

CONSTELLATION

2024 HITCHHIKER'S GUIDE



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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 and a cultural center in Easton, PA.

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

PRODUCER STATEMENT

We are incredibly grateful for all whose efforts and presence, in the past and now, make what we do possible. Our community members are from a wide variety of backgrounds and come together to build our City. We particularly want to offer our thanks to those you may not see this year and express appreciation to our observant Jewish community members unable to attend while observing Yom Kippur this year, and also those who choose to attend, and have contributed endless hours to our team. While we all come from different backgrounds and beliefs, it is our hope that working on this experiment together contributes to an effort to heal a small piece of the world one person at a time. And finally, in the spirit of these hopes, we encourage you to read our Effigy builder's artist statement for the "Temple of Hope" and his thoughtful contribution to our community during this solemn time. Welcome Home!

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 Ma

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 2024 are as follows:

- **Thursday, October 10:** 12pm (noon) to 10pm
- **Friday, October 11:** 10am to 10pm
- **Saturday, October 12:** 10am to 4pm, carry-in only
- **Sunday, October 13:** No admittance, no re-entry. Exit only.
- **Monday:** EXODUS by 12pm. 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 three critical departments (Gate/Greeters/Parking), gate hours may be shortened.

TICKETING

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 multiple adult tickets you must transfer the extra adult ticket to the intended attendees, so that they can fill out the waiver.

If you purchase a ticket for a minor (aged 13-17 years), you will be asked to complete the minor waiver online.

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 valid, state-issued driver's license or identification card, a valid Armed Forces ID card, a valid passport or travel visa. 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.

TICKETS FOR MINORS

All minors must be accompanied by a parent or legal guardian.

Children 12 and younger also require a minor ticket, available at the ticketing site for no charge. These tickets are non-transferable and non-refundable.

For attendees aged 13-17, the parent must purchase a standard adult ticket, then sign the minor waiver.

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.

ARRIVAL AND EXODUS

EARLY ENTRY

Early entry for theme camps, art grant recipients, and first-shift volunteers are based on approval. 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.

REFUND AND CANCELLATION POLICY

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

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.

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.

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.

INS & OUTS/RE-ENTRY

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

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.

OFFLOADING AND PARKING

Do not park in roadways or paths. Once you unload gear and park in the parking lot, your vehicle must stay where it is parked until you leave the event. **Constellation no longer requires parking passes for vehicles parked in the parking lot.**

THE VOOP SCREED

Greetings, Earthling!

It has come to our attention that your mobile conveyance is, shall we say, a bit out of place in this ethereal realm. As you may be aware, vehicles must be explicitly authorized by the City Planning to grace the Playa. Any unauthorized transportation device is considered a VOOP, a vehicular aberration that disrupts the delicate balance of this sacred space.

Your fellow Burners have expressed their collective disapproval of this intrusion. The majestic northern squonk, during its biannual mating season, is particularly sensitive to such disturbances. Moreover, the elusive blue-crested mountain blaardvark may feel compelled to mark its territory in response to this perceived threat, a spectacle that none of us wish to witness.

As the MOOP finds its rightful place in the trash bin, so too must the VOOP be relegated to the parking lot. Kindly relocate your vehicle to its designated habitat without delay.

Yours truly,

The 2024 Constellation Burn Production Team

PS: Despite any levity above, we are serious. Get it to Parking as soon as you can!

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

ON-SITE PARKING PERMITS

RV and Support Vehicle Permits are available on a first-come, first-serve basis, determined via pre-registration with our City Planning team or all vehicles, including those within Theme Camps..

No RV Permits will be available at the Gate. If you arrive without a 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 Vehicle Permit, 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 14 at 12pm.

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:

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

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.
- 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.



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 HEATER SAFETY

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 eyesight, 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 a "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 Emergency Personnel 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 is only available in a hospital. Treatment within an hour is the goal, and an ambulance is the safest way to get you there fast and they can get you ready for the infusion on the way.

- 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

BURNABLE ART

- All art burns will take place in designated locations as approved by DPW and Fire Safety to ensure fire spread is controlled and to minimize terrain scarring.
- Art burns are performed in coordination with the Burning Arts & Response Team to ensure fire protection and suppression tools are in place and ready.
- The Art team will coordinate with the BART team when fueling of the art will begin. Ensuring that a safety perimeter is set around the art to restrict access to the art. Only BART members or their designees shall handle accelerant materials and pyrotechnics.
- The perimeter team will be properly manned and maintain a preplanned perimeter around the art to ensure that all participants keep a safe distance from the art during fueling, ignition, growth and free burning stages of fire.

