



SURVIVAL GUIDE

DR. TIKI'S COMBUSTIBLE MEDICINE SHOW

2008***2008***2008***2008***2008***2008***2008***2008***2008



Not so long ago, less than 8 score ago in fact, no one knew what made people infirm. It wasn't until after the Civil War that someone, Señor Koch, postulated that germs caused illness, rather than 'humours', 'aether', or 'the Devil.' You see friends, before we knew the causality of our malady it was easy to believe that the fresh squeezings of a slippery snake would rapidly cure what ails us.

We know better now... don't we? Or do we even want to know better.. or do we simply want to have faith? Ladies and gentlemen, friends and relations, we find it a great pleasure to introduce you all to Dr. Tiki and his (Olde-Tymey, Science Type) Combustible Medicine Show!

*Step right up ladies and germs,
and get the cure for what ails
ya!!!*

Gather 'round close 'cause Dr. Tiki is here to revolutionize, glitter-funk-i-fy, techno-hip-hop in time in your white boy line-dancing world. IN-credible, Magical, Mystified, Bank on continents as Dr. Tiki's Extra Virgin Snake Technicolor in your Kansas, the fuzzy on eye. It's an innergalactic pathway to strongest and best cure-all for all types of tinnitus, acne, techno-itis, gout, onanism, blurred vision, buzz-killism,



Because just one jigger of the Ah-mazing, it Bona Fide Curative Elixir known on 8 Oil is *GUARANTEED* to put the your bicycle and the rosy tint on your third virtual health and that's no hokum! The pain and lameness! Cures tone deafness, electronica, sciatica, swelling brain, conservatism, constipation, irritation,



Please read this guide from cover to cover, so you won't be a *Mr. Bungle*. Some things like the **sound policy** have changed this year. Be an informed Flipizen.

But most of all have fun, respect each other's boundaries, and be safe!!!



inflammation, psoriasis and broken faces!

Lost the fuzzy from your bicycle? Dr. Tiki's Extra Virgin Snake Oil has got the art car to take you to the barter bar!

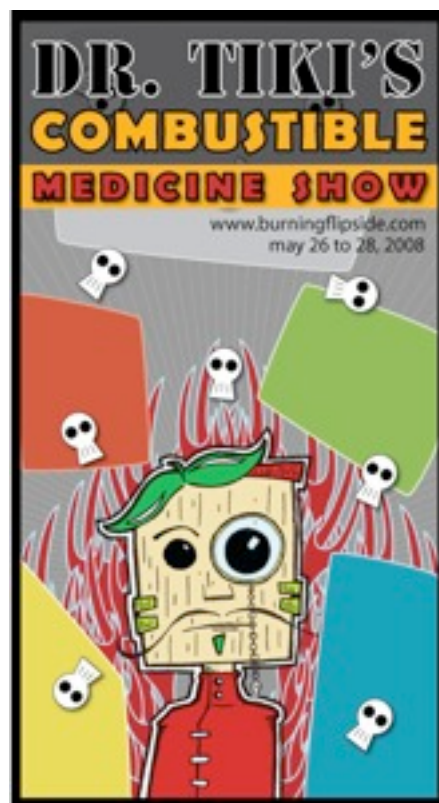
Not enough Fi-yah on ya playa? The Extra Virgin ingredients make ALL your art burnable!

Too much psycho in your psychedelia? Let Dr. Tiki put the sparkle in your motion!

Camping with hippies who only brought soy? Dr. Tiki's Oil puts the hiccup in your cup.

Dr. Tiki divines the causality of the malady, and gets to the derailment of the ailment!

Calms and soothes adults, infants, reptiles, insects and beasts of all kinds.



How can one incredible concoction cure all this and more?

All American Olde Tyme Science comes to your rescue! Professional scientists versed in all matters of Quackery Daiquiri have gin-U-wine One Hundred and Twenty Experimental Proof! Known on 8 continents as the only thing to cure a bad break-up, it's Dr. Tiki's Extra Virgin Snake Oil!!!!

Losing the bump in your jump? Dr. Tiki's Extra Virgin Snake Oil puts the Pogo in yer Stick!

Rhythm sadly lacking in your off beat world? 'Ole Doc Tiki gets you back stop in time hip hop sunny-shine!

Jackass with the bullhorn killin' your buzz? Brothers and Sisters - Dr. Tiki's Extra Virgin Snake Oil puts joys _in_ noise.

