

1. Survival at AfrikaBurn.

Congratulations - you're going to AfrikaBurn!

Thank you for buying a ticket to AfrikaBurn. It's the only way to participate. Please let everyone you know that:

THERE ARE NO TICKETS AVAILABLE AT THE GATE OF THE EVENT.

Please take the time to read through this Survival Guide. The info here is designed to help you and everyone else have a fantastic experience. OK, now for the nitty gritty:

AfrikaBurn is not for sissies; survival at the event is all about self-reliance. This means you need to bring everything you need: food, water, shelter, fuel, and basic first aid. And then you need to take it all back. Why? Because AfrikaBurn is a Leave No Trace event.

As you prepare, remember that you are responsible for yourself at all times. Don't make a burden of yourself and others due to lack of planning. Use lots of common sense. Tankwa Town is in the magnificent Karoo, where the ground is exceptionally hard, and the shale-like soil has a tremendous appetite for tyres. Bring a tyre repair kit and two spares if able.

2. Getting to Tankwa Town.

Rule one? **SLOW DOWN**. Please bear in mind this is a deceptive dirt road which has claimed lives so please drive calmly, even if you have

a 4x4, and especially if you don't. Exercise maximum caution. The last stretch of road is on a narrow farm road - please be patient when arriving as there may be a queue.

Road Rules

- All the normal rules of road safety apply.
- We strongly recommend traveling in convoy.
- Drive up during the daylight!
- The last 100km is on dirt road. It has some bad patches, so drive carefully and slowly. It's tempting to feel like you're almost there when you hit the dirt - you aren't. It takes about an hour and a half to cover the dirt section, which is most treacherous part.
- AfrikaBurn does not patrol the road, and is not able to provide assistance outside of the event.
- Note that cellphone coverage is patchy along the dirt road.
- There is a tyre repair station just before the turn-off to Stony. Please note that this is not an AfrikaBurn service and all transactions are between you and the service provider.
- There will also be a refreshment station where the R303 meets the R355 (this is approximately 30kms up the dirt road and 70kms from the turnoff to AfrikaBurn).

3. The Basics

1. Tankwa Town is a pedestrian environment - **NO VEHICLES ARE ALLOWED TO DRIVE AROUND** except for art cars, bicycles, emergency vehicles and administrative vehicles.

2. **BICYCLES ARE NOT PUBLIC PROPERTY** - please have respect for other people's property.

3. **NOTHING IS BOUGHT OR SOLD IN TANKWA TOWN.**

4. AfrikaBurn is a **LEAVE NO TRACE** event - there will be no rubbish bins or receptacles. What you bring in, you take out with you.

5. **NO PETS ALLOWED.** Please don't arrive at the event with your pet, there is reason for us not allowing them.

4. Participation

If you want to broaden your participation in the event, there are ample opportunities. Ours is a society of activists and volunteers - if you see a job that needs to be done, roll up your sleeves and do it. Keep this in mind: there is no "they" in Tankwa Town. There is only "us." There is no mystical "they" who will appear to provide for your needs and clean up your mess. Help us instruct others - if you see someone acting irresponsibly, introduce yourself and speak up. But by the same token, don't be a "participation snob". Just because someone isn't costumed or visibly participating doesn't mean they aren't contributing. Get involved!

Volunteering at AfrikaBurn is superb amounts of fun. It engages you on whole levels that you would never have thought possible. **AND** it helps us tremendously. To volunteer for the event go to <http://www.afrikaburn.com/forms/volunteer/> to volunteer AT the event, go to the

Volunteer booth at off-centre camp, which is at Binnekring Street and 6-ish Street. We always need help!

5. Weather And Climate

In the Tankwa Karoo, days can reach 40degC and nights can reach freezing. The area also experiences some of the most spectacular windstorms you'll ever witness. The only predictable thing about the weather there is that it is unpredictable. Come prepared for all eventualities. In 2010 and 2011 the weather was perfect, but if these were your first times in the desert, don't be fooled into thinking the climate is benign. It might be, but it's best to be prepared.