All art is built with specific limitations to the materials used in construction to eliminate hazards to health and the environment when burned.

CLIMBABLE ART

- Art installations appear inviting for some participants to climb regardless of intention by the artist.
- Artists may forbid climbing on art with conspicuous signage.
- All efforts will be made by the event and the artists to assure sturdy construction regardless of intention for it to be climbed or not.
- Art deemed climbable by the artist is stated as "climb at your own risk".
- DPW and the Art Safety Liaison shall be the final authority on the structural integrity of any piece of art. They may require an exclusion zone or instruct the artist to disassemble the art at any time if it appears to present a hazard to participants.

FIRE ART & FLAME EFFECTS

A Flame Effect is defined as any device that is automated, switched, pressurized or having any other action other than simply being lit on fire.

- All art utilizing fire will be inspected on site and must comply with all necessary NFPA codes as well as Event Burning Art guidelines.
- Safety team reserves the right to re-inspect any fire art installation at any time.
- No flame effect deemed unsafe will be permitted to be used during the event.
- No large-scale Flame Effects using 40 or more gallons of fuel.
- Flame Effects shall be secured and constructed in a way that the burning surface is at least 6" from the ground to prevent baking or scarring of the ground surface.
- All fuel lines are to be manufactured and rated for LP gas.

Note: compressed air hoses are not an acceptable substitute for LP gas lines and will not be approved.

- If winds pick up, all Flame Effects must be put out.
- Any towers or artwork that incorporates fire shall be secured from the wind and safety perimeter increased appropriately.
- Flame Effects must be extinguished at the request of any Ranger or Safety personnel.
- No Flame Effect shall be left unattended. At least one camp member will be designated flame effect operator and be within visual distance at all times.
- If found unattended while lit, flame effects may be extinguished and/or confiscated if there is sufficient hazard.
- A 15 foot zone around the Flame Effect must be free of any flammable materials such as but not limited to; cloth, paper, tents, plastic, etc

- An appropriate safe perimeter will be maintained at all times to prevent injury to participants.
- All fuel storage is to be identified type and amount on a site layout of the camp.
- Appropriate extinguishers for the contained fuels will be stored within reach of all flame effects and fuel storage areas.

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.

FIRE PERFORMANCE

- All fire performances are to only perform with props they are familiar and comfortable with.
- All fire performances are to be done away from property (tents, shade structures, etc) and other people.
- Fire performers can only perform with a safety watching over them with duvetine and/or a wet towel on hand. No more than two performers for any one safety.
- All fire performance is prohibited inside or under any of the structures, including temporary structures or existing structures on site.
- 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.

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 FIRE

Open fires are permitted in any camping area, Theme Camp or Open Camping, provided all of the following safety rules are followed:

- Open fires must be contained within a raised fire pit or burn barrel. The bottom surface is at least 6" from the ground to prevent baking or scarring of the ground surface.
- Open fires must be at least 10' from any combustible (which includes tents and shelters) and 25' from storage of liquid fuels such as gasoline or diesel.
- No open fire shall be left unattended. This includes candles, tiki torches or any open flame. At least one camp member will be designated fire tender and be within visual distance at all times. If found unattended while lit, open flames or burn barrels may be extinguished if there is sufficient hazard.
- If winds pick up, all open fire must be put out immediately and burn barrels must be extinguished if they begin to throw sparks.
- Open fire or burn barrels must be extinguished at the request of any Ranger or FRT personnel.
- There must be either an ABC fire extinguisher (5lb minimum) or a supply of at least 5 gallons of water on hand to extinguish the fire in case of high winds (wind can blow embers and sparks a long distance down the ground!) or other hazards. This must be kept in a clearly marked location at least 15 feet from the fire.

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.

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

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.

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.

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.

- 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

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.

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.

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 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.

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.

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.

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: Camp Green Your Burn will offer some facilities for recycling as a gift to the community, but ultimately you are responsible for proper handling of recyclables. Like trash, you must pack out recycling. Be prepared to bring your recycling 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. Camp Green Your Burn will offer some facilities for composting as a gift to the community, but ultimately you are responsible for proper handling of your food waste.

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.

NO NUDITY WITHIN SIGHT OF ENTRANCE

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

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.

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.

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. 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.

POTABLE WATER

The site is served by city water services. Potable water is available from the spigots behind 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.

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.

VOLUNTEERING

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. Stop by the Command Module (Volunteer HQ) to sign up for shift on-site.

