

# To The Moon

## Pre-Flight Manual

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CATOOSA EVENT CENTER  
ALLARDT, TENNESSEE



## Six Impossible Things



Deep in a forest, where the world seems to have turned upside down, we find ourselves speaking with the trees, gaining insight from creatures, wondering if this is all in our heads, a dream made up of fantasy or if our reality is simply just another version of wonderland — we take the leap into the unknown — knowing only that what we find down this rabbit hole will enchant us for the years to come. When the rest of the world sees only what has been known to be possible in the past — we come here to remind ourselves that in this world. The impossible is our playground. They might say we have gone mad but we gather once more to remind the world, we are all mad here. We are not going back to yesterday because we were all different people then. We tip our hats to the extreme, sip tea amidst the stars, and remember Who We Are.

On the moon, anything can happen - we believe in at least 6 Impossible Things happening on our journey before breakfast. When is breakfast, you ask? Well, it can be whenever and wherever you want it to be in wonderland. Our lunar return only continues to become curiouster & curiouster the closer we get. A sense of synesthesia washes over as we encounter colors that don't exist, sounds that smell like roses, stars suspended in caves, mirrors that reflect different realities and clocks that tell us that the time we seek is only Now.

Follow us down the rabbit hole — let go of any predispositions that keep us locked in the current agreement of reality, seek out the wisdom of magic cats and caterpillars, explore the ancient caves and forests of the moon and remember that this reality is yours to create — no matter how impossible it may seem from other side. 2022 brings us the magic of the number 6 and the nurturing nature of relationships, family, healing and a sense of HOME.

What may have seemed impossible for others, is something we, together can accomplish ... all before breakfast at To The Moon.

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# **1. Welcome to the Moon, Traveler!!!**

## **Mission**

A Burn is a multi day art and music camping event the intent of which is to build like minded community and to share: your time, food, gifts, art, love, toys, and talents and participate in creating something in the process that inspires beyond measure.

"A unique and distinctive culture emerges from "The Burning Man" Experience. Rooted in the values expressed by the Ten Principles, this culture is manifested around the globe through art, communal effort, and innumerable individual acts of self expression. To many, it's a way of life." -Burning Man

## **To The Moon**

Burns reconnect one to their inner child and Merkabah, the divine light vehicle used to tune into the far realm of possibility and innovation.

Embark with us on a journey to the outer rims of creativity, art, music, and community as we initiate a collective experience geared towards positive transformation, endless inspiration, and participatory co-creation. Bring your SELF, your talents, your radical self-expression, and your stardust TO THE MOON and back as we travel together further than our own imagination. You get out of it what you put in.

Simply put, we play with fire and run with scissors in a space shaped by our fantasy and that which is conjured up by our inspiration and elbow grease.... the sky is the limit.

## **...And Back**

Art, Participation, Fire Play, Music and so much more motivate this community to build a temporary dwelling in which there is no stranger nor are there spectators. Everybody pitches in and brings something to the table. We stare at the clouds, dream in dust, set fire to the rain and howl at the moon.

A Burn is an incredible way of learning firsthand the experience of the Whole being greater than the sum of its parts.

## *1. Welcome*

It's a place where participants gather to celebrate self-expression and community who happen to know how to throw a party. They conceive and build interactive theme camps, art installations, mutant vehicles, costumes and performances, and they gift them for the benefit and enjoyment of each other!

Art Camps, Theme Camps, Sounds Camps all are an integral part and at the heart of this experience. The event comes to a climax with the burning of the Effigy Saturday night, and usually ends after Sunday's Temple Burn.

The culture rallies around causes and activism from local art exhibits to food and coat drives to Burners Without Borders - spearheading change, inspiring involvement and making a splash!

"In Dust we trust...."



Figure 1.1.: Photo of the moon, courtesy of Jive.

## 2. Pre-Flight Procedures

### Find Us Online

You can find us online at <https://www.tothemoonburn.com/>. We also have a Facebook page at "To The Moon - An East TN River Burn".

### Landing Site

To the Moon (TTM) will be at the [Catoosa Event Center](#) in Jamestown, Tennessee. The site is an old golf course repurposed as an event and camping venue that has been family owned since 2014. The wide grassy clearings and paved cart trails make for a perfect site for our art, music, and our passions.

Landing Coordinates	Address	Nearest Hospital
36°20'08.0"N 84°53'12.3"W <a href="#">36.335548, -84.886758</a>	Catoosa Event Center 216 Turnberry Drive Jamestown, Tennessee 38504	Jamestown Regional Medical Center 436 W Central Ave Jamestown, TN 38556