As AfrikaBurn is a camping community event that is all about participation, and because radical self-reliance is as important as radical self-expression, we do not endorse prearranged sort-all-your-shit-out-for-you package tours. We also do not endorse people staying off-site and visiting on a daily basis. It hampers participation and increases traffic. In order to discourage this, we will be charging R50 per person to re-enter the site - cars will have to park at the gate and people will have to walk to Tankwa Town. Please don't argue with the lovely people working at the gate. These are the rules.

And just a reminder:

THERE ARE NO TICKETS AVAILABLE AT THE GATE OF THE EVENT.

6. Camping

To the uninitiated, Tankwa Town is laid out in a horseshoe semicircle shape. The centre of this horseshoe is called the Binnekring; it's where much of the art at AfrikaBurn is placed. The road that fronts this empty (space is called "Binnekring Rd" - the cross roads are like the hours on a clock, going from 10-ish Street through to 2-ish street. This way, once you have found your spot for the event, you will have an address. For example, you could be living at "Binnekring and 3:30-ish" This year there will be an additional Buitekring road.

Driving and camping is strictly prohibited within the Binnekring. Once you have found your spot, put your keys away (in a safe place) – you're now a pedestrian (or cyclist)!

TAKE NOTE:

This year Tankwa Town will have clearly designated QUIET AND LOUD ZONES. Camps with loud sound systems are placed on the ends of the horseshoe – i.e. at 10-ish and at 2-ish. Please take this into account when you are deciding where to camp – if you have children, camp closer to the bottom of the horseshoe (i.e. near Off-Centre Camp). For more on this, please see section 9 titled 'SOOP – Sound Out Of Place' below.

Finding your spot happens on a first come first-settled basis. The only reserved camping areas are for registered Theme Camps. These will be marked out. Please do not settle in a reserved spot. If you arrive at night, consider waiting until morning to find your friends or get your

bearings.

Camping Equipment At Tankwa Town – The Gospel Of Rebar

So. You've read this far and absorbed the reality that you have to bring all you need to survive to Tankwa. Good start. For first timers, you need to understand that at AfrikaBurn the ground is HARD unlike anywhere you've ever camped before. Not quite rock, but pretty damn close. Bring along a hammer (at least ten-pound, but the bigger the better) and heavy-duty pegs. The pegs that came with your tent? Won't work; you need something much stronger. Which is why you need rebar - they are difficult to get in, but so lovely to have in the ground, especially in a windstorm.

Rebar?

Rebar. It's the name given to the round, grooved, steel bar used to reinforce concrete. Get some and have it cut to size – don't use anything less than 15mm width. Rebar is an excellent way to anchor your tents, especially Bedouin/freeform tents. When you're whacking it in and once it's in the ground it's dangerous, so cap all exposed ends with empty 1-liter plastic bottles, cut tennis balls or old dolls heads to prevent foot/leg injuries. Try to position your tent and any shade structures to present the smallest possible profile to the wind. The wind at Tankwa goes all over the place, so if you walk away from your camp, keep an eye on the wind, but if forced to identify a prevailing wind, we would say that it is N-S. For smaller tents, weight the interior corners of your tent or attach them to your vehicle.

7. Safety

Basics...

- Drink water regularly, especially if drinking alcohol
- Bring sunscreen and hat, and use them both
- Bring dust goggles and a bandanna – dust storms are only fun if you're prepared
- Bring a torch (or two) and lights for your camp. If you bring a bike pop a light on it.
- Crates with lids are a good idea for clothes, because they keep (some of) the dust out
- Stake tents down well. You can also use your car as a windbreak and tent anchor.
- All camps should have an all-purpose fire extinguisher and first aid kit

Medical...

