



SURVIVAL GUIDE

Everything you need to know for a great Burn!

Published October 28, 2019

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The Culture

What is AfterBurn? It's a dazzling space where people can simply be themselves with all the whimsy that entails. Dance, invent an interactive experience, share your special healing power, organize a toga party pub crawl, or build something big and beautiful and then burn it down. This is your opportunity to bring an idea to life and gift it to the other participants.

There are no spectators. Everyone is a participant, and we become very connected to each other as we build our temporary home and then leave no trace after the event.

To create this kind of community requires commitment. AfterBurn is a 3-day camping event with **no** in-and-out access. When you arrive, bring everything you need for the duration of your stay.

Afterburn is 100% primitive camping.

- No hookups.
- No dumping.
- Leave No Trace.

Please be prepared for typical Florida camping conditions. There **will** be mosquitoes. There may be snakes, coyotes, spiders, ants, and other critters. We recommend closed-toed shoes. Bring bug spray, mosquito coils, or whatever else you need to be prepared to fight off insects. Outdoor yard foggers are frowned upon due to the toxic effect on others around you.

Guiding Principles

AfterBurn is organized by volunteers who follow the 10 Principles of Burning Man. These are not rules, but ideals that offer

guidance and help us get along in our diversity:

1. Radical Inclusion
2. Gifting
3. Decommodification
4. Radical Self-reliance
5. Radical Self-expression
6. Communal Effort
7. Civic Responsibility
8. Leaving No Trace
9. Participation
10. Immediacy

Volunteering

AfterBurn only happens each year because volunteers put in hundreds of hours, both during the event and throughout the year.

Because there are no spectators, every participant should sign up for one or more volunteer shifts. This is separate from any work you do at your theme camp and is what makes the event -- and theme camps -- possible.

There are two ways to sign up:

1. Prior to the event, visit the floridaafterburn.com website to find the link to Signup Genius, where you can select a shift and enter your name.
2. At the event, visit the InfoBooth, inside the Indaba, and select an open shift.

To ensure your volunteer hours are properly recorded, you'll need to report to the appropriate place when your shift begins. For Rangers, Medics, Sanctuary, and Gate/Greeters (Welcome Home), go directly to your department. Volunteers with other departments should check with the

InfoBooth in the Indaba for instructions and shift credit.

Make sure your hours get recorded. This is how you get access to early directed ticket sales to future events! **You must sign in and out to get volunteer credit.**

Consent

Sexual consent is an agreement that requires people are of legal age, are properly informed, are not under coercion, and are not incapacitated. The consent model holds that one person proposes an action and the other gives permission for it. Consent is the bare minimum required for legal and ethical sexual activity. There are a lot of things that do not imply consent. Sexy costumes are not consent, nudity is not consent, being drunk is not consent, being underage is not consent, being asleep is not consent, and being too scared to resist is not consent.

Consent may be withdrawn at any time. If you have agreed to start something and find that it feels wrong to you, you have the right to stop it, and your partner has the obligation to honor your change of heart. Losing the ability to say “No” through intoxication also withdraws consent.

Nudity, skimpy clothing, or even raunchy behaviour is not an invitation to have sex or any form of intimate physical contact. The only invitation is a clearly spoken invitation.

The bottom line? Respect other people’s bodies and personal space. For a really good explanation of how consent works, check out this great [video](#). Please see the Burnt Oranges Code of Conduct page (<https://burntoranges.org/events/policies/code-of-conduct/>) for more details.

Photography

AfterBurn is a private event and we expect participants to approach photography respectfully. There is no filming without express permission. Ask first. You have the ultimate responsibility for your image, and should ask photographers or videographers how your image will be used.

Parenting at AfterBurn

Little burners under 18 years of age must be accompanied by a 21+ parent or guardian at all times during the event. Failing to adequately supervise minors in your care is grounds for immediate ejection from the event.

Let your kids know in advance about the things they will or might see and hear. Talk to them about common-sense safety – advise them to be cautious about getting too close to burning materials, moving vehicles, and dangerous art installations. Consider bringing earplugs or noise-blocking earmuffs.

