

Burning Flipside 2007

SURVIVAL GUIDE

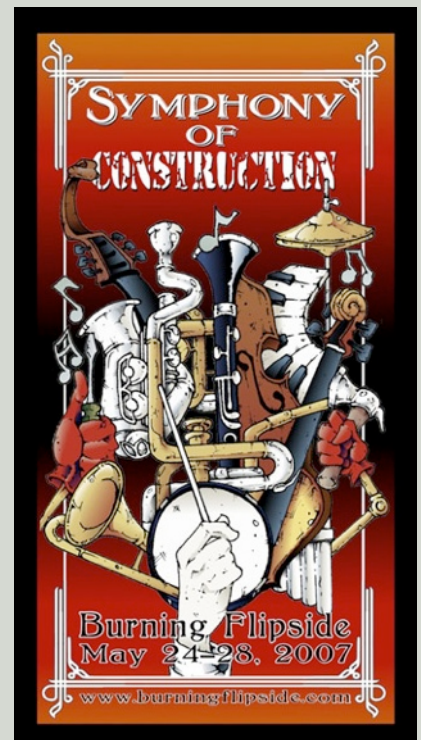


Burning Flipside is a communal insanity, a dream we all manifest by our involvement and participation in it. Without you, we would not exist. You make the dream a reality.

Welcome to the 2007 edition of the Survival Guide. This year's Flipside theme encapsulates two very important ideas: a community of artists (symphony) and the collective artistic process (construction). The possibilities for creative collaboration are virtually endless. If you are creating art with other people, you are already capturing the idea behind the theme.

"Symphony" implies many talented artists working TOGETHER to make art. It's not just about one DJ. It's not just about one individual or one camp. It's not about one piece of art or one artist. It's about honoring and recognizing each participant as a vital part of the whole. Without you, we have an unfinished work. Each individual voice seeking to find that harmony or melody with another voice. Our maestro isn't an individual. Our maestro isn't a static image that we can point at. Our maestro is an idea. Like musicians in an orchestra, we are maintaining an awareness of the song we are creating together. We are specifically called upon to recognize each other and listen carefully lest we miss our cue. It's an exercise in talking and listening at the same time.

"Construction" implies an ongoing artistic process. We are constructing a community. We are constructing a culture. This large work of art will continue long after the effigy has burned to the ground. And...speaking of the effigy, we have now set the stage for a collective artistic endeavor that allows for everyone to participate. Everyone. Total interactivity all of the time. The theme now serves as a reminder of what we might hope to experience on Burn Night. Whatever we take away from the burning of the effigy can be magnified a thousandfold as each of us has caused this symbol to come into being with our own hands. YOUR hands.



Remember, by attending Burning Flipside, you become an active participant in a very special shared social experiment. You become an architect in the Symphony of Construction. Every community has guidelines and rules; these rules exist solely for the comfort and safety of not only the individual but also the society we build together. We all like to party hard, but it is every individual's duty to do so responsibly. This guide exists to help you be a conscientious Flipizen.

Therefore, please read this guide in its entirety before attending Burning Flipside. You will be quizzed at the gate by the Greeters on your knowledge of the information contained within these pages and possibly spanked if you don't have the right answers! Remember, with great power comes great responsibility.



RADICAL SELF RELIANCE & RESPECT

You are responsible for your own actions. You are also responsible for your own experience at the event. Make sure your actions don't interfere with the enjoyment of others. This includes being respectful of your neighbors, controlling your music volume and working out disagreements with respect to your differences. Please talk to your neighbors and strive to reach compromises. Please utilize the Jedi-like negotiating skills of **the Rangers** to help facilitate communication and reach solutions. **The Rangers** have the authority to enforce an 85dB sound limit from 100 feet of the sound's source. **The Rangers** are not "the others" – they are part of us, and are our friends. While Flipside is a highly entertaining place, it can be far more than just a diversion. You will proportionately gain what you put into your experience here. Play along. Jump in with both feet. Participation is mandatory. There is as much freedom and acceptance here as you require. We look forward to experiencing what you have to offer.

TICKETS & GATE HOURS

No one will be allowed in without a ticket. You cannot gain admittance by volunteering. No tickets will be available at the gate.

Gate hours:

Thursday, May 24: Noon – Midnight

Friday & Saturday, May 25 and 26: 9am – Midnight

Sunday, May 27: 9am – 6pm

Monday, May 28th - All Flipizens must leave the venue by 6pm.

Please plan to arrive and leave during these times. No one will be admitted to the event after 6 pm on Sunday May 27th. Greeters need a chance to enjoy the Burn too.

LAW ENFORCEMENT AND YOU

Please remember that even though we exist as a separate society at Flipside, the venue is still within the jurisdiction of county, state, and federal entities. The police are not only peace officers, but also the law, and you should treat them as such. They are human beings; please give them the respect they deserve, and they will return it. We do not expect to see a lot of law enforcement workers at the event, but please be nice to them if you see any. The event organizers will cooperate fully with the owner, their representatives, and the authorities.





TRESPASSING

Trespassing: don't cross fences, boundary tapes, and other posted boundaries. The properties adjacent to the event are private land; this includes the properties across the creek. There are natural areas and man-made structures already out there that have been deemed fragile or unsafe and will be marked as such. **DO NOT CROSS THE MARKERS.** Violation will get you booted off the land and expelled from the event.

SAFETY, FIREWORKS, FIREARMS AND SAFE BURNING

Any intentional removal, destruction, or alteration of the safety lighting or event signs or caution tape (cliffs!) is grounds for removal from the event. Please be cautious when driving around the solar safety lights/rope light and do your very best not to run them over. Please remember that fireworks and weapons are prohibited and grounds for immediate eviction from Flipside. Also, do not start groundfires; use burn pits and burn barrels to get your blaze on! If there is a burn ban, no ground fires will be allowed at all, not even those in burn pits. If you start a fire, **DO NOT LEAVE IT UNATTENDED.** The venue site has strong and unpredictable winds. Everyone who is planning on bringing fire, even if it is contained or a tiki torch, must bring a suitably rated fire extinguisher, and know how to use it. New burn pits must be approved prior to digging or construction. If you are planning fire activities, contact Safety Coordinator Sparky at darkflamestudios@netscape.net.

