

Burning Flipside 20-X



PORN

Post-apocalyptic Prom!

New this year!

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SURVIVAL GUIDE

LOCATION: EARTH. THE UNITED STATES OF AMERICA
DOWNTOWN TEXAS, TEXAS. IN THE MIDDLE OF IT.
YEAR: SOMETIME AFTER 2009.

We thought we were the third coming of the age of enlightened modern society. Everything the hippies believed in, but with advances the technocrats thought they alone controlled. We thought we existed outside of the systems, and were beginning to map patterns of things to come: in culture, media, social interaction, productive collaboration, and beyond. We thought that every week spent camping in the wilderness, transforming big empty swathes of land into our home, driving mutant vehicles, enjoying recycled art while drinking from a recycled cup, was a thing unto itself. We thought the act of burning was what gave it meaning. It used to be something we would wake up and remember, some dream we'd had about the open night air, the smell of unwashed humans, walking under LED and fire art, hearing the hum of generators outliving the sound systems they nurtured with their heartbeat. It used to be something we looked forward to, but now the vacation we lived is the only life we're left with. Here we are on the raggedy edge, shaping scraps together from what wasn't obliterated when somebody pushed The Button, the zombies attacked, the aliens invaded, or that comet vaporized half the Pacific Ocean. As predicted by the late great Christopher Walken, burners did indeed survive the apocalypse, and things are finally starting to take shape around here.

We live in super secret and well-fortified dwellings, we have enormous caches of food, water, and supplies. Currency is a free-for-all. We live each day as if it's our last. So damn the elements, damn the threats, damn the lack of resources, damn the torpedos-- we're still gonna have fun. What now, in the end, except to dance in the face of it all? Hand in hand, marching on into the brightest of nuclear horizons, we ARE all that's left, so let's use our radical self-reliance skills and put the 'top' back in dystopia!

Your tactical cummerbund is set to stun, you've got a flask of spiked punch, and you made your date a corsage that shoots frickin' lasers (only now s/he's a zombie, so that first kiss is gonna be awkward). The venue is fortified, the perimeter secure, the guest list is practically militarized. You've come together with your chosen family, pooled resources, built a home, and now it's time to have a good ol' fashioned hootenanny.

Congratulations to the surviving class of Humans! Prom night is here!

You must read this SURVIVAL GUIDE to attend. There will be a quiz.

WHAT IS FLIPSIDE?

Burning Flipside is a regional art and music festival inspired by Burning Man. It is a place for radical self-expression and an experiment in temporary community building. It is a place of acceptance, inclusivity and respect. It is organized entirely by volunteers. The art and entertainment is created solely by participants. There are no spectators. There are no concession stands. No cash transactions (except ice sales) are permitted at Flipside. Even bartering is discouraged. This is a sincere experiment in creating a gift economy. If you need something, ask for it. If you have it, gift it! There are no garbage cans. Participants pack out their garbage. This is a Leave No Trace event.

Burning Flipside is a blank canvas: expect nothing...bring everything.



TIM MCEVOY

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PRINCIPLES

Self Expression

Our events foster an environment of creative self-expression, where participants feel supported to honestly express their inner selves, through artistic creation, performance, and in their social interactions.

Accountability

Our events foster an environment of personal accountability, where we hold ourselves responsible for our own actions, and take personal responsibility for meeting our own needs, for the event itself, and for the event's impact on the world at large.

Cooperation

Our events foster an environment of cooperation, where participants work together to resolve potential conflicts respectfully, to help mediate conflicts between others, and to create art, performance, and social space on a larger scale than one person could alone. Additionally, participants seek to keep events sustainable by volunteering, cleaning up after themselves, and assuming personal responsibility for conducting themselves in accordance with local, state and federal laws.

Leave No Trace

- If you bring it in, you are responsible for bringing it out. There are no trashcans at Flipside. Participants are responsible for disposing of their own trash and recycling materials.
- Have separate containers for recycling. Bring drinks in crushable aluminum cans instead of heavy/breakable glass.
- Think ahead about how you will deal with wet and dry trash.
- Start with less trash: buy in bulk or remove excess packaging before you go.
- If you are in a theme camp, make a camp plan and make sure that everyone knows it.
- For your personal camp area, make sure you take time to pick up MOOP.
- Bring at least two extra trash bags more than you will need for your camp's trash and recycling.
- 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.
- Information about recycling and local landfills will be available at the event.

