

Survival Guide

Burning Flipside 2022

The Sacred and the Propane

Thursday & Friday, May 26–27

9 am – Midnight

Saturday, May 28

9 am – 10 pm

Sunday, May 29

9 am – 4 pm

Effigy burn: dark-thirty

Monday, May 30

property closes at 5pm

No early or late admittance. Gate hours strictly enforced.

COVID Policy

Read the [full policy here](#). Participation at Burning Flipside 2022 requires all participants who are medically eligible to receive the FDA-approved COVID-19 vaccinations be fully vaccinated, as defined by the CDC.

Participants must [show proof of vaccination](#) at the gate prior to entry. [See the list](#).

To be excused from the vaccine requirement you must have both proof of a legitimate medical exemption and a negative PCR test taken within 48 hours.

IF YOU ONLY READ ONE MORE PAGE, THIS IS THE ONE

- **You voluntarily assume any risk of serious injury or death by attending.**
- You agree to abide by the contents in this Survival Guide. There will be a test. Seriously. For more info visit burningflipside.com.
- 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.
- Leave nothing behind when you leave the site. Leave no trace.
- Firearms, fireworks, rockets, and all other explosives are prohibited.
- Commercial use of photo/video/audio and other media depictions taken at Burning Flipside is prohibited without prior written consent of Austin Artistic Reconstruction, LLC.
- No vending. This is not a consumer event.
- No pets. No spectators. No joke.
- Consent is required for all personal interactions including photos. Ask, never assume.
- Austin Artistic Reconstruction, LLC, reserves the right to deny or revoke event access at any time for any reason.
- Tickets are non-refundable.



Annie Lewis



Anonymous

Sarah Kirby



RELEVANT DATES

Flipside

- May 21: Load-In
- May 26: Gate opens
- May 30: Closing day, 5 pm
- June 4: Load-out of infrastructure and post-event cleanup

Pre-Flipside work weekends

- March 18–20
- April 15–17
- May 13–15

[See burningflipside.com/calendar](http://burningflipside.com/calendar)

For church night, Combustion Chamber meetings, Art Night at Lloyd, and more.

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WHAT IS BURNING FLIPSIDE?

The Philosophical and the Practical

Burning Flipside is an annual celebration wherein we, bound by a spirit of participation, mutual respect, and radical self-expression, build the temporary community of Pyropolis. Inspired by the Burning Man event, it is a place of acceptance and inclusivity.

Everything you see inside Flipside is created by you and your fellow participants through personal contributions of art, entertainment, hospitality, and volunteerism. There is no paid staff or paid entertainment. This is not a festival. There are no concession stands, vendors, or cash transactions (except ice sales). This is a sincere experiment in creating a gift economy.

There is no “them” only “us.”

BURNING FLIPSIDE PRINCIPLES

While default reality surrounds us with rules that assume the worst of us, at Burning Flipside we live by three principles meant to draw out the best in us.

Self-Expression

We 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

We 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

We foster an environment of cooperation, where participants work together to resolve potential conflicts respectfully, help mediate conflicts between others, and create art, performance, and social space on a larger scale than one person could alone.

Additionally, participants keep Burning Flipside sustainable by volunteering, cleaning up after themselves, and assuming responsibility for conducting themselves in accordance with local, state, and federal laws.

WHAT TO EXPECT

With about 100 acres, there’s room for parties, performance art, group events, art cars, guerrilla theater, music, and art installations large and small. The event is what you bring to it and make of it.

Theme Camps

Before Flipside, many people join or organize a theme camp around common interests, art events, and opportunities to give to the community. Theme Camps are a great way to meet people, share resources, and engage with the Flipside experience. If you aren’t part of a theme camp, open camping zones are available for everyone.

Music. Dance parties. Megaphones.

There’s always something going on and it usually makes noise. Flipside is roughly organized into areas by sound - Loud, Really Loud, and Slightly Less Loud. There is no quiet zone. Plan ahead with earplugs and other sleep aids. You can always ask nicely for someone to turn it down.

