

A photograph of a cat wearing a white spacesuit and helmet, floating in the void of space. The cat's eyes are large and yellow, looking directly at the viewer. The spacesuit has various patches and equipment attached. In the background, the Earth is visible with its blue oceans and white clouds, and a bright star or the Sun is visible on the left side.

# To The Moon

## Pre-Flight Manual

Final — June 10, 2019

A photograph of a robotic rover, likely the Spirit rover, parked on the surface of the Moon. The surface is covered in grey lunar soil and small rocks. The background shows the dark void of space with distant stars and a few small craters on the surface.

SPIRIT CROSSING  
SNEEDVILLE, TENNESSEE



## History of Mysteries

Humanity on Earth is riddled with a long history of mysterious events, monuments, legends, folklore and puzzles. For centuries we have centered our science, art and religion on concepts and ideas that elude our present cognition. Were extraterrestrials perceived as gods? What technology was available for constructing things like the pyramids and Stonehenge? What happened to the Mayan civilization? Where is Atlantis?

What we cannot answer on this planet may be revealed on the dark side of the Moon. This lunar landing is no myth... We can prove it. Join in this year's lunar voyage to reveal or to just revel in our History of Mysteries.

If we build a pyramid on the moon, can we complete the energetic grid? Can we finally communicate with aliens by building our own crop circles? Is this a maze to the center of consciousness or just a historical rabbit hole which only reveals more questions? Is the answer to the universe really 42? Were unicorns real? Could you pass the Sphinx's riddle? Maybe the Clinch River really is the fountain of youth!

There are two things that could happen when diving deep into solving some of these mysteries. Either we uncover some new truths, new languages, new rituals, or we create even more mysteries, mazes, puzzles and traps. Choose your own adventure.

This year's art theme will illuminate our most ancient questions, visions and anomalies, sacred geometry and secret mythologies.



Build a maze,

or

Bust a myth

Solve the riddle

Leave with more questions than you  
arrived with

The world will soon know what rests  
on the dark side of the moon

Only for a fleeting moment will all be  
revealed

In the flames of our odyssey  
History will be made history once again  
And the mysteries will remain  
To be told merely as stories of what  
happened when we  
journeyed across the universe and...

...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.

## *1 Welcome*

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

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....."

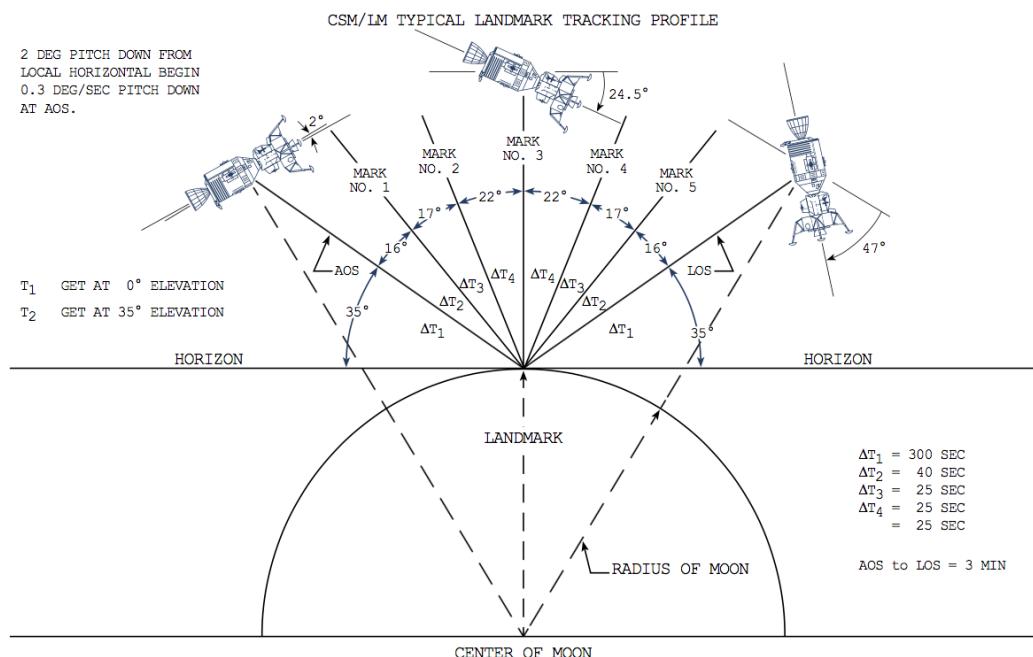


## 2 Pre-Flight Procedures

### 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



#### Landing Coordinates

36°31'59.0"N 83°08'57.0"W  
[36.533051, -83.149169](https://www.google.com/maps/place/36.533051,-83.149169)