## *2. Pre-Flight Procedures*

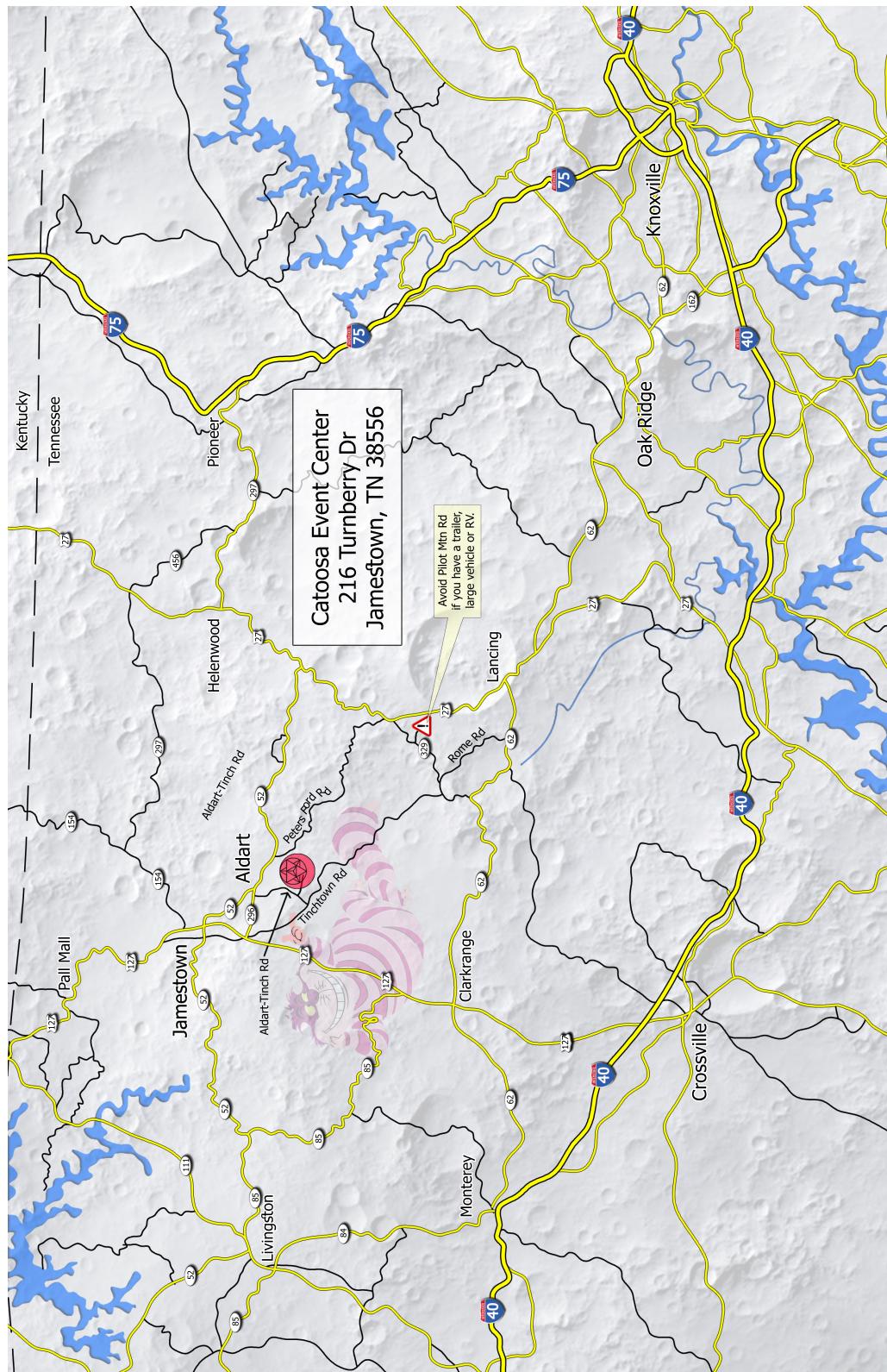


Figure 2.1.: Overview of the major roads for TTM.

## 2. Pre-Flight Procedures

### Flight Path



Figure 2.2.: Beware this potential single-lane choke point if driving an RV or towing a large trailer that has just a 12'2" clearance. It's marked on the overview map with a **⚠** symbol.

A map for planning your flight path can be found on page 7. Note the **⚠** symbol that shows a single-lane tunnel with a 12'2", and which is shown in Fig. 2.2, and may be a problem for large RVs and trailers. It's located on [Pilot Mountain Road just west of Rt. 27](#).

There is also this [interactive map](#).

## *2. Pre-Flight Procedures*

### **Gate Hours**

Please see Table 3.1 on page 11 for a detailed list of gate hours.

Gate is closed during and after Effigy and Temple Burn

**\*\* No admission after 6 p.m. Saturday \*\***

All unused tickets are void after 6pm Saturday and the burn is closed for entry.

**\*\* Absolutely no ticket sales at the gate \*\***

### **Landing Procedure**

1. arrive at Catoosa Event Center entrance where Parking volunteers will navigate you to the COVID check station where your temperature will be checked per our COVID policy as detailed on page 16
2. after passing your COVID test like a rock star, check-in at Gate with tickets and ID
3. receive wrist-band; keep this wrist-band with you at all times (please see page 21 for more information on wristband policy)
4. proceed to Greeters to be properly welcomed and oriented – be sure to get your swag!
5. offload equipment at your deployment site
  - If you are driving an RV or using a camper  
Parking will direct you to your final deployment area for RVs and campers
  - If you are driving a regular vehicle
    - If this is a Mud Burn
      - if the site is too muddy for vehicles, you may have to hoof in your gear; or, coordinate with the Gate on asking Lunar Orbit Vehicle Extraction (L.O.V.E.) to shuttle your gear to your site
      - If the grounds are driveable
        - a) Since there is limited access on-site for bringing vehicles for offloading coordinate with Gate for getting an offloading pass
        - b) drive to site
        - c) offload gear (do NOT take the time to set up!)
        - d) drive back to Gate to return offload pass
      - If you arrive after dark (regardless of weather conditions), L.O.V.E. will shuttle participants' belongings from the Gate to their camps, eliminating the presence of burner blinding non-art cars freely roaming the burn field.
  - 6. return to Parking to properly land vehicle for event duration
  - 7. finish deploying your gear at your camping site

## 2. Pre-Flight Procedures

### General Landing Guidance

- **Traffic flow is ONE WAY only! DO NOT TURN YOUR VEHICLE AROUND** or try to return from whence you came — Alice only steps through the Looking Glass once!
- **CARPOOL!!!!** Be a good burner and pack everybody in safely. While this property has expansive fields, we still want to minimize our impact on the land and make less work for our parking pals!
- **Know where you are camping!!** Have a screenshot or printout of the map and a plan for where you'll be staying so there's no boondoggling at the gate!
- **GET TO PARKING!** DO NOT BE A SPACE CADET! You are NOT ready to burn once you unload the car! We suggest immediately taking your car to parking (following the one way flow) as soon as you've got everything out. Do not leave your car parked as you set up or afterwards.
- **Don't arrive late.** Just don't. You'll feel guilty for dragging Leads out to cater to you, and we will not let you forget about it :)



Figure 2.3.: Lamplighters at work. Image courtesy of Johnny "Twaffle" Benton, 2017.

### 3. In-Flight Procedures

Once you're at TTM, you'll want to keep gate hours in mind (if you leave), and before you finally pack up to go to your rest-of-the-year home, please take a moment to read through our takeoff procedure!

#### Gate Hours

**No vehicles will be allowed in after sunset! No moving vehicles *period* inside the burn when it's dark - so if you get there right before sunset, you better get in, unload your stuff, and get right back out to parking ASAP. This is for the safety of everyone at the burn!**

Any vehicles that arrive after sunset will be redirected to parking, where we may or may not have a golf cart to help you carry some stuff in — but don't count on it — use that Radical Self-Reliance!

Wednesday	6/22/2022	12pm–midnight CST <b>Theme Camp Early Entry Only w/ Pre-Registration</b>
Thursday	6/23/2022	10am–12am CST, general admission
Friday	6/24/2022	10am–12am CST, general admission
Saturday	6/25/2022	10am–6pm CST, <b>no admission after 6pm for rest of event</b>
Sunday	6/26/2022	10am–6pm CST <b>Departing Only</b>
Monday	6/27/2022	8am–12pm CST <b>Departing Only</b>

Table 3.1.: TTM Gate hours

#### Re-entry Procedure

**No after-hours entry without pre-arranged permission!**

Arriving outside of these hours will result in being placed in our waiting lot outside the event gate until the it opens the next morning. If you foresee that you will arrive after gate hours, let your theme camp organizer (TCO) or the event leads know ahead of time. Security will meet you at the Gate and will radio an Event Lead on shift to come check you in if possible.

### *3. In-Flight Procedures*

We understand many of you travel long distances so if this presents a problem for you, email us plenty in advance at [connect@tothemoonburn.com](mailto:connect@tothemoonburn.com) so we can look at options

For the safety of other patrons and to preserve the integrity of the experience, NO coming and going at leisure is allowed after checking in. Exiting and returning To The Moon are reserved for medical and emergency reasons only and must be communicated to and cleared by Gate Lead prior to leaving. Other than that, please refrain from leaving and returning at leisure as you will not be able to get in.

We understand the property is huge and getting around can be a bit challenging — however, once your car is parked it has to stay parked — **NO DRIVING AROUND DURING THE EVENT IS ALLOWED!**

Thank you for understanding!

## **Takeoff Procedure**

### **Leave No Trace**

TTM follows the Leave No Trace (LNT) principle (see Ten Principles, page 21). Please take all your belongings, trash, and gray water with you and leave the site in a better shape than you found it.

### **Takeoff Launch Window**

TTM officially closes at 11:59pm CST, Sunday, June 26th. All crew must vacate the site by 12pm CST, Monday, June 27th unless given explicit prior permission from Theme Camp Late Departure.

Vehicles can be driven on site on Monday to pack up. In case of inclement weather, a no driving / limited access policy to site will be implemented. Be prepared by bringing your own cart / wagon to transport gear out and to your vehicle. L.O.V.E. will be able to assist with shuttling gear to parking. Vehicles can **not** be parked alongside road to do so, but only be lined up at gate about 10 at a time.

