

24 Hour Oracle 2023:

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The Ten Principles

1. RADICAL INCLUSION

Anyone may be a part of Burning Man. We welcome and respect the stranger. No prerequisites exist for participation in our community.

2. GIFTING

Burning Man is devoted to acts of gift giving. The value of a gift is unconditional. Gifting does not contemplate a return or an exchange for something of equal value.

3. DECOMMODIFICATION

In order to preserve the spirit of gifting, our community seeks to create social environments that are unmediated by commercial sponsorships, transactions, or advertising. We stand ready to protect our culture from such exploitation. We resist the substitution of consumption for participatory experience.

4. RADICAL SELF-RELIANCE

Burning Man encourages the individual to discover, exercise and rely on his or her inner resources.

5. RADICAL SELF-EXPRESSION

Radical self-expression arises from the unique gifts of the individual. No one other than the individual or a collaborating group can determine its content. It is offered as a gift to others. In this spirit, the giver should respect the rights and liberties of the recipient.

6. COMMUNAL EFFORT

Our community values creative cooperation and collaboration. We strive to produce, promote, and protect social networks, public spaces, works of art, and methods of communication that support such interaction.

7. CIVIC RESPONSIBILITY

We value civil society. Community members who organize events should assume responsibility for public welfare and endeavor to communicate civic responsibilities to participants. They must also assume responsibility for conducting events in accordance with local, state and federal laws.

8. LEAVING NO TRACE

Our community respects the environment. We are committed to leaving no physical trace of our activities wherever we gather. We clean up after ourselves and endeavor, whenever possible, to leave such places in a better state than when we found them.

9. PARTICIPATION

Our community is committed to a radically participatory ethic. We believe that transformative change, whether in the individual or in society, can occur only through the medium of deeply personal participation. We achieve being through doing. Everyone is invited to work. Everyone is invited to play. We make the world real through actions that open the heart.

10. IMMEDIACY

Immediate experience is, in many ways, the most important touchstone of value in our culture. We seek to overcome barriers that stand between us and a recognition of our inner selves, the reality of those around us, participation in society, and contact with a natural world exceeding human powers. No idea can substitute for this experience.

(Copied from Burning Man website)

SKYDIVING – Burning Sky Camp –5:00 & H

Experienced Skydivers

Requires advance registration, current certification and equipment and a minimum of 150 jumps. Jumpers share in cost for the airplane. Jumpers with smoke require additional approvals from Fire Arts Safety Team (F.A.S.T.).

Scoring Passenger ("Firefly") Plane Rides at Burning Sky Camp

"Firefly" is the term we use for a burner on an observation ride (that would be you!) The free observation plane rides are Burning Sky's gift to Black Rock City.

On WEDNESDAY thru FRIDAY, come to the Burning Sky camp (near the 5:00 road & H) and look for the "FIREFLIES" sign. Someone there will give you instructions. Due to incredibly high demand, you should expect a wait, and during busy times we will have games to determine winners to go up and some will be turned away, so you don't have to sit around and wait all day.

Generally, they get 11-15 loads up per day. The plane flies 11am - 5pm, weather permitting. If the winds and dust are fierce, they stay on the ground of course.

- Please do not show up before 11:00 AM.
- Please bring a photo ID (you have to sign a legal document).
- You must complete a liability waiver before you'll be allowed into the plane.
- All Fireflies must be at least 18 years old.
- You will not be jumping out of the plane.
- A small bottle of water and a camera are ok to bring on the plane, but your other belongings cannot fly with you.
- It may be a long wait so bring snacks and water.
- You must be sober to go up on the plane. Party hard after the plane lands, not before!

Airport – Reno Tahoe International Airport (RNO)

Flying Through Reno-Tahoe International Airport

No showers or storage facilities are available at the airport. It is highly recommended that you clean up and dress fully before getting to the airport as many people are from other walks of life and it's a common courtesy.

DO NOT BRING YOUR TRASH BACK TO THE AIRPORT OR THE RENTAL CAR AGENCIES!

There will be drop off bins at the Airport for anything that you might have that would not be allowed on an Airplane.

There are prohibited items that cannot be taken on-board an airplane due to safety requirements. Propane, nitrous oxide canisters (aka "whippits"), lighters, knives, tools, fireworks, and various other liquids and gels are the most common prohibited items. Many people are also unclear on the various regulations regarding what is allowed in checked luggage vs. carry-on, so take a careful look at the Transportation Security Administration's listings of prohibited items here and be sure to properly dispose of them before arrival at the airport.

NO DRUGS at the airport!

Airlines Information (<https://www.renoairport.com/flights/airlines/>)

- Alaska Airlines 866-516-1685 www.alaska-air.com
- Allegiant Air 702-505-8888 www.allegiantair.com
- American Airlines 800-433-7300 www.aa.com
- Delta Airlines 800-221-1212 www.delta.com
- Jet Blue 800-538-2583 www.jetblue.com
- JSX 800-435-9579 www.jsx.com
- Southwest Airlines 800-435-9792 www.southwest.com
- Spirit Air 855-728-3555 www.spirit.com
- Sun Country Airlines 651-905-2737 www.suncountry.com
- United Airlines 800-241-6522 www.united.com
- Volaris Airlines 866-988-3527 www.volaris.com

Reno Tahoe International Airport Lost and Found Department - 775.328.6868

Holds all Found Items at Reno-Tahoe International Airport, including at Air Playa Info and at the TSA Security Checkpoint. lostandfound@renoairport.com

Items found inside planes will be handled by each airline.

Lost Luggage Recovery Service

If a burner flies into Reno Airport and files a lost luggage form with their Airline, requesting that the found luggage should be sent to them at Burning Man, the following usually occurs:

The Luggage is brought by the airlines from Reno airport to the BM office in Gerlach. 390 Main St., Gerlach-Empire, NV 89412 (775) 557-2200. From there BM volunteers bring it to the Box Office at Burning Man. At the next change of Shift at the Box Office, the luggage is usually brought to Lost & Found at Playa Info, generally on Wednesday but possibly later at undefined times.

Luggage is processed like other Lost & Found items - it is logged in to the database and tagged. This provides a record of the luggage arriving at L&F and a tracking system for its return to the rightful owner. People coming to P.I. looking for luggage may go to the front of the new Lost Luggage line at L&F.

Air Playa Info (Reno-Tahoe International Airport) - 8/25 to 8/31, 9AM to 9PM

Air Playa Info table is on the way to Baggage Claim area.

Air Playa Info is open from Friday before the event to the following Thursday.

Through the coordinated efforts of the Burning Man Project, the Reno-Tahoe International Airport, and local and international resources, Air Playa Info was established in 2008 to provide information and resources for travelers on their way from the airport to Burning Man. The Airport Authority estimates approximately 18,000 Burners come through the airport during the event, so our Info service is very helpful and needed!

Burning Man is the largest single annual event for the Reno airport, with participants flying in from over 34 countries. The Reno Airport estimates \$11 million in economic impact.

Burners who have free time before heading to the playa or who are not going to the playa this year but still want to actively participate are welcome to volunteer as Oracles.

Oracles at the Air Playa Info table help answer questions, provide directions and maps, and share information about Black Rock City, means of transportation, and all kinds of Reno resources.

Per airport instructions, Air Playa Info cannot publicly post information. That would conflict with their advertising policy. Travelers can feel free to reference and copy information from the Air Playa Info manuals and reference documents, as long as the binders are kept closed when no one is viewing/copying information from them.

Please Leave No Trace at Air Playa Info and the Reno Airport!

ASL / Sign Language / Deaf Camps on Playa

Interpreters

There will be a ASL Interpreters working at Playa Info from 9am to 10pm in 2023. They will have Tiger Stripe Laminates to differentiate them from other Volunteers.

(You may schedule interpreters to work outside of Playa Info daylight hours)

There are also a number of Black Rock Rangers that are trained in ASL, but we don't know who they are or what shifts they will be working. Participants can check at Ranger HQ to see if any are available.

ASL Camps

Backfire – 2:15 & B

A small camp composed of ASL signers that loves to bring a little bit of their community and experience to the citizens of Black Rock City! We host Vietnamese Coffee and ASL meet-ups most mornings during the burn week.

Camp ASL Support Services HUB – (and Playa Terps HQ) - Center Camp Plaza at 4:45

Sign language interpreters on playa referral pre-event, event week, post event and late hours interpreting. Deaf culture share and ASL curious central hub.

Da Dirty Hands – 2:15 & E

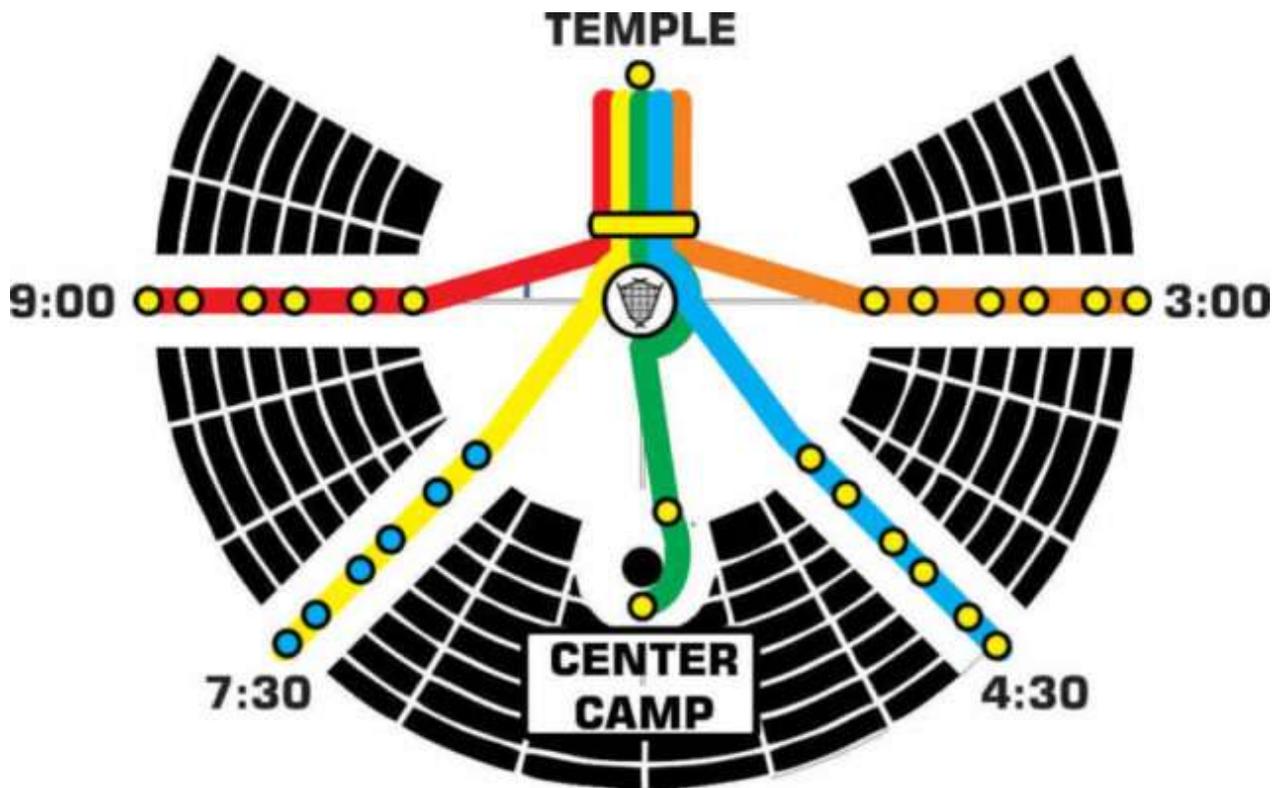
The playa's longest-running camp managed by and made-up of Deaf and signing burners, we are excited to return to BRC after a 3 year hiatus! For 2023, the camp will be an American Sign Language zone.

B.A.I.T.

BAIT = Burn Area Imprecise Transit => Mutant Vehicles want to take YOU for a ride.

Mutant Vehicles love taking burners around the playa, but we know it can sometimes be hard to find one to hop on. Here's a secret: Mutant Vehicles run BAIT (Burn Area Imprecise Transit) trips along five routes from the city to The Man and Temple, and back again. Trips run Monday through Friday, at Noon, 3pm and 6pm.

The Mutant Vehicles should return along the same radial routes. The BAIT Team estimates that it will be approximately 90 minutes round-trip.



Look for BAIT stops along radial streets 3:00, 4:30, 7:30, 9:00, at K, H, F, D, B, and Esplanade, and at Center Camp, The Man and The Temple.

There will be shaded stops at the Portos along the Radials, and by Center Camp & The Man & The Temple. The remaining stops are indicated by BAIT Signs.

Bike Repair Camps

These are the camps that have identified that they will provide Bike Repair services to the Public. Consult the Directory for more information on any of these Camps.

Armageddon Bike Camp **3:00 & E**

Professional bike repair daily

Bike Repair Conflux **D & 4:15**

Mobile bike repair (S-F). They will ride around playa with a mobile DIY repair station

Black Rock City Welding & Repair **3:30 & C**

Welding, repair, adjustment and general tinkering help

Blank Slate **9:00 & D**

24-hour bicycle repair

BRC Hash House Harriers (BRCH3) **B & 7:45**

Bike repair M-Sa ~10-4pm; DIY bike repair station M-F 4-6pm; Bike beauty and lights Tues

Broken Bike Brigade **F & 3:15**

Mobile bike repair camp

Camp Brewhaha **G & 6:15**

Bike repair?...You Bet

Camp By Chance **H & 6:15**

Bike repair goods, camp MacGyver,

Camp Endstation **Global Village** **E & 6:45**

DIY bike repair

Camp Lazer Brigade **Mos Eisley E & 7:45**

Bike repair x5

Camp Manatee **5:30 & C**

After Hour Bike repair & DIY repair

Camp Sweaty Betty **A & 6:45**

Got a flat, derailleur doesn't work, chain broke, we can fix that also.

Chain Reaction **6:00 & D**

Repair - bike, passive - Bike repair stands

Chariot Project **A & 5:45**

Bike repair station

Cheat Codes **Sparkle Donkey Village** **9:00 & E**

Secret guided Bike repair

Chop Shop **8:30 & F**

We have bicycle parts and welding

Cranky and Sons **EBB & Glow Village** **5:00 & E**

Mechanics on duty mid-morning to mid-afternoon; DIY tools and supplies available 24/7

Desert RATS **Alternative Energy Zone** **4:00 & E**

Bike repair

Dusty Daruma Dojo **Lost + Found Village** **E & 6:45**

Bike repair

EBB & Glow Village **5:00 & E**

Broken bike? Come to Cranky and Sons/Pedaling Dreams Bike repair

ElectriCity Barbie Death Village **6:30 & E**

Electronics and Bike repair support, LED and device solar charging

Flamingo Camp **7:30 & F**

Bike repair

Flat Tire Cafe **4:30 B Plaza**

Bicycle repair

Friendzied Serenity **D & 6:45**

Bike repairs

FUC-Kezhan **6:15 & G**

Bike repair - passive

Home Sweet Dome **E & 5:15**

We can provide light Bike repair, and have some supplies to get your bike running.

Inflation Station **9:30 & F**

Guided repair during the day and self service 24/7

Kerosene **H & 7:45**

DIY Bike repair

Leopard Martini Lounge **4:30 & E**

The LML Bike repair SHOP will return this year to support our community

Ludus Symposium **3:30 & D**

Bike repair

Magic Paradise **F & 4:15**

Fixed Like Magic Bike repair (M-F 3hrs pm); Pimp your bike/bike decorating (M,T,W 3hrs pm)

Majestic **5:00 & A**

Bike repair (M,T,W,Th,F,S) for 3 to 5 hrs

Mas Komodo Dragon **E & 9:45**

Su-F until 8pm: Bike repair (passive?)

Mos Eisley **E & 7:45**

Bike repair x5

Nose Fish **6:00 & D**

Bike repair clinics, personal lighting repair tutoring, and fix your ripped costumes at our sewing service

Pandora's Lounge & Fix-it Shoppe **Rod's Ring Road @ 4:45**

We'll help you repair just about anything, but bikes are our specialty

Pedaling Dreams **EBB & Glow Village** **5:00 & E**

Bike repair (M-Sa 10am-2pm)

Planned Playahood **7:00 & E**

Bicycle repair

Playa Bike & Body Works **8:45 & G**

We are a full-service shop, providing daily bicycle repair

Post Oppression Colony **G & 6:15**

Bike repair, Tools and Training

Remote Control **D & 7:15**

Bike repair/bike decorating station

SPACE MONKEYs **7:30 & A**

Bike repair, OPEN TO ALL

Stag Camp **C & 8:15**

Bike repair (all day)

Stars and Bikes **2:30 & D**

Bicycle repair

Suntrakker Alternative Energy Zone **4:00 & E**

Bike repair

Tac-O-Cat **D & 2:45**

Bike repair 6hrs/Thurs

Tour de Chance **5:30 & D**

Bike tuneup / repair

Wonder Camp **D & 5:15**

Bike repair with a smile

Search the Directory for additional information about camps offering Bike Repairs & Services.

Also consult the Directory to find the Locations and Times of Bike Decoration Events

Bikes – Bicycles

Playa Info and Lost & Found do NOT Manage Lost Bikes

FOUND BIKES - If you find a bike on Playa LEAVE IT THERE!

- Bikes are not considered lost until the event has ended.' I know that is an unpopular answer, but it is the official answer. Every year, the DPW drives around starting on Tuesday collecting thousands of bikes left behind. This is a major drain on resources.
- Bikes left behind at your camp will NOT be counted against you as MOOP. The DPW will come around collecting abandoned bikes before any official MOOP efforts are started.
- There is no central location for dropping off bikes that you don't want. Don't just leave a bike for someone else to deal with. That would be Moop. Take it with you.
- There is no central location (official or unofficial) where you can just "take" any "free bikes". Don't do it. You might be stealing someone's bike.

See Also

- Community Bike Program - Yellow Bikes
- TWII - Page 50

Bike Recycling

- There are camps that claim to be recycling bikes. They take bike donations; but we don't know what they do with those bikes. We suspect that most of those camps are "entrepreneurs", not "philanthropists". Check before donating your bike to any of these camps.

No More On Playa Bike Rentals – 2023

- All Bike Rentals need to be completed off Playa. We were not told why.

Where to Donate Bicycles on Playa

Please be careful and use your best judgement; some camps accepting Bike donations are reputable and they give those bikes to charities or needy people around the globe. Some may be entrepreneurs that are banking on your generosity and gullibility to make money off of your donated Bike. Even if somebody is making money off selling your unwanted Bike, it is still better than leaving it on the Playa for DPW to have to deal with it.

Community Bike Project is only accepting donations of ONLY **Huffy Cranbrook** (all sizes) cruiser bikes @ Yellow Bike Shop - 5:30+A. (Unable to get Confirmation of their Hours or details.) As far as we know, those are the only bikes that they will accept for the program.

Where to Donate Bicycles near Gerlach and Reno

Kiwanis Bike Program 5305 Mill St, Reno 89502 www.kiwanisbikes.org/
sparkskiwanis@gmail.com (775) 337-1717

After the Burn, you can donate your bike at the Kiwanis Shop, to be refurbished for other Burners next year. The Kiwanis Bike Program sells affordable used bikes, accessories, and more. All funds support bike donations, repairs, and education for at-risk kids in the Reno area.

Reno Bike Project 216 E Grove St Reno NV Phone: 775-323-4488

Hours of Operation: 10am - 5pm (M-W, Sat), 10am-6pm (Th-Fri) <http://renobikeproject.org/>

Black Rock Bicycles 7875 North Virginia Street, Reno NV 775-972-3336

They only accept single speed cruisers with no gears and no hand brakes.

New for 2023: BXB riders and Air Passengers traveling through the Reno Airport can donate their bikes. The Reno Airport is now accepting a limited Number of bike donations from those embarking from the Reno airport at 1500 Terminal Way. Hours of operation for airport bike donation:

- Friday 3pm – 7pm
- Saturday 3pm – 7pm
- Sunday 8am – 6pm
- Monday 8am -6pm

Or you can drop off your unwanted bikes at several locations along 447 on the road back to civilization. Those donations help the local residents. The Communities use the Bikes or they re-sell them to Burners the next year – Win-Win. **DO NOT LEAVE YOUR BIKE ON THE PLAYA**

Year-Round Storage:

Black Rock Bicycles 7875 North Virginia Street, Reno NV 775-972-3336

Black Rock Bicycles has started a new program that will allow you to store your bike in an enclosed storage area for an entire year.

Burner Express

There are currently three aspects of Burner Express:

- Burner Express Air - BXA
- Burner Express Bus - BXB
- Burner Express Satellite Tram - Shuttle Service

These are completely separate programs, related in name only, and not interchangeable.

Burner Express Buses

BxB Bus Depot - 6:00 and "I"

Note: A limited numbers of tickets may be sold on the day of departure as available.

Officially, All tickets must be purchased before the event. Ticket sales were available until approximately two weeks before the event. All ticket sales are final, nontransferable, and nonrefundable One-way tickets from Black Rock City to Reno airport range from \$129 - \$209. One-way tickets from Black Rock City to San Francisco range from \$165 - \$249. Most are sold out.

Options, like large amounts of baggage, bringing a bike, or adding a grocery shopping trip in Reno required additional charges. Prices for each option can be found on the Burner Express Ticket pages.

BXB Travel Information

The Burner Express is a bus service offered by Burning Man to transport Burners from San Francisco and Reno to Black Rock City and back. Riding the Burner Express offers faster arrival, speedier entrance, reserved camping, and expedited departures. You can purchase one way (to or from BRC) or round-trip tickets.

You must have a Burning Man ticket in order to ride the Burner Express to Burning Man — tickets will be verified before passengers are allowed to board. All Burner Express ticket sales are non-transferable and non-refundable, so solidify your travel plans before you purchase a Burner Express ticket. Changes to the day or time of your purchased ticket will incur a \$25 change fee.

Each Burner Express bus ticket includes a standard luggage allowance of two luggage items, and one carry-on. Each luggage item may not exceed a total of 62 linear inches (length + width + depth). For travel between Reno and BRC you can buy an additional luggage allowance, which allows for two more luggage items. The additional luggage allowance costs \$40 and can be added during the purchase process. You may bring one bike for an additional fee of \$40 from Reno and \$84 from San Francisco. Your bike must travel on the same day and departure time as you.

Buses departing from Reno at 10:00am Sunday, 1:00pm Saturday, Sunday, and Monday and 12:00pm on Tuesday and Wednesday include a one-hour shopping stop at the Reno Save Mart at 525 Keystone Ave. This is ideal for those flying into Reno.

Passengers should arrive at least 1 hour prior to their scheduled departure and 90 mins prior if you have a Burning Man ticket that is at will call. If you miss your scheduled bus, we'll do our best to find a spot for you on a later bus, but no guarantees. If the next available bus is on another day, you are responsible for your own accommodations.

No Work Access Passes (formally Early Arrival passes) needed for Saturday, Aug. 26 arrivals.

If you take the Burner Express Bus arriving Saturday, Aug. 26, your Burner Express Bus ticket is what allows you Early Arrival. If you're not part of a placed camp, you may only camp between I Street and K Street outside of the blue flags. Blue flags in the ground mark off reserved camping; do not camp within blue flags. You are welcome to camp in HOVerlandia at 6:15 and I, a dedicated reserved space for those arriving via the Burner Express Bus.

You are not allowed to reserve camping space for people who have not arrived yet. If you are found holding space, someone from the Placement Team will move your belongings and remove any markers or boundaries you have set up.

San Francisco Drop-off/Pick-up- 201 Larkin Street

The Burner Express busses will drop off in San Francisco at 148 Fulton Street. Check at the BXB Depot at 6 & I for more information. For information about Bus Pick up in San Francisco, check the BXB Website.

Burner Express staff wear Orange t-shirts with a Burner Express logo on the back.

Consult with the Burner Express staff for details about Luggage, Stops, Duration, etc.