For more tips on bringing your children, please visit the Burning Man “Kids at Burning Man” page (<https://burningman.org/event/preparation/playa-living/kids/>) and download the Family Survival Guide.

What to Bring

Everyone needs different things for a 3-day immersive camping experience. Here are a few things that you should consider:

- Your ticket AND your vehicle pass. You do not have to print them out, but **make sure you have a**

screenshot of both your ticket and your vehicle pass. There is very poor cell phone reception at the Gate, and we do not want to wait while you surf your old emails.

- Your government-issued ID. The name must match your ticket.
- Mosquito repellent
- Sunscreen
- Reusable cup
- Camping gear and camp lighting. Power is not available at campsites.
- Personal lighting (for when you are walking about at night)
- Trash bags and containers. **There are no trash cans at the event.**
- Cooking and eating tools
- Food and beverages
- Personal medication
- Water
- A towel
- Toiletries
- Clothing and costumes. If you want to swim and don't care to skinny-dip, bring a bathing suit.
- Art
- Gifts to share and fun things to do
- Umbrella/poncho (they appease the rain-gods)
- Earplugs
- Cheery disposition

What Not to Bring

- Fireworks
- Chinese lanterns
- Tiki torches
- Weapons/firearms
- Illegal substances
- Handheld lasers
- Trampolines
- Pets or emotional support animals
- Boats (the lake is off-limits)
- Drones
- Anything that's difficult to dispose of (no trashcans)

Getting to Afterburn

Before You Leave Home

If you did not read ALL the ticket policies when you purchased your ticket, **please read them now.** They are available on the website under floridaafterburn.com/tickets.

Address

2819 Tiger Lake Rd, Lake Wales, FL 33898

This a residential neighborhood, so drive slowly and cautiously. Please secure your loads, especially after the event! It's important to leave a positive impression with the neighbors and community so we can be invited back.

About the Venue

Camp La Llanada is a beautiful location that is used as a children's summer camp, a retreat space, and a wedding venue. It is a developed property with landscaping, buildings, and real furniture, so our practice of Leaving No Trace is going to be more important than ever before.

Please, treat this space as you would your own home. Help others around you to do the same. Clean up after yourself in the bathrooms and showers. Treat the furniture and buildings with care. Don't drive off the roads. If you see moop, pick it up.

We need to treat the property with the utmost care if we are to be invited back in the future.

Gate Hours

You must arrive during the official Gate hours or you will **not** be admitted. Please remember that there is NO re-entry without prior approval.

- Friday, Nov. 1: 8 AM – Midnight
- Saturday, Nov. 2: 9AM – *6PM (*mobile gate 3PM – 6PM)
- *On Saturday evening, **the gate is completely closed from 6 PM until after the Effigy Ignition.** No entry or exit during that period. After Effigy Ignition, the gate will reopen for exit only.*
- Sunday, Nov. 3: Gate Exodus: EXIT ONLY
- Monday, Nov. 4: **ALL PARTICIPANTS must be off-site by 12PM (NOON).**

If you are involved with a volunteer department or theme camp and need early access for setup, talk to your Team Lead about a Worker Access Pass (WAP).

Parking and Unloading

- **Every vehicle MUST have a car pass or RV pass. If you do not, you will not be allowed to park your vehicle at the event.**
- To camp in your RV, you must have an RV pass.
- Carpooling is highly encouraged. The site has limited parking.
- You may be directed to a “waiting lot” until the placement crew is available to direct you to camping areas. You may park in the waiting lot and walk in to determine where you would like to camp. You may only drive your vehicle in after being directed by placement crew.