Please look for announcements at COCKpit / Gate, as this policy may slightly change, depending on situation.

### *3. In-Flight Procedures*

## Resources

### Showers

There are no showers <sup>1</sup>. To keep yourself clean, bring wet wipes or biodegradable soap.

### Ice

Ice will be sold from noon to 3 pm every day for \$5 per bag. Cash only! Bring small bills please. Proceeds goes to the local fire department boot drive! Check with the COCKpit for location of ice sales.

### Lost and Found

The Lost and Found will be at the Quartermaster area by Department of Public Works (DPW). However, the COCKpit will take lost items to be kept safely with the Quartermaster.

### Port-a-Potties

There are Port-a-Potties on-site. Please don't put anything other than one-ply toilet paper and human waste in the Port-a-Potties — **this especially includes feminine hygiene products, which should be packed out (bring a plastic bag in with you to help with this)**. You will find Port-a-Potties in multiple locations across the site.

## Crew Equipment

TTM is an exercise in radical self-reliance. This means bringing everything you are going to need, which includes food, water, shelter, any medications, and hygiene products. You must take responsibility for your own well-being and survival. Do not expect the community to take care of you. Though there are EMTs on site, they are only an emergency resource, so do not rely on them for basic over-the-counter medications.

### Crew Inventory Checklist

Below is a list of items we suggest you bring with you. A burn requires a certain amount of preparation to be able to sustain you for 4–5 days of camping with minimal amenities. Please

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<sup>1</sup>However, there may be one or two camps that provide shower facilities for everyone, but don't depend on this.

### *3. In-Flight Procedures*

come prepared. While this isn't the Playa, the nearest store is a bit removed so pack what you need and extra.

#### **Must Haves**

- A valid, state-issued** photo ID
- Your printed ticket
- Emergency contact
- 1 gallon of water per person per day for drinking, washing, and food preparation
- Negative COVID test** per our COVID policy (see page [16](#))

#### **Strongly Recommended**

- tent
- sleeping bag and/or bedding
- blankets
- tarps
- food for everyone in your group for length of stay
- sufficient ice for duration <sup>2</sup>
- any necessary medication
- any necessary medical equipment (e.g., CPAP)
- epi pen
- if needed, contact lens supplies
- first aid kit
- sunblock
- insect repellent
- deodorant
- single ply toilet paper <sup>3</sup>
- paper towels
- baby wipes or moist towelettes
- towels
- biodegradeable body washing soap
- biodegradeable dishwashing soap
- gray water container and funnel <sup>4</sup>
- garbage bags, recycling bags, and tools for Matter Out of Place (MOOP) containment
- flashlights, spare batteries, headlamps, LEDs for your camp (solar powered recommended)
- reusable cup or bottle <sup>5</sup>
- reusable utensils and dinnerware <sup>6</sup>
- condoms
- pocket knife

<sup>2</sup>Some stores also sell dry ice. However, be sure to wrap dry ice in towel for further insulation.

<sup>3</sup>The port-a-potties only get serviced once a day, and may run out of toilet paper.

<sup>4</sup>A cat litter bucket works well as gray water containment.

<sup>5</sup>Many camps offer drinks, but do not provide cups. A cup with a carabiner is ideal.

<sup>6</sup>Many camps offer food, but do not provide utensils or plates

### *3. In-Flight Procedures*

- |  |   |
|--|---|
| <input type="checkbox"/> hammer                                    | <input type="checkbox"/> gifts                  |
| <input type="checkbox"/> sunglasses                                | <input type="checkbox"/> a loving and open mind |
| <input type="checkbox"/> rain hat / rain gear / umbrellas          | <input type="checkbox"/> _____                  |
| <input type="checkbox"/> chargers for phones and medical equipment |   |

### **Optional**

- |   |  |
|---|--|
| <input type="checkbox"/> swimsuit   | <input type="checkbox"/> fuel for stove                            |
| <input type="checkbox"/> water shoes  | <input type="checkbox"/> fire bowl                                 |
| <input type="checkbox"/> inner-tube   | <input type="checkbox"/> fire wood                                 |
| <input type="checkbox"/> can or bottle opener   | <input type="checkbox"/> fire extinguishers                        |
| <input type="checkbox"/> simple toolkit   | <input type="checkbox"/> fuel and safety gear for fire performance |
| <input type="checkbox"/> rubber mallet  | <input type="checkbox"/> watertight protective bags <sup>8</sup>   |
| <input type="checkbox"/> rope, string, zip ties, duct tape                              | <input type="checkbox"/> generator                                 |
| <input type="checkbox"/> sewing kit   | <input type="checkbox"/> tea and/or coffee                         |
| <input type="checkbox"/> portable metal ashtrays <sup>7</sup>                           | <input type="checkbox"/> coffee pot, tea pot, or french press      |
| <input type="checkbox"/> lawn chairs  | <input type="checkbox"/> earplugs                                  |
| <input type="checkbox"/> pop-up shelters, pavilions, or other forms of portable shelter | <input type="checkbox"/> musical instruments                       |
| <input type="checkbox"/> ice chests   | <input type="checkbox"/> parasols                                  |
| <input type="checkbox"/> camp cooking stove   | <input type="checkbox"/> spray bottle of water for keeping cool    |
|   | <input type="checkbox"/> pasties                                   |

### **Prohibited Items**

Please do not bring **any** of the following items:

- Handheld lasers — they are too powerful to be safe
- Fireworks — unsafe use of fire and creates MOOP
- Chinese/fire lanterns — uncontrollable, flaming MOOP
- Pets of any kind (please see pets policy on page 18)

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<sup>7</sup>Mint tins work well for this purpose.

<sup>8</sup>For cameras and electronics.

## 4. Astronaut Training

### Guidelines

We have few rules and kindly ask you to follow them, for your safety and those around and with you. Look at them as a compass to orient yourself by while drifting in the orbit of this event.

### Safety

Safety is our number one concern, and this section covers COVID, fire, and general grounds safety.

#### COVID policy

All attendants of To The Moon 2022 will be required to show **ONE** of the following for entry:

- **Negative PCR or rapid lab test results**, with the participants name and date of test, taken within 72 hours prior to entry.
- **Negative home test results**, taken at the gate
- **Proof of full, up-to-date COVID 19 vaccination** per [CDC Guidelines](#)
  - Pfizer (ages 5 and older)
    - \* Primary Series: 2 doses of Pfizer-BioNTech given 3–8 weeks apart
    - \* Fully Vaccinated: 2 weeks after final dose in primary series
    - \* Boosters
      - 1 booster, preferably of either Pfizer-BioNTech or Moderna (not available to children 5-17) COVID-19 vaccine; For most people at least 5 months after the final dose in the primary series
      - 2nd booster of either Pfizer-BioNTech or Moderna COVID-19 vaccine; for adults ages 50 years and older at least 4 months after the 1st booster. Not recommended for children ages 5-11 years.
  - Moderna (adults ages 18 and older)
    - \* Primary Series: two doses of Moderna given 4–8 weeks apart