*Act now, because after Memorial Day, you won't get another chance!!! Dr. Tiki's Extra Virgin Snake Oil puts the *bump in your grind,* and the steam in your punk! NEVER A BUZZ KILL- ALWAYS A WILD THRILL!!!*

Dr. Tiki's Combustible Medicine Show is coming to your town!



FLIPSIDE BASICS

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)
- ★ Single-ply 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!

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.
- ★ FM Radio - some participants set up micro-power stations, and you might want to tune in.
- ★ 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.



TICKET/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:

Thurs., May 22: Noon – Midnight

Fri. & Sat., May 23 and 24: 9am – Midnight

Sun., May 25: 9am – 6pm

Mon., May 26 - 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 25th. Greeters need a chance to enjoy the Burn too.



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 ex-

pect 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.



JUNIORS AT THE MEDICINE SHOW

It's our 3rd year on the land. We're all a little bit older and a little bit wiser. Here's some extra things to keep in mind from Doc Tiki to you:

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!



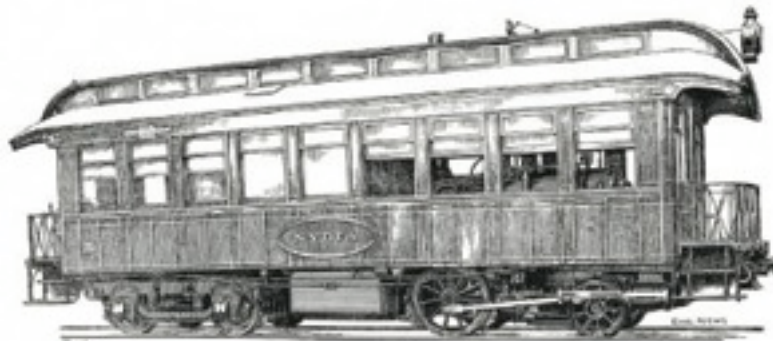
3 main points to remember:

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

RECREATIONAL VEHICLES AKA RV(S)

Must be parked and left stationary during event.

NO hookups available.



No in and outs for RVs.

Must be set back 30 feet from the road.

Also remember, that there are no trash cans in this medicine show, 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!





COMMUNITY EDUMICATION

SOUND:

Last year, there were multiple complaints from neighbors about how loud Flipside was. The landowners take these complaints very seriously, and have added some very specific conditions that we must meet in order to get our lease this year. Because of this, we have instituted a new Sound Policy for this year. If you are bringing any large sound system or art piece involving loud sound, you must sign a Sound Release Form upon entering, along with the standard waiver.

The rest of the Sound Policy can be found here: <http://burningflipside.com/soundpolicy2008>



MEGAPHONES:

Some of the neighbors of Flat Creek are close enough to hear what you say through megaphones or miked PA systems. We ask that you refrain from loud vulgarities and other offensive statements, particularly during off-hours and in the "South Terrace" area.

ART CARS & THE SOUND POLICY

Mobile sound sources must also abide by the Sound Policy, including pre registering their sound systems prior to the event.

LAW ENFORCEMENT

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. You must abide by all local, state, and federal laws while at Flipside. The police are not only peace officers, but also the law, and you should treat them as such. They are also 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.





VANDALISM/ DEFACING ART

Defacing art or any other property that belongs to others, including the land at Flat Creek, (defined partially as, but not limited to the actions of altering it or tagging it with paint) is NOT an acceptable exercise in self-expression. It is a violation of someone's property or artistic vision which they have worked to bring into the physical realm and offer as a gift to the community, investing days or months of hard work and a chunk of their personal finances. Anyone caught defacing any artist's work without that artist's express permission will be subject to both eviction from Flipside and any potential legal charges that the artist may wish to file against the person vandalizing the art or property, with the full support of AAR, LLC.

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 safety08@burningflipside.com.



BROADCASTING

If you are planning to set up a low-power FM station at the event, contact the LLC prior to the event at LLC@Flames.BurningFlipside.com.

PARKING

Parking at Burning Flipside is limited and everyone is encouraged to carpool. There are two main areas and few smaller places designated for parking. Parking is not allowed outside of these areas. After being greeted, a parking volunteer will assist you in finding a spot. If you need to drop off items, you can get a temporary "drop off" pass. This time limited pass does not allow parking in areas such as fire lanes or other necessary ways of travel. Immediately after dropping off your items you must return to the parking areas or you may be towed.