ON-SITE VOLUNTEER OPPORTUNITIES

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).

GATE

Gate volunteers make sure that every participant has a ticket 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.

GREEN YOUR BURN

Green Your Burn camp will be collecting recyclables this year and we need your help! Participants are encouraged to drop off empty aluminum cans for redemption, food scraps for composting, empty propane canisters for recycling, and vapes and e-cigs for recycling. Volunteers will help educate participants on what is acceptable

and why, what we will be doing with the materials, and sorting materials on site.

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.

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.

LIGHTING

Help light up our cosmic city! This year we are seeking volunteers to help illuminate our new path lamps and turn them off in the morning. This is a great way to see the whole Burn, spending an hour of your time strolling the property tending to our

new lamps! If you can turn on a light bulb, you can do this shift!

OVERNIGHT FIRE PATROL

Patrol the event to check for unattended fires and extinguish them. Familiarity with operation of fire extinguishers recommended. Fire patrol shifts are 2 hours.

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

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.

COMET (COMMUNITY MERIT TICKET PROGRAM)

If you sign up for volunteer shifts and log a total of 6 volunteer hours or more during event setup, execution, or breakdown, we'll make sure you get a chance to purchase a ticket at face value for next

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 "R-12" are the Ranger of the Day/Night and work from 10 to 10. Volunteers signed up for "Khaki" are the primary Ranger on-duty, responsible for sending and 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.

SPACE SHUTTLE

To ensure that all burners can get where they're going, there will be a Shuttles to transport folks around the Known Universe. Shuttle crew **MUST BE SOBER** before their shift begins and throughout the entire shift.

VOLUNTEER RECRUITING

Inviting Burners to take volunteer shifts is a vital contribution to the success of our Burn! Most folks are eager to take a shift and asking them is a favor that saves them the time of figuring out how to sign up on their own! Lead shifts (4 hrs) will be at the Volunteer Table(s) on site, and 2-hr shifts will be either at the table or roving with a sign up sheet. Feel free to dress flamboyantly if you like. The Volunteering tent will be bright and fun, with places to chill and activities to participate in.

year's event. Make sure you stop by the Information and Support Station (Volunteer HQ) to log your time.

2024 CONSTELLATION PRODUCTION TEAM

BoD
 President: Smiles, VP: Dave W, Treasurer: Whatever
 Constellation Liaisons: Aye & Mr. No/Know
 Other BoD: Lotus, M4, Wax, Tovia, Hatter

Co-Producers
 Shawn (Space Daddy/Hats)
 Fusion

BoD Provided Services

- **Purchasing:** Miles
- **Ticketing:**
 - M4
 - Wax
 - Hatter
- **Radios**
 - Wax

Community Support and Development (CSD)
 Four Strings

Art Support:

- Steve Y. (Art Support Lead)
- K-6000 (Art Grants)
- Scho (DMV)

Volunteer Engagement:

- Teach (Recruitment)
- Magpie (Info/VRTP)
- Katy Wa (Info/VRTP)

Volunteer Support:

- Doug
- Phyllis
- Bonnie
- Adele

Communications (Comms)
 Fusion

Shooting Star: Fusion

Website: Complex

Social Media: Cuddle Puppy

HHG: Fusion, Katie

Logistics
 JaydeRaven

Welcome Home:

- Clarissa (Gate)
- Nichole the Second (Gate)
- LaurieLeeHoo (Gate)
- James F (gate)
- Phaedrus (Greeters)
- Juicy (Greeters)

Traffic:

- The Nate
- Mousetrap (Parking)
- Caspian (Parking)
- Alessandro (Parking)
- Blackwater (Traffic Flow)

Site Operations
 Space Daddy

DPW:

- Clementine
- Laura (Quartermaster)
- Wren (Signage)
- Hallsi (Signage)
- The Potty Princess (Porto Support)

Civic Responsibility:

- Jen F (Collexodus)
- Newt (LNT)
- Genie (Green Your Burn)
- Matador (GYB)
- Raider (GYB)

Transportation:

- MacGyver (Space Shuttle)
- Bizzy (Space Shuttle)
- Pinky (Space Shuttle)
- The Brain (Space Shuttle)
- Howard (Shuttle/Cart Support)

City Planning:

- Loaf (Placement/Theme Camps)
- Steve Y. (Placement/Theme Camps)
- Katie (Map)

Sound: GuyChris

Safety
 Nurse Sunshine

Community Aid:

- GuyChris (Rangers)
- Linda (Rangers)
- Flying-Butterfly (Sanctuary)
- Courtney (Sanctuary)
- Sierra (Sanctuary)

