

CONSTELLATION

2023 HITCHHIKER'S GUIDE



GET HERE
ON TIME!
RELEASE

KNOWN UNIVERSE EDITION

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LAND ACKNOWLEDGEMENT

We recognize that we stand on the homeland of the Lenape, and pay respect and honor to the caretakers of this land, from time immemorial until now, and into the future.

Welcome Home!

Grab your bags! Pack your lights and gifts (but you can forget the glitter)! Organize your supplies! Finish your art!

In the flurry and rush of all the things to prepare, I invite you to take a break and reflect with us, and remember it is Indigenous People's Day. We are hosting this big reunion of friends, celebration of art, and unity on land with a long and rich history. One that includes us, the Cook and Custer family, and highlights the Lenape Nation.

You may recognize this name now if you come to Playa Del Fuego in Tamaqua, PA. We've talked about them before. We would like to thank the Lenape Nation for taking the time to answer our emails so we could form an even better acknowledgment of them. Something that they would really love from us as a community is to keep in mind that they are not a relic of the past. The Lenape are very active, ever present, and continuing their traditions. They have a strong belief that no one owns these lands, that the land can no more belong to any one person or people. "It, and all the life it supports, are our relations."

You may also recall that the Lenape Nation is fighting for official recognition from Pennsylvania. As stated on their website, "Pennsylvania is the only state (commonwealth) in the Lenapehokink that has never recognized its indigenous peoples. Lenape nations in Wisconsin, Oklahoma, and Canada have been recognized by their respective federal governments. Lenape nations in New Jersey and Delaware have been recognized by their respective state governments.

The Lenape Nation of Pennsylvania is actively pursuing recognition by the Commonwealth of Pennsylvania, with the support of our many community friends and partners in Pennsylvania (and beyond). Our people work in Pennsylvania businesses, vote for Pennsylvania officials, protect Pennsylvania rivers and watersheds, and attend Pennsylvania schools, colleges, and universities. We directly call upon Pennsylvania officials to recognize the Lenape Nation of Pennsylvania." Please Sign their Petition to gain recognition! Once again, an acknowledgment without fully active support, is preformative.

In the spirit of keeping our acknowledgment of the Lenape people in the present, they have a very active event calendar. On October 21st and 22nd, there is a 10 year anniversary celebration for the Chester County American Indian Cultural Festival. It states all are welcomed, and with \$5 for admission you can help give support and witness dancing, drumming, singing, vendors, food, and much more.

Lenape Website:
<https://www.lenape-nation.org/>

Signing their Petition:
<https://www.change.org/p/state-recognition-for-lenape-nation-of-pa-lenapenationofpa-lnpa>

Event Calander:
<https://www.lenape-nation.org/events>

For more general information:
<https://equity.ucla.edu/know/resources-on-native-american-and-indigenous-affairs/native-american-and-indigenous-peoples-faq>

EVENT INFORMATION

WHAT IS CONSTELLATION?

Constellation is an opportunity for our community to come together to connect, explore, build, burn, heal, dance, and challenge ourselves to go beyond the boundaries of what we all think is possible. Our collaboratively built city will be constructed entirely from the imaginations of the city's inhabitants. We are radically inclusive and we'd love to welcome you!

This event is managed by FirePony Creative Society, (the trade name for Playa del Fuego, Inc), a 501(c)3 nonprofit based in Maryland, and is an annual Burning Man Regional event which started in September, 2017. Guiding principles of this event are influenced by the 10 Principles of Burning Man.

EVENT LOCATION

Fort Royale Farm is a performance and camping venue nestled at the base of Wills Mountain south of Bedford, PA. This is a primitive camping site with extremely limited facilities available to participants. Constellation Burn will provide porta-potties, but we expect participants to bring enough shelter, food, water, and electricity to meet their needs for the duration of the event.

The address for the site is:

Fort Royale Farm
5575 Bedford Valley Road
Bedford, PA

GPS Coordinates of Entrance
39.86140, -78.6211

GATE HOURS

The Gate hours for Constellation 2023 are as follows:

- **Thursday, October 5:** 12pm (noon) to 10pm
 - Full access from 12pm to 7pm
 - Carry-in only from 7pm to 10pm (midnight)
- **Friday, October 6:** 10am to 10pm
 - Full access from 10am to 7pm
 - Carry-in only from 7pm to 10pm (midnight)
- **Saturday, October 7:** 10am to 4pm, carry-in only
- **Sunday, October 8:** No admittance, no re-entry. Exit only.
- **Monday:** EXODUS by 1pm. No admittance, no re-entry. Exit only.



Anyone who arrives outside of these times will be turned away, and any attempts to violate the posted Gate Hours will be reported to the Conduct Committee. Of note, if we do not have enough volunteers for a shift in all four critical departments (Gate/Guardians/Greeters/Parking), gate hours may be shortened.

If you arrive after 7pm on Thursday, Friday, or anytime on Saturday, October 7, you will be directed to park your vehicle in the front parking lot and carry-in your belongings. Carts will be available to help with your personal items, but any large or awkward items that do not fit with you on the cart will not be allowed.

EARLY ENTRY

Early entry for theme camps, art grant recipients, and first-shift volunteers are based on approval, and additional information will be sent closer to the event. As a reminder, early entry is a privilege, not a right. It is not an extra night to party and must be spent contributing to the event in the form of setting up your theme camp/art project or volunteering.

Early entry hours for Constellation 2023 are as follows:

- **Wednesday, October 4:** 2pm till 10pm
- **Thursday, October 5:** 9am to 12pm (noon)

INS & OUTS

In & Outs are no longer allowed at Constellation. Exceptions will be provided for attendees to return in the event that they have to leave to seek medical care.

ONLINE WAIVER

Constellation has an electronic ticketing and waiver system. You will be asked to complete an online waiver when you purchase your ticket. If you purchase a second adult ticket, complete the waiver with your information for both tickets. You must transfer the second adult ticket to the intended attendee, so that they can fill out the waiver.

If you purchase a ticket for a minor (aged 13-17 years), you will not be asked to complete the online waiver. Waivers for all minors will be provided in hardcopy at the Gate when you arrive.

The information you are required to provide in the waiver is extremely important, as this is what we will use to connect you with your ticket when you show up at the gate. Make sure your First and Last name, and date of birth, matches **exactly** the information on whatever **VALID LEGAL ID** you'll have with you when you arrive at the Gate. Also complete your full street address.

Of note, the following forms of identification are acceptable: a driver's license issued by a state, an identification card issued by a state, a military ID, or a passport issued by a federal government. If you do not have a legal ID with you when you arrive at the Gate, even if you have a ticket, you will not be allowed to enter the event.

REFUND AND CANCELLATION POLICY

All sales are final. No refunds or exchanges will be issued for any reason. Fees are nonrefundable. Constellation and the FirePony Creative Society are not responsible for any losses due to any personal decision to transfer your ticket to another individual.

WRISTBANDS

Everyone is required to wear wristbands. Anyone found without a wristband will be ejected. Replacements can be acquired at the Front gate during ticketing hours. If someone asks to see your wristband, please show it. Gate crashers will be ejected.

SCALPED AND COUNTERFEIT TICKETS

Scalped and counterfeit tickets violate core principles of our event and are not tolerated. These tickets are void and will not be accepted for admittance or exchanged for a wristband. Wristbands obtained with scalped or counterfeit tickets or in any other nefarious manner will be voided and the wearer ejected.

TICKETS FOR MINORS

For attendees with children aged 13-17, special minor tickets are available for purchase. These tickets are non-transferable and non-refundable. Children 12 and younger also require a ticket, available at the ticketing site for no charge..

For attendees under the age of 18, a parent or guardian must sign the waiver on behalf of their child. These waivers are provided in hard copy only and are available at the Gate when you arrive. A separate waiver must be signed for each minor.

IMPORTANT: If the minor's parent or guardian is not attending Constellation with the minor (eg. you're bringing your nephews and nieces to the event), you must contact the board for additional information at board@firepony.org.

OFFLOADING AND PARKING

Do not park in roadways or paths. Once you unload gear and park, your vehicle must stay where it is parked until you leave the event. Every vehicle entering the site requires a Parking Pass, which must be pre-purchased through the ticketing system.

ON-SITE PARKING PERMITS

On-site vehicle permits are available on a first-come, first-serve basis, determined via pre-registration with our City Planning team. Permits may also be available for Theme Camping on-site parking, which must be requested from our City Planning team. These permits must be displayed at all times.

No RV Permits will be available for purchase at the Gate. If you arrive without an RV Permit for your RV, whether you're part of a Theme Camp or not, you will be turned away. If you are not issued a Theme Camp Parking Permit or RV Pass, you will be parking in the lot. Sleeping in your vehicle in the parking lot is NOT allowed!

EXODUS

Exodus typically begins on Sunday, though participants are free to leave at any time. All attendees are required to be off-site by Monday, October 9 at 1pm..

ICE SALES AND DISTRIBUTION

Ice is available for pre-order on our website. **There will be no ice sales on site.**

Pre-ordered ice will be available for pickup in Stargate Command near Gate during gate hours

Thursday through Sunday, and 12pm-2pm on Sunday.

THE 10 PRINCIPLES OF BURNING MAN

Burning Man co-founder Larry Harvey wrote the Ten Principles in 2004 as guidelines for the newly-formed Regional Network. They were crafted not as a dictate of how people should be and act, but as a reflection of the community's ethos and culture as it had organically developed since the event's inception.

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.

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.

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.

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.

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.

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.

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.

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

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.

Radical Self-Reliance: Burning Man encourages the individual to discover, exercise and rely on their inner resources.

THE 11TH PRINCIPLE: CONSENT!

Consent plays a vital part in our connectivity and community. **Self-Expression** and **Cooperation** require a social contract to make our event a safe place to play. All parties who participate in a physical encounter should do so from a place of enthusiasm and autonomy. Consent must be

explicitly granted from an individual who is clearly in a state of mind to be able to grant it.

What do we mean by consent? Consent is an affirmative, unambiguous, and conscious decision by each participant to engage in mutually

agreed-upon activity. The consent has to be ongoing throughout any encounter. While consent is generally spoken about in terms of sexual activity, it extends beyond this at Constellation. We apply the same guidelines to taking pictures of others, hugging, entering a camp's private space, etc. While we strive to make Constellation a safe place for everyone, assumptions can be made (sometimes from those who have never been to a Burn before) about what is acceptable and what is not.

Some examples of where informed and enthusiastic consent should be considered include:

- **Touch:** Just because you hugged someone yesterday doesn't mean you can surprise them with a hug today. "Surprise contact" isn't always wanted, even if it's affectionate.
- **Kink:** Consent for one thing isn't consent for another. If I said you can spank me, that doesn't give you permission to grope me.
- **Sex:** Consent can be revoked once it's been given.
- **Gifts:** Disclose what is in your gifts, even if it's just essential oils. Some people have sensitivities
- **Foods:** Disclose the ingredients, one person's innocuous ingredient can be someone else's allergy.
- **Photography:** Ask before taking pictures. Remember consent to take a picture is NOT consent to post it on your blog.

