engineer.
2. "What could possibly go wrong" ... be ready to create plan B, C, D ...
3. It won't work like home.
4. Installation on the playa will take more work and time than you could possibly imagine.“

- **Michael Tscheu (YES, 2018)**

“As soon as you get selected, plan everything, all the way. Remove any ambiguity from your plan about the construction, budget, and process of your artwork. Beyond that, work with the right people - people who are kind, who can adapt as a project inevitably changes, who are capable with what they need to do, and who are genuinely excited about being a part of the project.”

– **Hayden Harrison (Orbit, 2022)**

Design Considerations

Here are some issues that might be helpful to consider while planning and building your artwork.

- **Climate and Weather** - Weather on the playa is often violent and unpredictable. Dust storms, high winds, very hot days, freezing temperatures, rain, we get it all out there. Often, there's a low sustained wind somewhere around 15-20 mph but wind gusts of 45 mph are quite common and some as high as 90 mph have been measured on playa during August. Your structures need to be built accordingly.
- **Playa dust** - Due to the presence of alkali earth metals such as lime, potash, magnesium and sodium oxides, the pH level of playa dust ranges from 9.97 – 10.21. This can have an effect on your artwork (e.g. corrosion can start very quickly if materials are not coated/protected; playa dust is very mildly electrically conductive). The dust itself is very fine – about three times finer than talcum powder – and gets easily disturbed by wind, movement, etc. Dust storms happen regularly, and there will be a fine layer of dust absolutely everywhere.
- **Day AND Night** – Remind yourself that event participants will visit your artwork day and night. Make sure that you have a plan for how to illuminate your artwork for 11 hours each night (sunset ~7:30pm, sunrise ~6:30am).
- **Sustainability** – Burning Man has embarked on an [Environmental Sustainability Roadmap](#) with three broad goals to be achieved by 2030: **No Matter Out of Place**. Handle waste ecologically. **Be Regenerative**. Create a net positive ecological and environmental impact. **Be Carbon Negative**. Remove more carbon from the environment than we put into it. Ask yourself what you can do to support these efforts. Check out the [Power](#) section of this handbook for a few ideas to start.
- **Interactivity** – The playa is not a museum. Participants will try to interact with your artwork all the time, and some will most probably try to climb it as well. Make sure that your artwork can handle this extra weight or that participants can't enter areas where it would be too dangerous. Also, it's often helpful to figure out beforehand where and how you want participants to put their bikes when they stop at your piece.
- **Radical Inclusion, Diversity and Equity** – [RIDE](#) is very important to us and our community. Check your artwork for unconscious bias, ask yourself what you can do to be radically inclusive. Also, is your piece radically accessible for burners with disabilities?

- **(Avoid MOOPy) Materials** – Avoid cutting wood or welding on playa – both leave behind MOOPy messes that you must clean up. Splintered wood is the number one producer of MOOP. If any of your fasteners are made of aluminum or plastic, try switching to metals that can be picked up by a magnetic rake. Consider alternatives to glass, ceramics, or other materials that may shatter into MOOPy shards. Live plants are not allowed at Burning Man. Please ensure that your installation does not include them, or any potentially MOOPy plant matter.
- **Material sizes** – Standard sizes can have a big impact on your budget and overall design considerations. In the U.S., standard lumber is usually sold in 8, 10, 12, 14 or 16 foot lengths. Be aware of nominal vs actual dimensions (a 2x4 does not measure 2" x 4" but 1½" x 3½"). Metal and plywood sheets have a standard size of 4' x 8'. Other metal is most often sold in 20ft pieces. Also, metric-sized hardware can be harder to find at the last minute.
- **Transportation** – Think through your transportation logistics as you design your artwork. Transporting art to playa is often a big line item in artists' budgets; but with advance planning – like looking at options for flat packing; staying within a certain size truck or standard container dimensions (e.g. inside height of a 8ft tall 20ft ISO standard container is only 7' 10"); avoiding oversized loads (e.g. state height limits for loaded trucks vary between 13' 6" and 14') – you can achieve significant savings, and streamline the whole process.
- **No Burying Bases** – Our agreement with the BLM does not allow any excavation for the covering of artwork footings and bases. Some artists build platforms to cover their base. Others use guy wires attached to ground anchors instead of a base. Still others buy or rent steel trench plates, lay them on the surface of the playa and attach their artwork to that. You can use accumulated playa dust to cover plates, but you cannot trench or excavate to cover them.
- **Limits to Digging Holes** – Our land use agreement with the Bureau of Land Management only allows holes that are 1x1 foot wide, and 3 feet deep. The reason: larger holes, when refilled, become either high or low spots after the winter rains, causing a hazard to vehicle traffic and creating dunes. Please seek out options NOT to dig into the playa surface whenever possible. If you absolutely must, and only need a few holes, it may be fastest to dig them by hand. Bag the dirt so it doesn't blow away, because you must refill the holes at the end of the event, and compress it with water and a tamping tool like a 4x4 post. If you need more than a few, talk to ASS to see if the Heavy Equipment team can auger them for you.
- **Trenching** - Please limit trenching to instances where wires on the surface will create a hazard, or be aesthetically displeasing to an art installation. For electrical lines or short fuel lines we encourage artists to trench by hand, as this causes less disruption to

the playa (electrical lines only require a shallow trench...a few inches deep; a trenching machine leaves a gash 8 inches wide and 6 to 12 inches deep).

- **Ground Anchors** – Artwork must be sufficiently secured against the sustained winds and intense weather conditions that often arise on the playa. Burning Man has ground anchors that we can provide, install, and remove for you. For details on the type we have available, see the [Ground Anchors](#) section of this Handbook. (Note: if guy wires are necessary to the installation they must be flagged and illuminated at night.)
- **Installation time** – Factor in enough time to get acclimated to the desert and set up your camp, as well as to finish installing your art piece by the end of build week.
- **Heavy equipment needs** – Although we prefer that you remain as self-sufficient as possible, our Art Support Services team can assist you with requests for heavy equipment (forklifts, cranes, ...) to our Heavy Equipment and Transportation team (HEaT) if needed. Keep in mind that everyone on playa is sharing the same few machines which can only work during the daytime, and that delays can result because of that. Be prepared to wait if need be; be sure to have shade and plenty of water available at your build site.
- **And after Burning Man?** – Start planning early what you want to do with your sculpture once Burning Man is over. If you’re planning to install it on a public site afterward, be sure to keep specific requirements in mind during your build: Are there welds that might need to be certified? Can your artwork survive outside in a completely different climate? Are there different safety regulations you need to follow?

Planning Your Art Install

Before you start building, please read our [Guidelines for Building Safe Structures](#) at Burning Man.

Pre-Playa Discussions with Art Support Services (ASS)

Depending on the size of your project, Art Support Services may contact you pre-playa to get a better sense of your plan for building a safe structure, or to discuss your heavy equipment needs. If you have questions, don't wait – email us at ass-help@burningman.org.

Information that ASS may request from you:

- Structural drawings / engineering calculations** – to understand the safety factors and assumptions that you have built into your design, especially for tall structures (>15 feet) or ones with significant kinetic mechanisms.
- Detailed on-playa assembly plan** – your planned build sequence and what you need to accomplish – unload a 24 ft truck, lift a 10K lb. frame, etc. – to determine how we can best support you.
- Playa build schedule** – your “best guess” day-by-day build timeline, so we can talk through the timing realities of building on playa.

Your Crew

Advice from Artists:

“The most important tool you can have when building any project is a team that is as dedicated to this process, and invested in the end result, as you are.”

– **Kate Greenberg (Trace, 2018)**

“Know your crew before you start planning your art. Choose people you can truly depend on in a pinch.” – **Robert Hoehn (Wind Sound Sanctuary, 2014)**

“Your crew is what makes you. If your art requires bodies, get the best.”

– **Trevor Schrock (Inflection, 2015)**

“Your project is only as good as your crew. Work with good people and treat them well.” – **Gray Davidson (Scriptorium, 2018)**

“Having the right team makes everything come together with joy and ease. Getting art to the playa takes a lot of time, energy and passion.”

– **Josh Haywood (Hayam Sun Temple, 2014)**

“Establish a good crew as early as possible and make sure that their Burn is going well when on-Playa, even after the project is done. Your crew is your lifeblood!”

– **Douglas Ruuska (Invisible Light of Distant Stars, 2022)**

Work Access Passes (WAPs)

If you and any members of your crew need to arrive before the Event starts to assemble and install your artwork, each of you will need a Work Access Pass (WAP) in addition to a Burning Man ticket. A ticket gets you through the Gate when the event opens; a WAP allows you to use your ticket on the early arrival date listed on the WAP.

Here's how the process works:

- If your artwork is of sufficient size or complexity to require early arrival, you will be contacted by an Artist Liaison to discuss the number of WAPs you will need and for which date(s). If you have a large project we recommend staggering arrival dates so you can have fresh crew and supplies (and the inevitable items you may have forgotten).

- As your pre-event build goes on, you decide which crew members are receiving the WAPs, and who is arriving on which date.
- Later in the summer (June or July, date TBD), the WAPs will become available to you through our online ticketing system (we will send you an email alert when it is open.) You can then download the WAPs and distribute them to your crew. Note that each WAP is unique and single-use, so be careful not to assign the same WAP to more than one person... only one of them will be able to enter BRC with it.

Any member of your crew receiving a Work Access Pass will need a Burner Profile (profiles.burningman.org) with a current email address. When you invite someone to join your crew, please make this a part of their onboarding process when you gather their contact information. Note that we need their legal name – it must match what's on their identification.

Strike / LNT Crew

Last but NOT least, make sure you have a crew who is committed to staying for strike and LNT. Once the event ends, many artists have found that it can be tough to get people to stick around.

Consider having a strike/LNT crew that arrives on playa later than the rest of your crew (or, at the least, are not the same people as your early crew). Having a breakdown crew come in later means that they can bring you fresh vegetables and they're not exhausted from setup.

“Be very careful with the people you bring onto your core team. The process is a far larger part of the experience than the outcome...but it's only enjoyable if you understand all of the roles that need to be filled and recruit the right people who can deliver on those roles in a way that's aligned with your values.”

