



To the Moon

Pre-Flight Manual

Preliminary — May 25, 2018



SPIRIT CROSSING
SNEEDVILLE, TENNESSEE

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1 Welcome to the Moon

Welcome To the Moon (TTM), 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

1 Welcome to the Moon

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.

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....."

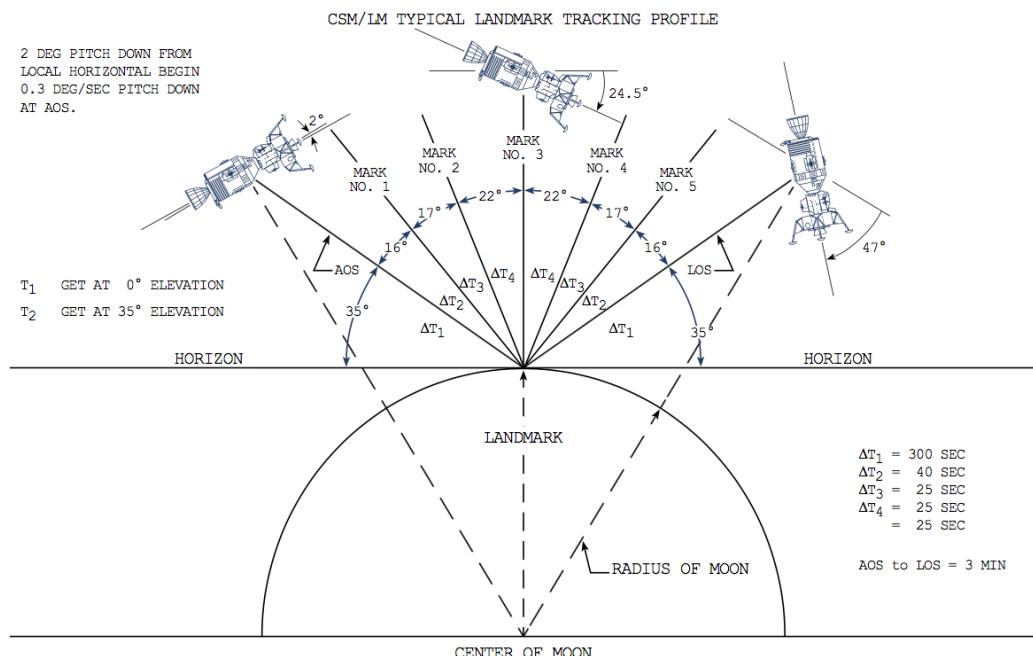


2 Pre-Flight Procedures

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

Address

Spirit Crossing
343 Clinch River Circle
Sneedville, Tennessee

Nearest Hospital

Hancock County Hospital
1519 Main St,
Sneedville, TN 37869

Flight Path

A map of the flight path can be found on page 7.

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. Begin on I-40, headed towards exit 392 for US 11W N/Rutledge Pike/Knoxville Zoo.
2. After 5.9 miles, turn left onto TN 61E. This road will turn into TN 131N.
3. After about 16 miles you will pass through the small town of Washburn, in which the road takes a couple of wiggles left and right. Stay on the main road as you pass through. On your way out, you should pass a Dollar General on your left.
4. Drive for about 23 miles, you will get to a stop sign. At this intersection, turn left onto TN 31N.
5. Drive for another 9.7 miles, then take a slight left onto Chestnut Ridge Road. 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.
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.
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