The following is Constellation's stance on consent and "best practices" for protecting yourself and others:

CAN THEY CONSENT?

Some clear markers of intoxication & inability to consent include:

- Slurring words or other speech impairment.
- Having difficulty standing upright or walking without stumbling.
- Having trouble remembering things minute to minute.

1. **NO always means NO. Only YES means YES.** Get an enthusiastic YES before proceeding with anything that might infringe on someone else's boundaries. After someone has said NO, cajoling, pleading, or any form of emotional blackmail is UNACCEPTABLE.
2. **YES can turn into a NO at any time**, and that needs to be respected. You or the other person don't have to go along with something, even if it was previously agreed on. If you change your mind, speak up! if someone else changes their mind, act in accordance with that new boundary.
3. **Before you assume someone wants your attention, ASK.** Being direct is OK. This includes anything from casual touch, hugs, spankings, kissing, etc. Some people do not want to be touched, respect that. **Asking** is expected protocol, not the exception.
4. **Respect the moment.** Comfort levels vary at different times and with different people. Even if a person seems comfortable with one person touching them does not mean they are ok with everyone touching them. If you're not sure if what you're about to do is ok, either where you are, or who you are with, ask. Not everything is a good idea everywhere. (see # 3)
5. **Being under the influence is not an excuse for infringing on others' boundaries.** Consider your level of sobriety. Are you able to ask permission and respect others' boundaries? Consider the other person's level of sobriety. Are they able to give consent? **TIP:** Not sure? Wait! You can wait until you both have your full judgment

- Easily loses attention and has a delayed response to comments or questions.
- Overly aggressive behavior in a violent and/or sexual manner.
- They mention that they have consumed a lot of substances.
- Vomiting, complains of feeling like the room is spinning, loss of consciousness.

- Note: It is possible for a person to be “blackout drunk” and it can be difficult for an outside observer to tell. The person could seem aware and articulate, but without consciousness or any memory being recorded.

Going for it? Ask yourself:

- Do they seem aware enough to give *informed* Enthusiastic Consent?
- Am *I* aware enough to be engaging in sexual activity??
- Have we discussed boundaries with intoxicating substances prior to this situation while

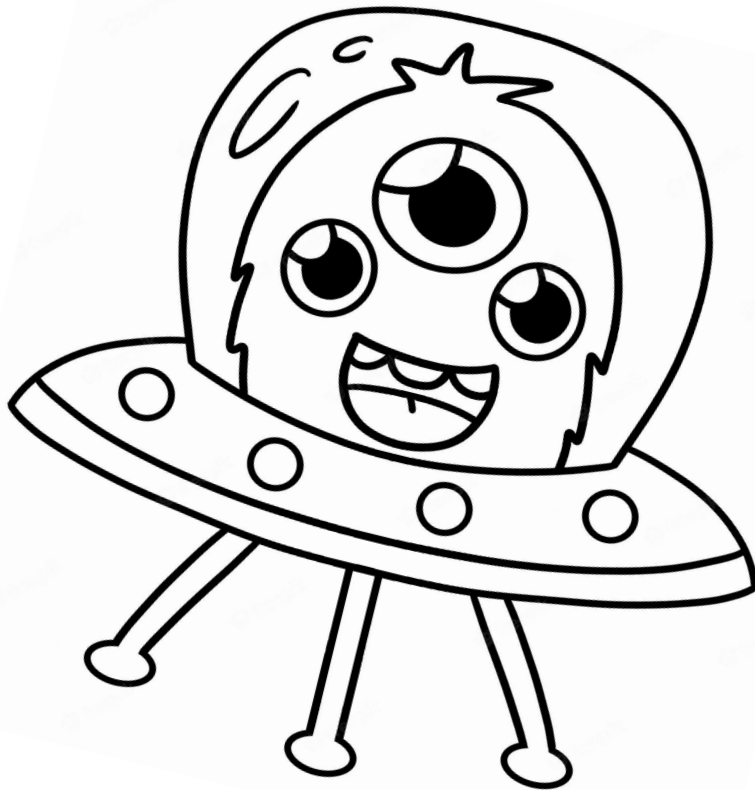
both clear-headed and sober?

- Can I engage them in a sexual health and safety conversation?

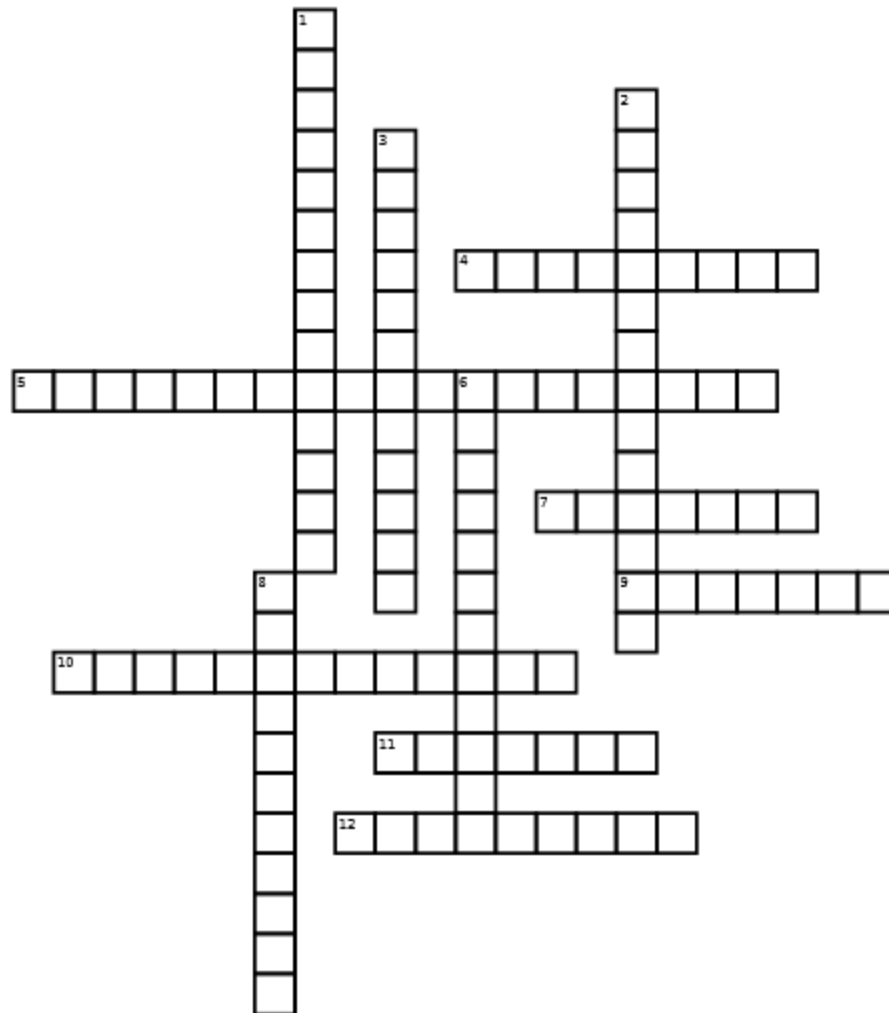
Ask them:

- Do you feel comfortable and fully able to give Enthusiastic Consent?

If you have any doubts, there is no harm in waiting! Arrange and agree to meet later for a sexy consensual romp when you are both sober and clear-headed.



THE PRINCIPLES CROSSWORD



Down:

1. "_____ is the dominant necessity of human nature." - Dale Carnegie
2. Goes hand-in-hand with Participation
3. Our community's commitment to the environment
6. What we practice by being as prepared as possible
8. To remove commercial sponsorships, transactions, or advertising

Across:

4. Equal access to opportunities
5. To take responsibility for our own and others welfare
7. "_____ does not contemplate a return or an exchange for something of equal value." - burningman.org
9. Based on thorough and thoughtful social change
10. Without this there is no Burn
11. The Unofficial 11th Principle
12. Do it! Now!

SURVIVAL GUIDE

No, we're not exaggerating. You signed a waiver for a reason. While we hope and expect everyone will have a wonderful time, we can't escape the

fact that there are hazards at the site that could lead to injury or even death. Preparation is the key to Burning safely, so please pay attention to the material in this section.

TIPS FOR STAYING WARM

GENERAL TIPS

The temperature can easily fall below freezing, but highs in the fifties or even sixties are not unknown. Follow these tips to stay warm, dry and comfortable, to make your weekend a pleasant one!

Bring more clothing than you think you will need—it's better to have too much than not enough! Perhaps more importantly, bring the right kinds of clothing—all the layers you can bear won't be very comfortable if your entire outfit is wet, heavy, or stinky!

Insulated, waterproof boots are a must-have! Also bring water-resistant outerwear to cover layers of breathable synthetic material. In addition to a warm hat, try balaclavas, dickeys (mock turtlenecks), ear muffs or glove liners. Be prepared to cover your face, ears, neck, head, etc...

Check your clothing material. Cotton kills, so look for things made of synthetics, silk and wool.

Dress in loose layers of clothing that can easily be removed when you get warm, or put back on as you start to get chilly. This ability to "layer down" as you heat up will keep you from overheating, and more importantly, from sweating and getting your clothes wet.

Plan on bringing multiple changes of clothes and multiple pairs of gloves (or mittens for even more warmth), hats, boots, etc. so you'll always have something dry, as you may change your ensemble two or three times as often as you would under normal conditions.

Costumes are strongly encouraged. Faux fur is always in fashion. Don't forget colorful hats, gloves and scarves!

Seek out heat producing art installations and theme camps based around warmth. Enjoy the company of other participants to warm your body and soul. Try not to spend much time alone in the cold, and keep an eye on other solo participants. Share the Warmth of our community by helping others stay dry and comfortable. You'll be amazed how much

better you feel when you help a fellow burner in need.

Be careful not to overheat. Also, think twice about using a personal heating device that may

dry your skin, cause burns or create a fire hazard. Stay on your guard, and maintain a safe distance from campfires, fire art, fire performances and other heat sources.

PROPANE HEATERS

If you would like to run a propane heater in an enclosed space, please note the following safety tips:

Ensure good ventilation. While it seems counter-intuitive to keep air flowing through a space you are trying to heat, the last thing you want to do is fill your tent with poisonous gas.

Purchase a carbon monoxide detector. They are typically less than \$10 and can be purchased at many retailers like Amazon. Remember that carbon monoxide is odorless and can be fatal.

Make sure your propane heater is specifically designed to be used indoors. These models often have safety features like low-oxygen sensors and automatic shut-off in case the unit is tipped over.

When running the heater, keep it away from flammable materials, and do not store extra LP or propane cylinders near the heater while it's in use (fuel cylinders should always be stored outside). Also, make sure it's not too close to your carbon monoxide detector for a more accurate reading.

Never leave your gas heater on while sleeping or leave it unattended. You'll decrease the risk of things going wrong and preserve fuel. When you turn the heater off, remember to also shut off the gas supply on the cylinder.