#### Address

Spirit Crossing  
343 Clinch River Circle  
Sneedville, Tennessee

#### Nearest Hospital

Hancock County Hospital  
1519 Main St,  
Sneedville, TN 37869

## 2 Pre-Flight Procedures

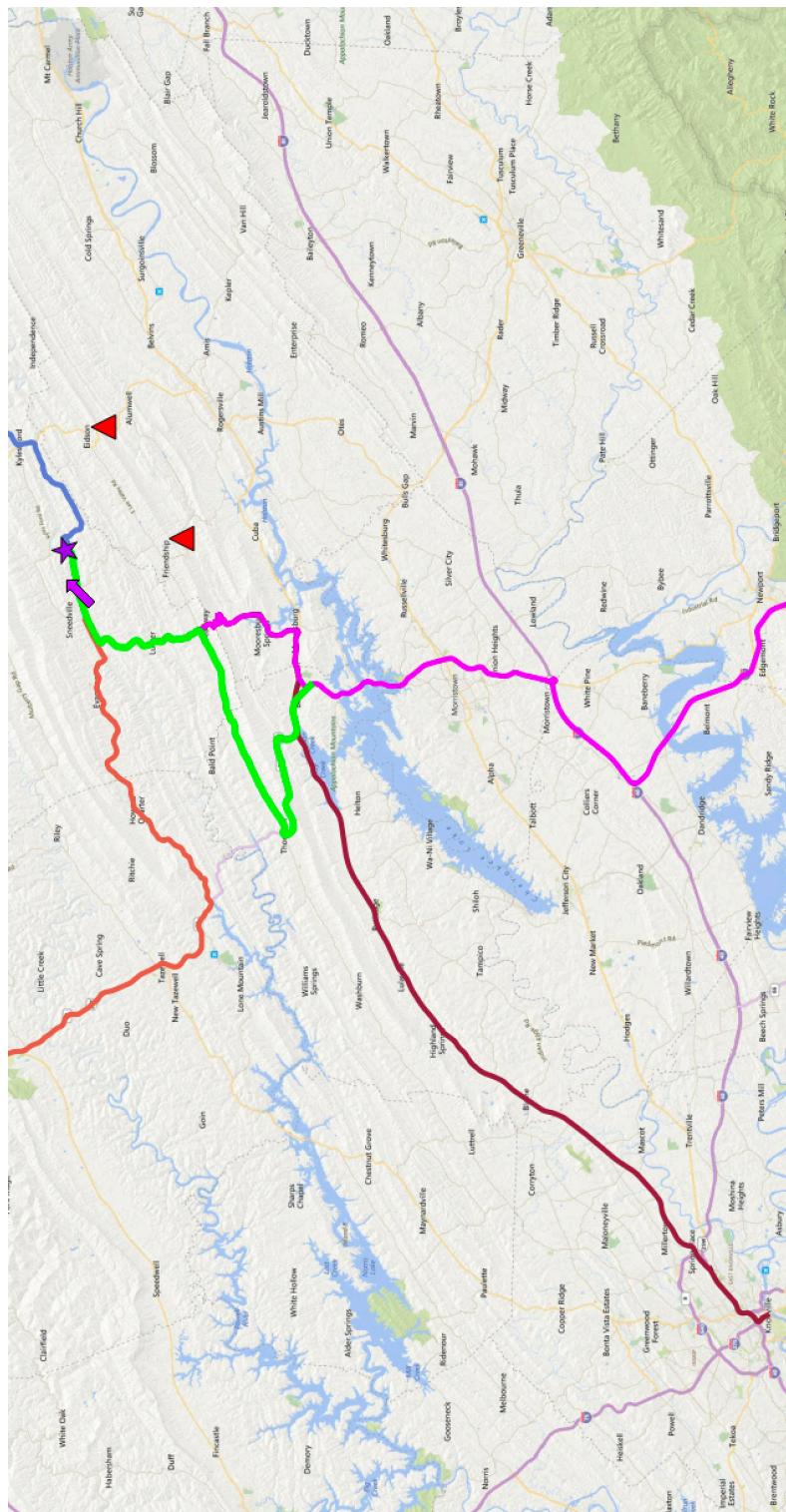


Figure 2.1: Getting to the landing site. The colored-in routes are described in the following sections. Close-ups of the Bean Station and Sneedville areas can be found below. Please note that the road is closed where the red blobs are!