Effigy Burn

The effigy is conceived of and built by the volunteers of DaFT (Design and Fabrication Team) in the months before Flipside—and on Sunday night we burn it down! We reserve the right to burn the effigy at any time or not



at all depending on weather conditions and other safety concerns. In the rare case the effigy is to burn early, we will do everything we can to let the community know.

Volunteering

There are no spectators at Flipside, only participants. So participate! One of the, easiest, most direct, and arguably most fun ways to do so 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, everyone you see is contributing through the gift of their time and expertise.

You can get involved by browsing and signing up for volunteer positions at secure.burningflipside.com/fvs. Some positions require special training and there are leadership roles in the organization to suit different abilities and personalities. So if you have questions just contact volunteerinfo@burningflipside.com—we'll work with you to find a place where your talents can be utilized. We love to create leaders just like we love to create art!

Can't wait for Flipside?

Then don't wait. Make stuff happen every Wednesday night at 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, or help build the effigy. Church night is every Wednesday around 7 pm at the AAR Warehouse—3106 Industrial Terrace, Austin.

Sara Barr



Caitlin Caselli

A GUIDE TO TERMS

AAR, LLC

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

AFs

Area facilitators are volunteers who manage teams of leads and are responsible for broad areas of the event. Proven level of awesome.

CC

The *Combustion Chamber* are volunteers serving as advocates for the community and advise AAR, LLC. Could be you.

DaFT

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

Leads

Volunteers who 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.

Pyropolis

What we call our city.

Rangers

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

Sanctuary

A place as well as an idea—if you're having a hard time coping with something, these people can lend an ear. For information, ask a Ranger.

Douglas Lovin



A LEAVE-NO-TRACE EVENT

Bring the Kitchen Sink, and Then Take It Home

- You must haul out your own trash. If you bring it in, **you are responsible for taking it out.**
- **There is no recycling**, but you can still do your part by separating, bagging and take yours home.
- Plan ahead for how to deal with both 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).**
- 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.
- Prevent the release of excessive gray water, chemicals, gasoline, 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 must be removed.
- Plan to spend **two hours** cleaning **communal areas of litter:** the effigy field, roads, river banks, trails and commons. 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.

BEFORE YOU GO

Pre-Flipside Registrations and Logistics

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! Details at burningflipside.com/art. Art registration closes April 18.

BROADCASTING

Michael



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

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 on what we've done so much as we celebrate what we can do.

- **If you plan on bringing art to burn** contact Art Logistics at artlogistics@burningflipside.com in advance for approval and coordination. You must also register your art piece for placement. This refers to art that is consumed by fire.
- There are steps you must take before your piece will be approved to burn, including a **quiz on site.**
- 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. You may not leave it behind.

- If you plan on bringing **flame-effect art**, such as propane-fired devices, you need to register your art piece by April 18 for placement purposes. Questions? Contact Art Logistics.
- Don't throw toxic or dangerous things into any fire!



Tabitha Wilson

CHILDREN

For the protection of minor children and in accordance with Texas law, any minor child attending this event must be accompanied at all times by someone with legal authority to make decisions for the child.

- A minor is anyone under the age of 18.
- Bring proper documentation to demonstrate your authority to make decisions for the child. **For the child:** Print and fill out the Minor Affidavit at burningflipside.com/minoraffidavit, and have it notarized. Alternatively, you can bring originals of official documents identifying the child, such as a birth certificate or passport. An electronic copy of your documentation will be stored along with the signed event waiver. **For the parent:** photo ID.
- 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.
- Bring everything your children will need to have a safe and enjoyable event.

- Inability to take care of the minors you bring to the event can result in **ejection of you and the minors in question**.
- Questions? Email llc@burningflipside.com.

DRONES

FAA rules require drone operators to register with airports within 5 miles. If you plan on using a drone at Flipside or have other questions, please contact media@burningflipside.com so we can provide a list of drone operators to the airport.

- Follow the photo and social media policies with any recorded media captured by drones.
- Operate with direct line of sight to drone at all times.

