

BURNING MAN
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BLACK ROCK RANGERS
www.rangers.org

"An unintelligible passionate yearning drove them out into the desert." - T.E. Lawrence

BLACK ROCK RANGER

FIELD MANUAL

Version 2000.6.2



Riding the Edge of Chaos

A Survival Guide for Protectors of the Future.
Compiled and Edited by Danger Ranger.

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DANGER WITH THE GODDESS - 1995

After the 1995 Burn, I found a small fertility amulet, a rounded female form, lodged within a fissure of the playa surface. It could have lain there for eons. Scooping it up with handful of dust, it was kept in a container until just before the summer of 1996. I then took it out and wore it on a string around my neck during the event. The theme of the art pageant that year was 'Hell'... and it was the most difficult and transformative year in Burning Man's history. The amulet seemed to protect and guide me through it. In 1997 Burning Man was moved westward over the mountain and onto a small protected playa near the Fly Hot Springs. The theme was 'Fertility, the Living Land.' Early one morning just before the event began, I immersed myself in the hot springs pool. Somehow the string parted and the amulet slipped from my neck sinking to the bottom and was lost in the mud. After a moment of panic, a calm came over me as I realized that it was supposed to be there. I still have the vial of dust and she has the living waters. The goddess has given us a thirst for life.

Notes:

Dear Fellow Black Rock Ranger,

Read this Manual, learn from the Ranger Orientation Meeting, and plug into what can become one of the most exciting parts of your life - the heartfelt experience of the "Art of Rangering". This experience can be found in our magical Black Rock City, at our Gate, or while protecting our Perimeter.

Welcome to the 2000 version of the Black Rock Rangers. The Rangers are a non-confrontational mediating entity dedicated to the safety and welfare of the participants of Burning Man and the citizens of and visitors to Black Rock City. We take our duties and responsibilities seriously, as illustrated in this quote from the Burning Man Operational Plan, a document directed towards our external publics... "If you observe someone in a Ranger uniform, using one of our radios, you can be assured that you are looking at an individual who is both informed and responsible."

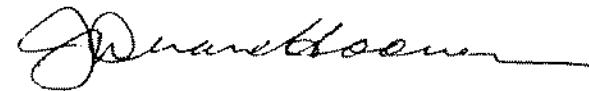
We have a great system of co-operation and support being afforded to Burning Man 2000 from the Bureau of Land Management, the Washoe County Sheriff's Office, the Pershing County Sheriff's Department, North Tree Fire, REMSA, and Special Medical Aid. With their skilled talent and extensive services, the Black Rock Rangers are able to do our job of supplying and managing the "City Services" of Black Rock City. As a Black Rock Ranger, you must consistently develop the best and most communicative relationship possible with all our co-operating entities.

I hope you, each and every one, find out what "the Art of Rangering" can mean to you. Since Burning Man allows no spectators, then you must be a participant. My challenge to you is to participate in Burning Man 2000 as a behavioral artist, creating the positive experience of "Ranger" with all you meet. Do your best to make Burning Man 2000 an unprecedented success for the citizens of Black Rock City and for yourself.

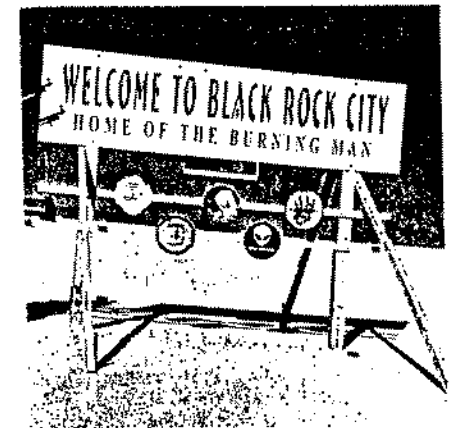
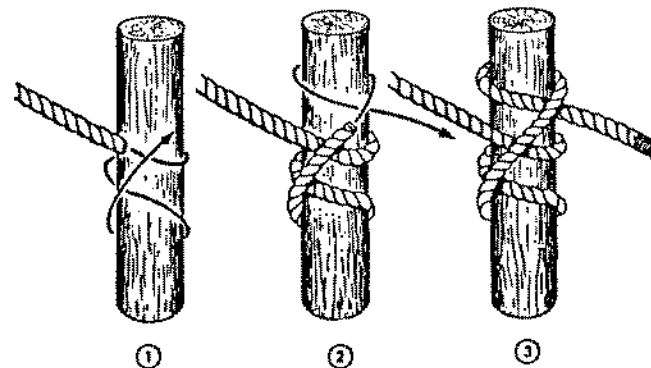
Dare to let the power of community found at Burning Man sweep over you. Dare to open yourself to the transforming fire and the magic of our Black Rock playa. Having done so as a Black Rock Ranger, you will earn 'the khaki dot' and you will leave this place with more than you brought, and with more than you could have imagined.

Looking forward to serving with you all, I remain,

Sincerely yours,



J. Duane Hoover, a.k.a. Big Bear
Ranger Director



Preface

What is Burning Man?

Burning Man is a unique event which focuses on creativity, art and radical self-expression. Burning Man offers individuals a chance to look at life in a new context--one which suggests that there may be worthy experiences beyond our regular, every day, generic and predictable routines. There are no spectators at this event. Everyone is a participant. Burning Man offers participants the opportunity to risk a few days in exchange for new perspectives. This annual event is held in the Black Rock Desert of Nevada each Labor Day weekend and everyone attending must bring their own water, food and shelter. A special feature of this event is a large wooden statue which is erected during the event and then burned on the last evening. Burning Man is not a rock festival or a religion. The sculpture serves as reference point for the community as a whole. Each individual is free to assign whatever meaning he or she wishes.

What is Black Rock City?

Black Rock City is the physical community which exists in the Black Rock Desert during the annual Burning Man event. For several days, individuals from all over the world come together to create a unique, temporary city; complete with radio stations, daily newspapers, esplanades and byways. In recent years Burning Man has become an international venue for the presentation of large-scale works of art. After the event is over, the community begins to disperse and the entire area is restored to its natural form.

Why is Burning Man held in the Black Rock Desert?

The Black Rock Desert is a 400 square mile, thoroughly flat, prehistoric lake bed, completely devoid of any vegetation or animal habitat. Its name comes from a large, prominent dark rock formation located at the north end of the desert. During the summer, the lake bed is primarily a hardpan alkaline playa. During the winter it becomes a temporary lake which flattens the surface sediment and erases all footprints. This unique geological feature is ideally suited for this type of recreational use.

Who are the Black Rock Rangers?

The Black Rock Rangers is a volunteer organization dedicated to the safety of Black Rock City and it's environs. The Rangers help to facilitate community activities, as well as provide participants with information about activities and necessary services. The Black Rock Rangers were patterned after the original Texas Rangers, where a small group of dedicated individuals looked after a vast frontier community. The Black Rock Rangers are a non-confrontational, mediating entity designed to defuse any potentially harmful situations. The Rangers are the eyes and ears of Burning Man and always in touch with local law enforcement officials.



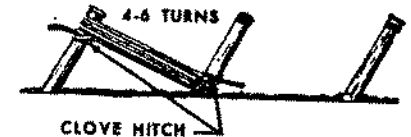
Notes:

AIR PRESSURE
IS A
RESPONSIBILITY
NOT A RIGHT
- *Jump Rangers*

THIS APPLIES TO CARS AND PLANETS.



CLOVE HITCH



CLOVE HITCH



Suggested Reading

"Managing From The Heart" by Bracey, Rosenblum, Sanford & Trueblood - (Kind & gentle leadership.)
"The Tao Of Poo" by Benjamin Hoff - (Tips on how to reduce stress and deal with life better.)
"The Ennegaram" by Karen Webb - (A framework for understanding human personality types.)
"Where There Is No Doctor" by David Werner - (Health care in the absence of medical services.)
"Worst-Case Scenario" by J. Piven & D. Borgenicht - (Survival techniques for dire situations.)
"Dune" by Frank Herbert - (Not so far-fetched science fiction about life on a dry, waterless planet.)

CREDITS

Main Contributors include: Joseph Pred, Catherine O'Riley, Hank Pfeffer, Larry Harvey, Boggmunn, Death Valley Kelley, and Michael Michael.

Special thanks to: Vanessa Kummerle, a woman who led the way in a silver hat. John Law, a sincere, honest, hardworking pioneer and one of the last wild west peace-keepers to ride off into the sunset. Dick Dillman, who showed up on Baker Beach with a couple of radios. Stuart Mangrum, who lost his pants, tent, and credit cards during the quest. Duane Hoover, the man who grabbed the reins before we lost the stagecoach. Photographers George Post and Barb Traub for all the wonderful image captures. Judge Philip Thomas, who dispenses frontier justice with a community sensibility. Tor Eckland, for looking down the barrel of a redneck gun at 3 am.... and to Doug, the redneck who became one of us.

And a Danger Ranger star of service to: Abbycat, Aloha, Angel, Atilla, Badger, Baker18, Beavis, Big Bear, Bigfoot, Biggus, Bill, BlueRidge, Bob, Boggmunn, Bones, BonnetMan, Boogaloo, Bounce, BrokenArrow, BrokenVessel, BrotherBuzz, Bunny, Camel, Canyon, Chalkie, Challice, ChickJesus, Chocodyle, ChopperBob, CircusBoy, Cloudy Tee, CloudyJoe, CodeSurfer, Comm1, CommOne, Conduit, Cool68, Cowboy, Coyote, Crash, CrazyHorse, Crow, Cyborg, DairyBoy, Dancer, Darkstar, DeathValleyKelley, DeltaLima, Deuce, Digger, DirtWitch, DJ, DogBoy, DogPup, Dragon, Druid, Duffy, Dymax, EastCoast, Edge, EDP, Enigma, Ernest, FaddahWolf, FarStar, Fearless, Firedude, Flash, FlyingGuy, Flywheel, Forest, Fred, Fresno, Gadget, Garzan, GeekGirl, Ginger, Gluteus, GoDo, Greatful, Gross, Hacker, Hailmary, Hairess, HalfDome, Hawkeye, HelterSkelter, Hoser, Houston, IceGuy, Ivory, Javajive, JenJen, Jeremy, Jersey1, Jim, JohnDoe, Jynx, Kalamozo, Kilo, Kipster, Kooster, Kryptic, Lefty, Lerner, Leslie, Lexica, Lithium, LittleJoe, Lizard, Lonestar, LooseCannon, LuckyCharm, Lycos, Marko, Max, Mecca, Medic4, Mickey, MisterFreeze, Moachie, Moebius, Mojo, Monsoon, Morph, Naiya, NakedBob, Nebulous, NeighborBoy, Newton, Nightsight, Nitrous, NordicToad, Odwally, OJ, Omegan, Opera, Orpheus, Oztech, Pablo, Painless, Pax, Perry, PGavin, Pirate, Pixpoet, PlayaPete, Playapuss, Polyanna, Poohbear, Pyro1, Quartermaster, Que, Rabbit, Radman, Raindog, RandomOrbit, Raven, Raver, Reckless, Red5, RedTail, Redwood, Reptile, RescueBoy, Rigged, RobbiDobbs, RobRob, Ronin, RopeGun, Rossby, Roswell, Sage, Sailor, SaintPeter, Scamper, Scooter, ScrewTape, Seth, Shibumi, SilentWolf, SilverFox, SingleTail, Ski, Skink, Sky, SkyKing, SMA1, Snookie, SoftTail, SpaceLounge, SpeedBump, Spider, SquirtALot, Static, Steve, Stig, Stranger, Straylight, Strider, Sunshine, Swarm, T-Cloud, T-Trout, TangoCharlie, Texas, Thumper, Tinker, Tinman, TipiDan, ToeCutter, Tommy, TopHat, Truckie, Tuba, Tuttle, Verdi, Verve, VirginMary, Vulture, Walker, Wanger, Watcher3, Wayward, Whitehouse, WolfPup, Wonton, WreckC, X-Man, ZacMan, Zeitgeist, Zen, Zeno, Zippo, Zuma, and 4748.

Thanks to all those contributors whose names have been obscured by time and playa dust.

The stylized image of the Burning Man first appeared on an envelope by Anita Moore on March 20th, 1995. The stylized image with community circle (Black Rock City Ranger) design was developed by Stuart Mangrum and Bill Barker on April 8th, 1995 and is approved for interstellar use by the SCHWA Corp.

Overheard in a Gerlach bar: "If you go fishing in Lake Lahontan, be sure to bring Anette."

