

Alchemy 2016 Survival Guide



October 13-17, 2016
www.alchemyburn.com

Theme: Decadence

This is year 10 of Alchemy (deca). We began our journey in this world of burning with fewer than 100 burners total in the State of Georgia. We decided to create an experience that even we did not fully understand, and one in which we could experiment and grow, and one in which we challenged ourselves and each other. A lot of the ways we chose to do that are considered "decadent" by society outside of burn culture.

What is decadence? One person's sin is another person's salvation. May we, in this, our 10th year, take the time to look around us and embrace ourselves and each other, and dance with our memories. May we welcome new people to our indulgences, and welcome the return of those who came before. May we all learn from the past, and blaze decadently and fantastically into our future, here, together.

There is always more to the story.

New for 2016

1. **Property** - located at the Little Big Jam property **325 Daniel Rd, Bowdon, GA 30108**. See page 6 for more details.
2. **Burn perimeter** – The first several rows of the crowd will be reserved for people to sit down. These new seated rows will provide an added layer of safety for the burn perimeter in addition to supplying a comfortable space for those wishing to sit during the event. See page 21 for more details.
3. **Conclave** – Performers and participants for burn night must attend the Saturday 2pm safety meeting held at the effigy. For more information, please see page 18.
4. **Theme camp signage** – We have added color strips to the bottom of the theme camp signs to show whether it's "safe" to take their Junior Burners into the camp. Other indicators include the presence of alcohol, nudity, open sexuality and night-time activities. See pages 14 and 16 for information.
5. **Gates** - Open Thursday at 10am and will stay open 24 hours a day, including burn night (weather and situation permitting).

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*Indicates new for 2016

The Ten Principles

<p>Radical Inclusion</p> <p>We welcome everyone. All ages, all types, all kinds, friends, strangers, and in between.</p>	<p>Gifting</p> <p>Gifts are unconditional offerings, whether material, service oriented, or even less tangible. Gifting does not ask for a return or an exchange for something else.</p>	<p>Decommodification</p> <p>In order to preserve the spirit of gifting, our community is free of commercial sponsorships, transactions, or advertising. Nothing is for sale - we participate rather than consume.</p>	<p>Radical Self-reliance</p> <p>You are responsible for you. You bring everything you will need. Alchemy is an opportunity to rely on yourself.</p>	<p>Radical Self-expression</p> <p>Radical self-expression arises from the unique gifts of the individual. What are your gifts? How do you express you?</p>
<p>Communal Effort</p> <p>Cooperation and collaboration are cornerstones of the burn experience. We cooperate to build social networks, group spaces, and elaborate art, and we work together to support our creations.</p>	<p>Civic Responsibility</p> <p>Civic responsibility involves the agreements that provide for the public welfare and serve to keep society civil. Event organizers and community members assume responsibility for public welfare and communicate these civic responsibilities to participants. Everyone shares responsibility of conducting events in accordance with local, state and federal laws</p>	<p>Leaving No Trace</p> <p>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. Everything you bring in must go back out when the event is over.</p>	<p>Immediacy</p> <p>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. Live for the moment!</p>	<p>Participation</p> <p>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. We all work. We all play. There are no spectators.</p>

Let's Talk About Consent

Everyone will respect each other's boundaries and gain consent for all actions while at Alchemy.

If someone is violating your personal boundaries, communicate with those around you. Ask for help from your fellow burners. If you need more help, find a Ranger or anyone wearing a radio.

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

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 Connexus 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 activities.

You are responsible for your own experience. If someone is being obnoxious near you, that's their right unless they break burn rules. If they're being obnoxious TO you non-consensually, that's not OK.

If you violate other's consent, you will be either escorted out of the burn 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.

How to Get to Alchemy

Alchemy will be held at the Little Big Jam property located at **325 Daniel Rd, Bowdon, GA 30108.**

From Atlanta:

Take I-20 West from Atlanta to Exit 5 (GA 100, Tallapoosa/Bowdon)

Take left onto GA-100 South. Follow for 17.5 miles. DO NOT TAKE REAVESVILLE RD (this route will clog the neighborhood)!