- If you have an RV pass, you may be directed to the RV lot. Once parked, all trailers, campers and RVs will be anchored for the duration of the event. If you are camping in your car, you will also be directed to the RV lot. You must have a fire extinguisher and carbon monoxide detector to camp in the RV lot, even in a car or truck.
- Consistent with Decommodification, no vehicle, camp, or person should display advertising, business logos, or decals. Be creative and cover them up.
- Upon arrival, you will be permitted one hour to drive your vehicle to your camp spot, unload your gear, and move to your assigned parking area for the remainder of the event. Once you're parked, you may not move your care until you're ready to leave. Follow instructions of the parking and placement crew.
- When you're ready to leave, if the Gate is open, you will be allowed one hour to drive to your camp spot, load your gear, and exit the event area. If the Gate is not open, you will not be allowed to leave the event, unless you have an emergency. In that case, find a Ranger or Medic.
- Reentry onto the property is not allowed, so be sure to have everything you need for the duration of the event.
- There is no driving on the grass or soft terrain. You are personally responsible for any ruts or damage to the landscaping.

At the Event

In the spirit of Decommodification, there will be no sales or concessions of any kind at AfterBurn.

Driving at the Event

- Only registered Disabled Vehicles, preregistered Mutant Vehicles, bicycles, emergency, and administrative vehicles are allowed to drive at the event. Please review the DMV page on the website. The speed limit is 5 mph, which is about as fast as a person can jog. Joyriding, or any other misuse of any vehicle is grounds for eviction from the event

Ice

- Ice is only available to those who have purchased online Ice Pogs in advance. Ice can be picked up from the Kitchen on Saturday or Sunday between 11 am and 1 pm.

Rules

- Abide by all relevant local, state and federal laws. If you see law enforcement officers, be friendly. AfterBurn cooperates with all local, county, state, and federal officials.
- Respect the art and artists at AfterBurn by only modifying artwork with the permission of the artist. If you see someone vandalizing artwork, ask them to stop, and inform a Ranger if necessary.
- **Do not cross visual or physical barriers.** This is trespassing, is illegal, and is grounds for eviction from the event with no recourse. This is your only warning.

Useful People to Know

Gate/Greeters

When you arrive at the Gate, you'll be directed where to park. Bring your ticket and ID and step over to our Welcome Home crew -- they will help you transition from Defaultia to the magical world of AfterBurn. Treat them kindly: They are all volunteers and participants, like you.

Indaba/InfoBooth

The Indaba provides a space to promote participation: Artists can display their work, discuss their processes, and share knowledge of "how they got there." Participants will be teaching workshops, sharing live music, and creating art.

Inside the Indaba is the InfoBooth, an information station where you can ask for directions, find out what's happening, post notices, and find out what volunteer shifts are open.

The InfoBooth also handles volunteer check-ins for many roles. Read "Our Volunteer Culture" above for details.

Medics

ESD Medical Team volunteers will be available as needed for the health and safety of the event. If you cannot come to the Medic Tent, look for a Ranger or anyone with a radio. They can call for help from ESD HQ.

If you have a pre-existing medical condition that you feel may become a problem during the event, please make a campmate aware of it and inform the ESD Medical Team.

ESD volunteers are also your portal to off-site medical care locations. While you

have the right to contact 911 directly, please try and route the request through a Ranger or an ESD Team volunteer so that we can remain “in the loop” and facilitate. In the event you need to be evacuated to a hospital or wish to travel to one yourself, contact ESD Medical. We will provide information or assistance to get you to the local hospital or Urgent Care Center.

Rangers: Here to Help

AfterBurn Rangers are first and foremost citizens of AfterBurn. They help to preserve the safety, welfare, and quality of experience of our community while supporting participants. They are burners and participants just like you – they are not “law enforcement.” Pairs of Rangers can be found circulating the event, helping out as needed. They carry radios to access additional resources such as Emergency Services (Fire & Medical) and are trained to mediate disputes.

Rangers prefer that you practice radical self-reliance first and ask for help second – but participants are encouraged to ask for assistance when they need it.

DOGs (Department of Ground Services)

AfterBurn happens, in part, through the hard work of a few bold soldiers known as the DOGs, our version of the DPW. They provide the infrastructure, power, and grunt work necessary for the event to run smoothly. The DOGs remind you that if it’s not yours, don’t mess with it. Things put in place by DOGs, like signage, fire rings, and safety barriers, are there for a reason.