1.1 PARTICIPANTS RESPONSIBILITIES

- **Participants at Burning Man must bring all necessities to the desert:** food, shelter, water, fuel. Above and beyond the provision for individual survival, everyone is requested to help ensure our collective survival by following very simple rules relating to public safety and community well-being. Everyone is expected to abide by these standards. Community membership is a privilege. Any violation of these requirements could result in ejection from the community.
- **Do not drive cars in camp.** Be prepared to come to Black Rock City and anchor your vehicle at your campsite. No cruising! Black Rock City is designed for pedestrians and bicycles. Except for public state agencies, specially-marked Black Rock City service vehicles and Art Cars which are properly licensed by the Department of Mutant Vehicles, no cars will be allowed to drive in camp or on the open playa around it. Licensed Art Cars will be permitted to travel only within certain areas of camp during specified times or during specially organized caravans and parades. Rangers have a responsibility to ensure driving restrictions and the authority to stop vehicles in the name of public safety. The boundaries of Black Rock City will be clearly marked and established within an area of the playa which is administered by the Bureau of Land Management for purposes of public recreation. The BLM will establish a buffer zone on the playa around the Black Rock City. No unauthorized motor vehicles are allowed in this area. When entering and leaving Black Rock City, everyone must observe posted speed limits. Pedestrians and bicycles always have the right of way over motor vehicles. In Black Rock City, air pressure is a responsibility, not a right.
- **No one will be admitted without a valid registration ticket from Burning Man.** The ticket is a revocable license. Violation of rules, recklessness, disruptive conduct or nuisance will result in revocation of your ticket and ejection from the event without refund. No one under 18 admitted without a responsible adult.
- **Commercial vending or sale of products without permission is prohibited.** This is not a commercial event. All participants are required to bring their own water, food and shelter. A supply of one gallon of drinking water per person per day is required for entry.
- **The possession of firearms or ammunition within Black Rock City is prohibited.**
- **All participants are required to remove their own trash and garbage.** No trash receptacles or bins will be provided. Burning Man will provide only portable toilets which will be emptied on a regular basis.
- **Play with fire carefully.** The use of aerial flares or explosives is prohibited. The Man and other designated artworks will be burned by the artists who created them. The lamp posts, bulletin boards and other people's property are not to be burned. No open campfires on the playa surface will be allowed. Burning works of Art should be done on designated Playa Protections Platforms when wind conditions are safe.
- **Your image may be captured without permission or compensation.** All individual intellectual property or privacy rights are ceded to Burning Man. The commercial use of photos, video or sound taken during this event is prohibited without the permission of Burning Man.
- **Dogs and other pets are NOT welcome at Burning Man.** Most pet owners are not prepared to provide the additional care needed for their animals in the Black Rock Desert environment. Each year, the cleanup crew expends many hours picking up dog feces after the event. A \$100 admission fee will be charged for dogs to help balance this additional effort. Dogs must be under their owners control by leash or voice at all times.
- **Sound levels emitted from any camp should not cause serious disruption to adjacent camps.** Large sound systems may be limited to certain areas of our city. If a problem with sound levels continues after sufficient warning, the source of power for such a device or system may be removed and temporarily confiscated.
- **Burning Man supports both federal laws and the laws of the State of Nevada.** Burning Man also supports the 1st Amendment and is devoted to radically free self-expression. It is recommend that you behave as you would anywhere, with intelligent discretion.

1.2 RANGER OBJECTIVES

The Rangers are NOT the police or a paramilitary organization. Control of the Black Rock Desert is the responsibility of the BLM and law enforcement in Washoe & Pershing County is the responsibility of the Sheriffs Department. The Rangers primary duty is to help the citizens of Black Rock City maintain a reasonably safe environment and mediate potential conflict. Much of your job will consist of patrolling our camp, the gate, and the playa of our community, providing information and making participants aware of potential problems. As a Ranger, you represent our community to participants, to people in the surrounding communities, and — via the media — to the world at large. Rangers should take pride in themselves and in their roles, and present a face to the public that is competent, professional and friendly. This is primarily determined by attitude. Swaggering and other poses should be left behind— you are here to help. You can turn "Rangering" into an art, & yourself into a Burning Man participatory (no spectators!) artist.

RANGER RESPONSIBILITIES

- Prevent vehicles from endangering pedestrians, bicyclists and campsites.
- Prevent non-consenting physical or sexual assault.
- Educate participants to the dangers of sunburn, dehydration and drug overdose.
- Keep all roads clear for pedestrians, bicycles and emergency vehicles.

The following is a list of things you should avoid doing at all costs.

Doing any of these things may result in you being relieved of duty.

- Losing self control.
- An act or threat of violence.
- Sexual misconduct.
- Abusing the Ranger authority invested in you.
- Knowingly neglecting duty.
- Failing to report an emergency.



1.3 RANGER OPERATIONS

Organization

The Ranger organization is structured to produce competent and trained individuals to fill key Ranger jobs that are needed for our city to function to the benefit and support of all its citizens. The Ranger Director answers to the Black Rock City LLC and is responsible for all Ranger operations and serves a liaison between external agencies such as the BLM and the local county Sheriffs office. The Posse is a core group of Rangers responsible for overall Planning, Organization, and Strategy. All individuals designated as Rangers have attended a Ranger Orientation Meeting and also undergone an on-duty mentoring program. Senior Rangers are experienced veterans of Burning Man. During the event, the Shift Commander is the designated on-duty Senior Ranger who is running all Ranger and City functions. Alpha Rangers are new volunteers who have not yet attended a Ranger Orientation Meeting and undergone the mentoring program.

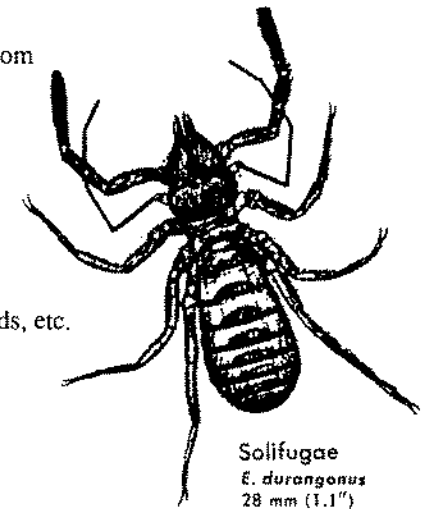
Scheduling

Black Rock City Rangers act in an interactive capacity with the community during all Ranger duties and special events. We are organized to fulfill our community obligation — and to have fun — by coordinating Ranger activities, and scheduling ourselves to cover daily assignments and special events, well in advance. Individual responsibility to your fellow Rangers and to the citizens of Black Rock City will help maintain everyone's sanity and safety throughout the duration of the Burning Man event. Upon arrival, you should check in at the Ranger Station in Central Camp. Ranger meetings & orientations may be scheduled as needed during the event. Schedules for daily procedures are posted inside the Ranger Headquarters, which is off-limits to the general public. Signing-up ahead of time before going on shift is required. When you are on duty, you must be sober and rational. As an active Ranger, you will be assigned to be on duty for various periods of time, depending upon your desired level of commitment and availability. There are two periods when all Rangers are expected to be on duty: On Friday night when the majority of participants arrive, and at the burning of the Man and events immediately following. During the last day of the event, there will be a Ranger luncheon and graduation ceremony.

<2>

(Resources)

- C&H Surplus, 800-325-9465
motors, solenoids, regulators, meters, cylinders, inverters, relays, etc.
- The Sportman's Guide, 800-888-3006
military and adventure equipment
- Gemplers's, 800-382-8473 www.gemplers.com
work clothing, farming & safety equipment and hardware
- Haltek Surplus Electronics, 415-969-0510, 408-744-1333 Mountain View, CA
electronics, mechanical stuff, etc.
- Boeing Surplus Store, www.boeing.com/surplus/ Seattle, WA
old tools, aircraft components, magnesium, computers, jet turbines, etc.
- Twin City Surplus, 702-323-5630 1675 E. 4th St, Reno, NV
camping supplies, sporting goods and lots of unusual surplus stuff and clothing
- The Weird Stuff Warehouse, 408-743-5650 www.weirdstuff.com Sunnyvale & Fremont CA
lasers, electronics and computer stuff
- Liquid Light, 800-228-6890 Menlo Park, CA
glow-things source
- The Internet Resale Directory, 707-939-9124 www.secondhand.com
online guide to secondhand, surplus and salvage
- The Edge Company, 800-732-9976 www.edgeco.com
tools, gifts, knives & action gear
- The Tentsmiths, 603-447-2344 www.tentsmiths.com
tents and accessories
- Tarps & Tie-Downs (Hayward, CA) 510-782-8772
purveyors of fine & cheap tarps & tarp material
- The Wandering Bull 508-226-6074
American Indian crafts + supplies: feathers, leather, bones, beads, etc.
- Bright Life 516-334-1356
ice cooler tables, super tape, garden gnomes, etc.
- Into the Wind 1-800-204-5483 www.intothewind.com
kites, flying toys, devil sticks, colorful nylon fabrics, etc.
- Good Vibrations 1-800-289-VIBE www.goodvibes.com
sex toys, books, videos, etc.
- Forest City Surplus 519-451-0246
survival, electronics, camping, tools, gizmos, beakers, whatever
- Shelter Systems 650-323-6202 www.shelter-systems.com
cool portable dome-like living shelters
- www.teleport.com/~pdx4d/dome.html
good geodesic dome information
- members.aol.com/jboden4377/sg/ring.htm
build-your-own spud-cannons
- SCHWA Corp. www.theschwacorporation.com, P.O. Box 6064, Reno NV 89513
graphically oriented alien humor, sometimes dark and disturbing, always perceptive
- Cacophony Society, San Francisco 415-665-0351, www.cacophony.org
Experiences outside the mainstream. Also located in New York, Portland and other cities.



Solifugae
E. durangonus
28 mm (1.1")

rocket run - term used for a quick driving trip to the Black Rock Desert and then back home, usually within a 24-hour period.

rumor control - the technique of managing and controlling information that may be false or harmful to the community.

scanner - an electronic device used to listen in on radio communications.

Shift Commander - The on-duty Ranger who is responsible for all Ranger functions and city operations.

skimmer - a vehicle or art car which is traveling on or in a prohibited roadway or playa area.

SkyKing - name of early radio wrangler.

Solifuge - a swift, non-poisonous, nocturnal insect which thrives on the playa during the dry season, taking refuge in the larger cracks during the day. Also known as Sun or Wind Scorpions.

spacewalker - a participant who walks out onto the playa, away from camp at night with no flashlight, usually in an altered state of mind. "Wowlookataillthestars." is the comment often heard.

Spike - name of dog which died in 1993 after it's owner allowed it to jump into a hot springs.

SRL - abb. for Survival Research Laboratories, a robotics machine performance group.

survivally-challenged - politically correct term for any participant whose judgment is impaired by drugs or alcohol.

TAZ - abb. for Temporary Autonomous Zone (term coined by writer Hakim Bey).

Texas Rangers - early law-enforcement organization established in the 1800's on the Texas frontier.

theme camp - a campsite which artistically presents an idea or concept and is designed to be interactive.

tengo dos pollos - a Ranger expression which means 'Don't take things too seriously.'

Trego Trench - a long, hot springs-fed, ditch created by Southern Pacific with a back hoe in the 1950's.

trigger words - any word that may result in a heightened emotional state (i.e. bitch, stupid, etc.)

Toyko - name of Ranger outpost station on the North side of Black Rock City.

UHF - abb. for Ultra High Frequency band width radio.

verbal judo - a set of skills/technique to deflect verbal attacks and control verbal communications during an emotional situation.

village - affinity group of theme camps.

white-out - a dust storm which produces near-zero visibility.

Yellow Shirts - name used, somewhat affectionately, for the yellow-shirted REMSA medical staff.

Zone, The - the area outside the fenced Black Rock City boundary. The first Burning Man held on the Black Rock Desert in 1990 was promoted as 'Zone Trip #4' by the San Francisco Cacophony Society, which took the term from the 1979 Russian movie, 'Stalker' by Andrei Tarkovsky, where it was the name of a mysterious, forbidden wasteland that changed when you were not looking at it.