- Remember to bring adequate supplies of any prescription medications
- There will be medics on-site, however they are there for emergency situations only
- The medics may turn patients away if the situation is not an emergency
- In case of severe emergency the medics can evacuate patients by road or air
- Note that AfrikaBurn will not cover costs associated with evacuation
- The following injuries are indicative of what will be treated on site:
 - Diarrhoea, nausea and vomiting
 - Headaches
 - Hypoglycemia
 - Dehydration
 - Anaphylactic reactions
 - Stings and bites

- Minor asthmatic emergencies
- Minor lacerations
- Sunburn and other minor burn wounds
- Stabilisation of any fracture

The following (and similar) injuries will be stabilised and referred to the nearest hospital, with the patient to provide their own transport. We recommend having a designated driver in your camp/group of friends in case of emergency:]

- Minor bone fractures
- Stabilized lacerations
- Broken teeth
- All non-life threatening and stabilized minor events.

Major injuries such as those listed below will be transported by ambulance or helicopter (as appropriate) to the nearest major medical facilities:

- Resuscitated patients
- Major bone fractures including longbone, cervical and skeletal
- Asthmatic major
- Severe concussion
- Major laceration, burns and soft tissue injuries
- All unstable life-threatening emergencies

Fire...

- The focus of fire control in Tankwa Town is on avoidance. If something catches on fire, we will probably just let it burn!
- In the case of tent or structure fires, do not attempt to enter the tent / structure to

remove possessions.

- When planning your camp, leave at least three meters between flammable items. By way of example, have your tent three meters from your generator, which should be three meters from your fuel. This applies to cars and campervans as well. All camps storing fuel and or have an open fire, must have a fire extinguisher on hand and visible.
- You may not make fires directly on the ground; however braais and braziers may be used
- Fires may not be left unattended (the rangers may put them out!)
- You may not burn unapproved artworks. If you would like to burn something let the art co-ordinator know.
- When burning structures keep a safety perimeter of one and a half times the height or more. Mark out the perimeter in some way.

8. MOOP – Matter Out Of Place

Situated in a pristine environment, AfrikaBurn is a **LEAVE NO TRACE** event. This means that at all times you must keep objects such as paper products, clothing, and tarps – everything - secure from the wind. MOOP (Matter Out Of Place) is often created as a result of laziness. Ropes or cables used to stabilise tents should be flagged, preferably with white or reflective material at night. Lock valuables in your car. And when we say **LEAVE NO TRACE**, we mean it – every single item you bring in, you must take back with you. Vat jou goed as jy trek, Ferreira, en ons bedoel fokken **ALLES**,

even string, cigarette butts, cans, cabledies, whatever. Every. Single. Thing.

MOOP stands for “Matter Out Of Place”. It’s a term coined by Mary Douglas which points to the fact that everything you bring to Tankwa Town is potential rubbish: cigarette stompies, tent stakes, bottle caps, cigarette stompies, ashes, wood debris, orange peels, cigarette stompies, pistachio shells, boa and rope fibers, sequins, false eyelashes—even abandoned bikes...oh, and did we mention the stompies?

Natural materials are not OK to leave in the desert - the desert takes ages to decompose things. Hay, sea shells, plant matter, fruit peels, nut shells, feathers, coffee grounds etc are all things that must be removed from the desert. And by the way, polystyrene balls are a major aikona. Just don’t do it.

Luckily its quite simple avoid MOOP:

- **NEVER LET ANYTHING HIT THE GROUND**
- **SECURE GOODS IN YOUR CAMP, WIND STORMS ARE GREAT CREATORS OF MOOP**
- **ALWAYS HAVE A BAG WITH YOU**
- **SMOKERS ALWAYS HAVE A SMALL ON YOU CONTAINER FOR YOUR STOMPIES AND SPENT MATCHES.**

We are **ALL** responsible for rubbish in Tankwa Town - every Camp and every individual is responsible for its/their refuse. When you see rubbish on the ground in Tankwa Town, pick it up and take it with you!

Do not put rubbish in the toilets. Only that which passes through your body, and one-
ply toilet paper, belong in the toilets. **NO TAMPONS, RUBBISH, CIGARETTE STOMPIES, ETC.**

Secure your load! Pack carefully and make sure your **RUBBISH** and other items do not come loose on the ride home and litter the highways.

