



ALCHEMY FESTIVAL

THE SURVIVAL GUIDE

SEPTEMBER 30, 2010 – OCTOBER 4, 2010

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YOU ARE THE KEY. UNLOCK YOUR EXPERIENCE.



10 PRINCIPLES

RADICAL INCLUSION

Alchemy is for everyone! It's a fantastic time to learn about and experience all different kinds of people. Take the time to get to know someone, or to try to see things from a different point of view. Try to break away from your normal groups of friends, and meet new people!

GIFTING

Gifting is more than just bringing things to give to people. Instead of bringing a bunch of stuff that may end up as MOOP, consider instead gifting something like a helping hand or a friendly conversation.

Gifting can take on many different meanings. Consider fun and creative ways to gift to each other beyond simply giving physical objects!

DECOMMODIFICATION

Hand in hand with gifting, burns are environments with no commercial transactions or advertising. Nothing is for sale - we participate rather than consume. Money is not welcome or needed here. Rather than monetize or commodifying resources, we instead choose to give or exchange them freely.

RADICAL SELF-RELIANCE

You are responsible for you. Bring everything with you that you need to survive for the duration of your stay. Burns are an opportunity for you to enjoy relying on yourself.

Part of being radically self-reliant is taking care of yourself. Know your own limitations, drink enough water, and remember to eat regularly.

Also, it is important that if you have a conflict with someone else, that you try to resolve that conflict amongst yourselves, rather than relying on others to resolve it for you. If you have tried to work out differences to no avail, feel free to ask a Ranger for mediation help.

10 PRINCIPLES

RADICAL SELF-EXPRESSION

A burn is a safe place for you to be you, and to learn more about yourself and others. Express yourself by wearing whatever you want to wear, or acting however you wish to act... as long as you are not directly harming others. Go nuts!

COMMUNAL EFFORT

The word "community" means something entirely different to every single person. Alchemy is a wonderful place to begin and build a burner community that continues even outside the event. It is a joining together of like-minded and accepting people, in order to accomplish something greater. Find your community and perpetuate it.

CIVIC RESPONSIBILITY

Civic Responsibility is the duty of everyone within a society to take care of the community as a whole. For example, in the outside world, this may involve serving on jury duty. At Alchemy, it could include being especially diligent about LNT or taking on a volunteer shift as a Greeter or Ranger.

LEAVING NO TRACE

One of the most touted principles is LNT. In an effort to respect the environments where we hold our burns, 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.

MOOP is Matter Out Of Place. It is anything that did not begin on the property. This includes but is not limited to banana peels, urine and cigarette butts. If you cannot find the thing you're about to drop or deposit on to the land, already occurring naturally on the land, don't drop it on the ground.

10 PRINCIPLES

PARTICIPATION

Alchemy is not a spectator sport! Get involved! Alchemy is what YOU make it! We provide the platform, you bring the BURN. Burns are entirely about the participants. You build it, you create it, and you experience it! There are infinite ways of participating. Find what makes you happy, and LIVE IT.

IMMEDIACY

Immediate experience is, in many ways, the most important touchstone of value in our culture. We seek to overcome barriers that stand between us and a recognition of our inner selves, the reality of those around us, participation in society, and contact with a natural world exceeding human powers. No idea can substitute for this experience.



ABOUT YOUR INVITATION

Anyone who seeks to enter Alchemy must have either an invite or an Gate keycode. Every invite has an Gate keycode associated with it. If you purchased your invite, but do not have your physical invite, you may simply bring your Gate keycode and still get in to Alchemy. You can retrieve your Gate keycode from your account at alchemyfestival.com.

If you forgot or lose your Gate Code, go to the Alchemy website, and click "Get an Invitation". Log in the same way that you did when you bought your invitation, then select "Check Status of Your Purchased Invitations". That page will display your purchased invitations and the associated Gate Codes.

Once an invite has been used, the Gate keycode is no longer valid, and vice versa.