2 Pre-Flight Procedures

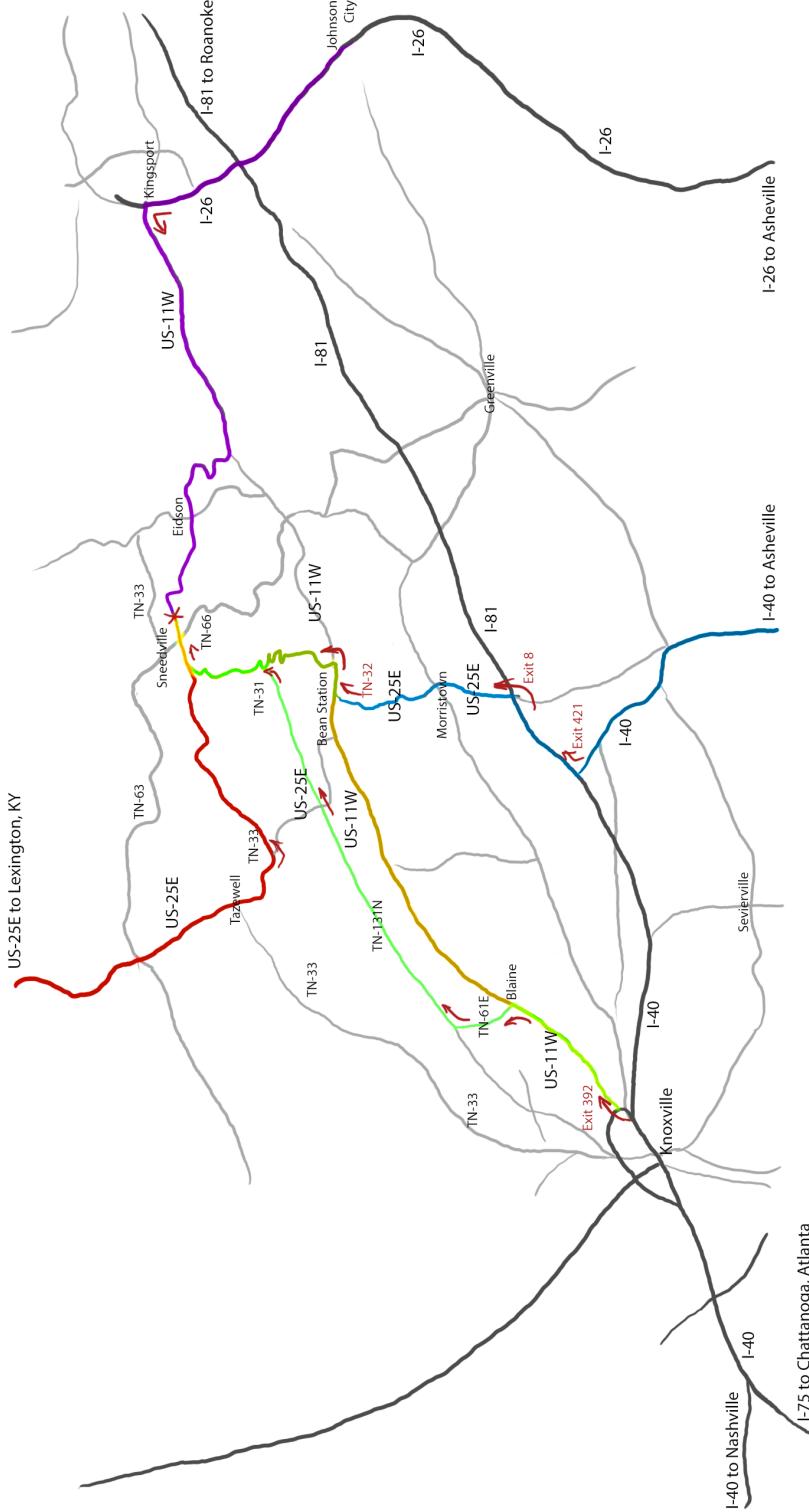


Figure 2.1: Getting to the landing site. The colored-in routes are described in the following sections. Close-ups of the Bean Station and Sneedville areas can be found below.

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.

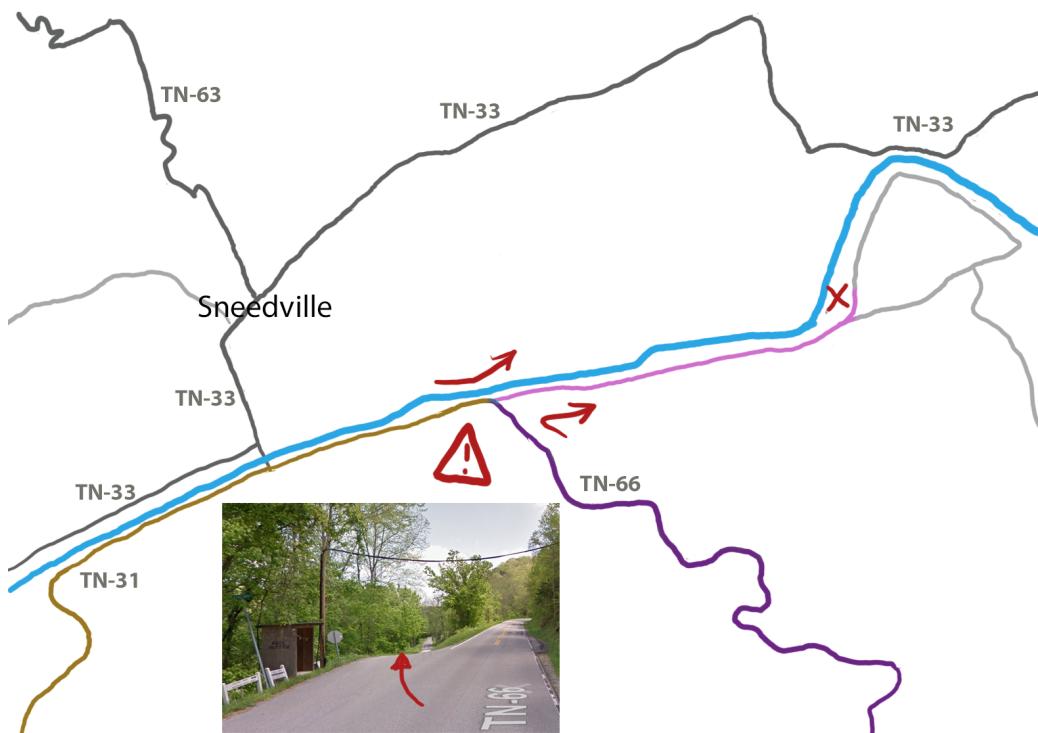


Figure 2.3: Close-up of the Sneedville area and the Landing Site. Crew from all directions will have to navigate this area. Please pay special attention to the highlighted fork.

2 Pre-Flight Procedures

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.
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.