Please join your neighbours on Sunday and Monday after the burn, or schedule two hours on your own during your stay to help clean up Tankwa Town. Go to the Participation Station/ Volunteer Booth if you wan to be steered to a particular cleanup project. Rake your own camp and conduct a MOOP sweep to inspect your space. You’ll be surprised how much stuff you’ve left lying around.

9. SOOP (Sound Out Of Place)

Right, you’ve had your MOOP, now have the SOOP. It’s delicious. Or not, depending. Music is an important part of Tankwa Town for many people, so if you’re bringing a sound system and music to AfrikaBurn everyone will love you, but we really want everyone to still love you by the end of the week. It’s a long week if you blast it 24-7. Take into consideration that sound – especially bass – travels like a mother out in the desert. Not everyone will want to jol when you do. Or sleep when you do. Know that the only reliable way to get a quiet, uninterrupted night’s sleep is to bring earplugs or camp well away from the noisiest camps.

LOUD AND QUIET ZONES – PLACE YOURSELF WELL

This year at AfrikaBurn the Loud and Quiet Zones will be clearly designated. Make your choice wisely. Want to sleep? Don’t camp in the Loud Zone. Want to play loud music? Don’t place yourself in the Quiet Zone. As mentioned before, loud sound systems will be placed by the Art Curator toward the far ends of the ‘horns’ of the Binnekring, above 10ish and 2ish. Below this line camps get increasingly quieter and family-friendly: the greatest concentration of family camps where a good night’s sleep can be had are in the area behind Off-Centre Camp.

Remember that civic responsibility is one of the principles right alongside radical expression. Be neighbourly and respectful and be open to requests to turn it down a bit. None of us wants to be the person who comes to unplug you after you’ve ignored all those polite requests and stern warnings.

SOUND PLACEMENT

So you’re bringing a sound system? Great, but wait – please take note of where your neighbours are and how your speakers are placed. They should ideally throw sound West, toward the San Clan, away from camping areas and especially the Quiet Zone. The same applies for mobile sound rigs: take the main body of campers into consideration, and if no-one’s dancing, maybe move on to where people are. Please check with your friendly Ranger when setting up your sound, that it is being done in the most optimal way.

Crazy sound levels that continue after sufficient requests and warnings will be disabled. If you use an amplified sound system at your camp please keep the volume at a reasonable level. Art cars with sound systems are subject to the same standards, and must cut their sound when approaching art installations and performances. The hum of generators can become annoying over a long period of time. Please keep your neighbors in mind. We recommend generators that are sound insulated. Enclosing it in a wooden box helps tremendously.

Whatever you do, simply being considerate will always be appreciated. Just do it.

p.s: Did we mention that **THERE ARE NO TICKETS FOR SALE AT THE GATE OF AFRIKBURN 2012?**

10. Corporate Logos, Rental Trucks and RV's

AfrikaBurn is a decommodified zone, where branding is non grata. Corporate advertising is not permitted at AfrikaBurn. Got a van from work with logos? Cover it up. Got a rental trucks or RV? Cover or decorate the logos. The display or distribution of corporate banners, corporate logos, giveaway items, samples, and other such promotional paraphernalia is strictly prohibited. Branding, in a place where nothing is for sale, or to buy? Doesn't belong.

RVs and Caravans: You are welcome to bring a recreational vehicle. Be aware, however, that there is no dumping station on-site and you will not be allowed to dump on the Binnekring.

There is NO potable water sold, so plan accordingly. Also, use only one-ply toilet paper. Finally, be considerate of your neighbors when running your generator.