Medical Support:

- Will.I.Am/GroundScore, (First Aid)
- Protein (First Aid)
- Florida Woman (Snake Wrangler)

Fire Safety:

- Hazmat
- Critter
- Jen F (Conclave)
- Charlie (Conclave)
- Atom Glambert (Perimeter, Temple)
- MegaMan (Perimeter, Effigy)

EXPLORING THE KNOWN UNIVERSE

CONSTELLATION CITY NEIGHBORHOOD DESCRIPTIONS

THE BLACK HOLE (OPEN CAMPING, QUIET, CARRY-IN ONLY)

Tread here if you dare! The Black Hole is tucked at the foot of the Pillars of Creation, deep in the thickly wooded front of the land. This is an open camping, carry-in only, camp at your own discretion and risk zone. This area is accessible from StarGate Command beyond Sanctuary. It is a quiet zone, due to its proximity to Sanctuary and other quiet zones. This area is swampy and dense, but has some choice spots for those willing to brave it!

PILLARS OF CREATION (SOUND CAMPS)

Emanating from atop the highest hill and deep within the forest of our City are big sounds and powerful beats driving our engine of creation! The Pillars of Creation is home to Big Sound camps and late night shenanigans! We have an impressive line up of big sound theme camps and can't wait to experience the magic each brings to our city!

MILKY WAY (GENERAL THEME CAMPS)

This lively swirling mass is a vibrant hub of activity day and night. Home to theme camps of all kinds, the Milky Way is the crossroads for all other neighborhoods. The Milky Way neighborhood is the location for Starbase 1, home to Rangers, First Aid, the Shuttle Bay, and the Volunteer Station!

DARK MATTER NEBULA (QUIETER THEME CAMPS)

The Dark Matter Nebula, a mysterious realm where wild adventures and cosmic journeys await those who dare! On the quieter side of the city, but in close proximity to a number of active neighborhoods, the Dark Matter Nebula welcomes the unusual. Some years this space may be home to adult camps, and others as a home for those seeking refuge from the constant hum of our cosmic city. Follow the purple glow to the Dark Matter Nebula!

HORSEHEAD NEBULA (GENERAL CHILL CAMPS)

Perched above the Field of Stars, glowing yellow in the night, just beyond the Andromeda Space Dock, and below the horse pasture, the Horse Head Nebula is an active but chilled out oasis with wide open skies. This neighborhood is also named in honor of the resident 36 year old horse who graciously shares her pasture with us during the Burn!

FIELD OF STARS (GENERAL CHILL CAMPS)

The Field of Stars is open pasture that welcomes an active day time vibe and an active though more chilled out evening experience. This village of theme camps and art displays shines brightly in the wide open pasture below the Horse Head Nebula and the Andromeda Space Dock. Home to a variety of cosmic activities, the Field of Stars is a lively oasis not far from the heart of our city!

ANDROMEDA SPACE DOCK (RV THEME CAMPS)

The Andromeda Space Dock is where roving bands of galactic theme campers hitch their interstellar transports! Tether your shuttlecraft, starships, UFOs, and other personal habitation devices to our primitive space dock! The Andromeda Space Dock is home to a variety of theme camps that include RVs / Campers / Trailers in their theme camp. All RV sites are without electricity, water, and sewer hookups. This is deep space after all.

THE ASTEROID BELT (OPEN CAMPING)

Winding its way between and amongst many of our city's neighborhoods is the Asteroid Belt. This neighborhood has a variety of environments, open fields, deep woods, and along the many paths of our city, and is the Open Camping area. It is an important part of our Burn that open campers not feel light years away from the action, but have the ability to escape into their own galaxy if the quiet side is more their style. Seek out the blue lights for open camping zones!

MYSTIC MOUNTAIN (CHILL THEME CAMPS and OPEN CAMPING)

Between the Cosmic Swamp and the Lucid Fields are the slopes of Mystic Mountain. Limited theme camps spots, and deep woods camping! On the quieter side, but ready to be transformed into a place of mystery and woodland adventure. Lit in blue, this neighborhood welcomes open campers outside of the designated theme camp locations.

LUCID FIELDS (BURN FIELD and THEME CAMPS)

Burning brightly on the edges of our city, bright stars calling us home. Welcome to the Lucid Fields, the home of our hopes and dreams. Lucid Fields is home to the Effigy and Temple and a variety of

theme camps, and art displays! Follow the orange lights beyond the Mystic Mountain!