- Zachary Smith (Tree of Tenere, 2017)

Heavy Equipment

Things You Should Know: Pre-Playa

- **ASS is your connection to Heavy Equipment** – Work directly with Art Support Services (ASS) for your heavy equipment and ground anchor needs. If you have questions as you plan your build, contact ASS at ass-help@burningman.org.
- **Heavy equipment on playa is a limited resource.** Although the Heavy Equipment and Transportation team (HEaT) has equipment available to assist artists, this is a shared, limited resource only available during daylight, so we encourage you to consider alternate ways to accomplish the things you need to do to build your art (e.g. hand tools, ladders/scaffolding, etc.). HEaT operators and equipment support BRC infrastructure and theme camps as well as art projects.
- **Most heavy equipment support is Burning Man's gift to you.** If the equipment is available, HEaT can help you do things like unload trucks, install Burning Man ground anchors, dig trenches, and reach/hoist heavy loads at no cost to you.
- **If you anticipate needing significant heavy equipment support,** you should prepare a day-by-day build sequence and rough timeline to discuss with ASS before the event. While heavy equipment can't be scheduled in advance (HEaT operates on a queue system, not a schedule) ASS will help you think through your on-playa assembly process with an eye toward making your use of heavy equipment as efficient as possible.

Ground Anchors

There are many types of ground anchors available (e.g. helical piers, American Penetrators, lag bolts, etc). Ideally you should have a structural engineer create your anchor and rigging plans for your artwork to ensure that it is safely secured to the playa and can withstand the wind and other forces that may be exerted upon it.

If you bring your own anchors, you are responsible for installing and removing them yourself. Alternatively, HEaT has ground anchors which they can install and remove for you. **You must discuss your anchoring plan and the number of ground anchors you need with Art Support Services in advance.** Here are the details:

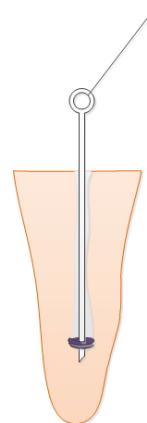
- HEaT's inventory has 4-foot long steel anchors with a 5/8 inch shaft, an eye hook at the top and a 6" auger plate at the bottom (cannot be installed through a base plate).
- They have an observed failure point of 3,000 pounds (in vertical tension, 90 degrees to the ground). If your engineer determines your loads are in excess of this, let ASS know and we can direct you to alternate solutions.
- If you plan to use another type of anchor (American Penetrators, helical piers, etc.), you must provide, install, and remove them yourself.
- Anchors must be placed at least 3 feet apart and cannot be ganged together.
- You must provide all rigging required to connect to ground anchors, and verify that it can support the loads your structure will place on it.



Type of ground anchors supplied by Burning Man



Eyeloop measurement:
Approx. 2.5" outer; 1.5" inner



Ground anchor installed

Lighting Your Art

One of the most important design steps in bringing art to the playa is deciding how to light your art – both for safety and to make your art look awesome.

The goal is to make your art visible at night. The playa can be a very dark environment. Your build site and art need to be lit **every single night** from the moment you start installing your artwork until you finish uninstalling it, to prevent injury to participants or damage to your art from accidental vehicle/bike/pedestrian collisions.

During construction, your project and perimeter – including any rebar or guy wires – must be illuminated at night. Build sites need to be neatly organized (piles of lumber, stuff not scattered around) and all things need to be well-lit for safety.

Lighting on playa requires daily maintenance, from the day you start building, to ensure that your lights stay lit. This can be undertaken during your daily MOOP sweep.

General Guidelines for Safety Lighting

- **Design it in.** Consider lighting in your art design, not as an afterthought.
- **Use the 20-second rule.** People should be able to see your art 20 seconds before they arrive at it. Since art cars travel at 5 mph this means they should be able to see your art from (minimum) 150 feet away.
- **360 degree lighting is important for safety.** As most lighting is directional, ensure no dark spots in your lighting design by putting up spot-lighting or adding perimeter lighting.
- **Light your rebar.** This structural part of your project is often overlooked and is one of the biggest causes of injury on the playa -- be sure to mark it and light it up!
- **Light your perimeter.** Mark your boundaries to keep art cars at a safe distance from your artwork. Perimeter lighting is best when off the ground, so it does not get buried beneath a layer of dust.
- **Enhance your lighting system.** Mirrors, reflectors, and other shiny surfaces can reflect your deliberate lighting as well as headlights from oncoming vehicles. Sound objects like wind chimes can also assist in protecting your art from oncoming vehicles both at night and during daytime playa whiteouts.

For some suggestions of types of light to consider, check [here](#), or talk to other artists who have figured out what works best on playa.

Please DON'T use forms of light that won't last from sunset to sunrise (11 hours each night!) Also, unattended flames such as fuel lanterns or torches are not allowed on playa. And please, do not use 'glow sticks' or other light forms that are bad for the environment.

Re-using or Donating Your Lighting

Post-event, your lighting system can be re-used in future years if it is in good condition. If you are going to do so, think about ways to improve it.

Consider donating any unneeded lighting to keep it from ending up in a landfill. Check with Eyes on Art at the ARTery to see if they are accepting donations of small solar lamps, bicycle lights, blinkies and other small lighting accessories.

Eyes on Art: Your Partner in Art Safety

[Eyes on Art](#) is a team in the ARTery that patrols at night to check on the lighting status of artwork on the open playa to ensure that they are safely visible.

If your art is insufficiently lit, they will put out temporary perimeter lights or perimeter cones (if available) to protect oncoming vehicles from colliding with your art. You must return the lights and cones to the ARTery in the morning.

ASS staff will follow up with your team to ensure that you correct your lighting problems before the next nightfall. Make sure that you tell the ARTery where you are camped when you check in so that you can be located in case issues such as this arise.

Power

Sustainable Power

Burning Man is committed to decreasing our carbon footprint, and we ask that you join us in this endeavor by exploring sustainable ways to power your artwork – like solar, wind, or human-powered.

Quite a few artists have successfully used solar systems to light and power their artworks – even large art projects. Learn how they did it in this guide, [Using Solar Power for Playa Art](#). You can also check out the [Solar 101 course](#) on Hive, put together by the Renewables for Artists Team (RAT).

If you are considering solar, take the time to properly design your system around whatever you may be powering before acquiring components (solar panels, charge controller, battery, inverter, wiring, connectors). Always build margin into solar systems, be sure to account for no/low solar days, plan for worst-case scenarios and bring along additional components to perform onsite repairs. Solar systems require daily maintenance to remove dust and check connections.

Generators and Other Options

If you must use a generator to power your artwork, be sure to note the following:

- **Generator Box** – It must be housed in a *baffle box*. While we encourage you to get creative with the aesthetic of your box (see two fun examples below), it doesn't need to be fancy – but it does need to be secure and well-lit to protect it from being run over, and to protect other people from it. **It should also be well-ventilated to prevent it from catching on fire.**



Generator box for Octavius, by Peter Hazel, 2016



Generator box for Rayactivation, by Douglas Ruuska, 2018

- **Trenching for Power Cables** – Most artists place the generator far enough from the piece that it doesn't interfere with the aesthetic. Bring enough cable to stretch the distance, and a shovel or hoe to tamp the loose playa down on the trench once you've laid cable, and to refill it post-event.

For electrical or short fuel lines we encourage you to trench by hand, as this causes less disruption to the playa (electrical lines only require a shallow trench...a few inches deep). This may also be faster than waiting for heavy equipment to arrive.

For longer gas lines, ASS can call in a trencher for you after you have flagged the trench line. You must be onsite when the equipment arrives, and ready to drop in the cables and cover it right away, so there are no open trenches overnight. If you can't fill the trench before dark, please have a plan to cover or rope it off and light it for safety.

- **Renting a Generator** – There are many heavy equipment companies that rent generators; some will even deliver it to playa on your behalf. Look here for some [ideas of who to contact](#).
- **Fueling Your Generator** – You can set up an account with Burning Man's PETROL team to get gasoline and dyed diesel for your generator on playa. You'll find more details in the [Fuel](#) section of this Handbook, and on the [BRCP Fuel Program page](#) on our website.

No matter the source of power you're using, it needs to be checked **daily** prior to sundown to ensure your art will be lit throughout the night. Take this time to also do a MOOP sweep! If you are having lighting issues your team can't fix, make sure you get to the ARTery before our 6pm closing time.

Sound

Burning Man is dedicated to radical self-expression, and it is also dedicated to creating community. This means we all must find a way to get along with our neighbors. Our past history has led us to this point where we MUST give guidelines on amplification and limit space for this sort of art.

If your art installation will have sound, please read our [Sound Guidelines](#).

Art installations on the open playa may contain ambient sound elements that are integral to the installation, but we do not allow DJs, sound systems, DJ booths, or amplified dance music in the art area. Speakers may not be placed on the ground at an art installation. Partnering with mutant vehicles to play music at art installations is only allowed for up to 3 hours maximum, in accordance with the 3-hour limit for any programming (workshops, events, etc.) at art installations.

Why is this? Amplified music permeates our city, and the open playa is one place that we'd like to keep free of it. Some installations require a quiet area, and amplified music makes that impossible. With the nature of the open desert, sound carries far and wide very easily.

If you are creating an art installation that contains amplified music, it must be located on or in front of the 10:00 or 2:00 edge of our city, and must adhere to the sound policy.

Water

Having enough water for your crew for the duration of your time on playa is critical. The generally accepted rule of thumb? **1.5 gallons of water per day per person.**

Here is an overview of [important drinking water safety points](#) to keep in mind, and some of the places where water is available in the Reno area.

How to Properly Sanitize a Water Container

If you choose to bring water in your own containers or tanks, be certain that they have been properly sanitized before you fill them and bring them to the playa.

Here are the [Centers for Disease Control \(CDC\) guidelines](#) on how to do this properly.

Please note: do not wait until you get to the playa to sanitize your container. Doing so complicates matters because you will need to figure out how to dispose of the bleach water before you can fill it. You must drain it into a gray water tank or evaporation pond, or hire an [Outside Services Contractor](#) to pump your gray and black water. **Gray water cannot be dumped on the playa.** This can result in a ticket if witnessed by law enforcement.

Fuel

BRC Fuel Safety Program

You can help us protect the playa and BRC residents (including you!) by storing as little fuel as possible in your camp. By participating in the [BRC Fuel Safety Program](#), you can get your fuel from the PETROL team instead – to minimize the risks of spills, fire, or worse. This program is intended to reduce the amount of traffic transporting large loads of fuel into the event as well as the need for large fuel storage in camps.