PRIORITIES

Effigy

We reserve the right to burn the effigy at any time or not at all depending on weather conditions. The effigy burn is planned for Sunday evening. Pay attention on-site for schedule changes – event organizers and safety personnel will make the call early in the evening in order to prepare everything and everyone necessary.

Involvement

Can't wait for Flipside? Then don't wait. Make stuff happen now at Church Night.

What is Church Night? Church Night is community building, literally. Wanna meet people? Have a project idea and need minions? Projects come in all sizes. Paint signs or cigarette butt tins. Or help build this city on rock and roll. Every Wednesday evening at the AAR Warehouse (1023 Springdale Road, Austin, Texas.)

Practice LEAVE NO TRACE; bring your projects but take your trash.

Personal Boundaries

Self Expression and Cooperation require a social contract to make our event a safe place to play.

1. Respect the personal boundaries of others.

- Respect the moment. Comfort levels vary at different times and with different people.
- Before you assume someone wants your physical attentions, ASK. Being direct is not a buzz-kill obligation; it is expected protocol.
- NO means NO.
- After someone has said NO, cajoling, pleading, or any form of emotional blackmail is UNACCEPTABLE.

2. Take responsibility for your own boundaries.

- You must be able to say NO. Be sober enough to be in control or make arrangements with a friend to have a “designated driver.”
- How you feel is not magically telegraphed to others. YOU are in charge of your boundaries.
- You are responsible for yourself but you can ask for help. Talk to those around you (or a Ranger) if someone is making you uncomfortable.

Sound

- Flipside is organized into areas by sound--“Loud” “Really Loud” and “Slightly Less Loud”. There is no guaranteed quiet zone. Plan ahead with earplugs, sleeping pills, white noise machines, etc.
- That said, we have someone who coordinates the sound for Theme Camps.
- And you can always ask nicely for someone to turn it down. But really, it's one weekend and earplugs are super cheap. Get extra for your friends.



MONK

Glossary

Area Facilitators ('AF's') - AF's are volunteers that manage teams of leads and are responsible for broad areas of the event. *Proven level of awesome.*

Combustion Chamber ('CC') - This is a diverse group of volunteers who represent the community and advise the LLC. *Could be you.*

DaFT - Design and Fabrication Team. These people turn a big bonfire into epic beauty.

Leads - Leads are volunteers that manage specific functions for the event. Many leads also manage teams of other volunteers. *You may find yourself...*

LLC - The Austin Artistic Reconstruction, LLC (limited liability company) group are legally responsible for the event. Also, *real, nice people.*

MOOP - Matter Out Of Place. This is the common term for crap on the ground that doesn't belong there. We don't have garbage cans or maids. *Pick it up!*

Mutant Vehicles - Commonly known as “art cars.” The DMV (Department of Mutant Vehicles) handles registration of mutant vehicles for the event.

PETs - Pyropolis Emergency Team. This is the on-site medical emergency team, which is awesome to have handy when needed. *Don't forget, pet a PET.*

Sanctuary - In Pyropolis, this is a place as well as an idea. If you are having a hard time coping with something, these people can lend an ear.

PLAN AHEAD

Art

The theme this year, Post Apocalyptic Prom, provides an opportunity for using recycled, scrounged and scavenged materials. Up-cycle, refashion, reuse, and reinvent. Art registration will begin in April. If you intend on bringing big art, please register it for placement. Questions? Please email art10@flames.burningflipside.com.

Broadcasting

If you want to run a low-power FM station at Flipside, please contact the event organizers (llc@flames.burningflipside.com) prior to the event for approval.

Burnable Art

Burning art is part of our culture at Flipside. It is a symbolic celebration of the cycle of life and death—we don't dwell in what we've done so much as we celebrate what we can do.