VENDING

Vending is strictly prohibited at this event. We are not a commercial or consumer event. The only thing sold in Pyropolis is ice. (See Page 6 of this guide for Ice Planet Details).

Double-check with the Greeters for location, schedule, and costs. Also look for information at the Disinformation Kiosk and in literature handed out by the Greeters such as the *What, When, Where Guide*.

COMING AND GOING

'In and outs' during the event are strongly discouraged. A \$10.00 per person exit fee will be imposed by the event coordinators. If you have extenuating circumstances that you feel are cause for legitimate exit and re-entry, please contact llc@burningflipside.com by March 21st to discuss. Leaving and returning for medical reasons definitely falls into the 'extenuating circumstances' section. Much of this event is about getting to know folks, creating a communal vibe with your neighbors, and making some magic with other Flipizens. Leaving for beer twice a day does not lead to spectacular memory-making. Pack for the entire trip. Introduce yourself.

EMERGENCY SERVICES

Emergency Services at Burning Flipside are provided by the Flipside P.E.T.S. aka The Pyropolis Emergency Team. There are many factors that may try to interfere with your experience at Burning Flipside: biting or stinging creatures, marauding cacti, DEHYDRATION, and gravity warps are just some of the examples of how you can injure yourself during the event. The Pyropolis Emergency Team (PETs for short) provides 24-hour medical support and emergency response for Burning Flipside. Every PET is a certified or

licensed medical professional who is trained to treat injuries and, if necessary, work with the Rangers to utilize the 911 system to evacuate patients with potentially life-threatening injuries or medical conditions. If you need a PET, they can be found at Ranger HQ, or contacted via your nearest Ranger. If you have any questions, please feel free to contact us through our webform on the Burning Flipside website.



PHOTOGRAPHY & THE MEDIA

Not everyone wants a record of ‘that weekend in the Hill Country’, **ask first** to make sure they’re okay with being immortalized in your photo album. Burning Flipside is a private event. Redistribution or public display of images, including Internet-based media, requires the explicit consent of all subject parties. An individual may revoke her or his consent at any time.

All Photographers:

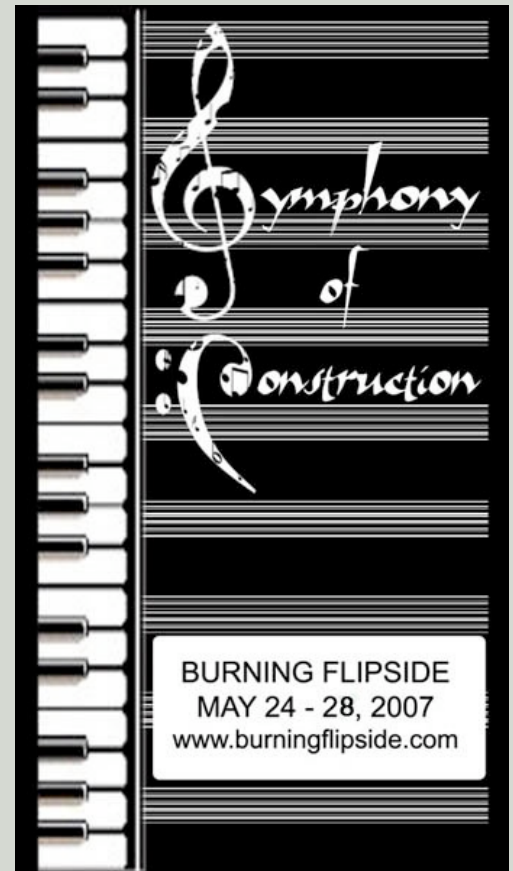
Anyone with a camera must ask before creating images of other participants to protect their privacy rights. Images may only be taken for personal use and may not be used professionally or for any commercial purpose without prior written approval by Austin Artistic Reconstruction, LLC.

All Videographers:

Anyone videotaping for personal use must sign a Personal Use Agreement, which indicates the footage will not be used commercially. ALL motion-capturing video and film cameras must be registered and will receive a specific tag indicating that they will only be used for personal use. This agreement and tag can be obtained from the Greeters or at the Ranger Station. Videographers must ask before creating images of other participants to protect their privacy.

Media and Commercial Photographers:

Burning Flipside is a private event. The commercial use of photographs, video, film or any other medium taken at Burning Flipside is prohibited without written permission of Austin Artistic Reconstruction, LLC. Approved, professional media will receive a specific camera tag indicating that they have been approved and have been informed of our community expectations for the media. Additional information on the Burning Flipside media policy is available in the Commercial Media Agreement. For information on requesting permission for the media and commercial photography or video, please visit the Burning Flipside web page at http://www.burningflipside.com/about_community/media_info. **Anyone encountering a problem with a photographer or videographer should report it to a Ranger.** (Note: there are no comp tickets available for members of the media, and you must provide supplies and shelter for your entire crew.)



LEAVE NO TRACE!

If you read nothing else here, please read this: the site will be returned to its pre-Flipside, original condition - **by you**. Participants are responsible for disposing of their own trash and recycling materials, not littering during the event, and helping to keep all areas clean. Further, anything that does not occur naturally in the Texas Hill Country should not be left behind. This includes cigarette butts, banana peels, paper waste, peanut shells, glitter, apple cores and a whole mess of other things.

Excellent Thing to Remember: There are NO trash cans at Flipside.

You must make your own trash can, keep, and **take away your own trash and recycling**. Your camp’s TRASH should have separate bags for glass, aluminum, plastic, wet and dry trash. Label these bags. Your trash should also be properly placed. If you don’t want passers-by to use it, locate it more privately. Don’t put your smelly trash near your neighbor’s camp. Don’t leave your trash to be cleaned up later – it *will* blow into your neighbors’ camp. Enlightened, self-aware folks understand that their presence should be stimulating and transitory. Having to pick up after someone else just sucks. Bigger picture: buy in bulk. Consume less packaging. Do not, under any circumstances, leave your garbage along the road or at local businesses or houses. Directions to local trash and

recycling facilities will be posted at the Recycling Center. Information about recycling and local landfills will be available at the event. Just because you see a dumpster along the way, please understand that it's not for *your* trash- the person who rented the dumpster will have to pay to have your trash sorted out.

