

~ 2018 ~

2018 Gateway Burn Survival Guide



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Contacting Gateway Burners

Any questions about the Survival Guide and/or policies of the Gateway Burn can be directed to the Executive Coordinators at ecs@gatewayburners.com. For a complete list of Gateway Burners' Leadership, please go to the "Leadership" page of our website at Gatewayburners.org. Join us on our Facebook Page <https://www.facebook.com/groups/115522076743/>

What is Gateway Burn?

Gateway Burn is an experiment in **temporary community**.

For one weekend, we will create a society where community, participation, self-expression, and self-reliance are our tenets and our lifeblood.

Everyone is welcome at Gateway Burn.

However, this is a NO SPECTATORS event.

Gateway Burn is a highly entertaining place and it can be far more than just a diversion. You will proportionately gain what you put into your experience here, and then some.

Play along. Jump in with both feet.

Participation is mandatory.

There is as much freedom and acceptance here as you require. We look forward to experiencing what you have to offer.

We hope you make the most of your experience with us by helping to add to the experience of others.

While you are welcome to express yourself freely in our temporary autonomous zone, we do have some rules. These rules exist solely for the overall safety and comfort of the community.

We are all in this together – Be considerate of the rights, safety, comfort, and anonymity of others. This is an official Burning Man Regional event, so please mind the "Ten Principles".

We use the **Ten Principles** to guide us in hosting this event.

Ten Principles of Burning Man

RADICAL INCLUSION

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

GIFTING

Burns are 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.

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.

RADICAL SELF-RELIANCE

Burns encourage the individual to discover, exercise and rely on his or her inner resources.

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.

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.

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.

LEAVE 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.

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.

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.

Location of the Event

Water Mountain

219 Mildred Mile Ln.
Belle Missouri 65013

Directions and a map location of the site can be found at their Facebook page: <https://www.facebook.com/WaterMountainLLC>

From St. Louis:

- Take I-44 S towards Tulsa
- At exit 247 take ramp to US-50 west and Turn Right towards Union.
- 46.6 Miles left onto Mo-A and then .3 miles turn left again to stay on Mo-A. (looks like a gas station)
- 1.9 Miles right onto Mo-D.
- 7.9 miles right onto Mildred Mile Ln and follow it all the way to Registration tent.

From Columbia:

- Take US-63 towards Jefferson City
- Take ramp right and follow signs for US-63 South / US-50 East. (Pass Baymont Inn on the right)
- Keep right onto US-63
- 9.4 miles bear left onto Mo-E
- 6.2 miles bear right onto Mo-89
- 5.9 miles left on Mo-D
- 3.8 miles left onto Mildred Mile Ln and follow it all the way to Registration tent.

Respect private areas and marked off areas of Water Mountain.

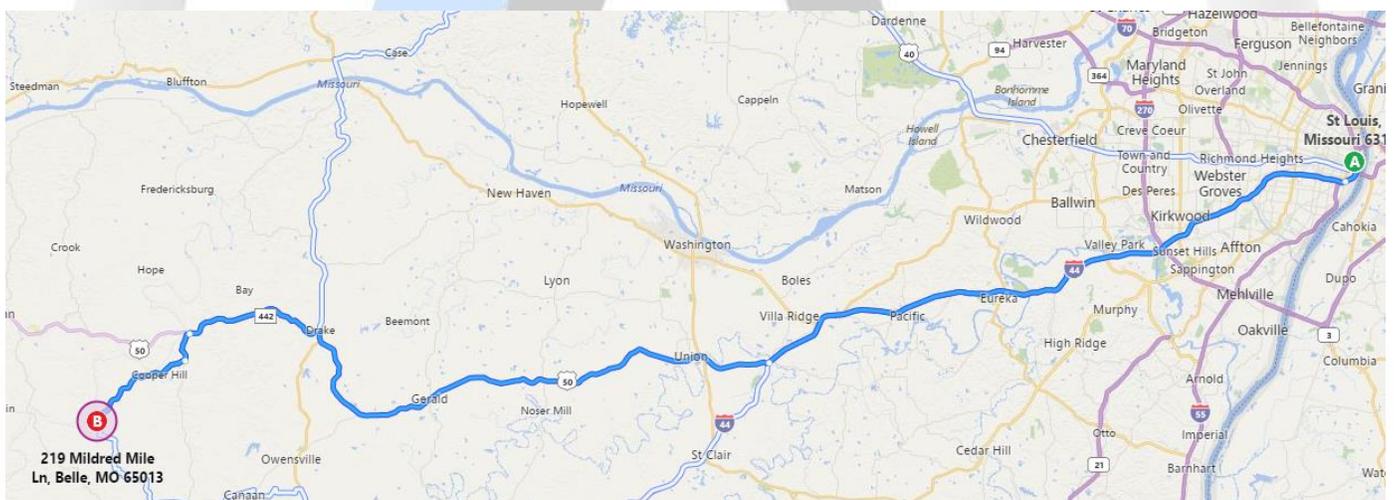
The landowners and some of the crew live on the land. Please show respect for their home and personal space.