RESOURCES

- American Science & Surplus, 847-982-0870 www.surplus.com
motors, tools, electrical components, wacky novelty items and toys, much more
- Archie McPhee's, 425-745-0711 www.mcphee.com, Seattle, WA
rubber chickens, voodoo squeak dolls, spud guns, pink flamingos, etc.
- Real Goods, 800-762-7325 www.realgoods.com
solar and alternative energy products and information
- Mass Army/Navy, 800-343-7749
military surplus gear from around the world
- G&M Sales, 415-863-2855, 1667 Market St, San Francisco, CA
sporting goods and camping gear, Burning Man friendly
- Oriental Trading Company, 800-228-2269 www.oriental.com
really cheap toys, novelty items, giftware, decorations, etc.
- Campmor, 800-226-7667 www.campmor.com
really good prices on camping stuff

Ranger Uniform

In 1846 an English troop commander in Punjab, India traded in his bright white trousers for pajama bottoms to find relief from the heat. To disguise them, he colored them to blend with the local terrain using mazari, a native plant. This combination of fabric and color was called khaki, which is the Hindu word for "dust". In a city where clothing and costuming explodes with color and variety, the Ranger uniform stands out by blending with the playa. All Rangers working full shifts will be issued a wide-brim hat, a khaki shirt with the Ranger insignia and a Ranger ID badge. Some Rangers will also be issued a communications radio. You must be in uniform while on duty - you cannot be a naked Ranger. Feel free to add some level of ornamentation such as patches, pins, cloth and other objects to make your uniform unique. Accessories which are utilitarian or display humor and/or art are encouraged. Accessories which send a message of hostility or aggression should not be used. Items of clothing such as current war-motif cammo designs should also be avoided. Black or dark blue shirts or jackets are not appropriate while on duty and interacting with other participants. You can add more uniforms to your wardrobe by shopping for khakis or tan-colored clothing at thrift stores, camping, surplus and other sources. Long sleeve shirts provide protection from the sun during the day and additional covering for warmth at night. Pockets which have button or zipper closures will carry smaller items safely. Clothing articles made of 100% cotton are the most comfortable and durable in the Black Rock Desert.

Meals

Full-time Rangers working scheduled shifts will be fed at the staff commissary. Regardless of feeding arrangements, all Rangers should come with basic survival rations in the event of an organization or supply breakdown.

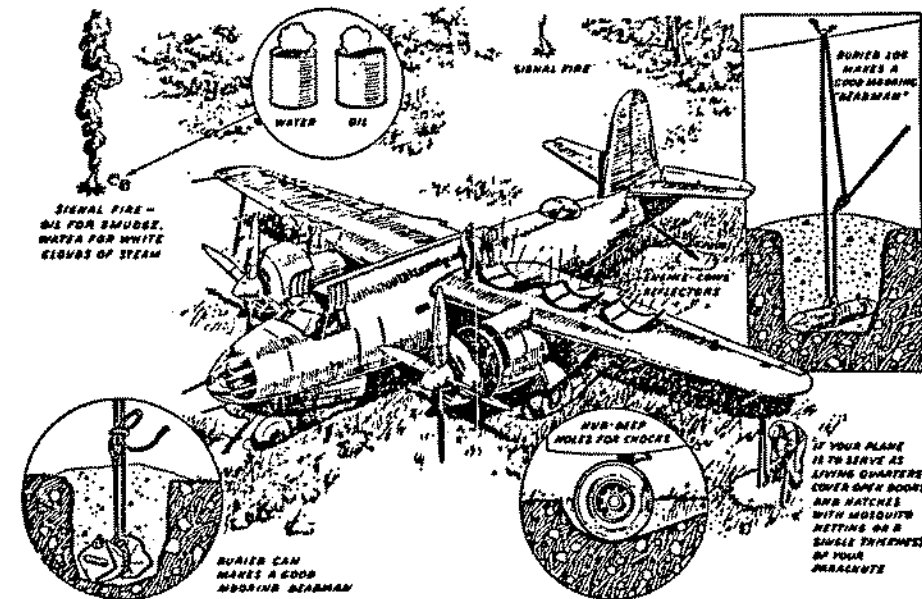


Figure 143: A plane properly hoisted on the desert.

1945 Air Force Survival Manual illustration

1.4 RANGER SKILLS

Conflict Resolution

How to handle critical situations involving a weapon or threat of violence.

Please note that this section does not replace years of training and experience. Critical situations should be handled by senior rangers or experienced staff personnel.

1) Reporting/Radio Contact.

For your own safety and the safety of the other participants, if you suspect that you are entering a potentially violent situation, or responding to a violent act that has just taken place, you must report to Central Dispatch. Dispatch will send appropriate back-up, as required. It is imperative that you maintain contact with dispatch, as it is your umbilical cord to the rest of the Rangers. Most likely, dispatch will ask you to simply stand at a distance and observe/report while the Ranger Captain on duty coordinates response. However, if you become unable to step back from the situation due to sudden changes in circumstances and must take action, report that you have gotten involved and then move in and attempt to calmly diffuse the situation.

2) Arriving On Scene.

First Ranger on the scene will often be the one to start defusing the situation. Usually, the first thing to do is NOTHING. If you've had time to respond to a call, and the person still hasn't harmed anyone, it's likely that he doesn't really want to. Time is on your side. If armed, at some level that person probably wants to put the weapon down. Look and get a feel for what is going on. The first stage of dealing with a critical situation is cooling things down, bringing things to a lower intensity level, a more casual sort of interaction. It is likely that the only way things will foul up is if more pressure is applied to person involved. Therefore, one goal is also to protect this person from being pushed by others. We can do this by bringing in more Rangers to create a safety perimeter.

3) Contact.

Approach slowly, visibly, and don't get too close. Stand slightly to one side rather than face-to-face.

Explain all of your actions before you do them. For example: "I'm going to sit down here on this chair" or "I'm going to take my fanny pack off and put it on this table." Be aware that entering their personal space is likely to cause a violent response. Also be aware of your positioning skills and body language. Speak calmly, casually. People resort to violent behavior often when fear leads to feeling overwhelmed and unable to cope. That is why you slow down the pace - to help reduce feelings of being overwhelmed. At some point ask the person if he/she feels safe here. If the answer is no, then ask them where they would feel safe. Try to accommodate them, if possible. Use your radio to clear the location you want to move to. Allow the person to say "No" to any offer you make, including food or drink. Even that much control over what is happening gives them more of a feeling of coping. One-on-one interaction with the person is important - one Ranger at a time is less threatening. Introduce new rangers into the situation carefully. Introduce them by name. Keep bystanders away, especially from behind him/her. Give the person lots of space. The stupidest thing a Ranger can do in such a situation is run in and try to take over. Another counter-productive thing a Ranger can do on the scene is get involved in a conflict with other Rangers about who does what. While you are arguing, nothing gets done, and no one is really paying attention to the situation, which may be degrading while you bicker. Defer to a more senior Ranger or the scene commander. Ranger gender may be helpful in some situations. A battered woman who has grabbed a gun might be such a situation. When dealing with drunken stupidity you may possibly use friends to help. Offer pros, cons, coffee and/or water. If someone is provoking things, try to get them off the scene. If they won't back off, emphasize that you are trying to cool things down. Ask agitators questions like "Am I making sense?" Assert your authority during a crisis. Display your ranger heraldry - but don't get involved in a fight. If the situation degrades further, don't hesitate to contact Dispatch for Sheriff intervention. Never forget to make your own safety a priority.

<4>

Guru Lane - a folk-art, monument-lined road next to highway 34, near Gerlach, built by Doobie Williams, who passed away at age 76 in 1995.

Harvey, Larry - founder and director of Burning Man.

heat exhaustion - a more serious form of dehydration.

HELCO - fictional corporation which attempted to buy Burning Man in 1996.

ICS - abb. for Incident Command System, an action plan to be used by the Rangers in the event of serious emergency.

Jack Rabbit Speaks - Internet based newsletter produced by Burning Man organization.

Java Cow - community legend which appears with hot coffee at sunrise on the morning of the Burn and asks the question: "Do you want cream or sugar with your coffee?"

khakis - durable, tan-colored clothing which has become the standard uniform of the Rangers.

khaki dot, the - a mental point at which a Ranger applicant understands the basic philosophy and concepts of being a Black Rock Ranger, i.e. "getting it"

lamp posts - the series of vertical lighting fixtures which line walkways and delineate areas of BRC

lingam - Indian term for a large, phallic-like structure.

LLC - abb. for Limited Liability Company. Black Rock City LLC is the legal entity which organizes and produces the annual Burning Man event.

Man, the - term used for the wooden Burning Man statue.

mentoring - the process by which an experienced Ranger passes on the Ranger way to a new Ranger.

moop - matter out of place, a term for litter or trash on the playa.

nose tators - playa dust nostril plugs that form during the event; spelling derived from a contraction of "No Spectators".

obtainium - any useful and valued material which is found or obtained for free.

Paperman - the legal entity which holds the trademark name 'Burning Man' and protects it from corporate commercialization.

participant - everyone in BRC is expected to be interactive and play an active role in the community.

Piss Clear - the 2nd newspaper to appear in BRC. The name is derived from the survival axiom "Drink so much water that you piss clear."

playa - Spanish word for beach.

Playa Chicken - community legend of a rare species of vicious, carnivorous chickens reputed to live in the Black Rock Desert. Any strange phenomenon that is not readily attributable to any known cause may be blamed on Playa Chickens.

playa madness - mental condition that occurs after being out in the Black Rock Desert for more than a week at a time.

playa platforms - what your footwear becomes after it rains and 2 to 3 inches of mud adheres to the bottom of your shoes.

POSSE - Ranger senior management organization for Planning, Organization & Strategy.

potlatch - American Indian term for a gathering or festival in which gift giving is featured.

Project, the - term for the Burning Man Project, organization name.

Quinn River - located at the north-east side of Black Rock, this spring-time river empties onto the playa and then dries up during the summer.

radio codes - numbers used to shorten and clarify radio messages.

radio handle - a short name used by a Ranger for radio communications.

radio protocol - a clear and simple set of rules to make radio communications flow, even in times of high usage.

Ranger HQ - the primary building and base of operations for the Rangers.

Ranger Station - the general, public accessible, campsite/complex and base of Ranger operations.

re-bar - cheap steel rods often used for tent stakes.

REMSA - abb. for Reno Medical Services Association.

repeater station - electronic device which receives radio signals and then re-broadcasts with increased power to increase range of radio communications.

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GLOSSARY of terms used in Black Rock City

Art Cars - a highly decorated car, truck, or bus, usually with lots of decorative objects attached to it.

Art of Rangering - the set of mental awareness, emotional stability & behavioral skills which enable one to function as a Black Rock Ranger.

Baker Beach - San Francisco beach where Burning Man originated.

Berlin - name of Ranger outpost station on the South side of Black Rock City.

BAT - Burn Activities Team, specially trained & equipped Rangers who work with fire performances.

Big Bear - Ranger Director, dedicated to the "Art of Rangering" and the Burning Man community.

Black Rock - a large dark rock formation at the north end of the Black Rock Desert playa.

Black Rock City - the annual, temporary city created by the community of Burning Man participants.

Black Rock Gazette- newspaper produced on-site in the desert during the Burning Man event.

Black Rock Hot Springs - natural hot springs located near the Black Rock.

BLF - Billboard Liberation Front, hard copy media hackers since 1979.

BLM - Bureau of Land Management, government agency which administers public lands, including the Black Rock Desert.

Bordello Springs - see Frog Pond below.

BRC - abb. for Black Rock City.

Burn, the - reference to the actual event and activity involved with burning the Burning Man statue.

Cacophony Society - a randomly gathered network of pranksters and eccentric individuals, united in the pursuit of experiences beyond the mainstream of culture.

camera obscura - a darkened room or building fitted with a specially designed lens which projects an outside image onto a screen or table inside

cattle guard - a closely spaced group of horizontal pipes placed in a roadbed at a fence crossing to prevent cattle from escaping and yet allow vehicles free access.

CB - abb. for Citizens Band radio

Central Camp - large circular area and structures located in the center of Black Rock City.

Central Dispatch - center for radio communications and control, usually located at Ranger Headquarters.

chasing shadows - dashing across the playa in pursuit of brightly burning objects, only to arrive after the object has already burned to ashes, and then doing it again and again to the point of exhaustion.

comm- abb. for communication .

concrete stake - heavy-duty steel stake with a series of small holes along the length.

conflict resolution - a set of skills and strategy to defuse emotional situations.

Coyote Man - community legend about a local resident who runs with coyotes at night.

Danger Ranger - founder and icon hero of the Black Rock Rangers.

dehydration - medical condition that results from not drinking enough water.

Dig, the - the Monday morning ritual of excavating smoldering Burning Man artifacts.

Dispatcher - person who monitors official radio communications and acts as a radio traffic regulator.

DMV - Department of Mutant Vehicles, the licensing and regulating agency for Art Cars in BRC.

Donner Award - annual award given to the individual, or group, who pushes the limits of personal survival through stupidity, inattention or just bad luck during the Burning Man event.

Double Hot - a boiling hot springs located in the mountains beyond the north end of the playa.

DPW - Department of Public Works, the organization dedicated to building the city's physical infrastructure.