Other Excellent Things to Remember:

- ★ Bring BEER in aluminum cans! Bring crushable, aluminum cans instead of heavy/breakable glass. Better yet, get a keg for your camp and bring one cup per person.
- ★ Leave excess packaging at home: buy bulk, consolidate individual packages into Zip Locks or Tupperware, use reusable/collapsible water cans instead of disposable jugs.
- ★ Bring at least two extra trash bags more than you will need for your camp's trash and recycling.
- ★ If you're a smoker, bring a small container to carry with you for cigarette butts.

★ Put only excrement and liquid bodily waste in the port-o-potties. Trash interferes with cleaning them and can lead to terrible problems.

★ Never let it hit the ground. Be an Earth Guardian for your camp and make sure things are kept tidy.

★ Plan to spend two hours before leaving combing through communal areas for litter.



If it didn't come out of your body don't put it in the potty!

No MOOP in the poop.

Radical Self Reliance means bringing your own toilet paper!

WHAT YOU MUST BRING

Burning Flipside is an exercise in radical self-reliance. You must bring enough food, water and shelter for your party for the duration of your stay. Take responsibility for your own survival and well-being. Do not show up expecting that the community will take care of you. Sharing is a wonderful way to express the love, but expecting it just drains the magic right out of it. Participants arriving with inadequate supplies will not be allowed to enter the event. Following are some recommendations on what to bring:

Necessities:

- ★ Two gallons of water per person per day (for drinking, dish and body washing, food preparation, etc.). Keep a bottle of water with you at all times.
- ★ Enough food and beverages for your entire party.
- ★ First aid kit
- ★ Bedding and shelter of some type (A good camp tent is recommended along w/ warm sleeping bags)
- ★ Toilet paper (The port-a-potties get serviced but once a day.)
- ★ Garbage bags (enough to hold all of the garbage which you will create and haul away from the event, and perhaps a few extras)
- ★ Portable ashtrays if you are a smoker – excellent for cigarette butts. (Altoids, other mint and camel cigarette tins work great.)
- ★ All required prescriptions, contact lens supplies, toiletries, etc., so you can be healthy and comfortable in the remote campground areas.
- ★ Flashlights and batteries (headlamps are very useful).
- ★ Sunscreen, sunglasses, and a big ass hat.
- ★ Very sturdy footwear.
- ★ A cup for beverages.
- ★ Common sense, an open mind and a positive attitude!



Burning Flipside:

*Symphony
of
Construction*

May 24-28, 2007
www.burningflipside.com

Recommendations:

- ★ Shade structures, umbrellas, parasols, sheets; things to break the cruel mid-day sun.
- ★ Ice chest(s) to store your perishable foods and beverages.
- ★ A cooking stove.
- ★ Portable showers (semi-real showers exist at the event site; they'll run out of water pretty quickly.)
- ★ Earplugs (not everyone is going to want to sleep when you do).
- ★ Insect bite treatment/medication.
- ★ Watertight protective bags (e.g. heavy Ziplocs) for cameras, electronic gear, etc.
- ★ Blinky lights, anything you think would make things more fun for you & your fellow Flipizens.
- ★ Toys, trinkets, baubles, magical fabulous-ness and swell stuff to give to your new friends.



Extra Special Stuff to Bring:

- ★ Handi-wipes
- ★ Spray bottle (for misting)
- ★ Rope, string, duct tape, zip ties
- ★ Kerosene, beer, sparklers, chocolate, beef jerky, coffee, pepto

The main points to remember:

1. Heed the boundaries, markers, and signs.
2. Do not swim alone, and take caution in the water.
3. Know your limitations!



Ice Planet & The FreeZorBurn Lounge

Don't let your meat spoil or the cocktails get warm! Ice will be available again this year, Sold in blocks or bags of the little frosty cubes.

Ice will cost approximately \$2 per bag or block.

For questions, email
Ice@burningflipside.com



ICE CAMP WANTS YOU!
Ice camp needs volunteers, so get your camps together and sign up for a shift or just sign up on your own. Guaranteed fun! Meet everyone! Get your groove on while you work!

The FreeZorBurn Lounge will be open day & night.

Come and relax in the frosty hot ambiance and bring refreshments for the bar. We'll be blending up some yummy drinks!

Hours:
Thurs-Sun 10:30am - 4:00pm
Mon 10am - 12pm

Want your ice to last longer in the blazing Texas sun?

**Keep coolers out of the sun and/or cover with a lightly colored blanket or reflective Mylar.*

**Keep coolers off of the ground. Bring something to rest them on so that the air will flow under them. Scrap 2x4s or bricks work well.*

**Bring two coolers. Use one for frequent access drinks/snacks and keep the other one closed as much as possible.*

**The large blocks of ice last longer. Use blocks or a combination of blocks and cubes.*

If you are uncertain in your ability to walk over/through/down something **DON'T ATTEMPT IT!** Few things can spoil your weekend quite like a twisted ankle or a broken bone.

Ice Camp Wants You!
Ice camp needs volunteers, so get your camps together and sign up for a shift. Guaranteed fun! For info or to schedule a shift, email ice@burningflipside.com.

THE GREETERS STATION

WHERE THE PARTY STARTS!!!

Whether you're giving or receiving, greeting acclimates everyone to our event, gets us all excited and in the same mind-set. This is where you step out of your reality and enter into the one we create together.

How to be Greeted in 3 easy steps:

1) Arrive at the Greeter's Station ready for some love!!

The Greeters have been waiting for you to arrive!

They'll be super excited to see you!

Greeters love gifts, especially water, booze, and snacks!



A FEW WORDS ABOUT BOUNDARIES

Burning Flipside can be thought of as a social experiment where folks come together to enjoy their art, the gorgeous hill country, and each other to the fullest. There are very few hard and fast rules but two require declaration and elaboration:

1. Respect each other's personal boundaries.

2. Take responsibility for your own experience.

The interplay of these two rules forms a social contract that makes our event a safe place to explore your own boundaries while encouraging respect for each other.

