

BURNING FLIPSIDE 2013

Survival Guide



The Bandersnatch Boobytrap

The Bandersnatch is the beast that lives within you. It's also the creature that has been menacing our community, or it's either/ neither, both/ and. Slay your inner demons. Cooperate with other tribes (camps?) to ensnare our common enemy.

The epic hero/ ine's journey to slay the mythical beast is usually about a search for the beast within. We, fellow Flip-izens, are a futuristic tribe. We've achieved panacea, and though we're an advanced civilization with all this shiny tech, we're still carrying the human condition in our journey across the stars. Live together, or die alone. Unite! Unleash and expose your beast! Tame it with the power of community, integrate the darkness and best of all,
VERB IT WITH FIRE! Burn it.

You agree to abide by all rules in this Survival Guide. There will be a test.

Contents

Burning Flipside Principles	3
Community Priorities	4
Plan Ahead	5
Policies	7
Safety	11
Services	13
Preparation	14
Map	15



I. long



sparkles

Glossary

AAR, LLC - Austin Artistic Reconstruction, LLC (limited liability company) are volunteers who organize and host the event. Also, real, nice people.

Area Facilitators (AFs) - Volunteers that manage teams of leads and are responsible for broad areas of the event. Proven level of awesome.

Combustion Chamber (CC) - 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.

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.

Rangers - Khaki-clad volunteer conflict mediators and mobile info booths! Always ready to help.

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. For more information, ask a Ranger.

Burning Flipside 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 taking it out. There are no trash cans at Flipside. Participants are responsible for disposing of their own trash and recycling materials.
- Consider having separate containers for recycling and bringing drinks in crushable aluminum cans instead of heavy/breakable glass.
- There is no trash allowed at recycling. You must separate glass and metals prior to arriving at the recycling area.
- Think ahead about how you will deal with wet and dry trash.
- Start with less trash: buy in bulk and remove excess packaging before you go.
- If you are in a theme camp, get together with the others in your camp and make a camp-wide plan for cleaning up.
- For your personal camp area, make sure you take time to pick up MOOP (matter out of place - see glossary).
- It's a good idea to 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 on the main field at the event.
- Prevent the release of other items that disturb the property such as excessive grey water, chemicals, gasoline, cleaning detergents or any other non-native items.
- Do not disturb the wildlife. They were there first.
- Organic items such as banana peels, eggs shells, etc. are also considered MOOP and need to be removed upon departure.

What is Flipside?

Burning Flipside is an experiment in collaborative community featuring art and music created by those who attend. Attendees are known as participants (there are no spectators at Flipside; everyone collaborates in some way to create the event). Inspired by the Burning Man festival, 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 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: everyone is responsible for packing out their garbage.

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

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

COMMUNITY 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. In the rare chance the effigy is to be burned early, we will do everything we can to ensure that the community knows of the early burn.

Involvement

Can't wait for Flipside? Then don't wait. Make stuff happen every Wednesday night at Church Night! What is Church Night? Church Night is community building, literally. Wanna meet people? Have a project idea and want to find help or get feedback? Projects come in all sizes. Paint signs or cigarette butt tins. Every Wednesday evening starting around 7 pm at the AAR Warehouse (1023 Springdale Road, Austin, Texas).

Volunteering is Participating

There are so many valuable ways to be a participant: create art, perform, be yourself, form or join a Theme Camp – and one of the easiest ways to participate is to volunteer! Many people consider volunteering their art form, whether it is the emotional assistance of Sanctuary or the manual labor of Shaven Apes, every department at Flipside makes our event go. What does that mean? In a nutshell, when you look around, you know someone who is contributing through the gift of their time and expertise. Volunteering isn't merely a quid-pro-quo agreement, though you may get some nifty schwag, it's a gift. It's art. It's participating, at an event built on participation. Contact VolunteerInfo@BurningFlipside.com if you would like to discover the new artform of volunteering. We'll work with you to find a place where your talents can be utilized.

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, other sleep aids, white noise machines, etc.
- That said, we have someone who coordinates the sound for Theme Camps and can be contacted at Sound13@BurningFlipside.com
- And you can always ask nicely for someone to turn it down. Please consider that it's one weekend and earplugs are super cheap. Bring extra!

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.
 - Respecting personal boundaries includes taking pictures or video, as well as physical and verbal interaction.
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 always ask for help. Talk to those around you (or a Ranger) if someone is making you uncomfortable.



c. jackson



l. long

PLAN AHEAD

Art

- What are you bringing? Where do you want to put it? What do you need to make it go?
- Register your installation or piece so we can point folks your way and help get you the resources you need! See BurningFlipside.com/Art or email Art13@BurningFlipside.com.