Local Laws

Please remember that even though we have our own rules at Gateway, it is still within county, state, and federal jurisdictions. Local law enforcement may need to enter the property at some point. We do not expect to see them, but if they do arrive, please show them hospitality and respect. The event organizers will cooperate fully with the land owner, their representatives, and the authorities.

From Rolla:

- Take US-63 N / N Bishop Ave
- Turn right onto Mo-28
- 12.4 miles bear left onto Mo-89
- 4.7 miles right onto Mo-D
- 3.8 miles left onto Mildred Mile Ln and follow it all the way to the Registration tent.



Law of the Land

Tickets

You must purchase a ticket online to enter Gateway Burn.

<http://gatewayburners.org/index.php/gateway-burn-current/buy-tickets.html>

NO TICKET, NO ENTRY, NO JOKE! You will be turned away at the gate. You cannot gain admittance by volunteering. Also, tickets at Gateway are virtual, so be prepared to take notes and print stuff out yourself.

PARTICIPATION BEGINS AT TICKET PURCHASE! When you purchase your tickets you will receive an email with your ticket numbers. Please incorporate that number into a work of art. This will serve as your ticket into the event and will be taken from you to display on the ticket board at the Gate.

Gate Hours & Rules

Thursday	9:00 am - 10:00 pm (Gate opens at 9)
Friday	9:00 am - 10:00 pm
Saturday	9:00 am - 8:00 pm (Gate closes at 8) Effigy Burn at 10:00 pm
Sunday Exodus	All participants must depart site by 5:00 pm

You must have a valid ID to be admitted to Gateway Burn.

No one under 18 will be allowed admittance without a parent or legal guardian and the online registration for filled out.

Gate personnel will verify you have brought necessary food, water, and equipment to survive a weekend camping in Missouri. If you are not prepared you will be sent away to go get prepared and return.

There will be no exit-and-reentry for the duration of the event.

Everyone is required to wear a wristband. Anyone found without a wristband may be ejected from the event. Replacement wristbands can be acquired at the Gate with proof of your ticket.

So you're here. Now what?

- Follow signs to the Gate.
- Show your ID to the volunteers at check in.
- Tell us about your vehicle (make model and license number will be correlated to your ticket number.)
- They will write some stuff on your windshield, for our reference.
- Now that the official paperwork is done, we want to Greet you properly! (your Greeter will find out if you have been to a burn before, make sure you know your principles, and will educate you regarding any questions you have about the event.)
- Now you can drive to your campsite to drop off your gear. If you are car-camping, your vehicle must be previously registered and marked on the windshield.
- Most of you aren't car camping. Unload at your camp, and you will have two hours to return your vehicle to the parking area.
- Gateway Burners may tow your vehicle if it is improperly parked. Don't be that guy! Parking volunteers will be on the lookout for unregistered cars still parked in camps.