Reno-Tahoe International Airport (RNO) Drop-off/Pick-up

Burner Express Staff in Orange t-shirts / vests with a Burner Express Logo on the back can be found near the rental car counters at the Reno Airport. Air Playa Info volunteers were present to assist Burners as they arrive but Air Playa Info will not be present for Exodus.

Once everyone is checked in, you'll be escorted to the pickup curb by Burner Express staff where the luggage vehicle will be waiting to be loaded. You must personally hand your luggage to the loader and watch it get loaded on the truck. After all luggage is loaded, your bus will arrive and you will be allowed to board.

If you purchased a Save Mart stop, you will go from the airport to the store and have one hour to buy what you need (plan ahead). The 10:00AM and 12:00PM Buses from Reno Airport stop at Save Mart for one hour. When shopping is completed, the bus will head to Black Rock City. The ride from Reno to Gerlach will take between 2-3 hours. From Gerlach, it's probably another 1-2 hours all together (even when expedited).

Arriving at Black Rock City

Burner Express enters Black Rock City through the front Gate and has a dedicated lane that bypasses most traffic.

Once processed at the Gate, buses continue to the BxB depot located at 6:15 and J street. At the BxB depot you can either make your own way to your camp or get a ride on a Burner Express BRC shuttle. The shuttles run from the BxB Depot and stop on E street at 3:00, 4:30, 6:00, 7:30, 9:00; and J street at 2:30, 3:45, 5:15, 7:15, 8:15, and 9:30.

You are responsible for making it the rest of the way to your campsite from these stops
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Burner Express tries to LEAVE NO TRACE

The BxB will only take SORTED Trash and Recycling for passengers riding the bus OUT of Black Rock City. It is one bag of Trash and one bag of Recycling per rider and it must be in BxB Trash and Recycling bags. For passengers who ride the bus into the city, they will be given these bags upon arrival. For those only riding the bus out of the city, they should come by the bus depot at 6:15 & J to pick up their Trash & Recycling bags before their scheduled day of departure.

Burner Express Exodus

For departures after the Man burns, allow yourself some extra time to get to the BxB Depot (6:15 and J street): there will be fewer landmarks to guide you at that point. Arrive at the depot one (1) hour before your scheduled departure to allow time to check in, load your luggage and find a seat. Buses leave on time, with or without you.

The satellite shuttles will begin running 2 hours prior to departure times from the BxB Depot and again stop on E street at 3:00, 4:30, 6:00, 7:30, 9:00; and J street at 2:30, 3:45, 5:15, 7:15, 8:15, and 9:30.

The depot will be staffed beginning at 5am on Sunday and Monday to check in for Exodus. The same check-in protocol applies. Bring ID, check in, tag your luggage, load the luggage trucks, hop on the bus. After you purchase your Burner Express ticket, you will be notified of the process for recycling and trash. Note: on-site ticket sales for trips back to Reno or San Francisco will be on a standby basis only.

During Exodus, Burner Express uses a different exit to avoid all traffic until the highway. This is usually a big time-saver for riders. Don't forget to bring warm layers for the trip home — spending hours on an air-conditioned bus can be a shock after acclimatizing to the desert heat.

Please see Burner Express staff on site to answer any additional questions.

See Burner Express website or Staff at the BXB Depot for Departure Times

Buses from Black Rock City to Reno Airport

- Friday 9/1/2023 12:00 PM & 4:00 PM
- Saturday 9/2/2023 12:00 PM & 4:00 PM
- Sunday 9/3/2023 6:00 AM, 8:00 AM, 10:00 AM, 12:00 PM, 4:00 PM
- Monday 9/4/2023 6:00 AM, 8:00 AM, 10:00 AM, 12:00 PM, 4:00 PM
- Tuesday 9/5/2023 10:00AM - Final Bus to Reno Only

Travel time to Reno Airport is estimated to be 3 - 5 hours but allow extra time for any connections, check with driver for updated info and listen to BMIR 94.5 FM at top of the hour for traffic news.

Buses from Black Rock City to San Francisco

- Friday 9/1/2023 1:00 PM
- Saturday 9/2/2023 11:00 AM
- Sunday 9/3/2023 7:00 AM & 9:00 AM & 11:00 AM
- Monday 9/4/2023 7:00 AM & 9:00 AM & 11:00 AM

Travel time to Bay Area is estimated to be 7-10 hours but allow extra time for any connections, check with driver for updated info and listen to BMIR 94.5 FM at top of the hour for traffic news.

Need to get off the Playa NOW?

What is affectionately called "The Burnout Express"; One Bus Per Day will depart to Reno (no SF) sometime between 1pm - 2pm Tuesday, Wednesday and Thursday of event week. The cost to Reno is \$150 cash or credit (VC, MC only) and is available only on the day of travel on a first come first serve basis beginning at 12:30pm.

This is not an advertised service but may be available to people who desperately need to get off Playa during event week.

From Friday on, participants may purchase walk up seats on a standby basis on any scheduled departure for \$150 to Reno and \$180 to SF. The departure schedule is posted on the message boards at the bus depot at 6:15 & J.

Burner Express Air

Burner Express Air (BxA) is a charter air transportation service that will transport Burners from Southern California, the Bay Area, and Reno to Black Rock City (BRC) and back. The intent of BxA is to facilitate flight bookings for participants, reduce traffic on the roadways, and streamline operations at Black Rock City Municipal Airport. In 2023, flights to BRC will begin Wednesday, August 23, and will run through Monday September 4.

You can make round-trip or one-way (to or from BRC) bookings for yourself and your friends or request a whole plane from the areas above or anywhere in the US!

- All Burner Express Air flights must be booked online at:
<https://burnerexpress.burningman.org/burner-express-flight-bookings/>
- Any further questions may be directed to support@camsamaviation.com
- More information on both services was available at: burnerexpress.burningman.org

Luggage

Luggage is limited to the weight and size restrictions of the aircraft, as well as FAA regulations. Check with the Charter company for details; size and weight limitation.

Any further questions may be directed to support@camsamaviation.com

Checking In for Your Flight

Passengers should arrive at the airport at least 45 minutes prior to their flight. If you miss your booked flight, BxA will do its best to accommodate you on a later flight, but there are no guarantees. If the next available flight is on another day, you are responsible for your own accommodations and expenses.

Passengers must check in at the Burner Express check-in location at least 45 minutes prior to their flight to be accommodated.

At check-in, you'll need to provide your order confirmation number, along with a photo ID. All passengers are required to present valid, legal, unexpired, government-issued photo identification. For US citizens, that usually means either a passport or a driver's license. For non-US citizens, that usually means a passport.

Upon arrival at the Black Rock City Airport, if Burning Man Gate staff determine that you do not have a valid event ticket, Burning Man requires that a Burner Express Air flight transport you back to Reno or your point of origin.

On Saturday 8/26 your Burner Express Air ticket counts as your Work Access Pass (WAP). Passengers traveling to Burning Man prior to Saturday, August 26, also need to produce a valid bar-coded Work Access Pass.

Reno Airport – Charter Aviation

Burner Express Air operates out of Atlantic Aviation on the east side of Reno/Tahoe International Airport. Please look for the Burner Express Air signs to check in.

Burner Express Air is not at the main commercial airline terminal. Atlantic Aviation is located on the opposite side of the airport at 655 South Rock Boulevard. We recommend using a taxi or rideshare service to travel from the commercial airline terminal to Atlantic Aviation.

Atlantic Aviation may not allow Burning Man passengers inside their facility, in part due to the dust tracked in over the years. All Burning Man flights will probably arrive and depart from the very large tent located adjacent and immediately to the north of their building. Nonstop flight times from Reno to BRC are approximately 45 minutes.

Arriving at Black Rock City

Burner Express Air lands at the Black Rock City Municipal Airport in the Black Rock Desert. The BRC Airport is located at the edge of the City itself at the end of the 5:00 road. Upon arrival, passengers will exit the plane, collect their luggage, and be escorted by Burner Express Air staff to the arrivals area. Passengers must stay together in their flight group.

Each flight group of passengers will proceed to Box Office to pay landing fees while being welcomed by BRC Customs Officers and then to Gate at the Airport. After tickets are scanned and paperwork is checked at the Gate passengers move on to meet volunteer Greeters, and head through the Event Horizon into Burning Man.

From the Airport, passengers will have the option to take BRC Airport shuttle Trams that will transport Burners to various locations within Black Rock City. These Shuttle Trams will depart regularly during Airport operating hours with a schedule posted at the Airport. Mutant vehicles may also provide transportation, although they do not operate on a set schedule. Your best bet if traveling via mutant vehicle is to have your campmates arrange for one to collect you and your luggage from the BRC Airport. There is no driving in BRC, so please refrain from asking your friends to pick you up! Regular cars and trucks will not be permitted to the pickup area and will be turned away.

Burner Express City Transit Tram - Shuttle Service

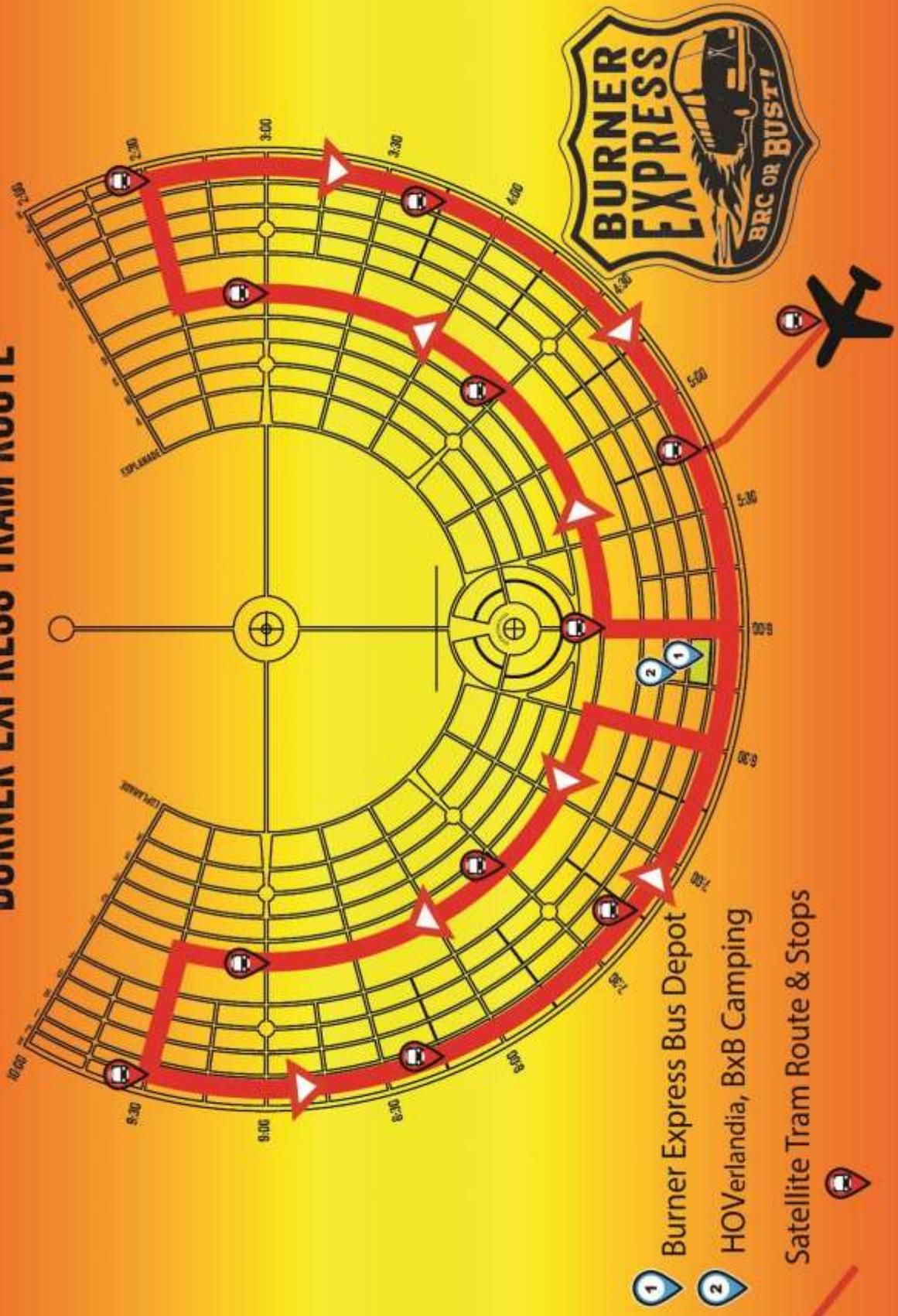
City transit buses (Trams) will be offered to transport participants and Burner Express travelers from the Airport and the BxB Depot to stops throughout the city.

Hours of operation will be posted at the Airport and the BxB depot.

City bus stops can be found on E at 3:00, 4:30, 6:00, 7:30, 9:00; and J street at 2:30, 3:45, 5:15, 7:15, 8:15, and 9:30.

The routes will be shown on the big maps.

BURNER EXPRESS TRAM ROUTE



SATELLITE BUS SCHEDULE

		START	END
SATURDAY	8/26	12:00	19:00
SUNDAY	8/27	09:00	19:00
MONDAY	8/28	09:00	19:00
TUESDAY	8/29	09:00	18:00
WEDNESDAY	8/30	08:00	18:00
THURSDAY	8/31	08:00	18:00
FRIDAY	9/1	08:00	18:00
SATURDAY	9/2	08:00	18:00
SUNDAY	9/3	04:00	18:00
MONDAY	9/4	04:00	18:00
TUESDAY	9/5	08:00	10:00

**WITH STOPS AT THE AIRPORT & THE
BUS DEPOT AT 6:15 & J PLUS AT 3:00,
4:30, 6:00, 7:30, & 9:00 & E, AND
ALONG J ST. AT 2:30, 3:45, 5:15, 7:15,
8:15, & 9:30.***



ALL TIME IN PT (PLAYA TIME) AND MAY BE +/- A FEW OR MANY MINUTES

Charging Stations

Electrical Charging Camps

These are the camps that have identified that they will provide Charging services to the Public. Consult the Directory for more information on any of these Camps.

AquaZone Intentional Water Bar 3:30 & E

Solar Charging Station.

Atom Cult 7:45 & D

Charging Station.

BRAIN FREEZE CAMP 5:00 & C

Power to the People will be available to help keep your electrical devices charged.

CAMP BUI 2:45 & I

Solar Charging Station.

Camp Pussy Magnet 6:15 & H

Charging Station.

Camp Tidy (within Blood, Rust & whiskey) 4:45 & F

Welcome to Camp Tidy – part of Blood, Rust & Whiskey! Recharge your devices with our solar powered charging station.

ElectriCity (within Barbie Death Village) 6:30 & E

ElectriCity will help your, LED and device solar charging.

Fairy Wood Center Camp Plaza @ 2:45

Personal tech charging (Cell Phones)

Fusion Valley 2:45 & E

Charging Station.

Home Sweet Dome (within Hushville) 5:15 & E

In Hushville, we offer battery charging for your phones, cameras, computers, etc.

Hook Up Camp (Anahasana Village) 3:25 & F

Public charging station for disabled citizens who need battery powered golf carts, scooter, or electric bicycles. We are capable of charging big loads from the hours of 6pm to 10 am.

MAD Recreational Movers 5:15 & G

Battery Charging

No Holes Barred Comedy Club 7:15 & G

Charging Station.

Mobility Camp Center Camp Plaza @ 1:45

A Public charging station exclusively for Medical Equipment is available.

Pink Fuzzy Monkey 9:45 & A

Charging Station.

Robotronia 3:00 & D

Battery charging and electronics repair stations available at most hours.

Salon Soleil 5:30 & H

Charge devices and batteries at our solar charging station.

SnowKoanSolar (within Nectar Village) 8:00 & E

Solar-powered charging station for phones, cameras, and other small personal items.

The Surge 2:30 & C

Our solar panels will keep your devices

Tiki Bar & Hammocks 2:45 & J

Battery Charging

Search the Directory and Camp Resource Guide for additional camps offering Battery Charging.

Collexodus

From the Burning Man website:

Collexodus is about gifting, civic responsibility and leaving no trace. The DPW Collexodus crew sets up at the exit roads to collect non-perishable food, beverages, and all sorts of items from participants on their way out of Black Rock City. Whatever you can think of, Burners bring too much of it, and the DPW knows that this dusty stuff will likely be thrown away when the participants get home, clean out the cars, and finally get to unpacking. So the DPW are more than happy to help Burners lighten their load. They collect canned foods, electrolytes, paper goods, snacks, socks, and of course beer. The donations are dusted off, organized, and stored in Gerlach. This stuff helps sustain the DPW Playa Restoration Crew post-event and the year-round staff throughout the winter season. Anything they don't use gets donated to the Gerlach School and the Senior Center. This year Gerlach residents were even invited to shop for perishable goods that were left. Sorry, bottled water is still not accepted because it doesn't last long in the desert heat. No one likes drinking water that tastes like plastic.

Collecting unopened items from Burners leaving Black Rock City. They will be located on the exit road, just before Greeters, on both sides of the road.

Starting 1:00pm on Saturday - Burn Night
Open 24/7 until Tuesday morning, post event

They want:

- Whiskey Whiskey Whiskey
- Booze Mixers Beers
- Single Serve drinks like soda and juice
- Cigarettes
- Electrolytes
- Unopened non-perishable foods
- Snacks (unopened)
- Jerky
- Chips
- All types of unopened personal care items / First Aid for all genders, Sunscreen, Hand Sanitizer, Toothpaste and SOCKS
- Cleaning Supplies
- Coolers & Igloo style 5-Gallon Water Coolers (not the Styrofoam ones!)
- Non-perishable fun like games, books, PORN
- Storage items: Ziplock Bags, Heavy Duty totes with lids, Milk crates
- Batteries, Tape (Heavy duty like Duct / Gorilla / T-Rex and removeable like Masking or Blue)
- Anything you would want for a month in the desert for cleaning up

They can't take:

- Perishable food
- Anything opened
- Large or Medium water containers

This is to provide supplies to the crew staying for a month plus cleaning up Burning Man and Restoration. Also to provide support to DPW for the next season.

Please pack your cars so that the items are accessible for you to drop off on your way out.

Window washing stations are available to keep you safe on the way out.

Community Bike Program - Yellow Bikes

Yellow Bikes = Community Bikes

For a number of years an independently funded, DPW-organized fleet of "Yellow Bikes" (conveniently painted green) have been provided for community use. They're easy to spot: Bright green, spray painted with the words "Yellow Bike," and usually left unlocked at the side of the road. That's how it works: You ride it until you get where you're going, then you leave it for the next Burner.

Black Rock Community Transit, or the Yellow Bike Camp, is at 5:30 & A. However, the Yellow Bikes will be dispersed all over the city once the event starts. Look at popular spots like the Café or large sound camps to pick up a Community Bike.

Community Bikes

(Information copied from The Way It Is manual)

- Bikes painted green with the "Yellow Bike" insignia are for the community's use and enjoyment, subject to some basic rules of courtesy:
- Yellow bikes are for everyone to share. This is not your loaner for the week. Yellow Bike rides are only a one-way guarantee.
- Leave them in the open for others to use.
 - Never take them into your tent, shade structure, dome, or RV.
- Never lock a community bike and don't take it home with you.
 - Removing any bike that is not yours (Yellow or otherwise) is considered theft.
- If a community bike breaks while in your custody, use Radical Self Reliance to get it fixed for the next person, or bring it to the Yellow Bike shop at 5:30 & A.
- Do not paint, decorate, remove, or swap parts, or in any way alter the appearance of Yellow bikes.
- Always wear pants while riding a Yellow Bike.
 - It's a common courtesy to all who share these bicycles.
- Help spread the word about community bikes so others learn these rules too.



COVID Policy

Burning Man Project Workplace COVID-19 Policy - July 13, 2023 by People Operations

To help prevent the spread of COVID-19, Burning Man Project has implemented the following practices for worksites in Black Rock City.

Masks

Masks are an effective way to protect ourselves and others. Please know you are empowered to wear a mask whenever you feel it necessary.

COVID-19 EXPOSURE

If you were exposed to COVID-19 regardless of your vaccination status or if you have had a previous infection please wear a mask as soon as you find out you were exposed.

Get tested at least 5 full days after your last exposure. Test even if you don't develop symptoms. If you already had COVID-19 within the past 90 days, see CDC specific testing recommendations.

- If you test negative - wear a mask, continue taking precautions through day 10.
- If you test positive - you should isolate immediately from others.

TESTING POSITIVE FOR COVID-19

If you test POSITIVE for COVID-19, you must;

- Inform your manager
- Complete COVID-19 report form.
- Isolate for a minimum of 5 days.
- On day 6, if your fever has subsided, you can end your isolation.
- If you feel better, but are still testing positive, you can end isolation, but wear a mask around others. You do not need to have a negative test to return to work.

When you have COVID-19, isolation is counted in days, as follows:

If you had NO SYMPTOMS

- Day 0 is the day you were tested (not the day you received your positive test result)
- Day 1 is the first full day following the day you were tested
- If you develop symptoms within 10 days of when you were tested, the clock restarts at day 0 on the day of symptom onset

If you had SYMPTOMS

- Day 0 of isolation is the day of symptom onset, regardless of when you tested positive
- Day 1 is the first full day after the day your symptoms started

You may review CDC recommendations on isolation procedures at:

<https://www.cdc.gov/coronavirus/2019-ncov/your-health/isolation.html>

DEVELOPING SERIOUS SYMPTOMS

If your illness or injury is more severe than you can manage yourself, ask for assistance. Alternatively, get yourself to one of our medical stations. Look for the large red crosses. The main

Emergency Services Department (ESD) station and the Rampart Emergency Care Center are co-located at the 5:15 and Esplanade site.

COMMISSARY / LAUNDRY

For those with commissary privileges, To-go meals will be available upon request. These can be picked up on their behalf or, if a secure mask is worn by the patient, they can get their to-go meal at the outdoor to-go pick-up location near the Commissary kitchen. Bathroom/laundry access will be handled on a case-by-case basis for Gerlach residents.

2023 COVID-19 SICK LEAVE POLICY

Can be viewed on the Burning Man website

DMV - Department of Mutant Vehicles

Esplanade & 6:00 Portal East

Esplanade in Center Camp at the Keyhole:

- Open 11:30AM - 10:30PM - Saturday and Sunday pre-event
 - (11:30am - 1:00PM Accessibility Vehicles only)
- Open 11:30AM - 10:30PM - Monday - Wednesday of event week
 - (11:30am - 1:00PM Accessibility Vehicles only)
- Open 3:00PM - 8:30PM Thursday & Friday
- Open 11:00AM - 2:30PM Saturday (Burn Day).

DMV Inspection Area AKA "SALEM'S LOT"- 100 feet out from corner of Esplanade and 1:00 side of 6:00 Portal

Vehicles should park on the open playa and participants should wait in vehicle to be checked in.

Bring your vehicle to the DMV when it is 100% READY to be inspected, not "almost done". This includes Mutation, Lights, Flame Effects, etc. Due to the large number of vehicles we need to inspect, the DMV does not have the time to inspect vehicles twice. The DMV will not be offering a "second chance" to go back to your camp to make changes or additions if your vehicle is not complete when you show up for your inspection.

DAYTIME INSPECTION REQUIRED FOR ALL VEHICLES

If you are applying for a night license, your FIRST visit to the DMV MUST be during daylight hours. All paperwork, inspection and photography must be done during daytime hours, EVEN IF YOU ARE ONLY APPLYING FOR A NIGHT LICENSE. Night inspections will not be conducted for vehicles that have not yet been inspected during the day.

NIGHT INSPECTION

All vehicles applying for a night license must return to the DMV after dark for a demonstration of your radical night illumination.

FLAME EFFECT INSPECTION LOCATED IN SALEM'S LOT

If your mutant vehicle is equipped with Flame Effects (FE) it must be inspected BEFORE you can operate the FE within Black Rock City. **The Fire Safety Team (FAST) will be available at the DMV between 2:00pm - 6:00pm every day the DMV is open, to inspect and approve flame effects on Mutant Vehicles.**

LASER INSPECTION

If your mutant vehicle is equipped with ANY type of Laser Effect (LE) it must be inspected BEFORE you can operate the LE within Black Rock City. For vehicles with lasers, the Laser Safety Team (LAST) will inspect and approve those lasers by appointment. Contact the Safety Department to schedule.