Know the signs of carbon monoxide poisoning. Early signs of poisoning are similar to flu symptoms: headache, dizziness, and nausea. If you're feeling these symptoms and suspect the heater isn't working properly, get some fresh air right away! And then call for First Aid.



SNAKE INFORMATION

OVERVIEW

There are two known species of venomous snakes at Fort Royale Farm, **copperheads** and **timber rattlesnakes**. While copperheads are widely considered the more aggressive of the two, the timber rattlesnake is far more common, as the mountain is considered a special breeding ground for the species. **Copperheads** are more likely to be found near water and in wood piles, where it is slightly humid or moist. **Timbers** prefer rockier terrain, but will travel wider distances and generally are just as likely to be under a pile of logs as sunning on rocky outcroppings.



WHAT TO DO IF YOU ENCOUNTER A RATTLER

If you hear a rattle, **STOP IN PLACE**. While it may seem counter-intuitive, a rattle is not a precursor to a strike - it is a warning to *keep you* from forcing them to strike. Likewise, the majority of the time, a snake is only startled after you have passed it by. If you back up, you may well be moving *toward* the agitated serpent rather than away from it.

Once you have frozen in place, use only your head to glance around and behind you until you locate the source of the sound. Stay calm, and avoid raising your voice unless there are others near you that should be warned away. If you have friends nearby, but not within the snake's strike radius, use them to get an accurate location on the rattler if you cannot spot it.

Once you see the snake, assess how close you are. A timber rattlesnake strike can cover a distance of between about one third to one half the snake's length. Thus, as a rule of thumb, a three foot (1

meter) snake has about an eighteen inch (0.5 meter) strike radius. That said, a strike moves faster than the human eye, so best to overestimate their strike distance than to be proven wrong. You cannot move fast enough to avoid their bite if they are intent upon striking.

If you are within the snake's strike radius, stay calm and wait a few moments for the snake's initial reaction to calm. If it is a copperhead, it will often lower its head back to its coils or the ground, while a timber will slowly cease to shake its rattle. It is up to you whether you want to wait a bit longer to see if the snake leaves on its own, or whether you wish to take a slow but firm step in the direction most away from the snake. Venomous snakes are not predatory; they will not follow or hunt you once the threat to them has abated. Leaning your upper body away from the snake before taking that step will often reinforce the visual sense that you are retreating.

Once you are a safe distance from the venomous snake but still within eyeshot, have a bystander fetch a ranger, who can call our on-call snake handler to the site for gentle removal of the animal. We ask that you please remain near the

site until the handler arrives, as you will have the best and most accurate information about the snake's size, species, and temperament, all of which is crucial for the safety of our handler (who is just another volunteer!)

IF BITTEN

- Stay calm, and sit down once safe to do so.
- Keep the bite below your heart
- If you are wearing restrictive jewelry or clothing near the bite, such as bracelets or rings, remove them immediately before swelling potentially cuts off circulation
- Have someone **immediately and with no delay** call code "FANG" on the nearest radio [see additional sheet in this packet for radio locations] and give your exact location, while someone else **immediately and with no delay** phones 911 and informs EMTs of the species of snake (if known), size, and time of the bite, as well as the address of the event. This is of paramount importance: although the likelihood of a bite is astronomically low, if bitten, an ambulance must immediately be called. There is no treatment for a potentially lethal bite, except antivenom, which only the ambulance can bring.
- Do NOT try to get a better look at the snake or approach it in any way; a snake that has already struck is far more likely to strike a second time. If someone can get a photo of the snake from a **safe distance**, that is fine, but there is no reason to pursue the snake if it slithers away.
- A golf cart will arrive in minutes to pick up the bitten individual and take them down the mountain to meet the ambulance at the outer road to save time
- If you are on any stimulants or blood thinners (caffeine, alcohol), inform the medics both on the phone, as well as to the Code Fang responders. We understand the urge to protect a participant who may be on questionable substances, however these intoxicants drastically alter the necessary life-saving protocol for an individual. Their life is not worth gambling, particularly as a blood test at the hospital will reveal the truth regardless.
- **DO NOT tourniquet the wound; DO NOT try and suck out the venom. Do NOT drink any alcohol or caffeine as you wait.** All of these are myths, and all make the situation worse *rather than better*
- And remember, in the **vast majority** of cases, snakes don't inject enough venom for the bite to be fatal. They are warning you off - you are too large to be their prey. That said, the safety and survival of the victim depends on quick, decisive action.

TIPS AND TRICKS

Rattlesnakes are most nocturnal during summer months. That means when our eyesight is worst, they might be out and about. **Carry your headlamp/flashlight with you at all times**, even if you think you can see the trail. That branch may not be a branch.

Only gather firewood during the day. If you run out at night, ask a neighboring camp if you can borrow some of their logs. **Don't** simply keep a

new pile of logs at your campsite, as this may attract a rattler. Instead, use a pallet or cart to create a pile off the ground, reducing likelihood that the snake is pinched or startled by shifting logs

If you plan on having a pile of wood in camp, bring LED or solar lights to point at the pile. This will discourage snakes from hanging around once people start arriving.

PACKING LIST

THE ESSENTIALS

- ☐ Government-issued photo ID
- ☐ Bedding and shelter of some type (tents/sleeping bags, pillows)
- ☐ Tarps for under your tent and to keep your stuff dry during load-in/out
- ☐ Tent stakes and a mallet - stake down your tent so it doesn't become a sail!
- ☐ Seating, because you can't dance forever
- ☐ Three gallons of water per person per day for drinking, dishwashing, food prep, etc. Keep a water bottle with you (try a reusable one!)
- ☐ Enough food and beverages for your entire group for the length of your stay
- ☐ All required prescriptions and medications
- ☐ First aid kit
- ☐ Hygiene items - toothbrush & toothpaste, deodorant, soap, etc.
- ☐ Clothes for warm, cold, wet, and dry conditions (pack an extra set in a water-tight bag for pack-out!)
- ☐ Sturdy closed-toe footwear. Good, solid rain boots are recommended.
- ☐ Extra socks, likely more socks than you think you need.
- ☐ Clothes, costumes, wigs, makeup. Be wary of anything with feathers, glitter, etc. that can become MOOP!
- ☐ Garbage bags
- ☐ Can or bottle opener
- ☐ Portable ashtrays if you smoke (try mint tins)
- ☐ Headlamps or flashlights
- ☐ Fresh batteries
- ☐ Sunscreen and sunglasses
- ☐ Insect repellent
- ☐ Reusable dishes and utensils
- ☐ A cup for beverages. Many camps serve drinks, but you must have your own cup
- ☐ Anything else you can't live without (insurance card!)

NICE TO HAVE

- ☐ Shade structures, umbrellas, rain gear, other things to keep you dry if it rains
- ☐ Coolers for perishable food and drinks
- ☐ Cooking stove and fuel
- ☐ Cooking utensils, pots & pans, etc.
- ☐ Lighter(s) if you want to start a fire
- ☐ Single-ply toilet paper
- ☐ Paper towels or rags
- ☐ Wet wipes (do NOT put "flushable" wipes in the portos or the toilets!)
- ☐ Earplugs; not everyone will sleep when you do
- ☐ Sleep eye mask; see above
- ☐ Watertight protective bags like heavy Ziplocs for cameras, electronic gear, etc.
- ☐ Rope, string, paracord, duct tape, zip ties
- ☐ Sun hat or umbrella
- ☐ Simple tool kit and a sewing kit
- ☐ Spare car keys
- ☐ Extra snacks and drinks for when you're hungover or have an upset stomach (pedialyte is great, so are probiotics)
- ☐ Drums, flow toys, etc. for the Effigy burn
- ☐ Abundant amounts of whatever makes your life better: beer, bacon, chocolate, coffee, etc.
- ☐ Blinky lights, toys, magical fabulousness, handmade, heartfelt, and swell stuff to share; anything you think would make things more fun for you and your fellow Hitchhikers

RULES AND POLICIES

CODE OF CONDUCT

FirePony Creative Society (FPCS or FirePony) strives to keep the number of rules to a minimum, however certain types of behavior serve only to harm other participants, the event itself, and/or the community. Radical inclusion means that strangers are welcome to participate in our community; it does not mean tolerance of harmful behaviors. The Code of Conduct outlines behaviors and actions that will not be tolerated at any FPCS sponsored event, including Constellation. In addition to the conduct detailed below, participants of any FirePony Creative Society-sponsored events are expected to comply with all federal, state, and local laws.

The FPCS Conduct Committee is the mechanism by which reported conduct incidents are investigated. Information and resources regarding the Conduct Committee can be found online: <https://firepony.org/conduct-committee/>.

INCIDENT REPORTING

- **During the Event:** Participants may report any incident in which another participant is engaging in any Prohibited Behavior as detailed in this document by approaching a Ranger and requesting to report an incident.
- **Outside the Event:** Conduct Violations can also be reported at any time through the FPCS Incident Report Form found [here](#).

Incidents Outside of FPCS Sponsored Events.

The FPCS Conduct Committee may consider investigating incidents that occurred outside a FPCS sponsored event when submitted via the Incident Report Form, such as Protective Orders, racist activity and Hate Speech, patterns of abusive behavior like stalking or harassment, history of prior misconduct, criminal charges, and/or violations of this policy or similar policies at other events.

PROHIBITED BEHAVIORS

The following types of behavior are unacceptable at FirePony Creative Society-sponsored events, including, but not limited to, Playa del Fuego and Constellation, and may result in a Conduct Committee Review:

Consent Violations. Non-consensual and unwanted contact with the body of another, especially of an aggressive or sexual nature, regardless of claimed intent. Unwanted sexual attention, including sexualized comments or jokes. Non-consensual intoxication (includes gifting intoxicants without disclosure and putting a drug into someone's drink without their knowledge). Also includes non-consensual demeaning speech, predatory behavior, and aggression, as well as doxxing, blackmail, and the taking of photographs or video without the express consent of those involved (see "Media Without Consent" below). FPCS supports body autonomy for all participants and direct and unambiguous enthusiastic consent is expected of all participants at all times.

Hate Speech. Any conduct, depiction, video, image, audio, gesture, symbol, art, item, and/or discussion ("content") that consists of abuse, threats, intimidation, animosity, attacks, or incitement of attacks against an individual or group of people and is defined in terms of race, ethnicity, national origin, gender expression, religion, sexual orientation, immigration status, disability, health status, economic status, location, or any identifying characteristic. Hate Speech includes slurs and any content that incites the hatred or violence against these groups as well as praise and/or glorification of terrorism, organized crime, hate groups, and/or dangerous individuals or groups, including any/all Nazi and White Power

content, symbolism, items, or expression (including the Confederate flag).

Hate Speech that is shared in an educational, historical, satirical, or artistic manner with the spirit of challenging it or raising awareness is allowed; however the intention surrounding that content must be clearly evident and the participant must be willing to engage in respectful discussion with the community about their content.