- Texas is often dry in the summer despite rain. The land is filled with beautiful old trees, so fire could spread quickly.
- IF YOU PLAN ON BRINGING ART THAT YOU WANT TO BURN: you must contact the Burnable Art Lead at BurnableArt10@flames.burningflipside.com.
- The lead coordinates with safety teams that need to attend any burn at the event.
- There is no guarantee that your art will burn. Plan other creative ways to destroy your art that are less reliant on the weather.
- Don't ever throw toxic or dangerous things into any fire!



TIM MCEVOY

Commercial Media

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 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 www.burningflipside.com/media. 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.)

Mutant Vehicles

If you want to cruise the grassy playa, you must have DMV tags. All other cars must be parked during the entire event. To have an art car roam:

- 1) register before the event
- 2) undergo an on-site inspection
- 3) submit to on-site safety inspection/interrogation/indoctrination to receive DMV tags

Improper use of a mutant vehicle can result in the revocation of your DMV license. To register your mutant vehicle, contact the DMV lead at DMV10@flames.burningflipside.com.

Children

For the protection of minor children and in accordance with Texas law, any minor child attending this event must be accompanied by someone with legal authority to make decisions for the child. If you are bringing a minor to the event:

- Bring proper documentation to prove your authority to make decisions for the child. For the child: birth certificate, passport, or other official document. For the parent: photo ID. An electronic copy of your documentation will be stored along with the signed event waiver.
- Sign an event waiver of liability for the minor child, including a statement that you have authority to act on behalf of the child.
- Agree to take responsibility for the care, supervision, and well-being of the child AT ALL TIMES. There may be activities not suitable for children or behavior that you may not wish your children to see. Do not expect anyone to censor their behavior because children are present.
- Bring everything your children will need to have a safe and enjoyable event.
- Do not expect anyone in the community to watch your kids unless a specific agreement is made prior to the event.

Recreational Vehicles (RVs)

- No in and outs for RVs
- Must be parked and left stationary during event
- NO hookups or pumping available
- City Planning may ask you to relocate your beast if it is deemed an obstacle

Sound Systems

- Mutant vehicles making sound must also abide by the Sound Policy.
- If you are camping with a sound system, you MUST pre-register with theme camp registration.
- If your art piece involves loud sound, you MUST pre-register with art registration.
- If you are planning on creating *anything* with lots of sound, you MUST be familiar with and abide by the Burning Flipside Sound Policy, which can be found here: www.burningflipside.com/soundpolicy. You will be asked to sign a Sound Release Form upon entering the event. Contact the Sound Lead at Sound10@flames.burningflipside.com if you have any questions.

POLICIES

Entrance Policy

No one will be allowed into the event without a ticket, signed waiver of liability, and valid ID. If you are bringing minor children, additional documents will be necessary. (*See Children*). You cannot gain admittance by volunteering. Tickets will not be available for purchase at the gate. Keep your ticket handy during the event; you may be asked to present your ticket. *See Wristbands*.

Eviction

Austin Artistic Reconstruction, LLC, reserves the right to deny entry to the event or to revoke event access at any time for any reason or for no reason whatsoever.

In & Out Policy

In & Outs at the gate are discouraged. If you leave and get back in, you'll need

- \$10 for a reentry pass
- your Flipside ticket
- some form of identification when you return
- return only during gate hours



LIAM BROOKS

Fireworks and Firearms

Fireworks and weapons are prohibited and grounds for immediate eviction from Flipside.

Fires

If there is a burn ban, no fires will be allowed at all, not even those in burn pits.

If there is not a burn ban, be respectful of the land when using fire:

- Use burn barrels or pre-made fire pits. Do not damage the land.
- DO NOT LEAVE A FIRE UNATTENDED.
- If using ANY fire or flammable materials, bring a fire extinguisher and know how to use it.
- If you are planning fire activities, contact the Safety Area Facilitator at safety10@flames.burningflipside.com.

If you are a fire performer:

- Have a 'safety' at all times.
- If there is a burn ban, all fire performances must be in designated areas. Read the Flipside Flame or check with Greeters when you arrive.

Law Enforcement

We create a temporary city with its own rules. This city co-exists within an area of real laws. Try to make that coexistence a peaceful one.