Parking

A parking area will be set up at the event for participants to park their vehicle out of the way, during the event. All participants will be asked to park their vehicle in this area, **UNLESS PRIOR PERMISSION IS ACQUIRED FROM EVENT COORDINATORS.**

If you **ABSOLUTELY MUST** keep your car at your campsite, arrangements can be made. Please contact the event coordinators in advance to be placed on the list which will be at Gate. There is no car camping on Esplanade/Effigy Circle.

Participants who have registered to park at their campsite **MUST PARK SMART.** Please make sure vehicles are not blocking roads and are not parked in areas that would block access to art or theme camps. Infrastructure, Rangers, Fire Suppression, or Event Coordinators may ask you to move your vehicle, and reserve the right to tow any vehicle that is parked improperly. Please, comply with any request made by Infrastructure, Rangers, Fire Suppression, or Event Coordinators to move your vehicle. Refusal to comply with reasonable requests to move your vehicle will result in being ejected from the event.

Enjoy Gateway Burn! But what are you going to DO here?

Volunteering is Participating

There are so many valuable ways to be a participant: create art, perform, be yourself, form or join a Theme Camp. One of the easiest ways to participate is to volunteer! Many people consider volunteering their art form; whether it is the helping out fellow burners as a Ranger or the manual labor of Infrastructure, every department at Gateway Burn makes our event go. What does that mean? In a nutshell, when you look around, you know someone who is contributing through the gift of their time and expertise.

Volunteering isn't a quid-pro-quo agreement (though you may get some nifty schwag), it's a gift! It's art! It's participating! Participating at an event built on participation.

Contact us at volunteer@gatewayburners.com if you would like to discover the new art form of volunteering. Our Volunteer Coordinator will work with you to determine where your talents can best be utilized.

Keep reading this Survival Guide to discover other opportunities to volunteer and participate. Everything about Gateway Burn is volunteer driven, so if it happens here and you want to be a part of it, track it down and jump in! And remember, if it doesn't happen here and you think it should, you can be the one to bring it to life!

Children & Minors

Bring your kids! Gateway Burners are a community and community includes children.

Children 12 and under will be admitted to Gateway Burn free of charge.

A parent/legal guardian or another adult approved by the parent/guardian must supervise minors (all under 18) AT ALL TIMES .

There may be subject matter considered inappropriate for minors. If you bring your children, be prepared to supervise them THE ENTIRE TIME.

The Gateway Burners Organization is not responsible to control what your child is exposed to during the event. It is your responsibility, as the parent(s)/legal guardian(s) of the child, to determine what is appropriate for your child and to manage what your child is exposed to during the event.

All minors must be registered prior to the event. To register your minor, please fill out the Gateway 2018 Child Registration Form. A link can be found in your ticket email or use the following link to register your child prior to the event.

[2018 Child Registration Form](#)

Pets

NO ANIMALS ALLOWED

Sorry! While we understand the desire to bring your animals, we maintain a NO ANIMALS stance at Gateway Burn. There are animals that live on site, they are pets of the landowner and/or they live on site. If you require the assistance of a service animal please contact the Event Coordinators before the event. We suggest as with any strange animal that you approach them carefully or not at all. Also do not leave food unattended as it is an invitation for the dogs or wild animals to visit your site.

Swimming

Water Mountain has a creek and a river running through its property, and it is a great place to cool off. Before you hit the water, please understand:

- Swim at your own risk. There are no lifeguards on duty.
- Do not swim alone. It is simply dangerous and not a good idea.
- Be alert to objects under the water. Swim safe and look before diving in headfirst!
- Many parts of the river are located within the boundaries of the event but areas of the river do border other private properties, so please considerate of maintaining these boundaries.
- Please respect all local, State and Federal laws and understand that Gateway Burners will not be held responsible if you choose to swim nude and are caught by authorities. Missouri law does not allow for any nude, topless or bottomless swimming and you assume all liability and consequences if you choose to do so.
- Occasionally a member of the community may bring a small swimming pool. Once again, there are no lifeguards on duty, children must be supervised, swimming is at your own risk.