Sanctuary

For those who need a quiet, calm space, we have the Sanctuary. Seek help at Sanctuary

directly, or look for a Lime Dot volunteer or Ranger to direct you.

Fire Conclave

The Fire Conclave is a performance by approved fire performers. It’s held around the Effigy before it is burned.

Camping and Hygiene

When you arrive, the Welcome Home crew will help you find your camping place. Theme Camps are reserved camping areas for groups offering interactivity to the entire community. They are marked on the event map. Open Camping is offered on a first-come, first-served basis. Please be mindful not to block common pathways that others will use.

Bathrooms

While Porta-Potties are set up around the property, there are some flush toilets available. **Please leave the toilet as clean or cleaner than you found it. There are no “maids” or “cleaners” at AfterBurn. Everything is done by volunteers. Don’t make someone else clean up after you.**

Only the 3 Ps are allowed in the toilets and Porta-Potties:

- Pee
- Poop
- Paper

Please, do not put any of the following in the toilets or Porta-Potties!

- Wet wipes
- Tampons
- Plastic or any other objects

There are no trashcans in the bathrooms. Bring a plastic bag, and be prepared to take your trash with you.

Do not pee or poop in the forest or lake. Not only is that totally gross (and illegal), but **there are alligators that will eat you.**

There is ABSOLUTELY NO SWIMMING, WADING, OR ENTERING THE LAKE OF ANY KIND. EVER.

Pool

Swimming in the pool is only allowed during specified hours when a life guard is present. No food or beverage is allowed in the pool area. Using the pool when it is closed is grounds for immediate expulsion from the event.

Showers

There are several showers available. These are marked on the event map. **Please leave the shower as clean or even cleaner than you found it. There are no “maids” or “cleaners” at AfterBurn. Everything is done by volunteers. Don’t make someone else clean up after you.**

Your Campsite

Please, secure all your trash and food items. Otherwise, you may have unwelcome animal and insect visitors at your campsite.

Please be responsible about tent stakes and guy ropes. You may know where they are, but others will not, and may trip and hurt themselves. Illuminating guy wires and ground stakes is highly recommended.

DO NOT run electrical cords across roads or walkways or “trench” electrical wires.

Remember that while Open Camping is quieter than the rest of AfterBurn, no place at AfterBurn is quiet. Bring earplugs and

review the Sound policy on the website for specific rules.

Campfires

Fires are only allowed in designated areas or within a burn container. Florida isn't a desert; there are plenty of highly combustible trees, grass, and other organics around. No open ground fires are allowed at or around personal camping areas. All personal fires must be contained in some type of burn barrel to protect the ground from scarring and fires from spreading.

Collecting firewood on site is prohibited. Please purchase your wood in Polk County to avoid bringing unwanted pests.

Amplified Sound

AfterBurn respects the needs and regulations of the communities surrounding the event. Some of your music may travel beyond our perimeter and into these communities, so we must limit high-powered sound to reasonable hours. Please comply with requests from event staff to turn sound off or down. Failure to comply is grounds for eviction.

If you are interested in bringing amplified sound, please visit the website and read the entire Sound Policy. You must sign the sound policy when you arrive and get your equipment checked off by the sound Marshall on duty.

Generators

- Please be courteous of your neighbors. Unbaffled generators are a miserable experience for around them! You MUST have a sound dampening plan for your generator.

- DO NOT VENT YOUR GENERATOR towards someone's tent: It is dangerous and rude.
- If you don't know how to baffle your generator, there are plenty of resources out there to help you. [Try here, here, or here!](#)

Mutant Vehicles

You may see Mutant Vehicles at AfterBurn, mobile art pieces built on vehicle chassis. Owners are responsible for their mutant vehicles at all times – misuse is grounds for eviction from the event. If you are planning to bring a Mutant Vehicle to the event, please visit the website and read the entire Department of Mutant Vehicles policy.

