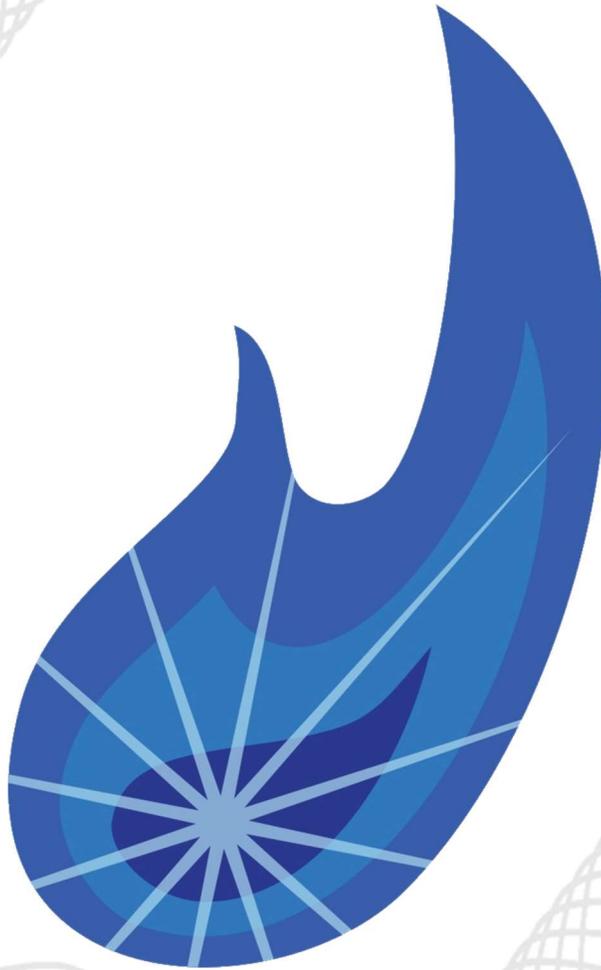


Euphoria 2019

Survival Guide



Important Notice

The river is out of bounds at the event.

This is at the request of the county fire department as they do not possess rescue services in the event of an accident.

There is a zero-tolerance policy for crossing the event boundary and doing so will result in immediate ejection from the event.



Euphoria 2019

Radical Resilience

No matter what life throws at us - as individuals or as a community - we find ways to pick ourselves up and move forward, striving to not just maintain what we have, but to continue to grow and to help make the world a better place. With Euphoria having been cancelled in both 2017 and 2018, the fact that the community is coming together to give this yet another try, to build that magical place we call home, speaks of the resilience that we collectively have in the face of not only the specific trials Euphoria and other similar events have been dealing with, but also in regard to what's happening in this country and the world.

Introduction

Euphoria is the spring event organized by Flashpoint Artists Initiative in Georgia. Euphoria is a place where artists and creative people of all types can come together and share in the experience of art and music and get to know each other through participation in a temporary autonomous community that is free from the expectations of ordinary society, such as the constructs of consumerism and adherence to societal norms. It is an event focused on art, expression, and inclusion. The environment created is centered on the expression of the Participants in whatever manner they see fit, as long as they abide by all local, state, and federal laws.

This Guide, like so many other parts of our event, would not be possible without the communal effort of many participants, both past and present, and it is from their collective wisdom that this Guide was created and offered to you.

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The 10 Principles

The 10 Principles here were created by Burning Man and are central to everything that is an event like Euphoria. These principles define what it means to attend an event, and every Participant should understand what they mean.



RADICAL INCLUSION

Everyone is welcome. There is no discrimination and anyone, from every walk of life, is welcome to participate at Euphoria. Be they friend, acquaintance, or stranger, and whether they share your beliefs or not, all are welcome.



GIFTING

A gift is an unconditional offering to a willing recipient. Whether it is a material object, an act of service, or something even less tangible, a gift is freely given by the giver. Gifting does not ask for something in return or in exchange for something else.



DECOMMODIFICATION

Euphoria is an environment with no commercial transactions, advertising, or promotions. Nothing at an event is for sale. Participants experience events like Euphoria, they do not consume it.



RADICAL SELF-RELIANCE

You are responsible for you. Bring everything with you that you need for the duration of your experience. Euphoria is an opportunity for you to rely on your own resources, both internal and external.



RADICAL SELF-EXPRESSION

What are your gifts, talents, and joys? Express yourself in the ways that make you happy as a gift to yourself or to others, while acknowledging every person's right to their own autonomy and right to express themselves.



COMMUNAL EFFORT

Cooperation and collaboration are cornerstones of the Euphoria experience. We cooperate to build social communities, group spaces, and elaborate art. We work together to support our creations. Euphoria itself is created as a giant communal effort.



CIVIC RESPONSIBILITY

Civic responsibility involves the agreements that provide for the public welfare, both inside the event and outside the event, and serve to keep society civil. Event organizers take responsibility for communicating these agreements to participants and for conducting events in accordance with all applicable laws.



LEAVING NO TRACE

In an effort to respect the environments where we hold Euphoria, we commit to leaving no trace of our events after we leave. This means everything that you bring with you goes home with you. Everyone cleans up after themselves, and whenever possible, we leave our hosting places better than we found them.