11. Parenting at AfrikaBurn

It's a wonderful thing to have kids at AfrikaBurn, but you have to prepare them and be prepared yourself. If you want your child to get a good night's sleep you should think carefully about where you're going to camp. Pick a spot off the beaten track – in the **QUIET ZONE**. Choose a spot with less traffic and less noise, and bear in mind the sound systems at the far end of the event (towards the San Clan) may well be loud and go on for some time. This is why you should choose the areas between 4-ish street and 7-ish street, which have naturally developed into what is turning into "Kidsville" at Tankwa Town.

A couple pointers:

- **ORIENTATE YOUR KIDS** when you get to Tankwa Town - walk around with them and identify landmarks that will help them navigate and be safe.
- **SMALL CHILDREN** should have a bracelet or small ID cards with the names of their parents and location of their campsite. This way Rangers and friendly burners can help when needed.
- **GET TO KNOW YOUR NEIGHBOURS.** The community is one of the great strengths of AfrikaBurn. These folks will help look out for your kids, your bikes, and everything

else at your camp, while you do the same for them.

- Organize early morning activities for your kids as children may be up well before you and wandering about.
- Get your children to wear sturdy footwear and, shade giving hats, sun-cream and to carry water with them wherever they are.
- **DO NOT LEAVE YOUR CHILDREN AT THEME CAMPS.** You might be keen to have a wander and enjoy yourself, and so you should, but leaving children in the care of theme camps without their agreement is incredibly rude and irresponsible. Please don't do it.
- **OLDER KIDS** are going to want to stretch their limits and cruise around on their own - make some guidelines that you both feel comfortable with, including how far to go and how often to check back in.

Parents need to have fun, too, so work up plans for how to get out and do grown-up things while someone else watches the kids. If you camp with friends or other families, try trading off nighttime watches. But do not leave children unattended in camp and assume that the community will take care of them.

If you encounter a lost child, alert a Ranger immediately. Always be respectful and aware of the presence of children in Tankwa Town and be considerate of their needs.

All parents should attend to their children and are responsible for their safety and well being at all times. Parents not behaving responsibly with regard to their children may be asked to leave the event.

Prepare Your Kids

Let your kids know in advance about the kind of things that they will see/might see and hear. Nudity, iconoclastic art, sexuality, rude language, cultural commentary, and weird behavior are all a part of the AfrikaBurn experience. Steer them away from whatever you feel uncomfortable with, but be matter-of-fact about the stuff they are curious about. You may be surprised at how quickly they become blasé about the things you worry most about.

Consider your child's normal frame of reference: have they camped before, are they overly used to access to electronic stimulation? Talk to them about common-sense safety, like not looking into the mouth of a fire-breathing dragon, or not standing under scaffolding that people are working on. Advise them to be cautious about getting too close to aggressive art, destructive robots, and moving vehicles.. or playing in ash heaps or burn scars, where there might be hot coals under a surface of ash. A little bit of care can go a long way in a chaotic environment.

In the instance that you lose your child, notify a Tankwa Town Ranger. The gate will be closed to anyone wanting to exit the event until the child has been located and reunited with its parents. Should you find your child, please notify Rangers so that the search can be called off.

12. AfrikaBurn Bike 101

Bicycles are a necessity in Tankwa Town; they make everything more accessible. But please bear in mind that **BICYCLES ARE NOT PUBLIC PROPERTY!** There is no bike repair service available, so be sure your bike is in good working order before the event, and bring tools, like a wire brush, chain lube, and extra tyre tubes.

LOCK YOUR BIKE! Sadly, bikes go missing and turn up after everyone has left and are reunited with their owners. However some disappear and never came back. So **LOCK YOUR BIKE.** Please never lock your bike to guy wires or artwork as this may hamper performances and scheduled burns. No bike is considered stolen unless the lock was bust, and no bike is considered lost until the event is over on Monday.

DECORATE YOUR BIKE: It is much less likely your bike will be borrowed without permission if it looks unique. And light your bike for nighttime riding.

MARK YOUR BIKE: and all of your significant possessions (backpack, camera, etc.) with your name, phone number or email address, and camp location.

LEAVE NO TRACE: Do not ditch your bike at AfrikaBurn! Dealing with abandoned bikes stretches our already over-taxed resources.