If you want to transfer to your invite to someone else, you can do so in several ways:

- + send them your invite code.
- + give them your physical invite

Invites to the event may be purchased through the website, www.alchemyfestival.com. Invites may be purchased up to the day of the event. When you purchase your invite, you will receive a Gate Code. Write this down and keep it with you! You will also receive a shiny physical Alchemy invite. If you purchase your invite within a week or less of the event, you may not receive your physical invite in the mail in time to bring it with you. That's okay! Just bring your Gate Code instead. To get into Alchemy, you will need one of these two items (plus your ID).



ARRIVAL TIMES

The gate is open from Thursday, September 30th at 9am, through Saturday, October 2nd, at 8pm. It is open 24 hours a day during these times. Please do not attempt to show up past 8pm on October 2nd, as you will not be allowed in to the event.

Theme camps are welcome to arrive on Wednesday, beginning at 9am, for early set up.

Anyone who is planning on being on the property prior to Wednesday at 9am **MUST** be pre-approved, and must be a part of a team who needs help on-site. If you are on-site prior to Wednesday at 9am, you are going to be put to work on Alchemy projects (not your own theme camp!).

CHECK IN PROCEDURE

Upon your arrival, pull over so you don't block the road. The gate staff will ask you for your invite or gate keycode, and your ID. Your ID must be something with your picture and your legal name on it. You will be asked to sign the waiver using your legal name as well as your burner name. After the gate staff clears you for entry, they will mark your vehicle windshield with a time that is two hours from that point.

You have two hours from your arrival time to get to your camp site and get situated. Past that two hour point, you will need to either have your vehicle parked in the parking lot, or have it decorated. Please see page 8 of this guide for details about decorating vehicles that stay in campsites.

Have a good time!

PACKING ESSENTIALS

THINGS TO BRING

Water: 1.5 - 2 gallons per Alchemist, per day

Food (sans un-needed packaging): Make sure you bring enough food to sustain yourself for a four day camping experience.

First Aid Kit: There will be a first aid station at Alchemy; however they should not be responsible for treating every scrape and bite that occurs on site. Please bring a basic first aid kit with your just in case the need arrises.

Shelter / Bedding: Whether you use a tent, your pop-up carrier, a hammock or a dome, make sure you have shelter from the elements for you and your belongings.

Also, if you will be camping in a tent, remember to bring things to mark your guy-wires and tent stakes, so other Alchemists (or you) don't injure themselves around your campsite!

Light: Don't be a darkwad! It gets very dark at night at the Farm. Light yourself up so others can see you. Please try to bring non-disposable glow as it is better for the environment!

PLACE YOURSELF, DON'T CLAIM SPACE YOU AREN'T GOING TO USE

Alchemy is a first-come, first-served city! No camps are placed in advance. Prior to arriving, consider several different areas where you might want to camp, rather than setting your heart on one particular area.

Once you are on-site, work with the people who are set up around where you want to camp. Ask them what the theme of their camp is, if they have one, and what events they intend to host during the event. It may be that you don't WANT to camp near those kinds of camps or events, or it may be that you DO!

SOUND CAMPS

There are a very limited number of "no amplified sound" areas around the property. These are designated on the map at the end of the Survival Guide, and will be obvious on the map on the property. Additionally, there will be signs designating these areas.

ART CARS

An art car is any kind of vehicle that is intended to move people around the event, rather than remaining parked for the weekend. Art cars **MUST** be decorated completely. Anyone driving an undecorated motorized vehicle will be asked to either decorate it fully or park it, so be prepared! This includes mini-bikes, dirt-bikes, scooters, golf carts and four-wheelers.

If you are planning to bring an art car to Alchemy, there is no requirement to pre-register it before you arrive. Please only drive the art car on designated roads, which are the roads marked by our lamp poles.

Be smart about art car safety. Your art car must have working breaks, steering and lights. You absolutely may not operate your car while inebriated! You must abide by the city-wide speed limit of 5 miles per hour.

Alchemy reserves the right to inspect your car for safety purposes at any time, and we will ask you to park it for the remainder of the weekend if we deem it too unsafe for public use.

DECORATING YOUR CAR & PARKING

When you arrive on site, you will have two hours to unpack your camp and park your vehicle in the parking lot. If you want to keep your car in your campsite, you must decorate the car so that it looks like a piece of art or it is completely camouflaged!

Decorating your vehicle means that it should be completely covered. Painting on the windows does not cover it. Make it pretty so it's hidden!