Turn left onto GA-5 for 1.3 miles.

Turn left onto Daniel Rd,

Little Big Jam Property will be on your right.

Use this link to put in your exact address and get precise directions:

<http://www.alchemyburn.com/directions>

Shop Local & Support our Burn Neighbors

5 miles away

Piggly Wiggly
136 Lovvorn Ave
Bowdon, GA 30108

CVS
100 Oak St
Bowdon, GA 30108
16 miles away

16 miles away

Lowe's
1665 US-27
Carrollton, GA 30117

Home Depot
1332 South Park St
Carrollton, GA 30117

WalMart
1735 US-27
Carrollton, GA 30117

Target
1129 S Park St
Carrollton, GA 30117

Aldi
1495 U.S. 27 South
Carrollton, GA 30116

Kroger
1355 S Park St
Carrollton, GA 30117

Publix
1109 S Park St #600
Carrollton, GA 30117

What to Bring

You are responsible for your own survival, safety, comfort, and well-being, and for Leaving No Trace.

Bring everything that you will need to survive in the elements.

- Ticket
- ID
- Water
- Food
- Shelter
- Medication
- Clothing (or not) for hot or cold and rain or snow.
- Personal Care items/toiletries

You MUST pack it all out when you leave!

What NOT to Bring

NO Firearms: No firearms. This includes BB guns, airsoft guns, or paintball guns

NO Wish/Sky Lanterns: flying fire hazard

NO Pets: No pets (except pre-registered service animals) are allowed at Alchemy

NO fireworks: fire and safety hazard

Do not bring items that make MOOP (anything with loose glitter, feathers or sequins)

If something seems questionable, leave it at home.

Note: Be sure and bring canned goods to donate to the Hungry Caterpillar, who will be stationed near the Gate! All donations will go to a local food bank or shelter, to help people in need in the local community!

Glossary

Events Committee (EC): Formerly known as the ELT (Event Lead Team), this is the team of volunteers who manage the event. They're burners like you and I who facilitate the needs of the community. They are selected by the Board of Directors, which in turn is elected by the burner community.

Team Leads: the people who head up teams that provide services to the burn, such as First Aid, Placement, Center Camp, etc.

Sparklepony: a somewhat negative term for burners who show up to the event with little or no food and water, suitcases full of costumes and makeup, who do no work and no volunteering and only exist to look pretty, have fun, and get drunk. Usually vapid and covered in glitter.

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

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 on them and see if they're ok.

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."

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 or like someone would want it back, though, don't be a dick, take it to lost and found. If you give it to any Ranger, they'll make sure it gets to lost and found.

Darkwad: someone who is running around at night with no glow on. It gets dark out there. Real dark. Don't get run over by a golf cart or bicycle...wear some freaking light.

Swag: A memento from a burn, often wearable. You get swag for attending from Greeters, often swag from your volunteer teams, and people you meet may gift you swag they made for the burn.

Arrival

Gate opens at 10am Thursday and stays operational until the event ends Monday at noon.

When you reach Alchemy, pull completely off of the driveway and get into the designated lanes. **Do not block the road.** Volunteers will be here to help if you need it.

Have your printed-out ticket and photo ID ready. **You may print your waiver out to get in faster: <http://www.Alchemyburn.com/waivers>**

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 Alchemy. Please note that you must have a ticket when you arrive at the gate. 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 Alchemy, and to act as a portal of transition from the mundane Default World into the Temporary Autonomous Zone of the Burn. This team also exists to promote a deep understanding and practice of the 10 Principles of Burning Man, which are central to the Alchemy 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 burn culture.

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

Got everything you need? There's no in and out (unless you want to pay again or round up 15 pieces of swag).

Make sure you're ready before you reach the gate!