1. Take I-26W
2. Continue on US23 through Kingsport
3. Turn left on VA 600/VA 623
4. Continue straight on VA-696
5. Continue on TN-33 S
6. Turn left on TN-70 S
7. 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
8. Turn right on Clinch River Circle
9. 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 2.1 on page 12 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 22 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

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!

2 Pre-Flight Procedures

Table 2.1: TTM Gate hours

Wednesday	6/13/2018	12–10±EST Theme Camp Early Entry Only w/ Pre-Registration
Thursday	6/14/2018	10–12EST
Friday	6/15/2018	10–10±EST, for people 10–8±EST, for vehicles
Saturday	6/16/2018	10–6±EST No admission after 6pm for rest of event
Sunday	6/17/2018	10–6±EST Departing Only
Monday	6/18/2018	8–12±EST Departing Only

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.

Please contact the Board of Directors (BOD) via 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 10±only. *Before leaving, check at the gate entry lan yard 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.

2 Pre-Flight Procedures

Takeoff Launch Window

TTM officially closes at $11:59 \pm EST$, Sunday, June 17th. All crew must vacate the site by 12pm EST, Monday, June 18th.

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.

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 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

2 Pre-Flight Procedures

- | | |
|--|--|
| <input type="checkbox"/> tent | <input type="checkbox"/> sunglasses |
| <input type="checkbox"/> sleeping bag and/or bedding | <input type="checkbox"/> reusable cup or bottle ² |
| <input type="checkbox"/> blankets | <input type="checkbox"/> reusable utensils and dinnerware ³ |
| <input type="checkbox"/> tarps | <input type="checkbox"/> towels |
| <input type="checkbox"/> 3 gallons of water per person per day for drinking, washing, and food preparation | <input type="checkbox"/> sufficient ice for duration ⁴ |
| <input type="checkbox"/> food for everyone in your group for length of stay | <input type="checkbox"/> deodorant |
| <input type="checkbox"/> any necessary medication | <input type="checkbox"/> paper towels |
| <input type="checkbox"/> epi pen | <input type="checkbox"/> biodegradeable dishwashing soap ⁵ |
| <input type="checkbox"/> if needed, contact lens supplies | <input type="checkbox"/> biodegradeable body washing soap ⁶ |
| <input type="checkbox"/> first aid kit | <input type="checkbox"/> condoms |
| <input type="checkbox"/> sunblock | <input type="checkbox"/> pocket knife |
| <input type="checkbox"/> insect repellent | <input type="checkbox"/> hammer |
| <input type="checkbox"/> single ply toilet paper ¹ | <input type="checkbox"/> baby wipes or moist towelettes |
| <input type="checkbox"/> garbage bags, recycling bags, and tools for Matter Out of Place (MOOP) containment | <input type="checkbox"/> rain hat / rain gear / umbrellas |
| <input type="checkbox"/> flashlights, spare batteries, headlamps, LEDs for your camp (solar powered recommended) | <input type="checkbox"/> gray water container and funnel ⁷ |
| <input type="checkbox"/> _____ | |

Optional

¹The port-a-potties only get serviced once a day, and may run out of toilet paper.

²Many camps offer drinks, but do not provide cups. A cup with a carabiner is ideal.

³Many camps offer food, but do not provide utensils or plates

⁴Some stores also sell dry ice. However, be sure to wrap dry ice in towel for further insulation.

⁵Do not wash dishes in the river, and exercise proper gray water management.

⁶Please do not wash in the river.

⁷A cat litter bucket works well as gray water containment.

2 Pre-Flight Procedures

- | | |
|---|--|
| <input type="checkbox"/> swimsuit | <input type="checkbox"/> generator |
| <input type="checkbox"/> water shoes | <input type="checkbox"/> simple toolkit |
| <input type="checkbox"/> inner-tube | <input type="checkbox"/> sewing kit |
| <input type="checkbox"/> can or bottle opener | <input type="checkbox"/> rubber mallet |
| <input type="checkbox"/> portable metal ashtrays ⁸ | <input type="checkbox"/> tea and/or coffee |
| <input type="checkbox"/> lawn chairs | <input type="checkbox"/> musical instruments |
| <input type="checkbox"/> pop-up shelters, pavilions, or other forms of portable shelter | <input type="checkbox"/> coffee pot, tea pot, or french press |
| <input type="checkbox"/> ice chests | <input type="checkbox"/> parasols |
| <input type="checkbox"/> camp cooking stove | <input type="checkbox"/> fire bowl |
| <input type="checkbox"/> fuel for stove | <input type="checkbox"/> fire wood |
| <input type="checkbox"/> earplugs | <input type="checkbox"/> pasties |
| <input type="checkbox"/> watertight protective bags ⁹ | <input type="checkbox"/> fire extinguishers |
| <input type="checkbox"/> rope, string, zip ties, duct tape | <input type="checkbox"/> fuel and safety gear for fire performance |
| <input type="checkbox"/> spray bottle of water for keeping cool | |

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 19)

⁸Mint tins work well for this purpose.

⁹For cameras and electronics.

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.)

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.

