

Euphoria 2013 Afterburn Report



Photo Credit: Photognome

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Event Description and Stats

Euphoria is one of the two Burns in Georgia. 2013 was our third year, taking place over June 13th-16th at Cherokee Farms in Lafayette, Georgia. Euphoria is organized and hosted by Alchemy LLC along with Alchemy, Euphoria's larger sister Burn.

While there is a large crossover of communities and organizers between Alchemy and Euphoria, we have made an active effort to facilitate a unique experience between them since day one. Euphoria is smaller, less elaborate, and in some ways simpler. The goal is to make it an intimate Burn where smaller projects and quieter voices get to shine. It's a place where we focus less on the variety of sensory stimulations, and more on each other. It's a great event for new Burners to gently enter the Burner world with plenty of guidance from the rest of our community.

Here are some stats from this year:

- Ticket cap: 1000
- Tickets sold: 1048 (Extra tickets were sold due to an error with the ticketing system)
- Population: 997
- Ticket prices: \$49, \$55
- Scholarship Tickets: 10
- Event Teams: 19
- Theme camps: 37

Ticket Sales

The biggest modification we made this year was having our web team build our own ticketing system instead of using a third party. It took many many volunteers hours to build, and it worked great. Tier 1 tickets sold out in 8 hours and tier 2 sold out in 2 months, so everyone had plenty of time to get a hold of a ticket. The system being new created some problems closer to the event. They were simple to solve, but it took a lot of work from the web team. Thank you Patrick and Oz!

Aside from the 10 scholarship tickets, every participant at the Burn has to pay for a ticket. That includes Board of Director members, Event Lead Team members, and Team Leads.

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Financials

Organization / Base Infrastructure	
Land Use	\$4,500.00
Org Expenses(Insurance, Banking, CPA, Legal, Savings, etc)	\$15,000.00
Security	\$4,200.00
Gate	\$1,800.00
Medics	\$2,500.00
Schwag	\$3,300.00
Public Works (Durable)	\$140.81
Center Camp (Durable)	\$292.92
Fire Safety (Durable)	\$148.11
Golf Carts	\$2,470.00
Portable Potties	\$5,551.75
Radios	\$1,065.00
Transportation	\$1,361.56
Total	\$42,330.15

Team Budgets	
First Aid	\$323.27
Lamplighters	\$144.95
Fire Safety	\$0.00
Conclave	\$158.52
PET	\$243.60
Logistics	\$142.28
LNT	\$160.26
LOL	\$279.02
Placement	\$137.36
Rangers	\$1,502.80
Temple	\$781.96
Volunteers	\$95.44
Parking	\$49.00
Effigy	\$2,972.04
Teardown	\$129.88
EMS	\$504.00
Center Camp	\$195.34
Public Works (Disposable)	\$1131.14
Total Team	\$8,950.85
Total Final Budget	\$51,281.00
Gross Ticket Sales*	\$54,994.00
Net income	\$3,713.00

*441 tickets @ \$49 + 607 tickets @ \$55

Event Teams and Structure

The organization structure was fairly similar to past years: The Board of Directors (BoD) selected a number of applicants to form the Event Lead Team (ELT) whose duties included:

- Working with the BoD to set the event capacity and ticket price, based on an estimated event budget
- Recruiting Team Leads and setting a communication system
- Building the pre-event calendar and milestones
- Managing communication with the community
- Arranging vendors and making purchases
- Writing the Afterburn Report
- Working with the Emergency Management Services teams to build a plan for a safe burn
- Any other task needed to manage the Burn and make it easy for participants to make it as awesome of a Burn as they choose to make it

This year's ELT was made up of Tareq F, Jessica Buttgrabber, and Katie J.

The rest of the heavy lifting is done by the Team Leads (TLs). The ELT, for the past 3 years, has chosen to make call outs only for teams that are critical to make the Burn feasible and safe. Others are "Creative Teams" which is a list of teams that community members propose to have at the Burn. Some teams are returning traditional ones such as Lamplighters and Center Camp, others are new and unique. If it's a feasible and affordable team, then we'll make it happen.