Where to Camp

Alchemy is a first come, first served city! Registered theme camps will be placed in advanced. Unregistered theme camps and general burners 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.

There are a few "no amplified sound" areas around the property. Please see the map for these areas. If a ranger or Team Lead asks you to lower your volume, it is probably because one of the local residents called the police to complain. Other than the "No Amplified Sound" zones, there are no quiet areas at Alchemy. If you are sensitive to noise, please be radically self-reliant and bring earplugs.

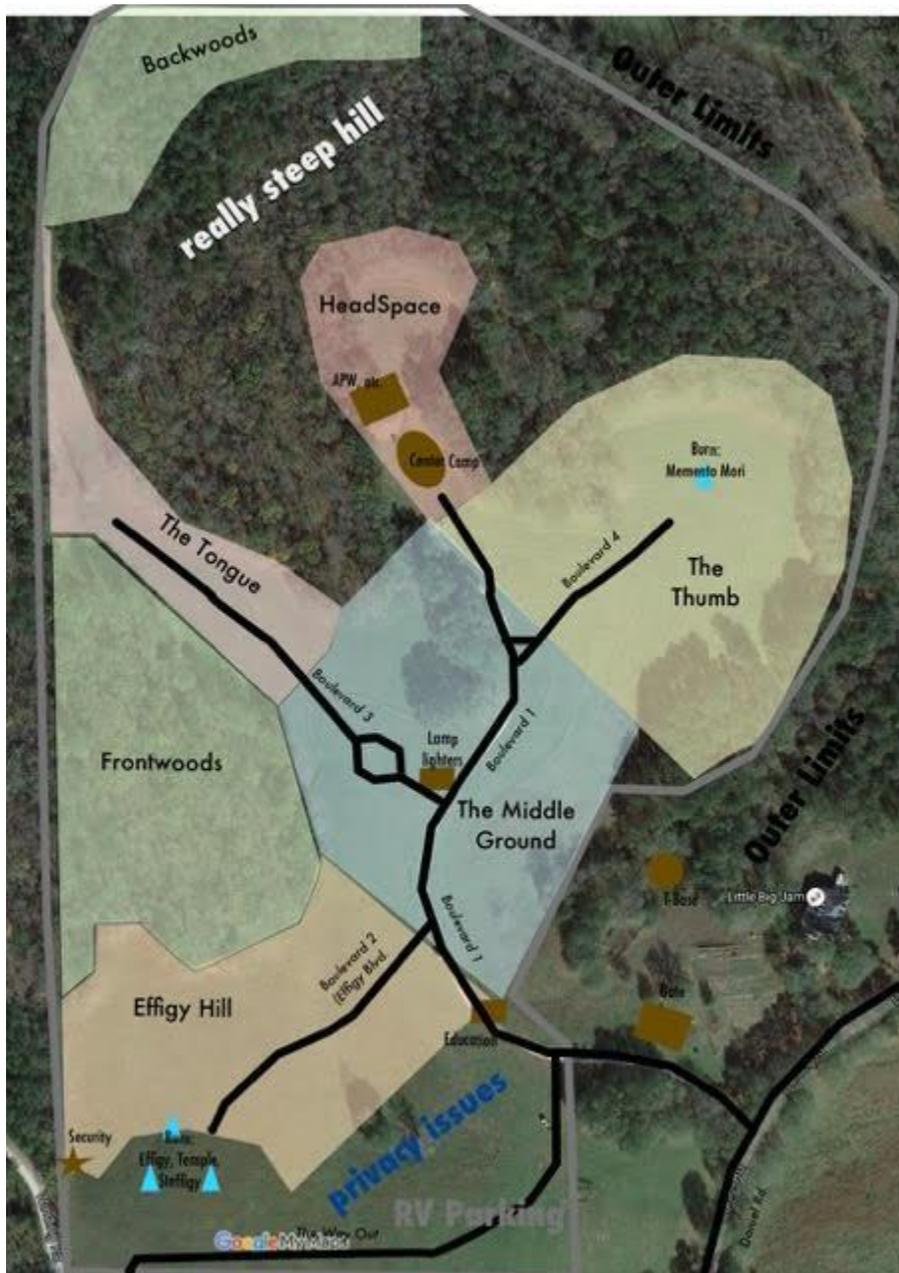
Cars are to be moved to the parking area after you unload.