Exploding Man - legendary fireworks performance.

fire breathing - a technique whereby someone blows a flammable liquid across a torch or match to produce a large burst of flame.

fire walking - a technique of walking barefooted on live embers, best performed after moistening the feet.

fire jumping- a technique of jumping over a burning fire, sometimes with negative results when two opposing jumpers collide in mid-air.

Frog Pond - a warm water artesian pond where frogs were raised in the 1950's. Renamed Bordello Springs by Danger Ranger in 1992.

Fly Hot Springs - a hot water geyser surrounded by several large man-made pools.

1.4...(RANGER SKILLS)

Conflict Resolution Synopsls:

-Everyone has a "Good Reason" for what he or she does.

-When body language and words come into conflict, your words will lose every time.

-Use verbal judo catch phrases to your advantage: "got that", "understand that"

-Use "we" and "us" to generate a connection with people.

-Never tell someone to "CALM DOWN!" Calm them down by your performance.

-The less ego you show, the more control you will have over the situation (and the more respect, too).

-Be aware of your trigger words.

-Don't ever lose self-control (walk away before you do).

-Public Relations is KEY.

-Use active listening skills.

-Ask them to think about it (and give them time to do so).

-You move a crowd one person at a time.

-Treat everyone with equal respect, no matter who it is.

-Don't get suckered into debates; ACT!

-Let them have the last word, as long as you have the last act.



Specialized Skills

Some Rangers with specialized skills will have a colored patch on their ID badges. In addition to regular Ranger duties, they may be called upon to use their knowledge in certain situations.

- Green Dot - "Crisis Intervention"

These Rangers have experience in the fields of psychology, emergency psychiatric, rape crisis, drug counseling, and related social work.

- Blue Dot - "Medical"

These Rangers have training as a First Responder, EMT, Paramedic, RN, MD, or have other specific medical background.

- Red Dot - "Fire"

These Rangers have wild land, urban, or military fire fighting backgrounds.

Vehicle Skills

- Make extra sets of car keys and (1) wire them to a hiding place under vehicle or (2) stash an ignition key inside, you can always break a window or (3) keep a set in a friends car and his extra set in your car.

- Nail holes or other small punctures in tubeless tires can be repaired by inserting a wood or sheet metal screw into the hole.

-When driving on the open playa outside of Black Rock City, avoid darker areas of the playa which may indicate mud. If you encounter soft playa, avoid turning quickly, which will cause wheels to dig in and get stuck. Keep moving if possible. If your vehicle does becomes stuck, try deflating the air pressure in your tires by about half. Using forward and reverse gears, rock your vehicle back and forth. Try to avoid spinning your tires. Once moving, keep moving until you reach more solid ground. Try to make a gradual arc to return to more solid playa.

1.5... RADIO COMMUNICATIONS

Ranger Communications

Many Rangers will be issued a UHF radio and will receive training for radio use and procedures. A Central Dispatcher will function much like air traffic controller for primary radio communications, monitoring all radio channels, and dispatching Rangers as needed. The Ranger Dispatch Center will be staffed with specialized Rangers who have HAM, OES, military, or agency communications experience. Each Ranger will have a radio handle or nickname which is used during the event. For better communications, radio names should have at least 2 syllables. When a Ranger with a radio is on duty, he/she is "on comm" and will be assigned a channel to be used for communications. An off-duty Ranger may also be on stand-by and carry a radio tuned to a paging frequency.

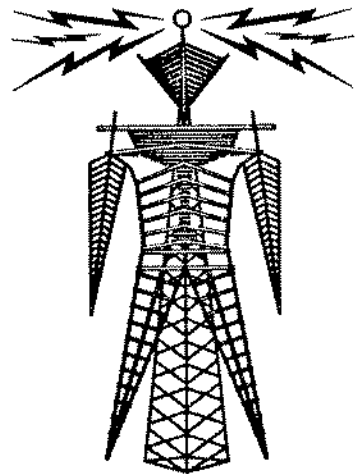
Basic Radio Protocol

- Listen before you transmit; if the channel is clear, proceed. Always wait a moment before speaking into the microphone after you press the transmit key on your radio, as there is a short lag time before the radio begins to transmit. Additionally, do not yell into the microphone, always try to speak clearly and slowly. BE BRIEF! Do not "ummmm" "ahhhh" or simply hold the mic key down without speaking.
- To sign "on comm," turn your radio to the Ranger Primary channel and when radio traffic is clear, announce "<your radio name> going on comm." Wait until you hear Central Dispatch respond with a confirmation. To sign "off comm," turn your radio to the Ranger Primary channel and when radio traffic is clear, announce "<your radio name> going off comm." Wait until you hear Central Dispatch respond with a confirmation, then turn your radio to the paging channel, and leave it turned on.
- To initiate radio traffic with Dispatch or another Ranger, wait until traffic is clear, then call "<desired party>...<your radio name>." To answer a call to you, simply respond "<calling party>...<your radio name> go." After you have made a communication, your radio call should end with "OVER" if you are expecting a response. If your communication is completed and you do not need a response, then end your radio call with "OUT." As SkyKing says, you can be "OVER" or you can be "OUT", but never be "OVER AND OUT."

Many agencies use Radio Codes. You will not be expected to memorize them, but you should be familiar with the most commonly used ones. RULE #1: Always use clear, succinct language.

Radio Codes

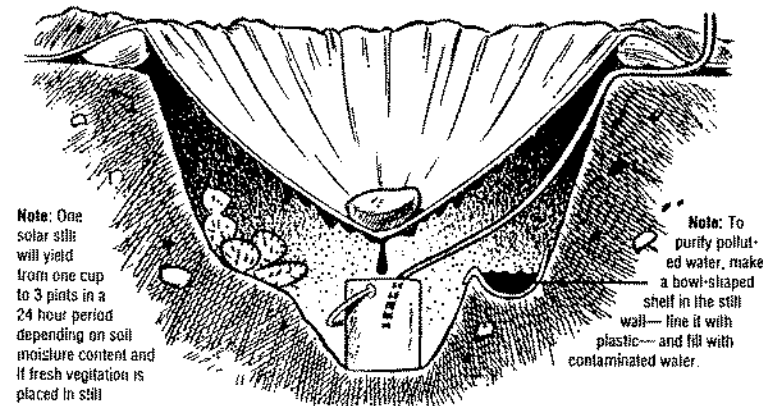
Code 1	Respond: as available
Code 2	Respond: now
Code 3	Respond: urgent
Code 4	Situation under control
Code 33	Emergency Traffic only!
10-1	Radio signal poor
10-2	Radio signal good
10-4	Affirmative
10-7	Off Comm
10-8	On Comm
10-9	Repeat last (transmission)?
10-20	Current location?
10-49	Proceeding (to location)
10-97	On scene
10-98	Clear (last situation)



DONNER AWARD

The Donner Award is given by Danger Ranger to the individual or group, who pushes the limits of personal survival through stupidity, inattention or just bad luck during the Burning Man event.

- * 1992 - To the pilot who, after dramatically buzzing the camp 3 times, managed to land his Cessna single-engine plane upside down on the playa just south of camp. The crash site, which was strewn with Oreos cookies, gave new meaning to the term "cargo cult". This popular art installation remained on the playa for 3 weeks until it was finally visited by the FAA and then carted out on a large flatbed truck.
- * 1993- To the HBO video crew who were so afraid of getting stuck in the mud that, when the first rain came, they panicked and sped their RV out of camp.
- * 1994- To the 2 young men who got lost at night and ended up at the edge of the playa near the old mining town of Sulfur. Since they were cold, they set fire to one of the historic buildings, burning it to the ground.
- * 1995- To 3 local teenagers who drove in the wrong direction at night and got stuck in the treacherous Quinn River area at the northeast end of the playa. Without water or supplies and wearing only t-shirts and pants, they spent the night in their Mazda RX7. In the morning, they walked away in separate directions. After an extensive, day-long search by a Black Rock Ranger Search & Rescue team, they were finally located, one at a time. The last boy was found lying near the railroad tracks just before nightfall, suffering from severe sunburn and dehydration.
- * 1996- To all the reckless drivers who turned the playa into a risky game of chance and changed the driving rules for everyone. The top winners were: (1) the college student who rolled his parents 4WD IUZU Trooper just south of camp, (2) the 2 local kids who flipped their ATV quad runner while playing tag with another moving vehicle, (3) the drunk driver who sheared off the rear end of another pickup truck, and (4) the spaced-out junkie who borrowed his girlfriends rental car and then plowed it into an occupied tent, causing severe injuries.
- * 1997- To the former Burning Man Medical Coordinator who severely burned his hand when he attempted to remove some steel cables which had been in the flames of the burn a few minutes before. Runner-up was an attempted gate crasher whose truck spent 4 days stuck in the mud 2 miles from the event.
- * 1998- To the Burning Man organizer who set fire to his own tent with a tiki torch. Close runner-ups for this years award were: (1) the pilot of a giant windsailer who crashed into the Tower of Rudra and (2) the Black Rock City DPW truck driver who got stuck while crossing the railroad tracks where there was no crossing and (3) the gate crasher who attempted to sneak in by driving down the railroad tracks. The vehicles of runner ups 2 and 3 were completely destroyed by fast moving freight trains, the windsailer was destroyed by the artist who built the tower.
- * 1999- To the participant who dived from the top of 3-story tower. The runner-up is a DPW worker who, during the course of the event, managed to roll 2 vehicles and later fall off of a 3rd.



4.2... (Burning Man History)

- 1998

Height of Man: 50 feet

Location: Black Rock Desert

Participants: 15,000

Theme: The Nebulous Entity

Event moves back to BLM managed land on the Black Rock Desert. Black Rock City takes on the characteristics of a real city. The Department of Public Works is created to build the city infrastructure and then remove it after the event. Burning Man volunteers form the Burning Man Earth Guardians to help the BLM manage and protect the desert. Large art installations include Pepe Ozan's "Temple of Rudra" and Dan Das Mann's "The One Tree". In an unprecedented first, 6 members of one camp are arrested for vending. In addition to commercial vending on a large scale and extreme anti-community behavior, the individuals had stolen a tent and a golf cart. The Man is lit by the lead carpenters who built the figure and then blazes like the sun with a pyrotechnic explosion. Two days after the event, an extremely rare heavy rainstorm turns the playa into a sea of mud, traps remaining vehicles and delays the cleanup for three weeks.

- 1999

Height of Man: 52 feet

Location: Black Rock Desert

Participants: 24,000

Theme: The Wheel of Time

The Man is the center of a giant clock face with art installations at each hour mark. Street names incorporate the theme of time and space. Annular streets run from 2:00 to 10:00 o'clock and radial streets are named after the planets. High winds and unusually low temperatures have strong effects on the city.

Town history of GERLACH

(pronounced GerLOCK)

1882 - A man named Louis Gerlach from Stockton, California established a ranch in the area.

1907 - The town was called Deep Hole when the first post office was established.

1909 - Southern Pacific Railroad put a track through the area on right-of-way purchased from Louis Gerlach and named the town after him.

1950 - Bruno Selmi moved to Gerlach and 2 years later purchased the local bar, renaming it Bruno's Country Club.

1967 - John Bogard moved from Berkeley, California and established Planet X Pottery just west of Gerlach.

1976 - The Railroad sells Gerlach to the local residents.

1983 - Land speed record of 633 MPH is set in the Black Rock Desert.

1990 - Burning Man takes place in Black Rock Desert for first time.

1997 - Sound barrier broken in the Black Rock Desert with a speed of 763 MPH.



1997 Bone Tower - construction by Michael Christian
image capture by Stephen Raspa

1.5... (Radio Communications)

- Rangers with radios should be aware that, during the burning of the Man, the loud background crowd noise will also be transmitted when ever a microphone is keyed. This condition will effectively prevent understanding of speech from any radio in the vicinity. **When there are high levels of background noise, no voice transmissions should be attempted.** If you have an emergency message, you must go to an area where the background noise is reduced and then broadcast your message.

- You should change your rechargeable radio battery when you hear the radio "beep beep" occasionally, or at least once a day, so as to insure that your radio will not die out when you really need it.

Burning Man 911 Radio Communication System

In the event of an emergency, participants can contact the Rangers Dispatch Center with a CB or HAM radio.

- CB: channel 9
- HAM: 2m: 144.400 (No CTCSS or PL tone)
- HAM: 70cm: 444.400 (No CTCSS or PL tone)

Dispatchers will monitor all three channels 24 hours a day. Participants are instructed to remain in radio contact with the dispatcher until a Ranger arrives on scene. The reporting party should be prepared to state name, location (theme camp, landmarks, street intersection, and/or other distinguishing features), and the nature of the emergency.