PARTICIPATION

The radical participation ethic means you are the event. Everyone works; everyone plays. No one is a spectator or a consumer. You are Euphoria; Euphoria is you.



IMMEDIACY

From the Burning Man website: "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."

Code of Conduct

Location Specific Notice

The river is out of bounds at the event.

This is at the request of the county fire department as they do not possess rescue services in the event of an accident.

There is a zero-tolerance policy for crossing the event boundary and doing so will result in immediate ejection from the event.

Consent

People have boundaries. You will respect the rights of others to consent or not consent to your actions in their personal space, body, or possessions.

If someone is violating your personal boundaries, communicate with those around you. Ask for help. Almost all Participants are good people and will help you if you run into someone that won't take no for an answer. If you need more help, find a Ranger.

Only you are in charge of your boundaries. No one else can dictate what they should be.

- You are responsible for your own experience. Some people may be obnoxious at this event. If they're being obnoxious TO you non-consensually, that's not okay.
- If you violate others' consent, you will be either escorted out of the event, or, if you have broken the law, you will be turned over to the appropriate law enforcement authorities. It will not be tolerated.
- You must ask people before you go in for a hug, a kiss, or any sort of touch, and you must respect their answer. Pleading, coercion, and emotional blackmail are not acceptable. No means no. Silence means no. A clear yes is necessary to touch people or cross their personal boundaries. Please bear in mind sobriety is needed for informed consent; if the other person is drunk, you can always hook up once you're sober.
- You **MUST** ask before photographing, filming, or in any way recording anyone on any media. If you do so and they ask you to stop, you must do so, and erase any recording you have made of them.
 - *Note:* There will be "No Photography" wristbands available at Greeters/Education for those who don't wish to be photographed or filmed. This is an explicit NO and you should simply not photograph or film them. For anyone not wearing a wristband, **YOU STILL MUST ASK.**
- Show respect for other Participants by not interfering with their art, self-expression, or other activities.

While we strive to keep the number of hard and fast rules to a minimum, certain types of behavior serve only to harm other Participants or the event itself. The following types of behavior will not be tolerated and can result in ejection from

the event or banning from one or more future FAI-sponsored events. Nothing herein is intended to or shall waive the right of FAI to ban or restrict access by an individual or entity as it may determine, in its sole discretion, is warranted.

- **Consent violations of an aggressive or sexual nature:** This includes unrequested physical contact with the body of another without their express consent. The severity of response will depend on the type of conduct and the circumstances.
- **Stalking or Harassment:** If someone asks you to leave them alone, and you continue to engage with them or follow them around, you will be asked to leave. Verbal assaults, especially of a continued, aggressive, and/or sexual nature constitute harassment. Reasonableness will be a consideration in determining FAI's response.
- **Endangering others:** Do not do things that will put others in serious danger. Please note that FAI cannot help you if you are personally sued by a participant that you thought gave consent. Do not bring items to an FAI event that could endanger others, such as guns, explosives, fireworks, unsafe fire art, etc. This section also includes non-consensual intoxication.
- **Entering a FAI event without invitation:** All Participants, staff, Board Members, landowners, etc. gain entry to our events by purchasing tickets, using a pass that is specifically negotiated (with regards to the landowners), or as a vendor under contract with FAI. Any other entry will be considered trespassing.
- **Destruction, using, or taking of property:** If it is not yours, leave it alone, unless you have the consent of the owner of the property. If you inadvertently damage another's property, that is a matter to be resolved between you and the property owner.

Glossary

APW (Alchemy Public Works): The team responsible for overseeing construction of the city infrastructure, managing inventory, completing construction projects, overseeing Build Weekend and Tear Down, fueling the Effigy and Temple, and generally working behind the scenes during the event to deal with infrastructure issues as they arise. Also called Public Works. (See also Timmy)

ALPHA: A novice Ranger. See ‘Ranger’.

ART CAR: See ‘Mutant Vehicles’.

CENTER CAMP: Host to many different musical experiences, performance art, and educational classes.

CONCLAVE: The Saturday night fire performance delivered by any interested and competent Participants.

CONNEXUS: The main information station to visit when you have questions and need answers. There is also a huge map so you can find yourself.

DARKWAD: Someone who is running around at night with no light or glow on. It gets dark out there. Real dark.

DEFAULT WORLD: The rest of the world that is not the event.

DIRT: An experienced Ranger. See ‘Ranger’.

DMV (Department of Mutant Vehicles): The volunteers who review and register Mutant Vehicles, giving them permission to drive at Euphoria during the event.

EDUCATION: See Greeters

EVENTS COMMITTEE (EC): Formerly known as the ELT (Event Lead Team), this is the team of volunteers who manage the event. They’re Participants just like you who facilitate the needs of the community. They are selected by the Board of Directors, which in turn is elected by the community.

FAI: Flashpoint Artists Initiative

GATE: The entrance to the event. Your ticket and ID will be checked and you will sign a waiver

GREETERS: Friendly volunteers will welcome you to the event, give you your Swag, and provide education about the 10 Principles.

GROUND SCORE: MOOP that is useful to you, if you find something that someone dropped, and you keep it, it's a ground score. If it looks valuable don't be a dick, take it to lost and found.

KHAKI: A Ranger that stays at HQ as a point-of-contact. See ‘Ranger’.