## 2 Pre-Flight Procedures

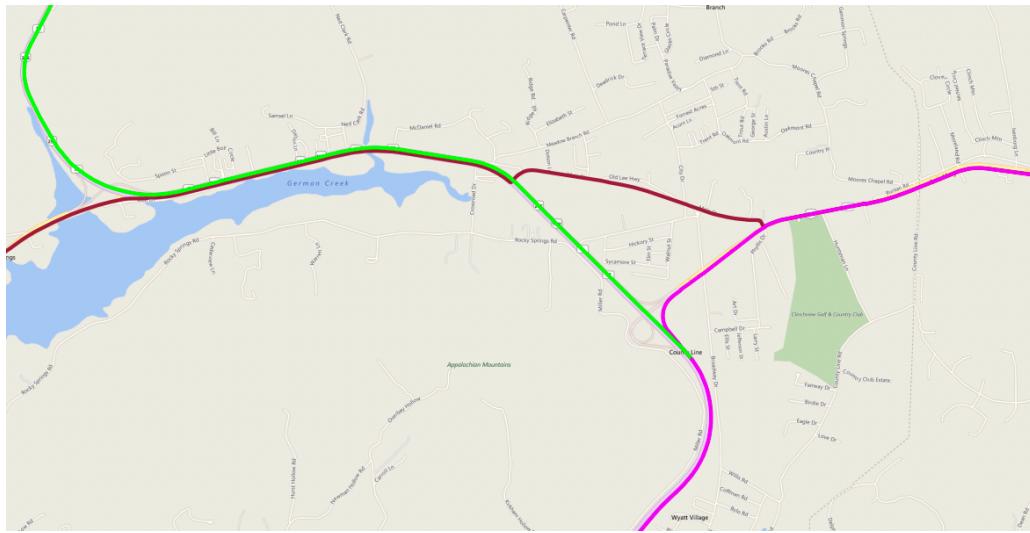


Figure 2.2: Close-up of the Bean Station area. Crew from the Knoxville and Asheville direction will have to navigate this area. The bright green route is the struggle-free route.

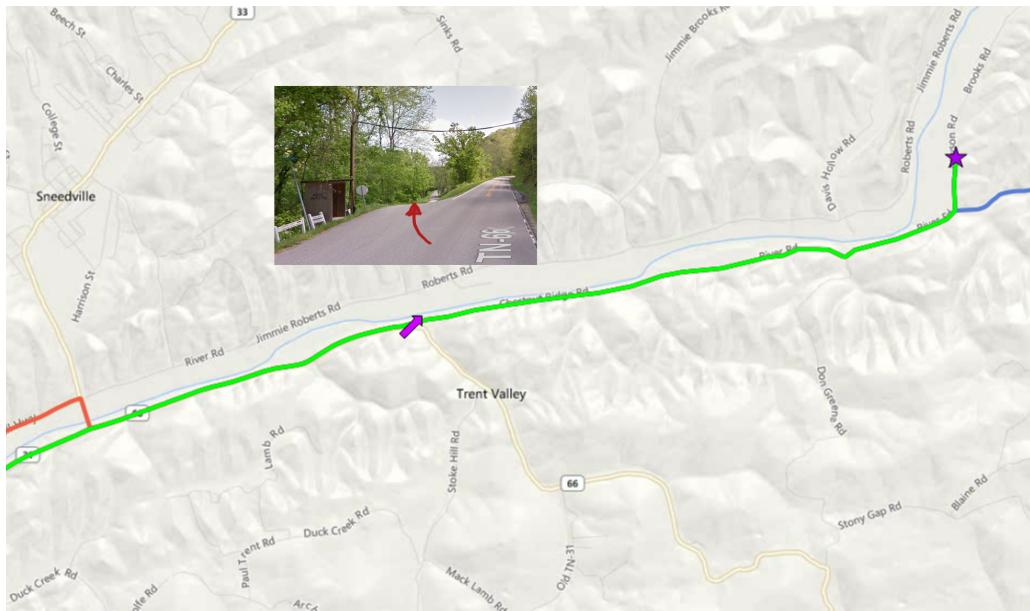


Figure 2.3: Close-up of the Sneadville area and the Landing Site. Crew from all directions will have to navigate this area. Please pay special attention to the highlighted fork – you'll want to keep left!

