

# ALCHEMY: THE GEORGIA BURN SURVIVAL GUIDE

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September 29, 2011 - October 3, 2011

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Look for this symbol for information that is new for this year.



# Mutagenesis

In this modern age, humans often assume that the survival of their species is assured. We possess the power to mold our environment to our will, even while we cannot hope to understand the ultimate impact of those choices. However, like all species, humans must adapt to survive.

Adaptation to extreme pressures requires an organism to undergo radical changes. The quickest way that an organism can leap up the evolutionary ladder is through mutation and recombination. It is now time to take that leap. What mutation will you undergo to ensure your own survival? What recombination will make the essence of Alchemy viable? What shape does our newly-evolved world take? Mutate or die.

## 10 Principles

meanings. Consider fun and creative ways to gift to each other beyond simply giving physical objects!



### Radical Inclusion

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



### Gifting

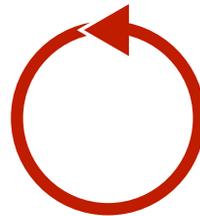
Gifting is more than just bringing things to give to people. Instead of bringing a bunch of stuff that may end up as MOOP, consider instead gifting something like a helping hand or a friendly conversation.

Gifting can take on many different



### Decommodification

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



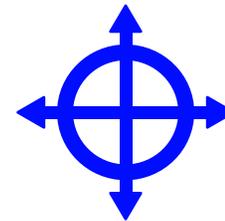
### Radical Self-Reliance

You are responsible for you. Bring everything with you that you need to survive for the duration of your stay.

Burns are an opportunity for you to enjoy relying on yourself.

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

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



### Radical Self-Expression

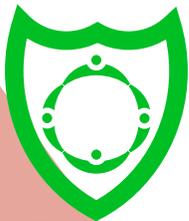
A burn is a safe place for you to be you, and to learn more about yourself and others. Express yourself by wearing whatever you want to wear, or acting however you wish to act... as long as you are not directly harming others. Go nuts!

## 10 Principles



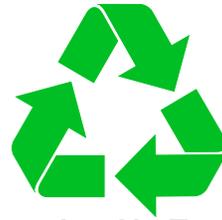
### Communal Effort

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



### Civic Responsibility

Civic responsibility involves the agreements that provide for the public welfare and serve to keep society civil. Event organizers take responsibility for communicating these agreements to participants and conducting events in accordance with applicable laws.



### Leaving No Trace

One of the most touted principles is LNT. In an effort to respect the environments where we hold our burns, we commit to leaving no trace of our events after we leave. This means everything that you bring with you goes home with you. Everyone cleans up after themselves, and whenever possible, we leave our hosting places better than we found them.

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



### Participation

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



### Immediacy

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

## About Your Invitation

 This year, we switched to electronic ticketing exclusively. While you will still get a paper invite at the gate, the thing that gets you in is your piece of paper with your barcode.

In order to transfer your invite to someone else, as a gift or as a sale, either forward the email you got when you purchased the invite, or physically hand the other person the printed email. It doesn't matter whose name is on the printed paper.

You must have your printed invite and a photo ID that also has your name on it to get in to Alchemy. **No exceptions.**

Invites are purchased online at <http://www.alchemyfestival.com> and a printable PDF is emailed to you.

You must print the invites and bring them with you to the gate. Each invite has a unique barcode and can be used only once.

In addition to the invite, you must bring a photo ID.

Children under 18 must be accompanied by a parent or guardian. If you are bringing a child, but you are not the child's legal guardian, please also bring a permission slip from the child's legal guardian. You may print this from the Alchemy website at <http://www.alchemyfestival.com/documents/parent-slip>. Your child is your responsibility! You will be required to sign a waiver for each person in your care who is under 18 years old.

## Arrival Times

The gate is open from Thursday, September 29th at 9am, through Saturday, October 1st, at 8pm. It is open 24 hours a day during these times. Please do not attempt to show up past 8pm on October 1st, as you will not be allowed into the event.

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

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

## Transferring an Invite?

If you want to sell or transfer your invite to someone else, simply email the recipient the PDF of your invite. The name on the printed invite doesn't matter.

## Gate Procedure

Upon your arrival, wait patiently in your car if there is a line, or follow the directions of the gate staff.

Have your ID and printed invite out and ready for all people in the vehicle. If the gate attendant asks, leave your vehicle so that it can be briefly searched for banned materials or stowaways.

Present your ID to the attendant when asked, sign the electronic waiver, and have your invite scanned.

Receive your commemorative full-color or souvenir invite.

Continue on to Greeters where you will receive your In/Out Token.

After the gate staff clears you for entry, they will mark your vehicle with two hours from that point.

You have two hours from your arrival time to get to your camp site and get situated. Past that two hour point, you will need to either have your vehicle parked in the parking lot, or have it decorated. Please see page 6 of this guide for details about decorating vehicles that stay in campsites.

## In & Out Policy

Beginning at 9am on September 29th, the In/Out policy is in full effect, even for event volunteers!