LAMPLIGHTERS: The volunteer group that lights lanterns each night to illuminate some of the roads.

LEO: Law Enforcement Officer

LNT (Leave No Trace): The concept that we should leave the property in better shape than we found it. It can also be verbed, as in “Hey, I’m going to LNT the campsite after everyone packs up.”

MOOP (Matter Out Of Place): Trash, litter, things lost or left behind, things on the ground that shouldn't be there.

MUTANT VEHICLE: A motorized conveyance that is radically, stunningly, and safely modified. Also called an Art Car.

OPEN CAMPING: Areas where camping is permitted by Participants who don't have a pre-assigned Theme Camp.

PARTICIPANT: You.

PERIMETER: Predetermined areas around the structure combustion events (Effigy, Temple, etc) that are staffed by volunteers to keep observers at a safe distance.

POCKET GUIDE: The list of the various Theme Camps and a Theme Camp location map, plus all things happening whether they're run by the event, by individuals, or by theme camps. You can print it out or save it to your phone. Download this before you arrive as you might not have a signal on-site.

POOP (People Out Of Place): People who are not where they should be. If you see someone passed out on the ground in the middle of the field, they may be drunk or having a medical emergency. Check and see if they're ok. If they want to be there, it's at their own risk, but we try to get these people back to their camps.

PUBLIC WORKS: See APW

RANGER: A volunteer empowered to address safety concerns, mediate disputes, and resolve conflicts when they cannot be resolved by the persons involved.

- **ALPHA:** A novice Ranger
- **DIRT:** An experienced Rangers
- **KHAKI:** A Ranger that stays at HQ as a point-of-contact.

RIVER: A large and often winding stream which drains a land mass, carrying water down from higher areas to a lower point, ending at an ocean or in an inland sea. **STAY OUT OF THE RIVER AT EUPHORIA.**

SPARKLE PONY: A derogatory term for a Participant who shows up at the event with little or no food or water, suitcases full of costumes and makeup, who do no work and no volunteering, and only exist to look pretty, have fun, and party. They are often fashionably attired, since they packed nothing but costumes.

SURVIVAL GUIDE: You're reading it. An essential source of information for novice Participants, and occasionally useful to experienced ones as well.

SWAG: A memento from an event, often wearable. You get swag from Greeters for attending, and you may often be gifted swag from your volunteer teams, and people you meet may gift you swag they made for the event.

TEAM LEADS: The people who head up each team that makes the event happen.

TEN PRINCIPLES: The ten core guiding concepts of most events.

THEME CAMP: A group of people camping together in a pre-assigned spot who often have common bonds and shared activities.

TIMMY: Alchemy Public Works volunteers. Nicknamed this after the interchangeable set of characters who "assisted" Mr. Lizard in his experiments on dinosaurs.

TRANQUILITY BASE: A dedicated space for those who may need an environment or area in which to better acclimate or adjust to the atmosphere of the event.

VILLAGE: A group of Theme Camps sharing a common space and ethos.

What to Bring

As ‘Radical Self-Reliance’ is one of the core principles, it is your responsibility to pack appropriately. There is nothing for sale, see “Decommodification”. You are responsible for your own experience, your own supplies, and your own luxuries. This is a suggested packing list:

For Entry

- Ticket
- ID

For Sleeping

- Tent and Tent Stakes
- Flags or Lights; Make tent stakes and guy wires visible at night
- Tarps; Bring more than one.
- Mattress / Sleeping Mat
- Sleeping Bag / Sheets
- Blankets and Pillows
- Ear Plugs

For Eating

- Plate or Plate/Bowl
- Eating Utensils / Silverware
- Cup and/or Refillable Bottle
- Cooler with Ice
- Greywater Container; Collect greywater to take home
- Food; Whatever you plan to eat
- Cooking Supplies; Pots, Pans, Exotic Spices, etc.
- Snacks; Granola Bars / Protein Bars / Trail Mix
- Beverages; Whatever makes you happy.
- Water; At least 1 gallon per day, per person

For Wearing

- Comfy Clothing
- Comfy Shoes/Boots; Bring more than one pair.
- Socks; Extra Socks; Even More Extra Socks
- Bras, Panties, Boxers, Briefs, etc.
- Jammies if you wear them
- Rain Boots, Rain Jacket/Poncho
- Jacket / Hoodie / Warm Coat; Check the weather.
- Costuming; Please avoid loose feathers, glitter, loose sequins, and other non-secured bits and pieces.
- Utility Belt and/or Small Daypack
- Hat, Umbrella

Toiletries

- Towel, Washcloth, Body Wipes
- Soap; Liquid works well, Bio friendly is best
- Camp Shower, if that’s your thing
- Greywater Container; Collect greywater to take home
- Toilet Paper; One-ply
- Sunscreen
- Bug Spray
- Medications you need
- Tampons/Pads/Cups; Bring zip-locks to take with you after use. Tampons, pads, and wrappers DO NOT go in the porta-potties!
- Other Personal Things; All your personal necessities: make-up, creams, lotions, potions, poultices, etc.