FIRES AND FIRE PERFORMERS

If you are planning fire activities, contact the Safety Area Facilitator at safety@burningflipside.com. **If there is a burn ban no fires will be allowed at all**, not even those in burn pits, and all fire performances will be limited to designated areas.

GENERATORS

We are all big fans of lighting up the night, having AC, making music...and this means you'll probably bring a generator.

- Bring a quiet generator and a baffle. It's a first step to making friends with your new neighbors. If you can, spring for a quiet one. Place your baffle so that those who get the benefit of having the generator are dealing with the repercussions.
- Do not set it on, next to, or over the boundary of your neighbor's camp. Even you don't want to hear it or smell it—and it's yours. Your neighbors don't either.

MEDIA DEPICTIONS

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, audio 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. Anyone encountering a problem with a photo/videographer should discuss it with a Ranger. Information about the media policy and permissions may be obtained at 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.)

RECREATIONAL VEHICLES & TRAILERS

- No hookups or pumping available.
- If your trailer or RV is not included in your registration, you may not be able to park in your camp. You may have to relocate your beast if it is deemed an obstacle by the event organizers.
- If your trailer or RV is coming as part of a theme camp, please include this information in your theme camp registration. If registration has closed, contact the City Planning team directly.
- There are restrictions on where RVs can be parked. If you use a generator, please review the generator etiquette guidelines.
- No in/outs, RVs must be parked and left stationary.

SERVICE ANIMALS

Service animals are allowed on a case-by-case basis. No emotional support animals. If you require a service animal, email llc@burningflipside.com by May 19, 2022.

SOUND SYSTEMS

Must be pre-registered by April 18.

If you are creating or using anything with lots of sound, you must be familiar with and abide by the sound policy found at burningflipside.com/soundpolicy. You will be asked to sign a Sound Policy Agreement upon entering the event. Questions? Contact the Sound Lead at sound@burningflipside.com.

- Art pieces involving loud sound must be indicated in your art registration.
- Campers with sound systems must register as a theme camp.

MUTANT VEHICLES AND ART CARS

Pre-register by May 19.

If you want to cruise the grassy playa in any motorized vehicle, you must register with the Department of Mutant Vehicles and have DMV tags. All other motorized vehicles must go to parking once unloaded in the timeline specified by Greeters or be artfully disguised and stationary in your camp.

An art car is not just meant to transport you around the event, it's also supposed to be art and provide a service to the community, including providing rides to fellow participants. Remember— an art car or mutant vehicle is a form of self expression and is a gift. Pre-register at secure.burningflipside.com/register.

- No mutated buses or vehicles in excess of 35' long or 8'6" wide.
- No protruding bits that are wider than the track of the vehicle unless properly marked and a spotter is used for movement around event. See burningflipside.com/art/mutant-vehicles for a full list of guidelines.
- Have gelled headlights for night driving.

- Theme camps with amplified music or loud sound must indicate that in the theme camp registration.
- **Mutant vehicles** must also abide by the Sound Policy and register with the DMV.

THEME CAMPS

Also must be pre-registered by April 18.

Theme camps are a central part of the Flipside experience. Register your theme camp by April 18 at burningflipside.com/themecamps. Fill out your form with accurate information so City Planning volunteers can place everyone.

WHAT TO BRING

Glitter Stays Home, Leaving More Room For Water and Bacon

BRING IT

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.

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 party.
- **First aid kit.** See burningflipside.com/firstaidkit for a comprehensive list. Don't expect PETS to fix your little booboos or banish your headache. Bring all prescriptions, contact lens supplies, toiletries, etc.
- 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—plus extra for MOOP that accumulates during the event).
- **Portable ashtrays** if you smoke (mint tins work well)
- 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 chest, ice for the 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 midday sun.
- A cooking stove.
- Portable showers (there are no showers!).
- **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.
- 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.**
- A MURS walkie-talkie (**See Emergency Call Boxes, p12**).
- Clothing for a range of weather conditions. And costumes.



Bethany Neisebauer



Nathan Malachowski

WHAT TO LEAVE AT HOME

Bring the kitchen sink, your costume closet, and the art project you've been working on all year. But these things...