Abide by all relevant local, state and federal laws.

If you see law enforcement officers, be nice to them. They share an interest in having a smooth event without any major incidents.

Parking

- Parking will be extremely limited; please carpool.
- Parking will be in designated areas away from camps.
- Do not plan on car camping. Because of the layout of the new land, cars will not be parked in camps at all.
- You will be able to drop off camp gear using a temporary "drop off" pass, but then you will need to park in designated areas.
- RVs, trailers and other larger vehicles may be directed to reserved areas. (*See RVs*)
- All parking locations are subject to change.
- Vehicles parked in unauthorized or unlawful areas will be towed at owner's expense.

POLICIES, CONT.

Pets

NO PETS ALLOWED. If you bring an animal, you will not be allowed into the event. If you require a service animal, email llc@flames.burningflipside.com prior to the event.

Photography & Video

Burning Flipside is a private event. Redistribution or public display of images, including internet-based media, requires the explicit consent of all subject parties.

- ASK FIRST before you shoot! Many people are sensitive to photos taken of them at the event.
- 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.
- Videotaping for personal use requires a signed Personal Use Agreement, which indicates that the footage will not be used commercially.
- ALL motion-capturing cameras must be registered. Registration can be done at Greeters or the Ranger Station.
- Please see “Commercial Media” for more information.



NEWT DIEM

Safety Markers

Any intentional removal, destruction, or alteration of the safety lighting, event signs, or caution tape is grounds for removal from the event.

Trespassing

Don't cross fences, boundary tape, and other posted boundaries. The properties lines may be in unexpected places. DO NOT CROSS THE BOUNDARIES OF THE EVENT. If you see a sign, respect it. Trespassing on private property is illegal and can be dangerous. Disregarding boundary signs will get you evicted from the event.

Vandalism/Art Defacement

Defacing (defined partially as, but not limited to, the actions of altering it or tagging it with paint) art or any other property that belongs to others, including the land and its trees, is NOT an acceptable exercise of self-expression. 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 Austin Artistic Reconstruction, LLC.

Wristbands

Because of the special hazards at this year's event, everyone will be required to wear Radiation Exposure Wristbands. Anyone found without a Wristband will be removed for their own safety. Replacements can be acquired at the Gate.

Gate Hours

- Thursday, Friday & Saturday (May 27-29): 9am – Midnight

*Showing up before Thursday is **futile**: you will not be admitted*

- Sunday, May 30: 9am – 6pm

No one will be admitted after 6pm on Sunday. Greeters need a chance to enjoy the Burn too!

- Monday, May 31 – You must leave the property by 5pm.

*The property **MUST** be cleared by 5pm, except for essential crew who have signed up **BEFORE** the event. If you are not packed and ready to leave by 5pm, you will be asked to leave without your stuff and return the following weekend to claim it.*

(The following weekend will be for infrastructure and clean-up operations only. No lounging. No staying.)

*NOTE: The Cleanup Team will **NOT** be taking volunteers on-site.*

PRESENCE OF MIND (SAFETY)

Driving

- Many volunteer departments use golf carts as official vehicles. You must be authorized to drive an official vehicle.
- Participant-created art vehicles (cars, trucks, golf carts, etc.) must be registered with the Department Of Mutant Vehicles.
- Unauthorized or unsafe use of a vehicle can result in eviction from the event, liability for property damage, and even criminal charges.

Hydration

Dehydration is a very serious risk at Flipside due to the Texas summer heat. DRINK WATER, lots of it. Beer dehydrates you; it is not water. Water is not available at the event (except in the form of ice), so bring all the water you will need (~ 2 gallons/person/day).

Signs of dehydration:

- Feeling uncharacteristically cranky
- Rapid or sudden weight loss
- Increasing thirst
- Dry mouth
- Weakness or lightheadedness (particularly if worsening on standing)
- Darkening of the urine or a decrease in urination (drink enough water to “piss clear”)



MATTHEW ARIETA

Fauna

There are plenty of nasty critters all over Texas. This is not a definitive guide. Keep an eye out and try to avoid these creatures.