At Alchemy we highly recommend taking all necessary steps to ensure you won't need to leave during the festival. A Wal-Mart and other retailers are located in the town of LaFayette, within several miles of the venue.

We encourage you to stop here, the place we lovingly refer to as Default Camp, prior to making your initial appearance at the gate.

However...

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

After the gates open on Thursday, ins and outs are allowed under two circumstances:

Collect 15 In/Out tokens for other participants and present those to the gate. These are good for ONE exit and return by one person and the tokens will not be returned.

**-OR-**

Pre-purchase a second invitation or purchase an In/Out pass for \$45 at the gate. This pass (or second invitation) will allow ONE person to leave and return.



Each pass out of Alchemy is good for ONE hippie, not one hippie with 15 pieces of schwag and their 2-3 cohorts.

Each pass is only good for one round trip through the gates! Make sure you do what you need to do the first time you escape!

## Gate Sales

There are **NO** gate sales. Everyone must have a invite pre-purchased before arriving at the gate.

Invite sales are available online until midnight on September 28th.

## Parking

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

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

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

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

## Additional parking

This year we will likely outgrow the field we have used for parking in previous years. If we do, we will open up a second parking field near the front of the property. Park closely together! Remember to go and park your car in the parking lot after you have unpacked!

## Art Cars

An art car is any kind of vehicle that is intended to move people around the event, rather than remaining parked for the weekend. Art cars MUST be decorated completely. Anyone driving an undecorated motorized vehicle will be asked to either decorate it fully or park it, so be prepared!

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

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

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

Please note that if you bring a mobile art piece or an art car, you are solely and completely responsible for whoever drives it or uses it. Do not let people operate your art car if they are inebriated.



## The DMV

 This year, we have reinstated our DMV. If you are bringing an art car to Alchemy, then please bring your art car to the DMV for inspection.

Alchemy can be a dangerous and difficult place to drive an art car, so our DMV would like to counsel art car owners on where and how it may be safe to operate the vehicle. The DMV team will also inspect your vehicle for safety concerns, including brakes and night-time lighting. After inspection, you will be given a sticker to display prominently.

DMV is located at the Connexus Tent and is open from noon to 6pm every day.

# Camp Essentials

## What to Bring

**Water:** 1.5-2 gals per person, per day.

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

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

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

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

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

## What NOT to bring

**Firearms:** No guns, fireworks, rockets, or explosives of any kind.

Fire cannons and flamethrowers, as well as fire art and installations are welcome.

**Animals:** No dogs, cats, or other animals are allowed except for required assistance animals.

**Possession, sale, and/or consumption of illegal drugs and distribution of alcohol to minors are violations of federal law.** It is your responsibility to respect all state and federal rules and regulations.

## Want some peace and quiet?

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

## Claiming Space

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

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

## New Neighborhood

We are opening up **The Pentagon** this year for camping!  You should check it out! The new space is located north of Ragnarök and the parking area, on the other side of the line of trees. Check out the map at the end of the guide.

## Volunteering

Alchemy is run entirely by volunteers, like you! You can sign up prior to the event by going to this webform <http://www.alchemyfestival.com/participation/2011-volunteer-information.html>.

You can also email our lovely volunteer coordinator, Jessica, at [jseales@alchemyfestival.com](mailto:jseales@alchemyfestival.com)

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

## Rangers

Rangers act as mediators at Alchemy. They are not law enforcement; rather they act as intermediaries and guardians, to help make sure everyone remains healthy and happy.

If you have a problem, your first plan should always be to work out the issues yourself or with whomever you have the issue. If you still find that you have unresolved issues, then yell out for a Ranger, or find someone with a radio to page a Ranger for you.

For non-emergencies, please always discuss problems with a Ranger before calling in law enforcement.

## First Aid

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

## We need you !

★ Alchemy isn't possible without all the volunteers that put their time and energy to help keep things running smoothly. People can't get in at 2am unless someone is working Greeters.

Be sure to stop by Connexus and look at volunteering for a shift. It's located right in the main field, and is open late. You will probably pass it several times each day, so check it out!

Remember, there are no spectators at Alchemy, only Participants.

## Theme Camps

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

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

## Temple

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

## Center Camp

This is the community center - people can come here to meet and to perform. There are tons of things scheduled at Center Camp this year, so show up and check it out! Center Camp is an excellent, shady place to come and play with skill toys together, learn new and fun things, and watch people. Center Camp is everybody's theme camp!



## Kids at the Burn

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

If you lose track of your child, please

let a Ranger, Team Lead or Board Member know immediately.

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

## Conclave



If you wish to participate in conclave this year, there will be a meeting at 3:00pm, Saturday, at the effigy. Attendance at this meeting is mandatory; you will not be allowed to spin in the conclave if you do not attend! Performers are also asked to bring an extra person to act as their safety.

The Fire Conclave team also needs volunteers to help make sure the conclave flows quickly, efficiently, and safely. If you wish to volunteer in this capacity, please attend the meeting.

## Art

This year, all art projects that were funded by YOU through the Alchemy Art Fundraiser will have signs that tell you the artist's name and how much money they received from the Fundraiser. Go and see where your money went!