This counts even for people who are camping out of their vehicles. Even RVs! The vehicle must be disguised! Get creative!

Once you've parked it, please leave your vehicle parked, either in the parking lot or decorated in your campsite, for the duration of the event.

VOLUNTEERING

Alchemy is run entirely by volunteers, like you! You can sign up prior to the event by going to this webform: <http://www.alchemyfestival.com/teams.html>

You can also get involved after arriving on the property! Talk to the Greeters team about volunteering for one or more of the following teams that do work on-site: First Aid, Rangers, Alchemy Public Works, Fire Safety Team, Greeters, Lamp Lighters or Center Camp.

FIRST AID

Alchemy has a First Aid team to assist with minor medical issues. The First Aid tent is located at wooden stage, near Center Camp, in the Main Field. The First Aid team only deals with minor medical issues, and is not equipped to handle emergencies. Please be prepared to bring your own medical supplies or first aid kit! If you have a medical emergency, have someone call 911, and immediately locate a Ranger or other Alchemy team member.

RANGERS

Rangers act as mediators at Alchemy. They are not law enforcement; rather they act as intermediaries and guardians, to help make sure everyone remains healthy and happy. If you have a problem, your first plan should always be to work out the issues yourself or with whomever you have the issue. If you still find that you have unresolved issues, then yell out for a Ranger, or find someone with a radio to page a Ranger for you. For non-emergencies, please always discuss problems with a Ranger before calling in law enforcement.

If you would like to volunteer for the Ranger team, email rangers@alchemyfestival.com, or meet with Ranger Rack at the event.

KIDS AT THE BURN

Burner kids are welcome at Alchemy! 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.

If you lose track of your child, please let a Ranger, Team Lead or Board Member know immediately.

Children under 18 must be accompanied by a parent or guardian. If you are bringing a child, but you are not the child's legal guardian, please also bring a permission slip from the child's legal guardian. Your child is your responsibility! You will be required to sign a waiver for each person in your care who is under 18 years old.

No PETS

No pets of any kind, with the exception of ones who are human, are allowed at Alchemy. This includes your dog. If you show up with an animal, you will be asked to leave and take the animal elsewhere.

ALCOHOL

If you are serving alcohol to ANYONE, you are absolutely responsible for making sure everyone is over 21 years old. You are responsible for IDing every single person you serve. If you serve someone under 21, Alchemy will ask you to close down your alcohol service and possibly eject you from the event.

BURN NIGHT

Burn night will hearken back to Burning Man days of old, when the Man would only burn when enough people gathered to raise him from the ground together. This year, in order for the effigy to ignite, you will all have to work together. There will be a number of puzzles that must be solved in order for burn night to begin. Once the puzzles are all completed, the effigy will burn. The catch is that, like the original Burning Man, this can happen at any time during the weekend! It all depends on you!

Rest assured that you will know when the effigy is about to burn. You will have plenty of time to get to the hill.

Given the timing of the effigy burn, there will be no fire conclave just prior to the effigy burn. However, an organized fire conclave will happen as part of a giant pageant on Saturday night at 9pm, on Effigy Hill.

TEMPLE

The Temple is a place for burners to go and let go or to celebrate events of their lives for the past year. Bring your hopes, dreams, sorrows and sadness, and leave it in the Temple. Write things there, on the wooden beams, and watch them float away with the fire when the Temple is burned at dawn on Sunday morning.

CENTER CAMP

This is the community center - people can come here to meet and to perform. Go to <http://tinyurl.com/2whjqs2> to see who has signed up to perform! If you want to sign up and reserve a spot, then just click the "edit document" link at the bottom left of this page.

Alternatively, if you show up to Center Camp and no one is on the stage, feel free to take it over! Any kind of performance is welcome! Give a speech, do a dance, or even just sit there and look pretty. Center Camp is an excellent, shady place to come and play with skill toys together, learn new and fun things, and watch people. Center Camp is everybody's theme camp!

THEME CAMPS

We are extremely excited about the number of theme camps preparing to descend upon Alchemy this year! For a list of registered camps, please follow the link: www.alchemyfestival.com/participation/theme-camps/listing.html.