The TLs meet with each other and the ELT monthly, and with their team volunteers as needed. These meetings are where community flourishes and the creativity and hard work flow to prepare for the Burn. Those volunteers pour lots of time and energy into our Burn and they (along with Theme Camps and artists) are the core drivers of what makes our Burns as amazing as they are.

Here is the list of teams we had this year:

- Emergency Management Services (EMS) Coordinator
- Rangers
- First Aid
- Fire Safety
- Tranquility Base
- Temple
- Effigy
- Conclave
- Public Works
- Teardown
- Leave No Trace (LNT)
- Volunteer Coordinator
- Parking/DMV
- Placement
- Principles Education Team (PET)

- Center Camp
- Lighters of the Loo (LOL)
- Logistics
- Lamplighters

During The Event

Theme Camps & Placement

This year had the largest number of registered theme camps yet (37). Many Theme Camps came with elaborate, creative, and diverse projects and did a great job leaving no trace. As usual we are very appreciative and thankful for the all the energy and work the camps put into Euphoria. Without their valuable participation, our Burns won't be really Burns.

We introduced placement to Euphoria for the first year mainly to be able to manage amplified sound. Applying for placement was optional for all other types of Theme Camps. Anyone who didn't want to register was welcome to land-grab any areas that weren't placed. We received lots of positive feedback and the result is another year without sound complaints from our neighbors, even though there were more sound camps.

Parking

Parking was a bit of a mess this year due to some totally unforeseen circumstances. The parking lots that we typically use were unavailable for use and we didn't find out about that until a few days before the event. We had to use an area that is visible from the event space to avoid having participants park their cars at their campsites. Lessons were learned and passed on for future planning. At the end of the day the problem became only aesthetic. We appreciate everyone's cooperation and patience. You guys were awesome as usual.

Volunteerism

Volunteerism at the event was at an all time high. Over 85% of all volunteer shifts were filled before the gates opened, and most teams had all of their volunteer shifts filled, most of the time during the event. Much of that success came from pre-event preparation months in advance by the Volunteer Coordinator and Team Leads.

There's a lot work that our participants do during the event simply by showing up to a team or seeing something and saying "Hey, how can I help?". While that is awesome and beautifully organic, it's really nice that our teams come into the event with a high level of confidence that the minimum amount of work needed has already been signed up for before the event.

New Stuff

Friday Burn

Since we all like to burn stuff, having one more large-scale art piece burn on Friday for the first time – in addition to the Effigy and Temple on Saturday & Sunday – was something we thought is worth celebrating and mentioning. Thanks to Frogbird for bringing the Durian Bar, to Burner Beach for staging a great angry mob to burn it, and for the EMS teams for facilitating a safe burn. We hope that the tradition continues for years to come.

Burn Review

Burn Review is an event we held on Sunday afternoon at Center Camp. It was set up like a mini-Townhall meeting focused on Euphoria. The ELT got a chance to share some info and stats and say some thank you's. The community got a chance to ask questions, provide input, and give feedback while it's still fresh on everyone's mind. It was a fabulous celebration of what we accomplished and a chance for lots of productive discussions to make Euphoria even better in the future.

Tranquility Base

The team and space were initiated by a very warm and thoughtful group from our community to offer support for participants who may be experiencing difficulties or overstimulation while integrating into the Burn environment. Euphoria chose to incorporate Tranquility Base as one of the event's team. The space was beautiful and provided great support for many people and event teams. Thanks to Greenie, Psytrance, Amanda Turtle, and the rest of that awesome crew.

Teardown

For the first year, the event Teardown crew was split off from Public Works as its own team (even though they worked very closely with Public Works and LNT). The need came from the lack of participation in past years which made the teardown process very unpleasant and disheartening for the last standing few.

We had a large number of volunteers who stuck around till Tuesday for a thorough and neat teardown of the event's infrastructure. They made sure that our community's valuable infrastructure was safe and sound and that our beloved Cherokee Farms was in better shape than when we arrived. Teardown Timmies rock.