Broadcasting

If you want to run a low-power FM station at Flipside, you must contact the event organizers at 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 - contact the Burnable Art Lead at BurnableArt13@BurningFlipside.com in advance for approval and coordination. This refers to art that is consumed by fire.
- If you plan on bringing flame-effect art, such as propane-fired devices, you do not need to register that with the Burnable Art Lead. Please register with Art or Mutant Vehicles, as appropriate. If you have any questions, by all means contact the Burnable Art Lead.
- There is no guarantee that your art will burn. Please plan other creative ways to destroy or transport out your art in the event of a burn ban.
- Don't ever throw toxic or dangerous things into any fire!

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.
- A minor is anyone under the age of 18.
- Bring everything your children will need to have a safe and enjoyable event.

- Bring proper documentation to demonstrate 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. A special affidavit process is also possible. Please see www.BurningFlipside.com/MinorAffidavit for more information.
- You are solely responsible for the care, supervision, and well-being of your 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.
- You must sign an event waiver of liability for each minor child, including a statement that you have authority to act on behalf of the child.
- Do not expect anyone in the community to watch your kids unless a specific agreement is made prior to the event.
- Inability to take care of the minors you bring to the event can result in ejection
- Questions? Contact AAR, LLC at llc@flames.BurningFlipside.com.



monk

Commercial Media

Burning Flipside is a private event. For the protection of all artists and participants at Burning Flipside events, Austin Artistic Reconstruction, LLC retains full and exclusive ownership and control of any and all filming and recording of any other pictures, descriptions or accounts (hereinafter "Media Depictions") of any and all Burning Flipside events. AAR, LLC will not sell or use your work without your permission. Commercial use of all Media Depictions is prohibited without prior written permission of AAR, LLC.

Approved, professional media will receive a camera tag indicating their approval, 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. Anyone encountering a problem with a photo/videographer should discuss it with a Ranger. Information about media permission may be obtained at www.BurningFlipside.com/media. (Note: there are NO comp tickets available for members of the media. 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:

- Register before the event at DMV13@BurningFlipside.com.

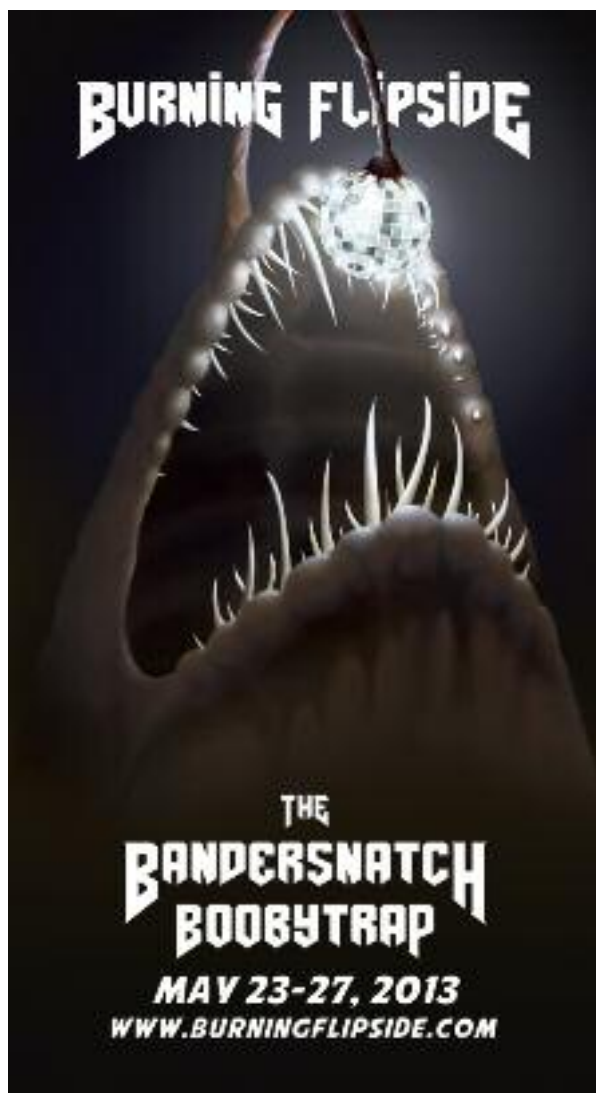
Note: ALL Art Cars must pre register so we can know how many permits to print and laminate.