Driving Rules In Black Rock City

Anyone driving at Burning Man must adhere to all BRC driving rules.

Rules and Guidelines

- You may only drive vehicles licensed or allowed to drive in Black Rock City (other than driving into and out of the event when you arrive and leave)
- You must abide by all applicable federal and Nevada state laws, including all open container laws (no open containers within reach of the driver)
- You must drive at a speed of 5 mph or less (less in hazardous situations such as tight crowds)
- You must always give the right of way to pedestrians, bicycles, and emergency services vehicles
- You must stop immediately upon being hailed by any BRC Staff member, Black Rock Ranger, or law enforcement officer
- No driving under the influence of drugs or alcohol
- No driving on pedestrian-designated streets (see your map for details)
- No driving during whiteouts or rainy conditions
- No driving on wet or freshly-watered roads
- You must follow any additional guidelines set forth by Burning Man
- You must follow all sound policies

Mutant Vehicles - Must be approved Pre-Playa

Street Licenses allow mutant vehicles to operate on city streets (with the exception of pedestrian-designated streets) and on the open playa of Black Rock City.

Vehicles for People with Disabilities

You must pre-register to get a license to operate a Vehicle for People with Disabilities The criteria for licensing a Disabled Person's Vehicle include:

If you see a Vehicle driving around that is not "Mutant", do not assume that it is some Burners doing bad things: They might have a Disabled Sticker. Do not harass these people. Report them to a Ranger if you feel a strong need, but do not take it upon yourself to dispense your view of Justice.

Vehicle Rules and Protocols

This section covers everything you need to know about operating vehicles at Burning Man.

Motor Vehicles — No Driving

Driving cars and trucks on the playa has been prohibited — with few exceptions — since 1997. Participants are only allowed to drive motor vehicles to their camps and when they depart the event. Otherwise, motor vehicles should remain parked.

A Pedestrian and Bicycle City

For safety, aesthetic and cultural reasons, Black Rock City is designed for pedestrians and bicycles.

While the vast majority of people walk, bring a bicycle, or hitch the occasional ride on a Mutant Vehicle to get around the playa, a small number of participants use one of the other allowed types of powered Personal Transportation Vehicles (PTVs).

We define a PTV as a conveyance that is powered by ANY type of motor or drive system, including (but not limited to) wheeled, tracked, or hovering systems, powered by electric, gas, or other fuel, (i.e. anything that is not solely human-powered).

Over the past few years, participants have begun bringing an increasing number and variety of PTVs to the event — many that didn't exist when we wrote the original rules. We also began receiving increasing complaints and reports of PTV-related accidents and injuries.

With a population of 80,000 people, just a small change in the number of people using PTVs at the event can have a significant impact on the look, feel, and safety of Black Rock City. Based on this, we've updated and clarified our rules on vehicles that are permitted at the event.

Vehicles NOT allowed in Black Rock City

The only Mutant Vehicles allowed to enter Black Rock City are those that have received an email from the DMV inviting the vehicle to go through final inspection on the playa for a Mutant Vehicle license. For more on these see the DMV page.

Any powered vehicle not on the "Allowed PTVs" list (other than the vehicle you drive to the event) may not be brought to Black Rock City. If you bring a disallowed PTV to Black Rock City, you will be required to take it off playa before you will be allowed to enter. If a disallowed PTV is found inside the city, you will be required to take it off-playa. Operating a disallowed PTV at Burning Man can result in the vehicle and/or its operator being ejected from the event.

Towed, Trailered or Mounted Vehicles

Towed, trailered, or mounted vehicles (like motorcycles or ATVs*) are not allowed at the event unless they are a Mutant or Disabled Persons Vehicle that has received an Invite Letter from the Department of Mutant Vehicles. The Gate will not allow these vehicles into the event, and you will have to take them off playa before you will be allowed into Black Rock City.

*Note: *ATVs that have been invited as Disabled Persons Vehicles ARE allowed*

Personal Transportation Vehicles NOT Allowed

Larger stand-up scooters, fat tire scooters, gas-powered bicycles, powered quadricycles, ATVS, mopeds and motorcycles are not allowed inside the Burning Man event.



Personal Transportation Vehicles ALLOWED in Black Rock City

Below is a list of vehicle types that you are permitted to drive in Black Rock City. There may be other vehicles not specifically mentioned below. A good “rule of thumb” (but not a hard rule) for whether a PTV will be allowed is: Can I easily lift the vehicle over my head?

Licensed Mutant Vehicles

The only Mutant Vehicles allowed to enter Black Rock City are those that have received an invitation letter from the Black Rock City DMV to go through final inspection on playa for a Mutant Vehicle license. For more on these, see the DMV Mutant Vehicle Criteria webpage.

Mutant Vehicles - Must be approved Pre-Playa

Licensed Vehicles for People with Disabilities

If you have a temporary or permanent physical disability, you should be able to receive an Accessibility Vehicle (SV) license from the DMV. Pre-registration is preferred whenever possible. Please go to the DMV Accessibility Vehicle webpage to find out more about vehicles and transportation for those with disabilities.

If you see a Vehicle driving around that is not “Mutant”, do not assume that it is some Burners doing bad things: They might have a Disabled Sticker. Do not harass these people. Report them to a Ranger if you feel a strong need, but do not take it upon yourself to dispense your view of Justice.

Staff, Emergency and Law Enforcement Agency Vehicles

These vehicles are crucial to the safety and operation of our event.

ALLOWED Participant Personal Transportation Vehicles (PTVs)

*While top speeds listed for the vehicles below vary between 15 and 25 MPH, operators are expected to **ALWAYS OBEY THE 5mph SPEED LIMIT IN BLACK ROCK CITY.**

Electric-Assist Bicycles (e-Bikes)

While currently an allowed participant PTV, e-Bikes have become a BIG and growing concern in Black Rock City. e-Bikes now represent the number one area of complaint from participants in our post-event feedback process. Reports of injuries from e-Bikes abound in cities across the globe, and that now includes BRC.

e-Bikes are also valuable to thieves and susceptible to damage by the harsh climate of the Black Rock Desert.

e-Bike operators **MUST** respect the 5 mph speed limit everywhere in BRC.

The speed limit in BRC is 5 mph. We are closely monitoring e-Bikes. If speeding e-Bikes continue to be an issue, we may: require registration with inherent costs, hold speeding users (and their camps) accountable through limits on future ticket access, limit their use to those with documented mobility issues, and/or ban them altogether.

And remember, Black Rock City moves slowly and the best parts are often those random moments — you will miss BRC if you move too fast.

Note that bike repair camps are not equipped to fix e-Bikes.

- In Black Rock City, e-bikes must conform to the following definition of “electric bicycle:”
 - Generally recognized as a bicycle
 - 2-3 wheels
 - Working pedals
 - Electric motor, up to 750 watts
 - Top-rated speed up to 20 mph with a 170-pound operator
 - Does not include mopeds

NOTE: These guidelines were written before e-bike classes began to be recognized. If we need regulations for e-bikes in BRC in the future, we may reassess these guidelines. If you are buying a new e-Bike for use in Black Rock City, Class 1 is a good place to start.

Stand-up Handle Scooters (e.g., Go-Peds)



- Designed with no seat (cannot be a modified vehicle with the seat removed)
- Electric motor up to 800 watts
- Top rated speed up to 25 mph*.
- Wheels up to 10"
- Weight up to 40 lbs.



e-Wheel (unicycle-type) and OneWheel (skateboard-type)



- Electric motor up to 800 watts
- Top rated speed up to 20 mph*.
- Wheels up to 14"
- Weight up to 40 lbs



Self-Balancing Bi-Wheel (Segway-type)

- Must conform to the definition of “electric personal assistive mobility device” under Nevada state law and meet the following criteria:
 - Electric motor up to 800 watts
 - Top rated speed up to 15 mph*
 - Wheels up to 21"
 - Weight up to 100 lbs

While the weight of these vehicles is a concern, they are currently permitted due to their relatively low top speed and low-to-the-ground profile.

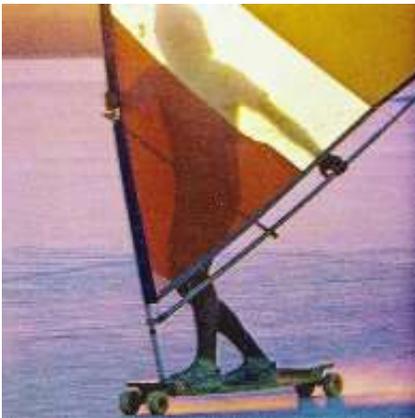
Hoverboards



- Electric motor up to 800 watts
- Top rated speed up to 15 mph*
- Wheels up to 10"
- Weight up to 25 lbs.

Wind-Powered Vehicles

- Some types of wind-powered vehicles are allowed in Black Rock City. Registration and licensing of these vehicles is not required, but these vehicles are subject to all of the BRC driving rules. Drivers are encouraged to decorate their crafts.



- Wind-powered vehicles allowed in Black Rock City must have the following characteristics:
 - An effective mechanical braking system
 - A pivoting mast
 - Weight of no more than 50 pounds; an additional 30-50 pounds should be allowed for small trailers (In general, the vehicle should be easily hoisted above the operator's head.)
 - Operational only while operator is standing

The following types of wind-powered vehicles are NOT allowed:

- Vehicles with a fixed mast
- Vehicles in which the operator is sitting or reclining
- Three-wheeled "land yachts"
- Kite sailing vehicles (powered by a high-flying kite rather than attached to a mast)

Drones

Flying of drones, aka remote controlled (RC) aircraft, is highly controlled at BRC

Drones cannot be approved for flight on site at BRC; they have to have been registered ahead of time and checked in on site.

For all approved Drones; you know what the Rules are – we don't need to remind you. But the Day Manager at Playa Info will have a copy of the 2022 Drone Policy in the Manager's Office.

If you are flying an Unapproved Drone, then we don't need to tell you the Rules – you clearly don't follow Rules.

Additional Information for Day Managers and Shift Leads:

If a drone and/or drone part is turned in to lost and found, the following process has been confirmed with Gabe Kearney, Safety Manager, for 2016 for ALL drones, registered or not, and drone parts:

- Log drone/part in L&F system.
- Store it in inventory.
- Have the shift lead or day manager (your choice) radio Gabe Kearney (Carlos Danger) on Event Ops channel and let him know that we have a drone. He will probably send someone to pick it up. Tell them to come to the Found Item turn-in line and ask for the Lost & Found Lead.
- We will turn over the equipment and log it out with appropriate notes.
- The equipment and any issues are now in Safety's hands, and we are done.

Emergency and Safety Services

Emergency Services RAMPART URGENT CARE and ESD Station - Esplanade & 5:15 = Main Medical

Identifiable by the LED-lit RED Cross on top of the building.

Medical Stations

At two Plazas: at 3:00 & "C" and at 9:00 & "C" (for basic first aid care)

Medical Stations are Identifiable by the LED-lit RED Crosses on top of the buildings.

Each medical Station is staffed with a mix of clinical (RNs MDs, PAs, NPs, etc.) and field (EMT and Paramedic) volunteers. The stations are equipped with cots, basic medical supplies, quiet air-conditioned spaces, and plenty of medical providers to care for the urgent needs of the citizens of Black Rock City.

ESD Safety Contact Stations at 3:00 and 9:00 near Man During Saturday Night Burn

Burn night can be chaotic when everyone crowds around the Man. To take the guesswork out of finding help, ESD has created two safety contact points outside the Burn circle. Both are along the promenade on the edge of the crowd. Each contact point is marked by a bright BLUE rotating emergency beacon and both tend to be easily visible from the edge of the crowd.

Each rally point has a host of resources dedicated to it in case there is a need, including Black Rock Rangers, Law Enforcement, and medical services. Just walk up and ask, and we'll arrange for the right resource to follow you back to where help is needed.

Black Rock City Emergency Services Department - Yellow Shirts

The Emergency Services Department (ESD) provides emergency services coverage 24 hours/day throughout the event. ESD Personnel wear yellow shirts.

ESD provides BRC911 Dispatch for all available services, including law enforcement ambulance and advanced life support (ALS) services.

At the Man-Burn ESD will have safety contact points outside the Burn circle on both the 3:00 and 9:00 sides of the Man. Each contact point will be marked by a bright blue rotating emergency beacon and should be easily visible.

Most people taken off-Playa for medical reasons are cared for at: Renown Regional Medical Center, 1155 Mill St, Reno, NV 89502 - 775-982-4100 See Hospital Section for a List of area Hospitals.

Medical Services Provider - CrowdRx

RAMPART Urgent Care is the main medical care facility in Black Rock City. Since 2015, CrowdRx, Inc. has operated the facility in partnership with the Black Rock City Emergency Services Department.

Phone: 888-912-7693 E-Mail: info@crowdrx.org Web: www.crowdrx.org

Medical Transport Off-Playa

RAMPART Urgent Care is equipped to handle most medical emergencies.

If the on-site medical providers feel that you have a medical emergency that requires a higher level of care than can be provided on the playa, you may need to visit a hospital in the default world. This may require transport by an ambulance, Medevac plane or helicopter. Things to remember if this happens:

- If possible, bring your:
 - Identification
 - Burning Man Ticket
 - Insurance card
 - Cell phone
 - Wallet

Ask to sign a HIPAA (Health Insurance Portability and Accountability Act) "Consent to Release Information" form. This will give us permission to tell your friends and family where you went.

You'll need to arrange for a friend to pick you up after your hospital visit. There are no shuttles from the hospitals back to the playa.

ESD - Fire

The Fire branch works with the Art Department, The Pyrotechnics Team, the Fire Art Safety Team (F.A.S.T.), Rangers, and vendors to provide planning and safety teams for all the major art burns. In addition, just like any fire department, we respond to calls for aid and assistance. We put out car fires, trailer fires, provide technical rescue, and perform Hazardous Materials response as necessary.

The fire branch can also provide emergency and non-emergency medical evaluation and treatment, and mental health services (including sexual assault response).

Station 5 Fire Protection Depot – 5:00 Airport Road, past “K”

"Lightning Command" - A Contracted Fire Service - backup to the ESD Volunteer Firefighters.

ESD – Communications / Dispatch / Emergency 911 facility

Point 1 Perimeter Fence - 7:00 past “K”

The ESD Communications Branch operates the Emergency Services dispatch center and establishes the on-playa communications infrastructure for the entire Burning Man organization.

ESD - Crisis Intervention

The Crisis Intervention Team (CIT) consists of dozens of highly trained and dedicated psychiatric and mental health professionals. CIT responds to needs for psychiatric services on the playa, performs crisis intervention for sexual assault and domestic violence victims, and provides victim advocacy to local agencies, such as law enforcement and local hospitals.

CIT has clinical oversight over the Ranger Sanctuary team, or Green Dots, a dedicated team of Ranger volunteers who provide peer crisis intervention as well as a safe space for those who need some space to compose themselves after intense emotional or physical ordeals.

Black Rock City Rangers - Khaki Shirts

- Black Rock RANGERS HQ is at Rod's Road & 1:00 = Esplanade @ 5:45, next to the DMV.
- Ranger Outpost "BERLIN" is at 3:00 Plaza 3:00 & C.
- Ranger Outpost "TOKYO" is at 9:00 Plaza 9:00 & C.
- A group of Rangers are also available in Gerlach.

Helping People who are Lost

Anyone who is lost should go to any Black Rock City Ranger or Burning Man staff with a radio. Rangers typically wear Khaki Shirts.

Found Children

If anyone reports a child missing, IMMEDIATELY have shift lead or day manager contact the BRC Rangers on the radio. The Gate will hold all exiting traffic when a child is reported missing.

If an adult reports that a child (under 18 years old) has been found at a specific location, get the location, camp, name of child and who to contact at that location.

For a LOST CHILD or for a FOUND CHILD: Have Shift lead or Day Manager radio the info to the BRC Rangers IMMEDIATELY, so timely action can be taken.

Lost children at Playa Info should be attended by two adults and remain at Playa Info until Rangers arrive.

Make sure that any adult who brings a child to Playa Info remains until Rangers relieve them.

If Playa Info is closed for the night, two adults should accompany the child to Ranger HQ.

Family Unification Network (FUN)

Parents can register themselves and their children to help aid in a speedy reunion should they become separated from one another

Register at the Black Rock Ranger HQ (5:45 & Esplanade) anytime (but try to avoid noon, 6, Midnight).

Parent/guardian needs to bring photo ID, their child, and camp location.

The registered child will receive a wristband with a serial number that is unique to them, which lets Rangers (but not strangers) identify the child, parents, and camp location.

Should your child become separated from you, all he or she has to do is find a Ranger. The wristband serial number will facilitate a speedy reunion.

Staff and Volunteers with families are strongly encouraged to register their children in support of this program.

Finding Missing Persons or Camps - Check Directory

- Check Message Boards for messages about person or camp.
- Post a Question about person or camp on Message Board.
- Check Playa Info computer Directory for messages about people or camps.
- Post your own profile on Directory with messages for persons or camp, and so your friends can find you and leave you messages.

Ask about any missing person at Ranger HQ

Rangers coordinate with Playa Emergency Medical Services, law enforcement, ambulances, and hospitals to keep track of people taken from the Event.

To conduct your own search, ask about camps offering internet access on-playa or take the shuttle to Gerlach and use public pay phone.

See Section of this Manual for lists of local Hospitals and Jails.

Ask about any about Emergency Messages at Ranger HQ or from Day Manager at Playa Info

Persons needing a ride back to Playa from a Jail or Hospital

Generally, people must arrange for their own ride back - there are no shuttles back to the playa.

To re-enter the city, a person would need to show their BM Ticket, ID and some paperwork from their hospital or jail visit.

Conflict Resolution & Mediation Services

BRC Rangers have training to address mental health issues. All Rangers can provide conflict resolution and mediation and are the first point of contact for participants needing assistance in this area.

Some Camps and participants are offering mediation and conflict resolutions skills on-playa.

Please note that these participants have NOT been vetted by Burning Man and we cannot make any recommendations or guarantees as to their ability.

Non-Medical Support

See Mental Health Services.

Black Rock Rangers have Radios

Rangers, ESD and other Burning Man Staff have radios which can be used to relay messages to many Burning Man Departments across the Playa.

Radio Communications

Playa Info Day Managers, and Shift Leads (and a few select other PI Volunteers) will carry radios while on duty.

- The PI managers should always be made aware of any emergency situations that need attention so they can advise appropriately and contact any other departments.
- In emergencies the Playa Day Managers, and Shift Leads can contact ESD via radio channel BRC 911 (on all zones)
- Refer to the "Radio Directory and Basic Protocol" pages of "The Way It Is" (TWII) guide.
- For safety reasons, it is important to adhere to radio protocols for clear communications between BRC departments.
- It is important to be as brief as possible while talking on the radio!

PLEASE NOTE: Emergency Services Department and Black Rock Rangers will identify annular letter streets using the Military Phonetic Alphabet - NOT the Names assigned as part of this year's theme, with the exception of Esplanade:

LAW ENFORCEMENT SUBSTATION - Esplanade & 5:15

It is not the mission of these agencies to police your lifestyle or inhibit self-expression. They fulfill the same function as the police in any city - to educate, to serve and protect, to keep the peace. In the past, they have conducted search and rescue missions and assisted us in evictions. It is also their duty to respond to any infraction of the law that is brought to their attention or is in plain view.

Burners who have complaints about Law Enforcement can register their complaints on the Burning Man Website. If burners would prefer to register a complaint anonymously, the complaints can be registered with the Black Rock Rangers or at Playa Info and relayed to Law Enforcement.

Main Law Enforcement Camp is near Point 1, Perimeter Fence - 7:00 past "K".

Most people taken off-Playa by Law Enforcement will be held at Pershing County NV Jail - 1190 Cornell Avenue, Lovelock, NV 89419 - 775-538-7373

See list of Regional Jails.

Emergency Phone Numbers

- All Emergencies: 911
- Nevada Highway Patrol: *NHP = (*647)
- Washoe County Sheriff Dispatch: 775-574-0444
- Pyramid Lake Ranger Station: 775-476-1155
- Pyramid Lake Search & Rescue: 775-560-4417

Law Enforcement Feedback Forms

Burners are urged to fill out a Law Enforcement Feedback Form at any Ranger station after any interactions with law enforcement - both good and bad. This provides a valuable independent record for the individual as well as a valuable tool for discussions between the Burning Man organization and the Law Enforcement Agencies.

Emergency Messages

See Day Manager at Playa Info or Rangers

Playa Info prints copies of incoming emergency messages

- Emergency messages are received via **911@burningman.org**
- **Rangers** receive messages and **will attempt to deliver them if they have the extra resources**
- Messages are also delivered electronically to Playa Info
- Messages can only be accessed at Playa Info between 9am - 6pm
- For privacy reasons, only **Playa Info Managers** have access to Emergency messages
- **Playa Info doesn't deliver messages**, so folks should check with us daily if they're expecting an Emergency Message
- Messages can only be **RECEIVED** at Playa Info (not sent)

Suggestions:

Friends or family may send **Emergency Messages** to people on-Playa at the email address: **911@burningman.org**

The message will be passed to the Black Rock Rangers, and it will also be passed to Playa Info in Center Camp and to Black Rock City Emergency Services Department.

The message should include recipient's first and last name, any known nickname that he or she might go by around camp, the name of the theme camp or other affiliation (volunteer team, etc.), and its location if known, the recipient's vehicle make / license plate, and any other unique features that will help with search ("camp has a 20-foot inflatable duck," etc.).

Messages can only be accessed at Playa Info between 9AM - 6PM from the **Playa Info Day Manager**.

If anyone asks if there are any emergency messages for them, refer them to the Day Manager, who will have access to any Emergency messages.

If someone is awaiting news or expecting emergency transmissions, and none has come in, suggest they might want to check in each day.

If someone needs to **SEND** an emergency message:

We suggest trying to find someone with a computer or mobile device and internet access to send a message or find a phone on-playa.

Cellular coverage is weak and intermittent if it can be found at all. Text messages are generally more likely to get through.

Exodus

Departure Schedule and Wait Times

Beginning Saturday, wait times are broadcast at the top of the hour on BMIR 94.5 FM.

In prior years, wait times peaked at about six to nine hours just to get from camp to the highway. Plan for another three hours or more from the start of the highway to Reno. These times could increase if there are accidents or other traffic issues, including too many people trying to leave BRC all at once. It's important you know what to expect and plan accordingly. To state it simply, we cannot get vehicles off of the playa any faster than we already are.

While the event itself ends at **6 PM on Monday Labor Day, Exodus will be extended through Tuesday at noon.** Sunday and Monday are when most people leave, so if the line of cars in Exodus is long, and your schedule allows, use the extra time to rest for the drive, secure your vehicle loads, or MOOP your campsite. Tune into BMIR 94.5 FM for updates on wait times.

Make an Exodus plan! Short wait times happen for one main reason: participants spread out their departures over a longer time frame, thus reducing how much traffic is exiting at any given time. Make a departure plan for your camp, whether you are a camp of just a few people or a few hundred. Create an internal schedule that spreads out the departures of each vehicle over multiple days and times, especially during non-peak times if possible. Have campmates who are eager to beat the rush? Leave before the Man burn. Part of a theme camp or art project? Stay until Tuesday for strike and MOOPing!

When is it best to leave? This changes from year to year, but traffic is often heavy after the burns and generally on Sunday and Monday. Monday night into Tuesday morning, or yes, Saturday before the Man burns have been the best times to leave. This does not mean there will not be a line, you should always plan and be prepared to wait.

Above all, keep that playa vibe with you! No sense getting road rage, cutting in front of your fellow community members, or trying to dangerously pass cars on the highway in order to save a few minutes. Take your time, have fun, and remember, Leave no Trace and the community spirit do not stop once you leave Black Rock City.