A few words about boundaries: Recognize them and then respect them. People have different comfort levels with physical and emotional intimacy. Further, there are lots of people here who have known each other for years – their boundaries with each other are going to be different than with someone they don't know. Before you assume someone wants a big kiss or a new best friend, ask them. Being direct like this is not a kill-your-buzz obligation. It is expected protocol. So what does all this mean in practical terms? When someone says NO, it means NO. Regardless of what has happened prior to that moment, 'No' is BIG red light. It also means that cajoling, pleading, or any form of emotional blackmail after that is UN-ACCEPTABLE. You must be able to say NO. Be sober enough to be in control. YOU are responsible for your experience. Perceived fear of "confrontation" or "not having someone like you" will only detract from this experience. YOU are in charge of your boundaries and how they get pushed or not. Talk to those around you about anything that could be making you uncomfortable.



2) We come to the part where EVERYONE PARKS and has a quick chat with the Greeters. They'll cover the highlights of the Survival Guide with you and make sure you've got your 2 gallons of water per person per day, sun-screen, trash bags, and enough food for the weekend.

3) After you've been greeted all proper like, you'll be shown the areas where to park and the Greeters will send you on your merry way. Some people decide to hang out with the Greeters

for a spell, which is totally cool...after all, this is where the party starts!

If you and/or your theme camp would like to sign up for a Greeter's shift, please visit www.burningflipside.com, click on the Volunteer link, then click on the Greeters link to read the instructions for greeting and signup on the wiki. There will be Greeter training in April and May in Austin, TX. More info on this can be found in the Flipside Flame.

If you have any questions, email the Greeter Lead:

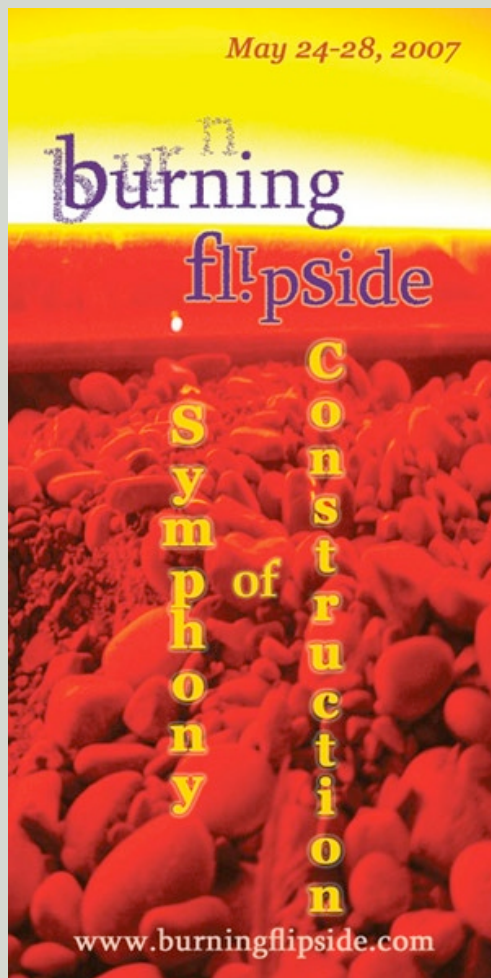
heatherthegreat@gmail.com.

CHILDREN AT FLIPSIDE

If you bring your children, you agree to take responsibility for their care and well being 100% of the time. You are responsible for their supervision at all times. There will be activities that may not be suitable for children, or behavior that you may not wish your children to see. Please consider carefully if this is a proper event for your child. Do not expect the community to watch your kids or censor their behavior because there are children present. Be sure children have adequate footwear -the ground is rocky and there are many patches of cacti- and are under your control when near a cliff or boundary.

PETS AT FLIPSIDE

NO PETS ALLOWED. Don't bring Fido to Flipside. It is a stressful, unsettling environment for pets. If you bring a pet, you will not be allowed in the gate, unless your pet is a human in a furry suit. The only PETS that should be at Flipside are the Pyropolis Emergency Team. NO exceptions. If you require a seeing eye dog or other service animal, you must contact the LLC prior to the event, at llc@burningflipside.com or you will be turned away at the gate.



SOPHOMORES IN THE CONSTRUCTION ZONE

Last year was the first time on the land for all of us. It's our sophomore year, and we're all gonna make it great! Here's some extra things to keep in mind while you are on the Flipside:

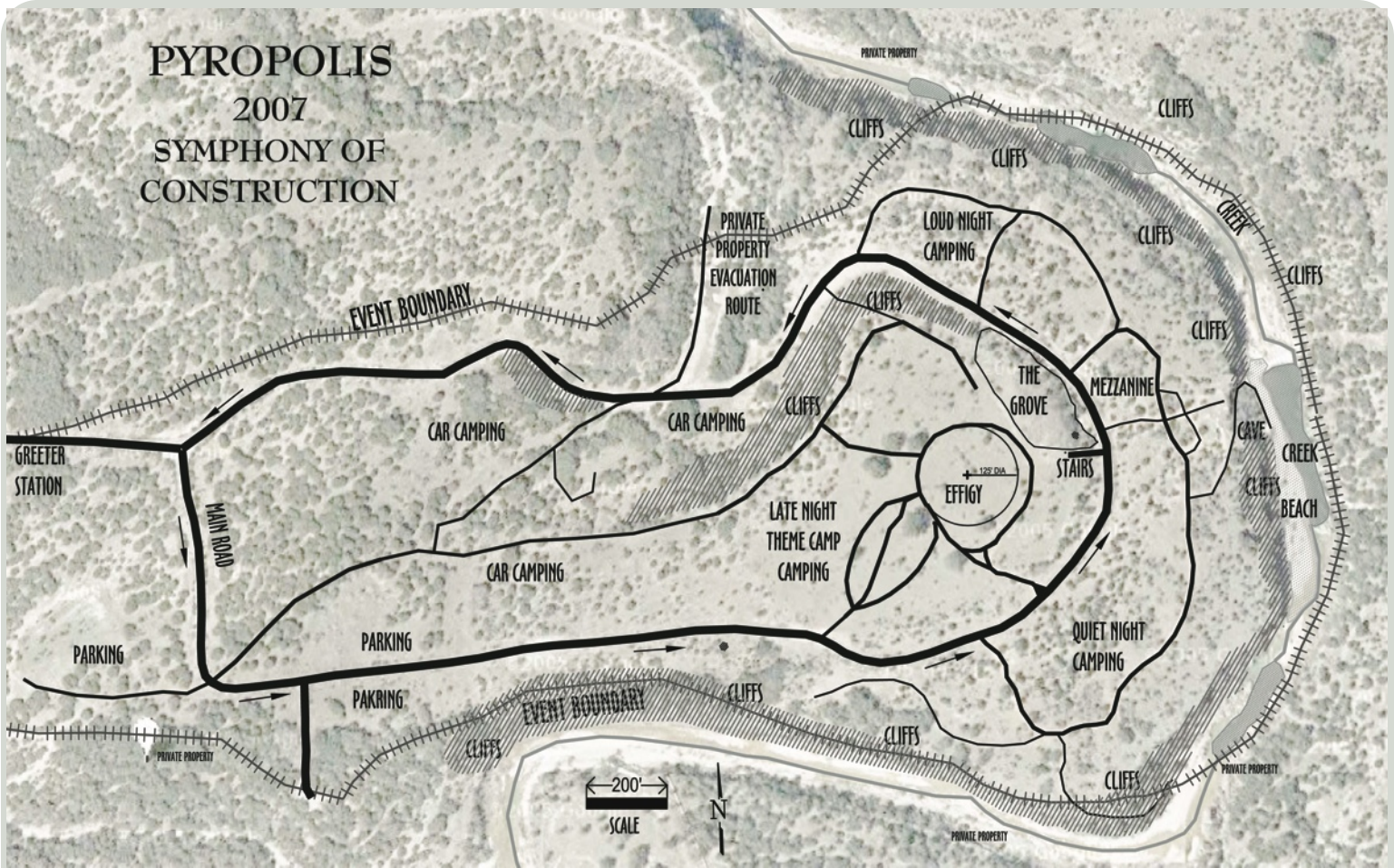
- ★ Check out www.burningflipside.com. You can get on mailing lists to stay in the loop and get in touch with others. You can also meet people to plan art, performances, or just general mayhem.
- ★ Get involved! Volunteering is where it's at, how to meet new people, and honestly, volunteers are what make this event even possible.
- ★ Odds are that you'll be roaming all over Flipside, generally away from your campsite. Bring a small backpack, camelback, or cooler to haul your BEvERages, sunblock, gifts, and trash. Also throw in a reusable cup for drinks, some small thank-you tokens and the like.
- ★ Don't forget about the insect varmints. Ants will get into food you leave out and scorpions have been found in open tents. Always zip up your tent and belongings and keep your campsite clean.
- ★ Costumes, baby. You CANNOT be too outrageous. It's just not possible. However you ride it, appreciate it - 5 days goes fast.

Also remember, that there are no trash cans in this construction zone, and theme camps don't want your garbage. It's extremely awesome to separate your recycling from the trash as you go through the event. Then you can take it back to town and feel good about yourself by recycling!

PYROPOLIS

2007

SYMPHONY OF CONSTRUCTION



If you get lost, FOLLOW the FENCE LINE up the HILL.

THE LAND

CLIFFS

The cliffs are beautiful and can be tempting to climb by the rock climbers out there. However, this is NOT the weekend for this. No rock climbing is allowed, regardless of your experience. No spelunking either!

THE CREEK

This land is blessed with beautiful pools of spring-fed water. Swimming is allowed; although, there are NO lifeguards on duty. Swim at your own risk. The hazards of the water are: 1) It is quite cold, an evening swim on a cool night could risk hypothermia, 2) An uneven, rocky bottom makes walking more difficult, and diving could risk a broken neck. 3) Slippery algae on the rocks make walking hazardous (well-fitting sports sandals are highly recommended). Most importantly: DO NOT SWIM ALONE! It typically rains at least once during Flipside, and heavy rain can cause Flat Creek to turn in minutes into a churning wall of water capable of moving boulders. Be alert to weather conditions when around the creek and gullies, and if

there is rain or storms in the area, get out of the water and stay above the cliff! Don't camp out below the cliff or in creekbeds. If a sudden rainstorm occurs, you may not have time to get to safety. If you get lost, follow the fence uphill.

WATER

There is a creek for swimmin' in. Be conservation-minded when it comes to water use. Bring a solar shower, and share it with a friend. Please pour only water on the ground – anything else could compromise the water table! Also, keep in mind where you pour it. This goes for the port-a-potties too – if it doesn't come out of your body, don't put it in the potty.

THE IMPORTANCE OF BEING HYDRATED IN EARNEST:

It's easy to become dehydrated at Flipside; so easy that it's the number one cause for a stay at the medical tent. The PETs would like to remind you all to DRINK WATER, lots of it. That 'two gallons a day' guideline? It's there for a reason. The Texas Summer is merciless, and the central Texas humidity is brutal. Some folks even go so far as to say that a weekend at Flipside is harder on the body than a week at Burning Man. Couple that with your list of Flipside activities: setting up camp, volunteer shifts, building art, swimming in the creek, dancing your butt

off, or just walking from ISH to Get Lost, and you can easily lose vital fluids – no, another beer won't help replace them, and a packet of Emergen-C in a splash of water won't fix the problem, either. Please, for your sake, stay hydrated. Be nice to you. Catch some rest in the shade, at Pillowasis, under a tree by the creek, or on a Tranquilounger when you're feeling tired. Feeling a bit uncharacteristically cranky? Odds are that's your body trying to tell you you're dehydrated – it's amazing what a little rest and some water will do for your mood. Don't suspect for a moment that just because you've *started* to feel better that you're all better; you've got to keep taking care of yourself. As they say in the desert, "piss clear." However, when in doubt, call a PET.

HAZARDOUS FLORA

Poison Ivy is a common scourge of the Texas Hill Country. Poison Ivy & Oak have three unique characteristics:

1st: There are at least 3 leaves per stem of Poison Ivy and always odd numbers of leaves on each stem. 3 is most common, but can be 5, 7, 11, etc.