Bullying, including Stalking and Harassment.

Any conduct that intimidates, abuses, menaces, or threatens participants and/or has the intention to exclude, silence, shame, or degrade a participant (or group), or incites others to do so. Includes all manner of stalking and harassment, including conduct such as intimidation, verbal assaults, threats of violence or harm, degrading or shaming speech, humiliation, and repeated unwanted contact, both in person and electronic.

Endangering others. Any conduct or content that puts others in serious danger, including personal attacks and violence, unsafe operation of any vehicle (includes your personal vehicle, golf cart, art car, and bicycle), unauthorized fireworks, unsafe flame art and/or burning art, not maintaining general fire safety protocols (such as spinning fire without a designated safety or improper storage of fuels), and/or violations of any safety and fire policies provided by a FPCS sponsored event.

Entering a FPCS Sponsored Event Without a Ticket or Service Contract. All participants, volunteers, coordinators, board members, landowners, etc. gain entry to our events by purchasing a ticket, signing the Code of Conduct, and presenting a valid ID at the gate. Vendors, such as ice delivery or the porta potty cleaners, are under contract with FirePony Creative Society and are allowed on site to fulfill their contracts. Any other entries are unauthorized and will be considered trespassing. Aiding or helping an unauthorized entry get into a FPCS sponsored event will also be considered trespassing and will subject that participant to repercussions.

Destruction, using, or taking of property.

Includes theft, destruction, and vandalism of any property, including FPCS infrastructure as well as landowner, vendor or participant property. Consent applies to things as well as bodies. If it is

not yours, leave it alone, unless you have the consent of the owner of the property.

Media Without Consent. Direct and unambiguous consent is required before photographing or recording any participant at a FPCS event. Direct and unambiguous consent is also required when sharing any video, photograph, or content depicting a participant taken at a FPCS sponsored event on social media. Absolutely no media, content, video, image, description, or depiction of a FPCS event may be used for commercial purposes without prior written consent of the FPCS Board of Directors.

Other Behaviors. Other types of behaviors that are prohibited include possession of a firearm, serving alcohol to someone under 21, impersonating a volunteer, repeatedly breaching a fire perimeter, harassment of wildlife, and negatively impacting the surrounding community by dumping trash in local dumpsters, trespassing, or repeated violations of a FPCS sponsored event's sound policy.

REPERCUSSIONS

Participants in violation of this Code of Conduct at any FPCS sponsored event may be removed from that event, depending on the severity of the transgression. All removals from the event will result in a Conduct Committee case to review for additional repercussions, up to and including the suspension from participation in one or more future FirePony Creative Society-sponsored events (such as Playa del Fuego and Constellation). Other actions, such as a formal warning or the removal from volunteer position(s) are also possible. Transgressions that violate federal, state, or local laws will be escalated to the appropriate authority.

FINE PRINT

The prohibited behaviors outlined in this document are a non-exhaustive list. Nothing in this document is intended to or shall waive the right of the FirePony Creative Society Board of Directors to restrict the access of an individual or entity to any FPCS sponsored event as it may determine, in its sole discretion, is warranted.

FIRE & SAFETY POLICY

No open fires are permitted in Open Camping!

All fire is prohibited inside or under any of the structures, including fire performance (like fire spinning and breathing, etc), as well as burn barrels and LP effects. In all cases, fuels (gasoline, liquid propane, etc) shall be stored away from any open flames of any kind. Any camps or installations housing fuels must do so in regulation containers and shall be required to keep an extinguisher within reach of their fuel storage. All camps giving home to any fire related items shall assure safe operation of fire within all parts of their camp/ installation.

FIREWORKS

As part of our event stipulations with the landowner the use of ANY pyrotechnics that are not part of a pre-registered and approved art project is forbidden and may result in steep fines and or arrest and possible ejection from the event. Fireworks of any kind are prohibited unless specifically approved by the Fire Safety Team and issued a permit in compliance with local laws.

OPEN FLAMES

All open flame items like cauldrons, burn barrels, fire pits and similar items shall be set sturdy, lifted up off level ground. Participants are responsible to set up and maintain a 10' (ten foot) radius around the flame. No fire barrels or open fire shall be left unattended. This includes candles, tiki torches or any open flame.

FIRE PERFORMANCE

All fire performances are to be done with a 'safety', away from property (tents, shade structures, etc) and other people. No more than two performers for any one safety, minimum. No Fire performances under any overhead wires.

Props are to be spun off away from others or their property. In all cases of Fire Performance, fuel dumps should be secured and away from all open flames.

FIRE ART

All Pressurized Gas Art installations are to be inspected before ignition. The Installation Artist shall contact and assist the Fire Inspection Team in regards to checking all operational parts, placement and usage limitations of the installation piece. Once cleared, ignition and use can begin. From transport onto the property until exodus, the Installation Artist shall retain all responsibility of the equipment, fuel, and operation of the Art.

FIRE LANTERNS

Fire lanterns (aka Chinese fire lanterns or sky lanterns) are prohibited. They are flying, flaming MOOP whose trajectory can't be controlled or predicted.

FIREWOOD

Firewood is provided. Please do not bring your own. It is illegal to transport firewood (including brush and driftwood) into and out of Pennsylvania; the state is under quarantine for invasive species.

On the entire event grounds, all liquid fuels such as gasoline and diesel that are stored in camp must be kept at least 30' away from any flame, ignition, or radiant heat. Any camps or installations housing fuels shall be required to keep an extinguisher and water within reach of their fuel storage and assure safe operation of any fire within their camp/installation.

SOUND POLICY

The Sound Policy policy applies to Sound Camps or any individual, group, instrument, or device (instrument, installation, speaker system, generator, etc.) producing audible or sub-audible sound within and during a Constellation event. All Constellation Theme Camps bringing amplified sound intended to create an environment for gathering to dance, relax, or otherwise participate where music is the primary form of artistic expression are considered to be Sound Camps, regardless of the size, wattage, or volume of their system. All Sound Camps, regardless of their power source (private or municipal), must agree to abide by the sound policy in order to gain placement at Constellation events.

SOUND LEVELS AND ENFORCEMENT

Amplified sound shall be permitted between the hours of 10:00 a.m. and 2:00 a.m.

From 2:00 - 10:00 a.m., all subwoofers (any device capable of emitting sound below 100 HZ) shall be turned off and the sound shall be no louder than 70 db at a distance of 50' from the

source of the sound, or at the property line if said property line is closer than 50' to the source.

All Sound Camps agree to have a representative who will meet with at least one representative from the Sound Department prior to the event (generally during pre-event construction) to determine and set appropriate sound levels for their camp as well as the direction of their speaker setup, and each day during the event to review any issues from the night before if required. These meetings will be determined on-site by the participating parties.

All camps will adhere to the sound levels so-established, with violators being subject to being shut down for the duration of the event.

Constellation recommends the use of limiters or similar equipment to help manage Sound Camp sound levels. We also encourage the use of personal decibel meters for Sound Camps to random sample their own sound levels. No two camps are guaranteed the same levels for their sound; Comparisons should not be drawn from camp to camp.

GENERATOR POLICY

If you bring your own generator remember that you have an obligation to ensure that it's used in a safe manner and that anyone you allow to use it should be trained in its safe fueling and operation. Hot generators and flammable vapors are an easy way to endanger lives, so if a Fire Safety Team member tells you the location of your generator or fuel depot is not acceptable, please don't argue...just comply. Failure to conform to any of these rules can lead to your generator being shut down for the duration of the event.

- ALL generators must have an accompanying appropriate fire extinguisher (for most folks this will be an ABC fire extinguisher) of sufficient size and ready to use.

- Generators must be placed in an area that is free of brush, debris, and other flammable materials.
- Fuel must be stored a minimum of 10 ft from the generator and any other heat sources, and out of direct sunlight. Your fuel storage area must have a "No Smoking" sign posted.
- Generators must be completely shut down prior to beginning refueling.
- Absolutely no smoking while refueling.

How loud is your generator? A lot of generators are loud and if yours is as a courtesy to yourself and your neighbors, please incorporate sound baffling in your generator plans. If this is your first

time baffling a generator please remember to use fire retardant materials in the lining and allow enough breathing room to prevent your baffle

from becoming tinder. A properly baffled generator can be placed wherever Fire Safety requires it without the noise keeping you, your campmates, or the neighbors from complaining.

GRAY WATER POLICY

What is Gray Water? Gray water is water that has been used for cooking, washing, dishwashing, or bathing and contains soap, detergent, food scraps, or food residue.

Why is it a problem? While gray water is a lot less harmful to the environment than wastewater from toilet facilities, which is called black water, gray water is still technically sewage and can run-off or leach through the soil to enter waterways and aquifers, resulting in algal blooms or other water quality issues.

It is part of your responsibility to properly dispose of your gray water. Be kind to the environment - do not dump anything that would cause harm! Foodstuff and oil should never be disposed of on the ground.

What can I NOT do with my gray water?

Do NOT put it in the Potty! Each potty can handle only pee, poop, and special toilet paper – absolutely nothing else. Toilets are for black water, not gray water.

What CAN I do with my gray water? You can manage gray water that is environmentally conscious. All food and solid matter should be manually removed from your dishes, cooking and serving equipment. Any water used for cooking or cleaning dishes in your camp should be manually strained to remove particulate matter - a mesh colander works well. Strained, non greasy gray water can be spread on the ground 100 feet or more from any surface water.

For more significant gray water issues, you & your camp should prepare an LNT (Leave No Trace) plan to carry out your gray water.

OTHER RULES AND POLICIES

ILLEGAL ACTIVITY

Please abide by all relevant local, state, and federal laws. Constellation does not condone ANY illegal activity and will cooperate with all local, county, state, and federal officials.

possibly for life. The BoD reserves the right to ban participants suspected of altered driving based on concerns raised by members of the community.

A motorized vehicle is defined as a non-human powered vehicle and includes cars, RVs, buses, art cars, tractors, go-karts, golf carts, scooters, and similar devices.

DRINKING AND DRIVING

Any ticket holder found driving while intoxicated/under the influence may be banned from the event for no less than one year and

NO NUDITY WITHIN SIGHT OF ENTRANCE

If you can see the road or the "outside world" make sure you are covered.

VENDING/GIFTING/BARTERING/THEFT

Vending of any kind is not allowed. This includes promotion of other events. Bartering is discouraged. Gifting is not to be confused with bartering. A gift is offered freely without expectation of an exchange. Taking something because you want it is still theft.

OFF-LIMITS AREAS

There are several areas at Fort Royale Farm that are off-limits. Some of these are the property owners' home and other homes adjacent to the property. Others are wildlife habitats - please do not camp or enter these areas. There is a resident horse living in a paddock behind the Horsehead Nebula - please respect her safety and peace, and stay away. Also off limits is a family cemetery at the top of the ridge near the Andromeda Space Dock. Please confine your macabre activities to your camps, and let the dead rest in peace. With the exception of the houses, off-limits areas will be marked with ribbon. If there is a question about a particular area, contact a ranger for clarification. In general, use good judgment. If you disrespect off-limits areas, Constellation is not responsible for what happens to you. At a minimum, you will be forced to leave.