Incident Command System

In the event of an extremely serious emergency or crisis, a Code 33 will be broadcast and a plan called ICS will go into effect. During this time, do not use the primary radio channels unless absolutely necessary. Rangers with radios should remain at their assigned station or post until directed otherwise by the Central Dispatcher. All other Rangers should report to a Ranger Station to see if they can be of assistance. When ICS is cleared, all Rangers will resume normal operations.

CHAPTER 2: The Black Rock City Environment

2.1 Desert Survival

Exposure and dehydration are constant risks. Daytime temperature routinely exceed 100 degrees and the humidity is extremely low, which rapidly and continually wicks moisture out of your body. Because the atmosphere is so dry, you may not feel particularly warm, but you'll be steadily drying up. Don't wait until you're thirsty to drink. Carry a water bottle with you at all times. If you are out and active during the hot part of the day, you should be drinking water every 15 to 20 minutes. The color and volume of your urine is a direct indication of your water consumption. Dark urine is bad, light urine is good. One gallon per person per day is the rule of thumb. Users of alcohol, caffeine and other drugs are particularly at risk for dehydration, and should pay extra attention to their water intake. Dehydration can cause headaches, stomach cramps, abdominal pains, constipation, or flu-like symptoms. It exacerbates both heat-related and cold-related conditions (i.e. both sunstroke and hypothermia), and makes it difficult for the body to mend itself. If someone you know complains of these symptoms, or shows signs of either severe overheating or (worse) a case of the chills under the mid-day sun, get them to shade immediately and contact medical help. As a Ranger, it is particularly important to stay on top of your water intake, both to maintain your own health and to set a good example for others. Be on the lookout for people who are walking around without carrying water. Let them know in a friendly way. Medical aid is available at our Medical Station in Central Camp or can be called to a particular location if needed.

4.2... (Burning Man History)

• 1995

Height of Man: 40 feet

Location: Black Rock Desert

Participants: 4,000 attendees

Burning Man becomes most populous settlement (albeit temporary) in Nevada's Pershing County. Camp is now known as "Black Rock City." Burning Man's Internet presence expands to include multiple interconnected websites and an email discussion list. The on-site daily newspaper, the Black Rock Gazette (edited and published by Stuart Mangrum) is uploaded to the World Wide Web each day of the event. Theme camp culture grows to dominate central camp design (superintended by Harley K. Bierman). Camps include: Algonquin Roundtable Camp, Tiki Camp, Bigfoot Shopping Maul and Croquet Camp. Cacophony Society chapters from Portland, Los Angeles and San Francisco make contributions. The event comes under intense scrutiny of local and federal authorities. After the event, participating law enforcement and land management officials give Burning Man project across-the-board "A-plus" ratings for safety, organization and clean-up. Major installations include Pepe Ozan's fire lingam, and Ray Cirino's "Water Woman." CNN begins yearly coverage. Dust, wind, lightning and rain provide a dramatic shower, large numbers of "mud people" take part in impromptu celebrations under a full double rainbow. After a jet car drive-by, the Burning Man is lit with a flame-thrower.

• 1996

Height of Man: 50 feet

Location: Black Rock Desert

Participants: 8,000 attendees

Theme: The Inferno

Burning Man becomes Internet phenomenon, attracting participants worldwide. Activity begins to spread beyond event, spawning troupes and performances across U.S. Villages, micro models of the macro whole, begin to spontaneously form. A pyramid, designed by Dan Miller, now extends height of Man to 50 feet. Chris Campbell becomes chief designer of Burning Man — introduces curving ribs and modified face. Art pageant features machine art by San Francisco's "Seemen" troupe. HELCO, a supra-national conglomerate attempts to buy out Burning Man and fails. Pepe Ozan's lingam becomes a full scale pageant and opera. Other art includes "Mudhenge," the "Piano Bell," the "Stupa of Limbo," and Jim Davis' "Desert Forest of Fire and Ice." First successful Netcast of Burning Man orchestrated by Stuart Mangrum, via an 11-mile microwave link to an ISDN line in room number 30 of Bruno's Motel in Gerlach. Infrastructure strained by increasing influx of attendees. Several days before the event, Michael Fury becomes the first fatality when, after a night of drinking in the nearby town of Gerlach, he plays chicken on the playa with a slow-moving truck and rides his Harley motorcycle into oblivion. This event and a tent/car accident brings changes in camp design and a strict no-driving rule to Black Rock City. Plans begin to relocate Burning Man to Hualapai Playa near Fly Hot Springs.

• 1997

Height of Man: 50 feet

Location: Hualapai Playa

Participants: 10,000

Theme: Fertility

Attendance is reduced by difficult permit process. Burning Man LLC '97 formed as a legal entity to manage the event. Despite stunted attendance, theme camps increase three-fold, and art installations are four-fold from previous year. Major installations: Michael Christian's "Bone Tower." Hendrik Hackl's "Ammonite" (from Germany), Pepe Ozan's "Daughter's of Ishtar," Jim Mason's 11' diameter iceball/sundial called "Temporal Decomposition." On-site media included: CNN, ABC-Nightline, NBC, Time, Washington Post, German TV, (publications from: England, France, Japan, Brazil).

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Accident Prevention

Preventative care and reasonable safety precautions are crucial. You can exert a positive influence on the community and help reduce the number of emergencies by encouraging people to be safe and responsible. When you see unsafe or survivally-challenged behavior, it is your job to bring it to that participant's attention. If a campsite is poorly built and presents a safety hazard to the public, whether it is unflanged guy wires, unprotected tent stakes or just a general likelihood to blow away, let the people there know that they need to correct it. Tent stakes should be driven below the surface to prevent foot injuries or at least capped with a protective device.

Beating the heat (and the cold)

Make sure you bring some kind of shade for your camp and try to be less active during the hottest part of the day (save your strength for the night). Use sunscreen, sunglasses, hat and water. If you don't take a few basic steps to protect yourself, the desert's mid-day sun will cook you like a hot dog. When the sun drops over the horizon, temperatures will begin to decrease. Overnight lows in the 40's can seem exceptionally cold after all that daytime sun, so you'll want a warm jacket and a good sleeping bag. If you want a campfire, you'll need to bring your own wood and you'll need to haul out the ashes when you leave. Special enclosed fire barrels will be provided in certain areas for burning wood. Types of wood to use for fires: Oak makes a good long-burning fire, Pine makes a hot, fast fire, Eucalyptus makes smelly fires and should not be used for cooking, Redwood should be avoided as is somewhat fire retardant and burns very poorly.

Most common medical problems:

- dehydration (lack of water in the body)
- sunburn (including the eyes of some who forgot their sunglasses)
- foot and leg wounds from stepping on unprotected stakes and other objects while going barefoot
- burns from playing with fire
- heat exhaustion

Fire Art

Fire art is a traditional part of Burning Man. Rangers should not intervene except under certain conditions, e.g.— intoxicated fire artists who may be out of control and posing a risk to bystanders or campsites. 180 grain alcohol is the most commonly used flammable liquid for fire breathing. The use of 'white gas' is sometimes used, but it can be dangerous. A safety person with a wet towel should always be nearby when white gas is used. White gas supplies of more than a gallon should be in metal containers, capped, and away from the immediate area of the fire breathing performance. Large scale works of art may be burned only within designated areas and precautions should be taken to ensure a reasonably safe burn. Fires should not threaten nearby structures which are not intended for burning. Every participant has the right to experience flame. Falling into a fire is not fatal as long as the exposure time is limited, however, burns are physically painful and scarring. Restrictions to fire activities should be balanced against possible dangers and available medical resources.

Sleep

After water, the thing your body will need most is sleep. Good sleep is difficult in a city where activity and sound continues nonstop. Reducing the sound level with a good pair of earplugs is essential to acquiring enough sleep. Always wear your earplugs when sleeping in Black Rock City. Sleeping at night is best with a sleeping bag in a warm, enclosed place such as a tent or vehicle. Sleeping during the day is best under a shade structure and on a cot or elevated bed which allows air flow underneath. Special sleeping accommodations may be provided for those Rangers working all-night duty shifts.

Food & Drink Safety

Rangers are a respected part of the community and many participants offer to share their food and drink with them. The possible inclusion of psychoactive substances creates a risk that should not be taken lightly. Unless you are sure of source and content, these offers should be politely declined. Be particularly wary of any consumable offered to you during the evening festivities. Rangers should decline or at least protect their face when offered mists of cooling water from strangers. To be an effective team, all Rangers must be sharing the same reality.

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Dust

The fine playa dust is an integral part of the Black Rock Desert experience. It will cover your clothes and get into your food. It will find its way into every crevice of your vehicle and belongings. Months later, when you open a door, hood, or trunk, it will appear like an old friend to remind you of your Burning Man experience. Accept it.

Wind & Storms

The Black Rock Desert can be subject to sudden bouts of fierce and unpredictable weather. Storms may arise at any time and bring high winds, lightning and (sometimes) rain into camp. Dust storms can prowl the playa in packs or sweep, in a broadened front, across the plain. Suddenly besetting us, they may produce instant "white-outs." Seek immediate shelter and stay there. No vehicle should move during this condition. If you're caught outside of shelter during a white-out, simply sit down, cover your face with your shirt and wait. Note: Using a wet shirt or cloth as a breathing mask is a great way to cool off, however, during a dust storm, it will quickly clog and reduce your air supply. Use a dry face covering. Winds are generally out of the south-southwest, however wind shifts of 180 degrees can occur within the hour, bringing storms from any direction. Since they often come in with little or no warning, you need to keep your camp battened down at all times. Secure objects at your campsite (paper products, clothing, tarps, everything) against the wind. Occasional high winds, which may reach 70 MPH, will flatten most tents and carry away objects as large as sleeping bags, chairs, card tables, and empty ice chests unless they are weighted or tied down. Heavy rain storms, which are very rare during the summer, can make the playa impassable for most vehicles for several hours. The safest place to be during severe electrical storms is inside a vehicle where the metal frame will provide substantial protection if struck by lightning. Generally, rain falling on the Black Rock Desert is usually brief and the playa dries quickly. If you are on a bicycle when a rain storm approaches you should quickly return to your campsite, as bike tires will quickly clog with the sticky playa mud after a rainstorm. The best thing to do is stay within the community during adverse weather conditions.

Shelter

Shade structures should be made of canvas or other fabric, as plastic tarps are very noisy during windy conditions. Shade cloth which allows the wind to pass through it, such as 'cammo netting', is most likely to survive in high wind conditions. Shade or camping shelters made with parachutes should be avoided. Try to position your tent to present the smallest possible profile to the wind. Prevailing winds are from south-southwest. Weight the interior corners of your tent. Use anchoring stakes which are 24" or longer. Drive stakes into playa at a 45 degree angle. Shade and other structure guy ropes should be attached on the stakes as low as possible to playa surface or 2 or 3 inches below the ground if driving stakes flush to playa surface. Guy ropes should be long enough and the stakes far away enough from the structure for the guy rope to come off the stake at about a 90 degree angle. All exposed, protruding stake ends must be capped (empty 1-liter plastic soda bottles will do the trick) to prevent foot/leg injuries. Driving your stakes below ground level, then attaching the guy ropes and covering the hole is the most effective safety measure. Ropes or cables used to secure tents should be flagged, preferably with a white or reflective material because they will be hazardous to pedestrians at night.

Waste

Trash should be stored in plastic bags for later removal after the event. Keep wet garbage sealed and separate from dry trash. Used plastic water bottles should be flattened and strung together with string to keep them from blowing away. Bring a large metal trash container to carry out your fire ashes. It will safely contain any hot embers which may be in the ashes of last night's fire. A flat-bottom shovel is best for removing ashes and cleaning your campsite. In a crowded camp with large numbers of bare-footed participants, everyone should avoid peeing on the playa. In the event of a problem with onsite portable toilets, you should be prepared to collect your own body wastes for later, proper disposal. Urine can be saved in empty, clear-plastic drinking bottles. It's also a good way to monitor your water intake (piss clear). Feces should be deposited into a plastic bag-lined bucket with a tight fitting lid. Kitty litter can be sprinkled in the bucket to absorb moisture and help control odor.

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4.2 (Burning Man History)

• 1992

Height of Man : 40 feet

Location: Black Rock Desert

Participants: 600 attendees

Burning Man is transformed into the Black Rock Arts Festival. Burning Man culture expands to include a fashion show, an art festival, and an "Exploding Man" (Kimric Smythe). Danger Ranger founds the Black Rock Rangers. The Rangers communication system consists of 8 used CB radios. The "Java Cow", a costumed performance by Kimeric Smythe, makes it's first appearance. Danger Ranger edits and prints the first edition of the Black Rock Gazette, Black Rock City's first newspaper. The Man is ignited by fire performance artist and dancer, Crimson Rose. Fireworks loaded on the Man, create a spectacular crown that hovers over the flaming statue. The first "Donner Award" is given to a pilot who manages to land his Cessna single-engine plane upside down just south of camp.