2nd: While leaves are usually a lush green, the stems near leaves are red or mahogany.

3rd: Unlike other ivy leaves (or leaves in general) Poison Ivy leaves are not uniform in shape. Leaves are approximately alike, but always subtly or severely deformed / asymmetric.

Just one touch can be enough to saddle you with a red stinging rash and weeping blisters that alternately hurts, burns, and itches. The poison in Poison Ivy is an oil called urushiol. ALL parts of the plant contain urushiol. When Poison Ivy touches bare skin, you get an allergic reaction in the form of a chemical burn. If you think you have been exposed to Poison Ivy:

- ★ first, cleanse exposed areas with rubbing alcohol.
- ★ next, wash the exposed areas with water only (no soap yet, since soap can move the urushiol, the oil from the poison ivy that triggers the rash, around your body and actually make the reaction worse).
- ★ now, take a shower with soap and warm water.



★ lastly, put gloves on and wipe everything you had with you, including shoes, tools, and your clothes, with rubbing alcohol and water.

They also make products specifically to deal with Poison Ivy. Here's a list of some reputable products you might want to bring in the 'ole First Aid kit:

- ★ Ivy-block
- ★ Zanafel
- ★ Ivy Cleanse Towelettes
- ★ Tecnu Extreme Poison Ivy Scrub

Be careful of cactus. Wear shoes. Stepping on a cactus spine won't kill you, but it will hurt. Those little spines can fester if not removed immediately. Tweezers and some needle-nosed pliers are your best friends in cactus removal situations.

HAZARDOUS FAUNA

There are plenty of nasty critters in the beautiful Hill Country of Texas. This is not a definitive guide. This is more like a heads up. Keep an eye out and try to avoid these creatures.

Ticks live in the long grass near wooded areas. Once they jump onto you by hitching a ride on a passing ankle, they head north and look for a good place to sink their little vampire tubes into your flesh. Ticks can carry several diseases like Lyme Disease, Typhus, and Rocky Mountain Spotted Fever. The best ways to avoid a tick at-

tack: Use insect repellent. Wear long pants and a long-sleeve shirt. Consider putting rubber bands

around your wrists or on the outside of your shirt, and tuck your pants into your socks or boots. Check yourself and your campmates for ticks regularly. Improper tick removal can cause infection. To remove a tick: Use tweezers to lift the body and grab as near the head as possible. Pull straight out s-l-o-w-l-y and gently, WAITING for the TICK to release its mouth-parts ON ITS OWN. (It may take a few minutes of steady, non-stop, gentle pulling! Remember, you don't pull the tick out, you coax it to let go by applying a steady outward tug.) After removal, if you see what looks like black lines, you've left the head in. If this happens, see a doctor as the head parts will likely lead to an infection. Regardless of whether the head has been left behind or not, treat the area thoroughly with antiseptic or rubbing alcohol. (It takes about 5 minutes for alcohol to sterilize an area.) In a pinch, vodka or any high-proof liquor





will also work. Then apply an antibiotic ointment and bandage.

Mosquitoes suck. Literally. They can also be disease vectors. Mosquito bites can swell to hard red itchy lumps. Use bug spray to prevent bites. Treat mosquito

bites by cleaning the bite area and rubbing on benadryl lotion or some other anti-itch lotion. Do not under any circumstances scratch the bite until it bleeds. Bacteria from your nails can exacerbate bites and cause a secondary infection. I've done this before, and I do **not** recommend it. There are few things more painful or gross than a staph infection caused by a mosquito bite.



Rattlesnakes are more afraid of you than you are of them. If you hear a rattle, stop, look around you, and ease away. The rattle is nature's way of saying, "go away before I have to defend myself".

Fire ants are prevalent in all parts of Texas. Their sting can be painful and leaves behind a small pimple-like blister. Try not to pass out on a fire ant mound. OUCH.



Mountain Lions

Rodney says, "Watch Out For Mountain Lions." And Rodney knows because Rodney has actually wrestled a real life mountain lion with his bare hands. However, you aren't Rodney, so watch out! While the normal hubbub of Flipside will likely scare most of the wildlife away, it's still good to be cautious in more



remote areas of the land. If you come upon a big cat of any kind, don't turn and run from it; it's less likely to attack if it thinks you aren't easy to overcome so make noise, look intimidating, etc. Remember, it's just a big kitty cat...that can kill you...that's all.

Scorpions love Texas

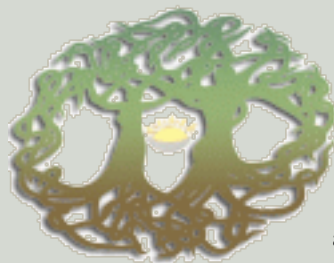
weather, but like Flipizens,

they don't like the heat of the day, preferring to stay in the dark, under rocks, fallen trees, in cracks on big rock walls, etc. If you need to move a rock or a tree, don't be surprised if you disturb a scorpion's hiding spot, and don't be surprised if they're none too happy about it and try to stick your big, unprotected sandal-wearing toe. During the night, they get a little more active, coming out from their shady spots to travel and hunt for food. Not to cause panic, but the bottom of a sleeping bag is a great place for a scorpion to spend the night. Their sting hurts like hell, and can be deadly to those particularly sensitive to it. The best way to get along with our eight-legged, wicked tail-wielding neighbors is to give them their space, and to be aware of where they like to spend their time.



Regularly check your shoes, bedding and other good hiding places for scorpions. Some might be lurking under your tent and could run into your bags when you're packing up. Be careful if you are bringing small curious children who might try to touch a scorpion. If you are bit by a scorpion, wash the area with soap and water. Use an ice cube on the bite area to dull the pain. If you experience other symptoms, contact PETs.

The Grove



Too many naked hippies in the watering hole? Tired of walking up and down the Stairs? Feet about to fall off from dancing all night? Come to The Grove! Tree-filled area with hammocks for sitting, sleeping, or chilling out in. Teas and coffees

served by fellow Flipizens. Chill music playing - both canned and live! Located at the top of the stairs to the right. Find your Groove at the Grove!