There are two ways to participate in the BRC Fuel Safety Program -- by delivery to your art project or camp location, or by picking up fuel at Hell Station, which is located beyond 10:00 & L:

- If you have a large, diesel-powered generator that will take 30 gallons or more per delivery and has clear access, the PETROL team can deliver dyed diesel* fills directly to your camp and/or artwork site.
- If you have a small diesel generator (less than 30 gallons), or one that runs on gasoline, you can fill up your CARB- and EPA-certified fuel containers at the Hell Station, [located](#) beyond 10:00 & L, and transport them back to your art project or camp. Alternatively, you can request to have a fuel drum delivered to your camp to self-service your generator. NOTE: A secondary container is required when transporting fuel on playa. If you arrive prior to Hell Station's open date, fuel can be delivered to your art project.
- Propane is available for delivery to art projects on the open playa, Esplanade, 2:00 and 10:00 roads for tanks of 100 lb. or greater capacity. Propane deliveries may also be made in the art plazas for large propane projects with proper clearances.
- Smaller propane cylinders and tanks can be filled at the Hell Station during normal hours of operation during the week of the event and transported back to your art project. Propane operations run from Sunday through Saturday of event week.

NOTE: Driving on playa without proper credentials is not allowed and is enforced. You must have a [driving pass](#) for your art project or a DMV-approved Driving Sticker for a Mutant Vehicle or Accessibility Vehicle. (Note that a driving pass is NOT the same as a vehicle pass, which allows your car into the event.) Vehicles that approach the fuel station without one of these credentials will be turned away.

Consider bringing a handcart or bike and trailer with secondary containment if you need to transport fuel in small quantities from Hell Station.

* Dyed diesel fuel is regular diesel fuel that has red dye added to it. This is done to identify the fuel as non-road-taxed and to help enforcement officials easily identify it. Dyed diesel is for off-road use only. Examples include generators, farm equipment, and home heating.

**Fuel registration will be open from February 15 - June 15, 2023.
You must register within this window. There will be no registrations on playa.**

Things to know about the BRC Fuel Safety Program:

- **You must register for a PETROL account prior to June 15th.** When you arrive on playa, you must go to Hell Station to activate your account. Those who arrive prior to Hell Station opening should contact Art Support Services to activate fuel services. The credit card on your account will be charged as fuel is delivered.
- **Certified Fuel Containers ONLY** – You must bring the correct type of canisters to get fuel on playa, those rated for fuel. You will find [fuel storage guidelines](#) on the Burning Man website.

Fuel Delivery – What You Need to Know

PETROL's scheduled fuel trucks will come by daily to fill up tanks and generators. On their first visit, they will tag your equipment and tanks so that all subsequent fill-ups will be charged against your account. Fuel deliveries can begin the day after your account is activated, starting on August 21 and running through September 3. Earlier fuel deliveries may be available for artists; you will need to speak with ASS once on playa and have them contact PETROL. For those who need fuel deliveries on Monday, September 4 and Tuesday, September 5 for strike, arrangements must be made in advance with the PETROL accounts team.

Liquid Fuel Delivery

- Dyed diesel deliveries of 30 gallons or more will be set up for you by PETROL and delivered to your art project. If you are getting deliveries to a generator at a camp address you should consult separately on this with PETROL for city delivery.
- Prior to Hell Station open, gasoline and clear diesel can be delivered in small amounts to the art project. Once Hell Station opens, these fuel types must be picked up or reservations made for 55 gallon drums to be delivered to and stored in your camp.

- Please size your equipment to be able to run for at least 30 hours between fillings.
- When placing your equipment at your art installation, please position the fuel-filling opening so that it can be accessed easily by a large fuel truck.
- Do not block generators and light towers with vehicles or supplies. Items that are blocked will not get filled.
- If you do not need fuel on a given day, please clearly mark on whatever is being filled that you do not need fuel.
- **The last day liquid fuels are dispensed is on Sunday of event week unless post-event delivery is requested ahead of time.**

Propane Delivery

- Large art projects using tanks that are 100 pounds (25 gallons) and larger will be filled at the art project site.
- Within the City grid, propane is only delivered to art projects on Esplanade, 2:00 and 10:00 roads, and designated plaza areas. A Propane Technician will meet with you and inspect the area to make sure that you understand and maintain safe clearance. Delivery may be refused if safety protocols are not maintained.
- Make sure all propane tanks are within date, free of excessive rust and in serviceable shape. PETROL reserves the right to refuse tanks deemed unsafe.
- Please make sure that tanks are easily accessible and that all fittings are removed from the tanks before filling.
- If you do not need fuel on a given day, please mark clearly on the tank that you do not need fuel.

Fuel Pickup – What You Need to Know

Artists who need small amounts of fuel per day – to fill small fuel canisters or art support vehicles – must go to Hell Station. Fuel cans cannot be filled at your art site once Hell Station is open.

- **Hell Station, located beyond 10:00 and L, will be open for fueling from August 21 to September 3, 2023.** If you arrive prior to August 21, you can relay your fuel needs through Art Support Services located at the ARTery at 6:30 & Esplanade.

- **Plan to arrive before 4:00pm, since there is often a line.** The queue for Hell Station fuel is open from 10:00am - 4:00pm, and is cleared between 4:00-5:00 pm.
- **You may only drive to Hell Station if you have an on-playa driving pass.** Do not drive an un-permitted vehicle -- you will be refused service and risk getting a ticket from the BLM. If you don't have one, consider bringing a handcart or bike trailer with secondary containment to transport fuel in small quantities.
- **Certified Fuel Containers ONLY** – You must bring the right type of canisters to get fuel on playa. You can find [fuel storage guidelines](#) on the Burning Man website.
- **The last day liquid fuels are dispensed at Hell Station is Sunday of event week.**
- Hell Station is a work site. Only bring necessary crew in vehicles transporting fuel.
- The area around Hell Station is a Music Free Zone. Please keep sound systems turned off so the crew can hear and make radio dispatches.
- There is no smoking inside of Hell Station perimeter. It is a station full of fuel!
- Do not ask the DPW Depot for fuel – the Fuel Station at the Depot is for Burning Man infrastructure only.

Propane Fills at Hell Station

- Smaller propane tanks (< 25 gallons) must be filled at Hell Station. Please use the largest possible tank to reduce the number of fills needed.
- Make sure all propane tanks are [within date](#), free of excessive rust, and in serviceable shape. PETROL reserves the right to refuse tanks deemed unsafe.
- Remove all fittings from the tanks before arriving at the fuel station.
- **The last day propane is dispensed is Saturday of event week.**

Fuel Storage – What You Need to Know

Fuel Storage is classified separately from “fuel in use.” Fuel in use includes fuel in generators, external tanks plumbed to generators, fuel tanks connected to RVs or trailers and classified for cooling, fuel tanks connected to shower trailers, and fuel containers connected to a flame effect system or designated for use within a 24-hour period. This fuel amount doesn’t count toward total fuel stored in a camp, art piece, or Mutant Vehicle. Liquid fuels and liquid petroleum gasses must be stored separately, and have different limits and storage requirements. Refer to the Fuel & Hazardous Materials Storage Safety Agreement for the specific rules.

Safe Fuel Storage

You must bring the right type of canisters with you to get fuel on playa. Please read the [guidelines for SAFE fuel storage](#) – they contain details on required safe distances.

Fuel Storage Safety Reminders:

- Store fuel away from any running generator.
- Do not fill the tank on a generator that is running.
- When transferring fuel, use a pump.
- Keep all equipment used for petroleum storage and handling in good condition. Watch for leaks, deterioration, or damage.
- If fuel is spilled on your clothing, move away from any ignition source, and allow the clothing to dry. Use waterless soap for hands.
- If fuel should splash in your eyes, use clean water to flush.
- Be aware of static electricity that can build up on you and containers. Any spark can ignite gasoline vapors. Always fill containers on the ground, not in vehicles.
- Always use a bonding strap when transferring flammables and combustibles between containers.

On-Playa Communication

Immediacy is one of the core principles of Burning Man. For that reason, the use of cell phones on playa is discouraged.

Communicating with the Art Department

If you need to talk to anyone from the art department on playa, the two best ways to do so are to: 1) talk to your ASS squad, who will visit you at least once a day at your build site; or 2) come to the service desk at the ARTery during the day.

Emergencies

On the off chance you have any cell signal in Black Rock City, please do not call 911 for problems within the event site. The dispatch center you would eventually reach doesn't manage the available resources on playa. It's far faster to flag down a Ranger or send someone to fetch help at a Ranger Outpost or ESD Station.

That said, there is a way to directly call for help wirelessly since ESD monitors a designated emergency channel on the license-free MURS radio band (Black Rock City 911 Dispatch: channel 5,154.600 MHz, CTCSS/PL 97.4).

You can purchase your own MURS radio to contact BRC 911, but the other four MURS channels can also be just like FRS radios for other purposes.

Transporting Art to the Playa

You have two options for transporting your art to the playa: 1) bringing it yourself, (via one or more of your crew members); or 2) hiring a trucking company to deliver it to you on playa. If your project is small, consider reaching out to artists in your area to coordinate bringing your artworks together on one truck or container.

Transporting Your Own Art

If you transport your art yourself on your own truck or trailer (or a rental), you must enter through the main Gate. *Every vehicle needs a vehicle pass. Every person needs a ticket and, if arriving before 10am on the Sunday the event starts, a Work Access Pass.*

Note: If you have approval to arrive in Black Rock City prior to noon on the Monday before the event opens (when the Main Gate and Will Call open) you must arrange to enter through Point One by submitting your information via the Art Transportation Questionnaire – see details below.

Hiring a Trucking Company

If you hire a trucking company to deliver your art to you on playa – **even if it is a friend or colleague who you're paying to make the delivery** – they MUST be registered as an Outside Service (OSS) Provider. This is a company that has both successfully applied for the OSS Program through Burning Man and secured a Special Recreation Permit (SRP) with the Bureau of Land Management by their deadline of 4:30 PM (PST) on April 7, 2023. This is a requirement under our permit with the BLM.

Here is a list of [previously-contracted OSS providers](#) that participated in the program for the 2022 event. We publish this list post-event every year in order to allow participants to see who completed the OSS program in good standing. If you have questions about who is on the list for 2023, or how to help your trucking company register as an OSS provider by the April 7 deadline, please contact outsideservices@burningman.org.