## **Flight Path**

A map of the flight path can be found on page [7](#).

Due to road closures, we have to re-write the written instructions. In the meantime, feel free to check out this interactive map [https://drive.google.com/open?id=1sqBiYj6TCQhonnQ6H-CkACDfmJQqir\\_r&usp=sharing](https://drive.google.com/open?id=1sqBiYj6TCQhonnQ6H-CkACDfmJQqir_r&usp=sharing).

### **Struggle-Free Route (Green)**

The fastest routes to Spirit Crossing are full of switchbacks to avoid various objects in orbit. If you don't mind dodging the odd satellite, you can find instructions that suit your agile rocket needs. If your spaceship is rather large or you haul a shuttle, we recommend the struggle-free route. You can find this route on the maps highlighted in green.

1. From Knoxville: Follow directions until [3](#).
  - a) After passing through Tate Springs, you will turn left onto TN-32N.
2. From Asheville:
  - a) Instead of turning right in Bean Station, you will follow signs for TN-32N.
3. After about 7.5 miles, turn right onto TN-131N (Mountain Valley Highway).
4. About 13 miles later, turn left onto TN-31N.
5. Stay on TN-31N for 8.5 miles. Then, continue from step # [8](#) in the "From Knoxville" directions.

### **From Knoxville and points Southwest (Yellow)**

You can find this route on the maps highlighted in yellow.

1. Take I-40 E from downtown Knoxville.
2. Take exit 392 for US 11W N/Rutledge Pike/Knoxville Zoo.
3. Continue 40 miles to merge right onto US 11W / Hwy 25 E.
  - a) For the struggle-free route, you will turn left onto TN-32N after passing through Tate Springs (about a mile before Bean Station) and follow along from step [??](#).
4. After about a mile, turn left on to Main St. You should see a red store on the left. A close-up of this area can be found on page [8](#).
5. In about two miles, turn left on to US 11W.
6. After about 2.8 miles, turn left on to TN 31. There will be an Exxon station on the left at the intersection.
7. Drive for about 17 miles and then continue straight on to TN 66 S.

## *2 Pre-Flight Procedures*

8. Drive 1.4 miles for slight left onto Chestnut Ridge Road. Look for the “To the Moon” sign along the road; **this is a tricky intersection that’s easy to miss. You can find a picture and close-up of this area in the Sneedville area map on page 8**
9. After about  $\frac{1}{3}$  of a mile, turn left on to Clinch River Circle
10. Welcome home! Please follow instructions in the next section, “Landing Procedure,” on page 11

### **From Asheville and points Southeast (Blue)**

You can find this route on the maps highlighted in blue.

1. Take I-40 W to I-81
2. Take exit 8 for US 25 E towards Morristown/White Pine
3. Take exit to 11W north towards Rogersville
4. In Bean Station, continue on TN-1 E/TN-32 N. A close-up of this area can be found on page 8.
  - For the struggle-free route, follow signs for TN-32N.
5. Continue from step # 6 in the “From Knoxville” directions

### **From Johnson City and points East (Dark Pink)**

You can find this route on the maps highlighted in dark pink. Note that this routes around TN-66 near Spruce Pine Road and TN-70 near Cave Springs Rd that are closed due to mud-slides. If relying on your own navigation system, please be aware that you cannot use these roads. (Though, if coming from Johnson City, TN-70 should be OK for coming the final stretch as that is well above the mudslide.)

1. Take I-26W
2. Continue on US23 through Kingsport
3. US23 turns into US23/58 in Weber City, Virginia; stay on US23/58.
4. Turn left onto VA-600/VA-623; Continue to follow VA-600
5. Continue straight onto VA-696 entering Tennessee
6. Continue on TN-33 S
7. Turn left on TN-70 S
8. Turn right on Chestnut Ridge Road. This is a steep turn! You can find a picture and close-up of this area in the Sneedville area map on page 8
9. Turn right on Clinch River Circle
10. Welcome home! Please follow instructions in the next section, “Landing Procedure,” on page 11

### **From Lexington, KY and points North (Red)**

You can find this route on the maps highlighted in red.