13. Telephone Service

Sorry for you. There's no cellphone signal at Tankwa Town.

14. The Environment

Power: We appreciate that making the transition from using fossil fuels for power is an expensive exercise and often a bit of an experiment, but we urge you to do so for your camp needs at least. Transitioning to solar power (come on, people, let's get it right, we're in the desert here!) and maybe a wind turbine or two is an investment that you won't regret. LED's are getting cheaper by the day; they take very little power to light your camp. Use them instead of incandescents. Even if you have a party space. Get aware, get evolved and get with the program.

15. Photographs And Photographing At Tankwa Town

It's true - Tankwa is one of the most photogenic places on the planet. But please remember you're here to participate - don't forget to engage. Don't look at the whole event through the lens; don't forget you're part of the show - embrace immediacy, and keep in mind that we want to protect people's right to express themselves.

MEDIA, CAMERA AND DOCUMENTARY GUIDE

- One of the abiding principles of AfrikaBurn is that participants do not interfere with the immediate experience of other participants. As a member of the media, you are expected to be respectful and comport yourself accordingly. If you do, your coverage will be far more authentic and meaningful.
- If any participant asks you to stop filming, you must stop immediately. If you continue to photograph or film, you may face the possibility of being escorted from the event.
- You must ask permission before photographing or filming any individual participant who might be recognizable. Crowd shots are exempt, except when the artist, performer, and majority of participants request no cameras or filming.
- Members of the media have the responsibility to check in upon arrival at the event.
- If you are considering any commercial use of still photos, video or audio recorded at the event, you must provide a copy of your work to the event organizers for archive within 90 days of the event. If your work requires post production, you must provide a copy as soon as it is completed.
- The organisers do not allow stock agencies to film or record the event.

Event Organisers Rights and Responsibilities

Know this. Event organisers have the responsibility to create an environment for participants that does not tolerate rude or irresponsible use of photographic or video recording equipment. Persons who cannot respect the rights and wishes of others with respect to photographs, video, or recordings of any kind will be asked to leave.

Event organisers reserve the right to disallow the use of related imagery and recordings of any kind for commercial or unapproved editorial use. Particularly if we determine that such use(s) may undermine the personal expression and privacy of participants or the integrity of the event.

Photographers/Videographers/Audiographers rights and responsibility

- You have the right to express yourself and create art as a photographer, videographer and/or audio artist.
- You have the responsibility to be respectful to people you wish to record and seek permission from them before recording their likeness or voice.
- You may use images that you obtained at the event only for personal use. No commercial use whatsoever made be made of any such images.
- Those that cannot enjoy their rights without acting responsibly may be escorted out of the

event.

Artists Rights and Responsibilities

- You have the right to protect the image of your artwork or performance
- You have the right to ask someone to stop taking images of your art or performance if you don't approve
- You have the right to be credited for authorship of your artwork in any commercial use of your work, and perhaps receive payment.
- You have the right to enforce copyright and trademark ownership of your unique artwork. To have the greatest legal protection, artists should apply for a copyright.
- In the case of using images of artworks for editorial use, we encourage the media to credit specific artists.

Participant Rights and Responsibilities

- You have the right to ask someone to stop taking a picture of you, recording your image or recording your voice in any way. However keep in mind the nature of radical self-expression, capturing expression is a form of self-expression.
- You have the right to know what someone plans to do with your image.
- If someone is disrespectfully using a camera

or recording device of any kind, get the tag number and tell a Ranger or another organiser.

USE OF IMAGES TAKEN AT AFRIKABURN (OTHER THAN PERSONAL USE) IS PROHIBITED WITHOUT THE PRIOR WRITTEN CONSENT OF AFRIKABURN

16. A Message From The Department Of Mutant Vehicles

DMV Commandments - & How To Get Off (&) On Art Cars

- 1) **THOU SHALT** make every effort to decorate/create/conjure your golf cart, truck, limo, etc.
- 2) **THOU SHALT NOT** – steal, commandeer or “borrow” official golf carts, or any other official form of transportation

(IMPORTANT: Theft or destruction OF ANY VEHICLE WILL NOT BE TOLERATED AT AfrikaBurn. AfrikaBurn RESERVES THE RIGHT TO EJECT ANYONE CAUGHT PERPETRATING OR PARTICIPATING IN ANY SUCH ACT.)