• 1993

Height of Man : 40 feet

Location: Black Rock Desert

Participants: 1,000 attendees

Burning Man culture continues as the camp site is laid out in direct relation to the Man. The camp convenes in a circle in front of Burning Man, with a main avenue lined with lanterns leading to him. Camp layout and lamp post designs by Larry Harvey. The lanterns are lit each night by the Lamplighters, illuminating the way. Burning man establishes community media services with radio station on-site. Black Rock Gazette goes daily, publishing 3 issues on-site from the back of a cargo trailer. Danger Ranger brings the first art car, the "504 PM Special" to the Black Rock Desert. Peter Doty creates the first theme camp by dressing as Santa, giving away free fruitcake and eggnog at "Christmas Camp." PBS, HBO and a Brazilian television crew appear.

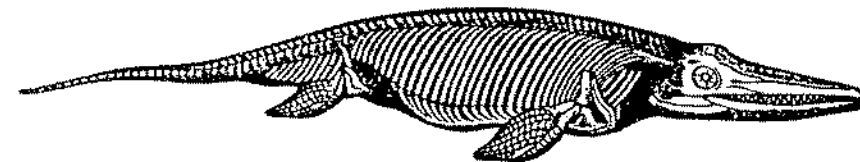
• 1994

Height of Man: 40 feet

Location: Black Rock Desert

Participants: 2,000 attendees

Burning Man acquires an on-line presence with a website on the WELL, a Sausalito-based Internet provider. A documentary is filmed by Australian TV. The event is covered by print media from France, Germany and Great Britain. Larry Harvey and Pepe Ozan found Burning Man's annual San Francisco performance art show. Difficulties arose with the two trucks transporting the Burning Man figure. The legs were stranded in Alhambra, CA for 27 hours until a replacement transmission was driven from the Bay Area by Ranger LittleJoe and then installed at the side of the road. The rest of the figure was carried in a 24' rental truck which broke down in Sacramento and then had to be towed to the Black Rock Desert. Distinctive art installations at event include Chris De Monterey's "Camera Obscura", Pepe Ozan's 30-foot lingam fire tower, Greg Schlanger's interactive shower, and Ric Louchard's musical installation, "Four Directions" and a large bronze fire-breathing dragon named "Precious" by David Lindquist. A large "No Spectators" sign in the center of camp is altered in the early morning hours by the Billboard Liberation Front to read "Nose Tators". A performance by San Francisco percussion group Sharkbait highlights the night of the burn when they roundup metal junk from the edges of the playa, bring it to camp and then hand out 1,000 pairs of drumsticks. The Man is lit by Crimson Rose and Will Roger.



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4.2 Burning Man History

• 1986

Height of Man: 8 feet

Location: Baker Beach, San Francisco

Participants: 20 attendees

Larry Harvey conceives first Burning Man. Larry and Jerry James construct an improvised wooden figure and burn it. Crowd instantly doubles as figure ignites. Bystander clasps figure's hand as it burns -- first spontaneous performance. Built in honor of Summer Solstice.

• 1987

Height of Man: 20 feet

Location: Baker Beach

Participants: 50 attendees

As Man is expanded in size, triangular face remains as part of image.

• 1988

Height of Man; 30 feet

Location: Baker Beach

Participants: 100 attendees

Harvey names statue "Burning Man." Figure now assembled from component parts.

• 1989

Height of Man: 40 feet

Location: Baker Beach

Participants: 150 attendees

As Burning Man is lifted into place by participants, the legs and pelvis break away. The figure is burned in a semi-erect position. U.S. Military Police arrives, asking "Who's in charge here?" -- local TV station video tapes their ineffectual attempt to stop Solstice ceremony.

• 1990

Height of Man: 40 feet

Location : Baker Beach (Burn Location: Black Rock Desert, Nevada)

Participants: 200 attendees at Baker Beach then 80 at Black Rock Desert

Society of carpenters now join Larry and Jerry to construct Man. Larry Harvey drafts the figure from which The Man is designed and built from year to year. Dan Miller becomes The Man's man -- chief engineer in charge of construction and erection. Park Police arrive and ban the burning of The Man. A compromise is reached, allowing the statue to be assembled and elevated on the beach, BUT not burned. Proposal to move Burning Man to Black Rock Desert over Labor Day weekend made during discussion with San Francisco Cacophony Society. Three weeks prior to burn, The Man is vandalized -- reduced to kindling by a chain saw, the result of an inadvertent misunderstanding. The figure is rebuilt in San Francisco with two hours to spare before being transported to desert. Burning Man is ignited by David Warren, a retired carnival worker and veteran fire breather. 1st video documentary is produced and edited by Larry Harvey, filmed by Judith Iam.

• 1991

Height of Man: 40 feet

Location: Black Rock Desert

Participants: 200 attendees

Larry Harvey is awarded grant by Capp Street Project for an installation of the completed statue at Fort Mason Center in San Francisco. "Burning Man" is built and installed on a barge floating between 2 docks at Fort Mason in San Francisco. John Law creates a neon outline of Burning Man that is installed on the exterior front of the figure's wooden frame. The first Desert Survival Guide is produced for participants attending the Burning Man event on Black Rock. The BLM requires a recreation permit and files an environmental impact report regarding the condition of the camp site, post-celebration: "After the event was over, within a week of inspection, no trace of the burning ceremony or the camp site can be found."

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A Few Words On Patrolling

The heart and core of the Rangers are our patrol teams. Whether walking, bicycling, or vehicle mobile, work as the eyes and ears of the Black Rock Rangers. Usually the first to spot and respond to a situation, as a seasoned veteran or a first time Ranger, your presence and perception are our most valuable team asset. When you are out on patrol, you are the most visible part of the Rangers. In being first contact, and in many situations, first response, you represent not only the Black Rock Rangers, but, also the greater Burning Man organization. Behind you at all times is the greater Ranger group: other patrol teams, Dispatch, specialists in medical, fire and crisis intervention, your shift leaders (command group) and the Ranger Senior staff.

While on patrol, keep moving. We like to call this the 'Meet and Greet' approach. Getting to know camps of your fellow artists and citizen participants melts away the walls of "us and them", allowing a greater sense of community, and also creates a better understanding of the scope of our city dynamics. Rangers often find that they become icons, seen by participants on a reasonably regular basis, and this hands on approach to the pulse of the city allows a quicker and more accurate recognition of potential problem areas and citizen safety issues. If a problem occurs in your patrol area you will have already developed a relationship with the citizens involved, or perhaps their neighbors.

As you move through the city trust your "gut" awareness. If something doesn't feel right, pay attention and follow up. If you think that an intervention may be necessary, but are not sure, always err on the side of safety. Feel out the situation, talk with your partner, and when determined necessary, call for the back up of a more experienced Ranger team, or maybe just someone with a different skill set. Remember YOUR SAFETY IS MOST IMPORTANT! Rangers are always part of the solution, never part of the problem. The Ranger default action is to do nothing but observe and report. When you determine it is warranted, share your concerns with Dispatch and your command group.

Teamwork: Attempt to get the "Big Picture" while on any shift. A briefing at the beginning of each shift will update you on the current citizen dynamic, safety issues, Ranger resources, and shift objectives. Develop an overview in your mind's eye of the location of other patrol teams assigned to your area of city. Pay specific attention to what other teams in your area of the city are doing and adjust your patrol pattern for maximum area coverage. Your shift command group will be working on dispersing Ranger teams around the city for quick response to problems as they occur. Ranger teams will initially be deployed by the Shift Commander or Dispatch. Stay on duty in your assigned area. Don't "reassign" yourself to another area of the city. If you see that your presence may be more valuable in another area, state your concerns to the Dispatcher and understand the Shift Commander may have additional information or plans which require you to stay in an assigned role.

Commitment: We encourage 'shared expectations' as a goal for all Rangers. This requires communication and commitment. If you commit to a shift you are expected and counted on. Try to have your food, water and clothing needs covered before starting patrol. If you cannot carry your gear (clothing for weather changes, etc.) with you, then keep it readily available at your camp or a Ranger station that is central to your patrol area. If you have completed a shift and have the Art of Rangering still flowing through your heart, you may volunteer to stay on duty. If you do then a specific time commitment will be needed. Let the Shift Commander or Dispatch know of your level of extra commitment in specific time frames. At the end of your shift the Shift Commander will release those Rangers going off duty over the radio.

Occasionally, due to illness, physical exhaustion, or something else, a Ranger will need to go off duty. Any time you need to go off duty, whether you have just completed a shift or have other requirements, check in with Dispatch so the Shift Commander can clear you.

2.2 CAMPING EQUIPMENT

What you must bring:

- one gallon of water per person per day. Keep a bottle of water with you at all times.
- enough food & beverages for your entire party.
- first aid kit.
- warm clothing.
- warm sleeping bag, (rub candle wax along zippers for smoother zipping).
- a good camp tent is recommended along with 12" or longer tent stakes.
- earplugs: comfortable fit that can be worn while sleeping.
- smokers: portable ashtrays (i.e. an empty candy tin).
- sunglasses: wrap-around lens with a large nose bridge area are best to block sun and wind.
- sun block: high block rating & Chapstick or lip balm.
- moisturizer cream (Corn Husker's Lotion is a water-soluble type that works well with the dust).
- garbage bags with built-in tie wraps.
- any required prescriptions, contact lens supplies (disposables work great), or whatever else you need to maintain your health and comfort in a remote area with no services.
- wide brimmed hat (attach a piece of 12" string to your hat and connect the other end to your shirt with a safety pin to keep from losing it in the wind.)

Personal Equipment - A Ranger should carry these items at all times while on duty:

- bottle of water with strap or belt attachment.
- map of Black Rock City.
- small flashlight.
- notepad and pencil/pen
- compass.
- matches or lighter.
- knife or utility tool.
- dust mask or handkerchief.
- Powerbar, Cliff Bar or other quick food energy.
- **Rangers working inside crowded nighttime burns should carry a road flare, which can be used to guide in medical rescue teams if necessary.

Vehicle Equipment - A Ranger vehicle should carry:

- 2 gallons of water.
- first aid kit.
- flashlight with spare bulb and extra batteries.
- 2 blankets.
- matches or lighter.
- duct tape.
- 4 highway flares.
- 2 gallons of gas.
- jumper cables.
- non-perishable foods.
- extra change of warm clothes and socks.
- 25 ft. rope.
- garbage bags.
- wire or coat hangers.
- basic hand tools (pliers, hammer, crescent wrench, shovel, work gloves).
- spare tire & jack & a piece of plywood (aprox. 12"x 12" or larger and 5/8" to 1" thick) to use as solid footing for your tire jack in case of a flat tire on the playa.
- several short pieces of 2x4 wood which can be stacked as stands to help changing a tire, or placed under drive wheels to gain traction when stuck, or burned during an emergency.



... (Black Rock Country)

Because of Burning Man, the Black Rock Desert is actually a much cleaner place than it was before 1990. Over the years, our cleanup crews have removed several tons of other people's discarded materials, including car bodies, tires, sheet metal, bed frames, stoves and refrigerators. Many truck loads of these items have been taken to an approved landfill site outside of the Black Rock Basin. Burning Man has also removed a sizable quantity of spent shell casings and cartridges, which were deposited when the military used the area for a gunnery range during WWII. The community of Burning Man has a large base of active volunteers involved with protecting the environment through out the year. Many participants are also members of the National Wildlife Association and the Sierra Club.

CHAPTER 4:

4.1 Burning Man Organization

The Burning Man event is organized and produced by the Black Rock City Senior Staff and is organized along the lines of a city council management model. The city council is comprised of the members of Black Rock City LLC (a legal entity), and other Burning Man senior staff members.

The Black Rock City LLC is comprised of:

Larry Harvey — Since founding the Burning Man Project in 1986, he has directed its operation. His duties include the design of the Burning Man figure and Black Rock City and the conception and production of the Project's art pageants. He also authors the Burning Man's bi-annual newsletter.

Harley K. Bierman — Harley joined the Project in 1994. Since then she has created the department called Community Services. She manages a majority of the volunteer-based departments during the event and places all theme camps and villages within Black Rock City.

Will Roger — Will serves as the Site Construction Manager and Director of the Department of Public Works for Black Rock City. His job is to build a city in the desert and then later, remove all traces of it.

Crimson Rose — Crimson is the Office Administrator. She also serves as Burning Man's Performance Coordinator. In addition to coordinating performance at Burning Man, Crimson organizes and directs performances in San Francisco.