- Undergo an on-site inspection
- Follow driving rules:
 - speed limit 5mph
 - yield to everyone
 - observe traffic rules
 - abide by instructions from Rangers and event coordinators
 - be completely sober
 - have gelled headlights if driving at night, and of course
 - have a genuinely artfully mutated vehicle
- Submit to on-site safety inspection/ interrogation/ indoctrination to receive DMV tags

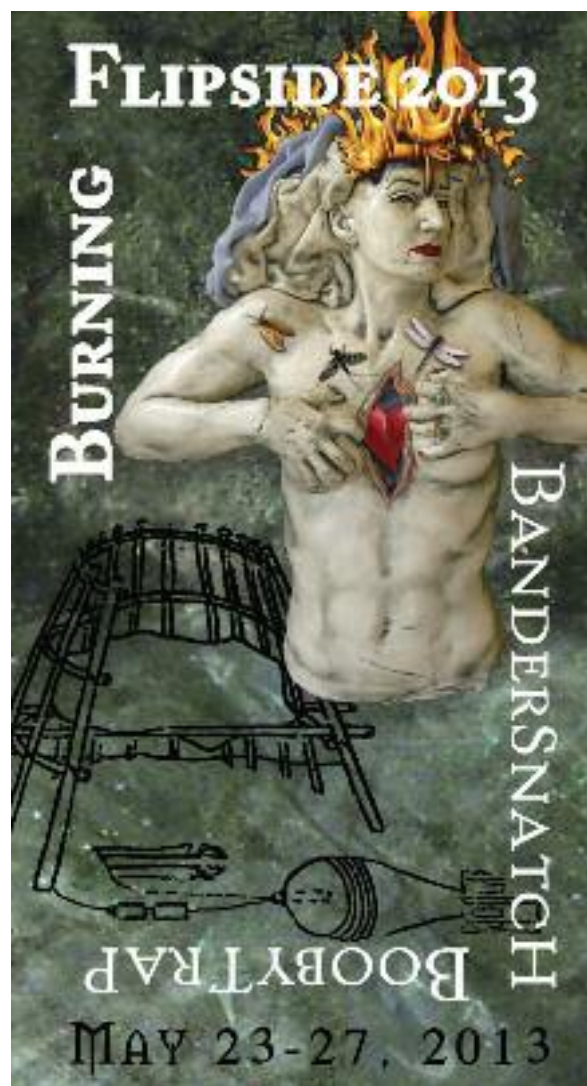
- No mutated buses or other vehicles in excess of 35 feet are to be driven around Pyropolis. It is dangerous in our tight event space
- Improper use of a mutant vehicle can result in the revocation of your DMV license. To register your mutant vehicle, contact the DMV lead at DMV13@BurningFlipside.com
- All other cars must be parked in designated parking areas or artfully disguised in your camp during the entire event.

Recreational Vehicles (RVs)

- No in and outs for RVs
- Must be parked and left stationary during event
- NO hookups or pumping available
- If camping in a Theme Camp, please make sure the Theme Camp informs Placement of the number and size of RVs in your camp.
- City Planning may ask you to relocate your beast if it is deemed an obstacle.



elon



a. curtis



nekkidjim

POLICIES

You agree to abide by all rules in this Survival Guide.

Ejection

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.

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.

Fires

- If you are planning fire activities, contact the Safety Area Facilitator at Safety13@BurningFlipside.com. 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 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.

Fireworks and Firearms

- Fireworks and weapons are prohibited and can be grounds for immediate ejection from Flipside.
- 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.**

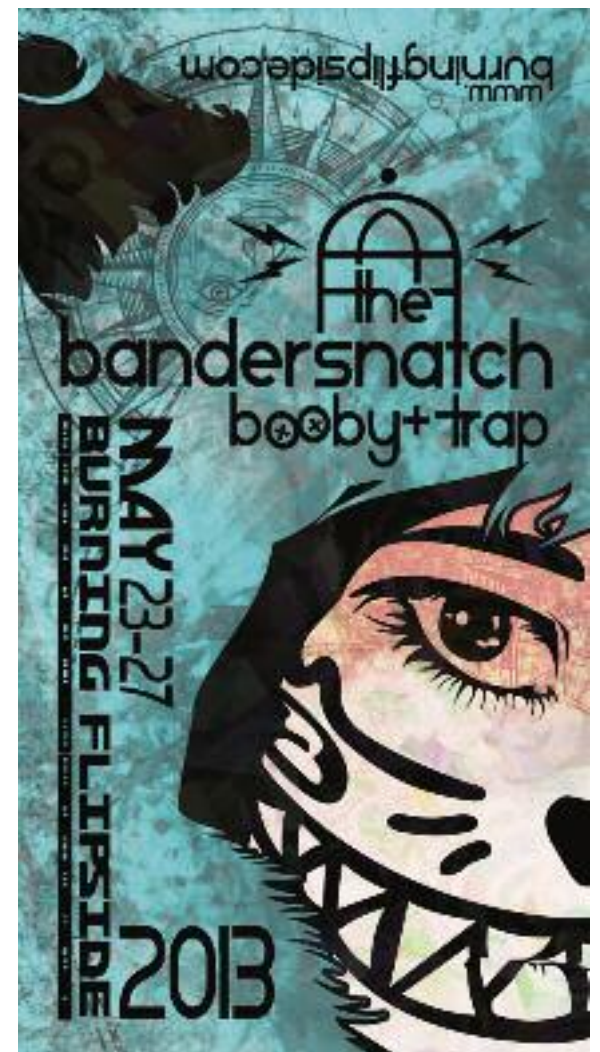


m. mahana



t. gonzalez

pom



m. mahana

Gate

The first folks you'll encounter are the Gate staff!