Fueling Stations

Fire safety was one of the top priorities that we focused on revamping this year. In the area of fire spinners safety, lots of brainstorming by the community over the past year resulted in a design for fueling station. Their use was meant to decrease the chance of fire spinning-related accidents. A number of them were built and they were spread across the property. Some of them were adopted and staffed by Theme Camps. Thanks to the Effigy Team for taking time out of their busy schedule to build them.

Team Reports

Emergency Management Services (EMS)

Team Leads: Patrick and Mel

Team Description and Goal: EMS Leads are the heads of all emergency services for Euphoria. EMS reports to the ELT and functions as an oversight for the other emergency service teams, including Rangers, Fire Safety, First Aid, Gate, LEO, Medics, and Security.

EMS's responsibilities include the following:

- Working with the Event Lead Team and the Emergency Services teams to create comprehensive standard operating procedures ("SOPs") for both normal operations and emergency operations.
- Working with the Emergency Services teams to determine the proper ratio of emergency services staff to participants.
- Working with the Event Lead Team to identify any areas that need additional attention with regard to emergency response.
- Acting as a liaison with outside emergency personnel.
- Working with the Event Lead Team to coordinate with county officials pre-event.

We had two situations that required evictions on Thursday. Both were resolved by the EMS Team

We had a few issues with people trying to come on without a ticket. All were handled without incident.

Effigy burn perimeter went very well with enough people showing up to provide a full perimeter.

As always our contractors were amazing. FLOW handled our gate and security with new gear for this year offering us better service than ever. We had a police officer working with us at the gate as a liaison with the local police department if needed. All our contractors are excited to work with us again.

A change for this year involved allowing Walker County PD/Fire onsite to investigate any serious Burn or trauma injury if there was a concern a crime had been committed.

We had one police report filed for an alleged theft on Saturday night. No other police issues. No sound complaints or need for an ambulance.

Rangers

Team Leads: Dusty Graham & Michele “doom” Hardeman

Team Description and Goal: Rangers are volunteers who work four-hour shifts, walking around the property and interacting with participants. Rangers are primarily concerned with safety issues, maintaining the community’s standards, and helping people resolve conflicts. Rangers help participants solve their own problems using non-confrontational mediation.

Notable upgrades: Upgrades to the 2013 Ranger team included multiple trainings (on and off-site), a new and one-of-a-kind Euphoria Ranger logo, t-shirts and laminates, khaki training, and a Euphoria Ranger Manual. Also new for the Ranger team was an official HQ shelter and set-up in the Kitchen Pavilion with Public Works. A new schedule was created for khaki, so that they would not be checking in and out at the same time as their teams.

Ranger shifts, prior to the event, were fully staffed. “No-shows” were minimal, and off-set by the number of people who showed up at HQ, inquiring about picking up shifts.