#### *4. Astronaut Training*

- \* Fully Vaccinated: two weeks after final dose in primary series
- \* Boosters:
  - 1 booster, preferably of either Pfizer-BioNTech or Moderna COVID-19 vaccine; for most people at least 5 months after the final dose in the primary series
  - 2nd booster of either Pfizer-BioNTech or Moderna COVID-19 vaccine; for adults ages 50 years and older at least 4 months after the 1st booster
- J & J (adults ages 18 and older)
  - \* Primary Series: 1 dose of Johnson & Johnson's Janssen
  - \* Fully Vaccinated: 2 weeks after vaccination
  - \* Boosters:
    - 1 booster, preferably of either Pfizer-BioNTech or Moderna COVID-19 vaccine; for most people at least 2 months after a J&J/Janssen COVID-19 vaccine
    - 2nd booster of either Pfizer-BioNTech or Moderna COVID-19 vaccine; for adults ages 50 years and older at least 4 months after the 1st booster

You are considered up to date if:

- You have completed your primary series – but are not yet eligible for a booster
- You have received 1 booster but are not recommended to get a 2nd booster
- You have received 1 booster but are not yet eligible for a 2nd booster

The TTM COVID procedure upon arrival is to check your temperature at Gate and then do a new COVID antigen test if your temperature is above 100.4°F. **You will be denied entry if you get a positive result for tests done at Gate. You must provide your own test for any testing done there.**

You can order free COVID tests at <https://www.covid.gov/tests>.

**To the Moon encourages all participants to test before taking off for the Moon, for the safety of everyone, even if vaccinations are up-to-date.**

#### **Fire Safety**

- **If you breach effigy or temple perimeter, you will be removed from the property immediately – no questions asked!**
- No open ground and / or unattended fires. They must be contained and off ground. Please bring a fire bowl for this purpose. If you see a fire that is unattended or out of control, contact a Ranger immediately.

#### *4. Astronaut Training*

### **Fire Performers**

Fire performers must attend one of the fire safety meetings (listed under events) held at the Effigy and obtain a piece of conclave swag. This swag will clear you to spin fire throughout the burn at the various camps and participate in the Conclave Saturday Night.

All Conclave Participants (fire performers and fire safety volunteers, new and experienced) **must** attend the Conclave meeting (listed under events). There will be live fire extinguishes, so please wear fire safe clothing!

### **Perimeter Safety**

There are several dangerous cliffs and rocky areas on the property that are fenced off for participant safety. Anyone who chooses to cross the marked boundaries will be subject to immediate removal from the property with no refund and will be liable for any damages incurred.

### **No Pets**

The Catoosa Event Center has a **no pet** policy! Should you need a service animal's assistance to safely navigate our premises, please let us know at the gate. A "service animal" is a dog (or other animal) individually trained to do work or perform certain tasks for a person with a disability.

Please be prepared to answer the following two questions so we may better determine at our discretion if your animal falls under the Service Animal Category, and in order for us to be in compliance with ADA regulations:

- Is the service animal to the direct benefit of the disability?
- What tasks and what work is the animal trained to perform in direct relation to the disability?

Thank you for your cooperation and understanding!

### **Respect the Laws of the Land**

The Catoosa Event Center and Jamestown are kind enough to be our home. Here are some helpful tips on respect:

- The property owner's house is off limits to participants. Please be respectful of the land and grounds.
- Although held on private property, Tennessee Nudity Laws still apply. Please plan on wearing pasties, bikinis, loincloths, etc.

#### *4. Astronaut Training*

- Please respect the land and the community. Obey the speed limits and be courteous to those around you.
- When in doubt, practice **consent!**
- TTM is an all ages event. Those who are 21 or older will have a special wrist band indicating that they are able to legally consume alcohol. Please consume in moderation.

### **Fireworks and Effects**

Fire effects with registered Theme Camps only, please.

### **Gifting**

This is a gifting community, providing refuge from everyday societal perils. Once you're inside, no commercial activity takes place. Which is part of the charm, and the point :) Sometimes, there is a bit of a misconception of "Oh, so it's a barter system?" – Actually, it's not. It's a "Gifting" Principle. You gift without the expectation of a gift in return. You gift something to someone because at that moment, you feel the other person should have the very thing you'd like to give.

### **Minors**

Minors must be accompanied by a parent or legal guardian. If they cause problems during the event which lead to possible safety issues or are a severe nuisance to others, we may ask you to remove the offending minor, possibly your entire camp. Minors are NOT allowed to use, play with, operate nor hold fire, fire props, fire effects and pyro, including poofers.

### **Recharging batteries for medical equipment**

Those with CPAPs and electronic scooters will have to make their own arrangements to recharge batteries. TTM does not provide battery recharging stations for medical equipment.

Some theme camps have generators, and may allow use of a spare generator plug for recharging medical equipment as a way of gifting. Home Depot and other companies also rent generators. Moreover, there exist solar panels for recharging CPAP machines, though those can be prohibitively expensive.

#### 4. Astronaut Training

### Photography

Please respect the right of others who may not wish to be photographed. Ask **permission!** If you see someone with a **blue** wristband, that is a **no photo** policy indicator. Do not take pictures or video of participants wearing them!

### Sound

To the Moon is on new property this year. While we all want to have a good time, it is important that we strive to be good neighbors to each other as well as the people whose homes are close to Catoosa. We ask that anyone using any kind of amplified sound help us to minimize disturbances by respecting the following guidelines:

- Sound camps must follow requests from the placement team on sound placement/direction. You can enable a hidden layer on the placement map that indicates the general desired direction for sound to face at each camp location. We can help on-site if you need it.
- All camps must abide by a general limit of 90dB at every point along the perimeter of your camp. This may be relaxed or not enforced during the day if things are going well.
- Sound camps must abide by all requests from rangers and the Event Leads on sound levels throughout the event, regardless of measured dB level or time of day. There may be situations where we need to dial things back to preserve the continuity of the event itself.
- **Late night sound policy**, which applies to Midnight to 9AM Wednesday and Thursday nights; 4AM to 9AM Friday and Saturday nights
  - During these hours, sound camps must turn your main speakers and all subwoofers off.
  - Sound camps can continue to play music through monitor systems at a reasonable volume with the monitors pointed towards the DJ/performer. An exception may be made in situations in which there are more than 10 people still dancing, provided the levels are still reasonable and not bothering other burn participants.
  - All amplified sound must be turned off completely by midnight Sunday night.

**Repeated violations of any of these rules or repeated complaints from rangers or event leads will result in the sound system being shut down for the remainder of the event.**

### A few tips for a successful sound camp

- Use an appropriate volume for the number of people dancing/listening in your camp.
- Keep an eye on levels as performers will try to push them too high when you're not watching the boards.

#### *4. Astronaut Training*

- Separate speaker stacks and angle them in towards a contained dancefloor.
- Don't block all of your subwoofers together (run L and R subs).
- Use trailers, vehicles, heavy blankets, etc. to block and contain sound.
- Put your dancefloor under a tent.
- If you know how to play with surround configurations, cardioid sub configurations, horn-loaded speakers, delay etc. you can do other things to help reduce unwanted propagation.
- Volunteer for Rangers No, seriously. Being on sound enforcement will give experience that can be applied to your own sound camp.

### **Wristbands**

You will receive a wristband when you arrive at the Gate. Different colored wristbands will identify you as being an adult (18+) or child.

You must keep your wristband on at all times. See the Gate if you need to replace your wristband.

### **Vending**

No vending, selling, or promoting is allowed at the event.