Prohibited

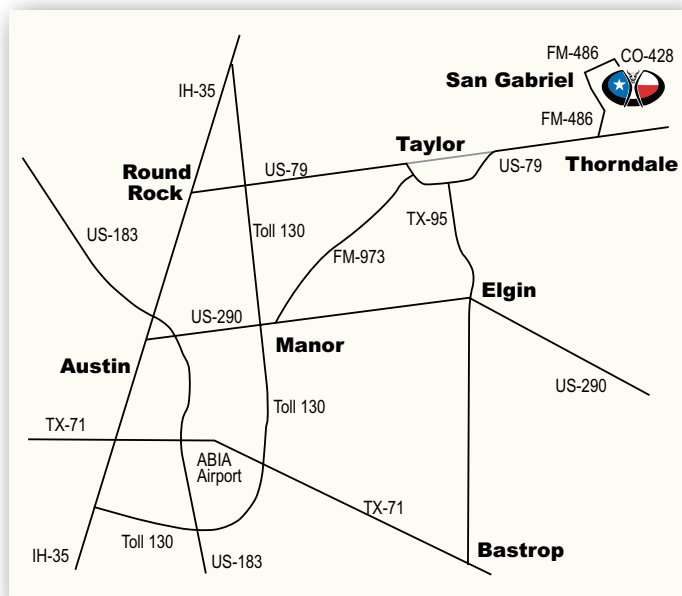
- Animals (except service animals by prior arrangement).
- Firearms.
- Fireworks and other explosives.

Think Twice or Thrice

- Excessive packaging (buy in bulk, reusable containers, or consolidate before you arrive).
- Feathers (MOOPy).
- Glitter (seriously, how are you going to clean that up?)
- Lasers (**See Lasers, p12**).

MAP, GATE, GREETERS, PARKING

Google Maps Will Steer You Wrong



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** and make sure you're adequately prepared and not sneaking someone in. Please wait until you arrive at Greeters to begin your Flipside experience.
- Follow all requests from Gate staff. **Giving them attitude will not get you in any faster.**

- You'll have to sign some waivers. Where appropriate please legibly print your real name, not your burner name.
- Gate staff will apply your wristband, which helps us and Milam County Sheriff's Department to identify and deal with trespassers.
- Please **keep all ticket information updated**. If you're transferring a ticket to someone else, do it at secure.burningflipside.com. It makes things faster.
- Be nice to Gate. They're super-awesome folks who do a non-glamorous yet essential job for our community.

DIRECTIONS, USE THESE!

- Drive to Thorndale, TX, from wherever you're coming.
- Take FM 486 north to San Gabriel.
- Make a hard right in San Gabriel (the road is still FM 486).
- Travel 3.1 miles to the intersection of FM 486 and County Road 428 (a dirt road).
- Bear right on Country Road 428 and travel 1.3 miles to the Flipside entrance.
- Drive through the property gate and **present your will-call receipt and ID** to the gate crew.
- For more specific directions, see burningflipside.com/directions.

GREETERS

The Greeter Station is where we **step out of default reality and enter the one we create together** as well as a place to ensure all participants are prepared for their time together.

How to be Greeted

- Arrive at a Greeter station ready for some love! The Greeters will be super excited to see you.
- Greeters will **quiz you on the survival guide**, help you set good expectations for yourself and double-check that you have all the necessities. **If you're not fully prepared, you may be turned back** to finish gathering provisions.
- **Your car will be marked with a drop-off deadline for parking.**
- Once you have been properly Greeted, proceed to your identified Pyropolis Zone where you will be met by Zone Greeters. They will direct you to your flagged theme camp spot or Open Camping.

Zone Zero

If you're bringing a theme camp, major art piece, or sound system, stop by the Zone Zero desk at Greeters to check in.

PARKING

- Parking will be limited; carpool if you can.
- You will have a **window of 2 hours to unpack and get your car to parking**. You must park your car in parking—you **will be towed** if you leave it in camp.
- 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 must move it to parking even if you are in open camping.**
- Unloading vehicles must be 5' off of the roads. There must be easy access for emergency vehicles at all times.