For Everything Else

- Carabiners; Always handy for something!
- Head Lamp and/or Wrist Lamp; Always wear or hold some type of light at night. See ‘Darkwad’.
- Lantern and/or Flashlight
- Batteries
- Camp Chair
- Safe Sex Items; Condoms, Dams, Gloves, etc.
- Hand Sanitizer
- Gifting Items; If you feel like participating in this manner
- Phone Charger / Battery Packs / USB Cables
- First Aid Kit
- Fire Vessel/Pit/Barrel; Remember, 6” off ground
- Firewood
- Extra Zip-Locks
- Garbage Bags; Heavy-duty contractor bags are recommended.
- Smoke Things; Cigarettes, cigars, lighters, etc.
- Cigarette-butt Tin; Cigarette butts are MOOP
- TICKET!**
- ID!**

What NOT to Bring

There are a few things not allowed at our events, due to either law or the safety of our Participants.

Firearms: This includes BB guns, airsoft guns, and paintball guns. Water guns and NERF launchers are ok if you make sure the darts don't become MOOP.

Wish Lanterns / Sky Lanterns: We recognize that they're super pretty and that many people use them as part of personal rituals. But they're also uncontrolled flying fireballs in the air and will cause fires and/or leave a mess. Fun fact! Sky lanterns are illegal to use in Georgia.

Pets: No pets are allowed at Euphoria; Service Animals are not pets. For Service Animal policy, please refer to the Service Animal section of this Guide.

Fireworks: No fireworks are permitted. Even though they are legal in the state of Georgia. There are many hundreds or thousands of people on a not terribly big piece of land, which makes this a safety hazard. Yes, we occasionally burn the effigy and other things in some years, but that is done according to a detailed safety plan. Yes, you'll see some epic flame effects and art, but each and every one is inspected for safety by the Fire Safety Team. If you bring fireworks, you're going to be asked to turn them in or leave. Don't ruin your event trying it.

Lasers: Do not shine your laser anywhere near the ground or you could seriously injure someone. Better yet, leave it at home and enjoy the stars.

Drones¹: Photography drones are an amazing way to capture the spectacle of the burn from a unique vantage point. Drones can be dangerous if you're not experienced with them, and there are privacy issues with flying cameras. Depending on conditions and technical specifications, a moderate quality drone camera may be able to capture a recognizable face at a distance of 75-100 feet. **You must get consent from anyone you photograph or record with a drone.**

¹ Federal Aviation Administration (FAA) rules prohibit flying drones directly over unprotected people, flying drones while intoxicated, or shooting down a drone, even if it's flying over unprotected people. FAA rules also prohibit operating any drone at any height within airport airspace.

Service Animal Policy

Euphoria has a strict No Pet policy. Therapy animals, emotional support animals, and pets are not permitted. Service animals, however, are not pets. Upon arrival, Greeters will ask if an animal accompanying a Participant is a service animal. If the Participant-handler chooses, a member of the Event Committee will be contacted to provide support. Should you come into contact with a Participant who has a dog with them, it should be assumed that the dog is a service animal and they should be left alone.

If you see a wandering or unescorted dog, let a Ranger know, as they can be dangerous to our attending service animals. Relatedly, because service animals are not pets they should not be petted, distracted, or otherwise drawn attention to. Do not ask Participant-handlers about their service dogs, their medical history, or anything else that is none of your business, please!

Getting There

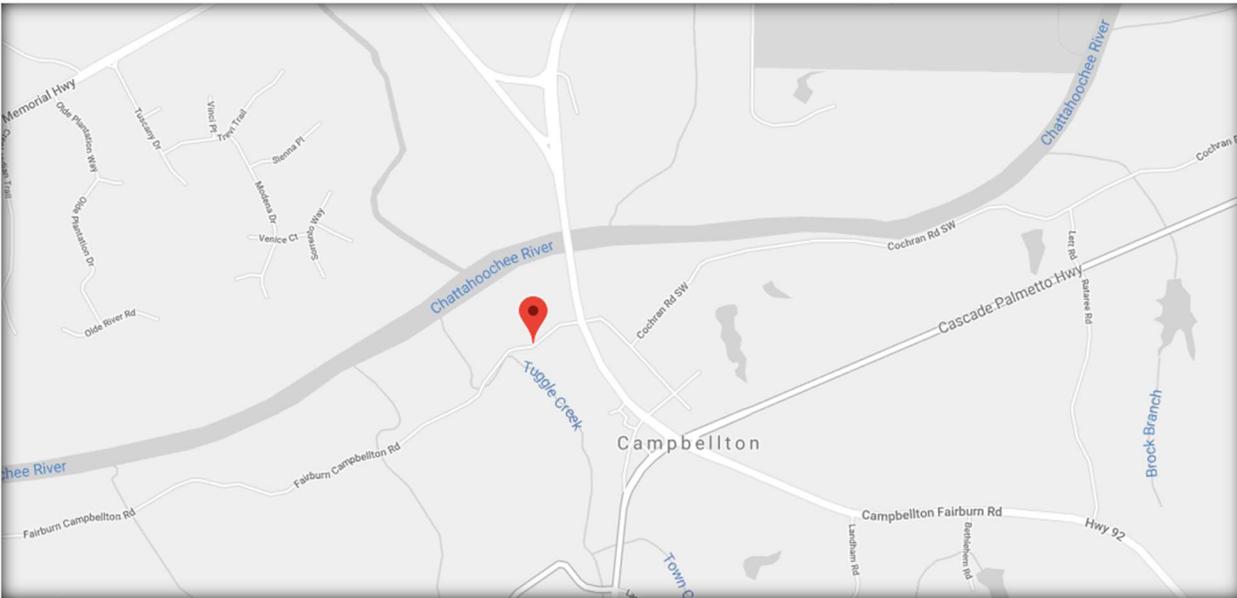
Fairburn Campbellton Rd & GA 154
Fairburn, GA 30213