Trespassing & Vandalism

DO NOT CROSS THE BOUNDARIES OF THE EVENT!

Don't cross fences, boundary tape, and other posted boundaries at Water Mountain. The property lines may be in unexpected places. Trespassing on private property is illegal and can be dangerous. Disregarding boundary signs can get you ejected from the Gateway Burn event.

WATCH WHERE YOU ARE GOING

Water Mountain is located in central Missouri and has many natural features to showcase this states beauty. Not all is safe, some landscape can be dangerous. One such feature is a

60' Limestone Bluff overlooking the Gasconade River. The bluff is not marked or fenced. Trails on the property may approach the bluff, as well as neighboring properties. If you explore the woods, always be aware of your surroundings, take a friend and we suggest you do not wander at night.

These are the rough boundaries:

- South – The Highline powerline clearing
- North – Flags marking boundary to the neighbors land.
- West – Gasconade River
- East – Front Gate

DO NOT DEFACE ANY ART OR PROPERTY BELONGING TO OTHERS!

Defacing art or any other property that belongs to others (unless otherwise clearly indicated as tagable art/items), including the land and its trees, is NOT an acceptable exercise of self-expression. Anyone caught defacing any artist's work or private property without the artist/person's express permission will be subject to both ejection from Gateway Burn and any potential legal charges that the artist/person may wish to file against the vandal, with the full support of Gateway Burners LLC, Inc. if applicable.

Leave No Trace

If you read nothing else in the Survival Guide, please read this:

NO MOOP! LEAVE NO TRACE!

MOOP (acronym): Matter Out of Place – Anything on the ground that nature didn't put there.

LNT (acronym): Leave No Trace! Take only memories, leave only NOTHING.

The site will be returned to its pre-Gateway Burner original condition or better - by you.

There will be no garbage cans, bins, or dumpsters.

PACK IT IN, PACK IT OUT. This LNT ethic is a core tenet of Gateway Burn and the worldwide Burning Man community!

BRING GARBAGE BAGS! Cigarette butts, pistachio nut shells, plastic baggies, wrappers, paper plates, you name it... if you pack it in, PACK IT OUT! This also applies to sequins, feathers,

buttons, or any other costume finery that may fall off (or be rubbed off) and left on the ground as MOOP. If you are not sure if something is LNT appropriate, do not bring it to Gateway Burn or contact our Earth Guardians Lead at earthguardians@gatewayburners.com

TRASH REDUCTION TIPS:

Don't buy disposable cups, plates, utensils, etc. Instead, bring your own reusable dishes, utensils and cookware.

Leave excess packaging at home (e.g. bring the cereal in its bag, but leave the box).

Putting individually packaged items into Zip Lock bags or Tupperware.

Use reusable/collapsible water cans instead of disposable jugs.

Bring crushable aluminum cans instead of heavy/breakable glass.

Be a LNT representative for your camp and make sure things are kept tidy. Fifteen minutes a day to clean up makes departure day super quick and easy.

Commerce, Vending, & Gifting

NO COMMERCE OR VENDING ALLOWED

Vending is strictly prohibited at Gateway. This means there are no concessions, souvenir t-shirts, or soda machines at Gateway. If you need something, bring it yourself. YOU MAY NOT SELL OR ADVERTISE ANYTHING ON SITE. We are not a commercial or consumer event.

Please don't advertise your business, band, DJ, etc. at Gateway. Fliers can make a lot of MOOP (Matter Out Of Place) and may get you kicked out. Also, to preserve the spirit of non-commercialism, we ask that you try to block or alter any large corporate logos or advertisements on your rental trucks and equipment.

Gateway 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.