For a Map: <http://alchemyburn.com/map>

If you're part of a theme camp, your placement will be set and we'll help you find it when you arrive. If not, no need to fret as there are areas set aside for open camping.

If you need some help finding your people or a place to call home, ask at Education, go to Connexus inside the burn, or flag down a Ranger; they're in bright blue or purple shirts and available to help you anytime at the burn.

Site Map



Please note the PRIVACY ISSUES section on the map.

This section is a NO NUDITY area, as it can be seen from the public road.

The neighbors *might* be able to see you on effigy hill.

Check here for map updates and theme camp placement maps:

<http://alchemyburn.com/map>

<https://www.facebook.com/groups/alchemyburn/>

Also try the app: <http://alchemyburn.com/app>

Leave No Trace

LNT (Leave No Trace) is everyone's job. There is a super-dedicated team, known as the MOOP (Matter out of Place) fairies, because they wear fairy wings as they work, wandering 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 burners. Instead, they try to keep people from making a mess in the first place and educating 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 burn; many people carry a plastic sack to pick up MOOP everywhere they go.

LNT is everyone's job at Alchemy. If you'd like to volunteer to help with the organized LNT effort, you can find LNT's tent in the "Downtown" area, near Connexus and Rangers. <http://Alchemyburn.com/teams/LNT>

No Burn Scars! Leave No Trace!

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 to the ground. Leave No Trace means no burn scars!

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!

If you have any questions, you can email us - firesafety@alchemyburn.com

Thanks! Share the warmth and help us keep everyone safe!

Kids at Alchemy

Alchemy is an all-ages community; we love kids! Please note that there are all kinds of people, camps and events that may be present at Alchemy. Just as in daily life, you are fully and solely responsible for the safety and security of your own spawn and the things to which they are exposed. Please keep your eye on your children and be responsible for their well-being.

Adults with children under 12 years old can go to Rangers after entering Alchemy to enlist in the 'tag and release' program. The Ranger shift lead will put an arm band on you and one on your child, each with a unique number that corresponds to your neighborhood or theme camp. No other identifying information will be on the bracelets. The Ranger on-duty will get your name, your child's name, a picture of you together, and where you are camped, and will store that information in a locked file box that is only accessible to event leadership. If we find your child separate from you, we can use that bracelet to look up the child's information and hopefully return the child to you more quickly. This registration is completely optional, but highly suggested.

If you lose track of your child, please let a Ranger or any volunteer know.

While children under 12 do not need their own ticket, everyone twelve and up must have their own ticket for entry.

Children under 18 must be accompanied by their legal guardian(s) in order to enter Alchemy. If a legal guardian is not one of the child's biological or adoptive parents, they need to provide proper, legal documents to establish legal guardianship, such as a court order - a letter signed by the parent purporting to grant a power of attorney or guardianship is not sufficient. You will be required to sign a waiver for each person in your care who is under 18 years old. The gate staff will provide a separate waiver for each minor.

Theme Camps

Alchemy will have a wide array of theme camps put together by your fellow burners. We have a new signage system this year.

Each camp has a sign on a stake with its name and its description. We are adding a colored strip to the bottom of the sign to let parents know whether it's "safe" to take their Junior Burners into the camp.

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

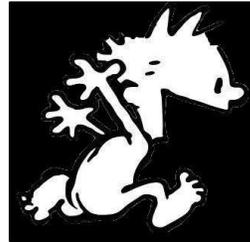
A **GREEN** strip indicates that the camp welcomes children any time.