1. Take I-75 S
2. Take exit 29 for US-25E, turn left onto US-25E
3. Turn left onto TN-33 N
4. Turn right onto TN-31 S/TN-66 S
5. Turn left onto TN-66 S
6. Resume from step # [8](#) in the “From Knoxville” directions

### **Gate Hours**

Please see Table [3.1](#) on page [13](#) 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 Spirit Crossing entrance where [Parking](#) volunteers will navigate you to a staging area for check-in
2. check-in at [Gate](#) with tickets and ID
3. receive wrist-band; keep this wrist-band with you at all times (please see page [23](#) 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

## *2 Pre-Flight Procedures*

- 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



Figure 2.4: Lamplighters at work. Image courtesy of Johnny "Twaffle" Benton, 2017.

# 3 In-Flight Procedures

Once you're at [To the Moon \(TTM\)](#), 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	6/12/2019	12–10pm EST Theme Camp Early Entry Only w/ Pre-Registration
Thursday	6/13/2019	10am–12am EST
Friday	6/14/2019	10am–12am EST
Saturday	6/15/2019	10am–6pm EST, no admission after 6pm for rest of event
Sunday	6/16/2019	10am–6pm EST Departing Only
Monday	6/17/2019	8am–12pm EST Departing Only

Table 3.1: [TTM Gate](#) hours

## Re-entry Procedure

**There is no after hours entry without pre-arranged permission. Crew arriving at the site outside gate operating hours will be turned away. No crew is permitted to wait on the property until the gate opens.**

### *3 In-Flight Procedures*

Please contact the [Board of Directors \(BOD\)](#) via [connect@tothemooonburn.com](mailto:connect@tothemooonburn.com) well in advance of the event to work out options if long-distance travelers cannot arrive while the gate is open.

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 [TTM](#) are reserved **for medical and emergency reasons only**, and must be communicated to and cleared by the Gate Lead prior to leaving.

Theme Camp supply runs are possible Wednesday – Friday before 10pm **only**. Before leaving, **check at the gate** if a pass is needed. The Gate will check with [Event Lead \(EL\)](#) on call and a re-entry lanyard will be issued at [EL](#) discretion.

## **Takeoff Procedure**

### **Leave No Trace**

[TTM](#) follows the [Leave No Trace \(LNT\)](#) principle (see [Ten Principles](#), page [23](#)). 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 EST, Sunday, June 17th. All crew must vacate the site by 12pm EST, Monday, June 18th 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.

Pleases look for announcements at [COCKpit](#) / [Gate](#), as this policy may slightly change, depending on situation.

## **Resources**

### **Showers**

There are no showers. To keep yourself clean, bring wet wipes or biodegradable soap. Please don't clean your dishes or yourself in the river since there are mussels in the river that are protected wildlife. (And these are also the reason you should wear river shoes while in the river as the mussels will cut you. They're mean that way.)

### **Ice**

Ice will be sold from noon to 3 pm every day for \$2 per 10 lbs bag. Cash only! Bring small bills please.

### **Lost and Found**

The Lost and Found will be at the [COCKpit / Volunteer Coordination \(VC\)](#) station.

### **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. 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

### 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!  
Spirit Crossing does not provide water but does have a well accessible if needed - bring your own. In case of shortage, a hose is available for filling up but please plan ahead!

#### Strongly Recommended

- tent
- sleeping bag and/or bedding
- blankets
- tarps
- 3 gallons of water per person per day for drinking, washing, and food preparation
- food for everyone in your group for length of stay
- sufficient ice for duration <sup>1</sup>
- any necessary medication
- epi pen
- if needed, contact lens supplies
- first aid kit
- sunblock
- insect repellent
- deodorant
- single ply toilet paper <sup>2</sup>
- paper towels
- baby wipes or moist towelettes
- towels
- biodegradeable body washing soap <sup>3</sup>
- biodegradeable dishwashing soap <sup>4</sup>
- gray water container and funnel <sup>5</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)

<sup>1</sup>Some stores also sell dry ice. However, be sure to wrap dry ice in towel for further insulation.

<sup>2</sup>The port-a-potties only get serviced once a day, and may run out of toilet paper.

<sup>3</sup>Please do not wash in the river.

<sup>4</sup>Do not wash dishes in the river, and exercise proper gray water management.

<sup>5</sup>A cat litter bucket works well as gray water containment.

<sup>6</sup>Many camps offer drinks, but do not provide cups. A cup with a carabiner is ideal.