- The Gate is staffed by a private company working with AAR, LLC to provide impartial services for the thousands creating Pyropolis.
- Gate is NOT Greeters. They aren't there to make sure you feel the Flipside Superlove. They process your ticket, make sure you're adequately prepared and not sneaking someone in. Then they send you to the Greeters.
- Wait until you arrive at Greeters to refresh yourself or take off some of those warm clothes and begin your Flipside experience.
- Follow all requests from Gate staff. Giving them attitude will NOT get you into the event any faster.
- You'll have to sign some waivers. Please print your name LEGIBLY where appropriate.
- Gate staff will apply your wristband. It's not their job to care about your infringed rights or how you're going to catch Gonna-Sypho-Herpalitis from wearing them.
- PLEASE keep all ticket information updated by contacting the Ticket Team or updating the www.BurningFlipside.com/tickets site. If your cousin will be using your extra ticket but their name isn't in the database, MAKE SURE IT'S UPDATED ON THE TICKET WEBSITE! It makes things faster. Faster is better.
- Be nice to Gate. They're super-awesome folks who do a non-glamorous yet essential job for our community.

Gate Hours are:

- Thursday, Friday & Saturday (May 23-25): 9am – Midnight
- Do not show up early: you will not be admitted!
- Sunday, May 26: 9 am – 6 pm. No one will be admitted after 6 pm on Sunday. Gate needs a chance to enjoy the Burn too!
- Monday, May 27 – You must leave the property by 5 pm.



nekkidjim

Exodus

- Flipside officially ends on Monday May 27, 2013. The celebration is over and we need to begin returning the land to its natural condition. So all Flipizens, their camps, MOOP and trash must be off the land by 5 pm on Monday, except for Infrastructure crew that will be breaking down Pyropolis and taking it back to the city.
- On Monday, there will be Exodus teams roaming the land assisting Flipizens with their departure. We all have to be off the land by 5 pm on Monday. There are no exceptions to this rule.

In & Out Policy

In & Outs at the gate are discouraged. Really, why would you want to leave? If you must leave, check in with Gate on your way out. To get back in, you must return only during Gate House (yes, those gate hours to the left) with:

- the re-entry pass issued to you by Gate for \$10 per person.
- your Flipside ticket.
- some form of identification.
- your wristband.

Lasers

We like blinky. We like lasers. We don't like anyone getting blinded by lasers. So here's a reminder: don't ever stare into a laser. EVER. If you bring a laser to Flipside, you are responsible for its safe and responsible use.

- Handheld lasers: Don't EVER shine a laser in anyone's eyes. It can blind a person.
- All Other Lasers: MUST be mounted 7 ft above the ground and MUST be pointed upwards into the treeline.
- Email the LLC at llc@flames.BurningFlipside.com if you have any questions or concerns.



j. mack

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. AAR, LLC will cooperate with all local, county, state and federal officials. We all share an interest in having a smooth event.

Parking

- Parking will be extremely limited; please carpool.
- Park in designated areas away from theme camps.
- If you are sleeping in your vehicle and it is parked in your theme camp you must disguise, cover or otherwise get rid of its 'car-ness'. If a vehicle is not 'artified' you will need to move it to Parking
- 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.
- A vehicle "parked" to unload MUST be off of the roads. There must be easy access for emergency vehicles at all times.
- RVs, trailers and other larger vehicles may be directed to reserved areas. (See RVs)
- Vehicles parked in unauthorized or unlawful areas will be towed at owner's expense.
- Please secure your vehicles when you park!

Pets (animals, not the first aid kind)

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 by May 1 2013.

Photography, Video, & Audio Recording

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 or record! Many people are sensitive to photos taken or recordings made 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 AAR, LLC.



j. henderson



england



s. powers



r. dew

- Photography, videography, and audio recording for personal use is allowed; however, you must sign a **Commercial Media Agreement** which states in part that the media will not be used commercially unless otherwise approved by AAR, LLC (see Commercial Media, page 5).
- ALL motion-capturing cameras must be registered. Registration can be done at Gate or the Ranger Station.
- See Social Media below if you are considering posting photos on a website.

Safety Markers

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

Social Media

Posting photos to social media sites removes your control of the photos and of the 'ask first' arrangement made with other participants. Your friend said "yes" to your snapshot, NOT to your publishing that photo into the InterCyberGooglyTweets. These sites can retain photos even after you delete them. Think twice before giving your art to social media Inc.