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

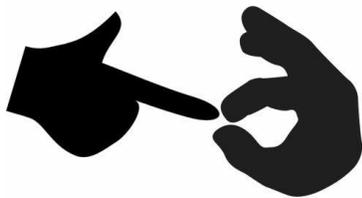
Look for these symbols on theme camp signs to help you decide if it's for you!



Alcohol is served in this camp



There is nonsexual nudity in this camp



There is open sexuality in this camp.



Things get wild in this camp after dark. Kids are welcome during the day, but the night is for adult shenanigans

Look for and print out the pocket guide or download the app BEFORE you head the Alchemy. The pocket guide and app will give you theme camp event info and lots of other handy on site information.

Port o Potty Etiquette

Alchemy will have port o potties on the property, but we must work together to keep them a positive experience!

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 the portos 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 Alchemy. Please be kind to our vendors.

Tip: Make a potty bag!

Use a plastic zip bag and fill with your 1 ply paper. Also add wipes, tampons, and pads if you need them, but you MUST put all of that back in your zip bag and dispose of it when you get home!

Please be a nice burner and leave the seat clean and mess free!

(Lack of) Showers

Unlike our former property, there are NO showers at Alchemy! In accordance with the Leave No Trace ethos, please take care with your camp shower to use only toiletries that are biodegradable.

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

Be sure to use biodegradable soaps for showers and washing dishes as well. Some burners use spray bottles to clean themselves and dishes. Others choose baby wipes. Whatever method you use be sure to Leave NO Trace!

In Case of Emergency

For 2016, the First Aid team has been eliminated. You will need to bring your own first aid kit for any minor sickness or injuries; Alchemy does NOT provide first aid supplies for participants. 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, we're 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, as if an ambulance arrives unannounced, we won't be able to help them find you.**

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, epipens, or medications you might need, and know where they are at all times.

Self-Care

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

Some helpful tips:

1. **DRINK H2O** – Stay hydrated. 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).
2. **Take your medicine** – If you have prescriptions and routines health habits at home, please maintain them at the burn. Wear a watch and set an alarm if you need to. It's your health and safety – don't mess around!
3. **Sleep** – It can be hard to step away from the party and friends, but getting adequate sleep will keep you from crashing hard later.
4. **EAT** – Prepare a head of time so it's easy to stay nourished throughout the burn. Bring smoothies, prepared meals and protein drinks. Even if you don't feel hungry, have a banana or something on your stomach.
5. **Your feelings matter and are valid** – Honor your thoughts and feelings. Be honest about how you feel, try not to judge yourself and get emotional support if you need it.

Fire Safety and Conclave

Attention Conclavians! If you wish to participate in the showcase of fire performers before the effigy burn Saturday night, **you MUST attend our safety meeting SATURDAY 2PM AT THE EFFIGY**. We will go over logistics and everything you need to know to be a part of our epic performance. **PLEASE BRING A SAFETY WITH YOU**. We need to train them as well. We have a very special super-secret event included this year too! All props and skill levels are encouraged to join. If you don't attend the meeting you won't perform! So please don't schedule yourself for a Saturday 2pm volunteer shift.

Conclave team as a whole is doing things a bit differently this year. We will be your onsite go to contacts for fire spinning throughout the event. Lead: Cassie Richardson (she bites), Co-lead: Chas Nabi (Chief Buzzkill), Assistant Lead: Christina Jones (aka Puh), and Assistant Lead: Russell Catch Allen (Catch of the Day). Think of us as the rangers of fire spinners/circles. There when you need us but not an annoying parent breathing down your throat. Need help safetying or fuel dump control? We got you! You're doing a great job with all of the things? We just might come over to adore you (except for Chas because he hates everything) and heckle you a bit ;) We'll be "patrolling" post dark:30 till dawn in the burgundy Alchemy Conclave shirts, most likely on a golf cart, with walkies, burn kit, extinguisher, and blankets on hand. Our powers combined, we will win Alchemy 2K16 Decadence. Also, don't forget, burn it till the wicks fall off!