Your OSS driver can *temporarily* access Black Rock City to deliver your art load without a ticket, Work Access Pass or vehicle pass. We will meet them and escort them to your art build site. To do this, we will need you to submit the following information to us via the **Art Transportation Questionnaire**, which will be emailed to you in July:

- Name of your trucking company
- Truck driver's name and mobile number
- Number of loads
- Day and time of expected arrival(s)

Here's how the process works:

- The driver's load must be art for the playa only.
- Keep your Artist Liaison and ASS apprised of the driver's ETA.
- Upon arrival at the Point One gate (see address below), the driver provides the name of your project and the name of your onsite contact.
- ASS will meet the truck at the Point One gate and escort it to your build site.
- You MUST be present at your build site to receive the art.
- HEaT is available to help offload between 9am and 6pm.
- Once the driver completes their delivery, they will exit BRC via Point One.

Information to Give to Your OSS Driver

Deliveries cannot be made if the driver does not know the name of their contact person and the name of the artwork. Please download this [Art Drivers' Info Sheet](#), fill in your (artist's) legal name, playa name, and artwork name, and give it to your driver to provide when he/she arrives at the Point One gate.

Address for Art Deliveries (also shown on Art Driver's Info Sheet)

Black Rock City NV 89412 is a real address that your driver can put into his/her GPS.

Directions:

1. Drive through Gerlach
2. Continue on Highway 34 and proceed 12 miles to the clearly marked Black Rock Desert "12 Mile" entrance.
3. Turn right onto the playa and follow the orange cones approximately one mile to the Point One entrance to Black Rock City.
4. Stop at the stop sign. Tell gate personnel that you are delivering an art load for [artist's name] / [artwork name], and ask them to contact Art Support Services over the radio.

Timing of Art Deliveries

If you need help unloading your truck, it must arrive between 9am and 6pm – during HEaT's hours of operation. If you show up after hours (or close to 6pm) you may not receive service until the following morning. This can cause major headaches if your driver needs to drop and go, so please plan accordingly and account for potential delays in getting to playa.

Once you have arrived on playa, checked in at the ARTery (open 9am to 6pm), and gotten your art placed, Art Support Services can arrange with Heavy Equipment to meet you at your site to help with your offload.

Limits on Shipping Containers

Only shipping containers that are **20 feet in length or less** can be offloaded by our Heavy Equipment team. Someone from your crew must be on playa to accept and direct where it will be dropped. For containers larger than 20 feet, you can arrange for your trucking company to offload it (if they have that capability), or have them bring the container to your build site and keep it on the trailer while you unload it.

All shipping containers must be moved off of your artwork build site – to your camp or off playa – before the event starts. Art Support Services does not accept shipments nor are we responsible for containers to be shipped off the playa. You must arrange this with your trucking company.

Art Transportation Q&A

Q: I only need one delivery. Does the driver need to have a ticket and a vehicle pass in order to make the delivery inside the event?

A: Yes, unless you're using an OSS commercial driver to deliver your artwork. OSS drivers have special credentials that allow them temporary access to BRC.

Q: My driver has a ticket and a vehicle pass, will be staying for the event, and just needs to make one delivery before the event begins. Does the driver need a Work Access Pass?

A: Yes! Anyone entering the event site prior to the event opening must have a Work Access Pass, secured through your theme camp or art project.

Q: If I have a regular ticket and vehicle pass, can I leave and come back?

A: Yes, if you're leaving during the event you must pay a fee to re-enter and you must have your ID and ticket stub with you.

Q: My buddy is driving a truck up from Reno to drop off our tent but he's not staying, does he have to buy a ticket just to drop off the tent?

A: Maybe. If you meet him at the Gate and bring the delivery into the city yourself, no, but otherwise yes. It is up to you to facilitate this process – Burning Man cannot arrange this for you. When you arrive at the Gate (with your ticket stub), let the Gate staff know you are there to meet a delivery. Be aware that at busy times, this may take a while.

Q: I don't want to buy a ticket or delivery credential for my delivery driver. Can they drop my delivery at the front gate for me to retrieve?

A: Absolutely not. Under no circumstances may loads be dropped and left in any of the lots at the front gate. You must either make arrangements to have the load delivered in BRC or to meet the driver at the Gate.

Q: I need to make a delivery on playa before the event opens. How do I get a Work Access Pass?

A: If you are making a delivery on playa before the event opens you (and everyone in your party) need a Work Access Pass. You will need to secure it directly from the project for which you are making a delivery.

Questions about Transporting Art? Email your Artist Liaison

Driving Passes

As noted previously, Black Rock City is a pedestrian and bicycle community. For the safety of all, moving motor vehicles are restricted by the Bureau of Land Management. If a motor vehicle is absolutely necessary to support the construction and maintenance of your art project, you must get a Driving Pass for it.

Driving Passes provide a clear way for law enforcement to identify vehicles and drivers who have been given permission by the ARTery to operate their vehicle on playa in support of their project. **Driving without a visible and valid pass puts you at risk of being stopped by law enforcement, and ticketed.**

IMPORTANT: A Driving Pass is NOT the same as a Vehicle Pass. A Vehicle Pass on your windshield allows you to drive your car into the event. A Driving Pass on your bumper allows you to drive your vehicle directly from your camp to your art project and back in support of your art project.

Use the Driving Pass Request questionnaire (emailed to you in July) to request them in advance. Driving Passes are issued on playa upon check-in at the ARTery.

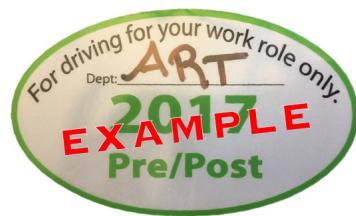
Please only request Driving Passes if the service needs of your art project cannot be taken care of in another way. For example, if you have a small inner playa art project that only needs daily checking/de-MOOPing, please walk or use a bicycle. However, if you are transporting large tools or heavy materials to your project during the event, especially if it's in deep playa, then your project is eligible to receive a Driving Pass.

If you're thinking of using a mutant vehicle as your art support vehicle, be sure to talk to the art department to get the OK before you bring it to the playa.

There are two types of Driving Passes:

PRE/POST Driving Pass

Allows you to operate the motor vehicle(s) with this pass in Black Rock City during the periods before and after the Burning Man event week. Usually this means before 6:00pm Sunday (when the event starts) and after 6:00pm Monday, Labor Day.



DAILY (EVENT) Driving Pass

Allows you to operate the motor vehicle(s) with this pass in Black Rock City during the event week on the corresponding day for which the pass is issued.

Passes are identified with the day they are valid. This could be any day(s) between 6:00pm Sunday (when the event starts) and 6:00pm Monday, Labor Day.



NOTE Please use the fewest vehicles possible to build and maintain your project. In the **rare** case that you require multiple vehicles to do so:

- Pre/Post Event: identify the number of Pre/Post passes you require under one name and vehicle description.
- During the Event : identify the driver's name and vehicle description for each daily pass.

Section 5:

INTERNATIONAL ARTISTS

“As a first time, international art creator at BRC (and only my second time at Burning Man) knowing what I needed and planning/booking/organising the right equipment in the right amount of time was really difficult. Trying to get quality materials that we used for our prototype in Europe that would last and didn't cost too much (in terms of carbon footprint AND budget) was really tough. We had to redesign last-minute because things weren't available in the US.”

- Bibi Bliekendaal (**People Powered Music aka The Tinkle Drum, 2022**)

“If you travel internationally, you must study the shipping times, costs and logistics.”

- Miguel Angel Martin Bordera (**Step Forward: Joining Minds, 2018**)

Bringing Art from Abroad

If you are coming to Burning Man from an international destination, your key to success will be to plan, plan, plan! Every year we welcome artists from across the world – who are often met with more challenges than domestic artists. Here are some tips and things to think about when bringing art from abroad:

- Give yourself enough time to secure all necessary travel documents. Visa application processes and times vary by country.
- Read through all the customs regulations to and from the different countries you will be traveling through. For example, regulations on wood (including transportation pallets), lithium batteries for LEDs, etc.
- Get familiar with general construction practices in the U.S. and note differences that might impact you, such as a different way of measuring timber, or electrical voltage differences that impact what power tools or generators you can use.
- Reach out to official [Burning Man Regional Contacts](#) in your area.
- Reach out to other international artists who have brought art to Burning Man. They are well versed in the special challenges that come from getting art to BRC across borders and overseas.
- Think about the size of your piece, how you will ship it, and how long it will take to ship. Sometimes it's better to do most of your building when you're already in the United States.
- Think about what you'll do with your piece after the event.

Border Crossings / Visas: Letter of Invitation

If you are traveling from an international location and need a Letter of Invitation from Burning Man to more easily cross into the USA or obtain a visa, please email your Artist Liaison.

Financial Management / Currency Platforms

Depending on the country in which you will have most of your expenses, you may wish to explore currency platforms that will help you save money on currency transactions and fees while buying in the U.S. by avoiding currency fluctuations.

Some platforms offer useful banking services such as prepaid debit cards, currency exchange, cryptocurrency exchange, and peer-to-peer payments. They may also support spending and ATM withdrawals in multiple currencies, sending payments directly from an app (so you can send money to other crew members using their phone numbers), or allowing you to set up budget categories.

While we aren't able to officially recommend solutions, previous artists have had success using Revolut. There are other comparable services available.

Fundraising / Fiscal Sponsorship

To raise funds or find volunteers to help you build your art project, consider creating events in your regional community that gather supporters together, raise awareness about your art, and elicit feedback.

You may also want to check what the fiscal sponsorship rules are in your country and contact potential sponsors. In some countries in Europe, for example, individuals and companies can deduct up to 70% of their donations to cultural/art /social /sport projects.

International Shipment of Art

Logistics for international art shipping can be complicated. The US has specific regulations for wood being brought into the US, and that includes pallets. If you are shipping palletized materials into the US, please make sure to read up on the types of pallets you may use to transport your goods. These regulations will also impact you if you are bringing a wooden art project into the US. Consider perhaps building in Reno pre-event if that makes sense with your schedule and finances.

Several of our past artists have had good luck using an international shipping expediter company. International container shipping can be subject to a range of factors that could delay your container's arrival. Include additional shipping time in your schedule.

Please also consider how you'll ship your project back OUT of the US (if applicable), and any relevant customs information heading back to your country. If you have set up a process to gift your art to a museum or other institution in the US post-event, it can be helpful to have documentation of this when entering the US, to lessen suspicion of importing goods for sale.

In some cases it might be worth weighing the benefits of contacting a customs broker.