- 3) **THOU SHALT NOT** try to get on, impede, or stop a moving art car, mutant vehicle, plane, balloon, helicopter or any other flying or driving device

- 4) **THOU SHALT** dance around, wave your arms, and ask politely to get on a passing mutant vehicle:
 - a) once the mutant vehicle has come to a complete stop, (if needed) ask for assistance or hop on the vehicle in a safe, appropriate manner (remember: be sure to thank the driver in whatever way is acceptable)
 - b) If the mutant vehicle does not stop for whatever reason, do not attempt to run down, jump on, hog-tie, and/or flip-off the vehicle or its driver(s) (Remember: when your barkin’ on day three and it’s a seemingly long haul back to camp, you’ll wish you’d been nice)
- 5) There is no rule 5. Proceed to Rule 6, do not collect R200. Stay outta jail. Pour yourself a beer. Take a deep breath. Be nice to animals and remember to call your mother from time to time. And for crying out loud, stop worrying about your weight. You’re beautiful just the way you are. Right. Where were we? Oh yes...
- 6) **THOU SHALT NOT** attempt to get on nor attempt to get off a moving mutant vehicle (in case you never got that the first time)
- 7) **THOU SHALT NOT** operate any mutant vehicle and/or its artistic additions without permission of its owner(s)/operator(s) (e.g., fire cannons, pants cannons, attractive body parts on vehicle occupants, sounds and light systems, etc...)

- 8) **THOU SHALT NOT** - hijack, hoodwink, harass, or harangue the driver whilst they are in command and control of the mutant vehicle. Note: these helpful hints apply to occupants, too.
- 9) **THOU SHALT** have a good time (like you need telling)
- 10) **THOU SHALT** ask politely as well as wait patiently for a mutant vehicle to come to a complete stop before disembarking from it
- 11) **THOU SHALT** help look out for the safety of their fellow freaks, aliens, and even passer-bys at all times, even if they’re ex-girlfriends who have recently slept with your father
- 12) **THOU SHALT** report any safety issues, violations, and/or problems to the AfrikaBurn Rangers immediately

17. Maps & Directions

From Cape Town:

- SOUTH: 32°20.082 EAST019°44.893
- From Cape Town? Aweh!
- Buckle up, you’re in for the ride of your life.
- Take the N1 North, passing Paarl, Worcester and De Doorns. 10km before you reach Touwsrivier, 160km from Cape Town, take the LEFT onto the R46, towards Ceres. If you need to fill up on fuel, do so - Worcester or Touwsrivier are your last chances.
- This road continues for approximately 40kms and ends in a T-junction. At the T-

junction turn RIGHT onto the tyre-munching R355 towards Calvinia and Sutherland. Approximately 100m on, you'll hit the dirt. SLOW DOWN.

- You brought a spare wheel, right? Good.
- This stretch of road – which is 113km long, is dangerous and eats tyres for breakfast. DO NOT DRIVE AT HIGH SPEED. It's a long road, take in the view and read the signs.
- Round about now, you lose cellphone signal. Switch it off and forget about it. Nice, isn't it?
- Stay on the R355 towards Calvinia (Don't turn right to Sutherland, unless you like large radio telescopes).
- You pass a settlement called Tweefontein and a small white bridge crossing the Tankwa River bed. At this point, you're about 2kms from the turn off to the venue. You'll also see a tall tower on your left hand side.
- Stay on the R355, it's not long now. See that T-junction up ahead with the signs on your right? That's it – turn right into Stonehenge Farm
- It's a rough road, so take it easy, you're nearly there. As you go through the gate there are some small cottages on your right at a settlement called Lekkerlag.
- You'll come up to the Ticketing Will Call Centre.
- Move along to the Greeting Station. Take a deep breath.