Radical Self-Reliance

YOU VOLUNTARILY ASSUME THE RISK OF SERIOUS INJURY AND/OR DEATH BY ATTENDING GATEWAY BURN

Leaving and returning to the event is prohibited with the exception of medical emergencies. Gateway Burn is a primitive camping event. Bring everything you need when you arrive to survive comfortably for four days of camping.

Water

There will be potable water on site, but you may wish to bring your own. 1.5 gallons minimum a day per person is suggested.

Food

BRING YOUR OWN FOOD. BRING YOUR OWN DRINKS.

Electricity

BRING YOUR OWN POWER. There will be no electricity. Bring batteries, solar panels, or if you need a LOT of electricity, you'd better bring a generator... and fuel to power it!

Some Other Suggestions

- Tent
- Bedding (air mattress/sleeping bag/pillow)
- Clothes for all possible conditions
- Costumes for all possible conditions
- Rain gear
- Fire source (matches/lighter)
- Bug spray
- Sun screen
- Flashlight
- Ear plugs
- Art projects
- Eating utensils & cookware
- Don't forget your kids
- Garbage bags
- Shade structure
- Sense of humor
- Personal medical necessities (medications/first aid kit)
- Bacon!

Things Not To Bring:

- Fireworks (sorry, no fireworks at all)
- Guns or weapons of any kind
- Pets (sorry, no pets at all)
- Glass bottles (broken glass is a super bummer!)
- Illegal substances (i.e. illicit drugs - remember they are illegal!)

Generator Guidelines

If you do choose to bring a generator, please be considerate of others by following these guidelines:

- Bring the quietest generator you can afford and the smallest that will meet your actual needs. Larger generators are more difficult to transport, use more fuel, and create more pollution.
- Don't run your generator way late at night or early in the morning.
- Place the generator as far from other camps as possible.
- Please inform EC's if you are bringing a generator.
- Cover your generator with a sound shield or baffle or outfit it with a motorcycle muffler.
- NEVER bury it to shield the noise.
- Make sure people can't trip over any power cords.

Consent "The 11th Principle" - Personal Boundaries (No Means NO!)

- Self-Expression and cooperation require a social contract to make our event a safe place to play.
- Respect the personal boundaries of others!
- Respect the moment. Comfort levels vary at different times and with different people.
- Before you assume someone wants your physical attention, ASK! Being direct is not a buzz-kill obligation – it is expected protocol.
- NO MEANS NO! Only yes means yes.
- After someone has said NO, cajoling, pleading or any form of emotional blackmail is UNACCEPTABLE. PERIOD.
- Respecting personal boundaries includes taking photos or video, as well as physical and verbal interaction.
- Take responsibility for your own boundaries.
- How you feel is not magically telegraphed to others. YOU are in charge of your boundaries. You must be able to say NO!
- Be sober enough to be in control or make arrangements with a friend to have a “designated driver”
- You are responsible for yourself, but you can always ask for help. Talk to those around you (or a Ranger) if someone is making you uncomfortable

Art, Burnable Art & Flame Effects

What are you bringing? Where do you want to put it? Is it burnable?

Register your installation, art piece or burnable art prior to the event with the Infrastructure Lead at Infrastructure@gatewayburners.com so that we can place your art in the appropriate destination and let attendees know where to find it on the map!

Burnable art is a part of our culture at Gateway Burn. It is a symbolic celebration of the cycle of life and death – we don't dwell in what we've done so much as we celebrate what we can do. If you plan on bringing burnable art to the Burn, you need to first contact our Fire Suppression Lead at suppression@gatewayburners.com to obtain approval of your ignition/safety plan and Suppression Team supervision during the burn process. Once your artwork has been approved, you may then contact the Infrastructure Lead at Infrastructure@gatewayburners.com for proper placement of your burnable art. This goes for ALL artwork being consumed by fire (whether separate fire or thrown into the Effigy). There is no guarantee that your art will burn. Please plan other creative ways to destroy or transport out your art in the event it does not burn.

