

# Sound Guidelines

Sound, Stage & Awareness

# General Sound Policy

— — —

- Music starts on Monday (sound checks before Monday are allowed, but no party incl. a mobile speaker/boombox)
- From Monday – Thursday no music allowed between 7.00 – 11.00 am (again, also no boombox or similar)
- This rule ends Thursday night (no more pause)
- Music stops on Sunday midnight (yeah, boomboxes included)
  - There might be an after hour ;)
- Max volume at the stage is 95 Dzb (we have dezibel meter :)
- Max volume around the stage is 60 Dzb (distance of 50-60 m)

# Can you ask them if i can play in your camp?

— — —

- Just no!
- Seriously, we put a lot of work in the line up and if a friend etc. you know will play in our camp, just tell them they can apply next year.
- We don't have the time for those questions at the burn and we don't want to be rude. So it's the best if you tell them directly :-).

# How to deal with other LOUD music?

— — —

- Camp WhyNot is placed in the Louder Zone  
It will be loud but this is no excuse to break the rules or being disrespectful to the opinions and feelings others (your own included).
- If our camp is too loud for you, we will find a solution - together.
- If another camp (neighbor) is too loud, talk to us and we will talk to them.
-

# Awareness - Stage in general

— — —

- We will have an awareness, moop and of course sound team who will have a look at the stage, but if you see something “disturbing” or annoying that could have an effect to the vibe of the party – get active or tell us!
- Get active?  
It means if you see moop at the stage, please collect it and put in one of our garbage bags. Also if you see people leaving their moop at the stage (or somewhere else), make them aware – kindly and polite. We are only guests on this planet.
- Tell us?  
Some situations are difficult to handle alone or if it’s your first burn. Tell us what you observed and we handle it together.

# Awareness - Burners

— — —

- If someone is high as fuck and maybe close to passing out, please help them and maybe guide them to our public chill area. Provide them also with some water and ask in our camp for some electrolytes. Stay with them until they are ok and have at least 50 % of Consciousness
- If they wanna stay at the stage because of the vibe, artist etc., ask them to sit down for a bit on of the chill places we provide at the stage (not backstage or behind the DJ booth). Also offer them some water.
- If the person passed out, work together with others so they can take care, while you are looking out for one of the rangers (you will recognize them :)
- If you get the intention someone isn't looking good, don't feel well or is even crying, ask them if you can help with something - sometimes a hug and listening can help wonders!
- Same things also counts for our chillout and love tent - if you see something where you can help - take action because that's what the burn is about <3

# Awareness - Sound & Equipment

— — —

- We are THE sound camp and quite known for our vibe and of course sound. We want to keep it that way and that's why all need to take care of that.
- If someone who's extremely high or drunk is getting too close to the DJ and the equipment and you can nearly feel the artist is annoyed, or the equipment is in danger (because of for example drinks) - take action if none of the sound & stage team is there/available at the moment (kindly & polite)
- If people putting drinks on the sound system (speaker etc.), please make them aware that they are risking an incident if liquid will touch the system parts

# Awareness - Deco & Lights

— — —

- Our decoration and light team already spent and will spend a lot of time to create a great environment and atmosphere.
- If you see someone playing around with it, please make them aware how much effort the people put inside that stage.
- If you see someone who isn't a WhyNotter sneaking around "suspiciously" at the stage after 7.00 am (when it's closed), tell us immediately or take action if this person is taking something from the open backstage (behind the DJ booth)