Food

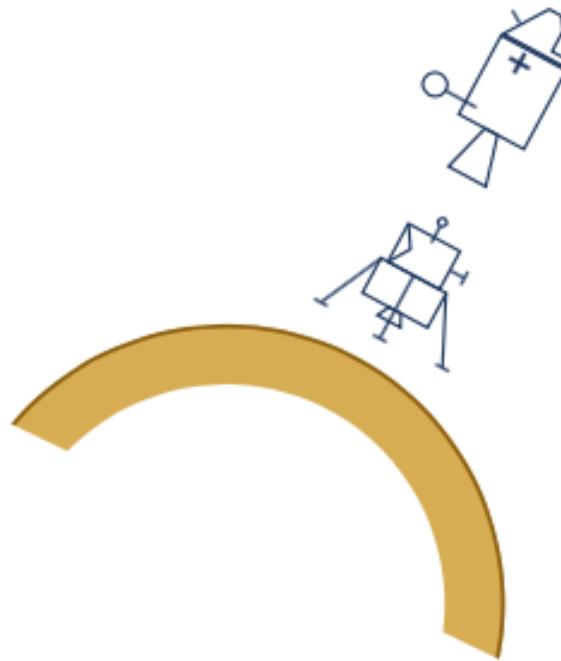
There will be no food vendors. Bring plenty of food for yourself and to share (see gifting, page 21).

Ice

Ice is available twice a day for \$2 per 10 lbs bag. Cash only! Bring small bills please. Times tbd. Sorry, no presales — yet.

Lost and Found

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



3 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.

3 Astronaut Training



Figure 3.1: No swimming at night. Image courtesy of Judson Hall Photography, 2016.

No Pets

Spirit Crossing has a **no pet** policy!

Should you need a service animals 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?

If your animal falls under one of the following categories, you will not be able to bring it into the festival grounds.

Service Animals are **not**:

- | | |
|---|---|
| <ul style="list-style-type: none">• emotional support animals• therapeutic animals• companion animals | <ul style="list-style-type: none">• comfort animals• service animals in training |
|---|---|

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!

3 Astronaut Training

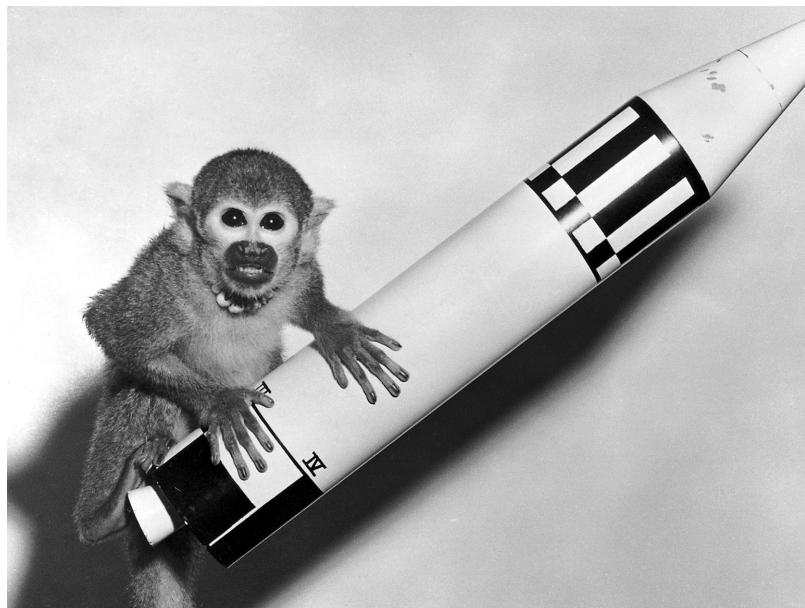


Figure 3.2: Miss Baker was a squirrel monkey who went into space and back in 1959. This is her on a model of Jupiter AM-18, the rocket that took her into space.

Respect the Laws of the Land

Spirit Crossing, and Sneedville, are kind enough to be our home. Here are some helpful tips on respect:

- While the porch and patio may be used for specific team lead functions, the property owners house is off limits to participants. Please be respectful of the land and grounds.
- Although held on private property, TN Nudity Laws still apply. To The Moon is an all ages event so 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.

Camping

You may not camp in your car. Please bring a tent or RV / trailer. Cars may only be brought on site with approval.

ally, 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.

Code of Conduct

TTM now has a Code of Conduct. You can find it on page 25.

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?" – Actu-

Gray water

There are no plans to dispose of gray water on site. Each participant is responsible for Pack in/pack out (PIPO).

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

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 4nightly 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

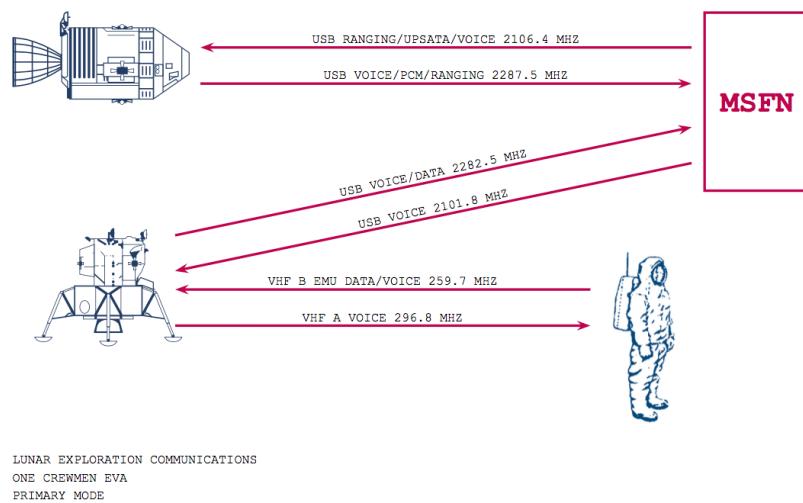
No vending, selling, or promoting is allowed at the event.