For fire performers:

- 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! (If you are a theme camp who would like to host a station, please contact conclave@Alchemyburn.com)
- 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 without a spotter/safety, tell them to put it out! It is your civic responsibility to keep yourself and others safe.

Volunteering

Did you know Alchemy is 99.99% volunteer-run? The only paid staff we have 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 burner who believes in civic responsibility enough to work to make the burn more awesome. We call ourselves action hippies. And you can be one!

If you'd like to dive right in, go to volunteer.alchemyburn.com, or stop by Connexus on-site to sign up for a shift.

All Tranquility Base volunteers must attend training before their first shift begins. On site trainings will be held at TBase on Thursday at 2PM and Friday at 2PM and 6PM. We ask that you be prepared for about an hour of interactive training.

We invite past volunteers to join us, meet the new volunteers, refresh their brains on the procedures at Tbase and share any stories that may be helpful to the newest members of our volunteer team!

Art

There will be a huge variety of art created and brought to Alchemy by your fellow Burners to share with everyone, including music, dance, crafts, workshops, costumes, 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 & Legal sections and to contact the Alchemy leadership if you are planning to bring an art project.

Rangers

Rangers are participants, first and foremost. We have no authority, only a concern for the safety and welfare of others that leads us to be available if others need help.

Rangers wear distinctive shirts and can be found walking around the burn, being a community resource for anyone who asks for our assistance. We're often asked to help burners with conflict resolution, or providing information. We also play a role in safety; if someone is injured, we will assist with escorting medical personnel to where they need to go, or be present if someone feels unsafe at a given moment.

Rangers are here for you, but only if you want us to be. If you enjoy taking care of others, and the satisfaction of helping other burners have the best experience they can have, we might be the team for you. We do require that you take a brief training session with us, but it's fun, and you can do it before or at the burn. We also require that Rangers remain sober for the duration of their shift (the good news is, after wandering around Rangering, you know where all the happening places are to go party after your shift!) It's a great way to meet people and get to know the burn. Come join us!

Note: If you haven't worked at least one shift as a Ranger, you will need to attend training, which is listed to the side. Please also select an available 'alpha' shift when you sign up on the volunteer schedule. This is so we can pair you with an experienced Ranger for your first shift. Welcome to your new favorite volunteer team, Rangers!

Ranger Training will take place twice during Alchemy.

- Thursday at 2:00pm
- Friday at 2:00pm

Meet at Ranger HQ at 2:00 pm. If possible, bring a copy of the Ranger training manual with you.

Burn Night

Each year, members of the community design the effigy, the focal point of our city. This year's effigy team is led by Meganphone, Meganity Sliver not Silver. Mary Robb, and Jeff Ensing. The effigy is a focal point, a gathering place and venue for events and

shenanigans. The effigy will be closed to access after 2:00 pm for burn prep. Burn night will begin with fire conclave, which starts at approximately 9:30 PM at the base of the effigy. Be there early! Conclave lasts approximately 15--20 minutes, and the effigy will burn immediately after.

As the crowd gathers, a perimeter forms. Please stay behind these burn volunteers! They are there for your safety!

This year you are invited to watch the Effigy Burn from a comfortable seated position. No one will be standing in front of you, blocking your view! Behind several ground seated rows, there will be a section in which participants can arrange chairs, and finally, an area for those who would prefer to stand. Aside from being more comfortable and keeping both observers and volunteers from becoming tired of being on their feet, the seated rows will have the added benefit of acting as a natural deterrent for anyone who may get it in their head to try to pass perimeter, as well as make anyone approaching perimeter more obvious to our volunteers. Now more people can watch events unfold and we can all work together to keep each other safe at a slightly greater distance from the heat.

The Burn Perimeter team is still looking for experienced volunteers. Email perimeter@alchemyburn.com to apply.