## **Community Standards**

### **The Ten Principles**

Table 4.1 on page 22 enumerates the 10 Principles of TTM. Funny thing about those: they are not meant to be chosen at random to suit one's need, mood or agenda, but according to our interpretation were created to work together as a whole. Meaning your right to radically and freely express yourself ends when your expression infringes upon another participant to do the same. In other words, they're not a "Getting out of jail free" card, nor a permission slip to be a dick. So don't be a dick, hiding behind one or two principles.

### **The 11th Principle – Consent**

TTM has adopted the 11th Principle, Consent<sup>1</sup>.

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<sup>1</sup><http://www.11thprincipleconsent.org/2015/10/20/what-do-you-consent-to/>

#### 4. Astronaut Training

No.	Principle	Description
1	Radical Inclusion	Everyone is welcome, all types, all kinds, friends, strangers, and in between.
2	Gifting	Gifts are unconditional offerings, whether material, service oriented, or even less tangible. Gifting does not ask for a return or an exchange for something else.
3	Decommodification	Hand in hand with gifting, burns are environments with no commercial transactions or advertising. Nothing is for sale - we participate rather than consume.
4	Radical Self-Reliance	You are responsible for you. Bring everything with you that you need. Burns are an opportunity for you to enjoy relying on yourself.
5	Radical Self-Expression	What are your gifts, talents, and joys? Only you can determine the form of your expression.
6	Communal Effort	Cooperation and collaboration are cornerstones of the burn experience. We cooperate to build social networks, group spaces, and elaborate art, and we work together to support our creations.
7	Civic Responsibility	Civic responsibility involves the agreements that provide for the public welfare and serve to keep society civil. Event organizers take responsibility for communicating these agreements to participants and conducting events in accordance with applicable laws.
8	Leaving No Trace	In an effort to respect the environments where we hold our burns, we commit to leaving no trace of our events after we leave. This means everything that you bring with you goes home with you. Everyone cleans up after themselves, and whenever possible, we leave our hosting places better than we found them.
9	Participation	The radical participation ethic means you are the event. Everyone works; everyone plays. No one is a spectator or consumer.
10	Immediacy	From the Burning Man website : "Immediate experience is, in many ways, the most important touchstone of value in our culture. We seek to overcome barriers that stand between us and a recognition of our inner selves, the reality of those around us, participation in society, and contact with a natural world exceeding human powers. No idea can substitute for this experience."

Table 4.1.: The 10 Principles

- Touch: Just because you hugged someone yesterday doesn't mean you can surprise them with a hug today. "Surprise contact" isn't always wanted, even if it's affectionate.
- Foods: Disclose the ingredients, one person's innocuous ingredient can be someone else's allergy.

#### 4. Astronaut Training

- Kink: Consent for one thing isn't consent for another. If I said you can spank me, that doesn't give you permission to grope me.
- Sex: Consent can be revoked once it's been given.
- Gifts: Disclose what is in your gifts, even if it's just essential oils. Some people have sensitivities.
- Photography: Ask before taking pictures. Remember consent to take a picture is NOT consent to post it on your blog.

## Code of Conduct

To The Moon, produced by TouchBass LLC, relies on attendees and volunteers to create and maintain a space that is welcoming for all ticketed participants. We don't discriminate on gender, sexual orientation, disability, ethnicity, socioeconomic status, age, or religion and we abide by the Burning Man 10 Principles.

Participation in this event is open to all ticketed attendees, but is a privilege nonetheless. Attending privileges of To The Moon and related events sponsored by TouchBass LLC will be revoked if a participant fails to respect other attendees or behaves in a way that endangers themselves, the event, or the broader community as a whole. Damaging behavior is not limited to violence or consent violations, but rather includes ALL behavior detrimental to The Moon as a whole, the burn itself, affiliated events, TouchBass LLC, its BOD, Team Leads, and volunteers and other participants by means of any actions in direct contradiction to and out of alignment with our mission:

*"To The Moon exists solely to create a platform allowing its participants to unfold their creative wings and embrace and nurture a community striving to share their passions, unique gifts and talents and come together in celebration to do just that."*

We want to impose upon your freedoms within our chosen community as little as possible, but need to protect our members and event at the same time. The following are our policies designed to do just that. If you experienced anything in violation of these guidelines, please notify our code of conduct committee by following the instructions on their [web site<sup>2</sup>](#).

Please note: 3rd Party Incident Reports are not accepted. The report has to be submitted by the person directly involved in / with the incident. If you feel the need to report something as a 3rd Party, please email us at [conductcommittee@tothemoonburn.com](mailto:conductcommittee@tothemoonburn.com).

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<sup>2</sup><https://www.tothemoonburn.com/code-of-conduct-committee>

#### *4. Astronaut Training*

### **Expected behavior includes, but is not limited to**

#### **Consent**

- Obtaining someone's consent in a sexual context is absolutely mandatory
- Obtaining consent for video or photography of a participant, or in any other way which potentially affects the experience of another person on The Moon is mandatory

#### **Non Consensual**

- Be considerate and respectful of fellow participants and the community around the event.
- Refrain from non-consensual demeaning, discriminatory, or harassing behavior.
- Be mindful of your surroundings and of your fellow participants' safety.

### **Unacceptable behavior includes but is not limited to**

- Predatory behavior, defined as any unwanted and non-consensual form of the following
  - Non-consensual physical contact, including unwelcome sexual interaction
  - Intimidation, harassment, stalking
  - Verbal or physical abuse
  - Spousal abuse
  - Violence against other participants or their property.
- Abuse or neglect of To The Moon or land owner's property, physical or otherwise, such as vandalism, theft of event property
- Sabotaging To The Moon, its Event Leads and other TouchBass LLC sponsored events, and the BOD by (including but not limited to)
  - Willfully perpetuating false information about TouchBass LLC's operating procedure
  - Intentionally damaging relationships fostered by To The Moon for future events by exhibiting aggressive or manipulative behaviors toward hosts and attendees of Touch Bass LLC events
  - Deliberately harassing BOD members, Team Leads, volunteers or participants for the sole purpose of undermining TouchBass LLC Leadership, its BOD, operating procedure, events and mission.
- Disrespecting the local community around the event by
  - Dumping trash in local dumpsters
  - Trespassing
  - Repeated violations of the event's sound ordinance
- Disregard for one's own safety (including intentional self harm or intention of) or well-being to such an extent it demands the intervention of other participants, community

#### *4. Astronaut Training*

members, Team and / or Event Leads. volunteers or outside agencies, such as intervention by local law enforcement or fire department staff.

- Repeated or egregious violations of any and all policies put in effect by event organizers.
- Defiance against Rangers or other Safety Team Leads, Event Leads and land owner handling a potentially dangerous or life threatening situation.
- Breaching Perimeter at any effigy / temple burn

#### **Consequences of unacceptable behavior**

Unacceptable behavior will not be tolerated. This includes additional forms of said behavior at the burn as well as pre- or post-burn events and via all forms of communication across all platforms.

**Anyone asked to stop unacceptable behavior is expected to comply immediately.**

Participants who engage in unacceptable behaviors will be subject to event organizers action deemed appropriate to ensure the safety of the event, its affiliate events and affiliate relationships and its participants. This action may include expulsion from the event without refund, revoking tickets, removing a volunteer from their shift, and temporary or permanent bans from TouchBass LLC events. If a participant's behavior does not comply with this code of conduct, does not align with our mission, or puts the future of TouchBass events at risk, (i.e. our burn, Town Halls, Fundraisers) a suspension for the present or following years may be imposed. Suspensions may not be permanent, and appeals may be submitted in writing in cases where conflict resolution is demonstrated by the offending party. The appeal's timeline is determined by TouchBass LLc and will be resolved between members of the Board and the suspended party.