Entrance: 33.65331, -84.67519

Google Maps Place Code: M83F+8W, Atlanta, GA

Directions from Atlanta

- Follow I-75 S, I-85 S and I-20 W to GA-70 S in Fulton County.
 - Merge onto I-75 S
 - Keep right to stay on I-75 S, follow signs for I-85 S/Atlanta
- Merge onto I-75 S/I-85 S
 - Use the right 2 lanes to take exit 247 to merge onto I-20 W toward Birmingham
 - Use the right 2 lanes to take exit 49 for GA-70/Fulton Industrial Boulevard toward Fulton Co Airport
- Follow GA-70 S to Fairburn Campbellton Rd
 - Use the left 3 lanes to turn left onto GA-70 S
- Turn right onto GA-154 E/GA-92 N
- Turn left onto Fairburn Campbellton Rd
- Destination will be on the right



You Have Arrived!

The first place you'll get to is the Gate.

Gate opens at 9:00 am Thursday and stays operational until noon (12:00 pm) Sunday.

When you enter, pull completely off the road and get into the designated lanes. Do not block the road. Do not exit your vehicle in a driving lane. Volunteers will be here to help if you need it.

DO NOT EXIT YOUR VEHICLE IN A DRIVING LANE

Have your printed-out ticket and photo ID ready.

Note that tickets are transferable. It is not necessary for your name to be on your ticket. Each ticket has a unique bar code that may only be used once for entry to Euphoria. Please note that you must have a ticket when you arrive at the gate. Tickets ARE NOT sold onsite. Do not show up to wait for a ticket; for safety purposes, there is no loitering or camping at the gate.

Greeters are your next stop. They're here to welcome you home to Euphoria, and to act as a portal of transition from the mundane Default World into the Temporary Autonomous Zone of Euphoria. This team also exists to promote a deep understanding and practice of the 10 Principles which are central to the Euphoria experience. The Education Team highly

encourages you to be familiar with the principles before arrival, as they are the shared values that tie together all that is the culture that guides our events.

Before you go to set up camp. Be sure that you locate the parking area.

Got everything you need? You'd better hope so! There's no in-and-out once you're checked in at the gate, unless: 1) you have a medical pass or 2) you can collect and turn in 15 pieces of Euphoria swag, or 3) you have an additional un-used ticket. There's always a chance you could snag someone's leftover ticket on the Ticket & Rideshare Facebook group, but why take chances? Be radically self-reliant! Be prepared.

Parking

If you arrive at Euphoria during daylight hours, you will have 2 hours or until sunset to unload your belongings, whichever comes first. You must then immediately move your car to the parking lot. If you arrive at Euphoria after dark, please drive especially carefully. Once you've quickly unloaded and parked, you can swing back by Greeters long enough to get your swag. If Greeters is closed for the evening you can return the next day. We recommend arriving during daylight.

Once your vehicle is in the parking lot, it must stay parked until you leave unless it is a registered art car. Vehicles cannot be parked at campsites unless they are registered art cars.

It is critical to keep roads clear for emergency vehicles so please pull completely out of the road when offloading at your camp. Also, make sure you park in the designated parking lot.

Where to Camp

Open camping is a first come, first served (registered theme camps will be allocated space in advance). Unregistered theme camps and general participants can find available space when they arrive. Prior to arriving, consider several different areas where you might want to camp, rather than setting your heart on one particular area. Please do not claim space you aren't going to use. Once you are on-site, work with the people who are set up around where you want to camp. Be considerate of your neighbors and ensure that your camp equipment does not create a nuisance or impediment to walking and camp access. Consider placing noise-generating equipment like generators at a distance from where people will be.

A detailed map will be published on the Euphoria website closer to the event. There are no quiet areas at Euphoria. If you are sensitive to noise, please be radically self-reliant and bring earplugs.

REMEMBER: Cars are to be moved to the parking area after you unload. Vehicles cannot be parked at campsites unless they are registered Art Cars.

Euphoria will have a wide array of theme camps put together by your fellow Participants. Each theme camp will have a sign with its name and its description. A colored strip at the bottom of the sign will let guardians know whether it's appropriate to take minor Participants into the camp. All Participants should be educated on the color tags.



A RED strip indicates that the camp is not comfortable having children there at any time.



A YELLOW strip indicates that the camp is comfortable with kids but may have some elements that guardians will want to exercise their own judgment about.



A GREEN strip indicates that the camp welcomes children any time.

Leave No Trace

"Leave no trace" literally means that: leave no discernible trace behind after the event. The only way this works is if each Participant is completely and totally responsible for their own

waste, right down to that pistachio shell on the ground or that bit of clothing lint, or even a feather².