Tips For Making Exodus As Smooth As Possible

How do you pick the best time to leave? Listen to the community. If everyone you talk to says they are staying to watch the Temple burn on Sunday night, then Monday is going to have very long wait times. If there is a major storm predicted for the weekend (as was the case in 2010), then a bunch of people will probably leave on Friday and Saturday.

If you are looking for a shorter wait time, your best bet is to leave on days other than Sunday and Monday. If you are part of a theme camp or art project, schedule your tear down so that your crew leaves after Monday.

Listen to 95.1 FM (the Gate Advisory Radio Station) for specific info about Exodus when you are headed out. BMIR, 94.5 FM, will broadcast current wait times.

Upon leaving your camp, head straight to "K" Street at the back of the city. This is the most direct route to Gate Road and helps to prevent the city center from getting too clogged up.

Use all available lanes on Gate Road until you hit the back-up. All lanes on Gate Road during Exodus are outbound lanes, always, always, always.

If the vehicle in front of you is stopped, and traffic in front of it has moved on in a Pulse, go around the stopped vehicle. Do not change lanes! All Gate Road lanes are 20 feet wide for this reason.

Lost your passenger or your vehicle during Exodus? There will be a passenger and vehicle reunion lot (F-Lot) near the base of the gravel (8 Mile playa access near Hwy 34) to help drivers and riders reconnect.

Hitchhiking out of BRC? Stay at the Greeters area to find a ride - this is the safest location and the best place for drivers to see you. **Do not walk on Gate Road**

Any vehicles found to be outside the perimeter of BRC or Gate Road are in violation of the Event Closure Area. Closure Area violations are ticketed by the BLM. They really are out there watching, and you will be ticketed. Then you will be returned to the back of the Exodus line. Sounds fun, right?

Exodus Traffic Pulsing

With Pulsing, vehicles are allowed to stop and turn off their engines (from 15 minutes to about an hour depending on how close you are to the front), then are "pulsed" forward all at once. Pulsing generally occurs during the peak driving hours on Sunday and Monday.

Pulsing is a system of moving vehicles at regular intervals toward the highway on Gate Road to avoid the long slow creep that challenges the sanity of even the most patient among us.

With Pulsing, vehicles stop and turn off their engines. Then, every hour, vehicles are "pulsed" a mile forward all at once. Pulsing does NOT get you out of the city more quickly, it just lets you take a break from driving. During Pulsing, expect to be stopped along Gate Road for periods of time. Listen to BMIR 94.5 FM or the Gate Advisory Radio Station 91.5 FM for Exodus info.

Do Not Pass - Do Not Get Killed

You simply cannot count on other drivers in a long line of cars bumper to bumper leaving Burning Man to hang back and let you back into the line when an oncoming vehicle is coming at you head-on at 55-85 mph. The delay for just not passing and patiently following the car in front of you may be only a few additional minutes. The cost of passing may be your life. Besides, when everyone is in a line to leave Burning Man, it is just selfish and pointless to pass an entire line of cars as if they didn't want to go faster. We all have to put up with slowly leaving the playa.

Do Not Drive When You're Tired! Pull Over and Rest!

Flying Out of Reno After Burning Man - Remember This!

A couple important reminders:

Please remember to NOT bring any of your garbage back to the Reno Airport, including rental car agencies. Dispose of your recycling and trash between BRC and the Reno Airport. See our list of appropriate disposal locations in the Trash & Recycling Section.

Second, there may be items you bought for your life in BRC that are prohibited at the airport and on airplanes.

Finally, also remember that not everyone on the plane with you will be a Burner. Some may appreciate it if you had showered beforehand and are fully clothed. We've heard some complaints in the past, and it's in everyone's interest for you to be fully clothed and as free of dust and odor as possible.

If the Rain falls everything stops

Keep water and food inside your vehicle. People could get trapped in car for hours, even days when it rains on the exit queue. Have buckets available.

Drive the Speed Limit or You WILL Get Stopped!!!

During Burning Man, there are oodles of law enforcement officers patrolling the routes to Black Rock City, just WAITING for you to speed, so they can write you a nice fat citation. Seriously, we hear this EVERY year:

Pay attention to the speed limits. They change quickly and unexpectedly as you pass through towns between Interstate 80 and the Gate Road entrance on County Road 34, 10 miles north of Gerlach.

Do not walk on Gate Road

Exodus ride seekers: If you haven't found a ride in the city, use the area at Greeters for best results. Do not enter Gate Road until you've found your ride.

F-Lot

F-Lot is the Reunification Station. The FINAL FRONTIER TO FIND IT OR FIX IT before pavement. It is just past the Pulsing Location on Gate Road, on the right-hand side of the lanes and BEFORE you enter the gravel road.

Why would I go to or stop at F Lot?

- If you become separated from your other convoy vehicle.
- If you have lost your passenger(s).
- If your vehicle needs to be towed.
- If your vehicle needs a jump or has battery issues.
- If you need to check your load / straps.
- If you need one last bio-break before hitting the Highway
- If you have a concern/issue that needs to be addressed before you hit the pavement.

During peak Exodus operations, there will be Staff at F-Lot, typically Sunday 12:00 am through Monday 12:00 pm.

There will be lights and Portos at F-Lot. This is your last chance to secure your load, use a porto, find your passengers, be towed off playa to pavement.

Additional Travel Tips

Make sure your vehicle (and whatever you are towing) has an UNOBSTRUCTED rear license plate, two working headlights, taillights, brake lights and a license plate light.

If traffic stops on 447 or 34, please stay in your vehicle and keep your headlights on at night. These are rural highways, and it is hard for oncoming traffic to see you. Do NOT try to pass! Large trucks come barreling down the clear lane heading in the opposite direction. You may not be able to "pull back into the right" or to the left - most of these county roads have soft shoulders or deep trenches on the side.

See the 24-Hour Oracle for Helpful Advice from Nevada Highway Patrol.

Some Helpful Advice from the Nevada Highway Patrol

Every year the NHP helps hundreds of Burners who get stranded or otherwise experience problems on the road to and from the event. They let us know some super helpful tips to avoid the most common problems that Burners experience while on the road:

Balding Tires

The NHP reports that bald tires are a significant factor in accidents and breakdowns so be sure to check your tires before you leave for the event and replace those old tires if you need to.

Too Tired to drive

The NHP reports that of the accidents that relate to Burning Man traffic, the Number One reported cause of these accidents is FATIGUE. Be sure to be well rested and sober (duh), with a copilot to help to keep you company while you drive. Behind the wheel is no place for a playa hangover.

Driving on Empty

See the tips above for getting gas before your final driving leg into Black Rock City. Gas up fully at the recommended filling cities beforehand. And this goes for fuel for RV generators as well. One more thing--figure out what kind of fuel your generator uses BEFOREHAND. Most generators do NOT run on gasoline.

No camping

Camping is prohibited in Gerlach. Please respect the local citizens.

Going for broke

If your vehicle breaks down, please carefully pull off the road to allow traffic to continue past you safely. NHP may push your vehicle off the road if needed but if you can safely coast or push your vehicle onto a gravel shoulder, please do so.

Soft shoulders

State Route 447 and the other rural highways have *very* soft shoulders and the chance of getting stuck is much higher than you expect, especially in the soft sands around Pyramid Lake. Only pull over if you absolutely have to, and if at all possible, only on fully developed gravel shoulders. It's also easy to roll a vehicle if you hit these soft shoulders at high speeds. Be CAREFUL.

Secure your load!

Be sure loads on your roof rack or trailers are ABSOLUTELY secured to your vehicle. **This especially applies at the end of the event on the way home** when you may be tired and less careful about how you pack and secure your belongings and trash. Taking a couple of extra minutes to fully secure your load for the sail home is a lot easier and safer for you and for other travelers. Finally, Leaving No Trace both on AND off the playa is absolutely critical to the event's future. So, make triple sure EVERYTHING is secure! Locations to take that trash and recycling is on the way, see below on Exodus Trash and Recycling (EXTRA) locations...

Hurry up and wait

The wait for tow trucks can be very long (think hours and hours). Sitting on the side of the road is a major bummer so please be careful.

Fire Safety

Check with the Fire Arts Safety Team or consult the Burning Man website for additional information about Fire Safety.

FUEL - GENERAL INFO - Store as little as possible -

FUEL AND HAZARDOUS MATERIAL STORAGE (HAZMAT)

All participants using combustible fuels in an art installation (or for other purposes) at Burning Man must educate themselves about and comply with appropriate practices for storing and handling these materials.

FUEL SPILL GUIDELINES

Any fuel spill or leaks from your vehicle should be reported to Black Rock City Rangers or the Emergency Services Department immediately! They will advise you on remediation. If your vehicle is leaking, please do what you can to contain or stop the leak and please stop driving.

Spill Control and Response

Fuel spills with contaminated playa that cannot fit in a gallon bucket should be reported to Earth Guardians, Black Rock Rangers or ESD. Reports should include specific location and contact person at that location, who will remain on site until the response team arrives. Possible sources of ignition should be eliminated in the area. Vapors can travel significant distance from the spill.

Fire Extinguishers

All camps and villages must be equipped with fire extinguishers in designated areas located on a post in full view. Avoid using ABC extinguishers in kitchens (serious contaminants) - damp towels are recommended in a kitchen fire.

Playa dirt can also be used to smother flames. Have buckets of dirt and shovels available.

FIRE ART GUIDELINES

<p>Consult the Fire Art Safety Team (F.A.S.T.) Located at a Desk in the ARTery – Esplanade @ 6:15</p>

Fire Permits MUST be applied for pre-Playa. F.A.S.T. issues all Fire Permit Laminates on Playa.

Community Burn Gardens

To burn unusable untreated scrap wood only Starting at 10:00 am Sun 9/3 through Tues 9/5 the Burn Gardens, located on Esplanade at the 3:00, 6:00, and 9:00 Promenades, will be open to the community for the burning of WOOD ONLY. No burning cardboard, paper, compost, recycling, or trash in the Burn Gardens. This is not a trash fire. The burning of toxic or synthetic materials such as couches, stuffed furniture, rugs, PVC pipes, etc. is prohibited by law. Wood must be contained within the platforms. The Bureau of Land Management can issue citations to anyone who burns anything on the playa surface. Our Burn Garden Volunteers will be on hand to direct your wood burning experience.

Food Safety Requirements

If you are planning to make and give away food or drinks to the public on the playa including fresh squeezed juice, coffee with dairy, or even snow cones, **you need a permit**. You must have applied for and be permitted as a Temporary Food Establishment by the Nevada Division of Public & Behavioral Health (NDPBH) if:

- You will be cooking or serving food to large groups of more than 125 FELLOW CAMPERS of your camp on a consistent basis. (If you have a communal kitchen shared by 125 or more campers, but meals are prepared individually, or in smaller quantities than for 125 persons, a permit is not required, however we highly recommend you research and review safe food handling practices, starting with the Nevada State Division of Health information.)
- You wish to share, cook or serve food or non-alcoholic beverages to the general Burning Man population (gifting food).

Giving food away or trading for food to ANYONE not in your camp is the same as a restaurant in the eyes of the Health Division. Permits and cooking standards will be enforced.

NDPBH does not require permitting for bars serving only alcoholic beverages or tea and coffee made with boiling water. However, ice must be from an NDPBH approved source, like Arctica. Adding fresh fruit, produce or fresh dairy products to drinks would require a permit. "Sun Tea" made without boiling, would require a permit if served to others.

Completed application along with the \$50 permit fee must have been received by NDPBH EHS no later than August 11, 2023 - prior to the event.

If permit was approved and written, a letter was sent to the applicant. This letter will say applicant must **BEFORE SETTING UP FOR FOOD SERVICE YOU MUST CHECK IN AT PLAYA INFO TO RETRIEVE YOUR OFFICIAL HEALTH PERMIT AND VERIFY THE LOCATION OF YOUR CAMP** - during the hours specified in the letter. Please note, in years past, the Receipt from NDPBH has resembled the permit but it is NOT the legal permit issued on-Playa.

Pick Up Permit at Playa Info BEFORE Serving Food

Once your application is approved, you will receive written notification of approval. However, you must pick up the permit at the event. You will need to pick up the food permit at Playa Info in Center Camp during the following days:

- **SATURDAY, AUGUST 26 THRU WEDNESDAY, AUGUST 30 FROM 11am-5:00 PM**
- **Extended hours might be provided as needed.**

NDPBH do this so that they can get an accurate camp location from which to do inspections. **They will NOT be issuing new permits at Playa Info!**

IMPORTANT: EVERY YEAR A NUMBER OF CAMPS FAIL TO PICK UP THEIR PERMIT AT PLAYA INFO AND COULD NOT BE LOCATED FOR INSPECTION. PLEASE NOTE THAT NOT HAVING YOUR ACTUAL PERMIT ON HAND IS THE SAME AS NOT BEING PERMITTED. DON'T BE SHUT DOWN. YOU MUST PICK UP YOUR PERMIT AND BE INSPECTED TO BE IN COMPLIANCE.

In your camp kitchen you must set-up a hand wash station for your food handlers. Failure to provide a hand washing station would result in the closing of your operation. Hand sanitizers are fine after hand washing, but do not take the place of hand washing with water, soap, and paper towels.

In your booth your food handlers and servers must wear gloves and must be adequately clothed. We know this is the playa - but use good judgment and some discretion in your attire when serving food to the public.

Consult the Nevada State Health Division or Nevada Division of Public & Behavioral Health website for:

- Information and Guidelines for Food Service at Burning Man
- Food Safety Requirements at Burning Man
- Food Permit Application for Burning Man
- Self-Inspection Checklist for Burning Man
- Tips for Staying Healthy on the Playa

Please remember, the NDBPH people providing the permits and inspections are focused on Food-Safety, not making life difficult.

Fuel Services

Black Rock City PETROL provides Art Projects, Mutant Vehicles and Theme Camps the ability to purchase fuel on playa.

All fuel on playa is distributed by the DPW PETROL Team, which oversees the BRC Fuel Safety Program. Fuel deliveries can be made to Theme Camp generators if an account has been set up prior to arriving on playa. A fueling station (Hell Station) is available at 9:45 & Halfway to the Fenceline for art cars, theme camps, art projects and event partners. Specific questions can be directed to the office at that location.

BRC Fuel Program = Petrol:

The BRC Fuel Program is for registered Art Projects, Mutant Vehicles and Theme Camps with higher volume needs, as well as registered support vehicles. It is not available for passenger vehicles, RVs, and participants who did not go through the application process. If this means you, plan to bring in your own fuel. This fuel safety program is intended to reduce the amount of traffic transporting large loads of fuel into the event as well as the need for large fuel storage in camps.

HELL STATION

Hell Station is the participant fueling station, located at 9:45 & halfway to the Fenceline. The fuel types provided are gasoline, clear diesel, dyed diesel, and propane. It is also the place for you to activate your account once you arrive on playa.

- Hell Station, and fuel deliveries usually begin the Monday prior to the event through the final Sunday. Those needing fuel deliveries for Theme Camp generators after the final Sunday (available only until Tuesday) must schedule this ahead of time.
- Station fuel line hours are daily from 10am-4pm, and the Office is open from 10am-5pm.
- To activate deliveries, contact the PETROL Department when you and your generator are on site.

Contact the staff at Hell Station for any questions relating to delivery of all types of Fuel.

*** Please note: Vehicles that approach the fuel station without a driving sticker will be turned away. The only vehicles allowed to move around the playa are those that have received a license/decal from the Department of Mutant Vehicles or event support vehicles with the proper designation/decal. Please note a driving license/decal is not the same as a vehicle parking pass that allows your car into the event.*

Buying Gas Off-Playa

The closest gas station is Bruno's Shell in Gerlach – Approximately 11 miles away. 775-557-2272

Buying Propane Off-Playa

For 2023 Granite Propane in Gerlach will NOT be Staffed. The main office for Granite Propane is in Silver Springs. 775-577-2361

Fuel Safety and Storage

One of the ways you can help us protect the playa is by storing as little fuel as possible in your camp. Each point of transfer is a risk of spill, fire or worse. It is preferable to have large generators filled daily by the PETROL Department rather than storing fuel in your camp and filling equipment yourself.

All participants using combustible fuels in their camps, art installation or mutant vehicle (or for other purposes) at Black Rock City must educate themselves about and comply with appropriate practices for storing and handling these materials. Not only is this essential for safety, but it is also required as part of our event permit stipulations with the Bureau of Land Management. Be sure to review information about Fuel and Hazardous Materials Storage before planning your Camp Layout

Gate, Box Office, and Will Call

Box Office and Will Call Operations start Monday, August 21 at noon and will stay open 24 hours a day until noon Burn Day, Saturday, September 2.

You must print your Work Access Pass before you arrive at the Gate - we cannot print it for you, and we do not accept passes on your phone/computer.

Tickets for Kids under 12

Starting in 2015, a special no-cost Kid's Burning Man Ticket was required for each child 12 years old and younger. If you bring your children, you must request these free tickets by completing a Kid's Ticket Form. You will receive instructions on how to print-at-home the Kids' Tickets. Your Adult ticket(s) and the Print-At-Home Kid's Tickets will be scanned at the Gate.

Forgot your Kid's Ticket? No problem! As a back-up, Gate staff will have Kids' Tickets available for scanning when you arrive. However, your best bet for a speedy entry is to have the Print-at-home tickets in hand when you arrive.

Gate Tips

Gate is a 24-hour operation starting at 6am on August 20th, through Friday September 2nd.

The Gate will begin to allow general entry at 12:01am on Sunday, August 20th.

As you approach the Burning Man entrance, tune your radio to 95.1 FM - the Gate Area Radio Station (GARS) for up-to-date info about the Entry and Exodus process.

Stay Below 10 mph on Gate Road! Speeding causes ruts in the playa surface, and the dust you create makes it hard for you to see our volunteers in the lanes and for other drivers to see you.

Stay with your vehicle on Gate Road. Don't risk losing your friends (yes, it happens).

On all days but Saturday and Sunday night, the shortest Exodus lines are usually in the early morning hours, generally from 3 AM - 10 AM

WAP (Work Access Pass) [was Early Arrival] - Camping

Arriving pre-event? If you're not already with a registered theme camp, we ask that you please camp between G Street and the outer rim and outside of the blue flags indicating placed camps between G

& L. No general camping between Esplanade and G Street unless you're with a pre-registered theme camp in that area, please!

Empire-Gerlach Shuttle Bus Service - No longer offered.

Re-Entering Black Rock City

If a person leaves Black Rock City, his or her Burning Man ticket will already have been scanned. A valid re-Entry chit must be shown at the gate to validate a used Burning Man ticket for return to the City.

Driving Out and Returning in the Same Personal Vehicle: A person who wishes to drive a personal vehicle out of Black Rock City will need to buy a \$20 reentry wristband at the Gate for EACH person who plans to return to the City

IMPORTANT: returning in a personal vehicle will require traveling through the entire entry queue again. There is no short cut, so don't ask. Each person must show their Burning Man ticket stub AND their reentry wristband at the Gate to enter the city again. Vehicle must show the same Vehicle Pass in the windshield

Handicapped and Mobility

Mobility Camp

Center Camp Plaza at 1:45

Mobility Camp, located in Center Camp Plaza at 1:45, provides wheelchair friendly art tours 3 to 4x daily for the mobility impaired, the walking wounded, and the able bodied – in that order. Artery Mobility Impaired tours depart from Mobility Camp and can be signed up for there.

In the past, they have had Tours at several times during the mornings and evenings, and at Dusk for the Burns. Ask at Mobility Camp about availability and times for Tours.

They also provide a charging station for medical equipment as well as wheelchair friendly camping facilities.

In the past, they offered Loaner Wheelchairs, Crutches, and Knee Rollers (Knee Scooters).

Hospitals

Nixon

Pyramid Lake Health Clinic

- 705 Highway 446, Nixon, NV - 775-574-0987, (775) 574-1018
- Open Mon-Tues-Thur-Fri 8am-4:30pm, Wed 8am-12:00pm
- ~70 miles away from BRC

Cedarville

Surprise Valley Hospital

- 741 North Main Street, Cedarville, NV - 530-279-6111
- Open 24/7. Located just a few blocks south of the town center
- ~85 miles away to the Northwest

Reno / Sparks

Renown Regional Medical Center

- 1155 Mill Street, Reno, NV - (775) 982-4100
- www.renown.org

Saint Mary's Regional Medical Center

- 235 W 6th St, Reno, NV - (775) 770-3000
- www.saintmarysreno.com

Northern Nevada Medical Center

- 2375 E Prater Way, Sparks, NV - (775) 331-7000
- www.nnmc.com

Other Resources

Regional Emergency Medical Services Authority (REMSA) <http://www.remsa-cf.com/>

Ambulance Service Provider - CrowdRx

Air Ambulance Service Provider (Fixed Wing) – Guardian Flight

- <https://www.guardianflight.com/home>

"If you are able, request to sign a "Consent to Release Information" form so we can tell your friends and family where you are and what happened (by law, we can't provide information about you without your consent).

Ice On The Playa

Ice is available for purchase on Playa at three Locations

Arctica = Main

Main Ice located in the Center Camp Circle at 9:00 - the Dome at Center Camp.

ICE³ = ICE Cubed

Ice Cubed is located in 3:00 G Plaza

ICE NINE

Ice Nine is located in 9:00 G Plaza

Hours of Operation

Early Ice Sales = Pre-Event

- Arctica (Main Location) hours are: Thur 8/24 - Sun 8/27; 12:00pm - 6:00pm.
- ICE-NINE will be open Sat 8/26 - Sun 8/27; 12:00pm - 6:00pm

During The Event

- Monday August 28 - Saturday September 2; 9:00a - 6:00p
- Sunday September 3; after the Burn; Arctica Main 12:00p - 6:00p
- Sunday September 3; after the Burn; Ice 9 and Ice Cubed 12:00p - 3:00p
- Labor Day Monday @ Arctica Main @ Center Camp **only** 10:00a - noon (or until they run out)

Please note: There will be no ice sales at the 3 or 9 o'clock plazas on Labor Day Monday!

Cost

- \$10 each for 16lb bag of crushed ice. (no more sleeves)
- \$5 each for 10lb block of ice. (*Printed Survival Guide is Wrong*)
- Credit cards, Apple Pay, and cash are accepted at all locations.

Come prepared with a means to transport the larger bags of Ice.

Large Orders: New for 2023: Orders over \$200 can go direct to Arctica's Large Order Igloo at 6:30 & K Available 12pm – 6PM Pre-Event Saturday - Event Friday

***** NO CASH PURCHASES *** ONLY CREDIT CARD OR MOBILE PAYMENT**

Jails

(Participants can take a photo of this page to have the information with them)

Pershing County

Pershing County Sheriff Office 395 9th St, Lovelock, Nevada 89419 - (775) 273-5111

- **Main Holding Facility for people arrested on Playa.**

Washoe County

Washoe County Jail 911 Parr Blvd., Reno, NV 89512 - 775-328-3062

- Inmate Search: <https://www.washoesheriff.com/inmate-search.php>

Washoe County Sheriff's Office 911 Parr Blvd., Reno, NV 89512 - 775-328-3001

Lyon County

Lyon County Jail - 911 Harvey Way, Yerington NV 89447 - (775) 463-6600

Lyon County Sheriff's Office – Fernley 555 E. Main St., Fernley NV 89408 - (775) 575-3350

Carson City

Carson City Jail 897 E Musser Street, Carson City, NV 89701 - 775.283-5245

Carson City Sheriff's Office 911 E Musser Street, Carson City, NV 89701 - 775.887.2500

Reno / Sparks

Reno Police Department Main Station: 455 E. 2nd Street, Reno, NV - (775) 334-2121

City of Sparks Police Department 1701 E Prater Way, Sparks, NV 89434 (775) 353-2231

Fallon

Fallon Police Department 55 W. Williams Avenue, Fallon, NV 89406 - (775) 423-0167

Pyramid Lake

Pyramid Lake Tribal Police Wadsworth; 320 Pyramid, Wadsworth, NV 89442 - (775) 575-2461

Pyramid Lake Tribal Police Nixon; 200 S Hollywood Rd, Nixon, NV 89424 - (775) 574-1014

NV Highway Patrol Headquarters

Nevada Highway Patrol Jail 555 Wright Way, Carson City, NV 89711 - 775-684-4867

Laser Policy

Hand-Held Lasers are prohibited in Black Rock City

Following a 2014 event, a number of BRC employees and volunteers - including Rangers, Pyro team and Burn Control staff - reported feeling unsafe because they were repeatedly flashed by handheld lasers. This was in addition to a tragic incident in which a Black Rock Ranger suffered permanent loss of eyesight as a result of a laser the night of the Man Burn.