This year there are plans to have reserved designated car camping areas (watch the Flipside Flame for details). Only vehicles with proper reservations will be allowed in these areas, others will be towed.

Mutant cars, theme camp necessities and other special needs may be arranged through the DMV.





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 (Pyropolis Emergency Team).



For your reference, here's a quick list of some of the common symptoms of dehydration:

- ★ rapid sudden weight loss
- ★ increasing thirst
- ★ dry mouth
- ★ weakness or lightheadedness (particularly if worsening on standing)
- ★ darkening of the urine or a decrease in urination



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

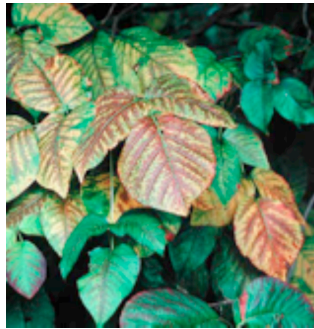
This land is blessed with beautiful pools of spring-fed water. Swimming is allowed; although, there are NO lifeguards on duty. Swim at your own risk. The hazards of the water are: 1) It is quite cold, an evening swim on a cool night could risk hypothermia, 2) An uneven, rocky bottom makes walking more 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 fer swimmin' in. Be conservation-minded when it comes to water use. Bring a solar shower; 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.



HAZARDOUS FLORA



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

1. 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.
2. While leaves are usually a lush green, the stems near leaves are red or mahogany.
3. 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
- ★ Zanfel
- ★ 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 attack: 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 mouthparts 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



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.

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.

PYROPOLIS FIRE DEPT.

Located up at PET HQ (or wherever the big green fire engine is). The Pyropolis Fire Dept. will be contactable over the radio (find a Ranger!) or at PET HQ.

Contact Sparky (Safety AF) if you're planning on burning any art prior to the event for safety.

Rangers will be monitoring fire safety (burn pits, tiki torches, etc.) to make sure we don't burn the Pedernales river valley down.

RANGERS

Radical self reliance and respect means 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 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.



COMMUNITY VALUES

PHOTOGRAPHY AND 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 ex-



pectations 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 RE-MEMBER:

- ★ 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!

PERSONAL 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



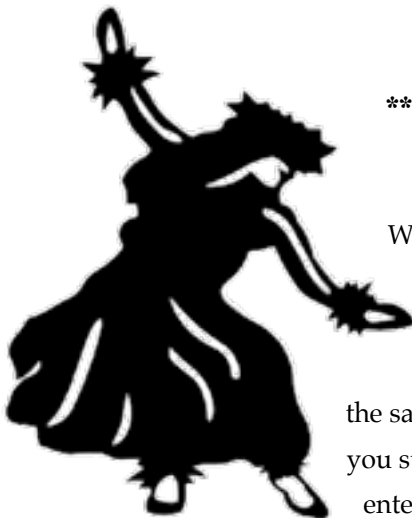


own boundaries while encouraging respect for each other. A few words about boundaries: Recognize them and then respect them. People have different comfort levels with physical and emotional intimacy. Further, there are lots of people here who have known each other for years – their boundaries with each 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 UNACCEPTABLE. 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.

GREETERS

****WHERE THE PARTY STARTS!!!!

Whether you're giving or receiving, greeting acclimates everyone to our event, gets us all excited and in the same mindset. 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!

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, sunscreen, 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: greeters08@burningflipside.com.



DMV AKA DEPT. OF MUTANT VEHICLES

Does the idea of a golfcart-sized carp lit up like a X-mas tree really turn you on? Are you always



the first one in the hot tub before it takes off from camp headed to the assless chaps happy hour? Does dancing like a dervish decked out in disco friendly duds around a decibel dealing ATUPAV (All-Terrain-Uber-Party Assault Vehicle) get you off? Even if you didn't answer "Hell, yeah!" to anyone of these questions, you'll still find Flipside's flotilla of art cars, mutant vehicles, and para-military helicopters holding a special place in your heart once your dogs start barkin' or you really got lost looking for GET LOST. As the only non-essential vehicles allowed to cruise the grassy playa, all mutant vehicles owners will need to 1) register before the event, 2) undergo an on-site inspection, and 3) submit to one-on-one on-site safety interrogation/indoctrination with a