Mutant vehicles are required to pre-register, and disabled vehicles must register on-site. “Decorated” vehicles are not permitted.

Safety Basics

- You're expected to rely on yourself for all your basic needs. Please prepare for rain, wind and other extreme weather.
- If you're severely allergic to bee stings, or bug bites, please take the appropriate precautions and let your campmates know.
- We recommend checking yourself and campmates for ticks before leaving.
- Keep an eye out for fire ant mounds, wear closed toed shoes, and be mindful where you set up your camp. There are many fire ants in Florida.
- Bring a basic first-aid kit and know how to use it.

Fire Performance Safety

Fire is a spectacular part of our event, when done safely and in a controlled manner. The

Fire Art Safety Team (CATS) requires that you contact us first regarding fire sculptures, flame effects and open fires. All physical fire art requires prior pre-event signup. All fire art requires inspection on-site, which may require a phone interview to discuss your art and safety plan.

Fire Spinning

All participants are welcome to spin fire at their own risk, as long as proper safety procedures are followed. All Fire Safeties and Fire Performers must attend a Fire Safety Training prior to their first shift or performance.

Before You Leave

Leave No Trace Policy

Leave No Trace means that we must leave the site in better condition than we found it. Each participant must remove ALL items they brought with them – including their trash – when they leave the site.

There are no trash cans at the event!

Take everything back to your camp and place it in a secured contractor strength trash bag.

If you plan to leave after dark, perform a thorough sweep of your campsite while it's still light. Otherwise, you risk missing MOOP: Matter Out Of Place. Being associated with MOOP means a black mark and less-desirable placement at future events.

- If you bring it in, you are responsible for taking it out. **You must haul out your own trash.**
- We know trash is not a fun traveling companion, but it is vitally important

that everything you pack out ends up at your own home, NOT on the side of the road or in private dumpsters.

- Have separate containers for recycling and bring drinks in aluminum cans instead of glass
- Heavy contractor bags work well. It's a good idea to bring at least two more trash bags than you expect to need.
- Think ahead about how you will deal with wet and dry trash.
- Start with less trash: Remove excess packaging before you go. Take the cracker bag out and leave the box at home. Remove your beer from the plastic rings before you stick it in your cooler.
- 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 allow time to pick up MOOP when you are packing up. Do it ahead of time if you will be leaving after dark.
- Never let it hit the ground. Keep your camp tidy and it will be easier to clean up at the end of the weekend.
- Do not dump or spill materials like excessive gray water, chemicals, gasoline, cleaning detergents or any other non-native items.
- Do not disturb the wildlife. They were there first.
- **IMPORTANT:** Organic items, such as banana peels, apple cores, and eggshells are considered MOOP and need to be removed upon departure.
- Pack a set of reusable eating utensils and **BRING A REUSABLE**

CUP. You will need it when someone offers you a beverage.

- A wide-mouth Nalgene or similar bottle is easy to refill, and will create less waste than individual water bottles.
- Please respect the greater community by not dumping your trash at the nearest rest stop — take it all the way home.
- We ask each participant to do 2 hours of MOOP patrolling in common areas throughout the weekend, as well as in your own camp. It's not just about your camp, but all about all the spaces you enjoyed. We leave the entire event site as if we were never there.
- Be aware of critters: They love both garbage and food. Secure both your trash and your food, because cleaning up is your responsibility.

Exodus

Sunday, Nov. 2 and Monday, Nov. 3rd

- All participants except for select pre-approved volunteers must be off the property by noon on Monday.
- Gates will open at 8:00 am on Sunday to begin exodus. If you need to leave prior to this, please contact the event coordinators so we can coordinate your exodus. Gates will be locked prior to the effigy burn, and you will not be able to leave due to a physical barrier.

If you'd like to help the Leave No Trace team on Sunday and potentially beyond, please volunteer with the Department of Cleanliness. Signup sheets are in the InfoBooth, which is located in the Indaba.