Community Standards

The Ten Principles

Table 3.1 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.



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Table 3.1: The 10 Principles

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."

The 11th Principle – Consent

TTM has adopted the 11th Principle, Consent¹.

- 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.
- 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.
- Foods:** Disclose the ingredients, one person's innocuous ingredient can be someone else's allergy.
- 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.

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

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

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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.

Expected behavior includes, but is not limited to

Consent

- Obtaining someones 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 owners 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 LLCs 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, oper-

- ating procedure, events and mission.
- Disrespecting the local community around the event by
 - Dumping trash in local dumpsters
 - Trespassing
 - Repeated violations of the events sound ordinance
 - Disregard for ones own safety (including intentional self harm or intention of) or well-being to such an extent it demands the intervention of other participants, community 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 behav-

ior 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 participants 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 appeals 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.

3 Astronaut Training



4 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. Each team also has its own contact email, which is given below.

Contact: artgrants@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: Andrea "Gem" Kerns,
Gabrielle "Nectar" Stewart,
Co-leads: Ben "Cheesepants" Bjøståd,
Willow "Militits" Gaia
Contact: connect@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: Gabrielle "Nectar" Stewart
Co-leads: Alicia "Alley Hoops" Westbrook
Contact: conclave@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: Katie "Creamy" Miller
Co-leads: KT Wiles

DPW

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

DPW is looking for shift leads to cover all of the listed shifts. Please contact DPW if you are interested in becoming a shift lead.

Doozers: "Do" The Things: Can get things done: lift, tote, dig

Dispatch: Organized Soul, Radio trained, likes clipboards - must be approved by DPW lead

Burn Down: Preps structure for burn down.

DPW meets at Ground Control.

Lead: Evans Manrique
Co-leads: Jack Holloway and Cyrus Nahkjavani
Contact: DPW@tothemoonburn.com

Effigy

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

Lead: Ezra "Ezra Everywhere" Bowlers
Co-leads: Josh Boyer
Contact: effigy@tothemoonburn.com

Fire Safety

This team 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.

Dirt Patrol: Looks for fires out of place and ensures that fire spinners are spinning safely.

This year we are combining Fire Safety with Rangers. If you have experience and would like to be a part of the Fire Safety Team, we need you. Please contact the Fire Safety Lead, Critter, directly to sign-up for these shifts. We are directing everyone to Rangers shifts. We will have onsite training for Fire Safety and Rangering!

Lead: Vicki "Critter" Coleman
Co-leads: James "Robin Souls" Raley, Alyshia "SecoriaDaKitten" Davis

Contact: 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: Mandy Kees
Co-leads: Caleb Ditchfield
Contact: 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.

We are passionate about the beautiful land that is Spirit Crossing, and have educated ourselves deeply on the history of the land and special facts that are critical to understand in order to give back to nature the way she gives to us.

Looking for some sweet swag? Look no further than the Greeter station! Want a good spanking? Hey, if you say it's ok, then we're ok with it! Have questions about where to go to sign up to volunteer? We got it! Interested in picking up a "No Photos" wristband? That's covered, too! Want to know which camps are kid-friendly? Done and done!

Greeters are all about having FUN! Our goal is to get you excited about coming home! We want everyone to be safe and knowledgeable and have a hell of a time doing it!

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: Ashley "Bones" Maynard
Co-leads: Alicia "Alley Hoops" Westbrook
Contact: greeters@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: Awno Ka
Co-leads: Niki Austin and Rebecca JOhnson
Contact: 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: Liz "Freedom"
Contact: 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: Kimberly "Jade" Lindemann
Co-leads: Ian "Little Buddy" Brinn
Contact: 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: Ben "Cheese Pants" Bjøståd
Co-leads: Ø
Contact: perimeter@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.

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 Tomlinson
Co-leads: Ø
Contact: placement@tothemoonburn.com

Lead: Don "Runs With Scissors" Coleman

Co-leads: Alan "Weatherman" Huskey, Eli "Fragile Turtle" Anderson

Contact: 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: Mark "Piprrr" Coletti

Co-leads: Andy "Raptor" Berres, Ashley "Bones" Maynard

Contact: survivalguide@tothemoonburn.com sign up for shifts now as long as you attend a training before your shift is scheduled.