TouchBass LLC or individuals may pursue potential legal action.

## 5. Volunteering

No burn exists without volunteers and volunteers are our heroes! We have no hired help other than security and everything we do is done on a volunteer basis. This goes for all the things before, during, and after the burn. All the teams that you can volunteer for are described in the “Crew Manifest” section starting from page 30.

There are two ways to volunteer:

**Before the event** you can sign up from the available volunteer activities by going to:

<https://www.signupgenius.com/tabs/33773df01a4c3edc42-tothemoon>

**During the event** you can go to the Volunteer Coordination (VC) folks at the COCKpit to sign up for an available volunteer slot.

### EARLY ENTRY FOR VOLUNTEERS

If a participant has a volunteer shift on Wednesday, they will be granted entry at noon on Wednesday.<sup>1</sup> If a participant has a volunteer shift beginning before noon on Thursday they will be granted early entry on Wednesday. This list will be given to Gate from VC before Gate opens opens on Wednesday.

All participants must be off site by noon on Monday unless they have a shift on Monday after noon. In which case they will need to have permission from VC or one of the event leads to stay on site for that shift, and should stop by the VC tent on Monday before 10 am to get their approval. All late stay volunteer must also have their camp packed before their shift on Monday and be prepared to leave immediately following that last shift.<sup>2</sup>

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<sup>1</sup>This is mainly Gate but a few other teams have a few volunteer shift scheduled for Wednesday for set up.

<sup>2</sup>There are other early entries granted for theme camps, DPW, team leadss, Board of Directors (BOD), etc., but those lists will be given to Gate from appropriate lead for that team. This info is just for those volunteering first shifts on teams that start when gates open or before.

## 5. Volunteering

# Volunteer Training

## Conclave

We ask that all fire performers attend one of the fire safety meetings to obtain a wristband, which allows you to spin fire at theme camps hosting fire circles.

Fire Safety meetings will be at the Effigy in the Burn Field. Spinners in Conclave must attend one of the training events listed below. You will be given a fire safe wristband to spin fire during the duration of the burn. Conclave Participants will also meet at Effigy Burn Field at 2:00pm Saturday afternoon, and again at 7:00pm for curtain call.

Day	Time	Place
Friday	7pm	Effigy Burn Field
Saturday	2pm	Effigy Burn Field
Saturday	7pm	Effigy Burn Field

## Greeters

We are looking for outgoing, space-age, creative people to join our band of misfits. If you are dedicated, patient, have great communication skills, and are ready to take on the truly awesome role of creating out-of-this-world merriment and moon-like magic, then volunteer with us.

See you on the Moon!!!!

The Greeters meet at the launchpad.

## Perimeter

Outer Perimeter volunteers meet at the Effigy Burn Field on before the burn time and establish a burn perimeter to aid in the safety of participants during the burn. **Training for these volunteers is mandatory.**

Outer Perimeter meet 3pm on Saturday for training, no experience needed. Inner perimeter meet 4pm on Saturday for training, and you *must be experienced*. Temple meet 3pm on Sunday for training.

If you are experienced with perimeter and fire safety and want a shift doing **inner** perimeter, please email the perimeter lead directly ([perimeter@tothemoonburn.com](mailto:perimeter@tothemoonburn.com)) and they will vet you for that.

## *5. Volunteering*

Day	Time	Place
Saturday	3pm	Effigy Burn Field
Saturday	4pm	Effigy Burn Field
Sunday	3pm	Temple Field

## Rangers and Fire Safety

Day	Time	Place
Thursday	7pm	Moon Ranger Station
Friday	1pm	Moon Ranger Station

## Tbase / Sanctuary

Please plan to attend one of the virtual training sessions online prior to the burn. You can register for the virtual class via google form via this link: [TBASE Training Registration](#).

There are no tbase trainings on site, though if you haven't done the online training, the shift lead will do so with individual volunteers. The final online training is at 6pm on June 17th.

## Traffic

Help Lunartics get to their landing pads in an orderly fashion! Make sure the flow of vehicles is going the correct direction, hold the line to minimize the flustercucks, and be amongst the first faces to welcome in the masses! Work closely with Parking and Greeters to ensure the smoothest entry and exit To The Moon! For your Traffic shift grab any obnoxious noise makers and lights you have to keep the attention on YOU, you little traffic star, and head to the VC tent to get picked up for your shift! \*shady swag provided\*

## *5. Volunteering*

### **Notes**

Note down your training here!

### **Volunteer Shifts**

Note down you volunteer shifts here!

## 6. Crew Manifest

These are all the teams that support TTM. You can contact these teams or the TTM leadership by sending email to [connect@tothemoonburn.com](mailto:connect@tothemoonburn.com). Each team also has its own contact email, which is given below.

### Board of Directors

The Board of Directors oversees TTM at large.

**Leads:** Brad "Bradass" Tomlinson, Ashley "Bones" Abbott, Bluntqueen, Chance "Gryffn" Loman, Julie Reach, Eisa Nuri  
**Contact:** [bod@tothemoonburn.com](mailto:bod@tothemoonburn.com)

### Flight Directors / Event Leads

The event leads are the acting managers during the event itself. Through close communication with each Team Lead, they effectively ensure that all on-site operations run smoothly. And they drive golf carts.

**Leads:** Topshelof, Atl, Brian Weiner, Johnnie Popsicles, Evelyn Smiles, Misha "Shining Soul" Eli  
**Contact:** [elt@tothemoonburn.com](mailto:elt@tothemoonburn.com)

### Art Department

The Art Department stays connected with artists from initial inquiry about Art Registration and / or Art Grant Application, communicates with safety teams and BOD about amounts granted, fire and other safety concerns regarding interactive art and about feasibility and scope of art projects. Art Team also works closely with placement to ensure the best spot for any art projects.

**Lead:** Christal "Hatter" Yo-Delux  
**Co-leads:** Ashley Humphries, Lindsey "Naughty Frog" Wright  
**Contact:** [artgrants@tothemoonburn.com](mailto:artgrants@tothemoonburn.com)

## *6. Crew Manifest*

### **Conclave**

This team is responsible for the conclave fire spinning event that occurs just before the effigy and temple burn.

**Lead:** Alicia “Alley Hoops” Westbrook  
**Co-leads:** David Vance  
**Contact:** [conclave@tothemoonburn.com](mailto:conclave@tothemoonburn.com)

### **DPW**

The DPW team is responsible for handling the event's logistics, electrical power management, and infrastructure.

DPW meets at Ground Control.

**Lead:** Daniel Goodridge  
**Co-leads:** Tess Walker  
**Contact:** [DPW@tothemoonburn.com](mailto:DPW@tothemoonburn.com)

### **Effigy**

This team is responsible for the construction of the main effigy burned on Saturday night.

**Lead:** Josh “Shorty McSmalls” Boyer  
**Co-leads:**  
**Contact:** [effigy@tothemoonburn.com](mailto:effigy@tothemoonburn.com)

### **Fire Safety**

This teams helps provide a safe environment for fire art, the effigy, and the temple. They patrol the burn to help make sure that fire art and fire performance are safely done.

**Lead:** Dave “Phyrebolt” Peters  
**Contact:** [firesafety@tothemoonburn.com](mailto:firesafety@tothemoonburn.com)

### **Gate**

The Gate team is the first to welcome participants home, takes invites, id's, signed waivers, and records emergency contact info.