Sound Systems

- 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 at www.BurningFlipside.com/soundpolicy. You will be asked to sign a Sound Policy Agreement upon entering the event. Contact the Sound Lead at Sound13@BurningFlipside.com if you have any questions.
- 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 Theme Camp Registration.
- If your theme camp will be having amplified music or loud sound, you MUST pre-register it with Placement.
- Mutant vehicles making sound must also abide by the Sound Policy and must register with the DMV.

Trespassing

Don't cross fences, boundary tape, and other posted boundaries. The property 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 can get you ejected from the event.

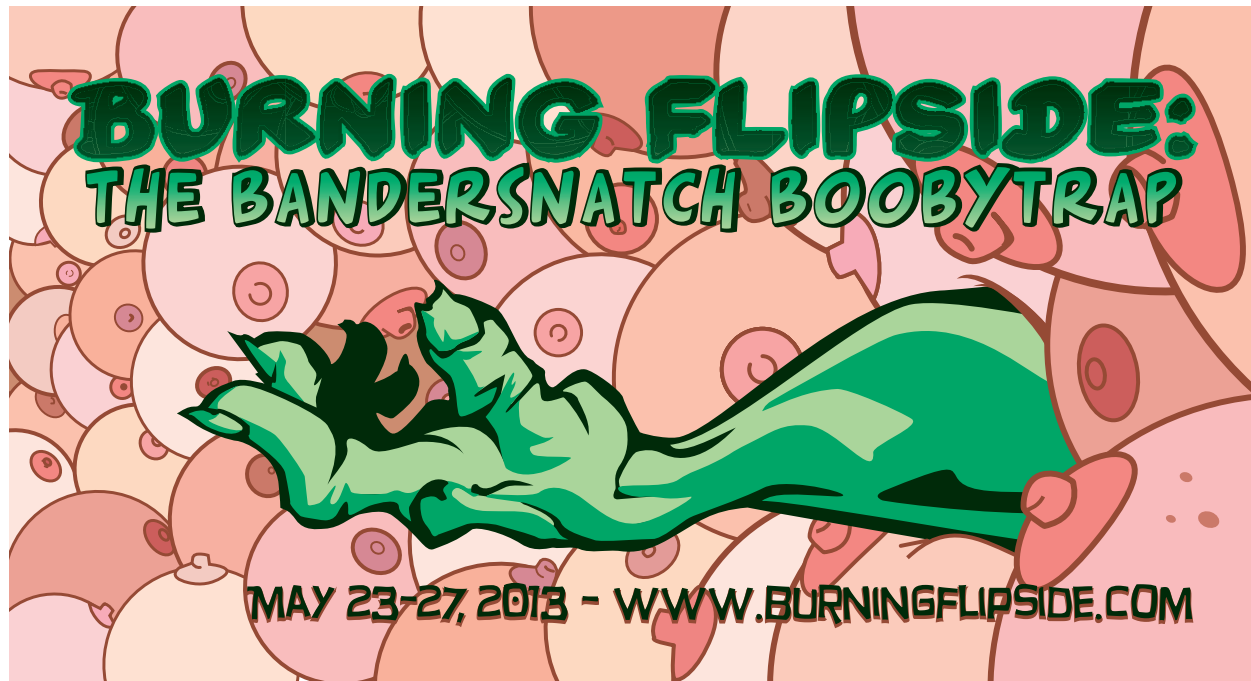
Vandalism/Art Defacement

Defacing 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 or private property without that artist's express permission will be subject to both ejection 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.

Wristbands

Everyone will be required to wear wristbands. Anyone found without a wristband may be ejected. Replacements can be acquired at the Gate.



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 ejection from the event, liability for property damage, and even criminal charges.

- speed limit 5 mph
- yield to everyone
- observe traffic rules
- abide by instructions from Rangers and event coordinators
- be completely sober
- have gelled headlights if driving at night
- No vehicles in excess of 35 feet are to be driven around Pyropolis. It is dangerous in our tight event space.

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.

Mosquitoes

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 to them. In most cases, they're gonna hurt like crazy but the pain will dull with time. If you experience unusual symptoms (shortness of breath, dizziness, vomiting), 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.

Flora

Poison Ivy

Poison Ivy and Poison Oak have unique characteristics:

- There are always an odd numbers of leaves per stem. 3 is most common, but can be 5, 7, etc.
- Leaves are usually a lush green, the stems are red or mahogany.
- 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! (Soap moves the urushiol - the bad oil from the poison ivy - around your body and makes 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, Zanafel, Ivy Cleanse Towelettes and Tecnu Extreme Poison Ivy Scrub).
- For more information visit www.poisonivy.us

Pecan Trees

The trees at the land are beautiful, sacred, and fragile. Do not hang things from the trees, as that may cause breakage. 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 Art13@BurningFlipside.com.