Ants

Pound for pound, the fire ant is the meanest animal to ever walk the face of this great planet. Carpenter ants, on the other hand, are pretty tame and endangered. Just to confuse you, both types are red. To be safe either way, put signage around ant beds so people know to avoid them. Ants don't like cinnamon, so pack some to put around your tent to keep these pests out of your stuff.

Mosquitos

Mosquitoes are somewhat omnipresent in Texas during the summer. 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 scratch the bite until it bleeds because bacterial infections are not hot.

Scorpions

Scorpion stings can be painful, but they can be avoided.

- Kick a rock before picking it up.
- Shake shoes before putting them on.
- If you are stung by a scorpion, wash the area with soap and water. Use ice to dull the pain.
- A sting can be dangerous or deadly to someone with a sensitivity. If you experience unusual symptoms, contact the Pyropolis Emergency Team (PETs) immediately.

Snakes

- While many snakes are not harmful, go with the plan of mutual avoidance for safety.
- If you hear a rattle, stop and move slowly away from the sound.
- The water may contain water moccasins.

Ticks

- Ticks can carry diseases you do not want.
- The best ways to avoid ticks is to use insect repellent.
- When setting up, wear long pants and a long-sleeved shirt.
- Improper tick removal can cause infection. If you don't know how to remove a tick, ask the PETs for assistance.



DAVID JASAK

PRESENCE OF MIND (SAFETY), CONT.

Flora

Poison Ivy

Poison Ivy and Poison Oak have unique characteristics:

1. There are always an odd numbers of leaves per stem. 3 is most common, but can be 5, 7, etc.
2. While leaves are usually a lush green, the stems are red or mahogany.
3. Leaves are not uniform in shape. They may be approximately alike, but always at least subtly asymmetric.

If you think you have been exposed to Poison Ivy:

- Cleanse exposed areas with rubbing alcohol
- 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 wash the area with soap and warm water
- Put gloves on and wipe everything you had with you, including shoes, tools, and your clothes, with rubbing alcohol and water.
- **Keep a supply of products specifically for treating Poison Ivy (Ivy-block, Zanol, Ivy Cleanse Towelettes and Tecnu Extreme Poison Ivy Scrub).**

Pecan trees

The trees at the new land are beautiful. They are also sacred and fragile. Do not hang things from the trees, as that may cause breakage. Not only will your stuff fall down and go boom, but it may affect the sustainability of the trees. The trees are part of a working agricultural orchard. Do not paint, mark, cut, trim, drill or spike a tree for any reason. Doing so will be considered vandalism of private property. We want to be invited back, so this falls under being respectful. Some art may be allowed to hang from trees, but advance planning is required. If you are bringing art and want to explore your verticality options, contact the art lead at art@burningflipside.com.

Thorns

Not much cactus at the new land, but be careful of thorns. Wear shoes!

Mutant Vehicle Etiquette

Mutant Vehicles can be seen and ridden at the event. All participants are responsible for interacting safely with Art Cars.

- THOU SHALL NOT — try to get on, impede, or stop a moving mutant vehicle
- THOU SHALL NOT — attempt to run down, jump on, hog-tie and/or flip-off the vehicle or its driver(s) if the mutant vehicle does not stop for you. Instead, you might channel your disappointment and rage into something more creative like a slanderous mambo or vicious interpretive dance.
- THOU SHALL NOT — operate any mutant vehicle and/or its artistic additions (e.g., fire cannons, pants cannons, sounds and light systems, etc.) without permission of its owner(s)/operator(s)
- THOU SHALL NOT — hi-jack, hoodwink or harass the driver whilst they are in command and control of the mutant vehicle
- THOU SHALL — dance around, wave thy arms and ask politely from a safe location to get on a passing mutant vehicle
- THOU SHALL — wait until the mutant vehicle has come to a complete stop and you have the operator's permission before boarding or disembarking from it
- THOU SHALL — help look out for the safety of their fellow passengers, passers-by and other sundry freaks
- THOU SHALL — report any safety issues, violations, and/or problems to the Pyropolis Rangers immediately
- Unsafe or unauthorized use of any vehicle can result in eviction from the event, liability for property damage, and even criminal charges.