If you are looking for a theme camp to join, contact each camp privately using their info listed on the theme camp page, or chat with the people on Alchemy Talk (<http://groups.yahoo.com/group/alchemytalk>) to see where you fit!

ART FUNDRAISER

If you haven't already done so, and would like to see some of the kinds of artistic shenanigans awaiting you at this year's festival, please visit the following link to the installations YOU sponsored by participating in the art fund-raising event held earlier this year at: <http://www.alchemyfestival.com/participation/art/fundraiser.html>.

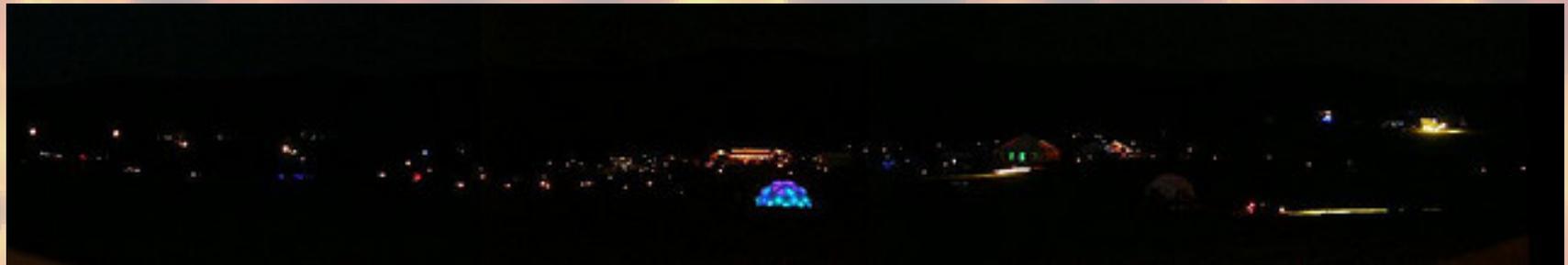


Image by mediaevalbaebe28

PORTA-POTTIES

Please do not put anything into the porta-potties that did not come out of your body. This includes but is not limited to:

- Feminine hygiene products
- Beer bottles or cans
- Cigarettes
- Glowsticks
- Costume pieces: glitter, feathers, etc.

When you put other objects in to the potties, you cause the porta-potty people to have to fish those items out prior to cleaning the potties. That's horrible and disgusting, and it makes them hate us, so please be respectful and dispose of your other trash in your own camp.

SHOWERS

There are showers at Alchemy, but please do not base your entire existence on the showers being everything you hoped for and more. The showers may or may not work at any given moment (more often than not, they at least have water), and they may or may not have hot water. Still, at least there are showers, dirty hippie!

The showers are not segregated in any way. You will find all kinds, colors, shapes, types, and species of people in there. Play nicely together and be respectful of each other!

Please bring biodegradable, earth friendly soap, as the run-off from the showers goes straight back on to the ground underneath the building. Be kind to your Earth!

HAZARDS OF THE LAND

The property is located in the foothills of northwest Georgia. Some things you might expect to find include poison oak and ivy, snakes, ants, mosquitoes, spiders, and possibly scorpions. Don't play with the wildlife, be careful and pay attention, and you should be fine. Also note that the lake isn't all that deep. There will be no lifeguard on duty so swim and dive at your own risk.



Image by Shinxy

FIRE SAFETY

Obviously we are burners, and we love to burn. Everyone likes to say, "Safety Third!" Realistically though, we have to be cautious about things like fuel storage and fire play.

For fire performers, store your fuel safely and closed! Find a responsible spotter when you play with fire.

Do not create new burn scars on the property. You may bring your own burn barrels or fire bowls, but please place something under burn barrels so that no scars are left beneath them. Pallets work well.

Please put out open fires if you are not going to be around to tend them.

Take care to check all fire toys and fire art for safety! Civic Responsibility! Fire is great so long as no one gets seriously injured!

LAW ENFORCEMENT INTERACTIONS

If a police officer requests to enter your home - in this case, your tent or RV - you usually do not have to admit them unless they have a warrant signed by a judge. One exception to this is when the evidence of criminal activity is in plain view from a public place, such as through a window or open door. Both sight and scent of illegal activity may be held by a court to represent probable cause. The more steps you take to make your vehicle or tent private, the more expectation of privacy you will have against an unwarranted search.