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

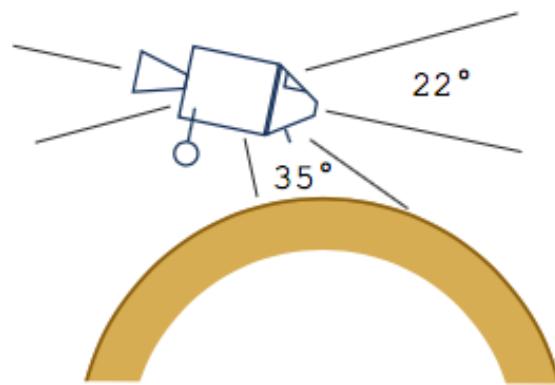
Tbase / Sanctuary

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 than 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. Anyone who has previously done Tranquility Base training for Alchemy or Euphoria, Sanctuary training for Ignite!, Transformus, or Flipside, or Zendo Project training for Burning Man can sign up for volunteer shifts now and only needs to attend a brief refresher session and an overview of To The Moon radio protocols (if you have done training for harm reduction/safe space teams at other burns, please contact Mango, the Tranquility Base Team Lead, to discuss your background). If you have not done training, please plan to attend one of the on-site training sessions on Thursday or Friday evening, and you will be able to sign up for volunteer shifts later in the burn at the end of the training or you may

This team meets at Tranquility Base, of course.

Lead: Ann “Mango” Grens
Co-leads: Jo Herrera, Stan Davis
Contact: 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: Michael “Lunar” Luber
Co-leads: Matthew Horner
Contact: 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!

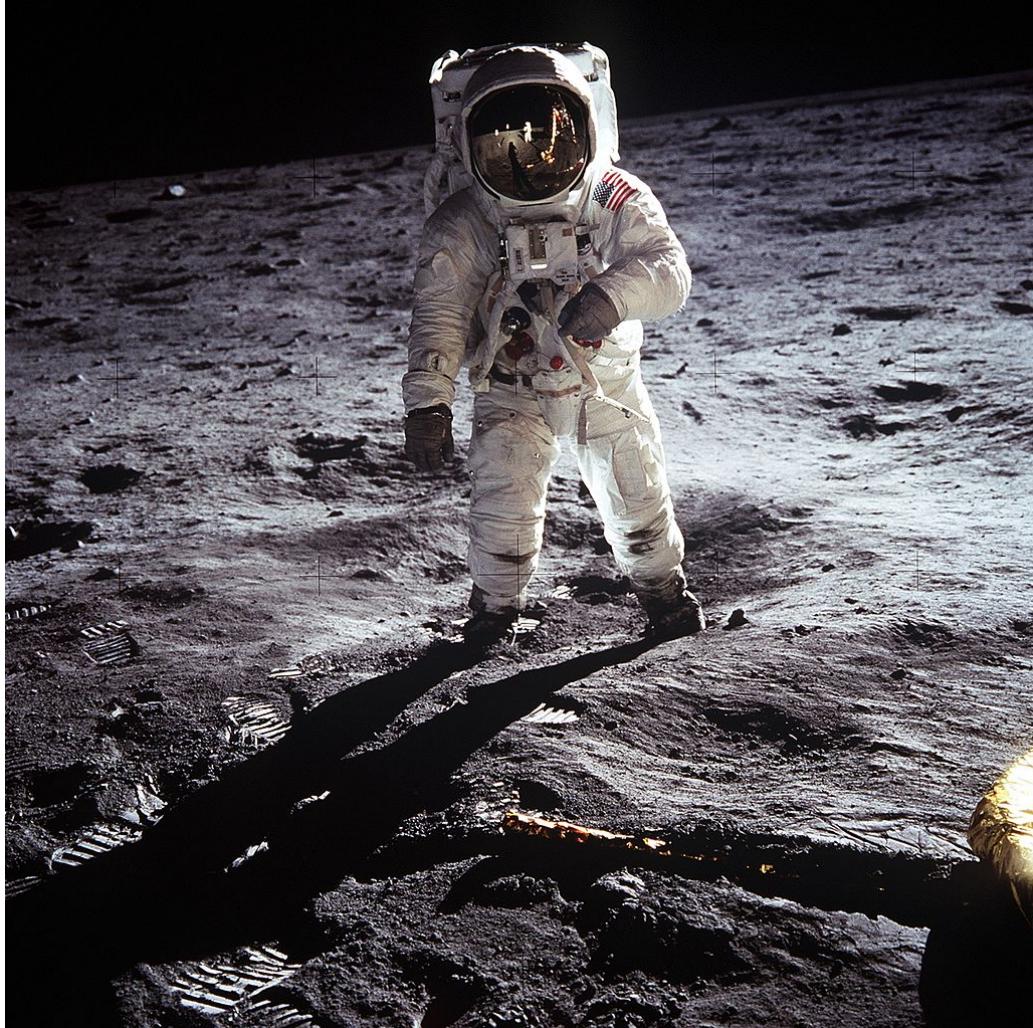
This team meets at the COCKpit.

Lead: Tonya “Dusty” Lashes”
Weisenseel

Co-leads: Julie Reach, CeCe “Platinum”
Hue

Contact: volunteer@tothemoonburn.com

4 Crew Manifest



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 29.

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.¹ 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 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.²

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

²There 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 spinners attend one of the three fire safety meetings provided by Singe City and obtain a wristband. This will allow you to come spin in their fire circle each night in Headroom Village.

Fire safety meeting 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 burn. Conclave participants should meet at Effigy Burn Field at 3:00±*Saturday evening*.