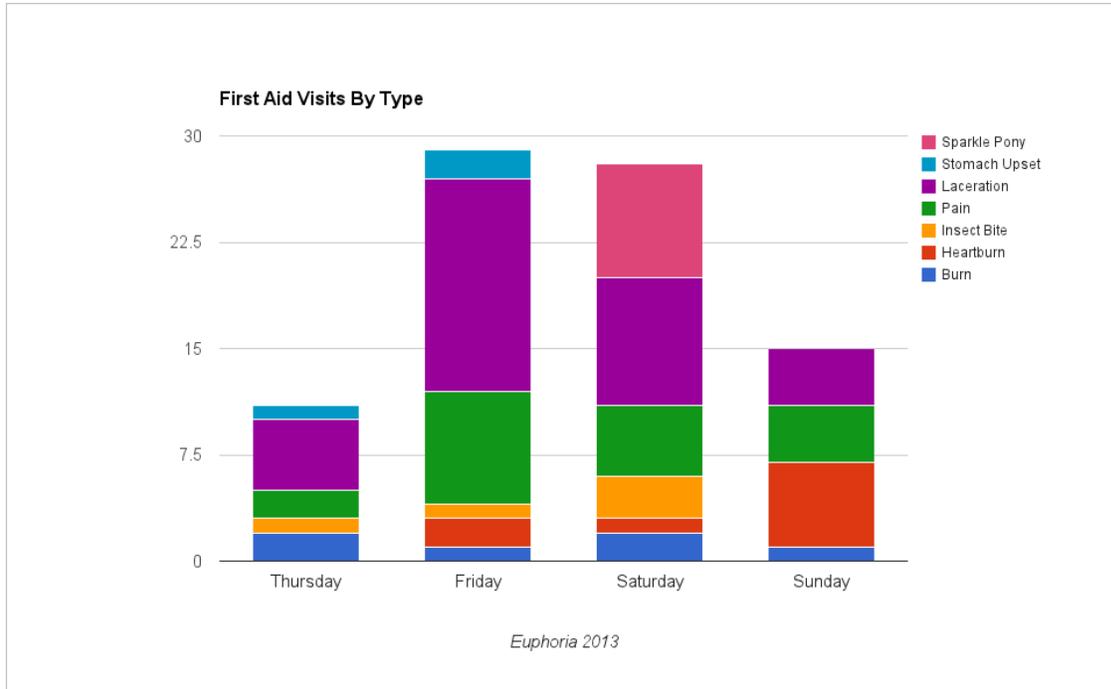
First Aid

Team Leads: Serene Stewart and Scott Dellinger.

Team Description and Goals: The First Aid team is responsible for assisting the staff medics with minor medical issues during the event. (Boo-Boo's, splinters, ticks, etc.) Anything beyond basic first aid calls for a visit to the doctor or hospital, first aid also assists the staff medics with basic tasks in order to prepare the injured for transport.

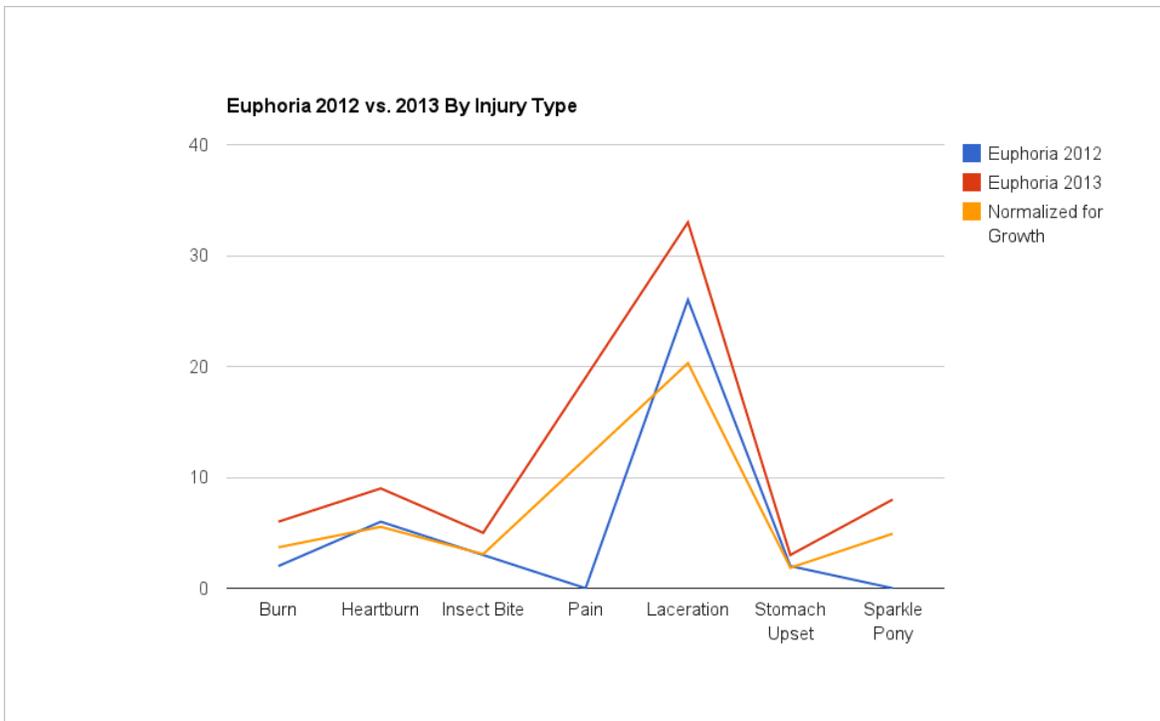
Notable statistics: Overall the injuries to Burners were quite minor with no serious incidents or injuries occurring. Only one person was sent off site to retrieve medicine that was forgotten at home. If you account for the increased attendance for Euphoria 2013 and remove items which

were not tracked at Euphoria 2012 (Sparkle Pony and Pain) then injuries were down 12% compared to 2012.