### *3 In-Flight Procedures*

- |  |   |
|--|---|
| <input type="checkbox"/> reusable cup or bottle <sup>6</sup>           | <input type="checkbox"/> sunglasses                       |
| <input type="checkbox"/> reusable utensils and dinnerware <sup>7</sup> | <input type="checkbox"/> rain hat / rain gear / umbrellas |
| <input type="checkbox"/> condoms                                       | <input type="checkbox"/> gifts                            |
| <input type="checkbox"/> pocket knife                                  | <input type="checkbox"/> a loving and open mind           |
| <input type="checkbox"/> hammer  | <input type="checkbox"/> _____                            |

### **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>9</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>8</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:

---

<sup>7</sup>Many camps offer food, but do not provide utensils or plates

<sup>8</sup>Mint tins work well for this purpose.

<sup>9</sup>For cameras and electronics.

### *3 In-Flight Procedures*

- 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 21)

## **Resources**

### **Showers**

There are no showers. To keep yourself clean, bring wet wipes or biodegradable soap. Please don't clean your dishes or yourself in the river since there are mussels in the river that are protected wildlife. (And these are also the reason you should wear river shoes while in the river as the mussels will cut you. They're mean that way.)

### **Ice**

Ice will be sold from noon to 3 pm every day for \$2 per 10 lbs bag. Cash only! Bring small bills please.

### **Lost and Found**

The Lost and Found will be at the COCKpit / VC station.

### **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. You will find Port-a-Potties in multiple locations across the site.

# 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 breaching perimeter is a **serious** offense we will handle swiftly.

### 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.

### River Safety

- Children under 13 must wear a flotation device.
- Children under 13 must wear water shoes (water shoes are highly recommended for **Anyone** for added safety and traction, especially if caught in a current).
- All minors must be accompanied by a parent or legal guardian when in the water.
- **Anyone caught committing the below two actions will be ejected from the burn immediately:**
  - No jumping or diving off the bank into the river.
  - No swimming after dark.

## No Pets

Spirit Crossing 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?

For your convenience, Scooby Shack Kennel is 20 minutes from Sneedville and can be reached at 423-921-0611.

Thank you for your cooperation and understanding!

## Respect the Laws of the Land

Spirit Crossing, and Sneedville, 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, TN Nudity Laws still apply. Please plan on wearing pasties, bikinis, loincloths, etc.
- Please respect the land, the river, 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.

## 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 make this event enjoyable for all, amplified sound is limited to 300 Watts producing 90 db at 20 feet. All amplified sound is to be reduced after 4am nightly to allow room for acoustic and ambient sound and to limit the possibility of neighboring sound complaints.

## Wristbands

You will receive a wristband when you arrive at the [Gate](#). Different colored wristbands will identify you as being over 21, under 18, etc. Wristband colors also indicate if you don't want your photo taken.

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 27 enumerates the 10 Principles of [TTM](#). Funny thing about those: they are not meant to be chosen at random to suit ones 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>.

- |        |   |
|--------|---|
| 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.  |
| 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.  |

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

#### *4 Astronaut Training*

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**

TouchBass LLC / To The Moon Code are introducing a new Code of Conduct for 2018 and beyond. If you are unable to agree to these terms and our policies, we'll gladly issue a refund for your ticket. Please contact us at [connect@tothemoonburn.com](mailto:connect@tothemoonburn.com).

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 fill out our incident report form to help us investigate.

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 [connect@tothemoonburn.com](mailto:connect@tothemoonburn.com).

**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.

#### 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

## 5 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:** Gabi "Nectarine" Stewart, Andrea Kerns, Ashley "Bones" Abbott, Brad "Bradass" Tomlinson, Tonya "Dusty Lashes" Weisenseel  
**Contact:** [connect@tothemoonburn.com](mailto:connect@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:** Vicki "Critter" Coleman, Ben "Cheesepants" Bjostad, Ann "Mango" Gerns  
**Contact:** [connect@tothemoonburn.com](mailto:connect@tothemoonburn.com)

### ART Team

The Art Team 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:** Carrie "Minx" Elliot  
**Co-leads:** Louise Marie "Vortex" Fry, Karine Monica Martelly  
**Contact:** [artgrants@tothemoonburn.com](mailto:artgrants@tothemoonburn.com)

## Conclave / Fire Prop Safety

This team is responsible for the conclave fire spinning event that occurs just before the [effigy](#) and [temple](#) burn.