If you plan to bring flame-effect art, such as propane-fired devices or flamethrowers, you do not need to obtain placement with the Infrastructure Lead, but you do still need approval via inspection by the Fire Suppression Lead before firing your device. (see email address above) This goes for ALL mutant vehicles that are outfitted with flaming devices as well.

DON'T EVER THROW TOXIC OR DANGEROUS ITEMS INTO ANY FIRE!

Fire Performing

If you would like to practice or perform fire at a time other than during the Pre-Burn Ceremony, you must ALWAYS have a person designated as your “safety”, prepared to extinguish you or your fire tools via appropriate methods. If you are uncertain of these appropriate methods, please contact our Fire Performance Lead at fire@gatewayburners.com for guidance.

If there is a burn ban in place by Missouri Conservation Department, all fire performances (or practices) must happen in the area designated by our Fire Performance Lead.

Fireworks & Firearms

We do not permit Fireworks, Firearms or Guns. PERIOD. Bringing fireworks or firearms to the Gateway Burn are grounds for ejection from the event. PERIOD.

Sound & Sound Systems

If your radical self-expression involves a sound system of some sort, while you are encouraged to express yourself, we do ask you keep the following in mind:

If you are bringing large scale sound systems, you must register so that your camp can be appropriately placed. We are also requesting that large scale sound art assure they adhere to the following sound levels at various times of day:

100dB from 10 am to midnight
90dB from midnight to 3 am
85dB from 3 am to 10 am

Levels are only measured by a decibel (dB) meter, approximately 50 feet in front of speakers in direction of sound. Any questions, find a sound marshal (look for a Zebra). The resident Sound Marshal will be monitoring sound levels. Be prepared to lower your volume immediately if asked.

No speakers (especially sub-woofers) should be placed directly on ground. Speakers should be elevated off ground using stands, or other objects such as wooden pallets, to eliminate excess ground vibrations.

Media & Shutter Bugs

"EMBEDDED" MEDIA WILL NOT BE TOLERATED

Member(s) of local media or public press wishing to cover the event must obtain express prior approval from both Black Rock City LLC and Gateway Burners II, Inc. (board@gatewayburners.com) as well as collect all necessary permissions and releases from attendees being recorded/photographed. If an attendee(s) has professional video-recording equipment and intends to video any portion of the Gateway Burn or is a member of local news media/press and has not obtained prior approval, Gate volunteers will immediately radio for the EC on Duty to handle the situation. Making a profit from any images or videos of the Burn violates the principle of Decommodification.

Attendees using personal cell phones, cameras or video cameras to capture media, pictures, and recordings of participants or their art without their consent is PROHIBITED. Always ASK for permission to take pictures. If you plan on publishing personal photos on the internet or in any format, you must get written permission from the subject of the photo or footage... while they are completely sober.

Remember that ALL images taken BY ANYBODY at Gateway are the exclusive property of Gateway Burners and may not be used in any professional or commercial application without express written permission from Gateway Burners II, Inc.

Campfires & Fire Pits

If you would like to build a campfire, you may do so in any existing fire pit location at the Water Mountain Campground only after obtaining express approval from our Infrastructure Lead (Infrastructure@gatewayburners.com). You may NOT damage the land by creating a new fire pit. You may use burn barrels or portable fire bowls that do not damage the land if pre-approval from our Infrastructure Lead is obtained and the placement of such item is designated by a member of the

Infrastructure Team. If you need assistance extinguishing a fire, you may ask a member of the Infrastructure Team or the Fire Suppression Team for assistance.

DO NOT LEAVE A FIRE UNATTENDED!

If there is a burn ban in place by Missouri Conservation Department, there will be no campfires, fire bowls or burn barrels allowed. PERIOD.

Drones

Drones and radio controlled unmanned aerial vehicles (RC/UAV) have become more popular over the last few years at Burner events, so the goal of this section is to establish some best practices when flying at Gateway Burn and to make sure pilots are aware of potential dangers. The guidelines established for RC pilots aim to encourage the safe and responsible use of RC/UAV or Drones at Gateway Burners' events.