You may want to consider not transporting all of your camp gear together with your art project in case one or the other gets stopped temporarily in customs. If you do, bring all the documentation you need to avoid a cultural misunderstanding at customs, who might suspect you are moving to the U.S. (This happened to one artist because of a sofa and a coffee machine in the truck.)

Limits on Shipping Containers

Only shipping containers that are **20 feet in length or less** can be offloaded by our Heavy Equipment team. Someone from your crew must be on playa to accept and direct where it will be dropped. For containers larger than 20 feet, you can arrange for your trucking company to offload it (if they have that capability), or have them bring the container to your build site and keep it on the trailer while you unload it.

Thinking About Pre-Building in the US?

If you will be based in Reno or the Bay Area prior to the event, there are several options for pre-building art in large collaborative spaces. They may also have good leads on trucking art to the playa, or help you combine shipping costs with other projects heading to Burning Man.

Nevada

- The Generator <https://www.therenogenerator.com/> : Reno
- Artech <http://www.artechreno.com/> : Reno
- Buffalo Creek Art Center <http://www.buffalocreekart.com/> : Gardnerville

San Francisco Bay Area

- The Box Shop <http://boxshopsf.org/> : San Francisco
- Seaport Studios <https://seaportartstudios.com/> : Richmond

**Questions about International Issues?
Email your Artist Liaison**

Section 6:

FIRE ART

“Nobody owes you anything. Be super-super-organized.”

– Matisse Enzer, *The Last Flamethrower* (2015)

Fire Art Guidelines

Before you consider creating art that utilizes fire, you must take into consideration both the fire safety guidelines and the approval process your project will need to navigate in order to be approved to burn at Burning Man. This multiple-step approval process is not meant to bog artists down, but rather to ensure that all safety requirements are followed.

If your artwork incorporates FIRE in any of the following ways....

- **Open Fire:** flames created by candles, torches, fire barrels, wood fires, and/or artwork that will itself be engulfed in flame or otherwise burned
- **Flame Effects:** flames that are automated, switched, pressurized or have any action other than just being lit on fire. This includes projects that use propane or liquid fuels.
- **Pyrotechnic Display:** explosives, fireworks or projectiles
- **Hazardous Materials Storage:** Storage of hazardous or combustible materials, including kerosene, white gas, propane, gasoline, pyrotechnics, etc.

...there are special REQUIREMENTS:

- You must have indicated your plan to use fire in your Art Installation Questionnaire when you registered your art. (NOTE: If you wish to burn your artwork on playa, the deadline for submitting your Art Installation Questionnaire to be considered for burn approval is April 15.)
- It is mandatory that you read and follow our [Fire Safety Guidelines](#).
- You must understand and adhere to all the practices of [Burn Scar Prevention](#), [Safe Fuel Storage](#), and [Creating Dangerous Art Safely](#).

Fire Art Safety Team (FAST)

The Fire Art Safety Team (FAST) assists artists in safely creating and exhibiting fire art. Made up of fire safety personnel and industry professionals, FAST provides experienced support, assisting artists in the safe execution of open fire, flame effects, and pyrotechnics in installations, theme camps, and Mutant Vehicles.

FAST inspects artworks incorporating fire and issues the appropriate Burn License(s) once the artwork has been approved. There are two kinds of FAST personnel: 1) FAST Artist Liaisons, who work with artists and fire safety liaisons during the pre-event evaluation process; and 2) FAST Leads, who oversee burns and pyrotechnic shows at the event. Here's who to email if you have any questions:

- Open Fire: fire-art@burningman.org
- Flame Effects: flame-effects@burningman.org
- Pyrotechnics: pyro@burningman.org

Build Materials and Open Fire

Filling out the Fire Section of the Art Questionnaire does NOT automatically mean that you have approval to burn your artwork on playa, given the limited resources we have to support burns (particularly large ones). We will review your application and notify you whether or not you are approved to burn. As noted above, the deadline for submitting your Art Installation Questionnaire to be considered for burn approval is April 15.

If you are approved to burn your artwork, please note that **fabric, cardboard, large sections of papier-mâché, thin wood laminates or plywood less than 5/8 inch (16mm) thick are not allowed at the time of the burn**. These materials can cast large embers that can be carried by heat and wind causing unintended fires and damage.

Avoid incorporating paint, plastics and synthetics into your artwork. The burning of any toxic materials – such as those sometimes contained in furniture, rugs or decorative materials – is prohibited by law. All such items must be removed from your artwork before it is burned.

Burning Man reserves the right to prevent the artist from building the piece if we reasonably believe there is a threat to public safety. Please read our [Open Fire Guidelines](#) for more information.

No Unattended Fire

If you plan to use ANY fire on your project – including burn barrels, tiki torches, flame effects, and the like – there must be trained safety crew on hand at all times when the fire is burning. **We do not allow any unattended fire or flame effects in Black Rock City.**

Preventing Burn Scars: Decomposed Granite

Burning anything directly on the surface of the playa creates burn scars – patches of discolored, hardened playa sediment that are hard to clean up and take years to recover.

Burn Scars are one of the issues that the Bureau of Land Management (BLM) watches closely in their role as stewards of public land. Burning Man's ability to return to the Black Rock Desert year after year is directly dependent upon our ability to Leave No Trace – a responsibility shared by all citizens of Black Rock City.

A layer of Decomposed Granite (DG) placed between the surface of the playa and pre-construction of the artwork provides an insulating layer that protects the playa from heat. Any artist intending to burn their art in place – where they built it on playa – must purchase DG through Art Support Services (ASS) pre-event. Please contact us at ass-help@burningman.org with any questions.

Alternatives to Burning Your Art in Place

One option is to burn your piece in one of the Community Burn Gardens, [located](#) on the open playa side of the Esplanade at the 3:00, 6:00 and 9:00 streets, beginning at 10 am on Sunday after the Man burn. The Burn Gardens are a series of large, open top, metal burn platforms used for the burning of WOOD ONLY. No burning cardboard, paper, compost, recycling or trash in the Burn Gardens. Additionally, the burning of any toxic or synthetic materials such as couches, stuffed furniture, rugs, PVC pipes, etc. is prohibited by law. Unless your artwork is very small, you will need to dismantle it before you place it in the burn platforms. Please exercise due care when loading your artwork, and do NOT put any liquid fuel in the platforms.

Alternatively, later that afternoon – on Sunday after the Man burn fire has been extinguished – you can put large pieces of wood from your artwork on the additional DG pad that is located approximately 12:00 and 100ft from the Man burn site. (These will be burned at a later date.)

Fire Extinguishers: Preventing Unintended Fire

Fire at Burning Man is a very common sight, but an uncontrolled fire in the wrong place on the playa could spell disaster for our community or reduce your artwork to rubble. We are including this in the Handbook so you can choose a fire extinguisher for your project that fits your needs and so you can understand how to operate it effectively.

The first moments of any fire are the most important. If you think the fire is small enough to put out, by all means use a fire extinguisher! But if not, do not hesitate to withdraw to a safe distance and call for help. If others are with you, have them form a perimeter and warn others of the danger until help arrives.

Fire Classifications and Extinguisher Types

Fires have the following classifications, which helps you to determine which fire extinguisher to use for which kind of fire. It is very important not to use the wrong type of extinguisher on a fire, as it can cause more problems and be potentially life-threatening.

- **Class A** extinguishers are for ordinary combustible materials such as paper, wood, cardboard, and most plastics.
- **Class B** fires involve flammable or combustible liquids such as gasoline, kerosene, grease, and oil.
- **Class C** fires involve electrical equipment, such as appliances, wiring, circuit breakers, and outlets.

There are three main types of fire extinguishers available in the US (they have different systems all over the world). See the next page for details on each.

	<p>Water extinguishers – These are silver, have a small nozzle and contain water pressurized by air. Water fire extinguishers should only be used on Class A fires. This is a great extinguisher for use on wood, fabric, and in cases where clothing may be at risk.</p> <p>Note: Never use water to extinguish class C fires – there is a risk of electrical shock! Or Class B fires, as the flames can spread and make the fire bigger (especially grease fires).</p>
	<p>Carbon Dioxide (CO2) extinguishers are red and have a large funnel-like nozzle. They are used for Class B and C fires. They contain carbon dioxide, a non-flammable gas, and are highly pressurized. They don't work very well on Class A fires because they may not be able to displace enough oxygen to put the fire out, causing it to re-ignite.</p> <p>Can be used on people, as long as a good distance is kept from the person to prevent freeze burns on their skin.</p> <p>CO2 extinguishers have an advantage over dry chemical extinguishers: they don't leave a harmful residue - a good choice for a precious art piece or delicate equipment.</p>
	<p>Dry chemical extinguishers are red and have a small nozzle. They come in a variety of types and are suitable for a combination of Class A, B and C fires. These are filled with foam or powder, and pressurized with nitrogen. (Dry Chemical info continued on the next page).</p>

Types of Dry Chemical Extinguishers

BC - This is the regular type of dry chemical extinguisher. It is filled with sodium bicarbonate or potassium bicarbonate. The BC variety leaves a mildly corrosive residue that must be cleaned immediately to prevent any damage to materials.

ABC - This is the multipurpose dry chemical extinguisher. The ABC type is filled with monoammonium phosphate, a yellow powder that leaves a sticky residue that may be damaging to electrical equipment and delicate art pieces. Dry chemical extinguishers have an advantage over CO₂ extinguishers since they leave a non-flammable substance on the extinguished material, reducing the likelihood of re-ignition. However, remember that these are the last choice to use on people who are on fire, as the powder will have to be later removed from burns by medical personnel.

How to Use a Fire Extinguisher

Just as important as knowing what extinguisher to use is how to use it.

Just remember P.A.S.S.:

- **Pull** the pin at the top of the extinguisher. The pin releases a locking mechanism and will allow you to discharge the extinguisher.
- **Aim** at the base of the fire, not the flames. This is important - in order to put out the fire, you must extinguish the fuel.
- **Squeeze** the lever slowly. This will release the extinguishing agent in the extinguisher. If the handle is released, the discharge will stop.
- **Sweep** from side to side. Using a sweeping motion, move the fire extinguisher back and forth until the fire is completely out. Operate the extinguisher from a safe distance, several feet away, and then move towards the fire once it starts to diminish. Be sure to read the instructions on your fire extinguisher - different fire extinguishers recommend operating them from different distances.
Remember: Aim at the base of the fire, not at the flames!
- Here's a video reference on [how to use a fire extinguisher](#).