Hydration

Dehydration is a very serious risk at Flipside due to Texas summer heat. DRINK WATER, lots of it. Beer dehydrates you; it is not water. Water is not sold at the event (except in the form of ice), so bring all the water you will need. We strongly recommend a minimum of 3 gallons per 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”)

The Water

The San Gabriel River runs through the land and is a great place to cool off. Before you hit the water, know:

- Swim at your own risk
- There are NO lifeguards on duty
- DO NOT SWIM ALONE
- Be alert to obstacles under the water (tree limbs! rocks!)
- It is not a pool, but real live flowing river 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.
- 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. Consider the water like a public road. Please respect all local, state, and Federal laws, and the sensibilities of our neighbors.



g. shillito



leslye

Mutant Vehicle Etiquette

Mutant Vehicles can be seen and ridden at the event. All participants are responsible for interacting safely with Art Cars. **Unsafe or unauthorized use of any vehicle can result in ejection from the event, liability for property damage and even criminal charges.**

THOU SHALL NOT

- try to get on, impede, or stop a moving mutant vehicle
- attempt to run down, jump on, hog-tie and/or flip-off the vehicle or its driver if the mutant vehicle does not stop for you.
- 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/operator.
- 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.
- wait until the mutant vehicle has come to a complete stop and you have the operator's permission before boarding or disembarking.
- help look out for the safety of thine fellow passengers, passers-by and other sundry freaks.
- report any safety issues, violations, and/or problems to the Pyropolis Rangers immediately.

SERVICES

Emergency Services (PETS)

The Pyropolis Emergency Team (commonly referred to as ‘PETs’) provides 24-hour first aid 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 Safety HQ, or contacted via your nearest Ranger or radio-wielding volunteer. Safety HQ will be located on the main field.

Ice

- Ice will be sold at Flipside on the main field near the Effigy area.
- Details will be announced on the mailing lists and in the Flipside Flame. Please see www.BurningFlipside.com/email-lists for more information.
- Planned Ice Hours: Thursday through Sunday - noon to 6 pm, Monday: Non to 2 pm. These hours are subject to change closer to the event.

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 and will share them back, especially water, other drinks, and snacks!
2. You'll get out of your car and join small groups. Greeters will give you the quiz on this Survival Guide to help you set good expectations for yourself and doublecheck that you have made yourself aware of all the necessities for a great event (water, sunscreen, trash bags, food, etc.). If it is decided that you're not fully prepared, you may be turned back to finish gathering enough provisions.
3. Once you have been properly Greeted, proceed to your identified Pyropolis Zone where you will be met by Zone Greeters who will direct you to your flagged theme-camp spot or the Awesomest spot in Open Camping.
4. You will have a window of 2 hours to unpack and get your car to Parking. Please park your car in Parking! No one wants to hang out in a parking lot, so please don't turn the city of Pyropolis into one.

Pyropolis Fire Department

The Pyropolis Fire Department is made up of trained firefighters. They are located at the Safety HQ. In an emergency, the fire team can be reached at Safety HQ or via radio by any radio-wielding volunteer, including any Ranger, at the event.

Port-a-Potties

Porta-Potties will be located through out all populated areas at Flipside. Hand washing stations will be located at the larger banks of Port-a-Potties. **Please don't leave your trash or throw trash in the Port-a-Potties.**

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 mosey through the event. 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 participants who volunteer to help make our event safe and smooth, so that we can all have more fun.

Recycling

Check with Greeters when you arrive for recycling locations. Recycling will be back this year, thanks to the wonderful efforts of the Recycling Lead and the citizens of Pyropolis. It is expected that glass, aluminum, cardboard, plastic and steel will be accepted. See the Flame for details. Planned hours are Saturday and Sunday, 10 am to 6 pm (hours subject to change).

Pyropolis Parks Department

- Pyropolis has a variety of public playspaces that the Pyropolis Parks Department (PPD) manages and maintains for your recreational pleasure. There are beaches (river access points), paths for art, and performance areas open to all Flipizens. Each year, PPD assists our Work Weekend volunteers to clear the river, maintain the beaches and art paths, erect and manage a community stage, and generally provide information, assistance, and giggles so that the Flipizens can enjoy public playspaces.
- The Island is an organic space with no amplified music or camping. It is a chill-out zone filled with art where you can relax, make music and art, hang out with old friends and new, and always find peaceful refuge.
- The ArtWalk runs alongside the river for the whole length of the city. It is a shady stroll that takes you past many public playspaces and art installations.
- The Community Stage is a large tree-shaded stage overlooking the river with power, lighting, sound, and projection capabilities, creating a perfect place for your event, performance, or anything – whether pre-planned or spontaneously generated. Any Flipizen can hop on stage if it isn't in use. PPD HQ is next to the stage and is staffed most of the time. Staff will assist you with equipment/sound/etc. Reserved time can be arranged in advance by contacting PPD at ParksDept13@BurningFlipside.com or during the event by stopping by PPD HQ.