Temple

The 2016 Alchemy temple team is led by Frances Jemini, Jennifer Thomson, and Johnny Newell. The temple is a tradition that started at Burning Man. It is a non denominational yet sacred space for burners to go for grief, reflection, and remembrance. Use it as a space to let go, to remember, to celebrate life, to mourn those no longer with us, and to be at peace.

Tip: Bring a marker to write things on the Temple walls before it burns.

Temple burns at 10am Sunday.

Exodus

All good things must come to an end, and the Temple is traditionally the last major event of the burn. While the burn 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 so that the hard work of breaking the city down and restoring it to the way it was when we arrived can take place.

Do a detailed MOOP sweep of your camping area before you leave. Pack out everything you packed in. There are no dumpsters at Alchemy. 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. Use caution for your fellow burners as you drive out.

Alchemy Leadership

2016 Flashpoint Artists Initiative Board of Directors

Rebecca McConnell Rea, Dusty Graham, Michelle Waymire, Tunna Kerosene, Anna Stroup

2016 Events Committee

Event Lead: Rebecca Rea; Assistant: Dawn Edmonds

Department Leads

Information: Mike Alberghini; Assistant: Sara Hensel

Safety: Trevor Register; Assistant: Heather Jensen

Art: Sarah Griffith; Assistant: Samantha Weinstein

Operations: Duane Edmonds; Assistants: Brian Marino and Logan Wolf

Alchemy 2016 Team Leads, Task Leads, and Co-Leads:

Ben Bjostad, Jenn McCutchen, French Chris, Buddy Smith, Nathan Thacker, Jules Davis, Sheila Ramey, Noel Richey-Robertson, Alan Huskey, Rachael Mosley, DK Harth, Celeste Watwood, Emily Jones, Chirley, Nadia, Jay Dowd, Ean, Lee Watts, Caitlin Farley, Taylor Krebs, Stewart Waymire, Meganphone, Meganity Sliver, Mary Robb, Jeff Ensing, Corey Anne, Kip Greystone, Motorcycle Wife, OJ, Frances Jemini, Johnny "Drippy" Newell, Jennifer Thomson, Shane Rice, Anna Kelley, Opie, Adam Koetsch, Emily G, Alyson Brown, Citrus Blossom, Maggie McKenney, Rocky, Old Man Dale, Moose, Kelly Wilcox, Justin Majors, Claudia Bittman, Alyse Longenecker, Serenity River, Lucas Sims, Casey Davis, Liz Ramsey, Kelly Wilcox, Matt Thomson, Cassie Richardson, Chas Nabi, Russell, Christina Jones, Rob Nordyke, Dan Barber, Tyler Cook, and Marian Kahn.

For 2016, the Events Committee was selected by the Board for a year-long term to produce Alchemy, Euphoria, and the Alchemy Art Fundraiser. Events Committee members are typically selected from those who have succeeded in leading teams or projects for the burns. For 2016, there is one Event Lead, in charge of managing the overall burn, and four Department Leads. Each Lead on the EC typically has 1-2 assistants that are in training. Each Dept. Lead supervises between 5 and 8 teams or projects, each overseen by a Team or Task lead.

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

Closing

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

The mission of Flashpoint Artists Initiative is to encourage growth & development of a community that promotes artistic creativity and freedom of expression.

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 burners of all stripes that this magical city has risen before you, to burn as a beacon of fire and light.

There are no spectators here, only participants. Alchemy is only what you make of it.

See you all there!

Photo Credits and/or Info Credits

Cheesepants, Sarah Griffith, Kelly Wilcox, Rebecca Rea, Mike Alberghini, Madeline Irene, Joe Hunt, Roop Singh, Austin Slay, Keith Prossick, Chuck Manley, Sara Hensel, Burning Man, the interwebs and all previous Alchemy & Euphoria survival guide creators. Thank you for all that you do!