You have the right to not consent to a search! If you give consent to be searched, whether it is a search of your car, tent, RV, or just your backpack or pockets, you give up your rights. There is nothing wrong with asserting your Constitutional rights and refusing to consent to a search. If you are searched without your consent, you have valid grounds later to challenge the legality of the search. Remember: if you give consent to a search, you cannot later successfully challenge the search and claim that it was unconstitutional.

If someone in your camp is arrested, the police may not use the arrest as an excuse to search adjacent tents or RVs where there is no evidence of criminal activity

LEGAL

You are responsible for abiding by all federal, state and local laws. You never know who may be a law enforcement official, so be careful what you say to strangers! If you or one of your friends has an encounter with law enforcement while en route to or from Alchemy, or while at Alchemy, please let a Board Member, Team Lead or Ranger know as soon as possible.



Image by paramnesia

IN & OUT POLICY

Beginning at 9am on September 30th, the In/Out policy is in full effect, even for event volunteers!

At Alchemy we highly recommend taking all necessary steps to ensure you won't need to leave during the festival. A Wal-Mart and other retailers are located in the town of LaFayette, within several miles of the venue. We encourage you to stop here, the place we lovingly refer to as Default Camp, prior to making your initial appearance at the gate.

However...

Like last year, Alchemy is providing pieces of schwag for each attendee. These little tokens of love are your one ticket for re-entry should you absolutely HAVE to leave for some reason.

You may leave and re-enter during the event in one of two ways: either produce 15 pieces of schwag, or pay the price of another tier-2 ticket (\$45) in cash to the gate team. The gate team does not keep change, so if you plan to do this, bring cash and exact change.

Here's how it works...

YOU MUST HAVE THE ORIGINAL TICKET OR GATE CODE FOR RE-ENTRY!

- 1) Request 15 pieces of schwag from your fellow Alchemists. These souvenirs WILL NOT be returned.
- 2) Be scorned, ridiculed and possibly harrassed.
- 3) Present tokens to the gate, along with your ticket or gate code. The gate staff will mark your vehicle/hands/soul for re-entry.
- 4) Each pass out of Alchemy is good for ONE hippie, not one hippie with 15 pieces of schwag and their 2-3 cohorts.
- 5) Each pass is only good for one round trip through the gates! Make sure you do what you need to do the first time you escape!

DIRECTIONS

Alchemy is held at Cherokee Farms, a privately owned and operated venue. The physical address is 2035 Old Mineral Springs Road, LaFayette, GA 30728.

DIRECTIONS TO ALCHEMY

- 1) Take I-75 N to Exist 320 (Reeaca/LaFayette)
- 2) Head Sount on GA 136 (Reeaca LaFayette Road NW)
 - Left from 75 North and Right from 75 South
 - Continue 13.6 miles on GA 136
 - Turn Left on Old Villanow Road
 - Continue 1.3 miles
- 3) Slight Left at GA 136/Ga151
 - Continue less than 500 feet
- 4) Turn Right on GA 136
 - *****Important***** There will be no sign at the split for GA136/GA151. You will need to follow the signs directing you to LaFayette.
- 5) Continue Following GA136
 - You will make several turns. GA 136 will merge with GA 27 for a while, continue to follow GA 136.
- 6) Look for a Wal-Mart on the left, be prepared to turn left to continue following GA 136
 - If you pass the Wal-Mart, you went to far.
 - Continue on GA 136 after left for close to 2 miles.
- 7) Turn Left on Old Mineral Springs Road
 - Follow the approximately 2 miles
- 8) Turn Right on Walnut Row
 - There will be Alchemy signs at this turn.
 - Gravel Road.
- 9) Follow the Alchemy signs to the gate.
- 10) Arrive at Alchemy! Woo!

GATE HOURS OF OPERATION

Wednesday September 29, 9:00am

Gate open for early entry and setup

Thursday, September 30, 9:00am

Gate opens for general admission

Saturday, October 2, 8:00pm

Gates closed for new entrants permanently
(exit only afte this time)

Monday, October 4, 12:00pm

Event ends, everyone must exit

MAP