## *6. Crew Manifest*

This team meets at the launchpad.

**Lead:** Mandy Kees  
**Co-leads:** Jody Bradley, Hannah Fambro  
**Contact:** [gate@tothemoonburn.com](mailto:gate@tothemoonburn.com)

### **Greeters**

**Who We Are** We are the brightly shining faces of To The Moon. We are the ones that will help you blast off into a world of beauty you've never known.

**What We Do** As Greeters, we are the first group to welcome astronauts to the Launch Pad, and we absolutely love doing it! We, along with Gate, make the first impression on this voyage. We help set expectations and get to communicate with the flight crew for the very first time.

Our job is to educate ourselves deeply on the meaning of the Ten Principles so that we can impart that knowledge onto our participants. We're also well versed in the 11th Principle and are happy to discuss! We are here to clarify any questions you have regarding general operating procedures on the Moon.

**Leads:** Andi "Glytch" Long, Kris "Funsized" Long  
**Co-leads:** Corey Anne  
**Contact:** [greeters@tothemoonburn.com](mailto:greeters@tothemoonburn.com)

### **Inventory**

Inventory team works behind the scenes tracking event items. Inventory volunteers distribute items prior to the event and efficiently packs it all away at the event end.

**Leads:** Cody Pratt  
**Co-leads:** Bowie "Bitchass" Benson  
**Contact:** [connect@tothemoonburn.com](mailto:connect@tothemoonburn.com)

### **Lamp lighters**

These participants gather before dusk to ceremonially light our moonbase with lanterns, and then gathers them each morning.

Meets at the COCKpit.

**Lead:** Johnny "Twaffle" Benton

## *6. Crew Manifest*

**Co-leads:** Not Squirrel, Kevin Waitkus  
**Contact:** [lAMPLIGHTERS@tothemoonburn.com](mailto:lAMPLIGHTERS@tothemoonburn.com)

### **Leave No Trace**

These crew members are responsible for ensuring that the grounds are as we found them — free of any artifacts of our presence, such as bottle caps, empty bottles, forgotten items, and any other MOOP.

**Lead:** Nicole “Rising” Makinney  
**Co-leads:** Zoltan  
**Contact:** [LNT@tothemoonburn.com](mailto:LNT@tothemoonburn.com)

### **Media**

Media is in charge of newsletter, insta, FB, and general And general informative things.

**Lead:** Ali “Ali Katt” Fitts  
**Co-leads:** Alyvia Fitts, Jive (on-site videography)  
**Contact:** [connect@tothemoonburn.com](mailto:connect@tothemoonburn.com)

### **Parking**

These are the folks responsible for guiding you in for a smooooth landing.

**Lead:** Scott “Not Steve” Marcus  
**Co-leads:** Debbie “Snack Cake” Stoltzfus  
**Contact:** [connect@tothemoonburn.com](mailto:connect@tothemoonburn.com)

### **L.O.V.E. / GTFIO**

Get the Fuck In and Out (GTFIO) for orderly and speedy departure and L.O.V.E. helps extract vehicles mired on the lunar surface.

**Lead:** Ron “Gramps” Clouse  
**Co-leads:** Kai Chamberlain  
**Contact:** [parking@tothemoonburn.com](mailto:parking@tothemoonburn.com)

## *6. Crew Manifest*

### **Perimeter / Burn Down**

These participants meet up before burn time and establish a burn perimeter to aid in the safety of participants during the effigy and temple burns.

Perimeter signup only includes **outer** perimeter shifts (no experience needed other than a mandatory training session (see times above). If you are experienced with perimeter and fire safety and want a shift doing **inner** perimeter, please email the perimeter lead directly and they will vet you for that.

Meets on the Burn Field

**Lead:** Chesney "Checkmate" Dillon  
**Co-leads:** Miah Duck  
**Contact:** [perimeter@tothemoonburn.com](mailto:perimeter@tothemoonburn.com)

### **Placement**

This team ensures proper placement of all Theme Camps to avoid sound bleed and bad neighborly relations, creates open camping areas and basically creates the layout of our entire event. Placement works side by side with TCOs and BOD and the end result is our beautiful placement map which you'll find in this survival guide, at the gate and Cockpit.

**Lead:** Brad "Bradass /Mauve Boss" Tomlinson  
**Co-leads:** Jake Rummel  
**Contact:** [placement@tothemoonburn.com](mailto:placement@tothemoonburn.com)

### **Quartermaster**

This team is responsible for making sure equipment and materials are available and functioning for the success of the burn. This team also houses Lost and Found and is where you can find your maps.

**Lead:** Dana "Quartermistress" Fields  
**Co-leads:** Bill "Simple" Fields  
**Contact:** [Danaefields77@gmail.com](mailto:Danaefields77@gmail.com)

### **Rangers**

Rangers are the non-confrontational mediators of community and public safety and providers of information. While on shifts they will carry radios. They are super cool. They stroll the burn and are often the first point of contact should you need assistance.

## *6. Crew Manifest*

**Khaki:** Experienced Ranger running shift, also serves as khaki (dispatch/coordination).

Email the Ranger Lead, Runs with Scissors, to sign-up for these shifts.

**Dirt Patrol:** Experienced Ranger, paired with an alpha. For this first burn, both rangers may be inexperienced and if so, will receive on-shift mentoring from lead.

**Alpha:** Inexperienced ranger, paired with a "dirt" ranger. If no dirt ranger available, that's ok. New burn. We will mentor during shift.

Meets at Mission Control.

**Lead:** Joe "Scissors" Smithers

**Co-leads:** Burne Richardson

**Contact:** [rangers@tothemoonburn.com](mailto:rangers@tothemoonburn.com)

## **Signage / Print Team**

The signage team helps create visually insightful props to assist participants in a clear but fun way to promote safety and give helpful direction.

**Lead:** Michelle "Citrus Blossom" Kostapapas

**Co-leads:** Molly Herold, Natalie "Sidhe" Starr Mudd

**Contact:** [citrusblossom225@gmail.com](mailto:citrusblossom225@gmail.com)

## **Survival Guide**

The survival guide team is responsible for the creation, printing, and distribution of the pre-flight manual and survival guide. We hope you enjoy this guide and find it helpful!

**Lead:** Mark "Piprr" Coletti

**Co-leads:** Andy "Raptor" Berres

**Contact:** [survivalguide@tothemoonburn.com](mailto:survivalguide@tothemoonburn.com)

## **Tbase / Sanctuary**

Tranquility Base provides a calm, safe space for burners who need a chance to process and integrate their experiences at and responses to the burn. We provide a supportive environment for anyone who needs reassurance, assistance, or just some peace and quiet to work through a current experience or their response to a previous experience. A burn provides a multitude of stimuli, and Tranquility Base offers a chance to step back, ground oneself, and experience the transformative process that being home can bring.

Volunteers should be prepared to be sober and unaltered for the duration of a 4-hour shift and able to remain calm when dealing with participants who are distressed, emotional, or

## *6. Crew Manifest*

experiencing an altered perception of the world around them. Please see page [28](#) for details on volunteering.

**Lead:** Mouse Wilson  
**Co-leads:** Marisa "Silver Lining" Spino-Keeton  
**Contact:** [tbase@tothemoonburn.com](mailto:tbase@tothemoonburn.com)

### **Temple**

This crew assembles and deploys the temple to be burned on the last night of TTM.