Fire Extinguisher Questions? Email davex@burningman.org

Firewood

As a service to artists, Burning Man offers firewood for burning your art, or for burn barrels that are part of your art. If you are uncertain whether you need wood for your burn – or what amount to order – contact FAST at fire-art@burningman.org and we can advise you.

Here's what you need to know:

- We offer two types of wood:
 - Softwood for burning art
 - Hardwood for burn barrels
- Orders can be placed on the Resource Request Form from Art Support Services (to be emailed in May) or by emailing ass-help@burningman.org.
- **Deadline to request firewood: June 1st.**
- The cost of firewood must be paid in advance by check, or may be deducted from the performance deposit of honoraria artists.
2022 Price: \$360/pallet (half cord, or 64 cubic feet)
- **Wood is non-refundable.** Once ordered, you will be charged (even if you don't use the full amount), it will be delivered to you on playa, and you are responsible for burning it or taking it with you when you leave.
- On playa, request delivery of your pre-ordered firewood through Art Support Services. You must be on-site to receive firewood.
- Wood is **MOOP** (Matter Out Of Place)
 - You must have a 10 foot x 10 foot tarp to land a pallet of firewood (it cannot rest on the playa surface).
 - You should have one tarp for each pallet of firewood ordered.

Firewood Questions? Email ass-help@burningman.org

Section 7:

ON PLAYA

“Everything breaks/decides not to work/gets jammed with playa; build redundancy into your work, bring duplicates of crucial components. If you keep that stuff in its original package and out of the dust you can often return it unused.”

- Quentin Davis, **Spiral of Doubt** (2014)

“Never underestimate the power of sending a team back to camp to get food and cold beverages for the crew.”

- Tabasco / Iron Monkeys, **Agora of Light** (2014)

Who's Who on Playa

The ARTery

The ARTery, [located](#) at 6:30 & Esplanade, is your one-stop shop for all of your art needs and answers. The headquarters of all of the Burning Man Art teams, the ARTery serves as a check-in center for artists, as well as a hub for information about art – and should be your FIRST stop once you arrive on playa.

The Burning Man Art teams within the ARTery include:

- **Artist Liaisons**

The Artist Liaisons are BMP staff members who work with artists before and on playa to help guide them on their path to BRC. Your Artist Liaison is your go-to for questions about Honorarium grant contracts, tickets, Work Access Passes, vehicle passes, driving passes, art trucking/transportation, international issues, and much, much more. When in doubt, ask your Artist Liaison and they will either have an answer or will steer you to the person or department who can provide one.

- **ARTerians**

On playa, artist registration begins and ends with the ARTerian volunteer team. Every registered artist at Burning Man, no matter how big or small the project, must check in with the ARTerians to get their artwork placed.

The ARTerians work with each artist to confirm the essentials of adequately lighting their artwork at night, protecting their art against theft, and verifying a Leave No Trace (LNT) cleanup plan. Once an artist has been fully registered, ARTerians show them their art placement and escort them to the installation location. Note that all art projects learn where they will be placed when they check in at the ARTery.

- **Art Support Services (ASS)**

Once artists are checked in and their artwork is placed, Art Support Services (ASS) works with them to facilitate the process of building art on playa, with the aim of making it as safe and streamlined as possible. Sitting at the junction between artists and Black Rock City infrastructure (such as Heavy Equipment, WaterWorks, DPW and Petrol), ASS relays and follows up on artists' service requests in support of their art projects — from installation to clean up.

- **Fire Art Safety Team (FAST)**

The Fire Art Safety Team (FAST) assists artists in safely creating and exhibiting fire art. Made up of fire safety personnel and industry professionals, FAST provides experienced support, assisting artists in the safe execution of open fire, flame effects, and pyrotechnics in installations, theme camps and Mutant Vehicles. FAST inspects artworks incorporating fire and issues the appropriate Burn License(s) once the artwork has been approved. There are two kinds of FAST personnel: 1) FAST Artist Liaisons, who work with artists and fire safety liaisons during the pre-event evaluation process; and 2) FAST Leads, who oversee burns and pyrotechnic shows at the event.

- **Eyes on Art**

Eyes on Art (EoA) is the team that surveys art installations across the open playa to identify potential safety issues, including unlit installations or construction sites, and exposed rebar. Eyes on Art maintains a real-time, radio-dispatched response team that works each night of the event until 4AM checking art installations for problems.

Department of Public Works (DPW)

- **Heavy Equipment & Transportation (HEaT)**

Between building and dismantling Black Rock City's public infrastructure, the Heavy Equipment and Transportation Team (HEaT) helps artists build amazing playa art. Given that heavy equipment is a limited resource, ASS works with artists to ensure that all equipment is used as efficiently as possible, and that HEaT is only called to a build site when the artist is ready for them.

- **PETROL Department**

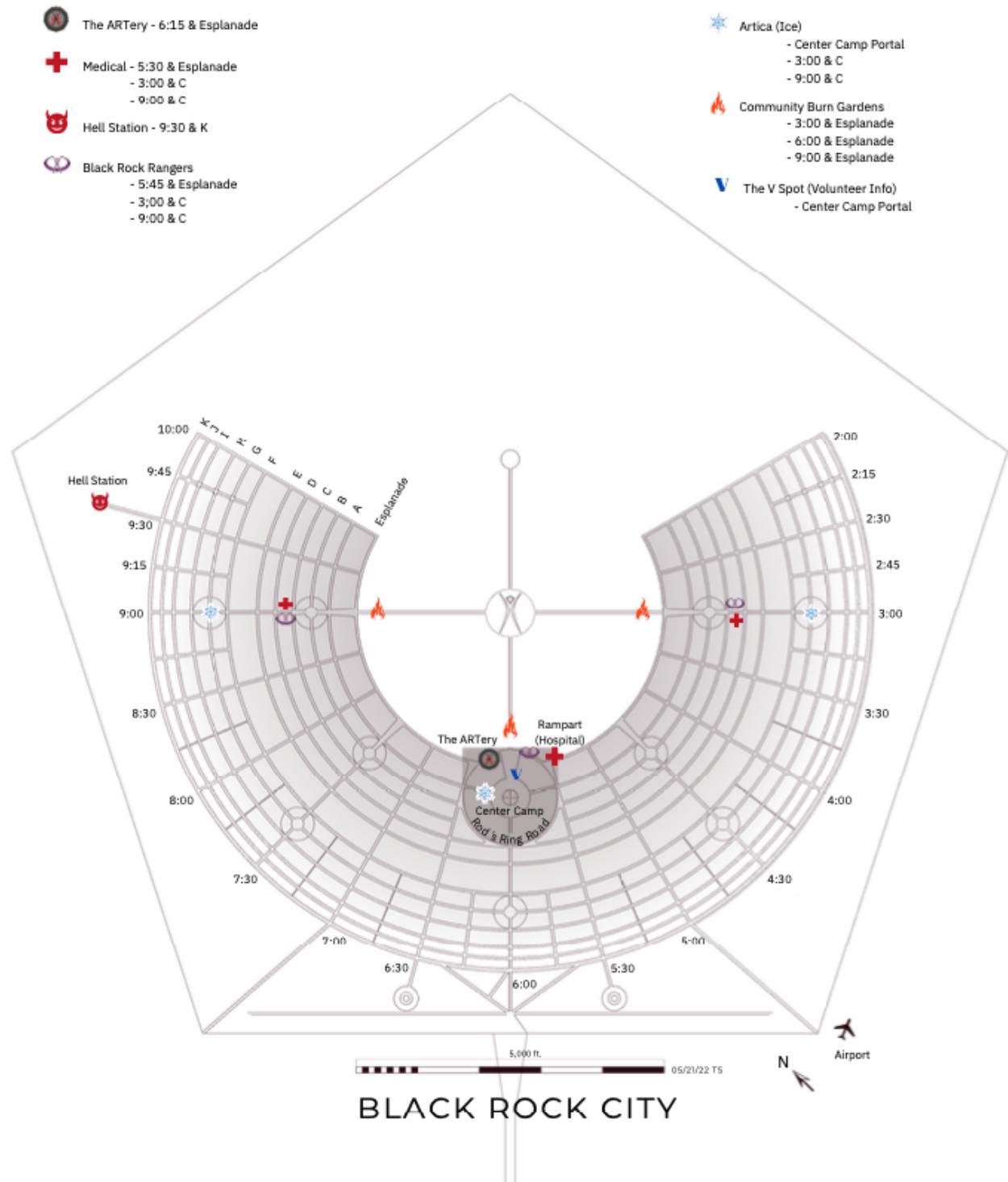
The Black Rock City PETROL Department runs the BRC Fuel Safety Program -- giving art projects, mutant vehicles, and theme camps the ability to purchase fuel on playa. The primary aim of this program is to keep BRC and its participants safe by minimizing the amount of traffic transporting large loads of fuel into the event and reducing the need for large fuel storage in camps.

The V-Spot (for Volunteers)

Need a few more hands to help with your build? Visit the V-Spot – [located](#) in the Center Camp portal – and talk to the Burning Man Volunteer Team. They'll hook you up with available volunteers.

What's Where on Playa

BRC Map for Artists



Gate and Arrivals

Arriving at the Gate: What to Have With You

- **Your ticket** -- each person in the car will need a valid ticket. If your tickets are at Will Call, go there first.
- **Your printed Work Access Pass (WAP")** -- if you are arriving before the Event begins, each person in the car will need a unique Work Access Pass valid for the date you arrive. (See "About Arrival Times" below)
- **One Vehicle Pass per vehicle** driving through the Gate (motorcycles exempt)

Will Call

- Anyone picking up a ticket from Will Call will need a valid form of ID. **Will Call opens on Monday, August 21 at noon**, and is open 24/7 after that time.
- If someone in your vehicle needs to pick up a ticket at Will Call, your entire vehicle needs to go to the Will Call lot.
- All Gate lanes have access to Will Call. There is no artist lane.

About Arrival Times

- Do not arrive prior to 12:01 am on the date of your Work Access Pass. If you do, you will be turned away. You must have Work Access Passes for everyone in your vehicle to be allowed entry.
- If anyone in your group does not have the appropriate ticket or work access credentials, your entire vehicle will be turned around. You may not leave anyone behind at the Gate, or in Gerlach, without proper transportation.

Law Enforcement and Safety

- Law enforcement enforces driving laws on Gate Road, including seat belt and open container laws. DO NOT DRIVE OVER 10 MPH.