All RC/UAV or Drones need to register with the Department of Mutant Vehicles (DMV) at dmv@gatewayburners.com .

Be safe! Avoid flying over large crowds or densely populated areas. If you crash into a crowd you can seriously injure people. If you injure someone, you are responsible.

If your RC/UAV or Drone has a camera and you will record video/still photos from it, you need be aware of the Media & Shutterbug guidelines of Gateway Burners (section above).

On the day of the Effigy Burn, RC/UAV, helicopters (be they full sized or models), any other aircraft or drones shall not be flown within the borders of the marked perimeter set by Infrastructure Crew from 12:00 PM until after the conclusion of the Effigy Burn.

Disregard to these guidelines during the Gateway Burn could lead to confiscation of your RC/UAV or drone until the end of the Gateway Burn event and/or a ban from you bringing RC/UAV or drones to future Gateway Burn events.

Consider using a spotter/assistant to help keep an eye out for dangers or to handle observers coming up to talk to you while flying.

Be aware and don't fly during bad weather, and be ready to land quickly if you see a storm coming.

Lasers

Recent advances in laser technology made possible artistic vistas scarcely imaginable a decade ago. But like any scientific advance, this new technology is also fraught with peril. Improper use of lasers can result in temporary or permanent blindness, death or worse. We must all follow proper procedures with lasers:

You are not Han Solo. I am not Darth Vader. You must never shine a laser of any size into anyone's eyes, including your own.

Anything larger than a handheld laser MUST be mounted 7 feet above the ground and MUST be aimed upwards above

the tree line. This will help protect our eyes, and may protect us from extra-terrestrial interference.

If you bring a laser, you take personal responsibility for the safe use of that laser including educating those who borrow it of the proper & safe handling expectations.

Driving

Driving Around Gateway Burn Is Not Allowed

Once you have parked your vehicle, you should not move your vehicle until you are ready to leave the event (unless you have been requested to move your vehicle.) If you have an art car or disability needs that require you to use a vehicle to help get around the event, please see the Driving section below. Unregistered vehicles that are found moving around the event that are not the vehicles of participants who are arriving or leaving the event, could result in ejection from the event.

ALL vehicles that want to move during the event MUST have Department of Mutant Vehicles (DMV) tags, including official vehicles. To obtain such tags, you can contact the Parking Lead at parking@gatewayburners.com prior to the event. Further, you must be authorized to drive an official vehicle by the Department Lead/Co-lead and follow the driving rules below. If you are not sober, don't drive an official vehicle even if asked by a Lead.

Participant created art vehicles (cars, trucks, golf carts, etc.) must be registered with the DMV. Unauthorized or unsafe use of a vehicle can result in ejection from the event, liability for property damage, and even criminal charges.

Driving Rules:

- Clearly display the Mutant Vehicle license in a location specified by the DMV.
- Speed limit 5 mph (less in hazardous situations such as tight crowds).
- Yield to everyone.
- Observe traffic rules.
- Abide by instructions from Rangers and Executive Coordinators.
- Be completely sober.
- Have headlights if driving at night, if not other lighting.
- No vehicles in excess of 20 feet are to be driven.

possible by emailing parking@gatewayburners.com or contacting the Parking Lead.

Criteria:

- Providing a city or state issued disabled placard with the accompanying identification card. The name on the card must match the applicant.
- A standard of safety for your vehicle and its occupants.
- Physical inspection of your vehicle.
- Have blackout/darkened headlights and other lighting if driving at night.
- A good will about helping others move their things to/from if possible and an inclination to become an art car.

Department Of Mutant Vehicles (DMV) & Art Cars

If you want to cruise the grassy-gravelly playa, you must have Department of Mutant Vehicle (DMV) tags (parking@gatewayburners.com). All other cars must be parked during the entire event. As our city grows, we have more and more vehicles which makes our roads crowded. An art car is not just meant to transport you around the event, it's also supposed to be ART! To that end, we are going to ask that you make sure your vehicle is as artified as possible.