GATE HOURS

Thursday & Friday, May 26–27

9 am – Midnight

Saturday, May 28

9 am – 10 pm

Sunday, May 29

9 am – 4 pm

Monday, May 30

You must leave the property by 5 pm

No early or late admittance. Gate hours strictly enforced.

- RVs, trailers and other larger vehicles may be directed to reserved areas. (**See RVs, p7**).
- Vehicles parked in unauthorized or unlawful areas will be towed (yes, really towed).
- It's a long walk from parking back to the camping areas; unpack everything you want, and consider wearing those shoes for just a little longer.
- Please **secure your vehicle, turn off your engine, and put your keys somewhere memorable!**

LOGISTICS FOR OUT-OF-TOWNERS

Fly In, Rent a Car, Get Here Fast!

The fastest route from Bergstrom Airport to Flipside uses toll road 130 heading north. At Hwy 79 in Hutto, turn right (east) on 79 and follow the map. **Texas has done away with cash payment in toll booths.** Check with your rental agency to confirm their policy on tolls. For supplies on this route, Stone Hill Town Center in Pflugerville is located at the intersection of toll roads 130 and 45. You'll find Super Target (bacon, groceries and what not), Dicks Sporting Goods (camping equipment), and a Home Depot (duct tape).

GETTING SUPPLIES ALONG THE WAY

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 not in Milam County.)

HEBs are the local big grocery stores. An HEB is located in Round Rock on 79 and A.W. Grimes.

Grocery stores carry only beer and wine, and do not sell either before 10 a.m. on Sunday. Liquor is sold 10 am–9 pm Monday through Saturday, only at liquor stores.

Drew & Patty



CITY MAP, SERVICES, POLICIES

A Guide to Being Here Now

ABUSIVE EXPRESSION

AAR will not tolerate expression in any form that serves to demean, intimidate, or ostracize.

ANIMALS

No pets allowed. If you bring an animal, you will not be allowed into the event. Service animals allowed on a case-by-case basis; no emotional support animals. If you require a service animal, email llc@burningflipside.com by May 19, 2022.

DRIVING

Many volunteer departments use golf carts as official vehicles. You must be authorized to drive an official vehicle. Participant-created art vehicles must be registered with the Department Of Mutant Vehicles. Unauthorized or unsafe use can result in liability for property damage, impounding of the vehicle, ejection from the event, and even criminal charges (**See Mutant Vehicles, p12.**)

EJECTION

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

ENTRANCE

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 are necessary. (**See Children, p6.**) You cannot gain admittance by volunteering. Tickets are not available for purchase at the gate. Keep your ticket handy.

EXODUS

Flipside **officially ends on Monday, May 30, 2022.** All Flipizens, their camps, MOOP and trash must **be off the land by 5 pm**, no exceptions. There will be Exodus teams roaming the land to assist you with departure. At any time during the event, unforeseen developments (weather, emergencies) may require an Exodus.