VIVA THE VOLUNTEER!

As we all know, our magical event only happens because of us. All of us. As a community, we all contribute to make it what it is. We have amazing teams of volunteers who do so much to make Flipside rock, but we need more! Flipside has already begun for many of us. We have fabulous people working behind the scenes to make this an extraordinary event. Pre-event activities often center around Church Night at our warehouse. Come help us make art signs, or help someone create their vision with their individual art projects.

From the moment you enter Flat Creek, you will encounter numerous volunteers. Greeters, parking attendants, infrastructure muscle...you name it! Wanna help? Have any ideas? Contact Rachel, our Volunteer Coordinator, and she'll point you in the right direction. Please email her at volunteer@burningflipside.com. Let the fun begin!!

HELP DESK

Many people find they have a hard time committing to volunteer prior to the event. Want to volunteer at Flipside, but can't commit in advance? The Help Desk, formerly known as Volunteer Central, is staffed by a team of talented and lovely agents who will match available volunteers with projects throughout Pyropolis. We'll fit your skills and ability with an immediate, burning need. Pinch hit at the Greeter's station, assist the fine folks of DAFT or help the Earth Guardians save the planet. These are just a few examples of the numerous opportunities. It's a meaningful way to participate in this event organized entirely by you – our volunteers – while meeting your fellow Flipizens. Located in the Grove on the Upper Field, the Help Desk will be open from mid-morning to dusk daily.

WE WANT YOU: We're looking for a great group of agents to staff the camp. Shifts are available for anyone who would like to work on *the* Help Desk team. For Flipside newbies, this is a great place for you to get involved and meet a lot of fabulous new people who will thoroughly enrich your experience. If you're interested, please e-mail amyking2004@sbcglobal.net. But don't worry; we promise not to transfer you to an offshore call center.

SANCTUARY

Flipside is an event where bodies, minds and relationships can be pushed to their limits. Sanctuary is a safe space where the inhabitants of Pyropolis can seek an outlet or assistance for any emotional trauma they may be dealing with. As part of the event's Safety Infrastructure, experienced Sanctuary volunteers will be on-call throughout most of the event, and can be reached through the Rangers at any hour. These volunteers want to be there for you if you need someone to talk to, so don't hesitate to reach out whenever it is you need them. Sanctuary volunteers understand that respecting confidentiality is one of the highest priorities. For more information, go to <http://www.oneflameinthefire.com/sanctuary/>.



DEPT. OF MUTANT VEHICLES

Have dreams of cruising around on a mobile work of art? Mutated transportation - cars, boats, tanks or any other vehicle - is a special part of the Flipside experience. The only non-essential vehicles allowed to roam the grassy playa are those that have been transformed from a regular set o' wheels into a floating expression of your creative genius. All mutant vehicles need to register before the event and undergo a brief inspection to receive it's DMV tags that impart the license to drive. Any mutant vehicles that are meant to drive around at night must be properly lit for the safety of those using their own two feet to get around. The DMV is looking for volunteers to assist in vehicle registration and on-site inspection. Contact Photon at invis@photonghoul.com to join the DMV staff or if you have questions about bringing your mutant vehicle to Flipside.

BURNABLE ART

Burning art is part of our culture at Flipside. In part, it is our symbolic way of celebrating the creating process by demonstrating that we can let go of the creation itself; a way of expressing that we don't dwell forever in what we've done so much as we celebrate what we can do. However, it's very important to note that Flat Creek Ranch is not the playground we have unique challenges at our event because we're surrounded by dry, flammable land and Flat Creek Ranch is also relatively high on the landscape which means that our burns are visible to a good portion of the county. **IF YOU PLAN ON BRINGING ART THAT YOU WANT TO BURN:** The most important thing is to contact RA our Art Coordinator at burningart@burningflipside.com, so he can help you coordinate with 1) the Rangers, 2) our Fire Safety team and 3) our PETs (first aid) team. We'll need to ensure that these teams are available to be at your art if you're going to burn it at the event. Depending on weather conditions, there is no guarantee that we can burn art there at all. That being said, it may be a really good challenge to think of other creative ways to destroy your art that are less reliant on the safety teams and less dependent on the weather.

To state the obvious: don't ever throw toxic or dangerous things into any of the fires during the event!

EFFIGY

We reserve the right to burn the effigy at any time or not at



all depending on weather conditions. The planned burn of the effigy is Sunday evening. Pay attention onsite at the venue for changes to this schedule - we will make the call early in the evening in order to prepare everything and everyone necessary. The effigy is located on top of a plateau which often has high

winds, please be aware of this during any burn or fire activities.

TOWING LEAD



We have a Towing Lead this year! We promised him that it'd be simple job since it's unimaginable that anyone would be stupid enough to park their car somewhere at Flipside where it doesn't belong. However, in that very remote chance that you

don't listen to the parking folks and put your vehicle in a place where we need to move it, it's important to note that you will be responsible for any costs incurred to have your vehicle towed away. You must follow instructions on parking, or you **MAY BE TOWED**. Watch the website and announce list for more information on this subject.



RV's

RVs must be set back 30 feet from the road. No hookups available. No ins and outs for RVs.

Liquor

Note:

You must buy hard liquor in a liquor store; grocery stores carry only beer and wine. Beer and wine can be purchased on Sunday at grocery stores after noon.