ANIMALS

Pets and other animals are prohibited, with the exception of service animals.

ART CARS

Art cars are permitted on site but must be pre-registered! Direct questions to producer@constellationburn.org.

LEAVE NO TRACE (LNT)

LNT is an important but simple principle of our community. The goal is to leave things in better condition than we found them and not leave problems for others to deal with. That means no ground burn scars, no trash (cigarette butts, poop, feathers, sofas, bacon grease, beer cans, glitter, or sequins) and no altering or destroying trees or existing structures.

Porta Potties: If it wasn't made by your body, don't put it in the potty. Biowaste and one-ply toilet paper only. "Flushable" baby wipes, tampons, pads, food, beer bottles, etc. are MOOP. They clog the potty and may result in our potties not getting emptied on schedule. Do not abandon your trash on the floor or bench of a potty. Pack it out with you. Wash your hands, illness spreads fast!

Garbage: You must carry out your trash. Burn barrels are not trash cans and there are no public trash cans at this event. You are responsible for all the trash you create. Don't ask someone if they have a trash can. They don't.

Ash Dump: Spent ashes must go in the ash dump. Ask a Ranger, DPW, or smartie-pants where it is. Extinguish your fires with enough time for them to cool during your pack out.

Recycling: Like trash, you must pack out recycling. You can drop it off at one of the recycling centers in town or bring it home for your local pickup.

Food Waste: Contrary to popular belief, Leave No Trace has nothing to do with whether or not something is organic or biodegradable. Rather, it focuses on leaving the environment as you found it (or better). If you brought it with you, pack it out. This includes all food waste, as it can be disruptive to the natural ecosystem and attract pests. Please be respectful of our site and take everything with you when you leave.

Pools: Pools filled with liquid are only allowed in personal or theme camp areas. They can not be placed in communal areas. All gray water must be dealt with appropriately and in accordance with event policy. Do not dump it out on the ground. If you don't know where an appropriate spot is, it is YOUR responsibility to find out. All filled pools

must be either attended by an adult or barricaded at all other times.

PORTA POTTIES

Porta potties (including accessible portos and handwashing stations) are provided in multiple locations throughout the property. Please be respectful to your fellow participants and do your part to keep the potties clean and in working order. Do not put anything other than single-ply toilet paper in the potties. This means NO: two-ply toilet paper, cigarette butts, baby wipes, feminine hygiene items, condoms, food, beer cans, walkie-talkies, etc.

Remember: if it doesn't come from your body, it doesn't go in the potty!

If you notice a problem with the portos or a participant abusing them, please report it to a Ranger or our LNT lead, who you can likely find at Camp Re-Charge. If you bring extra toilet paper, be sure that it's single ply. Anything else could clog the honey trucks that remove the waste throughout the event.

HANDWASHING STATIONS

Along with the portos will be handwashing stations. Key word: HAND. Do not use the handwashing stations for washing your dishes or drinking water. The handwashing stations will be serviced by the vendor at the same time as the portos, but if you notice them running low on soap or sanitizer, please let our LNT lead know - you can likely find him at Camp Re-Charge.

POTABLE WATER

The site is served by city water services. Potable water is available from the spigots behind the gate and the stage in Stargate Command. We ask that you bring enough water to drink, clean your dishes, etc. but if you need to fill up a jug, go ahead. Keep in mind, though, that these spigots are quite far from all camps, and you'll need to transport the water back to camp yourself. Also, these spigots have limited access for personal use

only. No washing dishes at the spigot or using them to fill RVs.



PHOTOGRAPHY AND VIDEO

Individuals retain legal rights to the use of their images, and the use of any media for commercial purposes is strictly forbidden without the express written permission of Playa del Fuego, Inc. and any subjects of the photographs and video. Contact the BOD for more information.

- Photographers may not photograph anyone who requests not to be photographed, and must destroy any existing images at the subject's request, even if prior consent had been granted.
- It is prohibited to take pictures in a camp or of a person that has posted a "No Photos" sign, or at an event where a "no photos" policy has been announced.
- We expect photographers to be open about their activities. If someone is seen trying to hide that they are taking pictures, malicious intent may be assumed.
- Photographers: obtain permission to take pictures of individuals. This permission would ideally be obtained beforehand. However, if a great candid shot presents itself, a digital photographer may choose to "shoot first," and ask permission afterwards. They are still obligated to erase the picture if the subject does not approve.
- A photographer may take a picture of groups of people, or of artwork with people nearby, in a public area that has no specific prohibition against it, without asking permission of all the people that incidentally appear in the shot. However, it is expected that the photographer will exercise judgment about the content of their photographs, and will obtain consent whenever practical.
- If a photographer is perceived to be violating these rules, guidelines, or the community trust, they may be confronted

by any member of the community. If the problem cannot be resolved, ask a Ranger to help mediate. Anyone violating Constellation rules or interfering with others' safety and enjoyment of the event may be evicted.

Despite the Constellation photography policy, Constellation cannot be held responsible if a photo of you appears in public.

BURNING WITH MINORS

For the protection of minor children (anyone under age 18) and in accordance with PA law, any minors attending this event must be accompanied by someone with legal authority to make decisions for the minor or child.

- You are responsible for the care, supervision, and well-being of the minor AT ALL TIMES. The accompanying guardian

must have signed an event waiver of liability for the minor (see website for details).

- There may be activities that are not suitable for children or behavior that you may not wish your children to see. Do not expect anyone to censor their behavior because children are present.
- Inability to care for the minors you bring to the event can result in ejection. Unacceptable behavior of a minor under your supervision (examples: underage drinking, vandalism, theft) can also result in ejection.
- For legal and safety reasons, minors may not Ranger nor be responsible for checking IDs at the gate. Coordinators/shift leads have the right to remove unsupervised minors from tasks or shifts at their discretion.

WORD SCRAMBLE

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HIEHTCIRK	_____
USSAEPG	_____
PMGIANC	_____
FRT0 RYAOL ARFM	_____
DRWSBATNI	_____
DUSOXE	_____
ARWM EOTHLS	_____
RSFTI AID KIT	_____
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EFIFGY DAN ELTMPE	_____
YRAG RAWTE	_____
NKPI LHITG CMAP	_____
WNONK NISUERVE	_____
EFRI SNGNIINP	_____
EWMLECO HMEO	_____

CONSTELLATION EVENT DEPARTMENTS

Constellation is hosted by FirePony Creative Society, (the trade name for Playa del Fuego, Inc), a 501(c)3 nonprofit based in Maryland. The event is managed by a volunteer team that includes event producers, sphere leads, and department leads who collaborate to ensure that all the big pieces are in place.

2023 EVENT LEADERSHIP

- **Producers:** Hats
 - **Site Operations:** Marshall
 - DPW: Zach & Karnak
 - LNT: *Left without a trace...*
 - Quartermaster: Laura
 - Signage: Wren & Hallsi
 - Transportation: 4 Hands & Heather
 - **GateGPT:** Nico & Yesssica
 - Gate: Kitty & Nichole the Second
 - Greeters: Xanadu
 - Ice Boss: Mordecai
 - Parking: The Nate & Kassidy
 - Ticketing: m4
 - **Community, Art, & Theme camp Support (CATS):** Dharma
 - Art Grants: Ed, Jill, & Scho
 - Food Lead: Seasan & One-Day
 - Volunteer Appreciation: Doug & Phyllis
 - Volunteer Management: Katie (Del's Mom) & Gogo
 - City Planning: Goat
 - DMV: Scho
 - Sound: LePrix
 - **Safety:** B.B.
 - Conclave: Jen F
 - First Aid: Will I Am/Ground Score & WhitneyToo
 - Fire Perimeter: Mimi & Atom Glambert
 - Fire Safety: Moonoats & Hazmat
 - Rangers: Ranger Danny & Benji
 - Sanctuary: Flying Butterfly & Salem
 - Snake Wrangler: Florida Woman
 - **Communications:** Fusion
 - Documentation: MacGyver
 - Social Media & Website: LePrix
 - Hitchhiker's Guide: Fusion
- **BoD Liaisons:** Aye & Whatever

HELP WANTED!

We hope you join us by contributing your time, energy, and skills to help create an incredible event. Together, let's build an interactive, experiential, sustainable environment that encourages a culture of play, artistic creativity and freedom of expression. Below is a summary of each department and volunteer position. Stop by the Command Module (Volunteer HQ) to sign up for shift on-site!

GATE

Gate volunteers make sure that every participant has a ticket, and every car has a car pass, in order to enter the event. You'll be checking IDs against a list of valid tickets and passes and giving wrist bands to people on the list. While you will be talking to humans, that doesn't mean you have to be part of the Sunshine Squad- people going through Gate, while friendly, are usually focused on getting into the Burn, so goal-focused burners should feel comfortable signing up for this role. Gate volunteers work 2-hour shifts while the Gate is open, and Shift Leads work 4-hour shifts.

GREETERS

Volunteering with Greeters involves welcoming incoming Burners on their way into the event. You'll provide a friendly face as well as valuable information for the newly arrived about where to park their car, how to find their campsite, the deets on volunteering, and the importance of the Ten Principles of Burning Man. While it does involve a significant amount of contact and engagement with other humans, volunteering with Greeters does not require being the peppiest person in Peppington! We're looking for normal friendly people, not Stepford Burners. Greeters volunteers work 2-hour shifts while the Gate is open, and Shift Leads work 4-hour shifts.

PARKING

Parking volunteers direct vehicle traffic to ensure an orderly parking process for burners entering and exiting the event. You'll help people park their cars so that they avoid parking anyone in (including themselves) and maximize the most efficient use of our designated parking spaces. Parking volunteers work 2-hour shifts while the

SCAN FOR VOLUNTEER SIGNUPS



Gate is open and during Exodus, and Shift Leads work 4-hour shifts.

RANGERS

Rangers are Burners, who volunteer as a non-confrontational community resource, to assist other participants in burning their best burn, and trying to help them solve their own problems. Rangers are not cops, not security, and not in charge. Volunteers signed up for "Khaki" are the primary Ranger on-duty, responsible for receiving any radio calls to the Rangers and organizing shift changes. Volunteers signed up for "Dirt Ranger" walk the event during high-energy hours, available to assist when needed. Khaki shifts are 8 hours, while Dirt Ranger shifts are 4 hours.

Rangers will two opportunities for an onsite orientation followed by training. Thursday: orientation at 7pm, training at 8pm. Friday: orientation at 5pm, training at 6pm.

FIRST AID

First Aid is generally available on a self-help/radical self reliance basis. A self-serve First Aid kit is available in the Command Module (Volunteer HQ). Volunteers with First Aid work 8-hour shifts on an "on-call" basis, to talk with folks who might need to seek higher level care.