As a result, **handheld lasers are no longer permitted at the Burning Man event. Do not bring them. Period.** This policy is in line with nearly all major festivals and events in the United States and Europe.

Mounted High-Powered Lasers on Art or Mutant Vehicles

As of 2015, all Theme Camp, Art Installation, and DMV Mutant Vehicle applications include the requirement to disclose the presence or inclusion of a laser as part of the project or operation. All relevant applications are forwarded to the Event Safety Officer for review and further communication. Unsafe laser installations will not be permitted to operate.

For **Laser inspections**: contact the Safety Team on the Safety Team Channel as needed.

Lasers at the Saturday night Man Burn

Mutant Vehicles may use lasers on Saturday night prior to the Man Burn. All lasers must be off when prior to the fire conclave entering the Great Circle. Lasers can begin being used after the perimeter has been released by the Rangers. All approved Mutant Vehicles will have a sticker affixed to the rear of the vehicle.

If you see a laser that you feel is being operated unsafely anywhere, please note the location and other relevant details, and contact a BRC Ranger as soon as you can.

Tips when incorporating a laser in your theme camp, art installation, or Mutant Vehicle

If you are considering using mounted lasers on playa, follow industry guidelines and remember:

- Treat laser operations as a serious safety matter.
- Ensure all operators are sober.
- Designate someone to monitor the laser to make sure it is operated safely.
- If your laser operates automatically or without an operator, have someone monitor the system so they can shut it down if necessary.

Guidelines on safe use of lasers from the International Laser Display Association can be found on the Burning Man website.

Lawyers For Burners

2022 Update (no updates for 2023 yet)

2022 will be the fourteenth year Lawyers for Burners has helped the Burning Man community defend itself against arrests and citations by law enforcement at the Burning Man Event. If you received a citation from the U.S. Bureau of Land Management (BLM) or were arrested or cited by Pershing County Sheriff, Jerry Allen, please fill out a feedback form on the top left tab. Lawyers for Burners is collecting information about law enforcement encounters at the Event and will respond with legal information and assistance in obtaining representation by an attorney.

Entering the Event and Driving on Gate Road

Take great care while entering the Event and while driving to your camp on Gate Road, the outer ring of the Event. In recent years, the BLM has shifted its drug enforcement efforts from patrolling inside the Event to stopping vehicles as they enter the Event. The BLM has used motor vehicle stops as a pretext to search vehicles for drugs.

If you are cited, try to enjoy the rest of the Burning Man, and Lawyers for Burners affiliated attorney can assist you after the Event.

Good to Know (historical information)

If Participants are unable to return to Nevada when their court date is scheduled, attorneys affiliated with Lawyers for Burners can represent you and make your court appearance for you. The cost of representation is usually only a couple hundred dollars. Lawyers for Burners can recommend attorneys who will represent participants and negotiate better plea arrangements for very reasonable fees.

All of the citations issued at Burning Man are for infractions (less than misdemeanors) and participants can simply pay the fine and be done. If the citation was for driving in violation of the "closure order" and a fine of \$125, the cost of fighting the citation may exceed the harm of pleading guilty to the charged offense. But if the offense is possession of a controlled substance, pleading guilty to the charged offense could have severe personal and professional costs. Regardless, if you ignore the citation, the BLM can, and has, obtained arrest warrants for participants who ignore a citation.

Lawyers for Burners strongly recommends local criminal defense lawyer:

John B. Routsis 505 Ridge Street, Reno, NV 89501 Office:(775) 785-9116

<http://www.routsishardycooper.com/>

john@rhclaw.com

THIS INFORMATION IS PROVIDED AS A COURTESY FROM LAWYERS FOR BURNERS AND SHOULD NOT BE CONSTRUED AS LEGAL REPRESENTATION. THIS IS LEGAL INFORMATION, NOT LEGAL ADVICE, WHICH IS AN INTERPRETATION OF THE APPLICABLE LAW TO SPECIFIC CIRCUMSTANCES. WE URGE YOU TO CONSULT A LAWYER FOR LEGAL ADVICE OR REPRESENTATION ABOUT A PARTICULAR LEGAL QUESTION OR ISSUE YOU MAY HAVE.

Leave No Trace

ALWAYS PLAN AHEAD!

Prepare a Leave No Trace and a Green Plan, not just a Clean-up Plan. See example plans on the Earth Guardian web site (www.earthguardians.net). Or visit Earth Guardians Camp on Esplanade & 5:35 at Rod's Road. Look for materials and containers that can be reused or repurposed. Design your camp structures for reuse, easy deconstruction, storage, and salvage. Do not bring live or dead plants. Live plants that die on the playa create MOOP (Matter Out Of Place). Place a tarp under high-activity and construction areas where small MOOP (like wood chips and sawdust) could hit the ground. Precycle – Remove all packaging before you pack. Don't Let It Hit the Ground and Clean As You Go. before you leave your camp, cover the grid with multiple MOOP Sweeps.

Keep Thinking Green

Promote more sustainable practices at Burning Man with Respect, Rethink, Reduce, Reuse, Pre-cycle, Recycle, and Restore. Conserve energy, reduce your ecological footprint and use of disposal plastic, strive for carbon neutral and zero waste, use alternative energy sources, and protect our local and global habitats. Respect the environment and participate in eco-restoration projects in the Black Rock Desert and at home.

Check out ideas at the Earth Guardians Pavilion to learn more about Greening Your Burn.

Do Not Dump Grey Water, Oil or Gasoline Directly on the Playa

All of these fluids must be carefully managed on the playa to protect our health and the playa surface.

Fuel and Oil Spills

Even small leaks can have a cumulative impact on the health of the Playa. Check under your car, generator, and any fuel containment for leaks or drips. Use a tarp or even cardboard for a temporary catch if you don't have a pan. Dig up and remove any spills and take with you off playa. Remember that contaminated dirt must be disposed of as a hazardous waste. Contact Rangers and ESD for any spills larger than a gallon. When in doubt, dig it out!

No Major Digging Without Proper Authorization

BLM permit stipulations state that NO holes should be left on the playa. Any infraction can affect our ability to obtain a permit next year. Exceptions **MUST** be pre-approved by a department head. Please report any holes that you see to the Rangers. Please save all dirt from any approved hole so it can be refilled and tamped down after the event. **THIS IS VERY IMPORTANT!!**

Leave Only Positive Traces

Participate in Earth Guardians tours and talks and learn about Environmental Stewardship. Earth Guardians educate and inspire the citizens of Black Rock City to embrace Leave No Trace best practices so that our collective clean-up efforts are minimized at the end of the event. Stop by the Earth Guardian Pavilion, grab a your own MOOP bag and see their exhibits, participate in their DIY classes, nature talks, bike tours, music and dance performances and volunteer outreach and

compliance shifts with BLM. Come back for talks on environmental stewardship efforts year-round. See www.egcamp.info

Pack It In, Pack It Out

If you bring it in, you need to bring it out. There are no trashcans in Black Rock City. Don't forget to bring your own cigarette butt container! Come by Earth Guardians and get a personal MOOP bag. Bring more water and less food than you typically eat at home. Dry food waste and take it home to compost to reduce stinky trash. When leaving Black Rock City, secure your load, especially your trash. Don't let your trash fly off your vehicle, and do not dump it in local communities, rest stops, or on the side of the road on the way home!

Be Considerate of Your Hosts

Be respectful and considerate of host camps and leave no MOOP when you hang out/party. Large, popular camps are always taxed by having to clean up after other peoples' absent mindedness. Clean up after yourself! Thank them for providing you with fun by bringing your personal MOOP container to help clean up. Do Your Part to Pay it Forward.

Rethink - Reduce - Reuse - Recycle - Share

Design your camp for reuse, easy deconstruction, and salvage with reused or re-purposed stuff. You will reduce cost and disposal headaches and save money for next year. Include energy-efficient power and lighting and use human, solar, wind, or biodiesel energy sources and/or offset carbon emissions associated with transportation and energy (generators). Illuminate with energy efficient light bulbs, LEDs, or EL wire. Coordinate with other camps to share resources, infrastructure, transportation, and energy sources. Bring reusable and recyclable cups, water and drink containers, utensils, and dinnerware. Disposable plastic cups blow. CYOM (Carry your own mug). The Cafe and most fashionable bars welcome your mug!

Don't Burn on the Unprotected Playa

Burning directly on the alkaline playa bakes the surface into a dark, hard brick-like material. Use burn platforms or recycle your wood. Platforms are not dumping stations for trash! Burn only untreated wood or paper and nothing oversized that will spill ash or burning debris. Don't overload the burn platforms. Have tools on hand to break down and cut up larger pieces. If a platform is already full, wait until there's space to add your wood or try the next platform.

CLEAN AS YOU GO

Never Let It Hit the Ground & Beware the Hungry Wind!

Make sure everything in your camp is secured and staked down at all times. Bring tethers, anchors, containers, and covers to keep light stuff from blowing away. Place tarps in areas where things are likely to be dropped, such as kitchens, high traffic, or construction areas. Place drip pans under vehicles that might leak fluids. If it never hits the ground, you won't have to chase it down or pick it up later. Don't wait until the end of the week to pick stuff up. This keeps you from being overwhelmed by the mess and helps keep trash from blowing out of reach.

Prevent Dunes

Dunes form when dust gathers around stationary objects, including MOOP. Please keep the playa safe for vehicle passage by keeping it flat and MOOP-free. Flatten dunes at an early stage with a

push broom or the back end of a landscape rake. Rake dunes for MOOP. Line-sweep your newly flattened area for MOOP afterward.

Grid Your Camp at the End

After you pack up and load everything (including trash) into your vehicle, break up any dunes that formed around vehicles or structures and do a MOOP line sweep across your camp. Have fun with it - give everyone a Ziploc bag, line them up along one edge of camp, look down and slowly walk to the other side. Cover your entire area looking for those last bits of trash- every wood scrap, plastic debris, twist tie, cigarette butt, food scrap, carpet fiber, match, nut shells, everything.

Devote Two Hours to General Cleanup in Black Rock City

All participants are expected to contribute at least two hours to community cleanup outside of their own camp before departure. This can be done at any time during or after the event. Jump on the Earth Guardian MOOP train, we leave each morning at 11:00 to head out to the trash fence and within BRC, picking up MOOP and drinking champagne!

Library

Consult the Directory in Digital Services at Playa Info for more locations of Libraries on Playa.

Hushville Free Library E & 5:15

Returning with fascinating books from a diverse range of topics.

Interzone G & 6:30

Grab a book from our Lost Times Library and hang out in our lounge area, open 24/7. Library Loud Hours daily from 3pm-6pm with iced Moroccan mint tea and craft beer on tap!.

Kumaya F & 7:15

24/7 Library lounge, filled with books and art.

Lockout and Locksmith

Lockout and Locksmith Services

- **Lockout:** really refers to just getting into the vehicle.
- **Locksmith:** If you need to have a Key made, then you need the Locksmith.

Lockout:

Black Rock City Lockout is a volunteer group that has been gifting participants FREE lockout service "officially" since 2010, they will be available to participants and staff August 21- Sept. 5. Elecktra is the Manager for the Lockout Team.

If anyone loses a key, they should go to the Playa info Oracle desk as we literally receive hundreds of keys on a daily basis.

Participants that are locked out of their vehicles should come to Playa Info where we have a Hot Pink Mailbox with forms to fill out. There is a sign that says Key-ask above the Box. Please instruct the participant to fill out the form. Remind them to select "LOCKOUT" and to FOLLOW THE INSTRUCTIONS.

(if it is a true emergency like a car is running, then get a Shift Lead or a Day Manager to call the lockout channel, or visit the nearest ESD station) otherwise the participant should come to Playa Info and fill out the form.

Locksmith:

On Friday of event week, Elecktra's key cutting guru will be on site and able to make almost any type of key, for a fee that he collects (prices vary)

There is a hot PINK Drop Box at Playa Info where the forms are located. It is available 24 hours a day, participants need to read the instructions, Select LOST KEYS, and fill out the form, FOLLOW THE INSTRUCTIONS, and BE PATIENT. Playa Info does not know the ETA of locksmiths.

Request Forms for "LOST KEYS" will be collected during the week but Keys will NOT be cut before Friday of event week.

Lost & Found

Lost & Found Bins at the Oracle Desks: Not entered in Database

- Keys
- Goggles
- Glasses

Lost & Found Bins at the Back of Playa Info: Not entered in Database

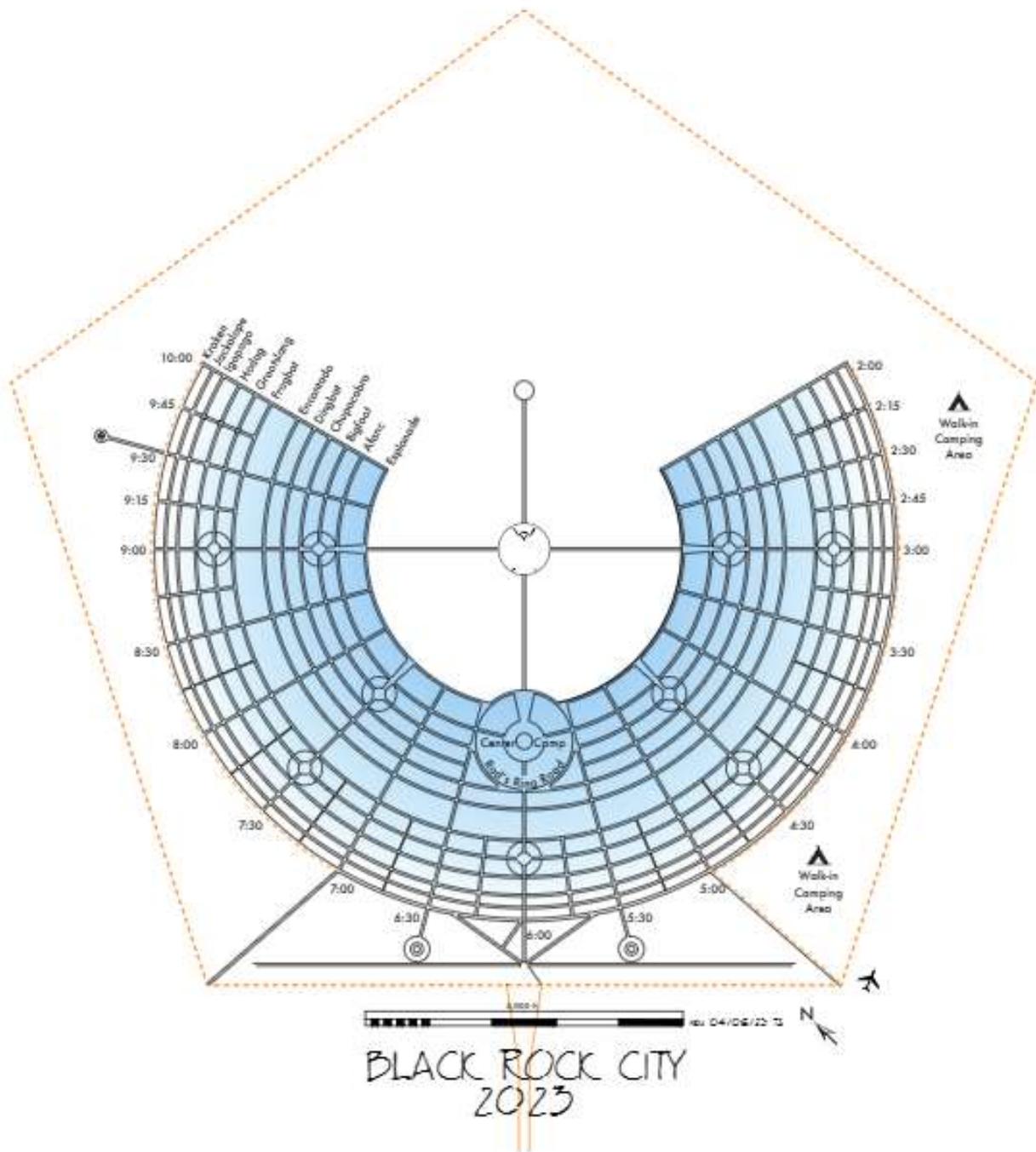
- Shoes
- Water bottles
- Scarves & Hats
- Clothes (Shorts, Shirts, Socks & Pants)
- Bike Locks

Top Things Participants Should Know About The L&F Service (2023)

1. The **primary goal** of L&F is to return found items to their rightful owner on Playa.
2. **Open Hours:** 9:00 am to 6:00 pm Wed. pre-event through Monday (Labor Day). On Labor Day, all services available 9:00 am to 6:00 pm. Tues. limited services 8:00 – 11 am.
3. **Location:** L&F lines form at the left side of the PI shade structure, (looking into the structure). The L&F trailer, aka "Hootch" is directly behind the PI shade structure; L&F "Waiting Area" is between the shade structure and the Hootch.

4. **Night-drop bin (Deep Throat):** (Three) Located in the L&F line area. Night Oracles and participants should deposit found items there.
5. Found items are logged into a **database**. 24/7 the public can use a Digital Services terminal to search for their last name or for photos of found items in most categories. For some categories, only a generic item will be shown, such as jewelry or walkie-talkies; you will need to describe the item.
6. **Four L&F Lines:** Line 0 – Turn in Found Items, Line #1 for a person who has their “Claim Number”, and Line #2 for people who have claim numbers for a Phone, and the 4th line is for people who did not find their item in the L&F database but still want to talk with someone.
7. **Staffing:** Pre-event Wed. 8/23 - Sun. 8/27 Oracles should send people looking for found items back to the trailer, telling them to knock and wait patiently. If in doubt about L&F operations, ask a L&F lead. A Shift Lead/Day Manager may assign PI volunteers to work at L&F on site. Only Volunteers wearing a yellow laminate are allowed in the Hootch/L&F Trailer.
8. **Lost luggage:** Lost/delayed Reno airport luggage, designated by the owner to be delivered to BRC, is brought to L&F. Luggage can be retrieved from any L&F line with owner’s name and luggage description. **BXB and BXA** will bring items left on their incoming transport to PI L&F after 24hrs.
9. L&F takes all found items except MOOP and **bikes**. Found bikes should be returned to where they were found, or to the camp if written on the bike.
10. Found **keys, glasses and goggles** will be located in bins at the Oracle desk during the day.
11. Found **shoes, bike locks and water bottles (without IDs)** will be located in large plastic bins (one for each category) outside of the Hootch. No waiting in line to look for these.
12. L&F **locks up** all wallets, ID’s, passports, etc., backpacks containing ID’s (kept together), and other items with Personal Identification Info. Only authorized staff members can unlock and retrieve these security sensitive items.
13. L&F Line Reuniter and Line Wranglers take found items to the **found-item shelf** inside the Hootch (2nd door to the right).
14. **Embassy contact** info is available from Digital Services computer terminals.
15. **Post-event:** Unclaimed items go to San Francisco; efforts continue to reunite people with their lost stuff. “Don’t Despair” cards provide post-playa guidance to continue a lost item search. Items are reunited through October 31.

Map of Black Rock City



2023 Street Names:

Esplanade, Afanc, Bigfoot, Chupacabra, Dingbat, Encantado, Frogbat, Grootslang, Hodag, Igopogo, Jackalope, Kraken

The street names of the 2023 city plan are of fabulous beasts from mythology and folklore, reflecting the ANIMALIA art theme.

Marijuana in Black Rock City

Federal Jurisdiction

Please note that Burning Man is held on Federal Land, and the Feds don't recognize the Nevada state laws decriminalizing marijuana for medical or recreational purposes.

The possession or use of marijuana is a federal infraction in the Black Rock-High Rock National Conservation Area where the Burning Man event takes place. Having a medical marijuana card is NOT a defense.

Adults aged 21 and over are permitted **under Nevada law** to possess and transport up to one ounce of marijuana (and up to 1/8 ounce of concentrated marijuana) and marijuana paraphernalia within the state, but not on federal land — where the Black Rock City event takes place. The use of marijuana in public places other than licensed cannabis consumption lounges is still prohibited, as is possession or transportation of more than an ounce (which could be evidence of trafficking under state law). Other restrictions also apply.

See Nevada Revised Statutes Chapters 678A and 678D for the full text of Nevada's laws regulating medical and recreational marijuana. Remember that marijuana remains illegal under federal law, and BLM may cite anyone in Black Rock City for possession of any amount.

Law enforcement teams at Burning Man typically consist of BLM and County working together.

Remember that they are still using dogs to detect drugs.

Media Rights and Responsibilities

(Excerpt Copied from Burning Man web site 2023)

Burning Man is a private event held on public land. As a participant or member of the media, you must be aware of your rights and responsibilities. We ask all participants, including members of the media, to exercise and respect certain rights and responsibilities:

- Personal vs. Professional Use
- Photo & Video Rights and Responsibilities
- Professional Media Use Rights and Responsibilities
- Media & Press FAQ

For any media-related questions, please contact press@burningman.org or visit Media Mecca for more information

Personal vs. Professional Use

In Black Rock City, you don't have to be getting paid to be a Pro. "Professional Use Media" is used to describe pretty much any media project that is intended for public distribution.

Personal Use Media

Burners are welcomed to use photos, videos, and audio recordings obtained at the event for their personal use, which includes:

- Sharing with your friends and personal social media networks.
- Displaying on personal websites—as long as the websites do not sell any products or services, and do not pretend or appear to be an official Burning Man website.
- Posting to your personal accounts on photo-sharing sites such as Flickr, Instagram, YouTube, and Tumblr—as long as the posts aren't commercial in any manner and the accounts aren't used for purposeful promotion. You may not directly monetize any media through paywalls or advertisements.

Even if your images and videos are for Personal Use, you must read, understand, and follow the Photo & Video Rights and Responsibilities. Every burner with a camera has a responsibility to be respectful to the community and its members!

Professional Use Media

If you wish to use any photo, video, or audio from the event for any non-personal use, you must apply as Professional Use Media for the Burning Man event. We require this registration process to protect the privacy and other rights of participants and to prevent commercial exploitation of Burning Man.

Non-personal use includes:

- Publishing photos in a printed or online book, magazine, or newspaper.
- Using footage in a professional quality video.
- Displaying images on a non-personal website or in a gallery show.
- Using imagery in a documentary or TV show.
- Distributing media to any third-party group or publication. This includes offering photos for publication, or making any commercial or promotional use of event media.

A general rule of thumb for whether a use is non-personal: Is the event imagery being used for financial gain, OR being widely distributed beyond your personal network of friends and family? If either of these is true, please apply as Professional Use Media by contacting press@burningman.org. You are also responsible for obtaining clear and informed consent from the subjects in your photos. If your image violates the privacy or other rights of another participant, you should not display it in any public manner. If you did not pre-register as a professional shooter at the event, you may apply for permission later if you or someone else wishes to make non-personal use of your images. But you must obtain our written permission before the use is made.

To learn more about shooting for professional purposes (press, books, fine art, documentary film, etc.), visit Media Mecca at Black Rock City.