Please note that a few hands are needed to help clean up on Monday after the Temple burn from the night before. Please be sure to pack up your camp before reporting for this shift as the burn will be ended and this shift requires "late stay" permission.

**Lead:** Jordan Dillon  
**Contact:** [temple@tothemoonburn.com](mailto:temple@tothemoonburn.com)

### **Volunteer Coordination**

These volunteers wrangle participants of the burn into needed volunteer positions to keep things running. VCs help people check their scheduled shifts as well as sign up for shifts. If you know how sexy volunteering is and want to meet like minded folks, this is a good team for you! We keep volunteers informed of updates during the burn and help teams fulfill unforeseen volunteer needs as they could arise during the burn.

This is also a place for people to come get information about burn happenings, times, locations, and whereabouts to things such as: workshops, theme camps, and events. Sometimes we even help people find themselves!

This team meets at the COCKpit.

**Lead:** Sheona Villaneueva  
**Co-leads:**  
**Contact:** [volunteer@tothemoonburn.com](mailto:volunteer@tothemoonburn.com)

### **The Cosmic Council**

New to this year's TTM is the COSMIC Council, which is comprised of all the teams leads and other volunteers. They worked hard in the months leading up to TTM to help make the event happen. This included showing up on volunteer weekends to clear brush and raise fences to prepare the property. The Cosmic Council was organized by Andrea Kerns and Gabi Stewart, who are TTM founders and prior BOD members.

## *6. Crew Manifest*

And all these action hippies are:

Ali Katt, Andi Long,  
Andrea Kerns, Andy Berres, Ashe, Ashley  
Humphries, Ashley Maynard, Bill Fields, Bowie  
Benson, Brad Tomlinson, Brandi Taft, Brian Coakley,  
Chance Loman, Chandler Dover, Chezney, Christal  
Yo-Delux, Cody Pratt, Corey Anne, Dana Fields, Daniel  
Goodridge, David Vance, Dawn Strickland, Debbie  
Stoltzfus, Dima, Eisa Nuri, Elissa Morris, Gabrielle  
Stewart, Jake Rummel, Johnny Benton, Jordan  
Dillon, Julie Reach, Kimberley Hamilton, Krystal  
Love, Lindsey Wright, Mandy Kees, Marisa  
Spino-Keeton, Mark Coletti, Mouse  
Wilson, Nicole Rising, Ron Clouse,  
Sara Vaughn Wright, Sarah  
Hembree, Scott Marcus,  
and Tess  
Walker

# A. Glossary

## Glossary

**11th Principle** The 11th Principle. 32

**Art Car** See: Mutant Vehicles. 39

**COCKpit** The main information station to visit when you have questions and need answers. There is also a huge map so you can find yourself. It's the home base for Volunteer Coordination, First Aid, lamp lighters, and LNT. 12, 13, 26, 32, 36

**COSMIC Council** Action hippies comprised of the original founders Andrea Kerns and Gabi Stewart, team leads and co-leads, and other volunteers. They regularly met in the months before the event for event planning and coordination as well as volunteering to come on site to prep it.. 36

**Department of Mutant Vehicles** The volunteers who review and register Mutant Vehicles, giving them permission to drive during the event.. 40

**Department of Public Works** The team responsible for overseeing construction of the infrastructure, managing inventory, completing construction projects, overseeing Build Weekend and Tear Down, fueling the Effigy and Temple, and generally working behind the scenes during the event to deal with infrastructure issues as they arise. Also called Public Works.. 13, 40

**education** See: Greeters. 39

**effigy** The main art piece to be burned Saturday night.. 31, 34

**Effigy Burn Field** This is where the effigy gets burnt.. 27, 28

**event leads** This the team of volunteers who manage the event, and whom facilitate community needs. They are selected by the Board of Directors, which in turn is elected by the TTM community.. 11, 26, 30

**Gate** The entrance to the burn where your ticket and ID will be checked, and where you will sign a waiver.. 9, 11, 12, 17, 21, 26, 31, 39

## *Glossary*

- gifting** Giving food, an item, or a service without any expectation of reciprocity. 19
- gray water** Water left-over from cleaning dishes or bathing.. 12, 14
- Greeter** A friendly volunteer that will welcome you to the Burn, give you your swag, and provide education about the 10 (11) Principles. . 9, 27, 38, 39
- Ground Control** Department of Public Works Headquarters.. 31
- lamp lighters** The volunteer group that lights lanterns each night to illuminate some of the roads.. 32, 38
- launchpad** Area where Gate/Greeters are located.. 27, 32
- Leave No Trace** The concept that we should leave the property in better shape than we found it. It can also be verbed, as in “Hey, I’m going to LNT the campsite after everyone packs up.”. 12, 40
- Matter Out of Place** Trash, litter, things lost or left behind, things on the ground that should not be there.. 14, 40
- Mission Control** Rangers Headquarters.. 35
- Moon Ranger Station** Meeting point for Ranger Training.. 28
- Mud Burn** A burn characterized by extreme mud due to inclement weather. 9
- Mutant Vehicles** A motorized conveyance that is radically, stunningly, and safely modified.  
See also: Art Car. 38
- Parking** There is a large parking area at the entrance.. 9
- Person Out of Place** People who are not where they should be. If you see someone passed out on the ground in the middle of the field, they may be drunk or having a medical emergency. Check and see if they are OK. If they want to be there, it’s at their own risk if they get run over by a golf cart; but we try to get these people back to their camps.. 40
- pre-flight manual** The document that contains information essential for planning and preparing for TTM. 35, 39
- survival guide** The document that contains information essential for planning and preparing for TTM, and which provides information about events, theme camps, and art during the event. Essentially, it is the pre-flight manual plus art, camp, and event listings.. 35
- swag** A memento from a burn, often wearable. You get swag for attending from Greeters, often swag from your volunteer teams, and people you meet may gift you swag they made for the burn.. 39

## *Acronyms*

- team leads** The people who head up each team that makes the burn happen.. 26
- temple** this is the art structure burned on the last night (though Euphoria has kindly donated their temple, which is to be burned Friday night). 31, 34, 36
- Temple Field** This is where the temple gets burnt.. 28
- Ten Principles** The ten core guiding concepts of most burns. . 12, 32
- theme camp** A group of people camping together in a pre-assigned spot who often have common bonds and shared activities.. 26
- Tranquility Base** (A.k.a., Tbase/Sanctuary) A dedicated space for those who may need an environment or area in which to better acclimate or adjust to the Burn.. 35

## **Acronyms**

- BOD** Board of Directors. 26, 36
- DMV** Department of Mutant Vehicles. 40, *Glossary:* Department of Mutant Vehicles
- DPW** Department of Public Works. 13, 26, 31, 40, *Glossary:* Department of Public Works
- GTFIO** Get the Fuck In and Out. 33
- L.O.V.E.** Lunar Orbit Vehicle Extraction. 9, 12, 33
- LNT** Leave No Trace. 12, 38, 40, *Glossary:* Leave No Trace
- MOOP** Matter Out of Place. 14, 15, 33, 40, *Glossary:* Matter Out of Place
- POOP** Person Out of Place. 40, *Glossary:* Person Out of Place
- TCO** theme camp organizer. 11
- TTM** To the Moon. 6, 7, 11–13, 17, 19, 21, 30, 36, 38, 39
- VC** Volunteer Coordination. 26, 28, 36