Day	Time	Place
Thursday	5±	Singe City fire circle in Headroom Village
Friday	5±	Singe City fire circle in Headroom Village
Saturday	5±	Singe City fire circle in Headroom Village

Perimeter

Outer Perimeter volunteers meet at the Effigy Burn Field on before the burn at the times listed below for training/instructions. Friday and Sunday for the two temple burns, volunteers will stay at the Effigy Burn Field until the burn. Saturday, the training is well before the burn. Volunteers will be given a break, and meet again at the specific time given at 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) and they will vet you for that.

Day	Time	Place
Friday	8:15±	Effigy Burn Field
Saturday	4±	Effigy Burn Field
Sunday	6:30±	Effigy Burn Field

Rangers and Fire Safety

Day	Time	Place
Thursday	7±	Moon Ranger Station
Friday	1±	Moon Ranger Station
Saturday	1±	Moon Ranger Station

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
Friday	1:30±	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.

Day	Time	Place
Thursday	6±	Tranquility Base
Friday	7±	Tranquility Base

5 Volunteering



Figure 5.1: Lamplighters at work. Image courtesy of Johnny Twaffle Benton, 2017.

A Terms and Definitions

Glossary

11th Principle The 11th Principle. 30, 40

Art Car See: Mutant Vehicles. 40, 41

Center Camp Host to many different musical experiences, performance art, and educational classes.. 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. 13, 16, 31, 34, 36, 40

Conclave The Saturday night fire performance delivered by any interested and competent participants.. 40

crew You.. 40

Dark Side of the Moon Open camping located on the extreme eastern edge of the site well within the tree line. Ideal for introverts without a theme camp, or those averse to the sun.. 40

darkwad Someone who is running around at night with no light or glow on. It gets dark out there. Real dark.. 40

default world The rest of the world that is not a burn.. 40

Department of Mutant Vehicles The volunteers who review and register Mutant Vehicles, giving them permission to drive during the event.. 40, 42

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, 40, 42

education See: Greeters. 40, 41

effigy The main art piece to be burned Saturday night.. 29, 30, 32, 40

Effigy Burn Field This is where effigy and temple(s) get burnt.. 37, 40

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.. 29, 36, 40

Glossary

- Gate** The entrance to the burn where your ticket and ID will be checked, and where you will sign a waiver.. 10–13, 22, 30, 36, 40, 41
- gifting** Giving food, an item, or a service without any expectation of reciprocity. 16, 21, 22, 40
- gray water** Water left-over from cleaning dishes or bathing.. 12, 14, 21, 40
- Greeter** A friendly volunteer that will welcome you to the Burn, give you your swag, and provide education about the 10 (11) Principles. . 11, 31, 40–42
- Ground Control** Department of Public Works Headquarters.. 30, 40
- ground score** MOOP that is useful to you — if you find something that someone dropped and you keep it, it's a ground score. If it looks valuable dont be a dick, take it to lost and found. . 40
- lamp lighters** The volunteer group that lights lanterns each night to illuminate some of the roads.. 31, 40
- launchpad** Area where Gate/Greeters are located.. 30, 31, 40
- 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, 42
- Matter Out of Place** Trash, litter, things lost or left behind, things on the ground that should not be there.. 14, 40, 42
- Mission Control** Rangers Headquarters.. 32, 40
- Moon Ranger Station** Meeting point for Ranger Training.. 38, 40
- Mud Burn** A burn characterized by extreme mud due to inclement weather. 11, 40
- Mutant Vehicles** A motorized conveyance that is radically, stunningly, and safely modified. See also: Art Car. 40
- open camping** where camping is permitted by participants who do not have a pre-assigned Theme Camp.. 40
- Parking** There is a large parking area at the entrance.. 11, 40
- perimeter** Predetermined areas around the structure combustion events (Effigy, Temple, etc) that are staffed by volunteers to keep observers at a safe distance.. 40
- 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, 43
- pre-flight manual** The document that contains information essential for planning and preparing for TTM. 32, 40, 42
- Rangers** A volunteer empowered to address safety concerns, mediate disputes, and

Acronyms

resolve conflicts when they cannot be resolved by the persons involved.. 30, 40

shift lead some teams operator on a 24 × 7 schedule that is divided into shifts; a shift lead is one designated to be in charge of a given team for a shift. 29, 40

sparkle pony A derogatory term for burners who show up to the event with little or no food or water, suitcases full of costumes and makeup, who do no work and no volunteering and only exist to look pretty, have fun, and party. They are often fashionably attired since they packed nothing but costumes.. 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.. 32, 40

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.. 31, 40, 41

team leads The people who head up each team that makes the burn happen.. 36, 40

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, 30, 32, 33, 40

Ten Principles The ten core guiding concepts of most burns. . 12, 30, 40

theme camp A group of people camping together in a pre-assigned spot who often have common bonds and shared activities.. 36, 40

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, 38, 40

village A group of Theme Camps sharing a common space and ethos.. 40

Acronyms

BOD Board of Directors. 12, 36, 40

DMV Department of Mutant Vehicles. 40, 42, *Glossary:* Department of Mutant Vehicles

DPW Department of Public Works. 29, 30, 36, 38, 40, 42, *Glossary:* Department of Public Works