The Water

The new land has a public waterway, the San Gabriel River, to cool off in. Before you hit the water, know:

- Swim at your own risk
- There are NO lifeguards on duty
- DO NOT SWIM ALONE
- It is not a pool, but real live flowing water downstream of a dam. Check first for signage before entering the water.
- Be alert to weather conditions. If there is rain in the area, water can rise rapidly. In case of storms, get out of the water.
- Please be aware that the water is considered "public" and is not a private swimming hole. While water traffic in the area is uncommon, it is possible. Media, law enforcement, and others may be using this public waterway. In terms of privacy, consider the water like a public road. Please respect all local, state, and Federal laws, and the sensibilities of our neighbors.



WAYWARD

PRINCESS CARE (SERVICES)

Emergency Services

The Pyropolis Emergency Team (commonly referred to as 'PETs') 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 evacuate patients with serious injuries or potentially life-threatening medical conditions. If you need a PET, they can be found at Ranger HQ, or contacted via your nearest Ranger or radio-wielding volunteer.

Ice

Ice will be sold at Flipside. Check for a map at Greeters to find out where Ice is being sold. Details will be announced on the lists and in the Flipside Flame.

Greeters

The Greeter Station is the place to step out of default reality and enter the one we create together. The Greeter Station may set up outposts during peak times. How to be Greeted:

1. Arrive at a Greeter station ready for some love!! The Greeters will be super excited to see you! By the way, Greeters love gifts, especially water, booze, and snacks!
2. You'll get out of your car and join small groups. Greeters will go over the highlights of the Survival Guide with you to confirm that you're setting good expectations and that you have all the necessities for a safe week (water, sunscreen, trash bags, food, etc.).
3. After you've been greeted, you'll be turned over to Parking so you can drop off your stuff and get your car safely parked during the event.

The Island

The Island is Flipside's Central Park. It's a place to relax, make music and art, meet your friends or make NEW ones. If you would like to schedule a performance, teach a class or volunteer your time, contact the Pyropolis Parks Department at pyropolisparksdept@gmail.com

Parks

City Planning, Art Placement and the newly created Pyropolis Parks Department are creating a system of pocket parks throughout our fair city. Art will be placed in all of these public parks as well as around the effigy. If you are creating art, please register it and allow us to place it with the landowner's permission. Email art10@flames.burningflipside.com or check out the [Flipside Flame](#) for more registration details.

Pyropolis Fire Department

The Pyropolis Fire Department is made up of trained firefighters. They are located up at the PETs HQ (or wherever the big fire engine is). The fire team can be reached via radio by any of the Rangers around the event.

Port-o-potties

There will be no Porta-Potties this year. However, you may notice a large number of Fall-out Shelters. All shelters will be marked with an official yellow and black Fall-out Shelter sign and equipped with a urination / defecation station. So head for the nearest Fall-out Shelter for bodily waste fall out purposes. These shelters have been cleverly disguised to resemble Porta-Potties in order to elude detection from the air by hostile drones. A Haz-Mat team will service these shelters daily for toxic waste extraction and decontamination. Speaking of contamination, only the 3 Ps—Pee, Poo & Paper. Seemingly harmless things like cups, baby wipes, lights, and incense can break the decontamination pumps. This is how that whole *zombie* thing gets started.

Rangers

Radical self-reliance and respect means you are responsible for your own actions. Make sure your actions don't interfere with the enjoyment of the event for others. This includes being respectful of your neighbors, controlling the volume of your camp, and working out disagreements respectfully. Rangers patrol the event and you can reach out to them if you need urgent help or assistance in resolving a conflict. They are not police; they are not The Man. Rangers are volunteers who have received training to ensure that our event is as safe and smooth as can be.

Recycling

Recycling will be back this year, thanks to the wonderful efforts of the Recycling Lead and the citizens of Pyropolis. Stay tuned to the Flame for details about on-site recycling. Check with Greeters when you arrive for recycling locations.