Marian Goodell — Mistress of Communication. Since joining Burning Man in 1996, Marian has overseen the expansion of the Burning Man Website and Internet communications including writing the Jack Rabbit Speaks on-line newsletter. She also is involved in overseeing the Business Management in addition to duties managing the Media Mecca, public relations, the WhatWhereWhen events guide, Burning Man Journal and Black Rock Gazette.

Danger Ranger — Danger Ranger is the legendary protector of our desert society. Some say he's the seventh son born of the scion of a seventh son. Others claim he possesses near borderline supernatural powers, including the ability to bi-locate and appear at two places simultaneously. Also known as Michael Michael, he connected the Cacophony Society with the Burning Man in 1988, joined the organizing staff of the Burning Man Project in 1990, and founded the Black Rock Rangers in 1992. He continues to ride the edge of the event horizon.

.. (Black Rock Country)

The playa is the remnants of Pleistocene Lake Lahontan which at its greatest expanse 13,000 yrs ago covered 8,665 square miles of Northwestern Nevada. Over the last 75,000 yrs Lake Lahontan has had 4 measurable highstands which all correlate to glacial advances in the Sierra Nevada. The highest lakestand was during the most recent glacial period. Geologic evidence suggests depths up to 920 ft at what is now referred to as Lake Pyramid, 525 ft in Walker Lake, and 490 ft in the Carson Sink. Lush vegetation and an abundant water supply was present, provided from rivers draining off the Sierra Nevada Mts & Modoc Plateau. Giant mammoth, camel, horse, and saber-toothed tigers roamed the marshy land. In 1979, the largest mammoth ever found was discovered in the Black Rock located in a channel of the Quinn River. This 17,000 yr old Imperial Mammoth was 50 yrs old at death, weighed 13,000 pounds, and was 13' high at the shoulders.

Glacial retreats, subsequent extension of the Basin and Range, and further development of the California Coastal Ranges, Sierras, Cascades and Klamath Mountains created physical barriers generating a Rain Shadow habitat in northwestern Nevada, and eastern Oregon. Lake Lahontan eventually dried-up, leaving behind terraces (up to 300 ft wide) on the surrounding mountains and the current playa surface.

Despite its initial appearance, the area surrounding the Black Rock Playa is far from being a wasteland. The dominant flora of the region are salt tolerant sagebrushes, salt bushes, greasewood, shadscale, rabbit brush, bitterbrush and grasses. Wildlife in the area consists of deer, bighorn and pronghorn sheep, mountain lions, coyotes, jackrabbits, kangaroo rats, bats and numerous lizards, snakes (including the rattler), spiders, scorpions, butterflies and many birds. Plants and animals adapt to the harsh desert environment in unique ways. Some plants reduce the size or number of leaves during the dry season and others have waxy or gray colored leaves. Animals harvest water by drinking dew and eating plants with high water content. Some come out only at dawn, dusk or at night, burrowing in a deep hole during the day. Hair and feathers create insulation to help keep heat out and water in; light coloration reflects solar radiation. Valuable lessons can be learned from the plants and animals of the desert for our own survival in the hot, dry environment.

Humans are believed to have reached the Great Basin about 11,500 years ago, arriving via the Bering Land Bridge from Siberia. These Asian Americans were semi-nomadic hunter-gatherers. Excavated Pyramid Lake caves indicate that at least three different prehistoric human cultures migrated through the basin between 9500 B.C. and 1400 A.D. When the first European American explorers visited, the inhabitants were the Kuyuidokado, or Northern Paiute, numbering 6,000-7,000. During the late 1850's, conflict arose between the Northern Paiutes and early white settlers and came to a head in 1860 at the Battles of Pyramid Lake. Most of the Paiute descendants are now on a reservation surrounding Pyramid Lake.

Agricultural activities in the area produces garlic seed, onions, potatoes, pinto beans and forage crops such as hay and alfalfa. Mining of gold, silver, oil, opal and sulfur has been undertaken on a small scale. Gypsum mining is a major industry; cattle and sheep ranching is a primary livelihood. In the 1940s and 50s, the Black Rock Desert was used as a bombing range by the military and live ammunition can still be found. In 1997, a British racing team set the world land speed record on the Black Rock playa with a 4-ton, jet-powered car named Thrust 2. The principal recreational users of the desert today include rock hounds, land sailors, history buffs, 4WD enthusiasts, amateur rocketeers, and the community of Burning Man.

The location and nature of Burning Man creates within its participants, a keen awareness of an individual's survival within the community and within the natural environment. The lack of commercially-driven consumption at this event provides everyone with an awareness of resources and waste which is seldom found in contemporary society. Since its first appearance on the Black Rock Desert in 1990, Burning Man has had a remarkable record of cleanup.

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CAMPING EQUIPMENT What you should bring:

- rain proof tent or shelter for sleeping.
- open-air shade structures (canvas or other fabric is best, plastic tarps are very noisy and annoying during windy conditions).
- sturdy stakes, 24" long (soft playa requires deep stakes). For larger tents and shade structures, 36" long 'concrete stakes', available at larger hardware stores, are recommended.
- rope/lanyard - nylon.
- rain gear.
- a cooking stove if you expect to heat food or liquid.
- shade structures, umbrellas, parasols, hats, sheets; something to break the midday sun.
- folding cot (the air flow underneath allows for cooler sleeping during the day).
- eating utensils; i.e. silverware & large bowls. (Bowls in general work better than plates-especially if you've got limited space for packing.)
- plastic bottles to cover tent stake ends - (empty soda bottles, etc.)
- bath soap; shampoo and toothpaste, tooth brush, dental floss, mouthwash.
- toilet paper.
- bath towel.
- sleeping bag & pillow.
- thermal underwear (long johns).
- string.
- insect repellent.
- spare blanket.
- 5 gallon plastic bucket with lid and kitty litter (Can be used for emergency toilet.)

Good Food to Bring:

- It has been found that, during the Burning Man event, everyone's desire/need for food is reduced by about one-third. Bring less food than you think you will need.
- Gatoraid (powdered), Rice Dream (instead of milk. It won't spoil and works as a great substitute).
 - juices with little or no sugar (sugary sweetened beverages tend to taste like shit when it's hot).
 - coffee and filters, tea, and mugs.
 - sugar and Sweet-n-Low.
 - watermelons are good source of water and the containers are convenient, melons of all kinds.

Good & helpful things to bring:

- head-mounted flashlight, -watch, -basic hand tools, -goggles, -dust mask, -nylon rope, -FM radio, -CB radio, -Bicycles (mountain bikes or "cruisers" with balloon tires are best), -glo sticks (all colors), -sheets ...used from thrift store, -duct tape (very useful for many connecting and attaching purposes, however, exposure to direct sun and/or high temperature may cause the adhesive to soften and fail.), -ground cloth (waterproof tarp or plastic sheeting) for each shelter structure, -decorative flags, -camera & spare film, -bicycle flasher (attach to a pole to help find your tent at night), -spray bottles for misting, -cots — air flow underneath will keep you cool if you sleep during the day, -flags, kites and banners, -bungee cord (various lengths), -water bag, -sponges (2-3 packages for washing feet, dishes, face, etc....), -rubbing alcohol, -aspirin, -pot scrubber, -baby wipes, -Dr. Bronner's soap — useful as shampoo, dish soap, or mouth wash, etc., -zip-lock bags (various sizes), -BBQ grill, charcoal & starter fluid, -skillet (large), pots, pans, etc. (w/ lids), -rugs, -folding chairs, -mallet/hammer, -water toys e.g. SuperSoaker, -battery powered drill, -tire repair kit for the bike(s), -umbrella, -flame proof lighter, -ground pad for under your sleeping bag, -whistle, -needle and thread, -safety pins, -wicker furniture (available at thrift stores, dumps and street corners and it burns nicely), -watertight protective bags (i.e. heavy ziplocs) for cameras or electronic gear you may bring.

Things you thought necessary, but can really do without:

- 4-wheel drive vehicle.
- underwear.
- ice.

Ranger Skills: F.L.A.M.E.

Approaching participants and discussing everything from the weather to specifics of an on-going incident are part of the Rangering experience. Some become uneasy with this prospect, and others simply spend a vexed amount of time considering the philosophical interpretations of 'contact without confrontation'. The latter, can be of no assistance with, the former however, can be addressed with some specific tips.

Pay attention to the radio at all times while on duty. Your Shift Commander will have advised you of potential 'hot spots' on your patrol, generally at the beginning of your shift. These known 'spots' will require special handling. Accept your limitations. If you feel you are not capable of entering into a situation, contact Dispatch and advise. The Dispatcher or Shift Commander will send an additional unit to your site or will respond with a special team or a command group individual. There are many resources being employed by the Rangers at all times on the playa, Rely on them!

Once you are responding to a call, it comes time to employ your skills as an interpersonal communicator, mediator, active listener and concerned individual, but reserve your decision on how to approach and mediate a situation as long as possible. This gives you the advantage of gathering information about the situation, and as we all know, knowledge or the supposed inference of knowledge, is construed to be power in interpersonal communications. A greater strength is acknowledging and ignoring this temporary power when possible, and instead working with the situation at hand based upon a greater strength of conviction and purpose. In order to be a good non-confrontational mediator we must devoid ourselves of ego, but this does not mean we are without opinions and beliefs, only that we do not impose them on others.

FLAME is our system of approach.

F stands for 'find out'. Find out what is really going on in a given situation. There will always be at least three sides, including the individuals involved and, of course an impartial third perspective. Add this to your perspective, which encompasses the general opinion of all the participants and the collective ideology of the Burning Man Project. Once you have a chance to review all the facts, your decisions will be on firm ground.

L is for 'listening'. Make sure that all parties involved have a chance to respond and give their input. No one likes being ignored, but at times you may have to use your judgment as to who is really involved.

Concentrate on the parties who need your direct assistance, but make time for everyone who has legitimate input.

A is for 'analyze'. Active deliberation on your part is required, and you are backed by the Ranger organization. You have come forward and been trained, and are an integral part of our team. We have faith in ourselves and in you. This is at the core of Rangering; the team stands behind your decisions. Make them. M or 'mediation' which becomes the act of convincing the participants involved of the best way to resolve their situation. What makes this slightly different than a static mediation in the regular world, is that it is more of a determination as to which outcome is expected, as at Burning Man everything will change constantly. Choose which participants involved have room to give and those whose interests that are such that they cannot give in. This is often not based on right and wrong. Work with the parties involved until you reach an outcome which you determine will function best.

E, the 'explanation', completes your 'FLAME-ing' of the situation. You will be asked by neighbors and other participants to explain the outcome, later that day probably again, that evening, the next morning.. etc. When you explain, always maintain the confidentiality of the individuals involved in any given situation that you have dealt with. Within the Burning Man event, while things change constantly, the explanations you give will be repeated, by not only by the parties involved, but by later participants. The Rangers may find themselves as instant celebrities, walking town criers of old, reborn on the Burning Man landscape.

2.3...(COMMUNITY)

Highway Advisory:

The state highways leading to Gerlach (the closest settlement to Black Rock City) and all other roads in the area are patrolled by the Nevada Highway Patrol. 25 MPH, as posted in nearby towns, means exactly that. Local kids and pets have been known to play in the road -- be careful. Outside of town, there are areas of open range where the cattle share the roadway. Crossing a cattle guard or livestock signs posted alongside the road are indicators of open range. Slow down at night and be prepared to encounter deer and other wildlife crossing the highway at all times. Always drive at safe, posted speeds. Be advised that the Nevada Highway Patrol is notorious for making random stops and conducting unwarranted searches of vehicles with out-of-state license plates.

Hot Springs

Many hot springs can be found along the base of the surrounding mountains. During the Burning Man event, participants will be discouraged from using these limited resources. A special environmental team of Black Rock Rangers working within the BLM Volunteer program, will be assigned to patrol and protect these resources.

Leave No Trace

Black Rock City does not provide garbage collection service. Each camp and its participants are required to remove the trash that is generated by that camp. Recyclable aluminum may be turned in at Recycle Camp where some of the latter will be turned into art during the event and then recycled later. Try to avoid glass containers. If you see someone littering, or letting their dog poop without picking it up, or even grinding a cigarette butt into the playa, let them know their behavior is unacceptable. The nicest way to let them know is to hand them a trash bag or in the case of cigarette butts, a can or tin. If you see unsecured trash or anyone leaving their trash in or near a portable toilet, likewise let them know they're interfering with your clean-up experience.

Chapter 3: Black Rock Desert History

A desert is defined as an area with low precipitation (<10 inches/year) and high evaporation (due to high irradiation, wind and temperature). The Great Basin in North America is considered a cold desert because more than half of the annual precipitation falls as snow and the average annual temperature is relatively low.