THE OUTER RIM (Non-Theme Camp RVs and Campers)

On the edges of our city and the Lucid Fields, in a quiet but accessible nebula of solitary stars, rogue planets, and more, The Outer Rim, provides a space for solo (non-theme camp) RV/Camper camping, and is a more quiet open camping area with excellent views of the Effigy and Temple! No RV hookups, and must have registered for a vehicle pass for your RV / Camper / Trailer, etc., to place it here.

2024 THEME CAMPS

4Fingers

An ensemble of characters known for their absurdity, sarcasm, wit, outbursts, zany ideas, and random singing? Yup, that's us! Burner style, of course. Food good; tree pretty; fire awesome; yay, boobies!

A Rest Stop

Come chill, visit, snack or chat. We have snack food, beverages and quiet activities. We also serve 'Sometimes Soup' cause sometimes we have it and sometimes we don't! We are a Carnivore Camp.

Are We There Yet?

The roadside carnival within the carnival! We revel in night magic.

Balls go brrrr AF Village

Slide into Ball's Camp, where the magic of spheres reigns supreme! Enjoy ball gowns, round snacks, baller art, and chaos. Dress to impress in your finest burner baller attire or just come for the fun. Let your inner chaos goblin loose and roll with us!

Bank of the Apocalypse

Congratulations on surviving the apocalypse! Manage the wholesale collapse of the world economy with Apocalypse Bead Feats. Grab an investment tin from the Bank. Take a bead/leave a bead at conveniently located ATMs. Gift beads for feats of body, mind, funny, kind, or any other feat you find.

Barrel of Fun

Barrel of Fun is back, bringing their signature squeaky toys, homebrewed hootenannies, and hosting Constellation's very own marching band! Band Camp from mid-day til the daily 3:02 jam. Also, BoF is your #1 pit stop for Hot Dog-Based Street Racing. Can you earn a place in the Weiner's Circle?

Blue Intensity

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. <3

Bussed 2 Move

We are an intergalactic dance stop and repair shop (Busta Nut) so you can shake it 'til you break it! Party with the magic school bus while we take you on dance adventures all over the galaxy. Also swing by for some beer and advice (Busta Brew) or midnight grilled cheese!

CHIM

Hear our propaganda! Eat our food!

Camp Allidaseuq

Find refuge and rest in our intimate cheesy abode. Join in some conversation around the fire pit, lie down in our garden cuddle puddle, or join in some conversation in our shaded queso cafe. We are a queer-loving, comfortable support camp that strives to bring deviant wholesomeness to the burn.

Camp Condiment

Are you excited to put something in your mouth this burn? Did you forget that one really, really important thing to put on it? If you have dubious answers to these questions, come to Camp Condiment! We have what you need.

Camp Dreadful

Spooky season is in full effect on the playa at Camp Dreadful! Join your favorite Camp Monsters for boo-zy drinks, dark beats, and sickening treats. Be the cryptid you wish to see in the woods!

Camp Du Jour

Sound, bar, lounge, fire, infinite possibilities. We will be acquiring multiple playa names, and with the assuming and discarding of names, we plan to take on new temporary identities, shifting focuses, like a mutated phoenix emerging horrifically from the ashes of whatever the hell we were before.

Camp Field Trippin'

We're a group of your favorite class clowns, bad influences, and teacher's pets who all got top of their class for hijinks & hilarity! Learn something new, compete in our wacky games, enjoy a good old fashioned slumber party where no one ever sleeps, or dance the night away to our funky beats!

Camp Jellyfish

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

Camp Lazer

The famous Lazer Show will be back with updated Lasers! We provide visual stimulation as a backdrop to the music and we have a lounge area where you can cozy up to a fire and watch the show.

Camp Less / More Art

Camp Less / More Art is an artist based theme camp. We spend our burn time on brining art and interactive play to the event, and less time on camping and infrastructure. Explore our eclectic art display and participate in the 1000 Constellation Candles of Light interactive burning project.

Camp Nama'Stay in Bed Renegades

We are a Zen space where you can come and hang out, have a great conversation, and get a hug. Large structure for inclement weather. May have yoga if I feel like getting out of bed. Probably some craft event. We definitely will have a couple fabulous food events. Shenanigans!

Camp Soupercamp (AKA Tea and Trepidation)

Camp Soupercamp takes care of our comrades by providing hot soup, coffee, tea and a warm, welcoming space to interact with other bipedal hominids of the Burner variety.