Photo & Video Rights and Responsibilities

- You have the right to express yourself and create art as a photographer, videographer, and/or audio artist.
- Unless you have prior written permission from Burning Man Project, you may only use photos, videos, or audio obtained at the event for personal use.
- You are responsible for respecting the participants you wish to record and seeking their permission before photographing or filming them. If you are asked to stop filming, you must do so immediately. You have the responsibility not to interfere with the immediate experience of other participants.
- The Burning Man symbol, the phrases “Burning Man” and “Black Rock City,” the design of the Burning Man (aka “the Man”), as well as other key city infrastructure are protected by trademark and/or copyright law. In keeping with the principle of Decommodification, these trademarks and copyrights may not be used for any commercial or third-party purposes without Burning Man Project’s written consent. [Click here](#) for more information on Burning Man Project’s approach to intellectual property.
- Our Ticket Terms and Conditions cover our media policies in depth. By using your ticket to enter the event, you accept and agree to these policies. Failure to comply with these or any other media policies is grounds for eviction from the event and may bar entry in future years.

Professional Use Rights and Responsibilities

- Anyone who plans to shoot video or photography at the Burning Man event for non-personal use must apply with Burning Man Project before filming and sign a professional use contract. “Non-personal use” means any use that is commercial and/or widely distributed beyond one’s personal network of friends and family. You can start the process [here](#).
- All members of the media—and anyone else who plans to make non-personal use of event imagery—must check in at Media Mecca upon arriving in Black Rock City.
- If you fail to register or receive approval for your project, but you record event imagery for your project anyway, you are trespassing. Trespassers have no rights to any use of event imagery, and Burning Man Project reserves the right to take any necessary action against trespassers.
- Professional use contracts are required to sell any imagery from the Burning Man event. We do not permit online sales, or the sale or distribution of photos or videos via stock agencies.
- Before professional use contract holders can publish any event imagery, they must obtain written permission from an authorized member of Burning Man Project’s Communications Department. Such written permission may be subject to restrictions, including granting Burning Man Project a license to display your imagery in Burning Man communications.
- Burning Man Project forbids the making of profit from the documentation of nudity at the event without the express written permission of the subjects and Burning Man Project.
- You must use model releases for all recognizable individuals. We may ask for verification of these releases before granting permission to use an image or footage commercially.
- The copyright of a design, written work, artwork, or performance is owned by the person or group who created it. You must ask permission before capturing such artwork and performances and obtain signed model/property license(s) or release(s) from all appropriate parties.

Mental Health Services

Following is list of four (4) mental health resources available in BRC for any participant and presented somewhat in order of severity. All of these services work close with each other. Are you unsure which is the best resource? Not to worry. Any one of the resources will refer someone to another as needed.

A fifth resource (Peer to Peer Support Counseling) is specifically available to us, Burning Man Staff and Volunteers.

Zendo Project

The Zendo Project provides psychedelic peer support services for citizens of Black Rock City. Since 2012, Zendo's trained sitters have been providing a 24/7 safe space in Black Rock City for people to recover and be helped through overwhelming experiences, substance-related or otherwise.

This year, 2023, Zendo will be located at:

- 3:00 and C (next to ESD Station 3 Medical Station)
- 9:00 and C (next to ESD Station 9 Medical Station)

Green Dot Rangers

From <http://rangers.burningman.org/about/>

Green Dots are Rangers who help participants through situations that have a strong emotional, psychic, or internal component. Green Dots are first and foremost patient listeners and are there to help participants undergoing inner transformation or experiencing internal distress.

Green Dot Rangers can usually be identified by a round green dot or patch on their uniform.

Non-Green Dot Rangers should never have a round green symbol on the uniform.

Sanctuary

<https://rangers.burningman.org/wp-content/uploads/Ranger-Manual-2023-2.pdf>

Sanctuary is a safe haven for individuals who need a calm place away from the high-stimulus environment of Burning Man. Sanctuary is staffed by Green Dot Rangers. We do NOT share the location – See Rangers. Sanctuary's services are confidential and its staff is happy to help all participants who need a friendly ear.

If you think a participant could benefit from some time in Sanctuary, have the Day Manager or Shift Lead call Khaki (Rangers) and request a Green Dot consult. Remember that Sanctuary is a limited resource and, in most Green Dot calls, not a necessity. Use your discretion when suggesting or accessing Sanctuary as a resource.

It is NOT a drunk-tank or an automatic dumping ground for anyone who is acting troublesome. Please do not invite others to "check themselves in" there, nor direct them to find it on their own.

People who need access to Sanctuary (for themselves or their friends) should go through the Rangers on shift to make that connection.

Crisis Intervention Team (CIT) & Survivor Advocacy Team (SAT)

The Crisis Intervention Team (CIT, pronounced "sit") is part of the Emergency Services Department at Burning Man and consists of highly trained and dedicated psychiatric and mental health professionals. CIT responds in teams of two to needs for psychiatric services on the playa, advocacy for survivors of sexual assault and domestic violence, and critical incident stress management should it be needed.

This Crisis Intervention Team is designated to respond to any significant event, much like many county mental health resources would respond to a school shooting or other large-scale event. Additionally, CIT works closely with the Sanctuary and Green Dot Rangers, who provide peer crisis intervention as well as a safe space for those who need some space to recompose themselves after intense emotional or physical ordeals.

CIT and SAT assistance is available by Playa 911 Radio.

Crisis Intervention Team Details

The Survivor Advocacy Team is a specialized unit that deals with sexual assaults and domestic violence.

There is a specialized unit that deals with children and adolescents?

The SAT respond to calls regarding sexual assault and domestic violence.

- CIT = Crisis Intervention Team: crisis response/mental health
- SAT = Survivor Advocacy Team: sexual assault/domestic violence response

Peer to Peer Support Counseling

This is a service for Staff and Volunteers. (Note: not for participants) Staffed by professionals trained in conflict mediation, counseling, peer support and mental health. They are here solely to help you, staff, and volunteers when you need counsel on volunteer-related personnel issues.

From the 2023 Way It Is:

The Peer Support team has a private office in the Operations Business Park along the Commissary exit driveway, next to the People Operations office (Bento Box).

Regular hours are: 8/21 to 9/3 from 10am-6pm.

Counselors may be available outside office hours and at alternate locations. To arrange an appointment please call for Peer Support on the People Operations radio channel or stop by the office during business hours.

We are here to serve those who lead volunteers, even if they are volunteers themselves. The Team is staffed by professionals trained in conflict mediation, counseling, peer support and mental health. They are here solely to help you, a leader of volunteers, when you need counsel on volunteer-related personnel issues, and in the event that a situation arises where having a neutral third-party present would be beneficial to help mediate, guide or advise you and your volunteers in the heat of the moment, or the middle of the workday.

They have the bandwidth, the time, and the training - especially when you don't.

Newspapers

BRC Weekly Rod's Ring Road @ 8:00

- Brought to you by the makers of PISS CLEAR !
- Gate edition is included with the Welcome packet given out by Greeters

No BEACON for 2023

Cafetopian Print Newspaper 6:45 & C

At printing time, we are not aware of any other newspapers on Playa

Placement

Placement will have an Office at Esplanade & 5:59 (next to Rangers and across from DMV)

Hours: 9am – 9pm Build Week 10am – 5pm During Event

The Placers can usually be located on the Place/Greeters Radio Channel; one above the Community Services (CS General) Channel but it is better to just go directly to their Office.

- PLACED CAMPS MUST BE PLACED PRE-EVENT
- REGISTERED CAMPS WILL BE PLACED UNTIL THE GATE OPENS

After the event starts, official placement ends and any unused space that had been reserved for a registered camp becomes publicly available on a first-come, first-served basis.

Please note that this applies to spaces that were reserved for registered Camps, but the Camp did not show up at all. Unused portions of allocated registered Camp space are NOT available for public use.

AFTER-HOURS ARRIVALS

Any Camps arriving in BRC after Placement hours may go to their approximate location to await placement in the morning. Do not set anything other than a temporary sleeping situation up during the night, as it may not be the correct spot. Gate or Greeters must be alerted of the arrival of a Theme Camp and they will contact Placement in the morning on your behalf.

HEAVY MACHINERY REQUESTS FOR THEME CAMP CONSTRUCTION

Heavy Machinery requests or other requests for assistance from the DPW should be directed through a member of the Placement Team and not taken straight to the DPW. After the event, camps should go directly to Heavy Equipment to request help with tear down.

Camps that depend on a camp car to travel through the Playa to refill fuel tanks can get Vehicle Passes from their placer. These passes should be arranged pre-Playa.

DRIVING

If a camp needs to drive for any purpose pre- or post-event, they will require a vehicle permit sticker which can be requested from their Placer.

NO LAND GRABBING

Placed Camps must stay within their mapped and flagged boundaries. Participants looking for space in Open Camping should not Land Grab. They should only claim enough space for those currently on playa and working. Keep dense and use the space efficiently. If Participants land grab, they will be asked to move and condense everything they set up.

Post Office

There will be three Post Offices on Playa for 2023:

- PO@6 = Main Post Office in Center Camp Plaza @ 5:00
- BRC3PO = The Postal Theme Camp at 3:00 &E

Looks like a giant White Mail Box; No regular scheduled Hours.

- PO9 = Post Office on 9:00 G Plaza

You will need to check at each of the locations to confirm what services they each provide and what their operational hours are.

Because there is no US Post Office in Black Rock City, any mail sent directly to a person in Black Rock City is technically a dead letter. Two postal theme camps, Black Rock City 3:00 Post Office (BRC3PO) and PO9 have USPS Post Office boxes in Gerlach and official Zip Codes. Mail can be sent C/O either of those PO Boxes (details are below).

They do their best to deliver mail to campers but cannot guarantee delivery. This makes return addresses very important.

Receiving Mail from OFF-Playa through US Postal Service

If you absolutely MUST have valuable, time sensitive or indispensable mail during the week of the Event, it would be most reliable to have it sent to YOURSELF C/O General Delivery, Gerlach NV 89412 and be prepared to pick it up there yourself. The Gerlach Postmaster has asked anyone using General Delivery to call to speak to the Postmaster before sending your Item.

Receiving Mail from OFF-Playa through Postal Theme Camps

Any mail sent to BRC3PO intended for delivery on Playa should have this info:

- Person's Playa Name and Real Name
- Camp Name
- Camp Address as precisely as possible (e.g. 7:36 & G mtn-side)
- Man side / Mountain side (if you know)
- C/O BRC3PO
- PO BOX 265
- Gerlach NV 89412-0265 OR Black Rock City, NV 89412-0265 (the nine-digit zip is the important part)

Any mail sent to PO9 intended for delivery on Playa should have this info:

- Person's Playa Name and Real Name
- Camp Name
- Camp Address - precise is better (e.g.: 4:31 & B mtn-side or 8:59 & E man-side)
- Man side / Mountain side (if you know)
- C/O PO9
- PO BOX 149
- Gerlach NV 89412-0149 OR Black Rock City, NV 89412-0149 (the nine-digit zip is the important part)

The postmaster has informed the Postal Camps that mail without the C/O will be rejected.

Please include elsewhere on the envelope any other description that can help your intrepid postal worker find the addressee, such as description of camp, signs, structures, tents or vehicles.

Mail must be packaged well, addressed properly, and have the correct USPS postage on it.

It's important to remember that these camps WILL do their best to deliver mail but it is NOT intended to be an efficient delivery service!

Sending mail WITHIN the-Playa through Postal Theme Camps

Mail to campers (No MOOP, please!) should be sent inside regulation envelopes to reach the chosen Playa Postal Theme Camp. Mail and small packages can be sent through BRC3PO and PO9 by following the directions below. They pick up mail in Gerlach infrequently during build week (the week before Burning Man) and nearly every day during the event, until Friday. A theme camp postal worker cannot handle packages larger than what can fit in the milk crate strapped to their bike. DO NOT MAIL DRUGS, even if they are legal in your state. Mail is very likely to be screened in Gerlach.

BRC3PO encourages burners to write postcards to their friends on-playa, and we also allow volunteers to deliver this type of mail (but not the mail we receive from the PO Box).

Sending mail OFF-Playa through Postal Theme Camps - BRC

You can have BRC3PO or PO9 mail items for you, but it will not be mailed until after the event. This is limited to Post Cards and Letters. **Bring Postage for PO9 and PO@6; not needed for BRC3PO**

Sending mail OFF-Playa through US Postal Service - Gerlach

It's important that any mail going to USPS should be relatively CLEAN, flat, and dry to prevent damage to their equipment. Do not mail drugs. Mail coming from Playa is likely to be screened for such things.

CLEAN = please don't rub it in the playa, or put playa inside - it doesn't stay on or inside

If you have something valuable, time sensitive or indispensable to mail, it would be far more reliable to travel to the Gerlach PO and drop it off there yourself.

- GERLACH POST OFFICE
- 345 E Sunset Blvd, Gerlach, NV 89412
- Phone: 775-557-2333
- Toll-Free: 1-800-Ask-USPS (275-8777)

Retail Hours

- Monday - Friday 8:00am - 11:00am, 11:30am - 2:30pm
- Saturday & Sunday - Closed

Last Collection Times

- Monday-Thursday 2:15pm
- **Friday Closed**
- Saturday 10:15am
- **Sunday Closed**

Prohibited Items

For a more comprehensive list, see the Survival Guide

NO FIREARMS. Period. This includes BB guns, air rifles, and paintball guns.

WEAPONS

Weapons are prohibited at Burning Man (Black Rock City) according to the Closure Order.

The Closure Order is a public announcement that the Bureau of Land Management issues in collaboration with the Burning Man organization and includes temporary restrictions to protect public safety and resources on public lands and makes it possible for us to hold the event.

Staff (and participants) are forbidden to carry and hold weapons on their person or in their camp/dwelling on the Burning Man event site during this time. Staff found to be storing or carrying weapons will be dismissed for the event and immediately removed from the event site.

Please do not threaten the future of the event - do not bring weapons to the Event Site for any reason!

What qualifies as a weapon? The definition is in the Burning Man Closure Order. It should be noted that if you need a knife for your work, it is permitted, but the blade should not be over 10 inches long.

FIREWORKS

Fireworks are available for sale and use on the Pyramid Lake Indian Reservation in designated areas. Phantom fireworks are now available for sale at the I-80 Smokeshop in Wadsworth and the Nixon Store. Fireworks may only be purchased by people over the age of 18 with government issued ID. With the purchase of fireworks, customers will be issued a free fireworks permit that will allow them to shoot fireworks in designated areas on the reservation. Designated fireworks areas include:

- Indian Head Beach
- Rawhide Beach and Blockhouse Beach

The use of fireworks is prohibited in all other areas on the reservation.

These fireworks are illegal in most of Nevada and the possession and use of fireworks can lead to a fine or jail time. BRC has notified the Pyramid Lake Tribe that fireworks are illegal at Burning Man and all contraband will be confiscated at the Gate. Info about this policy will go out in the JRS, but BRC should continue to carefully monitor firework smuggling. Should the fireworks sales prove a problem or threat to Burning Man participants event, staff or safety, BRC will report its concerns to the Pyramid Lake Paiute Tribe.

NO DOGS ON THE PLAYA

Burning Man is a NO dog event. Participants are turned away at the Gate if they attempt to bring a dog to the event. Gate staff has authority to deny entry to any animal it feels may not be suitable for the playa. We do not recommend that any non-dog animals are brought to the event but have not expressly banned all animals, so there may be participants with ferrets, snakes, birds or cats.

Please Note:

Burning Man does not have any published policy on Service Animals (that I could find).

Pyramid Lake Travel Advisory

The Pyramid Lake Paiute Tribe writes

The Pyramid Lake Paiute Tribe would like to invite all Burning Man travelers to its native and sovereign lands. The Tribe would also like to advise all travelers to SLOW DOWN AND KEEP YOUR DISTANCE while traveling through the Pyramid Lake Paiute Reservation. All of the State Routes on the reservation are two lane roads and the Tribe would like motorists to turn on their headlights during the day and night and be aware of the dangers associated with high speeds on two lane highways.

Due to the number vehicles traveling to and from the Burning Man Festival, motorists are advised to be extra cautious while traveling on any of the State Routes that run through the reservation. The entire Pyramid Lake Paiute Reservation is an open range area for livestock; motorists are to be cautious of livestock that may be on the highways. While passing through the Tribal communities of Wadsworth and Nixon, the Tribe requests that motorists be cautious of children and courteous to Tribal Members that may attempt to cross the highway, or that are accessing their homes, businesses, or Tribal Services.

Pyramid Lake Stores & Other Resources

The Pyramid Lake Paiute Tribe will have both of its stores - the I-80 Smokeshop in Wadsworth and the Nixon Store in Nixon - open for extended hours during peak travel times, and fully stocked with gas and other supplies for travelers to Burning Man. There are RV Parks and camps, a restaurant and saloon, grey water disposal services, auto/tow service, and a car wash to be found in Wadsworth and Nixon.

Vendors

Throughout the Pyramid Lake Paiute Reservation, motorists may find several vendors along the sides of the highway. The Tribe encourages all visitors to support Tribal Member vendors and other businesses located on the reservation. Motorists are advised to use caution and to not be distracted by the vendors while driving on the highways. These vendors may be selling food or supplies to travelers en route to the Burning Man event on the reservation. The Tribe reminds travelers that all the vendors are required to meet all Federal Health Code standards and other Tribal regulations.

Trash and Recycling Resources

Every year the Pyramid Lake Paiute Tribe reports large amounts of garbage littering their roadways during Exodus. And every year Burning Man's Playa Restoration team sends crews to pick this trash up. This year, plan on taking your recycling and trash to one of the 24-hour locations in the Exodus Trash and Recycling Network.

Pyramid Lake Camping and Day-Use

Pyramid Lake is a beautiful ancient lake at the heart of the Paiute Tribe Reservation, with plenty of day-use and camping opportunities before or after a week on the hot dusty playa. All day-use and camping requires Tribal permits. Proceeds from permits help support the Tribal Government, and water quality and environmental programs that protect the unique ecosystem of Pyramid Lake year-round. The Tribe advises all travelers to know that the north and east side of the lake, Anaho Island National Wildlife Refuge, The Pyramid, and The Needles are off-limits to everyone but tribe members. The Tribe also advises that souvenir and artifact hunting are not permitted.

Radio Stations

Burning Man Information Radio - BMIR 94.5 FM - 5:45 & Esplanade

Streaming 24/7: <http://www.bmir.org/>

BMIR, "The Voice of the Man" is the official radio station of Black Rock. BMIR broadcasts travel, emergency and general information, and community programming 24 hours a day, including music and playa events, helpful playa tips, and public service announcements (PSAs). In an emergency, tune in to BMIR to hear the latest information.

During Ingress and Egress high traffic times, BMIR does announce "Traffic" three times an hour. Beginning Saturday, Exodus wait time and traffic updates at the top of every hour on BMIR 94.5 FM.

Studio open noon - 4:00 daily to record YOUR Public Service Announcements, event promos and Playa stories.

- To listen on iOS Devices, simply open the website <http://www.bmir.org/>
- On Android App: <https://play.google.com/store/apps/details?id=org.bmir.mobile.android.player>

BMIR will also be available on mobile devices via iHeartRadio.com. In compliance with the 10 Principles, they've stripped the channel of all advertising and are doing no promotion around it. The only way you can find it is by doing a search for Burning Man within the app.

- You can find the channel on the iHeart website: <http://www.iheart.com/live/BMIR-945-FM-6378/?autoplay=true>
- and download the I Heart Radio app http://news.iheart.com/go/radio_app/

Please Note: GARS (Gate Advisory Radio Station) has returned for 2023. Listen to find out about what is going on at the Gate, for both Arrival and Departure.

Other Burning Man Radio Stations

Freq	Radio Station	Freq	Radio Station
87.9	Airstreameri Radio	98.5	Dangerous Radio
88.1	BRFQ	99.3	KoolKyle's Disco Den
88.3	K-A-R-T	99.5	Shouting Fire-Radio Equinox
89.9	Radio Electra	99.9	C.L.A.P
90.9	Playagon Free Radio	100.5	ON HOLD
92.1	CAMPQ	101.3	K-BUTT radio.
93.7	Space Cowboys Radio	102.3	K-HOLE
94.5	BMIR Burning Man Information Radio	103.3	Porta Potty Radio
95.1	Gate Radio- GARS	104.7	Black Rock F/X Radio
95.7	Fusion Valley Radio	105.1	QROO FM
96.3	K-A-E-Z, Alternative Energy Zone Radio	106.5	Fairy.Wood.CampFM
96.7	RFFZ - RADIO FREE FRANK ZAPPA	107.3	F.A.R.T. Radio
97.7	Radio Dionysus	107.7	Community Improvement Radio

Repair Camps of All Types

(Check the Directory & Whiteboards for the latest information on the Hours and Services)

(See Also separate section for Bike Repair Camps)

Electron-Help

D & 3:45

Electric Repair Electric and mechanic repair, 7hrs/day."

Robotronia

3:00 & Dingbat

Electronics Repair Electronics repair stations available at most hour"

FCKD FIXD

Encantado & 3:15

Electronics Repair Fully equipped repair shop stocked with as many random parts, widgets, and miscellania as can fit in a 53' trailer"

Playa Circuit Boogie

Hodag & 4:15

Electronics Repair Electrical Engineers available to repair broken gadgets"

Blinky Repair Camp

The Institute Village 4:30 B Plaza

Electronics Repair Solder runs through our veins"

The Institute Village

4:30 B Plaza

Electronics Repair Blinky Repair Camp: Day, blinkie (electronics) repair M-F 2-6pm."

Nose Fish

6:00 & Dingbat

Electronics Repair personal lighting repair tutoring

ElectriCity Barbie Death Village 6:30 & Encantado

Electronics and bike repair support, LED, and device solar charging"

Playa Glass

Bigfoot & 7:15

Electronics Repair Bike and electronic repairs (M-F 11:50 am to 2 PM)"

Contraptionists

8:00 & Encantado

Electrical Repair From welding to electrical to broken trinkets and everything in between. Fixers available from 1-3 or whenever we're home"

Blinky Things Hospital

9:15 & Frogbat

Electronics Repair The tools, voltmeters, and engineering talent you need to troubleshoot your ride, exhibit or playa gifts and, hopefully, get it fully functional again"

Joie de Vivre G & 4:15

Fabric Repair Costume offering and repair at Swan Shoppe (M-Th 3hrs pm)

Nose Fish 6:00 & D

Fabric Repair Fix your ripped costumes at our sewing service

2 Fast 2 Curios Alight Market Village 6:30 & E

Fabric Repair Shoe shine, costume repair,

Famous In JapanBarbie Death Village 6:30 & E

Fabric Repair Fix, repair, and alter your Playa wear during our scheduled clinics

Cult of the Angry Tree Illumination Village Esplanade & 3:00 Portal

Flame Effects Repair Come on by if you're struggling with FAST and or plumbing and ignition woes

Houpla 9:30 & B

Glasses RepairSunglasses repair, swap and beautification

Inflatable Wildlife D & 7:45

Inflatables Repair Inflatable repair & reinflate station

Gears & Beers 2:30 & C

Misc Repair On-playa vehicle, art car and mobility repair camp

Risa 2:30 & D

Misc Repair Blacksmithing

Clamp Camp D & 2:45

Misc Repair Hosting 2hr/day of workshops (Su-Sa) on clamps

Camp Nope Illumination Village Esplanade & 3:00 Portal

Misc Repair Self-serve fix it station

FCKD FIXD E & 3:15

Misc Repair Fully equipped repair shop stocked with as many random parts, widgets, and miscellanea as can fit in a 53' trailer

Black Rock City Welding & Repair 3:30 & C

Misc Repair Welding, repair, adjustment, and general tinkering help

Contraptionists 8:00 & E

Misc Repair From welding to electrical to broken trinkets and everything in between.
Fixers available from 1-3 or whenever we're home

Lunarcrats 8:30 & D

Misc Repair REPAIR

Gears & Beers 2:30 & C

Mutant Vehicle Repair On-playa vehicle, art car and mobility repair camp

WrongoWrongo I & 4:45

Mutant Vehicle Repair Somewhat friendly neighborhood mutant vehicle repair oasis

Art Car Camp C & 5:15

Mutant Vehicle Repair MV repair services

FCKD FIXD E & 3:15

Plumbing Repair Fully equipped repair shop stocked with as many random parts,
widgets, and miscellania as can fit in a 53' trailer

Tacoma is for [GHOST] Lovers E & 3:15

Shoe Repair With our 24/7 drop off, anytime is the right time to seek rehabilitation

Hang-Out, the 6:00 & D

Shoe Repair Repair - boot/leather

Sonic Dream 2:00 & H

Solar Help/Troubleshooting RV solar & repair W 3pm 1hr(?)