As can be seen from the chart there is a predictable upswing of helping attendees during the Friday and Saturday “primetime.” The largest impactors to Burner health were small cuts and scrapes and generalized pain (headache) with these accounting for 63% for all first aid visits.

Of interest is the large amount of Sparkle Ponies (tampons, sunscreen, etc) who turned up on Saturday, as well as the huge upswing in heartburn relief sought early Sunday morning.



The staff medics did their usual stellar job of tending to the Burner population, and they were even overheard several times gently teaching the principals to participants who needed a reminder.

A significant number of small lacerations were due to not wearing shoes and the presence of 3-meter bullwhips being wielded by inexperienced users.

Notable Upgrades: The incident reporting system underwent a major overhaul. Prior volunteers complained about filling out the complete incident report when someone helped themselves a band aid, or an aspirin. Two new documents were created. The first was an Event Summary Sheet with categories such as “heartburn”, “cut”, and “Insect Bite/Sting.” This utilized a tally mark system and was only used for minor incidents. The Incident Documentation Sheet was used for any incidents in which a medic was needed, involved a minor, or the participant was sent off site. Overall impressions were positive for the new system and it is believed that more incidents were recorded, along with their type than ever before.

Volunteer Coverage (percentage, approximate): No shows were ~20% during the day and ~60% at night. Instead of showing up only during shift changes, the Team Leads were there day and night for extended hours. The early morning hours often saw the team lead or volunteer being at first aid alone.

Our heartfelt thanks to all our wonderful volunteers who took time out from their Burn to help the community.

Fire Safety

Team Lead: Patrick Flaherty

Team Description and Goals: To help promote a sense of safety concerning the use of fire in both mundane and performance settings

Notable Statistics: There were no instances of major fire related injuries, and no unattended ground fires. Fire Safety inspected 14 pieces of fire art with no issues.

Notable Upgrades: Fire Safety further strengthened the relationship with Walker County Fire Department by meeting with the Fire Marshall multiple times prior to Euphoria to handle any issues and address any concerns.

Volunteer Coverage: Fire Safety had 1 volunteer on call from 1800-0600 Thursday-Sunday. 75% of all shifts were covered with a few no-shows that were covered by step-up volunteers or the Team Lead. The Durian Bar Burn and the Effigy Burn were completely staffed.

Special appreciation to Cat McEarchern and Shawman Warpcore for stepping up to fill no-shows.

Tranquility Base

Team Leads: Greenie & Amanda Turtle

Team Description and Goals: To offer support for participants in our community who may be experiencing difficulties or overstimulation while integrating into the Burn environment.

Notable statistics: Tranquility gave our support to about 50 participants.

Volunteer Coverage: 100% (25 % participants who took shifts while onsite, 75 % volunteer base pre-established before Euphoria)

Temple (The Magic Lantern)

Team Leads: DaniB, Seth Half-Beard

Team Description and Goals: The purpose of the Temple is to provide participants with an inspiring space during the event, where they are encouraged to leave messages and/or mementos for when the Temple is burned at sunrise on Sunday morning. This year, our Temple theme was "The Magic Lantern," a gazebo-like structure lined with colorful fabric, having a mandala painted on the floor, and an unlighted "chandelier" hanging from the peak down the center.

Volunteer Coverage: Seth pre-built most of the Temple at his home along with the help of many generous friends. We had a team of five people onsite for Build Weekend to assemble the complete structure.

Huge thanks to Justin, Bryce, Jenny and others for their help in building and decorating the Temple. And from Dani to Seth: I cannot thank you enough, it would never have happened without you.

Effigy

Team Leads: Ash Monogue, Singing Arrow, Tam Sicay Perrow

Team Description and Goals: This team constructs the effigy for Euphoria. Our goals were to deliver a safe, structurally sound effigy to the burn on time. We accomplished that.