**Lead:** Elaine Pastor  
**Co-leads:** Alicia "Alley Hoops" Westbrook  
**Contact:** [conclave@tothemoonburn.com](mailto:conclave@tothemoonburn.com)

## DPW

The [Department of Public Works \(DPW\)](#) team is responsible for handling the event's logistics, electrical power management, and infrastructure.

DPW meets at [Ground Control](#).

**Lead:** Ian "Little Buddy" Brinn, Jack Holloway  
**Co-leads:** Daniel Goodridge, Sara "Beastmode" Vaughn Wright  
**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:** Brad "Bradass" Tomlinson  
**Co-leads:** Karine Monica Martelly  
**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.

This team meets at the [launchpad](#).

**Lead:** Amy Nichols  
**Co-leads:** Reida Gillespie, Sarah Hurst  
**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.

**What We Need** 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](#).

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

## Moon Ice

These volunteers will oversee the moon ice sales each day from 12-3pm

**Lead:** Ø  
**Co-leads:** Ø  
**Contact:** [volunteer@tothemoonburn.com](mailto:volunteer@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  
**Co-leads:** Melody Shah, Bryan Shah  
**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:** Henry "Jawk" McElreath  
**Co-leads:** Mandy Kees  
**Contact:** [LNT@tothemoonburn.com](mailto:LNT@tothemoonburn.com)

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

These crew members are responsible for the efficient and safe landing of all vehicles, and for their orderly and speedy departure. [Get the Fuck In and Out \(GTFIO\)](#) is responsible for overall landing and takeoff of vehicles; [L.O.V.E.](#) helps extract vehicles mired on the lunar surface.

**Lead:** Kent "Pop" Davis  
**Co-leads:** Brandon "Naked Light"  
**Contact:** [parking@tothemoonburn.com](mailto:parking@tothemoonburn.com)

## Perimeter

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:** Vicki "Critter" Coleman and Ben "Cheesepants" Bjøståd

**Co-leads:** Ø

**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:** Caleb Ditchfield

**Co-leads:** Josh Blackwood

**Contact:** [placement@tothemoonburn.com](mailto:placement@tothemoonburn.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.

**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:** Don "Runs With Scissors" Coleman

**Co-leads:** Alan "Weatherman" Huskey, Robert Blew

**Contact:** [rangers@tothemoonburn.com](mailto:rangers@tothemoonburn.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:** Andy "Raptor" Berres

**Co-leads:** Mark "Piprrr" Coletti

**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 experiencing an altered perception of the world around them.

Please plan to attend one of the on-site training sessions or refresher sessions.

## *5 Crew Manifest*

This team meets at [Tranquility Base](#), of course.

**Lead:** Jo Herrera  
**Co-leads:** Stan "MK" Davis, Kristin Pereira  
**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:** Sara  
**Co-leads:** Ø  
**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:** Julie Reach  
**Co-leads:** Shelli Renee  
**Contact:** [volunteer@tothemoonburn.com](mailto:volunteer@tothemoonburn.com)

# 6 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 28.

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 **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 after 3 pm. This list will be given to **Gate** from **VC** before **Gate** 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**, **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.

## Volunteer Training

### Conclave

We ask that all fire performers attend one of the three fire safety meetings provided by Singe City and obtain a wristband. This allows you to come spin in their fire circle each night at Headroom Village.

Fire Safety meetings will be at Singe City fire circle in Headroom Village. 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
Thursday	7pm	Singe City Fire Circle
Friday	7pm	Singe City Fire Circle
Saturday	2pm	<a href="#">Effigy Burn Field</a>
Saturday	7pm	<a href="#">Effigy Burn Field</a>

### 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, 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.

Day	Time	Place
Saturday	3pm	<a href="#">Effigy Burn Field</a>
Saturday	4pm	<a href="#">Effigy Burn Field</a>
Sunday	3pm	<a href="#">Temple Field</a>

### Rangers and Fire Safety

Day	Time	Place
Thursday	7pm	<a href="#">Moon Ranger Station</a>
Friday	1pm	<a href="#">Moon Ranger Station</a>

## *6 Volunteering*

### River Safety

Note that this safety training is open to everyone. Anyone that wants to play in the river is strongly encouraged to attend.