EL Event Lead. 12, 40

GTFIO Get the Fuck In and Out. 31, 40

L.O.V.E. Lunar Orbit Vehicle Extraction. 11, 13, 31, 40

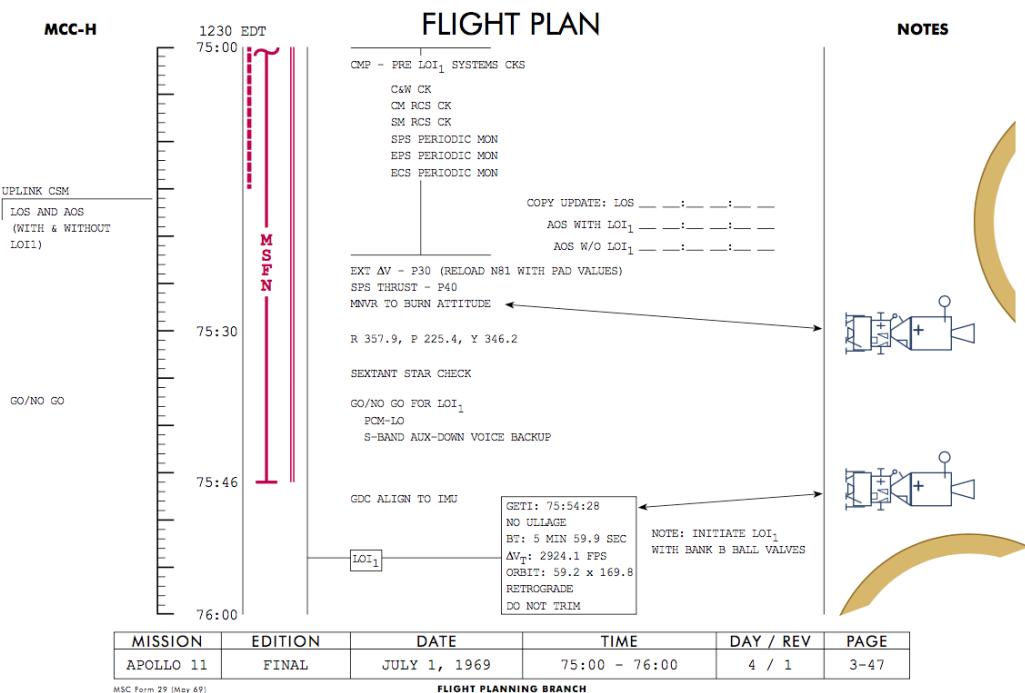
LEO Law Enforcement Officer. 40

LNT Leave No Trace. 12, 40, 42, *Glossary:* Leave No Trace

MOOP Matter Out of Place. 14, 15, 31, 40–42, *Glossary:* Matter Out of Place

Acronyms

- PIPO** Pack in/pack out. 21, 40 **TTM** To the Moon. 3, 12, 13, 21–23, 25, 29, 33, 40–42
POOP Person Out of Place. 40, 43, *Glossary*: Person Out of Place **VC** Volunteer Coordination. 16, 34, 36, 40



B Acknowledgements

Image Credits

Title Page

Andy “Raptor” Berres

Sources:

- Galaxy texture: NASA Image Library <https://images.nasa.gov/>
- Astronaut and moon surface: Project Apollo Archive <https://www.flickr.com/photos/projectapolloarchive/>
- Alchemy Element Symbols: public domain
- Cat picture: Andy “Raptor” Berres
- Layout inspiration: Apollo Flight Manual https://www.hq.nasa.gov/alsj/a11/a11fltpln_final_reformat.pdf

TTM 2018 Artwork

Thomas O’Connor

Maps

Direction maps:

Andy “Raptor” Berres

Inside back cover map:

Mark “Piprrr” Coletti

Photos

- Various Apollo Mission photos: Project Apollo Archive <https://www.flickr.com/photos/projectapolloarchive/>, NASA
- Mountain moon on page 4: https://commons.wikimedia.org/wiki/File:Shenandoah_National_Park_SHEN4850.jpg
- Buzz Aldrin on the Moon on page 35: https://commons.wikimedia.org/wiki/File:Aldrin_Apollo_11.jpg
- 2016 No Swimming at Night sign on page 18, Judson Hall Photography
- 2017 Lamplighters on page 39, Johnny “Twaffle” Benton
- 2017 Light tunnel on page ??, Ashley “Bones” Maynard
- 2017 Effigy burn on page ??, Piprrr
- Monkey Baker with a Model Jupiter Vehicle on page 20: <https://archive.org/details/MSFC-5909731>

Diagrams

- Various Apollo Mission diagrams: Apollo Flight Manual https://www.hq.nasa.gov/alsj/a11/a11fltpln_final_reformat.pdf

B Acknowledgements

Swag

Design: Andrea Kerns

Creation: Dylan Talley

B Acknowledgements

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C Site Map

Legend

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🔒 Portos	⛺ Staff Camping	🅿️ Parking	🛣️ Highway
⭐ Entry Points	🏕️ Theme Camps	🚐 RVs and Trailers	⼟️ Dirt Roads
● Other Placed Art	⚠️ River Safety	🚫 Forbidden	🌉 Bridges
			🌿 Overlooks

C Site Map





(Artwork courtesy Thomas O'Connor)