Alternative Energy Zone 4:00 & E

Solar Help/Troubleshooting

Ray's Fix It D & 4:15

Tools Break something? We'll try to fix it! No promises, other than you'll leave with
something and we'll have a good time trying. Power tools and expertise available

MacGyvers' Union B & 7:15

Tools We provide all MacGyvers with recognition, thanks, tools, training, entertainment,
emotional and moral support

Pretentious Fox 7:30 & D

Tools Tool hour (F 4 - 5:30 pm)

Gears & Beers 2:30 & C

Welding On-playa vehicle, art car and mobility repair camp. NOT BIKES !

FCKD FIXD E & 3:15

Welding Fully equipped repair shop stocked with as many random parts, widgets, and miscellanea as can fit in a 53' trailer

Black Rock City Welding & Repair 3:30 & C

Welding Welding, repair, adjustment, and general tinkering help

Arrow Dynamic 5:00 & C

Welding Welding service

Contraptionists 8:00 & E

Welding From welding to electrical to broken trinkets and everything in between.
Fixers available from 1-3 or whenever we're home

Chop Shop 8:30 & Frogbat

Welding We have bicycle parts and welding

Sober On the Playa

Each year, as the city grows, so does its sober community. The following is a compilation of suggestions some have found helpful in experiencing Burning Man clean and sober.

Meetings

Check the Digital Directory at Playa Info for specific times and locations for meetings.

Remember HALT!

HUNGRY: Many people report a loss of appetite while in Black Rock City. Don't forget to eat! You don't want to be miles away from camp when you remember that you forgot to eat lunch. Some of us have found protein bars handy for instant hunger relief. Pay attention to the clock and eat regularly.

ANGRY: Remember, there are now about half a dozen meetings each day in Black Rock City, and "program people" are nearly always available if you need to talk.

LONELY: Ironically, some participants report that the one moment where virtually all 70,000 citizens come together, the night the man burns, can be the single loneliest moment of the week. Be careful not to have unrealistic expectations for this event. It is a spectacular performance by any measure, but it's rarely anyone's single favorite moment of the week. Usually, participants' most-revered experiences are random unplanned personal encounters. We suggest that you go to the burn with people that you trust will be sober and stick close. Once the Man falls, it's very easy to become separated. Every year a group of sober people from Camp Anonymous attend the burn together. Listen for announcements at meetings towards the end of the week.

TIRED: Do not go to Burning Man expecting to ever get a full 8 hours of deep restful sleep. After the sun disappears over the mountains each evening is when the real magic begins. There are only 8 nights of Burning Man a year and you'll want to get the most out of them. This means staying up as late as you can. Unfortunately, sleeping in late isn't so easy. The unforgiving sun illuminates your tent, the temperature rises, and neighbors will be noisy as they start their day (or end it). Before you go to bed each night, put on a pair of eye shades to trick your body into thinking it's still dark outside. Wear ear plugs to muffle the thumping of distant rave parties. If you are hydrating properly, you will need to pee in the morning while it's still cold outside. A quick pee in (or near) your tent may enable you to get back to bed quickly and squeeze out a few extra hours of sleep. You'll be less likely to fall back to sleep if you have to get dressed and go to the nearest porta-potties during daylight.

Allow yourself to head home early if that's what your body is telling you to do. No matter how hard you try, you will only see a fraction of all there is to see at Burning Man. Make it an early night and you might be able to stay out later the next night.

Gifts

Be wary of food and drink offered to you. Know what you are eating and drinking. Burning Man thrives on a Gift Economy. You will probably be offered food or beverages by well-intentioned burners. Always ask if what you are about to ingest contains alcohol or any other substances. Consider the source and use good judgment based on the answer you get.

Contact:

If you want more information or to join their camps, you can contact them via their web sites:

- Anonymous Village 5:30 & F <http://www.burnanon.org/>
- Run Free Camp 6:45 & G <http://runfreecamp.com/>

Sound Policy

The following guidelines make up our basic sound policy:

1. Neighbors should talk to one another when sound becomes a problem and try to resolve the issue through direct communication.
As a community, we need to work together to keep sound at desirable levels. This means that everyone is personally responsible for how they affect everyone else's experience.
 - a. If your neighbor believes your sound is too loud, you must work with them to find an acceptable volume.
2. Large-scale sound installations (Sound Camps) MUST be located in the Large-Scale Sound Zone (facing 2:00 and 10:00 avenues). They may express themselves unless community complaints persist. Camps on Esplanade may amplify sound 100' into the open playa before conversational levels are expected.
3. Within the city, sound systems should point internally within the camp producing the sound. Sound amplification should only be loud enough so that people can speak at a conversational level at the border of a neighboring camp or at the center point of a street, whichever is nearest to the source of the sound.
4. Conversational levels are defined as 60 decibels (dbA mid-range frequencies) at the border of a neighboring camp or at the center point of a street, whichever is nearest to the source of the sound. Bass level (dbC – low-range frequencies) shall be negotiated with neighbors.
5. Any complaints about excessive sound will become the concern of the Black Rock Rangers. Concerns about excessive sound can result in:
 - a. Volume check and mediation between camps
 - b. Volume check and a final warning on complaints
 - c. Disabling of equipment
 - d. Notification of the Placement Team and possible impact to a camp's standing and future placement

Loud vs. Quiet

Again, this year we will have no "loud" and "quiet" sides of the city. These terms create infinite gray areas regarding what is perceived to be "loud" or "quiet," and this results in difficult negotiations.

Large-scale Sound Zone

All large-scale sound systems will be located in the Large-Scale Sound Zones along 2:00 and 10:00. The primary rule is that all speakers MUST be turned away from greater Black Rock City toward the open playa at all times and not point internally into the city. Sound levels for sound systems on the Esplanade will be measured for conversational levels 100' in the open playa across from the Esplanade.

Sound Complaints

If you believe your neighbor's sound is too loud and you are not able to effectively negotiate a solution, you may report this to the Black Rock Rangers. A complaint should contain:

1. The exact SOURCE of the sound. (Vague reports will result in no action or ineffective action.)

2. The exact TIME of the disturbance. (Vague reports will result in no action or ineffective action). Please report problems when they happen, although reports filed the next day can be useful with persistent problem camps. We will not take action on issues of taste.

Sunrise and Sunset During Event 2023:

	Sun August 20	Mon August 21	Tues August 22	Wed August 23	Thur August 24	Fri August 25	Sat August 26
First Light	5:44 am	5:45 am	5:46 am	5:47 am	5:48 am	5:49 am	5:50 am
Sunrise	6:12 am	6:13 am	6:14 am	6:15 am	6:16 am	6:17 am	6:18 am
Sunset	7:48 pm	7:47 pm	7:45 pm	7:44 pm	7:42 pm	7:41 pm	7:39 pm
Last Light	8:17 pm	8:15 pm	8:14 pm	8:12 pm	8:11 pm	8:09 pm	8:08 pm

	Sun August 27	Mon August 28	Tues August 29	Wed August 30	Thur August 31	Fri Sept 1	Sat Sept 2
First Light	5:51 am	5:52 am	5:53 am	5:54 am	5:55 am	5:56 am	5:57 am
Sunrise	6:19 am	6:20 am	6:21 am	6:22 am	6:23 am	6:24 am	6:25 am
Sunset	7:38 pm	7:36 pm	7:34 pm	7:33 pm	7:31 pm	7:30 pm	7:28 pm
Last Light	8:06 pm	8:04 pm	8:03 pm	8:01 pm	7:59 pm	7:58 pm	7:56 pm

	Sun Sept 3	Mon Sept 4	Tues Sept 5	Wed Sept 6	Thur Sept 7	Fri Sept 8	Sat Sept 9
First Light	5:58 am	5:59 am	6:00 am	6:01 am	6:02 am	6:03 am	6:04 am
Sunrise	6:26 am	6:27 am	6:28 am	6:29 am	6:30 am	6:31 am	6:32 am
Sunset	7:26 pm	7:25 pm	7:23 pm	7:22 pm	7:20 pm	7:18 pm	7:17 pm
Last Light	7:54 pm	7:53 pm	7:51 pm	7:49 pm	7:48 pm	7:46 pm	7:44 pm

Theme: 2023 Art Theme: Animalia

(Partial copy from the Burning Man website)

“Sometimes, I am the beast in the darkness.”—Heather Durham

The Black Rock Desert can appear at first glance to be lifeless—other than, of course, the silly humans who build a city there every summer—but this is far from the truth. Anyone familiar with the high desert knows that even out on a dry lakebed, the skies carry soaring ravens and buzzing insects, the fairy shrimp slumber below ground waiting for rain, and countless other species roam the transition zones where the playa edges into scrub and wetlands. But all that life pales in comparison to the endless menagerie of imagined animals we bring with us every time we come to Burning Man. The mythic beasts we carry with us in our minds—imagined or idealized, objects of fear or fancy, the animal spirits that populate our dreams and are so often brought to life on the playa: boars and horses and bears, wild geese and giant bison, snakes and squids and space whales, oh my!

This year’s Burning Man theme will celebrate the animal world and our place in it—animals real and imagined, mythic and remembered—and explore the curious mental constructs that allow us to believe that imagined animals are real, real animals are imagined, and that somehow, despite all evidence to the contrary, mankind is somehow not part of the animal kingdom.

No less magical are the mental constructs that allow us to sort the entire animal world into a few tidy buckets like wild or domesticated, pets or pests. Our pets are of course the nearest and dearest; for many of us, they bring more love and joy into our lives than most of the humans we know. Feral animals, on the other hand, are the object of either fear and loathing, as with household pests, or idealized admiration at a distance, as with whales or any other poster-animal for the freedom and majesty of the Wild. This kind of uncritical love, often an abstraction built from watching nature documentaries, is generally beneficial, as it fuels conservation efforts, and only occasionally dangerous when taken too far, as in the sad case of the deluded bear-hugger chronicled in the Herzog film *Grizzly Man*.

In our own little corner of the planet, Burners have developed a localized mythology of exotic animals. Consider the playa chicken, thought by some to be a knee-high dinosaur interrupted at some point in its evolution into a bird. There are tales of talking bunnies running in packs—some claim to have seen a billion of them at once—as well as the rabbit’s high-plains cousin the jackalope, whose existence has been documented primarily through taxidermy. Ancient Burners tell the legend of the Java Cow, who would appear at sunrise bearing fresh coffee (but, ironically, no milk). And trash pandas have been said to raid sleeping camps by night—not racoons but real pandas. Or at least wearing real panda onesies.

Of all the strange ideas that humans hold about the animal world, perhaps the strangest is the notion that humans are not in fact part of the animal world; that we have somehow evolved beyond our animality and now occupy a position apart from and superior to the rest. The myth of human exceptionalism has deep roots, fueled by thousands of years of religious cant, philosophical excuse-making, and scientific hoo-ha.

Towing and Road Services

Cal-Nevada Towing will be on site Friday (event week) and will start operations on Saturday (man burn). There is no fee to tow your vehicle to the gravel.

Please remind the participant to be patient.

- Sat. Sept. 2 from 12:00pm-6pm
- Sun. Sept. 3 from 6am-1am
- Mon. Sept. 5 from 6am-10pm
- Tues. Sept. 6 from 6am-6pm

Cal Nevada services include:

- Relocating vehicles to staging area
- Jump starts
- Flat tire changing
- Lockouts

There is a form to fill out and the drivers will be dispatched.

The KEY-OSK is a hot PINK Drop Box at Playa Info where the Forms are located. It is available 24 hours a day, please have the participants, read the instructions, fill out the form and be patient. Playa Info does not know the ETA of service vendors.

We also have a lockout/towing Radio channel which Elecktra can be reached on.

Regardless of what service you need; **Fill out the Form! Follow the Instructions!** Stay by your vehicle; if you're not there when the service provider shows up, they will move on to the next one on the list.

AAA

AAA will NOT be offering road assistance to anyone within the BRC fence line. AAA's emergency roadside assistance agreement with their members never covered these off-road areas In the vicinity of Burning Man, AAA will only serve their card-holding members, whose vehicles are positioned along state highway 447, county road 34, and other local county-maintained roads and highways.

After Hours Vehicle Emergency

After hours Emergency requests can be made at the Ranger outposts: Ranger HQ at 5:45 & Esplanade, Berlin Outpost at 3:00 & C, and Tokyo Outpost at 9:00 & C.

For any broken-down Mutant Vehicles that can't be towed by another Mutant Vehicle, please contact the Rangers for a Tow (Captain Hook).

Trash and Recycling

Trash does NOT go in the porta-potties! Avoid Burning Trash

Burning on the playa has adverse effects to your health. Learn more in Health Risks of Playa Fires. For more info on recycling, visit Earth Guardians Camp on Esplanade at 5:35 at Rod's Road.

RECYCLE CAMP - Mon-Sun 9AM-5PM - Closed Labor Day - Center Camp Plaza @ 6:15

Recycle Camp is located at the intersection of Center Camp Inner Circle and 6:15. We accept aluminum cans only (from participants and staff alike) between 9:00am and 5:00pm, Monday through Sunday of the event week. We want all your aluminum cans. Spread the word!

During the event, we collect as many aluminum cans as possible. We crush 'em and bag 'em and then we donate them to the Gerlach School. Recycle Camp does not collect foil, glass, plastic, tin, paper, cardboard or any garbage.

WOOD DONATION STATIONS

Got good wood? Donate it to Burning Man's Wood Donation Stations at the Burn Gardens on Esplanade at the 3:00, 6:00, and 9:00 Promenades. Wood recycling will be open 24 hrs. starting 10:00am Sun 9/3 through Tues 9/5 as needed. NEW AND UNUSED LUMBER ONLY. No screws, nails, or fasteners of any kind

Bike Recycling:

If you find a bike on Playa LEAVE IT THERE!

See section for Bikes - Bicycles

Recycling Rules:

Human and other hazardous waste is absolutely prohibited!

Composting Camps:

IDEATE at 3:45 & D

Dry your organic food waste, then take it over to IDEATE located at 3:45&D. Hours of operation are 3-6pm, Monday through Sunday. Food waste only, no paper or compostable utensils. Bones ok.

TRASH & RECYCLING LOCATIONS

Waste Management — Stead Transfer Station (Trash & Recycling)

- 13890 Mt Anderson, Reno NV • (775) 972-9160 Tuesday – Saturday: 8am – 4pm

Waste Management — Fernley/Churchill Transfer Station (Trash & Recycling)

- 1100 US Highway 95A, Fernley NV • (775) 329-8822 8am – 4:30pm (Closed Labor Day)

Pyramid Lake Paiute Tribe

Some tribal entrepreneurs set up trash and recycling collection stations on tribal lands along Hwy 447. We want to support these local businesses and also caution you to ensure the business you're patronizing has a Pyramid Lake issued permit.

TRASH ONLY LOCATIONS

Waste Management — Lockwood Regional Landfill (Trash)

- 2700 East Mustang Rd, Reno NV • (775) 342-0401 Monday – Saturday: 8am – 4:30pm (Closed Labor Day)

Waste Management — Commercial Row/Sage St. Transfer Station (Trash)

- 1390 E. Commercial Row, Reno NV • (775) 326-2416
- Monday – Friday: 7am – 5pm | Saturday & Sunday: 8:30am – 4:30pm (Open Labor Day)

RECYCLING ONLY

Waste Management/Recycle America — Reno Recycling Center

- 1390 E. Commercial Row, Reno NV • (775) 326-2381
- Monday – Friday: 7am – 5pm; Saturday & Sunday: 8am – 4:30pm (Open Labor Day)

Green Solutions

- 1085 Telegraph St., Reno NV • (775) 870-0812 Monday – Saturday: 7:30am – 4pm

Note: Operating hours, prices, and services may be subject to change by the vendor

For more options look up recycling and salvage centers along your route home by entering the zip code at www.earth911.org/master.asp.

WHERE TO DUMP RV & GRAY WATER OFF-PLAYA

From BM Survival Guide

Contact locations directly for charges, hours, possible after-hours appointments, and dump capacity:

Pyramid Lake Marina & Campground

- 2500 Lakeview Drive, Sutcliffe, NV, 775-476-1155 Open 7 days/week; closes at 8pm

Love's Travel Stop #246

- 825 Commerce Center Drive, Fernley, NV, 775-575-2200 7 days/week; 24 hours/day

Golden Gate Petroleum

- 1055 South Rock Blvd, Sparks, NV, 775-358-7400 7 days/week 5 am – 9 pm

TA Travel Center

- 200 N. McCarran Blvd, Sparks NV (775) 359-0550 7 days/week; 24 hours/day

Reno Boomtown KOA

- 2100 West Garson Road, Verdi, NV, 775-345-2444

Modoc District Fairgrounds (south end)

- 1 Center Street, Cedarville, CA, 530-279-2315 7 days/week; 24 hours/day, Also accepts trash

Alturas Chevron

- 1080 North Main Street, Alturas, CA, 530-233-5114 7 days/week: 5am – 12am (Sometimes 24 hours)

I-80 Smokeshop & Campground

- 1000 Smokeshop Circle, Wadsworth NV 7 days/week; Campground is closed

Note: Operating hours, prices, and services may be subject to change by the vendor

Vehicle Sound Policy

New Sound Policy as of 2023 (Simplified)

- DO play music while parked in your camp in compliance with Black Rock City's Sound Policy.
- DO play music as loud as you want while in-motion on the open playa.
- DO Play as loud and as long as you want within the DMZ.
- Do NOT play amplified music while driving in the city streets between 2:00am and 10:00am.
- Always be considerate of camps, art installations and their activities, especially near the Esplanade. Turn down your sound if other activities are already in progress.
- Limit your stationary time (with music on) at art installations to 3 hours.
- Respect the Temple Burn.

Vehicle Sound Policy 2023 (Long Version)

1. City Street QuietHours:

1. Yep, you read that right; Mutant Vehicles are not permitted to use amplified sound while driving through the streets of Black Rock City between the hours of 2:00 am and 10:00 am. This is perhaps the most significant change from past sound policies.
2. During QuietHours, if an MV has left its designated camp area and is en route to another location or parked within the city streets, the sound system must be off ("Off" is defined as; inaudible from outside the vehicle) until the MV returns to its camp or has entered the open playa and is at least 100 yards/meters from Esplanade. The QuietHours apply to all circular & radial streets, keyholes, plazas, and center camp.
3. Acoustic music (**un**-amplified human voices, acoustic musical instruments, etc.) on moving MV's is permitted during QuietHours.
4. Between 10 am and 2 am, amplified sound is permitted within the city streets, but you should always be mindful of where you are located, how loud your sound is, and how it may be affecting others around you.

2. A Mutant Vehicle may use amplified sound while parked within its placed MV camp or placed theme camp:

1. MVs make great sound stages, karaoke bars, and discotheques. As long as you are within the boundaries of a Mutant Vehicle camp or Theme Camp area that was assigned to you by the Placement team or within a placed camp that has invited you to park in their camp, you may use your MV's sound system as if it were a stationary installation in your camp. As with all stationary sound, you will be expected to comply with Black Rock City's 2023 sound policy.

3. You can play music (yes, even loud music) *almost* everywhere on the open playa. Some limitations apply:

1. Mutant Vehicles may use amplified sound at any time of the day or night, without restriction on sound levels, in nearly all areas of the inner playa (the space within bound by the Esplanade and Temple) and outer playa (the space beyond the Temple, 2:00, and 10:00).

1. LIMITATIONS:

1. MVs may play amplified sound for **no longer than 3 hours** while parked in any one location. When parked at or near an art installation, you must ask the artist for consent prior to playing amplified sound.
2. MV operators & owners must be aware of the general nature of an art installation (e.g., if it's meant to be a quiet, introspective project) and of any programming that may be taking place at the **artwork before they** approach, park, and/or play their own music at the installation.
3. MVs must be respectful when passing and/or parking near The Temple, The Man, and at/near all art installations on the open playa.
4. MVs must be respectful when using amplified sound within 100 yards of Esplanade and within 100 yards of the 2:00 and 10:00 radial streets unless agreed upon in partnership with camps facing those streets.

4. As LOUD *and* as long* as you want! (*up to 12 hours):

1. The Department of Mutant Vehicles has established a Deep-Playa Music Zone ("DMZ") where Mutant Vehicles using large sound systems can park and party in the deep playa for extended periods of time. The zone is 5,340 feet from The Man between the 10:30 and 11:15 clock positions. The DMZ allows for a stay of up to 12 hours, and it provides sanitary stations and Emergency Medical Services. At just over 22 acres (960,698 sqft!) in area, the DMZ is large enough to support multiple large mutant vehicles simultaneously. Furthermore, there are NO volume or sound pressure limits in the DMZ (note, however that speakers must be oriented to point away from the city).
Go for it!

5. Policy Violations:

1. A single violation of any of the above policies could result in the immediate revocation of the Mutant Vehicle's current DMV license and the MV will need to return to its camp location and remain parked there for the duration of the Burning Man event. A subsequent infraction could result in the Mutant Vehicle being ejected from Black Rock City. Violations may affect future MV registration.

6. NO Mutant Vehicle sound at Temple Burn:

1. Mutant Vehicles must turn off their sound systems upon arrival at the Temple burn perimeter. Any use of amplified sound at the Temple burn could result in the forfeiture of DMV licensing at future Burning Man events. Don't do it!

7. Enforcement:

1. The Mutant Vehicle Sound Policy will be enforced by members of the DMV Council, members of the Placement Department, and the Black Rock Rangers. Members of each of these teams are authorized to issue warnings, revoke vehicle licenses, and/or request that a vehicle be ejected from the event site. Ejections will be processed by the Black Rock Rangers.

For any questions about the Mutant Vehicle Sound Policy, email dmv@burningman.org

Water and Outside Services

DELIVERY OPTIONS

Option 1: Buy Your Delivery Driver a Ticket

Your delivery must be made through the main gate and is subject to wait times. If your delivery driver must leave the event and return, they will have to buy a \$20 reentry Wristband at the Gate each time they leave.

Option 2: Meet Your Delivery at the Gate

At an appointed time, a member of your group meets the delivery at the main gate and the delivery is then transferred and brought in by your group member. The delivery driver and their vehicle never actually enter the event.

You must be able to communicate with your delivery driver and coordinate an arrangement in advance of when they will arrive so you know when to meet them at the gate. You will likely not have any means of contacting them once you are on Playa.

The delivery driver cannot enter the event site and s/he will not have a ticket for entry.

Whoever meets the delivery at the gate must also have the ability to transport the delivery back into Black Rock City.

Your delivery must be made through the main gate and is subject to wait times.

The driver will not be allowed to offload or stage your delivery - you must be there to receive it.

When participants arrive at the Gate (with their ticket stubs), they should let the Gate staff know they are there to meet a delivery. Be aware that at busy times, this may take a while (and Gate staff may be occupied with other issues).

Option 3: Outside Services Program

Contracts between any Service Provider and Recipient, Contracts between each Provider and Burning Man, BLM, other Regulatory Permits and Provider's Insurance Carriers must all be secured LONG before the Event - Applications were due at the end of June.

Outside Service deliveries may be made through the delivery gate between **8am - 7pm**.

FRESH WATER

Large camps were allowed to contract in advance for delivery of fresh water in volume. 500- and 1000-Gallon water tanks were available for rent. But MECO is not accepting any more customers.

MECO is the approved potable water provider for BRC.

Pre-Arranged Water Deliveries - For Camps or RVs

If you pre-arranged with Meco-Reno for water deliveries, and you need to contact Meco, you should have their information on your invoice. Reach out by TEXT ONLY to Meco, and you MUST include your Camp Name and Address. If you don't include these two key pieces of information, your water delivery will be delayed.