The First Aid department also has an on-call volunteer available to assist with any pregnancy-related concerns and chest-feeding issues, such as plugged ducts or mastitis triage. If you are a pregnant person with a concern and would like to make an educated decision about

what to do to keep yourself and your baby safe, please do not hesitate to reach out to a Ranger or Pink Light camp for more information.

SANCTUARY

Sanctuary provides an especially important role at a burn. Sanctuary volunteers welcome Burners in need of a quiet, calm space away from the light, sound, and social stress of the larger Burn environment. We are there to provide a safe space for a participant who becomes overwhelmed or just needs a place to decompress where they feel safe. It is inevitable that some people will reach a point where they need sanctuary, perhaps due to the newness of the event, anxiety, or maybe an argument with a campmate or partner.

Whatever the reason, Sanctuary is a starting point for participants experiencing anxiety or heightened emotions. We provide a calm, secluded place where participants can relax, find quiet, and regain peace with the help of our wonderful caring volunteers. Sanctuary is there to help you get your groove back and if additional assistance is needed, the appropriate referral(s) (First Aid, Rangers) for the participant are made. Sanctuary shifts are 4 hours.

*****There will be mandatory training for first time Sanctuary volunteers on Friday at 12:00 pm and Saturday at 2:00pm at the Sanctuary Tent*****

VOLUNTEER APPRECIATION

Constellation loves our volunteers so much that we made a whole department about it! Volunteer Appreciation distributes drinks, snacks, and other miscellaneous items to volunteers on shift, while also preparing meals in the NoVA (Neighborhood of Volunteer Appreciation) kitchen. Shifts with Volunteer Appreciation are 2 hours.

Available positions include:

- Meal Lead - you'll be provided with the meal directions and three volunteers to prep, cook, and clean up during either the morning meal or the 4:20 snack. Our department lead will be on-hand to help answer any questions you may have, but it'll be a pretty straightforward shift. This is

a great position if you enjoy running a camp kitchen or have cooking experience!

- Meal Volunteer - you'll be working under the direction of the Meal Lead to prep, cook, and clean up during either the morning meal or the 4:20 snack. No cooking experience required.
- Volunteer Appreciation Ambassador - you will be responsible for providing snacks, drinks, and other supplies to various teams across the Burn. You'll have use of a golf cart (driver must be sober!) to check in with our volunteers and make sure they're well cared for.

LEAVE NO TRACE

Volunteering with Leave No Trace involves picking up MOOP (Matter Out Of Place), with a focus on high traffic public spaces within the burn. While all burners take responsibility for MOOP, they can't catch everything. You'll be provided with MOOP bags and a trash picker (a kind of long-armed arcade-claw, to keep you from having to bend over too much). While shifts are flexible and we do not expect volunteers to take the whole afternoon, we do ask that you dedicate at least 2 hours to this task.

PERIMETER

When art gets burned, we set up a burn perimeter: a space around the art that is free of any observers. Volunteers with this department establish and maintain the burn perimeter, to keep the community safe while they enjoy the art. You'll stand between the art and the crowd, making sure that people don't cross the perimeter and get too close to the fire. In the extremely rare event that someone chooses to cross the perimeter and doesn't willingly return outside of it, volunteers in this role work to stop them as quickly as possible and escort them away from the area. Perimeter shifts are generally 3 hours long, depending on the size and scale of the art burn.

There is a required meeting for all volunteers with this department. Please come to the burn field on the day of your shift, to attend. Saturday volunteers (effigies) will meet at 6pm. Sunday volunteers (temple) will meet at 6:30. This meeting will go over the role, responsibilities,

and preparation for burn perimeter volunteers. Please make sure to attend the meeting on the day of your shift, even if you have attended a pre-burn meeting previously. Volunteers who miss the pre-burn meeting will be unable to work the burn perimeter that day (and nobody wants that, because where would we be without you?).

CONCLAVE

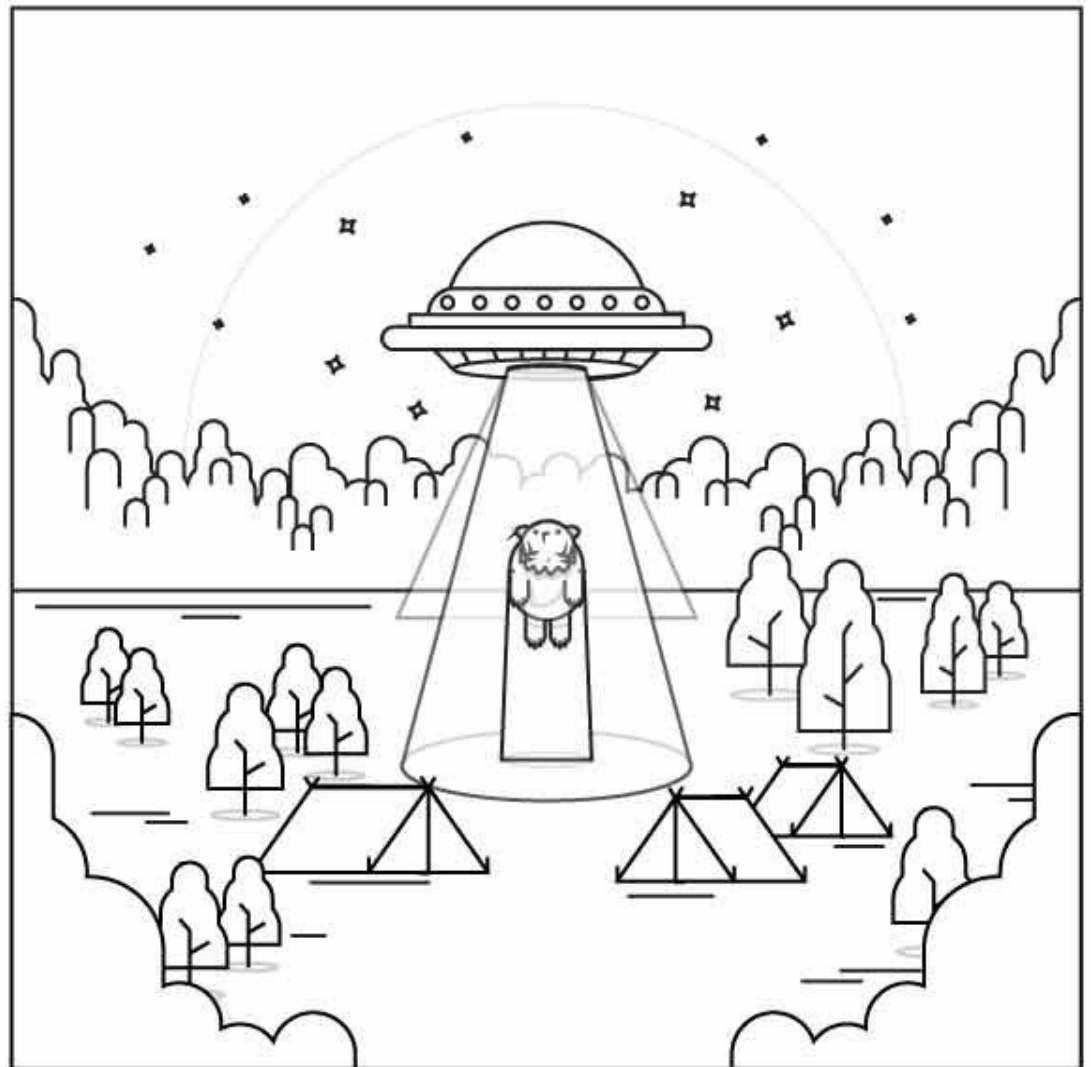
Conclave fire spinners get to entertain their friends, their camp and the whole burn! Strut your stuff and show us your moves as you spin fire

around the Effigy before we light it. Signing up in advance of the event is not required but encouraged, so that we can get an idea of who wants to spin and be sure to allocate enough time and fuel for everyone.

Conclave fire spinners and safeties must be sober and wear natural fibers.

White gas and fuel dumps will be provided, but bring your own breathing fuel (weather permitting).

COLOR ME!



THE KNOWN UNIVERSE

CONSTELLATION CITY NEIGHBORHOODS

OUTER RIM

The Outer Rim provides a space for RV/Camper camping, and is a quiet open camering area. No RV hookups. This area is closer to the road, and it is recommended your camper/RVs/Tents and other infrastructure be setup with the back to the road.

ANDROMEDA SPACE DOCK

Tether your shuttlecraft, starships, UFOs, and other personal habitation devices to our primitive space dock! RV sites without electricity, water, and sewer hookups. This is deep space after all.

HORSEHEAD NEBULA

Perched above the Field of Stars and below the horse pasture, the Horsehead Nebula is an active but chilled out oasis with wide open skies.

FIELD OF STARS

This village of theme camps and art displays shines brightly in the wide open pasture.

ASTEROID BELT (OPEN CAMPING)

A mix of limited Theme Camp and Open Camping, the Asteroid Belt hugs the edges of the galactic core with easy access to a variety of cosmic neighborhoods. Close to the action but not all the time.

DARK MATTER NEBULA (ADULT THEMED)

Deep mysteries, unknown beings, cosmic powers. The Dark Matter Nebula is intended for adult themed camps that require privacy.

MILKY WAY

The Milky Way, our home galaxy, and the spinning and lively center of our Burn. Constellation Way cuts through the center, and this neighborhood is where you can find a wide variety of theme camps and cosmic adventures. Welcome Home!

UPPER PILLARS OF CREATION

Here, stars are born! Vibrate in sync with cosmic energies and flow through the stars! This magical nebula is home to registered theme camps with amplified sound and late hours camps.

LIL' DIPPERS

Lil' Dippers is home to kid/family theme camps, as well as open camping for any family groups that would like to be near family/kids oriented activities.

DEEP SPACE (OPEN CAMPING)

Open Camping, with greater privacy the deeper you venture into the intergalactic forests.

LOWER PILLARS OF CREATION

Like its bigger sibling, the Lower Pillar is bursting with primal creation energy! Here too, stars are born! Vibrate in sync with cosmic energies and flow through the stars! This magical nebula is home to registered theme camps with amplified sound and late hours camps.

MYSTIC MOUNTAIN (ART + OPEN CAMPING)

As you climb this Mystic Mountain towards the Lucid Fields, the paths are lined with art, and the trees filled with creative curiosities. This neighborhood is home to art created by our community. Open camping is available for those who like a little extra privacy.

ART GRANTS

Constellation's Art Grant team is proud to administer and offer art grants to help artists fulfill their creative visions and contribute to creating community-building experiences. This year's granted projects are:

12 Principle Flags

Chimera)'('

Chill Pills

Hiplomat and No

Blood Donation Center

Saint

Cryptid Luminaries

Artist Cicada Magica & Cricket Deery

Decades Roving Silent Dance Party

Lacey and Scotty - Camp Serenity

Dragons' Shrine of the Elements

Dragon Reflections

Everything Changes

Colin Vale

Find The Fox

Anonymous

Free Candy

Chimera)'('

From Fiber to Finished Product

Ceres Eilde

Garden of New Life

The Upcycle Workshop

Glow Rover

Dr. Vitamin and Just

Illuminated moon & constellations

Seasan aka Galactica

Jelly Balls

Xanadu

Mad Tea Party

Brenda The Oracle

Mobility A-Go-Go

Saint

Propane Street Lamp

Wren Spencer

Scraps

Bradley (Know Signal) Snyder

st'diə.i.əl (Sidereal)

Wax & Kai

SparkTree

Hallsi and Wren

Spoop Cave

Spoopy Isle

Spoopyisle Wristbands

Courtney from Spoopyisle

Star Spore

Hatter

EFFIGIES

Forest Fire & Balance

Libra Burners

An Effigy made up of ambiguous shapes laid out as the Libra constellation.