3.1 Black Rock Country

Black Rock country is truly one of the most fascinating landscapes in North America. Nestled within the western edge of the Basin and Range Province, the Black Rock forms a unique assemblage of volcanic lava flows, ash, ancient shallow marine sea floor, exotic batholith terrain's, and lacustral sedimentary packages. Within the Black Rock, the most striking and prominent feature is a silt alkaline Salt Pan, commonly referred to as the 'Playa', which is a Spanish word meaning 'Beach'.

The Black Rock Playa, elevation 3, 848 ft is the second flattest region in the Northern Hemisphere and is so immense that you can actually see the curvature of the earth. Shaped like a 'Y' the Black Rock can be divided into 3 parts; the main playa, the west arm, and the east arm. The longest stretch of playa is 27 miles along the west arm and south of the intersecting arms the widest spot is 12 miles. Also unique to Black Rock, is a large concentration of Hot Springs, found along the escarpment of the ranges bordering the playa. The source of the springs is still unknown's although it is theorized that they are the result of active volcanism and latent heat from the Cascades in northern California and Oregon.

2.3 COMMUNITY

Community Communications

In a community rich with artists, pranksters and storytellers, rumors abound. Accurate information about events, scheduling, safety and other vital community concerns can be obtained through our in-camp daily newspaper, the Black Rock Gazette, and through regular news bulletins on Radio Free Burning Man, FM 99.5. Currently, there are no mobile phone cell sites that are accessible from Black Rock City, although some of the more powerful cell phones connected to extended external antennas are sometimes able to connect with cellular service in Reno. A 2m Ham radio repeater station will operate on site at 147.000 + shift with no CTCSS or PL tone. The designated Citizens Band radio channel for participants is Channel 23. Bulletin boards are located in central areas of Black Rock City. Rangers should consider it part of their civic duty to check one or more of these resources at least once per day. Don't feed rumors. Avoid being an alarmist.

Found Items

Found items should be turned in at the Checkpoint Salon in the center of camp. A record will be kept of all items turned-in, contact person, and where the item is stored, etc.. Larger, more cumbersome items will be turned-over to the Ranger Station where they will be kept in secure storage. During the event, bicycles left out on the playa or in camp are not lost and should be left where they are.

Media & Camera Policy

All video & film cameras which capture moving images, are required to have a BRC registration tag. Commercial media is expected to participate and experience Burning Man. Media teams should register with the Media Camp to undergo a briefing and secure press badges and affix approved tags onto their camera equipment. Anyone with a video & film camera without a tag should be advised to visit the Media Mecca Camp.

Private Property and Theft Prevention

A Ranger's priority is to defend the community and preserve life. Resources used to defend private property are limited. *Do not* use artistic judgment when protecting works of art: the quality of art may increase or decrease with interaction of, and modification by, participants. Your duty is to ensure that the art continues to exist until disassembled or burned by the artist who created it. The definition of art is very broad within Black Rock City. Property theft from participants tents and vehicles is something to watch out for. Encourage people to get to know their neighbors and look out for each other — it's the best way to prevent property crime. Thieves thrive on anonymity. Be on the lookout for individuals or small groups who don't interact with the participants, i.e. just stand back and observe. As Rangers you can be a goodwill ambassador and introduce yourself. People who don't feel involved also don't feel responsible. Highest risk for theft is Sunday afternoon through Monday morning. On Monday, when people are packing and leaving, be extra alert for suspicious activity.

Search & Rescue

No one is *lost* in Black Rock City. Disoriented adults and misplaced children should be brought to the Medical Station or any Ranger Station. "Search and Rescue" missions are only conducted in the outlying desert if sufficient resources are available, and only if there is reason to believe the lost party has insufficient supplies — or rationality — needed for survival. Rangers are not here to get participants cars unstuck. If a vehicle is stuck or broken down outside of Black Rock City, a Ranger's duty is only to ensure that the occupants are equipped to survive. If requested, Rangers may transport passengers back to Black Rock City, but arranging for the rescue of any vehicle or machine which is stuck, mired or broken down anywhere on the playa has an extremely low priority and should be dealt with by other participants in the community. Some Rangers with locksmithing skills and tools may be dispatched to provide assistance with lockouts within camp.

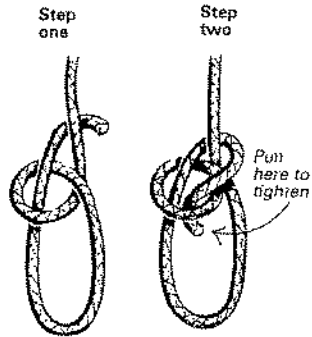
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THE BLACK ROCK RANGERS

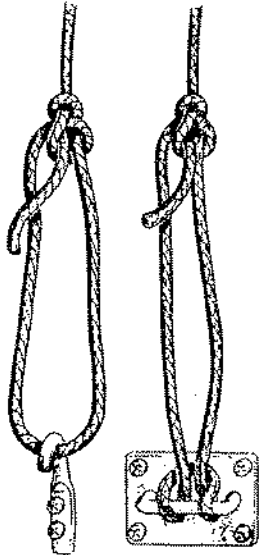


BECAUSE YOUR MOTHER ISN'T HERE

The bowline. This knot is used to put a loop in the end of the rope. Almost every rigging job begins with the loop of the bowline passed around or through a tie-down.

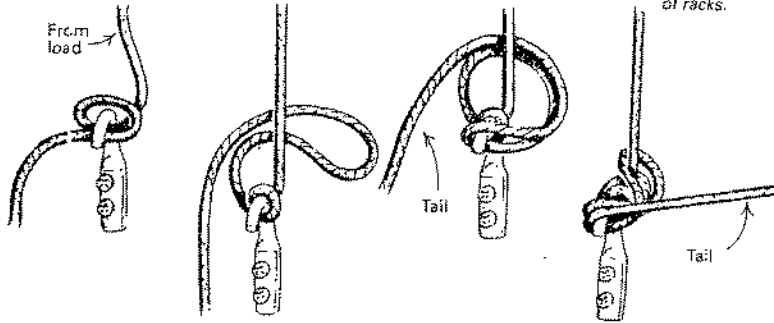


Bowline to a hook or loop. For a fixed loop or ring, feed the loop through the ring. Then pull the rope through the loop from the other side of the ring.

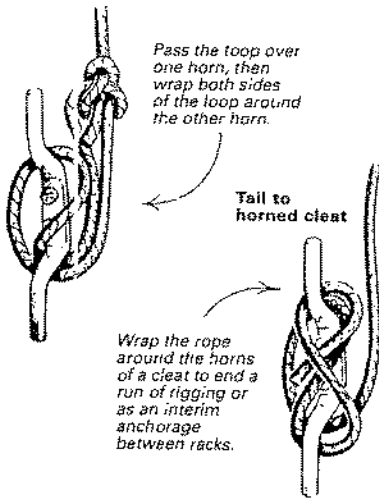


Tow-boat hitch. Use this knot to make off a rope in the middle of its run when you're using a hook for a tie-down, and you need to maximize the length of rope.

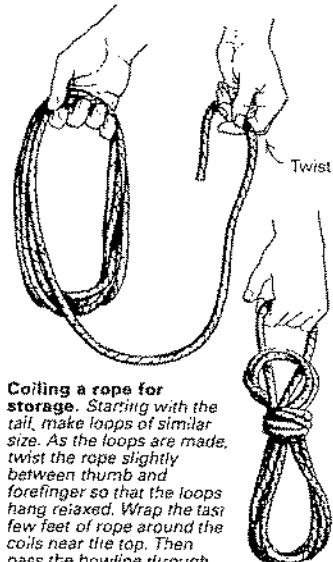
1. Take extra turn around hook horn.
2. Pass tail loop behind tensioned line and around horn.
3. Bring tail around tensioned line and around horn again.
4. Tail can now be led to next set of racks.



Bowline to horned cleat



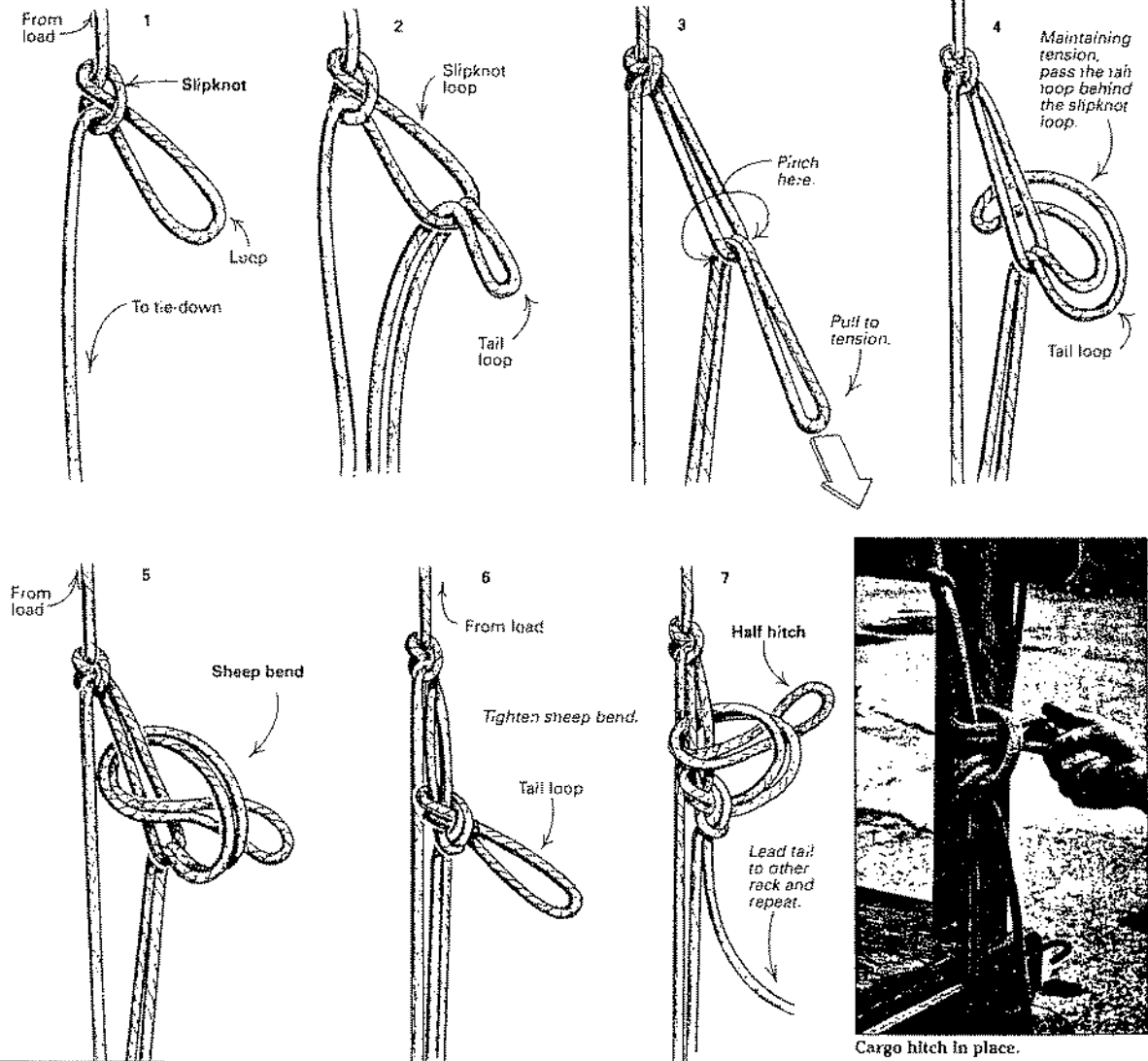
Wrap the rope around the horns of a cleat to end a run of rigging or as an interim anchorage between racks.



Coiling a rope for storage. Starting with the tail, make loops of similar size. As the loops are made, twist the rope slightly between thumb and forefinger so that the loops hang relaxed. Wrap the last few feet of rope around the coils near the top. Then pass the bowline through the loop of coils.

The cargo hitch, which combines the slipknot and the sheep bend, is the indispensable rigging knot. Begin with a loop through a slipknot on the load side of the tie-down (1). Pass the rope around the tie-down, make a loop in its tail and pass this loop through the top

of the slipknot (2). Pull on the rope, and pinch the tail loop and the slipknot loop where they engage (3). Lead the tail around the slipknot loop (4) to tie a sheep bend (5). Tighten the sheep bend by pulling on the tail loop (6). Finish with a half hitch above the sheep bend (7).



Cargo hitch in place.