Welcome!

From Johannesburg:

- From Jozi? Howzit, my china!
- SOUTH: 32°20.082 EAST019°44.893

- Take the N1 South to Bloemfontein/Cape Town.
- Stay on the N1 through Colesburg, Hanover and Richmond.
- From Richmond travel 64 kms on the N1 and turn right onto the R63 to Victoria West.
- Travel on the R63 through Victoria West and follow the road and signs to Calvinia.
- Drive through Calvinia and about 2 km outside of town you'll see a sign 'Ceres R355'. Turn left here onto the gravel road to Ceres.
- Do NOT drive faster than 70km per hour under any circumstances, or in any vehicle, at any time along this gravel road!
- Take note: This is the last time you will have phone signal until you get back to this spot - this includes at the event. Calvinia is the last place where you can get supplies (water, gas, petrol, etc), so if you need them, get them. There are no shops after Calvinia.
- Travel carefully along the R355 for approximately 100 kms.
- Do not turn off to Tankwa Karoo National Park.
- You'll see the AfrikaBurn event sign on and a Stonehenge/ Lekkerlag farm sign. Turn left here! You're almost there.
- Drive about 5 km SLOWLY along this very small farm road.
- Holy crap, you're close now.
- You'll come up to the Ticketing Will Call Centre.
- Move along to the Greeting Station. Take a deep breath.

Welcome!

Via Bloemfontein:

- Van Bloem, chomma? Mooi so! From
- SOUTH: 32°20.082 EAST019°44.893
- Johannesburg take the N12 south to Kimberley and then continue along the N12 to Victoria West. Turn right into the R63 at Victoria West (T junction), thereafter follow the directions under Johannesburg.

From Durban

- From Durban? Hundreds!
- SOUTH: 32°20.082 EAST019°44.893
- Take the N3 out of town, and head to Harrismith. Here, take the N5 via Bethlehem to Winberg to Bloemfontein, where you'll join the N1 and thereafter follow the directions listed for Bloem. Hello, and welcome to Oz, where you're far from your pozzi but will feel right at home.

18. The Legal Stuff

YOU VOLUNTARILY ASSUME THE RISK OF SERIOUS INJURY OR DEATH BY ATTENDING THIS EVENT AND RELEASE AFRIKABURN FROM ANY CLAIM ARISING FROM THIS RISK.

You must bring enough food, water, shelter and first aid to survive for a week in a harsh environment. Commercial vending is prohibited, as are all firearms, fireworks, rockets and other explosive. You agree to read and abide by all the rules contained in this Survival Guide and to follow national and local laws.

This is a **LEAVE NO TRACE** event where all things brought to the site are removed by their owners. You are asked to contribute two hours of general clean up in addition to your own camp before departure. Art cars, art installations, theme camps and performances are not owned or operated by AfrikaBurn and you therefore assume any and all risk of injury associated with or arising from their operation or occurrence. All vehicles including trucks, trailers, caravans and RV's entering and exiting AfrikaBurn are subject to search by the Gate staff.

You appoint AfrikaBurn as your representative to take actions necessary to protect your intellectual property or privacy rights, recognising that AfrikaBurn has no obligation to take any action whatsoever. Use of images taken at AfrikaBurn (other than for personal use) are prohibited without the prior written consent of AfrikaBurn.

Tickets are non-refundable even if the event is terminated or cancelled due to harsh weather, acts of nature, governmental regulation or other conditions beyond AfrikaBurn's control. This ticket is a revocable license that may be revoked by AfrikaBurn for any reason.

USE OF YOUR TICKET TO AFRIKABURN CONFIRMS YOUR AGREEMENT TO THE TERMS REFLECTED ABOVE.

THERE ARE NO GATES SALES AT AFRIKABURN 2012

HAVE A FANTASTIC TIME!