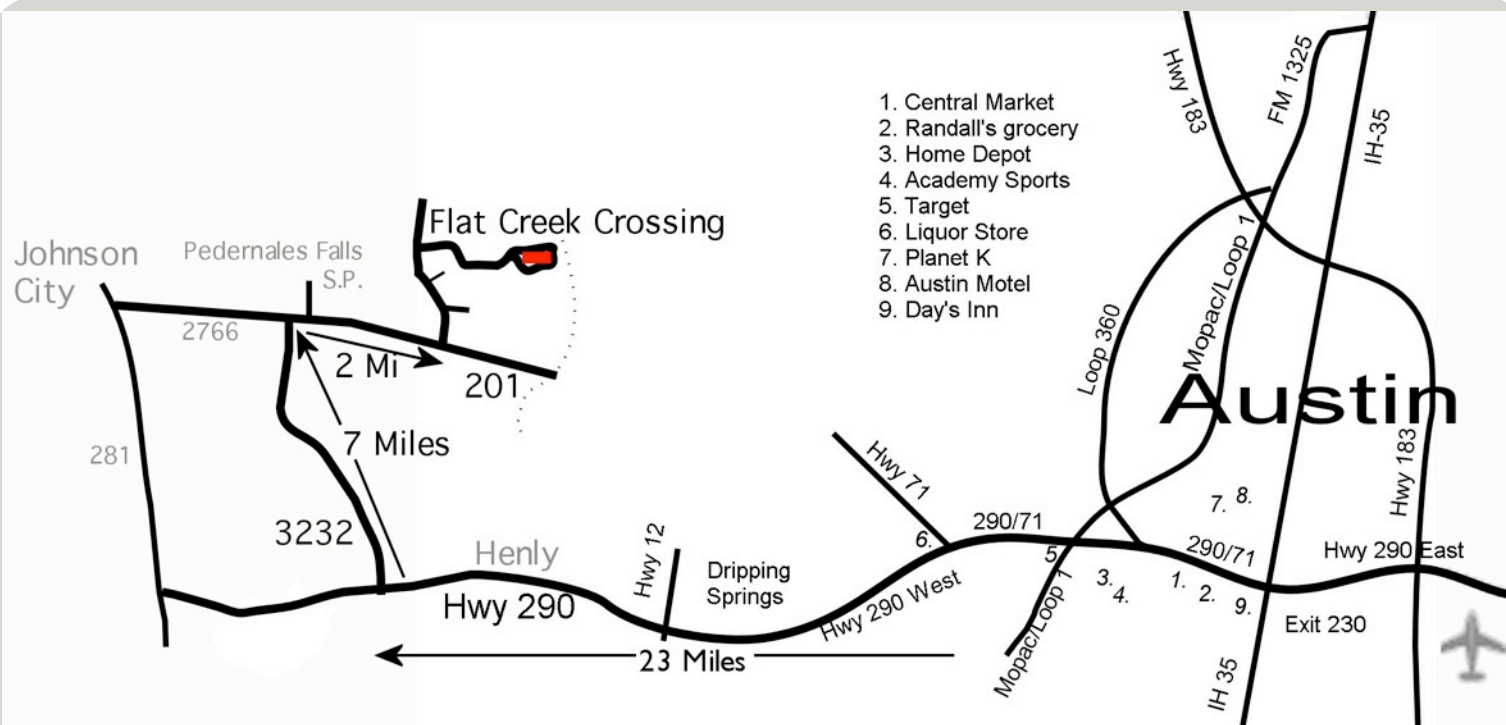
OFF-PREMISE BEER/WINE LICENSE OR PERMIT

(E.G. CONVENIENCE STORE OR GROCERY STORE)

- ★ Monday-Friday: 7am-midnight
- ★ Saturday: 7am-1am
- ★ Sunday: noon to midnight

PACKAGE STORE / LIQUOR STORE

- ★ Monday-Saturday: 10am-9pm
- ★ Closed on Sunday, Thanksgiving Day, Christmas Day, New Year's Day.
- ★ If Christmas Day or New Year's Day falls on a Sunday, closed the following Monday.



FROM DOWNTOWN AUSTIN

- ★ Proceed south on I-35.
- ★ Take exit 230 (230a from the south, 230b from the north) onto westbound route 290/71 (the Ben White exit).
- ★ Continue west on 290 for approximately 31 miles, through the towns of Dripping Springs and Henly.
- ★ A mile past Henly, turn right onto Highway 3232. There is a small brown sign pointing to "Pedernales Falls State Park" here.
- ★ Continue down 3232 for 7 miles, until it ends at a T.
- ★ Turn right onto CR 201.
- ★ The entrance to Pedernales State Park will be on the left - do not turn into the park.
- ★ Continue on CR 201 for 2 miles.
- ★ Turn left at the large wood ground sign for "Flat Creek Crossing".
- ★ Turn right at the third paved road, after about half a mile.
- ★ Continue down this road until you encounter the greeter station.

FROM THE AIRPORT

- ★ Go West on Highway 71.
- ★ When 71 crosses I-35, it will turn into 290.
- ★ Follow the rest of the above directions

Supplies & Lodging:

1. Central Market Westgate (yummy, gourmet foodstuffs, vitamins and herbs): 4477 S. Lamar Blvd., 512/899-4300 (right off of 290/71) Hours 9am -9pm.
2. Randall's (garden-variety grocery):2025 Ben White, 512-443-3083 Hours: 7 am - 12pm, 6am - Midnight
3. Home Depot and a Lowe's Hardware (construction supplies) Home Depot 1200 Home Depot Rd. 512/892-3035 (left on Brodie off of 290/71) Hours: M-F 6am-11pm, Sun. 8am - 9pm. Go one block past the Home Depot to get to the Lowe's.
4. Academy (sporting goods, camping equipment): 4970 W. Hwy 290, 512/891-4240 Hours 8:30 am - 9:00 pm.
5. Target (clothing & equipment): 2300 w. Ben White 5300 S Mopac Expy, Austin, (512) 445-2266 M-S 8am -10pm, Sun 8am - 9pm.
6. The Liquor Stop 7010 West Highway 71, 512 288-6898.
7. Planet K (headshop/ all sorts of goodies): 1516 S. Lamar Blvd., 512/443-2292 Hours M-S 10am-Midnight, Sunday 12pm-Midnight.
8. Austin Motel (beautiful, older motel, fairly reasonable): 1220 S. Congress, 512/441-1157
9. Days Inn (just like the rest of them): 4220 S. IH 35, 1- 800-329-7466, locally 512/441-9242.

IN ADDITION TO THE INFORMATION CONTAINED IN THIS GUIDE YOU MAY FIND SOME SEXY, SURPRISING THINGS, INCLUDING INFORMATION ON VOLUNTEERING, AT THE FLIPSIDE WEBSITE:
WWW.BURNINGFLIPSIDE.COM.