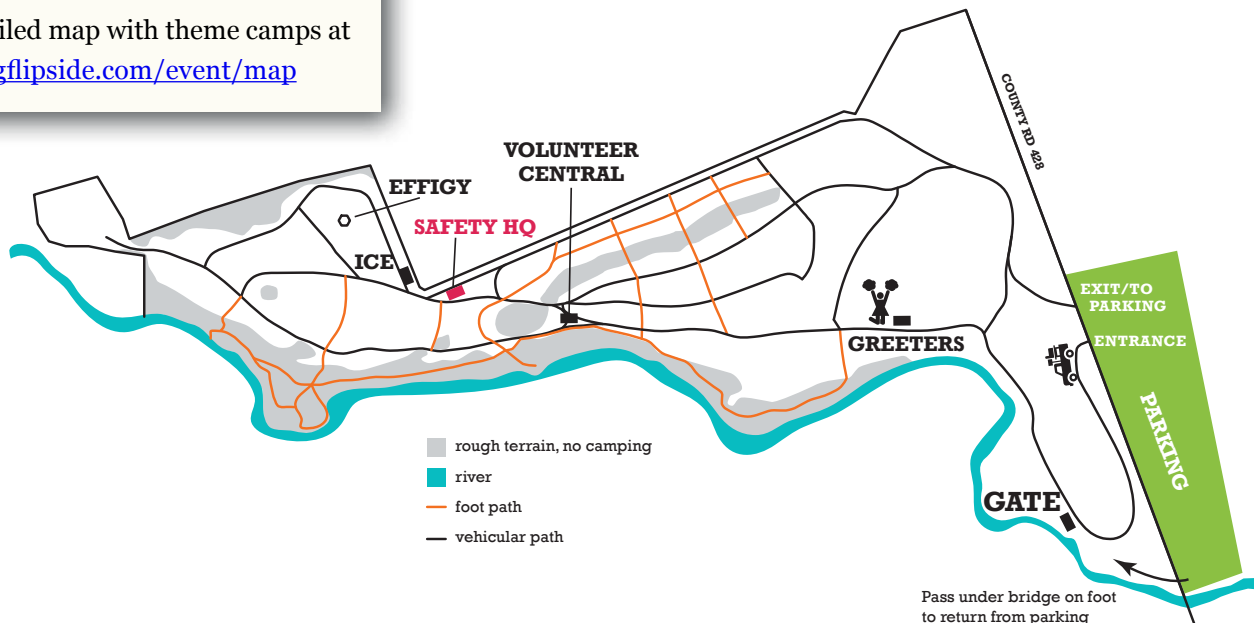
FIRES & FIRE PERFORMERS

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.
- Fire performers must have a “safety” at all times.
- **If there is a burn ban** no fires will be allowed at all, not even those in burn pits, and all fire performances must be in designated areas. **Check with greeters when you arrive.**

PYROPOLIS BASIC CITY MAP

See the detailed map with theme camps at burningflipside.com/event/map



IN & OUT

In and out 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 hours (**See Gate hours, p1**) with:

- The re-entry pass issued to you by Gate for \$10 per person.
- Your Flipside ticket.
- Your identification.
- Your wristband.

ICE

Ice will be sold at Flipside on the main field near the Effigy area. Hours are subject to change.

Thursday through Sunday: noon to 6 pm

Monday: noon to 2 pm

EMERGENCY CALL BOXES

Call boxes will be placed around the event site with radios that communicate directly with Safety HQ. **Look for a yellow post with a red box containing a radio.** If you have a MURS radio, you can set it up to communicate directly with Safety HQ as well. Configuration: MURS radio to channel 5, code 11 (154.600/CTCSS 97.4). This channel is used by our safety teams, and Burning Man's too. More information at burningflipside.com/radios.

PORT-A-POTTIES

Port-a-Potties will be located throughout all populated areas at Flipside. Hand sanitizer stations are located at the larger banks of them. **Don't leave your trash or throw trash in the Port-a-Potties.**

RECYCLING

No recycling is available at the event. Pack it out.

VOLUNTEER CENTRAL

Look for the station at the central crossroads. Sign up for a volunteer shift during the event!

LASERS

Lasers are cool, but even inexpensive hand-held ones can cause permanent blindness almost instantly if used carelessly. Before using or even packing a laser, think hard about how you will use it responsibly, and whether the fun you'll have with it will outweigh the risk. **Improper use of lasers can result in temporary or permanent blindness.** Seriously. Look it up.

- Never shine a laser of any size into anyone's eyes, including your own.
- Anything **larger than a hand-held laser must be mounted 7' above the ground** and must be aimed into the tree line.
- If you bring a laser, you take personal responsibility for the safe use of that laser.
- If you have any questions or concerns, email AAR, LLC at llc@burningflipside.com.

LAW ENFORCEMENT

We create a temporary city with its own rules. This city coexists 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.

MUTANT VEHICLE ETIQUETTE

Mutant Vehicles, a.k.a. Art Cars, can be seen and ridden at the event.