*****Speed Limit on Gate Road is 10 MPH*****

- Before leaving home, make sure that your headlights and taillights are in working order, and that your license plate is in no way obscured (bike racks obscuring license plates are a common way to get pulled over by law enforcement). Check again during your last gas stop to be sure nothing has shifted.

Gate Best Practices

- Every vehicle is searched for stowaways and prohibited items before entering Black Rock City. Please pack your vehicle for an easy search, by leaving spaces for the Gate volunteers to crawl/step/get to the back of your vehicle/truck/RV.
- Let your searchers know where sensitive items are, so they don't break anything.
- Please stay in your car while at Gate - the lanes are not the place to get out and stretch!

The ARTery

The ARTery is your one-stop shop for art needs and questions answered, and should be your FIRST stop once you arrive on playa.

Location: 6:30 and Esplanade

Hours: 9am-6pm

AS SOON AS YOU ARRIVE ON PLAYA:

- COME TO THE ARTERY between the hours of 9am-6pm
- CHECK-IN with the ARTerian Concierge
- GET YOUR ART PLACED by ARTerian Field Ops
- CHECK-IN WITH ASS and FAST (if appropriate)
- IF YOU ARE WITH A PLACED CAMP, we can call Placement for you

Check-In Process

- If you're the first person from your camp arriving on playa, the ARTery can call Placement for you to get your camp placed. For fastest service, bring a second person who can meet Placement at your camp site while you check in at the ARTery.
- If you are driving, park your vehicle in the ARTery parking lot, and come to the Greeter/Artist Check-In table, where you'll start the check-in process.
- At the Concierge desk, you'll briefly review key elements from your Questionnaire (safety, lighting), provide your camp location so we can find you if any issues arise, sign the Check-In Form, and pick up a Driving Pass for your vehicle (if needed).
- The Mapinatrix will record and label your art placement on the art placement map, so people can find your project.
- Field Operations will take you out to your art site to place your piece at the precise GPS coordinates. **No project should attempt to place themselves.**
- **Projects Needing ASS:** Go to the Art Support Services desk in the ARTery to talk to them about any pre-discussed heavy equipment, wood, water, and fuel needs.
- **Fire Projects:** Go to the Fire Art Safety Team desk in the ARTery to talk to them about the details of your fire needs and schedules.
- You're now ready to start building your art!

Art Support Services (ASS)

On Playa: ASS Central & ASS Squads

Art Support Services will be your go-to on playa to assist you with resource needs relating primarily to heavy equipment, fuel, wood, and water. You can find us at:

1. **The ASS Central Desk in the ARTery** (6:30 and Esplanade), where you will do your initial check-in
2. **Your build site on playa**, where your ASS Squad will visit you each day.

As soon as you've arrived on playa, checked in with the ARTerians, and your artwork has been placed, come check in at the ASS Central Desk and get tee'd up for the resources and heavy equipment you need to unload and start building.

Your assigned ASS Squad will come by your build site periodically to take, relay, and follow up on your requests for heavy equipment. (If you pre-requested other resources such as firewood, decomposed granite, or water, they can help you with that too.) Each squad makes morning and afternoon rounds to stay on top of your progress, and (hopefully) saves you time you'd otherwise spend going back and forth to the ARTery.

During your build, if you have questions, need assistance, or require a status update for heavy equipment you've requested, you can talk to your ASS Squad when they visit you at your build site, or come back to the ARTery, and the ASS Central staff can get you sorted out. If you have general questions, come to the Greeters table at the front of the ARTery.

Things You Need to Know

- ASS cannot assist you before you are on playa, checked-in, and placed.
- Any time you have questions about Heavy Equipment, please talk to your ASS Squad or ASS Central – do not go to the Heavy Equipment yard.
- **ASS HOURS:** 9:00am-6:00pm daily (pre-, during, and post-event)

Heavy Equipment (HEaT)

On Playa: Things You Should Know

- **HEaT operates on a queue system, not a schedule** -- your ASS Squad will radio HEaT for equipment when you are ready for it. This ensures that you are actually ready to receive it.
- **You must have someone at your build site** who can accurately direct the HEaT operator. If you are not there and ready when the equipment arrives, HEaT will leave, and you will go back to the bottom of the queue.
- If the equipment is not immediately available, HEaT can often give us a rough estimate of how long it will be.
- **HEaT operates between 9am and 6pm.** Any exceptional requests to use heavy equipment later than 6pm must be made to ASS by 3pm that day, and will be considered on a case-by-case basis. Such requests are not guaranteed as HEaT operators have a max hours per day they are allowed to operate for safety reasons.
- No Heavy Equipment requests will be permitted from noon on Wednesday of event week through the end of the event, unless previously planned.

Pre-Event on Playa = WORK SITE

Black Rock City is officially an active work site until the gates open on Sunday. During this time, please:

- Be extra aware of your surroundings. Heavy equipment will be driving around the playa, please watch out for them.
- Watch for open trenches on the playa, and go around them where you can rather than driving over.
- Make sure to drive the speed limit (10 MPH pre-event, changes to 5 MPH when the gates open Sunday at 10am), and to obey all open container laws.
- You may come and go from Black Rock City pre-event, but make sure to have your ticket stub with you and your wristband on before you leave the City. Also plan for traffic upon your return: there is no designated artist lane and you must enter again through the main Gate.

Crew Expectations for Pre-Event

- Save the partying until the gates open. Even if your crew is sleeping in and working nights, the work camp next to you might have a pre-dawn wake-up time. Please be respectful that everyone is there pre-event to help build the city.
- Anyone on-site pre-event is expected to be there to work.
- Please instruct your crew on proper safety gear (as necessary) and closed-toe shoes for being on an active work site.
- All minors on-site pre-event must be supervised by an adult.

“Build early. Keep it simple. Document everything.”

- **Josh Yeo, Time Machine Elevator (2017)**

Camping During Build

Art projects (other than the Temple) are not allowed to camp next to their art piece during their build, for a few reasons:

- Campsites on the open playa must relocate to their city location by noon of the Friday before Gate opens. Relocation (and the accompanying thorough MOOP sweep) while still installing your art project presents a challenge for even the most seasoned Black Rock City artist.
- In recent years, the open playa was in worse MOOP shape after the event than it had ever been, particularly in locations where temporary art build camps had been placed. This not only puts the land use permit with the Bureau of Land Management in jeopardy, it also runs counter to Black Rock City's commitment to Leave No Trace – a principle to which every art project has agreed.

Think instead about how to take care of your crew while camping at your art support camp in the city – by providing shade and water at your build site, possibly transporting them back and forth to your camp for meals, or bringing lunch and/or snacks to them during the day as they work.

Ice

Arctica is the location for ice sales on playa.

Locations: Center Camp, 3 o'clock plaza (Ice3), 9 o'clock plaza (Ice9)

Hours: **Center Camp**

Pre-event sales

Thur-Sun Noon – 6pm

During event sales

Mon-Sat 9am-6pm

Sunday Noon-6pm

Labor Day 10am-noon

Ice3

During event sales only

Mon-Sat 9am-6pm

Sunday noon-6pm

Not open Labor Day

Ice9

Pre-event sales

Sat-Sun Noon – 6pm

During event sales

Mon-Sat 9am-6pm

Sunday noon-6pm

Not open Labor Day

2022 Price (for reference):

\$4 per block, \$10 per 10-lb. bag crushed

Bring enough ice to last until Arctica at Center Camp is open (see above). In addition to bringing block ice, you might bring frozen food, and frozen bottles of water which you can drink as they defrost.

If you get into a jam, the Art Department can provide you with a **limited** amount of ice, as a gift to you. If you are part of a project that is on playa before Arctica is open, the exact timing for the Art Department ice run will be shared with you on playa. You must either come to the ARTery or talk to your ASS Squad the morning of the day you require it, and request the number of bags you need. This is ice for your communal kitchen (food, drink) and NOT for each crew members' individual ice chest.

Events at Your Art Installation

While performances and workshops can sometimes enhance artworks, we also want to make art on the open playa as accessible as possible to all participants. For this reason, we discourage programming at art installations, but allow events of up to 3 hours maximum.

We do not allow DJs, sound systems, DJ booths, or amplified dance music in the art area. Partnering with mutant vehicles to play music at art installations is only allowed for up to 3 hours.

Section 8:

SAFETY

"Climbability, breakability, and public safety should be first on the list of concerns for design objectives... Don't hope for the best, plan for the worst. High winds are an important structural consideration, but in my case it was the people that provided the highest forces on the piece."

-Ela Lamblin (Interspecies Communication, 2017)

"Be prepared for climbers and try to dissuade them (if that is what you want) using a structural approach rather than signs. No one reads signs. By structural I mean: look at your art as if you wanted to climb it and make the first step un-attractive by, say, making the first handhold flimsy or sharp or hard to hold. Drunk people don't understand signs but they have trouble overcoming unpleasant hurdles."

-Quentin Davis (Spiral of Doubt, 2014)

"Design things to handle 50 out of control orangutans every night, 150 degrees F all day, dust, and small tornados."

- Robert Cox (Hooter Tooter, 2022)

Keeping Your Art Safe

- **Light Your Build Site at Night!**

There are **many** people already on playa during build week. Make your build site visible at night to prevent damage to your art or injury to participants from accidental collisions. Be sure to light cables, rebar, lumber – anything that could trip someone up in the dark.

- **Secure Your Build Site**

High wind gusts are not uncommon on the playa. Be sure to secure all items that could turn into dangerous projectiles – like sheets of plywood – especially at night when you are not there to batten down the hatches.

- **Baffle Your Box**

If you're using a generator to power your artwork, please bring an aesthetic “baffle box” to house it in. It doesn't need to be fancy, just make it secure and well-lit to protect it from being run over. You should also lock it to prevent tampering.

- **Cover Trenches**

If you do any trenching for power lines, be ready to drop in the cables and cover it right away, so there are no open trenches overnight. If you can't fill the trench before dark, please have a plan to cover or rope it off and light it for safety.

- **Express Your Stance on Graffiti, Climbing**

Graffiti and climbing at Burning Man are complicated when it comes to art. For certain art projects, writing on the piece is encouraged, and many are built specifically to be climbed. But for others, neither is welcome. How will people know your intention? Take time to consider your stance about graffiti and climbing on your piece, and measures you can take to either encourage or discourage them. Design your project as best you can to deter the types of interaction you want to prevent. Consider placing signs on your artwork that are easily visible to participants. Secure them properly to withstand the weather, and to prevent people from walking away with them.