PREPARATION

What to Bring

Burning Flipside is an exercise in radical self-reliance. You must bring food, water and shelter. Gifts are a wonderful expression of community, but you must take responsibility for your own survival and well-being. Do not show up expecting the community to take care of you. Participants arriving with inadequate supplies will not be allowed to enter the event. 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/ sleeping bags)
- Single-ply toilet paper (the port-a-potties only get serviced once a day)
- Garbage bags (more than enough for all of your garbage--it's good to bring extra for MOOP that accumulates during the event)
- Portable ashtrays if you are a smoker (Decorated mint tins work great)
- All required prescriptions, contact lens supplies, toiletries, etc.
- Flashlights (headlamps are very useful)
- Extra batteries for everything
- Sunscreen and sunglasses
- Sturdy footwear
- A cup for beverages (several camps may have drinks to share, but you are expected to supply the container)
- 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
- Cash for ice sales
- Portable showers (There are NO showers at the new land!)
- Earplugs (not everyone will 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 for your entertainment
- Blinky lights, toys, magical fabulousness and swell stuff to share; anything you think would make things more fun for you & your fellow Flipizens
- Handi-wipes
- Spray bottle (for misting)
- Rope, string, duct tape, zip ties
- Fuel for stoves, generators, mutant vehicles, etc.
- Abundant amounts of whatever makes your life better: beer, bacon, chocolate, coffee, powdered donuts.



RATHA GRIMES

Out-of-Towners

If you are coming from out of town and have questions, please contact our Regional Outreach Lead at RegionalOutreach10@flames.burningflipside.com

Flipside Flame

The Flipside Flame is a great communication resource. Whether you contribute to it or just read it to find out what's going on, it's *yours*. Advertise your theme camp fundraiser, find out about events, and read about community issues.

Any late-breaking news will be announced in the Flipside Flame.

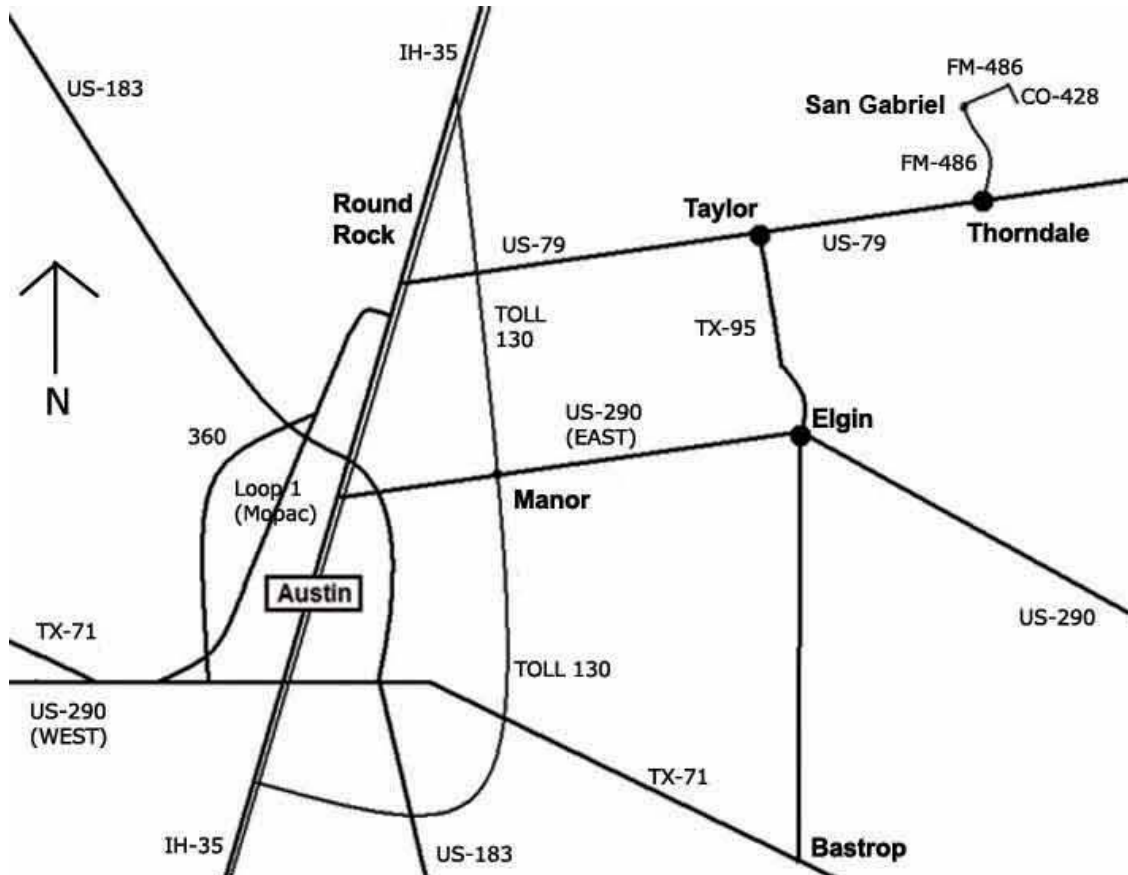
Find new issues on the web here: www.burningflipside.com/flipside-flame