Firenado

Mun

A burning effigy with musical elements including bells, guitar strings, and drums with wooden hammers to strike them.

TEMPLE

Campfire

Shawn Walton

Campfire is a semblance of the fires we gather around at each burn. The principles will be carved into the wooden faces of the polygon allowing the bright LEDs inside to shine through, much like the

light shines inside each of us. Two additional lights will be mounted against the interior wall of the campfire and point at the polygon and its decorated reflectives.

THEME CAMPS

PINK LIGHT CAMPS

At Constellation this year, we'll continue our new way of practicing community support and resiliency! Throughout the city, you'll find camps with pink lights near their entrances. If you find yourself in need of personal wellbeing, safety, or other support, you can approach one of these camps and request assistance -- someone there will make a radio call, and event volunteers will do their darndest to connect you with what you need. These Pink Light camps are highlighted with a (P) symbol below and in pink on the Map of the Known Universe.

THEME CAMP LIST

4 FINGERS (P)

Horsehead Nebula

Assterix' Paddock. Always be Escalating. Don't be an Asshole. Pinata Code Enforcement Headquarters.

Are We There Yet? (P)

Milky Way

Roadside Carnival. Lawn games, Hammock Garden, "Drive-In movies", Concession Stand, Face Painting

Babe Beans Babes

Horsehead Nebula

Does your morning need an extra pep in your step? Cold brew, sun tea and pour overs are here for your enjoyment! Some light music and bistro seating to enjoy your beverage in our community.

Balls Go Brrr (Balls Camp)

Upper Pillars of Creation

BALLS Camp, where Ball Gowns will be worn. Balls will be played with. And/or dodged. Principles will be upheld. Bar is often open, particularly for Friday happy hour. Come visit us and have a ball. We chill harder than you party!

Barrel of Fun

Milky Way

Have you ever wondered what happens when the concept of reed instruments is bent to its

preternatural limit? Have you ever noticed how squeaky toys are basically reed instruments that never got music lessons? no? well you might want to consider it. Other "instruments" are welcome. even banjos.

Blue Intensity

Milky Way

Blue. Lots of it. Intensely. In Tent City. We have lots of big feelings. So do you. You can bring them to us. And we'll give you coffee (or decaf or hot cocoa). And a (consensual) hug.

Camp All About Me

Milky Way

Camp all about me is THE place where everything is all about me! I mean you! Come tell us all about you, an experience you want to share, or come and put your feet up. It's all about you so do what you want. Well, within reason. We are not responsible for bad decisions- that's all you.

Camp Allidaseuq

Field of Stars

We will be bringing an extensive kitchen and plan to host a quesadilla party on Sunday afternoon. We encourage burners to BYO weird quesadilla stuffings! Vegan-friendly options will be provided.

Camp Dreadful

Milky Way

Spooky season is in full effect on the playa at Camp Dreadful! Get your gourd smashed with our autumnal refreshments and Halloween treats. Get down with your demons, dabble in the dark arts and crafts, and meet the Great Pumpkin!

Camp Jellyfish

Field of Stars

Camp Jellyfish is a chill space to hang out while we encourage you to participate in our random shenanigans and fuckery.

Camp Kinkytown Off the Ground (P)

Dark Matter Nebula (adult themed)

Kinky coloring and Conversation, Aerials and Acro, Juggle and Flow, Impact Demo, Rock N Roll singalong, open dungeon play

Camp Lazer

Upper Pillars of Creation

Dance party Friday night and maybe other nights depending on how many DJs come with us. Mimosa train Saturday, dance classes and fire pit throughout weekend

Camp Nama'Stay In Bed (P)

Andromeda Space Dock

This will be our 3rd year offering homemade, hot out of the oven Pizza (vegan and beer night and a mashed potato bar with many toppings to make your own masherpiece. I may have a Yin Yoga or Sun Salutations, If i feel like getting out of bed. There will be fires for warmth and peeps for convos.

Camp Tasty

Horsehead Nebula

Tasty Folks. Tasty Food. Tasty Talk. Join us on Saturday afternoon at 4:21 (sharp!) for our Pot Luck as we serve up an array of noshes and munchies for your post-4:20 needs. Stop by our fire and check out the Hitchhiker's Guide for all our events.

Camp U-CAN-LELE

Milky Way

Camp U-CAN-LELE believes in spreading joy through ukuleles! Come by to learn how to play this happy instrument, bring your own instruments or use one of ours in a play-along jam sesh, or write a song with us. Not musically inclined? Join us for a (beginner-friendly) game of D&D!

Castle Dirtbag

Milky Way

Castle Dirtbag is very serious about our silliness. Fuck around and find out in the fungeon whilst sampling our "mead." Get your Sparkle Pony Hunting License. Maybe more, seldom less. Don't forget to sample our bountiful dirt harvest, ya dirtbags. Eat, Dirt, Die!!!

Catastrophe!

Milky Way

Friday night Sangria and Bar Games *and* Sunday Waffle and Bacon Brunch

Cenosilicaphobia (P)

Milky Way

Do you suffer from cenosilicaphobia (fear of an empty glass)? Bring your mug by, we'll put your fears to rest serving up beer, mead, cider, as well as non-alch tea/seltzers. We've got something for everybody, so if you prefer not to imbibe, scope our drum and blues workshops, fire spinning and more!

CHIM

Milky Way

The Left Hand Path, for the waking world is the amnesia of dream. All motifs can be mortally wounded. Once slain, themes turn into the structure of future nostalgia. In you is an image and a seven-syllable spell, AYEM AE SEHTI AE VEHK, which you will repeat until mystery comes. We have food.

Clusterfluff

Dark Matter Nebula (adult themed)

Come on down to Clusterfluff! We got AI-generated unicorns, an equine water feature, some otter-with-horse-adjacent drinks early Friday & Saturday afternoon, and nobody really knows what happens at night when the projector comes up. Is it more horses???? I hope so. 🦄

CommunitEase

Dark Matter Nebula (adult themed)

Immerse in the magic of 'CommunitEase'! Unleash creativity by fashioning your own corn-husk effigy, embodying self-expression and participation. Foster communal effort as we discuss the birth of intentional communities! A radical embrace of self-reliance, civility & gifting

Coop De Grace

Field of Stars

Grab your morning coffee and warm up in our lounge space. Join us Sunday for our brunch strut with breakfast foods before you start packing out.

Crow's Nest (P)

Lower Pillars of Creation

Stop by after dark and check out djfuture86 or visit daily for a workshop. Climb the Crow's Nest overlook for a bird's eye view of camp. Don't want to visit? Tune in, drop out! Listen, to our FM radio transmission, broadcasting a mixture of info, music and probably some nonsense.

Deadly Moppets

Milky Way

The Deadly Moppets Lounge awaits you! Let the Lounge transport you inside the magic lamp to enjoy the sumptuous quarters of the genie, make connections and relax!

Dirt Go Brrr

Upper Pillars of Creation

Brb

Dumpster Fire

Milky Way

We are a newer camp, we are aiming to be an inclusive safe space with a cuddle puddle, fire spinning ring, games, and art materials to create with. We will offer a Free Store as well, come check it out if you forgot something!

Easy Bake Coven (P)

Milky Way

A haven for all of the spooky and spooey specters haunting the forests and fields. EBC was created to give space for burners who enjoy a bit of creep to go along with their time in the woods. We are committed to the 11 principles within our larger community.

Take the apple my dear.

F'ART Camp

Upper Pillars of Creation

A collection of funk and smells

Flaketown

Milky Way

After signing up for Transformus and flaking, we're finally making our way to Constellation for another round of tasty warm flaking. Drop by Flaketown for pancakes, mimosas then grilled

cheese and other flakey concoctions. Afterwards, come drop into our electric blanket pillowfort.

Free Candy

Upper Pillars of Creation

Free Candy is a roaming Halloween themed bagon (bar wagon) providing the Playa with delicious yet questionable treats while promoting the exoneration of Candy, who is innocent and must be free....

Glass H@lz

Horsehead Nebula

We are a chill art camp focusing on interactive glass art. Offering opportunities to learn about glass, create glass jewelry or glass art while offering a safe space for passerbys to warm by the fire, share a story and/or relax. A certain campmate may offer random foot rubs (with consent)

Glass, Ass, and Grass

Lower Pillars of Creation

Glass workshops, lots of booty, naked butts & consensual ass slaps welcome, 420 friendly. Medical marijuana education. Snacks prepared by certified professional chefs. Fire art & sound camp. EDM/Blues/Dynamic Keys

Glow Babes Apothecary

Milky Way

Glow Babes have descended from space to scout for dangerous levels of glow. What is Glow? Why is it important to keep regulated? Are you concerned about your personal glow level?. You should be. Report to the apothecary for scanning and remedies for glow level calibration.

Gnomeland

Horsehead Nebula

Cut out large letters spelling Gnomeland in varying colors and maybe lights. There will be a covered space with table and chairs with crayons and coloring books, there will be a smaller table for people to recharge any kind of battery to include large 12volt all the way down to personal fans. At night we plan to have a small above ground smokeless fire brazier for people to keep warm if need be while relaxing or charging devices (cables provided in case folks forget them at home). . Gnomeland stickers will be gifted and while supplies last unopened gnome hats for the wee folk or others.

GRIM SKULLS

Milky Way

Potion bottle jewelry making

HalloWEEEEEE!

Milky Way

Never mind WHAT we do in the shadows. Who ARE YOU in the shadows? Come to our spooky camp for tricks, treats, and the mortifying ordeal of knowing oneself. Shadow werk, if you will. We'll have lawn games and chill vibes during by day, then candy, tricks and treats by night.

Hawksnest

Andromeda Space Dock

A mobility focused camp that will offer Soup Friday and bread making.

Iguana Chill Camp (P)

Milky Way

Come-to-Chill: we are offering a hangout space, drum circles/live music, nighttime tea time, and grilled cheese sandwiches. But generally you're here because you wanna chill. And I wanna chill. Iguana Chill.

ILLUMINATION

Field of Stars

ILLUMINATION - LIGHTING THE DARKNESS WITH VIDEOS NIGHTLY

Ink, rubs and ropes

Dark Matter Nebula (adult themed)

Come listen, paint, be painted or rubbed. Safe sex lessons.