Notable Statistics: Effigy Construction took 1400 man hours. About 600 of these hours were put in by team leads.

Notable Upgrades: Creation of the Elder Builders group. The Elder Builders is a council of people who have built or worked on an Effigy or Temple. It is meant to be a resource to people who want to build or are building.

Volunteer Coverage: We had a large number of prebuild volunteers over 7 work days. Numbers varied from 7 to 23 during prebuild.

Build Weekend only had 2 no show volunteers. We had 36 people work on the effigy over the course of the weekend.

Many people worked on scales and other miscellaneous work during build week. These volunteers were not recorded.

We had a total of 69 unique individual volunteers.

Special Recognition goes to:

Amanda Berberich for all the work she did during build week and the bamboo scales

To Clayton Cathcart for everything he did. We could not have done it as well with out you.

For Courtney Cadle for always choosing the most difficult and tedious tasks and sticking with them until they are finished.

To Skyler Holden for his assistance and expertise in the creation of the Dragon Heads- Ziggy and Stardust.

To Seth Williams Welch for his outstanding participation every time volunteers were requested.

To Ashta Monogue for stepping up and creating the swag, and dealing with insurance concerns.

Tim Wheelock for enthusiasm and expertise.

Alexander Stadler for mad carpentry skills, humor, and music.

Conclave

Team Lead: Patrick Murphy

Team Description and Goals: Run Conclave during the Burn.

Work with Effigy, Perimeter, and EMS teams to ensure everything goes smoothly.

Notable Upgrades: This year we changed how conclave worked, by letting the performers surround the effigy and stand in place to spin, rather than limiting the length of their spin by having them move the entire time.

We also changed how fueling worked, by having volunteers squeeze wicks out to eliminate the time wasted by spinning off.

Volunteer Coverage: 100%. Conclave didn't require any volunteers, outside of three specifically picked people to help run the fueling station and herd spinners.

Much thanks to Jonah, Ky, and Spidey for the assistance in keeping everything running smoothly.

Leave No Trace (LNT)

Team Leads: Ean Loire, Jackie Clinton, Katie Daniel

Team Description and Goals: The Leave No Trace team is responsible for education and coordination of the conservation of Cherokee Farms. Leave No Trace means monitoring and minimizing your impact on the environment. It starts at home with proper planning and packing. It is in effect at the Burn with organized proper MOOP (matter out of place) collection, respect for the land and wildlife, as well as consideration of others. While the team recruits volunteers to be MOOP fairies, who wander the grounds collecting MOOP and passing out trash bags, these fairies aren't happy to pick up after you. If you were practicing civic responsibility and self reliance, the magic of the MOOP fairy could go unnoticed to the untrained eye.

Notable Statistics: A MOOP Map with a rough estimate of quantities of MOOP that also compares to default world waste statistics is still a work in progress.

Notable Upgrades: This year we implemented a team image. We introduced the MOOP Fairies. In an effort to draw more attention to the never-ending trash problem we had. We also moved to three MOOP sweeps a day rather than the patrols because we want to continue to

monitor and track the quantity of trash picked up. We implemented a “work uniform” which consisted on wings and a tutu (you only had to wear it if you wanted to). LNT also had an art project, a sculpture to remind participants of the LNT practices. This project doubled as the meeting place at the beginning and end of the MOOP sweeps, providing LNT a permanent home and 24 hour physical presence.

LNT was much more noticeable this time! I heard so many people yelling out “Thank you MOOP Fairies!!”

We changed from having two people on duty a day to all of us being on duty for one shift a day. I really liked this because it freed up a lot of my day to do other Burn things.

Goals for next year: I think it would be helpful to improve our relationship with theme camps. Encourage a camp to sign up for a sweep together, or create an “adoption” program to have certain camps keep common areas (the effigy, the temple, Center Camp, showers, etc) clean.

Find a more concrete way of keeping up with the volunteers who show up. It is kind of hard to mark people’s names off when you are also trying to hand out supplies and give instructions.

Developing a relationship with Connexus both for LNT education (what counts as MOOP, what is a ground score, and what should be expected to get returned to it’s original owner) as well as a place to house LNT supplies during non-shift hours.