NOT Pre-Arranged Water Deliveries - For Camps or RVs

If you have NOT pre-arranged with MECO-Reno for water deliveries, and you want to get some water for your camp or for your RV, you can try finding one of the "Flag Down" MECO Trucks. There will be MEC trucks making pre-arranged deliveries that can't stop and delivery water. There might also be at some "Flag Down" Meco Trucks that can be flagged down to purchase water. The "Flag Down" Meco Trucks will be identified by Orange Flags flying above the cab. They may require cash only for on playa water deliveries. *(I am not sure that this has ever actually been implemented)*

Remember, ice melts really well here! and it's made from drinking water

The bottom line: Have 1.5 gallons of water per day per person available.

The DPW trucks used to water down the Black Rock City streets for dust abatement do NOT contain potable water. DO NOT DRINK IT!

Waterworks

Water Works building (B69) is next to Moop Map at approximately 5:15 and Esplanade

Water Works is ONLY for camps that pre-arranged for bulk Water deliveries. They use big delivery trucks and they do not deliver water to RVs.

Do NOT send people to the Water Works if they have not pre-arranged for Water Purchase !

DO NOT RUN AFTER TRUCKS FOR A "Playa Shower"! People have gotten seriously hurt (and muddy) slipping and falling.

Wetting down the roads is a necessary compromise to keep the dust under control in Black Rock City. That said, it's very important to keep your water, ice, and any other liquids from turning the Playa into mud. a soaking spill of even fresh water on the Playa is considered to be MOOP and will require restoration of the Playa from the surface to the bottom of the mud.

See Earth Guardians at Esplanade & 5:35 at Rod's Road for information on how to safety dispose of water on Playa.

BLACK WATER

Managing Hazardous Human Waste on playa

"Black water" is human waste which requires a septic waste system for disposal.

Dumping any form of human waste on the playa is illegal, and there is no dumping facility in Black Rock City.

If you see somebody dumping waste (and this includes Peeing on the Playa), please help the community by letting them know that what they're doing is illegal and report the matter to the Black Rock Rangers.

GREY WATER

"Grey water" ranges from ice-melt in coolers, to shower water with soaps, cosmetics, and glitter, to kitchen waste like dish water, toothpaste, and saliva. All with a good bit of playa dust. It's hard to make it disappear on the playa, on dried clay, striving to avoid contaminating our surroundings.

Don't dump it! Dumping large amounts of untreated water on the playa introduces contaminants and can turn the clay into instant slippery, sticky mud. This can make walking nasty for your neighbors, and violates Burning Man's contract with our landlord, the Bureau of Land Management. You could get a citation and a fine.

Don't put it in the Potty! Each potty serves 40 to 50 people, and can handle only pee, poop, and special toilet paper - absolutely nothing else. Toilets are for black water, not gray water.

BRC Staff and BLM watch closely for violators dumping gray or black water on the playa. The BLM will issue citations for the dumping of gray and black water on the playa!

See Grey Water Tips and Hints in References.

CAMP GREY WATER COLLECTION

For more info on gray water disposal, visit Earth Guardians Camp at Esplanade & 5:35

Many camps use small footprint evapotrons (see www.evapotrons.info), or collect their grey water and take it to an appropriate facility off playa, or contract with United Site Services to let a professional handle the grey water disposal. Large camps should set up their contract with USS pre-event to collect grey water. USS will provide a collection tank for camps that they will collect at the end of the event for disposal. You can also get prepaid vouchers for RV pumping. There are RV dump stations along Highway 80. Do not use an evaporation pond, it can easily get clogged with dust which prevents evaporation. It can also spill and leave you a very nasty mess of stuff to take home in your vehicle at the end of the week. Dispersal of small amounts of treated water that has been filtered and disinfected is an option for small camps. Some camps have even developed technologies to reuse their water.

RV SERVICE

BLACK AND GRAY WATER SERVICES for Camps and RVs on-Playa - United Site Services

Large camps may contract at least a month in advance with United Site Services for removal of black and/or gray water in multi-hundred-gallon containers.

Call 775-826-5646 in Reno or 1-800-TOILETS.

USS does NOT deliver fresh water.

RV SERVICING = RV Pumping Service

This is about pumping out RV's, not providing repair work for RV's.

Do NOT send people to United Site Services for RV repairs

RV pumping service is available starting on the first Monday of the event (unconfirmed date). The trucks that service RV's make their rounds between 9am and 9pm, and they have an amber flashing light on the top and a big "RV ONLY" sign on the side. The trucks patrol their "zones" in the city all day, and you can flag them down for service as they roam their quadrants, or stop them while they're in the broader neighborhood and request a local visit. In case of dire emergency/missed opportunity, you can also pedal out to Fire & Services, where you will find a Help Desk and make an appointment (out past the outer road and 6:30).

- Driver will need:
 - your name
 - Camp location
 - vehicle description
 - license plate number
 - vehicle location.
- Make sure that there is someone at your camp to show the driver where to pump AND to pay for the RV pumping service. Keep in mind that the sanitation vendor only accepts cash so plan accordingly.
- If USS can't get to your rig, they're not going to be able to service it.

RV SERVICING FEES

RV pumping of one gray and one black tank costs \$80 for trailers up 24' in length and \$100 for trailers from 25'- 35' in length. Longer vehicles cost more, as do vehicles that have been retrofitted with larger tanks. Each additional tank is \$40. The only RV service vendor authorized for Cash Sales or Flag Down is United Site Services. They should accept cash only at the time of service, payable to the driver. Feel free to ask for a receipt. You can flag down the trucks that pump out RVs as they make their rounds from Dawn to Dusk. Look for trucks marked "RV Service Only".

Make sure that you use an authorized Vendor so that you don't get cheated.

Leave a space for the service truck to get to your RV. Pump hoses cannot reach beyond 30'.

RV Servicing is NOT offered by the ORG and it is NOT managed by Playa Info

Weddings

LEGAL WEDDINGS

(If you didn't arrange in advance, then it is too late)

Okay, it is not really too late, you could leave the Playa, get your license in Reno or Lovelock, then come back to the Playa and find a Nevada officiant. So it's not impossible, just a lot of work.

The MOST IMPORTANT STEP in arranging a legal wedding at Black Rock City is obtaining the services of THE OFFICIANT. **If Possible, arrange for a NEVADA RESIDENT OFFICIANT to perform a Legal Wedding**

For a legal marriage, you must get your marriage license signed by your officiant and two witnesses after your wedding. The officiant is legally responsible for sending your certificate to the County Recorder's office after leaving the playa.

To perform and solemnize legal weddings in Nevada, an officiant must be:

- A NEVADA RESIDENT and registered with the county they reside in.
- An ordained or licensed clergymen who has obtained a valid Nevada certificate of permissions to perform marriages or a justice of the peace.

IF OFFICIANT LIVES OUTSIDE NEVADA the deadline has passed.

If the officiant resides outside of Nevada, she or he must be registered with Pershing County (in Lovelock) and must have applied for a Temporary Certificate of Authority to Perform Marriages no less than two weeks before the Event and received confirmation the certificate was approved. Pershing County recommends three to four weeks for processing.

This Temporary Certificate of Authority to Perform Marriage must have all the pertinent info about ONE specific wedding ceremony, Date, Location, Bride's info, Groom's info. As well as an Affidavit of Authority to Solemnize Marriages signed by the Officiant's Church or religious organization and Notarized. So, any marriage performed by an officiant who resides outside Nevada must have all these details worked out weeks in advance of the Burning Man event.

We do not have a list of Officiants on-Playa for 2023. You can check with the Burning Man Wedding Coordinator = Armadillo at 2 Lanterns Camp @ 3:35 & A.

You needed to Obtain the Marriage License BEFORE arriving on Playa

Once the Officiant is arranged, the rest is (relatively) simple.

To be legally married on Playa, couples must already have their marriage licenses before arriving.

A couple could get a marriage license at a Nevada County Clerk's office on the way to Burning Man or, could pay the \$20 per person re-entry fee, leave the event, go to Lovelock or Reno, and get a wedding license, then come back.

No blood tests required. No waiting periods.

The fee for a Marriage License is \$85.00 payable by cash, cashier's check, or money order. Personal checks and credit cards are NOT accepted. Pershing County charges an additional \$15.00

Filing fee. Applications are valid for one year anywhere in the State of Nevada. If you should require a certified copy of your Marriage Certificate, it can be obtained from the Pershing County Recorder for \$15.00 and can be requested at the time your marriage license is issued.

Both parties must present themselves at a Nevada Marriage License Office. Appointments are not necessary during regular hours.

Parental consent:

- is not needed, but proof of age and identification is required for adults 18 and older.
- is required for individuals 16-17 years old; either parent must be present and give their written consent.
- Under 16 requires either parent's consent AND permission from a Nevada District Court.

If previously divorced, divorce must be final. Date and place where divorce occurred is required, but it is not necessary to furnish divorce papers.

Out-of-Country, same rules apply, nothing additional is required. You do not need a marriage license from your country. Neither party must be a Nevada resident.

A Driver's License or passport are acceptable forms of identification.

On October 9, 2014, Nevada began issuing marriage licenses to same-sex couples, just two days after the U.S. Court of Appeals for the 9th Circuit issued a ruling in favor of the freedom to marry.

The Pershing County Clerk-Treasurer's Office is at:

398 Main ST
Lovelock, NV 89419
(East of the Burning Man site on I-80)
(775) 273-2208 - Fax (775) 273-3015

The Washoe County Marriage Bureau is at:

1001 E. 9th Street, Building A
Reno, NV.
775-784-7287 - Fax (775) 784-7263

Appointments are not necessary during regular hours.

CEREMONIAL WEDDINGS

CEREMONIAL WEDDINGS can be conducted on Playa without advance arrangements. You can see Burning Man Wedding Coordinator Armadillo or Rev. Bobo at 2 Lanterns camp @ 3:35 & A for assistance in finding an Officiant or a Venue.: Leave any questions on white board.

WEDDING VENUES & EVENTS

Search in the Playa Info Digital Services Directory for more information about these camps and their locations and operational hours.

- AdramaNation 7:45 & G
- Burner Buddies 4:30 & I
- CouchBurners 7:00 & F
- Dreamers Complex (in Froth Village) 9:45 & A
- Elvis Wedding Chapel & Gardens 7:30 & F
- Friendlandia 8:45 & D
- Joyism (in Silicon Village) 4 & F
- Kentucky Fried Camp 5:15 @ Center Camp Plaza
- LIMINAL LABS 6:15 & F
- Never Never Camp 3:00 & C
- Nordic Paradise 7 & B
- Run Free Camp 6:45 & G
- Stardust Lounge 8 & B
- Temple O'Flying Spaghetti Monster 3:30 & D
- The Assless Chapel 4:15 & C
- The Chapel of Dusty Nuptials (sp) 8:45 & D
- The Space Between 7:15 & G
- Two Lanterns 3:35 & A

PLAYA WEDDING PHOTOGRAPHERS

Check Camera Obscura Tribe (within Flash & Burn Village) 6:45 & F or the Directory

PLAYA DIVORCES or ANNULMENTS

Search the Directory in the Digital Services area for Locations and Times.

See The Chapel of Dusty Nuptials For Daily Annulments

What, Where, When - The Book

The What, Where, When (also known as the "WAWA" or "the Book") is the book that is handed out to all participants when they enter Burning Man. The WAWA includes the schedules for many of the events occurring during the event.

What to tell Participants that are looking to get a copy of the WAWA?

- The official answer is that you can only get a WWW from the Greeters Station, just out past 6:00 and "K" street. If you explain to them why you need one, and why you didn't get one when you came in, they "might" give you one.
- In addition, we have one "under glass" on the side wall in Playa Info that you can look at 24/7. You can also take a picture of any special day or event that you want to "save".
- Lastly, be sure to check with your neighbors. Everyone (else) that came through the gate got one, so you might find a neighbor that has an extra one that they are not using. Check with people that came in motorhomes – they often have one or more sitting untouched on their dashboard.

Please Note: Everything that is printed in the WAWA is in the Directory at Playa Info, plus a Lot MORE! You can look up Events and Camps in the Directory in Digital Services.

Please Note: If the location for a camp or an event was unknown at the time of printing, the WAWA may have some text that refers participants to Playa Info. We will only know the location if the responsible persons entered the information into the Directory or if they have notified us of the location.

Please Remember: We can't be expected to know where every camp and every event is. If they didn't submit it to the Org, then we may not know about it. Participants should not be angry at Playa Info if we don't know what the locations of every camp or event.

Glossary

Copied from *The Way It Is Manual long, long ago. . .*

A

- Ancestor - The Paiute Indians believe that what we refer to as “Dust Devils” are their Ancestors. They find the term dust devil to be offensive to this spiritual aspect of their culture and beliefs.
- Arctica - Located in Center Camp, with satellite locations in the 3:00 and 9:00 Plazas. Where participants go to buy ice.
- ARTery - The artist resource center that facilitates the placement and display of art on the playa during the event as well as provides information to participants about the art and artists. Art Tours start here.
- ASS – Art Support Services

B

- Baker Beach - Beach in San Francisco where Burning Man originated in 1986.
- Berlin - Name of the Ranger Outpost located at the 3:00 Plaza of BRC.
- Black Rock - A large rock formation NE of BRC.
- Black Rock Arts Foundation (BRAAF) - The mission of the Black Rock Arts Foundation was to support and promote community-based interactive art. Interactive art means art that generates social participation. The process whereby this art is created, the means by which it is displayed and the character of the work itself should inspire immediate actions that connect people to one another in a larger communal context. No longer exists as of 2016 - now Burning Man Arts
- Black Rock City - The annual, temporary city created by the community of Burning Man participants.
- Black Rock Gazette - Was the official newspaper of Black Rock City from 1992 - 2005.
- Black Rock Hot Springs - Natural hot springs located near the Black Rock.
- Black Rock Ranger - A volunteer guardian of the principles and shared values of Black Rock City; empowered by the community and the Burning Man board to address safety concerns, mediate disputes, and resolve conflicts when they cannot be resolved by the persons involved.
- Black Rock Solar - Born out of the gift economy, installing solar power since 2007 in Nevada and where alternative power and alternative energy aren't yet economically viable and available.
- BMID - Formerly called a laminate or Lammy, this is the Official Burning Man ID card issued to many Burning Man staff.
- BMIR Official Burning Man Radio Station – Located at 5:50 & Esplanade
- BRC - Abbreviation for Black Rock City.
- Bureau of Land Management - (BLM) The Federal Government agency which administers certain public lands, including the Black Rock Desert.
- Burners Without Borders - A volunteer-led grassroots organization formed in 2005 in the wake of Hurricane Katrina, now making a difference in local communities everywhere.
- Burn (the) - Reference to the actual event and activity involved with the burning of the Man.

C

- Center Camp - The center of Black Rock City. What would be called 'downtown' in other cities.
- ChocoTaco - A delicious frozen treat that was discontinued in 2022. .

- Closure Area - The area of the Black Rock Desert that includes Black Rock City, for which the Bureau of Land Management issues a Temporary Closure Order. This order places restrictions on the specific uses of public land in this area during a period of time around the event, including that only those with a valid ticket to the event are allowed within the closure area.
- Crowd Rx - Our medical services provider in Black Rock City.

D

- D-Lot - An area at the Gate where those lacking appropriate credentials for entry or who have prohibited items are sent from the entry lanes. Gate staff at D-Lot are able to take additional time to help sort out issues and provide participants with information about their options.
- Decompression - A community gathering post-playa to help Burners re-enter the "regular" world.
- Dehydration - A medical condition that results from not drinking enough water.
- Dig (the) - The morning after ritual of excavating smoldering Burning Man artifacts.
- Digital Radio - Secure radio communications with enhanced range.
- DMV - Department of Mutant Vehicles - The licensing and regulating agency for Mutant Vehicles in BRC.
- Donner Award - Annual award given to the individual or group who pushes the limits of personal survival through stupidity, inattention, or just bad luck during the Burning Man event.
- Doobie Lane - A folk-art, monument-lined road near Gerlach, built by Doobie Williams, who passed away at age 76 in 1995. Also known as Guru Road.
- Double Hot - A hot spring located in the mountains beyond the north end of the playa. Off-limits during the Burning Man event.
- DPW - Department of Public Works - The organization dedicated to building the city's physical infrastructure, breaking it down at the end of the event, and cleaning it up. (See MOOP, Leave No Trace)

E

- Early Man - A celebration of the Burning Man event, held on playa before the participants arrive.
- Earth Guardian - The protectors and educators of the Playa. They are dedicated to educating the citizens of BRC about Leave No Trace ethics and how to clean and care for the playa.
- Emergency Services Department (ESD) - The ESD is made up of several groups whose purpose is to keep everyone safe on the playa; Fire, Medical, Mental Health, Emergency Dispatch, Performance Safety all make up the ESD Team.
- Esplanade - A long, open, level area, typically beside the sea, along which people may walk for pleasure. Also, the innermost road facing the Man in BRC. There is a North and a South Esplanade.

F

- Fairy Shrimp - Member of the group *Anostraca*, one of the four orders of crustaceans in the class Branchiopoda. Also known as brine shrimp. They are dormant in the Black Rock Desert until the rain's moisture revives them long enough for them to breed.
- FAST - Fire Arts Safety Team
- Fire Conclave - The group of fire performers who perform around the Man before he is released in pyrotechnic delight.
- First Camp - Located at xxxxxxxxxxxxxx, where many Board and other Staff members camp.

- Flambé Lounge - An off-playa Burning Man art lounge gathering held in San Francisco.
- Fluffer - Dedicated crewmember who delivers water and snacks to crews between meals in the heat of the day. Not necessarily a member of the crew of a pornographic movie whose role on the set is to sexually arouse the male participants prior to the filming of scenes requiring erections.
- Fly Hot Springs - A hot water geyser surrounded by several large man-made pools. Off-limits during the Burning Man event. The geyser and surrounding lands were purchased by the Burning Man organization in 2016. Don't go there yet!
- FOMOS - Fear of Missing Out Syndrome.
- Frog Pond - A warm water artesian pond where frogs were raised in the 1950s. Off-limits during the Burning Man event.
- FUN - Family Unification Network. Program aiming to reunite stray children with their families through a wristband and registration process. Kids are registered at Ranger HQ.

G

- Gifting - The act of giving something without the expectation to receive something in return.
- Going Native - Your first-timer uptight mother come home naked and painted blue.
- Gold Spike - The ceremony placing the location of the Man on playa. All surveying of Black Rock City is done from this point.
- Greater Spire - A DPW-built lamppost with four lamplighter-hung lanterns. Greater spires are the only type lining the main processional between Center Camp and the Man. Knowing this is an excellent navigational device in whiteout conditions or when intoxicated, and especially after the Man is burned.

H

- HEaT - Heavy Equipment and Transportation
- Heat exhaustion - A more serious form of dehydration.
- HGH - Humboldt General Hospital. No longer our medical services provider.
- Hootch - Lost and Found Trailer at Playa Info

I

J

- Jack Rabbit Speaks (JRS) - HTML-based newsletter produced by the Burning Man organization.
- Java Cow - A community legend. The Java Cow appears with hot coffee at sunrise on the morning of the Burn and asks the question, "Do you want cream or sugar with your coffee?"

K

- Kerfluffel - (alt = Kerfuffle) Adjective used to describe the ticket situation in 2012.
- Keyhole – The V-shaped passages (Portals) from the inner playa into city plazas and avenues, sometimes referred to as Keyholes.

L

- Lamplighter - One of the hundreds of volunteers who clean, fill, light, and hang more than 700 kerosene lanterns during their nightly procession along the major streets of Black Rock City.
- Law Enforcement and Agency Liaison (LEAL) - Specially trained Rangers who regularly interface with law enforcement and other external agencies in order to continually improve their relationship with the Burning Man organization and community.
- Lesser Spire - A DPW-built lamppost with two lamplighter-hung lanterns. This is the most common style of lamppost in BRC.
- LLC - Abbreviation for Limited Liability Company. Black Rock City LLC is the legal entity that organizes and produces the Burning Man event.
- Lucifer - The "bringer of light". The Lamplighter's truck, affectionately referred to as "Luci."
- Luminary - A Lamplighter who leads a lighting route.

M

- Man (the) - Term used for the Burning Man effigy.
- Moonwalker - A participant who walks out onto the playa, away from camp at night with no flashlight, usually in an altered state of mind. "wowlookatallthestars!!!!" is the comment often heard.
- MOOP - (noun) Material Out Of Place. Any scrap of trash that is left behind and must be picked up. (verb) The act of picking up said scrap.
- Mutant Vehicle - Any motorized conveyance that has been creatively, permanently, radically, and safely modified from its standard configuration in a well-executed manner.

N

O

- OSS - Outside Services program.

P

- Participant - Everyone in BRC is expected to be interactive and play an active role in the community.
- PI Hole - Playa Info Managers Office
- Pink Hole - Playa Info Volunteers camping area; directly behind the Lost and Found Trailer at Playa Info.
- Piss Clear - BRC's "alternative newspaper", appeared 1995-2007. The name is derived from the survival axiom, "Drink so much water that you piss clear."
- Placement - Process of finding your home on the playa as directed by the Placement Team.
- Playa - Spanish word for beach. The flat, dry lakebed where Burning Man is held.
- Playa Chicken - A community legend of a rare species of vicious, carnivorous chicken reputed to live in the Black Rock Desert. Any strange phenomenon that is not readily attributable to any known cause may be blamed on Playa Chickens.
- Playa Info - Located in Center Camp. Where participants go to find information and answers to questions.
- Playa Time - Social acceptance of a relaxed punctuality that lets events begin right on time, regardless of the clock.
- Plazas - Located at 9:00 & Basra, and 3:00 & Basra. Gathering places. Rangers, Medical, Ice, and other community services are found at plazas. Mini plazas are located at 7:30 & GOLD and 4:30 & GOLD. Mini plazas are located at 9:00, 6:00, and 3:00 and Jade. There are no services at mini plazas.

- Portal - Address designation for the openings into the plazas at Center Camp and the locations above. Sometimes referred to as Keyholes.
- Processional - The Lamplighter term for the spire-lined path to the Man.
- Project (the) - Term for the Burning Man Project, organization name. The use of this term is preferred to the words "festival", "Bmorg", "Borg", or "Org".
- Promenade - The spire-lined pathways that lead out to The Man.

Q

- Quinn River - Located at the NE side of Black Rock, this spring-time river empties onto the playa and then dries up during the summer.

R

- RAMPART - The main medical services station near Center Camp.
- Ranger HQ - The main building and base of operations for the Black Rock Rangers, in Center Camp.
- Rebar - Cheap steel rods often used for tent stakes.
- Recycle Camp - Where aluminum cans can be taken for recycling.
- Regionals - Anyone in the Burning Man community who is not located or based out of San Francisco and the Bay Area. There are Regional Contacts worldwide!
- REMSA - Reno Emergency Medical Services Association. No longer our medical service provider.
- Rocket Run - Term used for a quick driving trip to the Black Rock Desert and then back home again, usually within a 24-hour period.

S

- Shirtcocking - Wearing nothing but a shirt, usually a t-shirt that ends above the waist.
- Solifuge - A swift, non-poisonous, nocturnal insect that thrives on the playa during the dry season, taking refuge in larger cracks during the day. Also known as Sun or Wind Scorpions.

T

- TAZ - Temporary Autonomous Zone; term coined by writer Hakim Bey.
- The Project - The Burning Man Project. Our new non-profit.
- Theme Camp - A campsite that artistically presents an idea or concept and is designed to be interactive and welcome the community.
- Tip Sheet - One-page information disseminating sheet distributed at Greeters. Replaced the Black Rock Gazette in 2007.
- TLA - A Three-Letter Acronym
- Trego Trench - A long, hot-spring-fed ditch created by the Southern Pacific railroad in the 1950's.
- Tokyo - Name of the Ranger Outpost located in the 9:00 Plaza of BRC.

U

V

- Village - Affinity group of theme camps.
- Volunteer - The very core of what makes Burning Man happen.

W

- White Hole - another name for the Commissary
- White-Out - A dust storm which produces near-zero visibility.

X

- XRT - External Relations Team

Y

Z