PREPARATION

What to Bring

Burning Flipside is an exercise in radical self-reliance. You must bring enough food, water and shelter to survive, and hopefully enjoy, your time at the event. 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

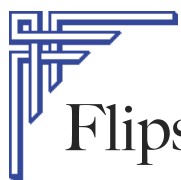
- Three gallons of water per person per day (for drinking, dish and body washing, food preparation, etc.). Keep a bottle of water with you at all times.
- Enough food and beverages for your entire part.
- First aid kit.
- Bedding and shelter of some type (a good camp tent is recommended along w/sleeping bags).
- Single-ply toilet paper - the Port-a-Potties can run out.
- 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 (mint tins work well)
- All required prescriptions, contact lens supplies, toiletries, etc.
- Flashlights (headlamps are very useful).
- Extra batteries for everything.
- Sunscreen and sunglasses.
- Sturdy closed-toe footwear.
- A cup for beverages (some camps may have drinks to share, but you are expected to supply the container).
- Ice for the entire duration of your stay or cash for ice sales.
- Common sense, an open mind, and a positive attitude.

Recommended

- Shade structures, umbrellas, parasols, sheets; things to break the cruel mid-day sun
- Ice chests if you plan to store perishable foods or would like cold beverages.
- A cooking stove
- Cash for ice sales
- Portable showers (There are NO showers at the Apache Pastures!)
- 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.



t. sipes

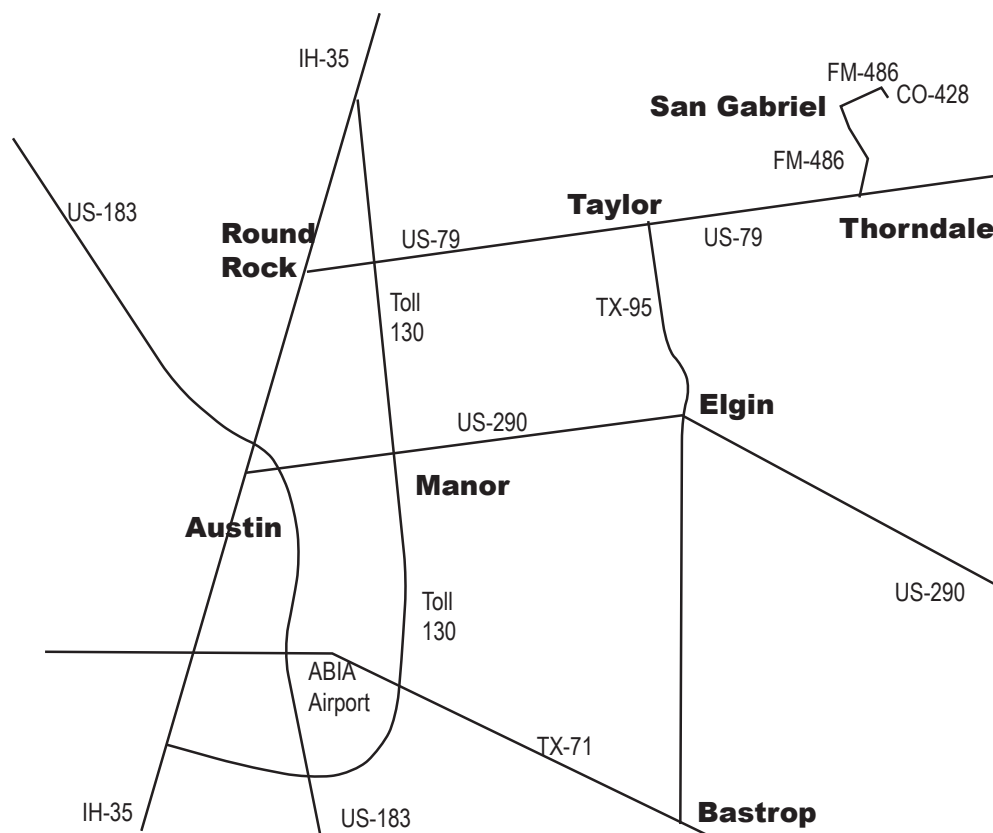


Flipside Flame: FlipsideFlame13@BurningFlipside.com



The Flipside Flame is a great communication resource. 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.





Getting There

- Drive to Thorndale, TX, from wherever you're coming.
- Take FM 486 north to San Gabriel.
- Turn right in San Gabriel (the road is still FM 486).
- Travel 3.1 miles to the intersection of FM 486 and County Road 428.
- Bear 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.