Principles Education Team (PET)

Team Leads: Kirsten Milliken, Lucas Sims, Kathleen Rials

Team Description and Goals: The goal of the Principles Education Team is to provide participants entering the Burn with a positive first experience beyond the gate that reinforces the 10 principles of Burning Man while also providing special information related to the Euphoria Burn and the land on which the event takes place.

Volunteer Coverage: 8 shifts left uncovered pre-Burn, but we had over 20 walk-up volunteers. Not very many no-shows at all.

Special thanks to Owen Dean, (who stepped up to Team Lead PET with us at Alchemy 2013), Lucas Chiseck, and Jamie Ourderkirk with APW for expedience in shutting down and disassembling the PET tent. Thank you to the ELT and APW at Euphoria for making sure everything we needed was provided for.

Lighters of The Loo (LOL)

Team Lead(s): Matthew Chaney

Team Description and Goals: Over the course of the Burn each participant will visit a completely different combination of camps and art installations, but there is one thing that every single participant will make use of: The porta-potties. The Lighters of the Loo install LED lighting systems in each porta-potty and checks/maintains the battery levels each day. We'll also distribute and recover printed propaganda to remind each user to Leave No Trace and keep the area clean. Lighters of the Loo team members will help to ensure that the best seats in the house are a well-lit-place-to-shit.

To light porta-potty banks and provide printed media to reduce incidents of MOOP.

Notable Statistics: Due to clerical errors, equipment availability was drastically reduced to 1/7th of the approved amount. This allowed for a single bank of porta-potties near Distrikt 11 and Bartertown to be lit, and for minor testing of the designed system.

Results: Purely subjective, I checked the lit porta-potties and the unlit ones that were adjacent to them each morning and felt that the lit ones were generally cleaner and had less MOOP. I did not do any objective data collection or take pictures for comparison.

Notable Upgrades: In the future, larger (40AH) 12V batteries and programmable timers could be used to reduce the number of volunteer hours required to maintain the systems.

Sparr Risher brought and installed additional Loo Lights in the Center Camp. His system was simple LED christmas lights that were able to be threaded through the interior of the porta-potties. It worked well, and could be implemented in the future if additional LED strips cannot be budgeted for.

Logistics

Team Leads: Sunshine Davidson

Team Description and Goals: Logistics is the Information Hub of Euphoria. Our goal is to help our participants be as “Radically Self Reliant” as possible, by allowing them to communicate their offerings or ask questions in a central location. We maintain an information tent for the duration of the event. More than this, Logistics creates an inviting and warm space for participants to come and ask questions, share information, get to know other participants, offer their volunteer services, and just connect more fully to their Burn experience.

Notable Upgrades: We continue to improve and promote the social space at Logistics, and the response to this has been very positive.

The Tag & Release program underwent a few changes and was successfully executed! We were all fortunate enough to not have cause to rely on the forms, though.

Volunteer Coverage: Volunteer coverage was 4 to 6 volunteers per shift and we had 100% for shifts filled. For every no-show, there were more than enough volunteer walk-ins.

Special Thanks to Joy Ogozelec and Alan Fay for reminding me that our team is amazing and having so many volunteers who love Logistics means that many hands make light work. That's code for: Thanks for kicking me out of Logistics and making me rely on our amazing team to do what they signed up to do. It was liberating for all of our volunteers, and this very humbled Team Lead.