Camp Tasty

Tasty Folks, Tasty Food, and Tasty Talk. Every Saturday afternoon at 4:21 we serve up an array of noshes and munchies for your post-4:20 needs. Stop by and hang out at the fire and check out the Hitchhiker's Guide for our events.

Camp U-CAN-LELE

Offering ukulele lessons, jams, songwriting workshops, and more G strings than other camps! We have loaners, but please feel free to bring your own if you have one! (Donations accepted!) We also have a selection of games to play spontaneously, or join us for D&D/other RPGs- the DM is a bard!

Camp You Are Here

Connection, celebration, empathy, authenticity, being in the present moment.

Camp Zoo

Welcome to Camp Zoo! We focus on bringing out the wild animal in burners like you. There will be chill vibes by day, and ROARING music & light synced performances by night. Camp Zoo is the home of all your safari adventures.

Camp Contact

Camp Contact offers transformational workshops and playshops for heightening our awareness, relationality and embodiment

Cease and Desist Camp

Cease and Desist Camp is a compilation of art projects that upset some large companies. Come see what annoyed them and have fun. The camp will also have mobility devices, including scooters, power wheelchairs and walkers for those in need of assistance to borrow. See Saint for assistance.

Cenosilicaphobia

Do you suffer from fear of an empty glass? Bring your lonely mug by, we'll put fears to rest serving up beer, cider, mead & NA seltzers (with flavor syrups!), all homebrewed by us. We've got something for everybody, and if you don't imbibe, scope out our talks, workshops, flow classes and more!

Crafty Kids Club

A quiet place to enjoy crafting and games with friends!

Crow's Nest

Crow's Nest is an art and music collective created for the purpose of promoting art and counterculture with a focus on reusing old technology and found objects in artistic (occasionally theatrical) ways.

DIRT GO BRRR

I can't welcome in all creatures of the night throughout the evening... With sounds going on most of the night with a wonderful list of d.J.And wonderful community activities during the day..

Disaster Area

The storm took us out, but we're not gonna let that stop us. Come hang out among the wreckage.

Earth Mandala Station

Creating a large scale Mandala from natural materials.

The original meaning of Mandala is "circle." Mandalas are meant to represent fullness, wholeness, and infinity, helping us understand what exists beyond the world we inhabit. Mandala is seen all around us, in the moon, sun, and Earth.

Easy Bake Coven

T'is said there are 3 things in the world that know no moderation in goodness or wickedness. These are the human tongue, an ecclesiastic, and a WITCH.

What is a witch but an inescapable punishment! a desirable disaster! a natural temptation! a necessary evil! but painted with a nice color?

Eventually

Eventually is made up of a mix of members from Daisy Camp and Anam Cara. We will be gifting space and sound for everyone to enjoy. DJs are

welcome to hop on at our camp. We will curate an immersive experience with lights and lasers to dance the night away! If you're not there yet... EVENTUALLY!

Fetch

Fetch: We Make It Happen

Flaketown

Welcome to Flaketown: Population unknown because people keep flaking.

Yes, to everyone's surprise, we have shown up. Come on down to enjoy our delicious pancakes and grilled cheese (stupid style!). Maybe even some bad cocktails again? Anyone who knows the secret code will get a free bobble head.

Fox & Stocks

Daytime, Evening, Overnight

Free Candy

Free Candy is a Halloween theme camp. We serve questionable treats with our bar wagon, bagon, that can travel and appear anywhere at anytime. We will not stop spreading the good word of Candy until he is free. Candy is you. Candy is we. Free Candy is not just a camp. It's a people. It's a movement.

Furry Camp

Your friendly neighborhood animal folk return this fall! Come pet total strangers and warm your paws with our signature drinks. Mind the tails.

GLOW Babes Apothecary

Laniakea Research Consortium, in partnership with the Galactic Health Organization, is deploying innovative GLOW serums to areas with critical GLOW levels. With The Known Universe classified as Priority 5, the GLOW Babes are establishing an Apothecary HQ for research and GLOW management.

GRIMSKULLS

The portal has open in the woods let those cross the veil to the world of the unseen . Friday from 6pm to 10 pm . Come to a Fae theme speakeasy and hookah lounge.

Glass H@lz

We are a chill art camp focusing on interactive glass art. Offering opportunities to learn about glass, create glass jewelry and glass art while

offering a safe space for passersby to warm by the fire, share a story and/or relax.

Great Greeters Rebellion of 2023

About the Business wE aRe ThE ePiToMe Of PeRfEcT bUsInEsS!