PROM!

Getting there

- Drive to Thorndale, TX, from wherever you're coming.
- Take FM 486 north to San Gabriel.
- Turn right in San Gabriel (still FM 486).
- Travel 3.1 miles to the intersection of County Road 428.
- Turn right on Country Road 428 and travel 1.3 miles to the Flipside entrance.
- Drive through the property gate and present your tickets and IDs to the gate crew.

Also see www.burningflipside.com/directions for directions from other cities.



Local Watering Holes

Apache Pass Restaurant—Opening soon at Apache Pass, off of FM 908.

Brushy Creek Saloon—707 E Hwy 79 (North side), Thorndale. Larger bar, average prices open from noon to late, 7 days a week

Steve's Place—111 E Salty St. (Off Main St), Thorndale. A small bar, less expensive. Excellent burgers served after 6pm, Sat. 11am-3pm.

The Downtown Cafe—118 S. Main St, Thorndale. (512) 898-4116. Good folks and good food, near as we can tell. They can handle a crowd (up to 150 people). Catering available. Tell Louis "Howdy!" from the Burner crowd.

Other stuff on the way

Steve's Cash Grocery—146 S. Main St, Thorndale. (512) 898-2614. Decent place to get fresh produce and other food items. Say howdy to Norman. We might wipe them out, so call ahead. 7:30-6pm M-F, Sat 7:30-6pm (sometimes earlier)

Thorndale Community Lumber Co.—99 S. Main St, Thorndale. (512) 898-2024. They also have a supply of hardware. 8-5pm M-F, Sat 8-12noon

Thorndale Meat Market—204 W Hwy 79, Thorndale. (512) 898-5387. A good place for meat, especially bacon. Give a howdy from the Burner crowd. Call ahead if you have a special request. 7-5:30pm M-F, Sat. 7-12noon

CEFCO convenience store—201 E. Hwy 79, Thorndale. (512) 898-2683. Especially convenient because it doesn't cross Hwy 79 and FM 486.

J&K Grocery (Shell)—101 E. Hwy 79, Thorndale. (512) 898-2921. Will do special beer orders; deliveries are Tuesday and Wednesday. Call ahead.



MAJOR TOM AND SHERI

You voluntarily assume any risk of serious injury or death by attending.

You must bring enough food, water, shelter and first aid to survive a long weekend in rural Texas. Proper footwear and personal lighting are essential. You may encounter venomous snakes and insects, wild animals, thorns and poison ivy. Extreme heat and flash flood conditions are possible. Be Aware.

Vending, firearms, fireworks, rockets and all other explosives prohibited. Commercial use of images taken at Burning Flipside is prohibited without prior written consent of Austin Artistic Reconstruction, LLC.

You agree to abide by all rules in this Survival Guide. This is not a consumer event. Leave nothing behind when you leave the site.

- No Vending
- No Pets
- No Spectators
- Leave No Trace

Austin Artistic Reconstruction, LLC, reserves the right to deny entry to the event or to revoke event access at any time.

Tickets are Non-Refundable

To learn more about Flipside 2010 and how you can get involved,
visit www.burningflipside.com.

Check out the [Flipside Flame](#) newsletter for updates.

Don't get lost! Follow Directions!
www.burningflipside.com/directions