Introverted Camp

Milky Way

Feeling overwhelmed? Introverted Camp is for the overstimulated burner, or anxious virgin, who needs some time to recharge, recenter, and reset. Come by for conversation or a sensory toy!

Jurassic Tarp

Field of Stars

Jurassic Tarp is a haven for dinosaur enthusiasts, tarp lovers, and burners alike. Come hang out or drop by one of our events for some dino-themed food and cocktails or come warm your bones in the dino-lounge and make some dino-art! It's sure to be DINO-MITE!

Just Like Peanut Butter and Jelly

Field of Stars

Join "Just Like Peanut Butter and Jelly" theme camp for nut-free Sunbutter and Jelly sandwiches on Saturday at 1 pm. Embrace the PB&J spirit with us, safe and delicious for all. Bring your gluten-free bread and let's celebrate together! 🍪🎉

Loud Erudite Goblins on Fire

Milky Way

Would you like to make a deal? Goblins are good at making deals. Among the things we accept as payment are songs, promises, intrusive cognitions, locks of hair—you name it. Our services are world-infamous. Curses and demi-curses half-off on Saturday.

Love-Cuntry

Upper Pillars of Creation

Our theme camp offering is called PLATO's CLOSET: a toga donation outfitting station for Teak and Joe's wedding Friday night. If you have an extra sheet or some Greek themed accessory come over. Anyone who isn't in costume for the wedding can get outfitted here.

LoveLab Village Sound Camp

Upper Pillars of Creation

To create a public entertainment space where it allows all to feel freedom and acceptance. The dance floor is a holy place where we experience what is bigger than us individually. It is the great equalizer. It's the LoveLab mission to create such spaces

Mad Tea Party (P)

Milky Way

Have you followed the White Rabbit? Are you lost? Or maybe trying to find yourself? Are you too big? Or too small? Do you even know Who... U... R... ? Or why you are here (at Constellation, on this planet, in this universe)? Maybe you simply need a place of respite or a moment to sit by the fire before you move on. Perhaps a lovely cup of tea will hit the spot. Whatever your reasons, whatever the hour and whatever your curiosities, you'll always be welcome at the Mad Tea Party. Morning, noon and night.

Matriarchal Goddesses Training Camp

Milky Way

The Matriarchy is an all-inclusive safe space for healing. We flip the script on the Patriarchy; a group of Goddesses who channel Divine Feminine Energy. We offer workshops, meditations, a fully

functioning mailbox, a menstruation station and snack breaks.

Mobility A-Go-Go

Andromeda Space Dock

Will provide mobility and Go-Go power to the masses! The camp will have electric wheelchairs and other devices that participants with mobility needs can borrow to make their burn more accessible.

The camp will also have a mobile stripper pole for in-camp or mobile fun!

Navios Fantasma

Upper Pillars of Creation

Do you have a moment to talk about our Lord of Flavor, Malort thy Savior? Navios Fantasma is the proud home of Glorious Wholesome Hot Dogs and the (only slightly less) proud residents of Mad Dog Memory Lane.

Oppositional Charm

Field of Stars

Do you crave a soft surface to sit on? Are you homesick? Do you miss your grandparents? Come experience the nostalgia of Living Room and discover the (Oppositional) Charm!

Parks & Rec

Field of Stars

Parks & Rec is a "community center" hosting a variety of events throughout the Burn. Come explore musical instruments, play board games, join a fireside chat -- who knows?

Playa Pharmacy

Milky Way

Playa Pharmacy is HQ for Chill Pills, the radical bead gifting game in a prescription pill bottle. DO NOT EAT THIS GAME. Playa Pharmacy boasts inconvenient hours, questionable medical practices, and a nonexistent safety record. Ask your Pharmacist about becoming a corporate affiliate today!

Ponder's Den

Upper Pillars of Creation

Come on down to Ponder's Den for Sticker Poker, where we bet stickers for stickers. Tabletop board games available all weekend! Come press our buttons and make your own button pins with our button press!

Purple Camp

Andromeda Space Dock

We like all things purple! Purple lounges, purple structure, hell, we even bring the kitchen stove, and that too is purple!

Pyramid People

Field of Stars

We really like pyramids. We camp under a big purple pyramid, and we play tabletop games with little pyramids. We even make pyramid necklaces. Pyramids are cool. Besides pyramids, our chill space features Andy TV, a 6-screen video art project. Sometimes, even that is about pyramids. Because pyramids.

Razzle My Dazzle

Dark Matter Nebula (adult themed)

We're a group of mostly new burners that want to promote self expression with paint and edible glitter.

Serenity

Andromeda Space Dock

Come to Serenity Bus to catch your breath, recenter and then return to the chaos. We are here for a quiet place or if you are feeling lonely and just need a friendly smile. We have a little gifting tree for you to find a treasure or leave a treasure. Or catch a ride on Firefly the Hot Air Balloon!

SillyVille Wax Works

Dark Matter Nebula (adult themed)

Over the course of the weekend we will build a wax shrine using cobbled together thrift store candle finds. Please bring any random tapered or pillar candles (not cased in glass) to contribute to the shrine!

We will also have a candle shop where you can take home any candle that tickles your fancy.

Souperstar Camp

Andromeda Space Dock

We'll be dishing out piping hot soup like it's going out of style every single night, and if the weather decides to throw a chilly tantrum during the day, we might just keep the soup parade going. Toast your buns by our toasty bonfire, swap stories, and slurp soup like there's no tomorrow!

Sparktree Artery

Milky Way

Fire in the sky! A mystical magical hypnotic chill space. Also probably a few stray jellyfish.

Spoopyisle

Lower Pillars of Creation

During our flamebar open hours, we'll serve adult beverages and signature cocktails. Help commodify our burn by being caught red-handed doing spoopy things by our Snoop Troop and earn yourself some Spoopybucks! Redeem your Spoopybucks at the bar and/or MAKE IT RAIN at our spoopy striptease!

The Basement

Milky Way

We're bringing your parents' basement to the burn. Lounge on retro inflatable furniture to the sweet, sweet sounds of 60's - 90's music, play old board games (possibly missing pieces - it's part of the fun), watch terrible movies at night. If we get our shit together we'll have a mocktail bar too.

The C-Suite Execs

Horsehead Nebula

Welcome to ^-^ Big Peanut*, the CorporATe forever home! Onboarding starts on the playa, but please become familiar with our corporate offerings found in the HHG!

Regards,

BoD Peanut, Buckwheat, Gizmo, Bernie, Pistachio, Pixel, Vox

* ^-^ Big Peanut owns Peanut Sanctuary & its subsidiary Bitch Rant.

The Midnight Plushie Lounge

Dark Matter Nebula (adult themed)

The Kingdom Of Plushies and Misfit Hominids! Come by to chill and meet the plushies and introduce yours, or come as an orphan human in need of plushie love!

The Parent Hood a.k.a. Kids Kamp

Lil' Dippers

We will be offering a Jr Burner book, which kids can fill out to learn about the 10 principles and earn badges. Working on other Activities

The Poison Factory

Milky Way

We are collectively a 10 year old boy from the 1920's who is worried his boss will be steamed if he's late for his job at the Poison Factory. Our factory is a safe place for all human beans. We aim to provide a lil hangout zone for anyone looking for new friends, good tunes, and radical acceptance.

The Upcycle Workshop

Milky Way

The Upcycle Workshop is proud to combine the creative powers of PhillyPlastiCo and Boingers to serve as a beacon for those passionate about Repurposing, Reusing, Upcycling, and Recycling. Come check out our Garden of New Life, boing all of the Boingers, and learn how to melt and mold discarded plastic into new treasures.

The Waiting Room

The Outer Rim

Everyone is waiting for something. A space to start your exploration. Spontaneous philosophical sophistry, curated by authentic mannequins. Journeys reach beyond the Room with the lucky few who transcend the liminal thru CecilTheHedgehog. Neither Paradise nor Inferno, welcome to Popcorn Purgatory.

Tiny's Tea House

Andromeda Space Dock

Who doesn't love tea time with the homies? Come warm your bones by the fire. A stranger is just a friend you haven't met yet.

Upper Dutch Blumpkin

Milky Way

Individually, as a group, I decided to make something good, bad and ugly. But what is Ugly? Well it's a word that starts with U, like Upper. Right now I can think of several words with letters in them. Not all words are that lucky.

Videogasm

Horsehead Nebula

Stop by the Playa Theatre for an eclectic mix of interesting shorts, music videos, vintage TV shows and videos from past Burn events, both in BRC and at regional events. Our bar will offer various happy hour treats as well. Traditional waffles and scrapple on Sunday morning.

Wizard Camp

Field of Stars

A glowing courtyard of colorful curtain lights adorned with 4 lantern towers, a place of music, merriment, fun, games, and activities. Oh yeah, and a bar!

MAP OF THE KNOWN UNIVERSE



MAP OF THE KNOWN UNIVERSE

CONSTELLATION BURN 2023

THEME CAMPS

1. The Waiting Room
2. Purple Camp
3. Soupedstar Camp
4. Hunkunst
5. Serenity
6. Mobility A-Go-Go
7. Camp Name 'Stay in Bed
8. Tiny's Tea House
9. Glass H.I.
10. Groundland
11. Camp Tasty
12. 4 Fingers
13. The C-Suite Executives
14. Bibbe Beans Babes
15. Videogasm
16. Camp Allidaseug
17. Camp Jellyfish
18. Just Like Peanut Butter and Jelly
19. Parks & Rec
20. Jurassic Tarp
21. Coop De Grace
22. Oppositional Charm
23. Wizard Camp
24. ILLUMINATION
25. Pyramid People
26. Iguana Chill Camp
27. Upper Dutch Blumplin
28. Communitase
29. The Midnight Plushie Lounge
30. Ink, Rubs, and Ropes
31. Sillyville Wax Works
32. Camp Kinkytown Off the Ground
33. Clusterfluff
34. Razzle My Dazzle
35. Playa Pharmacy
36. The Poison Factory
37. Glow Bakes Apothecary
38. Barrel of Fun
39. The Basement
40. Plaketown
41. Catastrophel
42. Castle Dribbling
43. Easy Blue Coven
44. Camp Dreadfall
45. Metatrachal Goddesses Training Camp
46. Cenotaphophobia
47. Dumpster Fire
48. Are We There Yet?
49. Love-Cantary
50. Nudes Fantasma
51. Balls Go Brrr (Balls Camp)
52. Free Candy
53. Ponder's Den
54. Dirt Go Brr
55. Camp Lazer
56. FART Camp
57. LoveLab Village Sound Camp
58. GIMI SKULLS
59. Inverted Camp
60. Camp U-CAN-TELE
61. CHIM
62. The Upcycle Workshop
63. Deadly Meepets
64. HelloWEEEEE!
65. Camp All About Me
66. The Parenthood a.k.a. Kitzville
67. Blue Intensity
68. Sparkle Artery
69. Loud Enraged Goblins on Fire
70. Mind Tea Party
71. Spoonpile
72. Crow's Nest
73. Glass, Ass, and Grass