Lamplighters

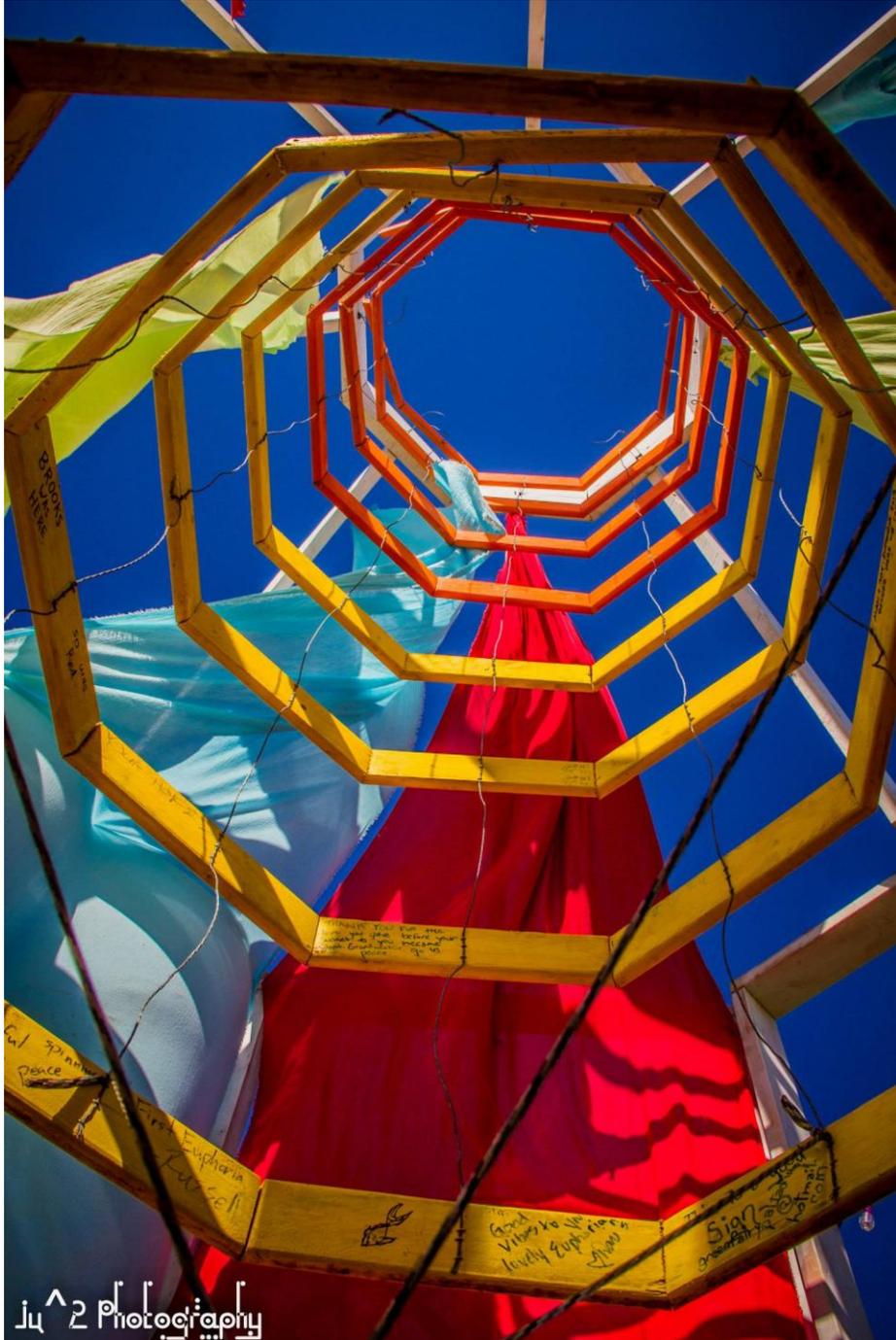
Team Lead: Pleasant James

Team Description and Goals: To provide the gifts of Illumination, Navigation, and Celebration. We light the city, and bring the light of day into the night.

Notable Statistics: We rocked out 60 lanterns every night this year at Euphoria, and held a procession for every night of the event. Approximately five gallons of kerosene were used to fuel all 60 lanterns for the event.

Volunteer Coverage: 100%! Any shortfalls in volunteers from the pre-event sign up were covered by new volunteers who showed up for the processions and retrieval/clean-up. Approximately 60% of volunteers who signed up before the event performed their shift.

Special thanks to APW and Connexus for all their help and hard work to ensure we had the materials and personnel necessary to do awesome things every night. Once a Lamplighter, always a Lamplighter. Volunteers, be proud of what you've done, and what you are!



Thank you for taking the time to read this report. It says a lot about how much you care! Euphoria is a year-round community, not just a weekend in the woods. YOU and your participation is what Euphoria is all about. See you next year!