Business Reviews (1)

"Front of the place was open, welcoming, and inviting, but once inside staff was nowhere to be found. 1.5 stars" - Anonymous

Green Your Burn

Burn greener by participating in composting and recycling efforts. We accept food waste for composting, aluminum cans, empty 1lb propane canisters for recycling, and vapes/e-cigs. Collection hours are F, Sa, Su 12-4pm.

H.O.L.E.

Everyone's got them. Everyone wants them. Come get ours. We're not just A hole camp, we're THE hole camp. We'll have Hole Foods, Hole Games, Holey Spirits and anything else we can put a Hole in.

Heart of the Jungle

Hello! We are a magical glowing jungle space, with flowers and fire. Come hang out in a chill and calming sanctuary hideaway, where you can get lost in the hypnotizing leaf-lights, stop and smell the roses, or gaze up into the floating fire.

I LOVE LAMP

I LOVE LAMP - ALL HAIL LAMP, COME DO SHOTS. I love lamp is a MUSIC camp along with movies food and conversation. GET FED, GET WATERED, GET DOWN TO MUSIC all at I LOVE LAMP, come for the BEATS stay for the LOVE!

ILLUMINATION

LIGHTING UP THE DARKNESS WITH VIDEOS CARTONS AND VIDEO GAMES

Iguana Chill

Welcome to Chill! Iguana Chill is known for its chill vibes, chill music, chill spaces, and chill people. We are a live jam camp - bring your instruments! We serve grilled cheeses during the day and hot tea at night. You don't want to stress... you wanna chill!

Jurassic Tarp

A prehistoric take on Tarp City, 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 drink.

Loud Erudite Goblins on Fire

Would you like to make a deal? Goblins are good at making deals. Among the things we accept as payment are songs, promises, locks of hair—you name it. Our services are world-infamous. Curses and demi-curses half-off on Saturday. Inebriated fortune telling may happen whether you want it to or not.

LoveLab

A wild place set to a good dance beat. Enclosed/Heated dance floor, bar area, and LoveLounge. House, Techno, DnB, dubstep, etc, etc... It's where demure goes to die. ;)

Matriarchal Goddesses Training Camp

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.

Neurodiversion

A camp focused on the state of mind, unfocused state of mind or journeys to other places.

Not A Fucking THEMED Camp

Meditation lounge- available to the public 24/7. Burn Barrel-warm your bones by our custom barre Fire perimeter-safe zone set up for fire activities. BYOS-Bring your own SHIT

Not a Village

It takes a Village...but that is not us! We may look like a village but we aren't one so please don't pigeon hole us with the label of a village. If you are so brave to venture out to the burn field to experience our shenanigans when we are not working, but please remember we are NOT a Village!!!

Only Beans

Come get caffeinated and talk coffee with these total babes! we got all the espresso's and tea's that your face could desire...

Oppositional Charm

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! Come for the couch; stay for the Horse...on Velvet.

Pyramid People

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.

Realm of Fae

Do you like Goblins and Faeries? Always wanted to be a mermaid? Got a bit of a witchy side? We welcome all Fae. Join us for low key music, food and art projects. Bring your amazing self and your sense of humor because if there's one thing you should gnome about the fae.....we LOVE shenanigans!

Saturday Morning Part-Twoons

Remember when you used to roll out of bed on Saturday morning, pour a bowl of sugary cereal, & flop down in front of the tv in your pjs to watch cartoons? Re-visit those blissful weekend days! We'll have cartoons, and treats & libations influenced by your favorite cereals. Just bring your pjs!

Screaming Ginfidelities

Screaming Ginfidelities: Cocktail Confessional. Come and cleanse your soul by freeing yourself of one confession, and let our mixology vicars choose the perfect cocktail to absolve you. When the gong rings, church is in session.

Spacebar

We like space. We're a bar. We serve space themed and not space themed drinks. Talk to us about space.

Spoopyisle

Brace yourself for the ultimate and most otherworldly spooification in the known universe. With cavorting cryptids, maestrXs of the beat, flaming DJs to make you move your feet, you will be among the fortunate few who witness the inexplicable, imagine the unimaginable, and know the unknowable. ♥

Steve Stevenson presents: The MAGIC EXPRESS Experience

World-renowned nature activist, tech enthusiast, and entrepreneur Steve Stevenson invites you to step out of the Burn and into a world of pure adventure. Don't miss the magic only a world-class entertainer like Steve Stevenson can deliver, from sundown to sun up.

Susquehanna Fire Circle Renegades

We will have white gas and a fuel dump to fire spin at. Come watch us spin or bring a prop to join us. Please be sober.