MOOP

MOOP is 'Matter Out Of Place'. Trash, litter, things lost or left behind, things on the ground that shouldn't be there. There is a super-dedicated team, known as the MOOP fairies who wear fairy wings and wander around the event, passing out trash bags and reminding our community that we should all Leave No Trace. They do and will pick up MOOP that people leave behind, but their main job is NOT to clean up after messy Participants. Instead, they try to keep people from making a mess in the first place and educate people about what MOOP truly is. The best way to help them is to not leave any MOOP and clean up any MOOP you see as you run around the event. Many people carry a plastic sack to pick up MOOP everywhere they go.

GREYWATER

There is no greywater disposal at Euphoria, so you will need to transport any greywater offsite. Greywater is water which has been used for dishwashing, showering, etc. and contains any food, soap, or cleaning products (even biodegradable products). Bring a funnel and use the jugs you brought your water with to bring it back out!

FIRE

Are you planning to have fire in your camp? That's great! We love fire! However, we do have a few rules!

- All fires must be off the ground at least 6 inches, in a fire pit or burn barrel of some sort, and must not spill ash/embers on the ground. Leave No Trace means no burn scars and no ash left on the land.
- Ashes, partially burned wood, and unburned wood must go home with you. Do not dispose of these in the woods.
- All fires must be attended! If you're stepping away ask someone to keep an eye on it. If you're going to bed and there's no one around, extinguish it. This includes tiki torches. If it's fire, and no one has eyes on it, put it out!

² *Seriously, feathers may be cautiously allowed but you're risking your life if certain people catch you molting onto the ground. Don't drop bits and bobs like feathers on the ground: not glitter, not bangles, not sparkles, not fluff, or stickers, or jewels, or any other tiny piece of matter out of place.*

PORT-O-POTTIES

Do **NOT** put **ANYTHING** in the potty that did not come from your body! The only exception is 1-ply toilet paper.

- ⊘ No wipes!
- ⊘ No pads!
- ⊘ No tampons!
- ⊘ No random trash!

Why? Because the people who clean these don't want to go fishing in your poo! If their job is difficult, cleaning will be slower. Also, if the potties are too much of a mess, the vendor may not want to deal with us in the future and that endangers the event. Please be kind to our vendors.

Tip: Make a potty bag. Use a plastic zip bag to hold 1 ply paper, wipes, tampons, and pads, and an extra zip bag to dispose of your wipes, tampons, and pads.

Self-Care

Please take care of yourself. Enjoy Euphoria, have fun, but practice self-care.

HYDRATE: Drink water. Headaches, stomach aches, dry mouth, lethargy or sleepiness, dry skin, and dizziness can all be symptoms of dehydration. Please drink lots of water and carry some with you wherever you go (a water bottle with a carabiner attached is very helpful).

MEDICATE: If you have prescriptions and routine health habits at home, please maintain them at the event. Wear a watch and set an alarm if you need to. It's your health and safety – don't mess around!

SUN SAFE: Apply sunscreen regularly, even if the sky is overcast.

SLEEP: It can be hard to step away from the party and friends, but getting adequate sleep will keep you from crashing hard later. Ear plugs are suggested.

EAT: Prepare ahead of time so it's easy to stay nourished throughout the event. Bring smoothies, prepared meals, and protein drinks. Even if you don't feel hungry, have a banana or something to fill your stomach.

FEEL: Your feelings matter and are valid. Honor your thoughts and feelings. Be honest about how you feel and try not to judge yourself. Get emotional support if you need it.

Volunteer

Did you know Euphoria is 99.99% volunteer-run? The only paid staff are trained paramedics for major injuries, gate staff, and a few perimeter patrollers to keep everyone safe. Everyone else, from the Event Leads on down is a Participant, just like you, who believes in civic responsibility enough to work to make Euphoria even more awesome. We call ourselves action hippies, and we want you to be one, too!



If you'd like to raise your hand and help, stop by Connexus on-site to sign up for a shift, or visit

volunteer.alchemyburn.com

CONNEXUS INFORMATION STATION

The friendly Connexus volunteers staff the Connexus table, helping Participants with important questions.

EDUCATION

Stationed just past the front gate, these folks are efficient in improvisation, thought-provoking conversation, and receiving crowds of people with various beliefs, experiences, and attitudes.

FIRE SAFETY

The Fire Patrol helps tame the flame should there be any misplaced fires. The team checks in with fire performers, monitors camp fires, and helps educate all Participants. Training session essential.

LAMPLIGHTERS

The Keepers Of The Lights make sure that the city roads are glowing in the darkness of the night.

LEAVE NO TRACE

MOOP Fairies (wings provided!) wander around the event, passing out trash bags and reminding our community that we should all Leave No Trace.

MEDIA PHOTOGRAPHERS

Camera buffs can sign up to take specific types of shots for all to enjoy, and shots of Participants **with their consent**.

PARKING

These active volunteers direct folks where to park so that cars are not scattered willy-nilly.

PERIMETER

Perimeter volunteers stand between the crowd and the performance on Saturday night of the event to help maintain the safety of all involved.

PLACEMENT

Help layout the city the weekend before the burn.

PUBLIC WORKS

Strong, dedicated volunteers (Timmies) do many general and skilled tasks before and during the event.