Day	Time	Place
TBD	TBD	Riverfront below DPW

### Tbase / Sanctuary

You will also be able to sign up for volunteer shifts at the burn, at the end of the training, or you may sign up for shifts now as long as you attend a training before your shift is scheduled.

If you have volunteered for 3 or more Tranquility Base shifts in the past, please consider signing up for a shift lead slot! If you have not worked at least 3 T-base shifts, please choose a regular shift to get some more experience before signing up for Shift Lead.

Day	Time	Place
Thursday	5pm	Tranquility Base
Friday	5pm	Tranquility Base



## *6 Volunteering*

### **Notes**

Note down your trainings here!

### **Volunteer Shifts**

Note down you volunteer shifts here!

# A Appendix

## Glossary

**11th Principle** The 11th Principle. [30](#)

**Art Car** See: [Mutant Vehicles](#). [40](#)

**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](#). [14](#), [15](#), [19](#), [31](#), [34](#), [35](#)

**Department of Mutant Vehicles** The volunteers who review and register [Mutant Vehicles](#), giving them permission to drive during the event.. [41](#)

**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.. [29](#), [41](#)

**education** See: [Greeters](#). [40](#)

**effigy** The main art piece to be burned Saturday night.. [29](#), [32](#)

**Effigy Burn Field** This is where the effigy gets burnt.. [36](#)

**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.. [28](#), [35](#)

**Gate** The entrance to the burn where your ticket and ID will be checked, and where you will sign a waiver.. [11–14](#), [23](#), [30](#), [35](#), [40](#)

**gifting** Giving food, an item, or a service without any expectation of reciprocity. [22](#)

**gray water** Water left-over from cleaning dishes or bathing.. [14](#), [16](#)

## *Glossary*

**Greeter** A friendly volunteer that will welcome you to the Burn, give you your [swag](#), and provide [education](#) about the 10 (11) Principles.. [11](#), [30](#), [39](#), [40](#)

**Ground Control** Department of Public Works Headquarters.. [29](#)

**Lamp lighters** The volunteer group that lights lanterns each night to illuminate some of the roads.. [31](#), [39](#)

**Launchpad** Area where [Gate/Greeters](#) are located.. [30](#)

**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.”. [14](#), [41](#)

**Matter Out of Place** Trash, litter, things lost or left behind, things on the ground that should not be there.. [16](#), [41](#)

**Mission Control** Rangers Headquarters.. [33](#)

**Moon Ranger Station** Meeting point for Ranger Training.. [36](#)

**Mud Burn** A burn characterized by extreme mud due to inclement weather. [11](#)

**Mutant Vehicles** A motorized conveyance that is radically, stunningly, and safely modified. See also: [Art Car.](#) [39](#)

**Parking** There is a large parking area at the entrance.. [11](#), [12](#)

**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.. [41](#)

**pre-flight manual** The document that contains information essential for planning and preparing for [TTM](#). [33](#), [40](#)

**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.. [33](#)

**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.. [40](#)

## *Acronyms*

**team leads** The people who head up each team that makes the burn happen.. [35](#)

**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). [29](#), [32](#), [34](#)

**Temple Field** This is where the temple gets burnt.. [36](#)

**Ten Principles** The ten core guiding concepts of most burns.. [14](#), [30](#)

**theme camp** A group of people camping together in a pre-assigned spot who often have common bonds and shared activities.. [35](#)

**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.. [33](#), [34](#), [37](#)

## **Acronyms**

**BOD** Board of Directors. [14](#), [35](#)

**DMV** Department of Mutant Vehicles. [41](#), *Glossary: Department of Mutant Vehicles*

**DPW** Department of Public Works. [29](#), [35](#), [37](#), [41](#), *Glossary: Department of Public Works*

**EL** Event Lead. [14](#)

**GTFIO** Get the Fuck In and Out. [31](#)

**L.O.V.E.** Lunar Orbit Vehicle Extraction. [11](#), [12](#), [14](#), [31](#)

**LNT** Leave No Trace. [14](#), [39](#), [41](#), *Glossary: Leave No Trace*

**MOOP** Matter Out of Place. [16](#), [18](#), [31](#), [41](#), *Glossary: Matter Out of Place*

**POOP** Person Out of Place. [41](#), *Glossary: Person Out of Place*

**TTM** To the Moon. [13–15](#), [22](#), [23](#), [28](#), [34](#), [39](#), [40](#)

**VC** Volunteer Coordination. [15](#), [19](#), [34](#), [35](#)