DMV

Diva before receiving their DMV tags imparting the license to drive



during the event. **HELP WANTED:** Calling all hotties, divas, dorkbots, and do-gooders. The DMV is looking for volunteers to assist in vehicle registration, on-site inspection, interrogation/indoctrination, site setup, enforcement, and bar-b-queing. Fluency in Fun a must. Salary Non-Existent. Great Work Environment. This posting is for a certified and an approved EFEO (Equally Freaky Employment Opportunity). If you plan on bringing a mutant vehicle or you are interested in helping out the DMV, please, contact the DMV Lead—Koala—at dmv08@burningflipside.com for answers and/or to join the DMV Corps.

HOW TO GET OFF (&) ON ART CARS—DMV COMMANDMENTS:

★ THOU SHALL NOT—try to get on, impede, or stop a moving art car, mutant vehicle, or para-military helicopter.

★ THOU SHALL—dance around, wave your arms, and ask politely to get on a passing mutant vehicle:

- a) once the mutant vehicle has come to a complete stop, (if needed) ask for assistance or hop on the vehicle in a safe, appropriate manner. (Remember: be sure to thank the driver in whatever boundary approved manner y'all choose)

- b) If the mutant vehicle does not stop for whatever reason, do not attempt to run down,





jump on, hog-tie, and/or flip-off the vehicle or its driver(s). (Remember: when your dogs are barkin' on day three and it's a seemingly long haul back to camp, you'll wish you'd been nice :)

★ THOU SHALL—(if thy choose) wait at an approved DMV—UMO Landing Zone, practice your favorite manifestation technique religiously for 30 seconds, and finish by shaking a leg suggestively before any mutant vehicle stops to pick up you and yours (and even his or hers or Its).

★ THOU SHALL NOT—attempt to or attempt to get off a moving mutant vehicle.

★ THOU SHALL NOT—operate any mutant vehicle and/or its artistic additions without permission of its owner(s)/operator(s) (e.g., fire cannons, pants cannons, attractive body parts on vehicle occupants, sounds and light systems, etc...)

★ THOU SHALL NOT—hi-

jack, hoodwink, harass, or harangue the driver whilst they are in command and control of the mutant vehicle. Note, these helpful hints apply to occupants, too.

★ THOU SHALL—have a good time.

★ THOU SHALL—ask politely as well as wait patiently for a mutant vehicle to come to a complete stop before disembarking from it

★ THOU SHALL—help look out for the safety of their fellow freaks, aliens, and even passer-bys at all times

★ THOU SHALL—report any safety issues, violations, and/or problems to the Pyropolis Rangers immediately.

PYROPOLIS VOLUNTEER CONSCRIPTION

Many people find that they have a hard time committing to volunteering prior to the event. So many opportunities, it can be difficult to know where to go or what to do!

Want to pitch in at Flipside but hesitant to commit in advance



Journey Home





or unsure of what is needed? That's where Pyropolis Volunteer Conscription (PVC), formerly known as Help Desk, can help you help Flipside.

PVC is staffed by talented conscription agents of who will match you and your skills with the many interesting projects around Pyropolis. Welcome incoming participants at the Greeters Station, help keep the roads clear in Parking, or save the planet with the Earth Guardians. There are boundless possibilities to get involved, and meet other Flipizens. Volunteering is a meaningful (and FUN) way to participate in this event organized and run entirely by you, the volunteers. PVC is located in the Grove, on the Upper Field, and will be open daily from mid-morning to dusk.

WE CAN DO IT! (with some help): Love volunteering and wish to share your joy? Shifts are available for agents to man PVC. If you are new to Flipside; this is a wonderful way to get involved with the community and enrich your experience. If you're interested, please email Gyesika at pvc@burningflipside.com.

BURNING 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 playa...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 Sparky our Safety Area facilitator at safety08@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!

Are you bringing art from out of town? Feel free to contact regional_outreach@burningflipside.com for ad-

ditional information about Flipside, Austin, and Texas."



THE GROVE

Center Camp to Pyropolis, Burning Flipside, The Grove rests next to PETs and The Rangers. Within a

stand

of Post Oaks, near the Effigy, is a place of relaxation, music, and art to inspire the need within you to, well, make more art, flail inarticulately, ponder the nature of existence or just have a fine sit down for tea. The Grove is here for you to rest at, meet your friends, meet your NEW friends that you





haven't met yet and settle in for a fine display of the greatest acts that

you wish you could learn to do. And you can too. The Grove will teach you the things you thought you had missed out on. Classes for Yoga, Belly Dancing and other activities that maybe you hadn't thought of yet will be taught to you, if you can "Do," instead of "Try." The only part of "Do," is showing up.