To have an art car roam:

- Have a genuinely artfully mutated vehicle!
- No vehicles in excess of 20 feet are to be driven around Gateway Burn. It is dangerous in our tight event space.
- Register before the event at dmv@gatewayburners.com or speak with the DMV Lead.
- Undergo an on-site safety/sanity inspection/indoctrination and to ensure your vehicle is environmentally friendly, review any fire effects or extreme sound capabilities. If rejected initially, re-inspection possible after issues are corrected.
- Follow driving rules:
- Speed limit 5 mph. (less in hazardous situations such as tight crowds)
- Yield to everyone (Art cars should yield to pedestrians, bikes, carts, little red wagons...).

People with Disabilities License

If you have a physical disability, you can request a disabled license from Parking. Pre-registration is preferred whenever

- Observe traffic rules.
- Abide by instructions from Rangers and Executive Coordinators.
- Be completely sober.
- Have blackout/darkened headlights and other lighting if driving at night.
- Remember that improper use of a mutant vehicle, being negligent of safety or generating complaints from others can result in a "time-out" and/or revocation of your DMV license.

Mutant Vehicle Etiquette

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

Thou Shall Not

- Try to get on, impede, or stop a moving mutant vehicle
- Attempt to run down, jump on, hog-tie and/or flip-off the vehicle or its driver if the mutant vehicle does not stop for you.

While Gateway Burn is a place to exert radical self-reliance, we realize our civic responsibility to the attendees to provide a safe and sufficient environment for our event.

Rangers

Radical self-reliance and respect means you are responsible for your own actions. Make sure your actions don't interfere with the enjoyment of the event for others. This includes being respectful to your neighbors, controlling the volume of your camp, and working out disagreements respectfully. Rangers mosey through the event and are there if you need assistance. Also, a ranger will always be available at the Ranger HQ throughout the event. You can reach out to a Ranger if you need urgent help or assistance resolving a conflict. They are not police; they are not The Man. Rangers are volunteers who help make our event safe so that we can all have more fun! (rangers@gatewayburners.com This email address is being protected from spambots. You need JavaScript enabled to view it.)

Medics

Medics are available for minor injuries and afflictions – cuts, scrapes, twisted ankles, dehydration, poison ivy, etc. Our Medic Lead and Co-Lead are licensed professionals and will

- Operate any mutant vehicle and/or its artistic additions (e.g., fire cannons, pants cannons, sounds and light systems, etc.) without permission of its owner/operator.
- Hi-jack, hoodwink or harass the driver whilst they are in command and control of the mutant vehicle.

Thou Shall

- Dance around, wave thy arms and ask politely from a safe location to get on a passing mutant vehicle.
- Wait until the mutant vehicle has come to a complete stop and you have the operator's permission before boarding or disembarking.
- Help look out for the safety of thine fellow passengers, passers-by and other sundry freaks.
- Report any safety issues, violations, and/or problems to the Gateway Rangers immediately.

Services

work with the Rangers should an attendee incur a serious injury and need to be evacuated safely to a nearby hospital. If you require medical assistance, ask a ranger to radio the on call medic or go to Ranger Station to seek assistance. (medics@gatewayburners.com)

As a gentle reminder remember to take your medications if you need them. A burn is not a time to stop taking your meds.

Ice

Ice is available for purchase on-site during posted hours. New for 2018. Ice will be delivered around camp twice a day.

Bathrooms, Showers & Porta-Potties

Porta-potties will be provided and scattered throughout the event venue for attendees to use. Rustic (read: exposed, breezy, cold, out in the open) showers are available by the road leading to the river. Please respect the Leave No Trace principle at all times, even in the bathrooms, showers and porta-potties and do not leave MOOP behind in these facilities.

Ejection

Gateway Burners II, Inc. reserves the right to deny entry to the Gateway Burn event or to revoke event access at any time for any reason or for no reason whatsoever.