RANGERS

Rangers are Participants, first and foremost. These volunteers are empowered to address safety concerns, mediate disputes, and resolve conflicts when they cannot be resolved by the persons involved. Training session essential.

TEARDOWN

The Wrecking Crew dismantles and stores the infrastructure after everyone else has left.

TRAFFIC

Do you like telling people where to go? Traffic Volunteers monitor and direct the flow of automobiles.

TRANQUILITY BASE

Volunteers are stewards of this safe space, not guides, counselors, or therapists. The ability to be a compassionate listener is very helpful.

Fire Spinning, Flow, and Flame Effects

Any flame art or flame effects must be inspected for safety and tagged as approved for use by a member of the Fire Safety Team. All operators must receive a tag that they are approved to use the flame art or flame effects. Any untagged fire installations, or installations without an approved operator present, will be shut down.

FIRE PERFORMER INFORMATION

-  Don't spin fire if you are inebriated and can't do it safely.
-  Store your fuel safely and closed! There will be safe fuel stations placed around the property. They will be marked and easy to find. If you want to spin fire, we encourage you to use one of these stations!
-  All fire performers must have a safety. Find a responsible spotter when you play with fire.
-  Spotters must have a fire blanket or appropriate material to use as a fire blanket. (Wet towels ARE NOT sufficient.)
-  If you see someone spinning fire without a spotter/safety, tell them to put it out, or even better, offer to spot if you can safely do so! It is your civic responsibility to keep yourself and others safe.

Kids

Flashpoint Artists Initiative (FAI) Policy on Admitting Minors to Overnight Gated Events

Custodial parents or guardians may bring their minor children to FAI Overnight Gated Events, subject to the following **mandatory** conditions, in addition to regular gate admissions procedures followed by the parent(s) or guardian(s), and all other conduct requirements.

1. All minor children must have a valid ticket, regardless of age.
2. The child's ticket must be presented to gate personnel for verification at the Entrance Gate.
3. The child's custodial parent or guardian must sign a special Minor Child Admissions Waiver.
4. The child must be clearly photographed by gate personnel, using an instant, non-recording camera, owned and provided by FAI.*
5. The child and each parent or guardian must be photographed together, using an instant, non-recording camera, owned and provided by FAI.*
6. The parent must list an emergency contact person, who will be present at the event at all times the child is present.
7. The emergency contact person must also be photographed with the child, at the gate, using an instant, non-recording camera, owned and provided by FAI*, and must also complete and sign the Emergency Contact section of the Minor Child Admissions Waiver.
8. The photographs must be attached to the to the completed and signed Minor Child Admissions Waiver, to be retained at the gate, by gate personnel, for the duration of the event.*
9. All parents or guardians, children, and emergency contacts will be issued wristbands, the parent's number will be recorded on the child's, and vice versa. Additionally, the numbers will be recorded on both child, and guardian waivers. The wristbands must be worn at all times, and must be shown to gate personnel, and photographs verified before any minor child will be permitted to leave the event.
10. Children must be in the care, custody, and control of the parent, guardian, or emergency contact at all times. Sleeping children may not be left in camps unattended.
11. In no event are children permitted to leave the event boundaries other than through the entrance gate, whether or not they are accompanied by a parent, guardian, or emergency contact.
12. Children are never permitted to use or play near any fire or flame source, or any body of water.
13. Minor children, and persons under 21 are not permitted in adult-themed camps, or areas under any circumstances, regardless of parental consent. Identification is checked at the entrance points of all adult-themed camps, and underage persons are not admitted.
14. Minor children, and persons under 21, are not permitted to drink alcohol, nor to violate any other law, regardless of parental consent.

15. If the child and parent, guardian, or emergency contact become separated at any time during the event, each should report to the nearest Ranger, and a “Code Apple” will be immediately implemented, in compliance with ICS standards.
16. Violation of these conditions is grounds for ejection from the event.

*Photos are not recorded on any digital media and will be returned to the parents or destroyed following the event.

Art

There will be a variety of art created and brought to Euphoria by your fellow Participants to share with everyone. Music, dance, workshops, costumes, art cars (mutant vehicles), spiritual experiences, food, visual pieces, and more. Many of these projects are more than just pretty to look at; many are interactive and designed for participation!

Come experience these unique projects, or radically express yourself by creating your own. Fire effects, decorated vehicles, lasers, lights, and/or huge sound systems can be part of your art experience. Be sure to read the relevant portions of the Safety and Policies sections on the webpage and contact the Euphoria leadership if you are planning to bring an art project.

Art Cars & Mutant Vehicles

Whimsical and surreal, Art Cars and Mutant Vehicles are radically, stunningly, and *safely* modified fun!

ART CAR

A stationary vehicle which has been “mutated” so as not to be recognized as the original vehicle. (A car, truck, scooter, golf cart, trailer, or any other readily identifiable street vehicle.) An Art Car is not a place to use for storage but rather a vehicle that is used to provide services or entertainment to the community. If

you park in your campsite, your vehicle must be hidden from view and decorated as a pre-registered and approved Art Car

MUTANT VEHICLE

A vehicle that has been mutated to the point that it is not recognizable as the original vehicle. (A car, truck, scooter, golf cart, trailer, or any other readily identifiable street vehicle.) A Mutant Vehicle is not a private mode of transportation but rather a vehicle that the community can visit and/or ride in during the event.