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 ac-

tivities.

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

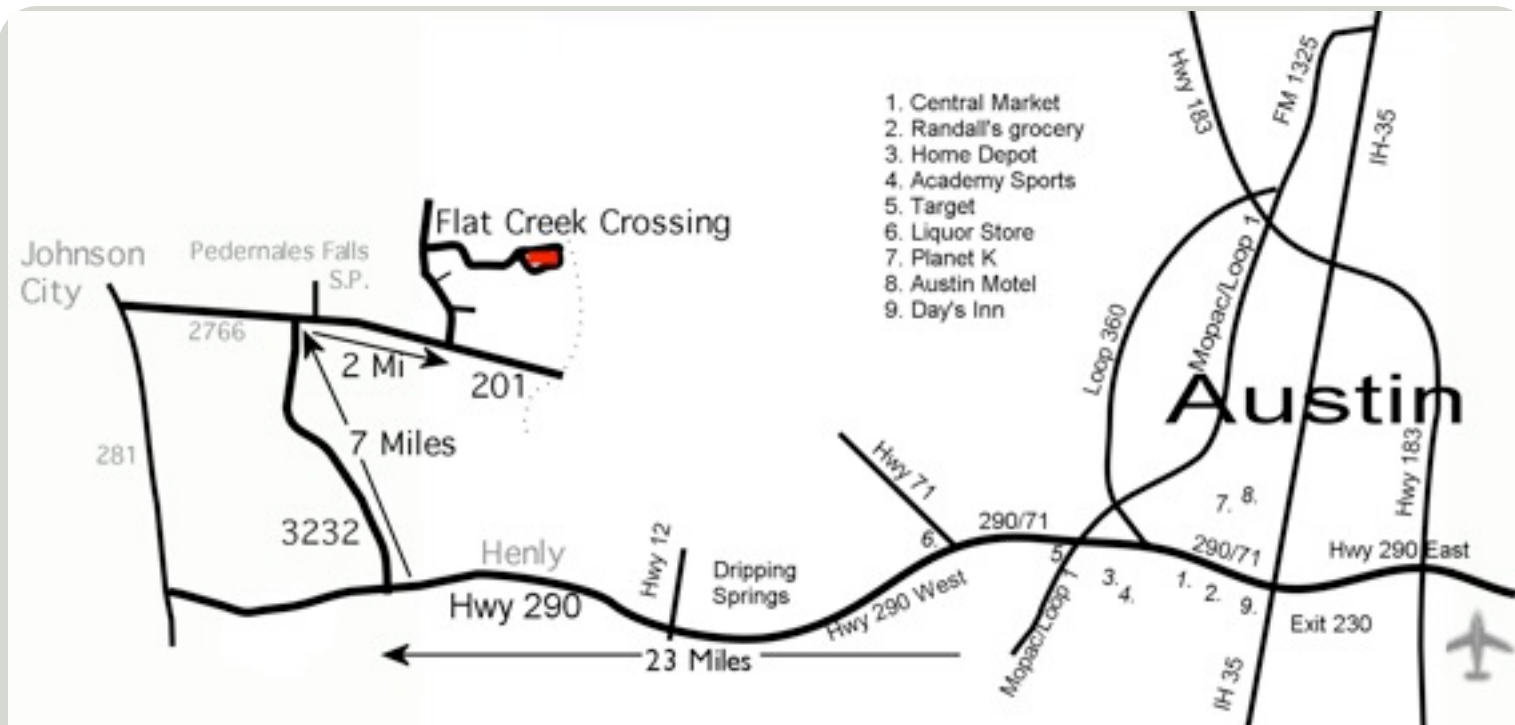
★ Monday-Saturday: 10am-9pm

★ 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.



Kingdom of Ice
Ice Sales
Hours: 12 - 4pm
\$2.00 - Choice of Crushed or Block Ice
New this year - TWO LOCATIONS for ice!
The south ice location features the FreeZorBurn Lounge with 24 hour chill space and performance art.
The new location, Lost Ice, is located on the north central side of the city.



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