- Don't try to get on, impede, or stop a moving mutant vehicle. Wait until it has come to a complete stop and you have the operator's permission before boarding or disembarking. Don't be a jackass if it doesn't stop for you.
- Ask for permission of the owner/operator before you operate the vehicle's artistic additions (e.g., fire cannons, pants cannons, sounds and light systems).
- Help look out for the safety of fellow passengers and passers-by.
- Report any safety issues, violations, and/or problems to the Pyropolis Rangers immediately.

Art Car Owner/Drivers:

- Register and be inspected at DMV; have tags handy.
- Observe speed limit of 5 mph or slower.
- Yield to everyone and observe traffic rules.
- Follow instructions from Rangers and event coordinators.
- **Be completely sober.**
- Have gelled headlights if driving at night.
- Submit to on-site safety inspection/interrogation.
- Improper use of a mutant vehicle can result in the revocation of your DMV license.

PERSONAL BOUNDARIES

Self-expression and cooperation require a social contract to make our event a place for everyone to play.

- Respect the personal boundaries and 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. Only yes means yes.**
- 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.

Take responsibility for your own boundaries.

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

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 at the event. The right not to be photographed (or recorded in other ways) supersedes the right to take a photograph. Ask permission.

- 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.
- Photography, videography, and audio recording for personal use is allowed. 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 Media Depictions, p6**).
- All dedicated video cameras must be registered 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.

TRESPASSING

Don’t cross the boundaries of the event, including fences, tape, and other posted boundaries. The property lines may be in unexpected places. If you see a sign, respect it. Trespassing on private property is illegal, dangerous, and may get you ejected from the event.



Ellen Hinds

VANDALISM & ART DEFACEMENT

Defacing art or any other property, 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, with the full support of AAR, LLC.

WRISTBANDS

Everyone is required to wear a wristband. Anyone found without a wristband may be ejected. Replacements can be acquired at Gate (you will need your ticket and ID).

LOOK OUT!

Have Fun, Don't Die

FLORA & FAUNA

There are plenty of nasty critters all over Texas. This is not a definitive guide. Keep an eye out for these:

- **Fire ants** are mean. Put signage around ant beds so people know to avoid them, and cinnamon around your tent to keep them out of your stuff.
- **Mosquitoes** are omnipresent
- **Pecan trees** on the land are beautiful, sacred, fragile, and part of a working agricultural orchard. Do not paint, mark, cut, trim, drill, spike or hang things from a tree for any reason. Doing so will be considered vandalism of private property, and we want to be invited back. Some art may be allowed to hang from trees, but only with advance approval. Contact the art lead at art@burningflipside.com.
- **Poison ivy** is abundant. Find out what it looks like before you arrive. If you think you have been exposed:
 - Wash with grease-cutting dish soap and warm water.
 - Put gloves on and wipe everything with rubbing alcohol.
 - Pack Ivy-block, Zanafel, Ivy Cleanse Towelettes and/or Tecnu Extreme Poison Ivy Scrub just in case.
- **Scorpions** like to hide under things (like tents) and in things (like shoes). If you are stung and experience unusual symptoms (shortness of breath, dizziness, vomiting), contact the Pyropolis Emergency Team (PETs) immediately.
- **Snakes** in the area are mostly not harmful, but go with the plan of mutual avoidance for safety. If you hear a rattle, stop and move slowly away from the sound. The **river may contain water moccasins**.

HYDRATION

Drink water, lots of it. Dehydration is a very serious risk due to Texas summer heat. 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**. Keep an eye out for these signs of dehydration in yourself and help fellow participants be aware:

- Feeling uncharacteristically cranky.
- Sudden weight loss.
- Increasing thirst and dry mouth.
- Weakness or lightheadedness (particularly if worse on standing).
- Darkening of the urine or a decrease in urination (drink enough water to "piss clear").

THE RIVER

The San Gabriel River runs through the land and is a great place to cool off. It is public and is **not a private swimming hole**. While water traffic in the area is unlikely, 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.

- Swim at your own risk. **No lifeguards on duty. Do not swim alone.**
- Be alert to weather conditions. Check first for signage before entering the water. If there is rain in the area, water can rise rapidly—we are downstream of a dam. In case of storms, get out of the water.