Milam County Businesses: Maximize Flipside's positive monetary support of Milam County by shopping for goods in Thorndale, Cameron, and Rockdale.

(Round Rock, Hutto, Taylor, and Thrall are located in Williamson County)

<i>Apache Pass Restaurant and Icehouse</i>	At Apache Pass, off of FM 908, in Downtown Texas, Texas.
<i>War Horse Saloon</i>	707 E Hwy 79 (North side), Thorndale. (512) 898-2606 Larger bar, average prices open from noon to late, 7 days a week
<i>Steve's Place</i>	111 E Salty St. (Off Main St), Thorndale. A small bar, less expensive. Excellent burgers served after 6pm, Sat. 11am-3pm.
<i>The Downtown Cafe</i>	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.
<i>Thorndale Community Lumber Co.</i>	99 S. Main St, Thorndale. (512) 898-2024. They also have a supply of hardware. 8-5pm M-F. Sat 8-12 noon
<i>Thorndale Meat Market</i>	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 am - 5:30 pm M-F. Sat. 7 am - 12noon
<i>CEFCO Convenience Store</i>	201 E. Hwy 79, Thorndale. (512) 898-2683. Especially convenient because it doesn't cross Hwy 79 and FM 486.
<i>J&K Grocery (Shell)</i>	101 E. Hwy 79, Thorndale. (512) 898-2921. Will do special beer orders; deliveries are Tuesday & Wednesday. Call ahead.
<i>Brookshire Brothers</i>	1701 West 4th Street, Cameron, TX 76520 Grocery store, http://www.brookshirebrothers.com/
<i>Brookshire Brothers</i>	725 West Cameron Avenue, Rockdale, TX 76567 Grocery store, http://www.brookshirebrothers.com/
<i>Walmart</i>	709 West US 79, Rockdale, TX

- **You voluntarily assume any risk of serious injury or death by attending.**
- You agree to abide by all rules in this Survival Guide.
- You must bring enough food, water, shelter and first aid to survive a long summer weekend in rural Texas.
- You may encounter venomous snakes and insects, wild animals, thorns and poison ivy.
- Proper footwear and personal lighting are essential.
- Extreme heat is to be expected and flash flood conditions are possible.
- Be Aware.
- This is not a consumer event. Leave nothing behind when you leave the site. This is what it means to Leave No Trace.
- Firearms, fireworks, rockets and all other explosives are prohibited.
- Commercial use of photo/video/audio and other depictions taken at Burning Flipside is prohibited without prior written consent of Austin Artistic Reconstruction, LLC.
- No Vending.
- No Pets.
- No Spectators.
- 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.
- Tickets are Non-Refundable.

To learn more about Flipside 2013 and how you can get involved,
visit www.BurningFlipside.com or email VolunteerInfo@BurningFlipside.com

Check out the Flipside Flame newsletter for updates.

Out-of-Towners

Any late-breaking news will be announced in the Flipside Flame. If you are coming from out of town and have questions, please contact our Regional Outreach Lead at RegionalOutreach13@BurningFlipside.com. The following information is provided to help out-of-towners find supplies on the way to Flipside. The stores mentioned here are on the most common routes.

Made it to Central Texas and Need Supplies?

- If you would like to maximize Flipside's positive monetary support of Milam County, please consider shopping for goods in Thorndale, Cameron, and Rockdale.
- FYI: Round Rock, Hutto, Taylor, and Thrall are located in Williamson County.
- HEBs are the local big grocery stores. Produce, organic items, meats, beer, and wine. An HEB is located in Round Rock on 79 and A.W. Grimes.
- Don't want to buy camping gear? REI rents tents, sleeping bags, stoves, backpacks, and more. Three locations around Austin - closest to Flipside is north of Round Rock at I-35 and University, behind the IKEA.
- Grocery stores do not carry hard liquor - only beer and wine. Liquor is sold only at liquor stores with limited hours of sale.

Flying in, renting a car, and want to get to Flipside FAST?

The fastest route from Bergstrom Airport to Flipside uses Toll Road 130. Exit the airport by turning turn right (east) on 71. Get in left lane to enter Toll Road 130 heading north. Stay on 130 until you hit 79 in Hutto. Turn right (east) on 79 and follow the map on page 15. Basically it is 80 mph all the way, no traffic or traffic lights until you hit Hutto. Note: Texas has done away with CASH PAYMENT in toll booths. The tolls will be charged to your card a few weeks after the rental by your car rental agency. Please check with your rental agency to confirm their additional service fee for this (usually \$2-\$3.) Stone Hill Town Center in Pflugerville is a shopping center on the way and is not very crowded. It is located at the intersection of Toll roads 130 and 45. Super Target (bacon, groceries and what not), Dicks Sporting Goods (camping equipment), and a Home Depot (duct tape).