- **Report Vandalism**

Sadly, some artists have experienced outright vandalism of their artworks in BRC, including “biological MOOP” – the artwork being used as a porta-potty (5% of artists reported this in 2022). As noted above, try to design your project in ways that could deter this behavior. And please report any vandalism incident immediately to the ARTery so we know the scope of the issue and can take steps to address it.

Emergency Services and Your Health

Emergency Services Department (ESD)

Please be sure that you and your team are taking all necessary precautions to prevent injury or illness. However, if medical issues arise, they can be treated at the medical stations located at Esplanade and 5:15, in front of the main hospital (Rampart), at 3:00 & C, or 9:00 & C. There are also mini medical outposts at the 4:30 and 7:30 plazas and in deep playa between the Man and the Temple that can handle minor issues. Be sure to check the Survival Guide for the most up-to-date information.

These stations are staffed by emergency health care providers (doctors, nurses, medics, etc.) who donate their time and medical expertise to the city as their gift.

If you have an emergency, please flag down anyone with a radio, or go to any of these locations for assistance.

ESD is not a substitute for a good first aid kit! Please arrive in BRC equipped to handle any minor cuts/scrapes/issues yourself.

Be sure that you and your crew bring all necessary medications (prescription and over-the-counter). The closest pharmacies are in Fernley or Reno, and there is no clinic in Gerlach.

If you require a higher level of care than can be provided on the playa, you will need to visit a hospital in Reno, either by getting a ride from a friend, or being transported by an ambulance or helicopter (at considerable expense). Bring your ID, insurance card, cell phone, and wallet when you go. If you get transported by ambulance or helicopter, you'll need to have a friend pick you up after your care.

Emergency Contact

If friends and family need to reach you on playa in case of emergency, have them email **911@burningman.org**. The message will be passed to the Black Rock Rangers, who will do their best to deliver it. It will also be available at Playa Info in Center Camp, so if you're awaiting news or expecting emergency transmissions, you might want to check in there each day.

The message should include your first and last name, playa name or nickname, the name of your camp or other affiliation (volunteer team, etc.) and its location, your vehicle make/license plate, and any other details that will help with the search ("camp has a 20-foot inflatable duck"). The more detail, the better chance of finding you.

First Aid Kit

A good first aid kit is essential for radical self-reliance on the playa. Here is a list of the basics to get you started for a personal kit. Think also about having a worksite-specific kit for your art project as well. Package all of these things into a weatherproof container, add in your own specific medications/supplies, and keep handy!

- Ace wraps
- Aloe Vera gel
- Antacid
- Antibiotic ointment (triple antibiotic, Neosporin, etc)
- Anti-diarrhea medication
- Aspirin or Ibuprofen
- Band-aids of assorted sizes
- Coban or other self-adhesive bandage
- Eye wash solution
- Gauze bandages
- Gauze pads (4x4s)
- Laxative
- Moleskin
- Nitrile gloves (non-allergenic)
- Personal prescriptions
- Safety scissors
- Sunscreen
- Tampons and/or pads
- Tape (1" cloth tape works best on playa)
- Tweezers
- Small zip lock bags for first aid MOOP

ESD Questions? Email 911@burningman.org

Black Rock Rangers

Black Rock Rangers are participants who volunteer a portion of their time at Burning Man in service of the safety and well-being of the Burning Man community. Rangers act as non-confrontational community mediators, providers of reliable information, facilitators of public safety (with the expectation that everybody read the back of their ticket, of course!), and navigators of the edge of chaos.

Rangers are NOT law enforcement.

Rangers help manage participant interactions. They do not protect property, they are there to help with conflicts between people. If you have an issue with a mutant vehicle, a participant, etc. the Rangers can help. They are trained to help defuse tough situations.

Rangers can also call for emergency assistance – they carry radios and can contact Dispatch or 911 for further help.

Their main [locations](#) are at 5:45 and Esplanade, as well as the 3:00 and 9:00 plazas.

Ranger Questions? Email rangers@burningman.org

Laser Safety

Handheld lasers are not permitted at Burning Man.

**Mounted lasers are only permitted on art pieces, Mutant Vehicles
and in theme camps if they comply with specific restrictions.**

Burning Man requires all lasers to be aimed above eye level. Please be sure to read our [laser guidelines](#). If you have laser-related questions, or if you would like to submit a more detailed laser plan, please contact us at lasers@burningman.org.

High-Powered Lasers for Installations

- Lasers are by no means toys. They can cause blindness, fires and other problems if set up improperly or if the incorrect equipment is used.
- Remember to install and use lasers in such a way that they avoid eye level as the beam can temporarily or permanently blind people.
- All laser projects on playa that use Class 3B or Class 4 lasers need to be operated by a laser professional that has the appropriate training, insurance and experience to safely manage the laser installation. (Since most laser projects on playa use lesser classes of laser this won't affect many projects.)
- Learn about [different classes of lasers](#).

Laser Best Practices

- Use the lowest class laser and use it at the lowest power setting to reasonably accomplish your desired effect.
- Treat laser operations as a serious safety matter.
- Ensure all operators are sober.
- Designate a laser monitor to ensure they are being operated safely.
- If your laser operates automatically or without an operator, have someone monitor the system so they can shut it down if necessary.
- Read the [guidelines on the safe use of lasers](#) from the International Laser Display Association.

Section 9:

SUSTAINABILITY & LEAVE NO TRACE

“Finish on time. Push hard to get the work done on time. It gets infinitely harder to motivate yourself and your team after Sunday.”

- Mauricio Bustos (Lumenessence, 2014)

Sustainability

As noted previously, Burning Man Project has developed an open-source approach to become carbon negative, sustainably manage waste, and be ecologically regenerative. For more details, read the [2030 Environmental Sustainability Roadmap](#).

Please consider how you can make your artwork and camp more sustainable by reducing your reliance on fossil fuels, recycling, and reducing waste.

LNT Manual

The artist, LNT Lead and crew are responsible for all clean up at the artwork site, before, during and after the event. **The area must be restored to the condition it was in when you first arrived no later than Wednesday after the event ends.** That means no MOOP, no burn scars, and minimal disturbance of the playa from holes and trenching. All MOOP must be packed out of Black Rock City. **This is what it means to LEAVE NO TRACE.**

Your LNT efforts – and those of all BRC citizens – are critical in meeting the stipulations of the Bureau of Land Management that allow us to renew our event permit each year.

Be sure to read this [Artist LNT Manual](#) and share it with your LNT Lead and crew to ensure that you arrive on playa ready to Leave No Trace!

LNT Checklists for Artists

LNT efforts should begin before you even arrive on playa:

- **Think about playa clean-up while you are creating your artwork**, both in terms of the usual trash that accumulates and extraordinary situations such as fuel spills. How will you prevent these things from happening, or respond if they do?
- **Bring all necessary clean-up tools and materials**, such as shovels, rakes, magnetic sweepers, garbage cans (metal ones for hot ashes and remaining hot metal), and sealed containers for storage and removal of spill-contaminated playa dirt.
- **Remove all unnecessary packaging materials** before packing.
- **Sweep out your (rental) truck** before loading your project into it.

LNT efforts continue from the moment you arrive in BRC:

- **Do daily MOOP sweeps** to keep your build site clean.
- **Avoid welding or cutting wood on playa** (wood is the #1 source of MOOP!), but if you absolutely must, use tarps, contained cutting areas and shop vacs.
- **We strongly recommend that you have an LNT lead** who is solely focused on this, and a dedicated crew who will stick around after the event ends.

REMEMBER:

- Remember, LNT begins before you even arrive on playa.
- You are responsible for any MOOP left at your artwork site by other participants.

LNT Checklist for Open Fire (Burning) Projects

✓	Item	Further Information
	Remove DG from Ground Anchors	Push DG back 2' radius from each ground anchor, and flag/cone each ground anchor
	Have Ground Anchors Removed	Contact ASS (come to the ARTery) to request anchor removal by HEaT
	Remove Ash	All pieces of ash larger than a US quarter (one inch diameter) should be removed
	Remove Scrap Metal	Garbage cans of scrap metal should be removed by you from the site (note: structural beams or steel plate larger than 12"x12"x12" can be given to Burning Man for scrap)
	Collect and Remove all Nails, Screws, and Other Fasteners	Empty water jugs make great MOOP buckets
	Sweep Area with Magnetic Rake	Magnetic rakes won't pick up fasteners made of aluminum. You'll need to pick those up by hand.
	Final Line Sweep	See Section 5 of this document for more information on how to conduct a Line Sweep
	Contact ASS for Work Site Inspection / Check-out	All honoraria projects are required to do a formal check-out process, and sign our check-out form
	Go Home!	Drive safely and thanks for Leaving No Trace!

ALL HONORARIA PROJECTS ARE REQUIRED TO COMPLETE CHECK-OUT WITH ART SUPPORT SERVICES BEFORE DEPARTING THE EVENT.

LNT Checklist for Projects Without Open Fire

✓	Item	Further Information
	Uninstall Art Piece and Pack Up to Pack Out	You'll need a driving pass from the ARTery if you're breaking down before 6pm on Monday post-event
	Flag Ground Anchors (if applicable)	Mark with cones or flags once the guy wires are removed
	Have Ground Anchors Removed (if applicable)	Contact ASS (come to the ARTery) to have anchors removed
	Collect and Remove all Nails, Screws, and Other Fasteners	Empty water jugs make great MOOP buckets
	Sweep Area with Magnetic Rake	
	Final Line Sweep	See Section 5 of this document for more information on how to conduct a Line Sweep
	Contact ASS for Work Site Inspection / Check-out	All honoraria projects are required to do a formal Check-out process, and sign our check-out form
	Go Home!	Drive safely and thanks for Leaving No Trace!

ALL HONORARIA PROJECTS ARE REQUIRED TO COMPLETE CHECK-OUT WITH ART SUPPORT SERVICES BEFORE DEPARTING THE EVENT.

Check-Out Process

Please see the “Leave No Trace” section of this Handbook for specific LNT requirements and steps to ensure an easy check-out.

Post-Event, the ARTery is struck and does not maintain a full staff, but Art Support Services is there from 9am to 6pm to assist you with checking out.

Honoraria projects are REQUIRED to check-out before leaving.

All registered art projects are highly encouraged to do so.

Thanks for making it to the end of this Handbook!

We look forward to helping you bring your artwork to Black Rock City!