WHAT IS NOT A MUTANT VEHICLE OR ART CAR?

- Street vehicles with minimal changes and temporary decorations. For example, a vehicle that has crepe paper and some flowers attached to it is not considered mutated.
- Low riders, classic cars, monster trucks, dune buggies, and hot rods. If you bring these types of vehicles, they must remain in a designated parking area like any other non-mutated vehicle.
- A vehicle that has been stripped down to the frame and engine.
- An Art Car that is covered in tarps, blankets, or pop ups.

All Mutant Vehicles and Art Cars must be pre-registered and approved. There is no on-site registration for Mutant Vehicles or Art Cars. Safety rules and pre-registration information are listed on the Euphoria webpage.

Lost & Found

If you misplace something during the event, Lost and Found is usually at Connexus during the day and moved to the Ranger station at night. After Connexus closes on Sunday, check with a team lead or Ranger to find out where Lost and Found has been moved to.

Exodus

All good things must come to an end. While the event is ‘officially’ open until Monday at noon to give theme camps and major art installations time to break down, it’s generally expected that most people will leave Sunday. This allows time for the hard work of breaking the city down (“Teardown”) and restoring it to the way it was when we arrived.

Do a detailed MOOP sweep of your camping area before you leave. Pack out everything you packed in. There are no dumpsters at Euphoria. Take it home with you. Keep in mind if you are a registered theme camp and you leave a mess, it will affect your placement for following years. Please be polite to local business and do not dump your trash in their dumpsters.

Use caution for your fellow Participants as you drive out.

Euphoria 2019 Teams

Event Lead
Heather HBomb

Co-Lead
Jamie Ouderkirk

Safety Department
Jennifer Mitchell

Fire Safety

Cat McEarchern

Burn Perimeter

Ean Loire

Rangers

Lead – Airborne (Gracie)

Co-Lead – Renward

Sound

Victoria Mitchell

Tranquility Base

Celeste Watwood

Operations Department
Brian Marino
Motorcycle Wife

Public Works

Lead – Rachel Mosley

Co-Lead – Justin Gagne, Iz

Leave No Trace

Red Spinach

Carly Baker

Abi Miner

Parking

Lead – Hotsauce

Co-Lead – Lucy Botwick (Fox)

Teardown

Craig Humphrey

Lamplighters

Lead – Guac

Traffic

Lead – Hotsauce

Co-Lead – Lucy Botwick (Fox)

Information Department
Olivander Wheeler

Connexus

Corey Anne

Education

Lead – Chandini Lord

Co-Lead – Bethany Havas

Placement

Old Man Dale

Media

Volunteers

Lead – Jules

Art Department
Katie Kat

Art & Art Fundraiser

Katie Herman

Patrick Murphy

Olivander Wheeler

Ernie Law

Conclave

Chas Nabi

DMV

Totoro Yates

Graphics

Structures Department

Effigy

Katie Herman

Patrick Murphy

Temple

Olivander Wheeler

Task Leads

Service Animals

Purchasing

Daniel Draven

Pocket Guide

Matt Thomson

Survival Guide

Matt Thomson

Web Content

Old Man Dale

All these positions are unpaid volunteer positions. Each Team Lead, Department Lead, Event Lead, and Board Member has put in literally hundreds of hours to prepare for each event. For Events Committee members the workload to organize each event is the equivalent of a second full-time job. So, when you see one of these people, give them a mutually-consensual hug or a high-five and thank them for what they do. When things go wrong, you're allowed to be frustrated, but remember that they're Participants just like you are, and they're doing the best they can to make it all run smoothly for everyone.

Euphoria, and its sister event Alchemy, are brought to you by Flashpoint Artists Initiative, Inc., a non-profit dedicated to nurturing the arts in Georgia and the surrounding region.

It is through the hard work of the Board of Directors, Events Committee, team leads, volunteers, theme camp organizers, artists, dreamers, action hippies, musicians, and humans of all stripes that this magical city rises as a beacon of fire and light.

Euphoria is only what you make of it. See you all there!

There are no spectators here, only Participants.

EMERGENCY INFORMATION

Euphoria does not have a First Aid team and does NOT provide first aid supplies for Participants. You will need to bring your own first aid kit for any minor sickness or injuries. All registered theme camps are required to maintain a first aid kit for their members or other Participants that may be injured at your camp.

We do have paid medics on-site for medical emergencies. If you have a medical emergency, you may come to the Ranger station to request a medic, or flag down any Ranger or anyone with a radio to call one to your location.

In most cases, contacting Rangers or other emergency staff on-site is faster and more effective than directly calling 911. If 911 needs to be called, Rangers or emergency staff are happy to do so.

If you feel like you must call 911, please notify a Ranger or staff member as soon as possible.

This way we can clear the road and have staff members standing by to guide them to the correct location. This is very important! If an ambulance arrives unannounced, we won't be able to help them find you unless we know where you are located.

If you have a pre-existing medical condition that could require emergency care, please share this with your campmates so that they know what you may need in case of an emergency. Also, please be sure to bring any inhalers, epi-pens, or medications you might need, and know where they are at all times.