The "Poly Haven" (Mini)

A scaled down version but back for our 17th year, creating space to discuss the challenges, complexities & rewards of open relationships

The Alphabet Cookout

A camp by and for BIPOC and/or LGBTQIA+ folx, where accomplices and allies are welcome. From games to workshops, conversations to singalongs, we seek to foster intersectional communities by individually and collectively working and playing hard together. We're serving culture not food.

The Gettysburg Duress

Abraham Lincoln's descendents are back, and we all passed the BAR in 2 months! Caught shirt c*cking? STRAIGHT TO JAIL. Being a lazy lil sparkle pony? STRAIGHT TO JAIL. Just kidding! You're all entitled to a (somewhat) fair trial. Come by our camp for some LITigation at the Lincoln Family Court.

The Pink 'Roni Club

In this, the year of our Midwest Princess Chappell Roan, the Pink 'Roni Club is serving up macaroni and cheese that's as pink as a tasseled cowgirl hat. You can kiss a hundred boys in bars, or you can come eat lunch with us! God, what have we done?

Touch My Cosmic Balls Camp

Ball games 4U. You can try getting a ball into a hole on the Planetary(non)Pool Table. Or challenge yourself to putting a ball into the blackhole on the "outta this world" mini golf course. If you touch your balls just right you're sure to get rewarded for your efforts. This is the spot 4 ballers.

Trick VAN Winkle

A magical Van is hidden deep in Pennsylvania, guarded by mysterious Dutchmen and mystical creatures. Stop by if you are bold enough to face them, take the stage and show them your most extraordinary human trick, and in return you may imbibe their magic potions and dance to their otherworldly music.

Upper Dutch Blumpkin

Once again - for the first time - Upper Dutch Blumpkin has emerged from the place that we put it that really does not have a name - I am not sure why we are so focused on names - I mean - naming something that is a wild thing - Wild - like the Blue Aardvark - roaming the plans - searching for

Very Important Burners

Weary jet set burners seek respite at the Very Important Burner Power Lounge. Our exclusive lounge is ready to cater to your every need (restrictions may apply). Don your finest linens & airy caftans and sip on an Aperol spritz after a long day of travel. Pick up a passport, and get ready to lounge.

Videogasm

Come by Videogasm and enjoy our open Playa Theater. We have a diverse collection of shorts, animations, independent productions and just plain odd offerings. Have a short of your own? Bring it by. We'll also host a communal breakfast on Sunday.

WINE A BIT (FORMERLY KNOWN AS WINEMAN, WINEMIRA, WINE IN THE PINES, ETC.)

Drinkable art made by the Wineman. Fruit wine tasting parties when we feel like it. Mostly in the afternoons.

Wizards

You know us, Summerisle and such. We bring magic and fun. We are magical creatures fulfilling the full spectrum from party party party to zen zen zen. What we are in any iteration is a roll of dice.

2024 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:

EFFIGY

Galaxy

Quentin Davis

TEMPLE

Temple of Hope

Michael Fagan

OTHERS

Astral Gate

Will Schymik

Blossom Magic: Crafting Wearable Florals For the Prancing Prom Parade!

Nicole Russo

Bubble Booth

Bubbles

Cease and Desist

Saint

Chill The Fuck Out

Dad

Chochin Obake

Chochin Obake

Coat Room

Oppositional Charm

DIY Floral Suncatchers

Evie

Everything Changes

Colin Vale

FLAIL Better

Same

Fire Tuba

RedHat & FireCracker

Firepony Community Cookbook

Andy of Easy Bake Coven

Flight

Achillea

GlowQuest

Captain Peach, SuppleB, & Dr. Vitamin

Glowing in the Nights Sky

This is all part of the Dirt Go Brrr family

I Survive on PB&J

Dragon

Kitty Purrington's House of Mew

Balls Camp presents Kitty Purrington's House of Mew

Lightning Throne

Ross Hatter Kessler

Nonsensical Sensory Mini Auditorium

Tim Ahern & Nicole Russo

Official 2024 Hot Dog Racing Circuit

Mantis from Barrel of Fun

Optical Delusions

Storm Weiner, Meighan Visco

Orbit Oasis Spa

Midori or Burn Name: Shortcake (formerly Straubrey)

Propane Street Lamp

Wren

Spoopyisle Cave

Action Adventure Nigel

The Pool of Constellation

Reggie

The StarCade with StarArk and Stray Cat Printing

Honey

Too Cool For Tulle

Blozen and Melicent

Whirled Religion

Scott Frias and Tristan Heles