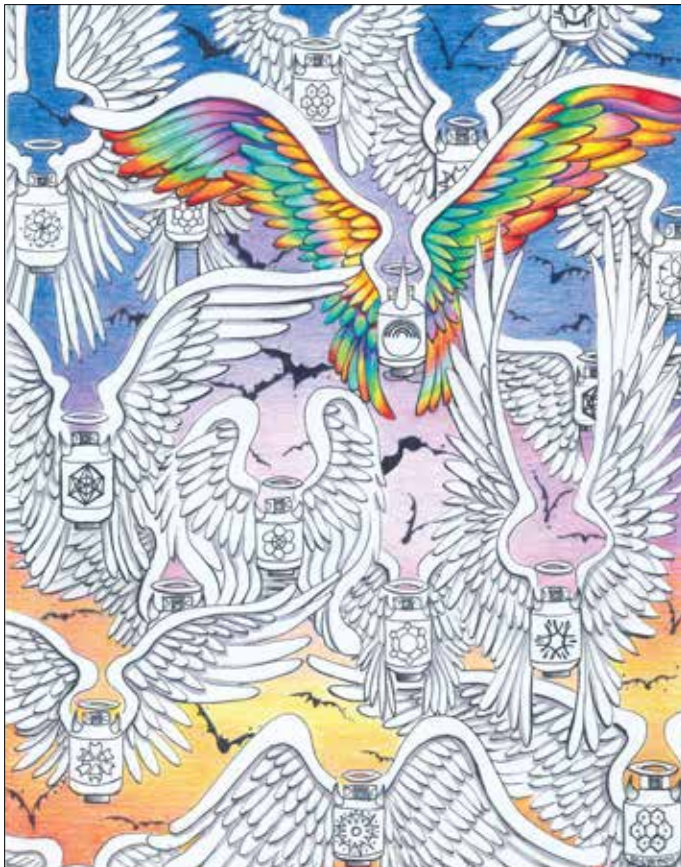
SAFETY SERVICES

Located At Safety HQ, Not A Bad Idea To Know Where It Is

Our safety teams are all volunteers, and are participants just like you. They are not police. They are not the man. They are skilled professionals giving their time to help make our event run safely and smoothly, so we can all have more fun.

PYROPOLIS EMERGENCY TEAM (PETS)

PETs provides **24-hour first aid and emergency response** for Burning Flipside. Every PET volunteer is certified or a licensed medical professional who is trained to treat injuries and, if necessary, work with the Rangers to evacuate patients with serious conditions. If you need a PET, they can be contacted through a Ranger or radio-wielding volunteer, or found at Safety HQ near the main field (**See Pyropolis Basic City Map, p11**).



Ben "Aggro" Weidner

PYROPOLIS FIRE DEPARTMENT

These volunteers work hard on burn night—don't make them do more than they have to! In an emergency, the fire team can be reached at Safety HQ or via radio by any radio-wielding volunteer, including any Ranger.

RANGERS

Rangers mosey through the event to make sure everyone is having a good time. They help mediate disputes and point people in the direction of Flipside goings-on. You should always feel comfortable reaching out to a Ranger with questions, for urgent help, or for assistance in resolving a conflict.

SANCTUARY

Flipside can be a challenging environment, not just physically but also emotionally, and sometimes people get overwhelmed. Sanctuary is there to help participants get centered and get back into the event. Oh, and sanctuary...this ain't no raver daycare.

Support Milam County Businesses!

Apache Pass Restaurant & Icehouse

At Apache Pass, off of FM 908, in Downtown Texas, TX.
(512) 429-4131

Brookshire Brothers

1701 West 4th Street, Cameron, TX 76520 and at 725 West Cameron Avenue, Rockdale, TX 76567. Grocery store.

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 & Wednesday. Call ahead.

Steve's Place

111 W. Salty St., Thorndale. A small bar, less expensive. Excellent burgers served after 6 pm, Sat. 11 am-3 pm.

Thorndale Lumber Co.

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

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. M-Sat. 10 am - 6:30 pm, Sun. 11 am - 3:30 pm.

Walmart

709 West US 79, Rockdale, TX.