## Alchemy Intranet



When you get in to the city, you can use your laptops or mobile devices, connect to the open "Alchemy" wireless network, and visit <http://home.alchemyfestival.com> to see all kinds of great things, such as the event schedule, volunteer schedule and camp placements, all of which will be updated real time from Connexus!

## Greeters

When you arrive at the Greeters station, you can see the up to date map of what camps have been placed. If your camp has been set up and registered already by other camp members, you should be able to go directly there instead of hunting for your camp.

You can also see the upcoming events scheduled around the city.



## In Case of Zombies...

The official Ranger stance on zombies is:

"You're all on your own, bitches"  
-Ranger Mel

In the unlikely (but not too unlikely) event of a zombie apocalypse, keep in mind that while hippy zombies might be a bit more easy going and easily distracted than regular zombies, they still want to eat your brains.

Be ready to use glowing objects to distract and lure the zombies away from the general encampment. Patchouli, sage, and incense are also good lures.

In the event of an emergency, your camp stove can be used as a flame-thrower. Tent stakes make excellent crossbow bolts, and Fire toys are useful as melee weapons.

If you have the unfortunate luck to get bitten by a zombie, please do your fellow campmates a favor and let them know. Turning others into zombies is not Radical Inclusion!

Remember, it will take a lot of Communal Effort for the majority of us to get out alive. Don't be a hero!

## Event Schedule

On September 27, the event schedule for events going on in theme camps will go live at this web address: <http://alchemyfestival.com/participation/theme-camps/schedule> You can go there and print it off. Please note that some events will be posted after that point at Connexus, and so the printable version will only be up to date as of the 27th.

## Vote! get involved

Every year, Alchemy, LLC holds Board of Directors elections. This year, there are three seats up for grabs. Are you registered to vote? You can be! Sign up at the Gate!

## Law Enforcement Interactions

If a police officer requests to enter your home - in this case, your tent or RV - you usually do not have to admit them unless they have a warrant signed by a judge. One exception to this is when the evidence of criminal activity is in plain view from a public place, such as through a window or open door.

Both sight and scent of illegal activity may be held by a court to represent probable cause. The more steps you take to make your vehicle or tent private, the more expectation of privacy you will have against an unwarranted search.

You have the right to not consent to a search! If you give consent to be

searched, whether it is a search of your car, tent, RV, or just your backpack or pockets, you give up your rights. There is nothing wrong with asserting your Constitutional rights and refusing to consent to a search.

If you are searched without your consent, you have valid grounds later to challenge the legality of the search. Remember: if you give consent to a search, you cannot later successfully challenge the search and claim that it was unconstitutional.

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

## Legal

You are responsible for abiding by all federal, state and local laws. You never know who may be a law enforcement official, so be careful what you say to strangers!

If you or one of your friends has an encounter with law enforcement while en route to or from Alchemy, or while at Alchemy, please let a Board Member, Team Lead or Ranger know as soon as possible.

### Serving Alcohol

If you are serving alcohol to ANYONE, you are absolutely responsible for making sure everyone is over 21 years old. You are responsible for IDing every single person you serve.

If you serve someone under 21, Alchemy will ask you to close down your alcohol service and possibly eject you from the event.

## Hazards of the Land

The property is located in the foothills of northwest Georgia. Some things you might expect to find include poison oak and ivy, snakes, ants, mosquitoes, spiders, and possibly scorpions.

Don't play with the wildlife, be careful and pay attention, and you should be fine. Also note that the lake isn't all that deep. There will be no lifeguard on duty so swim and dive at your own risk.

## Fire Safety

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

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

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

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

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

## Port-a-Potties

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

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

feathers, etc.

When you put other objects in to the potties, you cause the port-a-potty people to have to fish those items out prior to cleaning the potties.

That's horrible and disgusting, and it makes them hate us, so please be respectful and dispose of your other trash in your own camp.



Potties that are handicap accessible will be located in the main potty bank near the city's center, and in The Hollow. Please see the map in this guide!

## Showers

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

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

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

## Directions

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

### Directions to Alchemy

- 1) Take I-75 N to exit 320 (Resaca/LaFayette)
- 2) Head south on GA 136 (Resaca LaFayette Road NW)
  - Left from 75 North and Right from 75 South
  - Continue 13.6 miles on GA 136
  - Turn Left on Old Villanow Road
  - Continue 1.3 miles
- 3) Slight Left at GA 136/Ga151
  - Continue less than 500 feet
- 4) Turn Right on GA 136
  - You will need to follow the signs directing you to LaFayette.
- 5) Continue Following GA136
  - You will make several turns. GA 136 will merge with GA 27 for a while, continue to follow GA 136.
- 6) Look for a Wal-Mart on the left, be prepared to turn left to continue following GA 136
  - If you pass the Wal-Mart, you went too far.
  - Continue on GA 136 after the left for close to 2 miles.
- 7) Turn Left on Old Mineral Springs Road
  - Follow approximately 2 miles
  -
- 8) Turn Right on Walnut Row
  - There will be an Alchemy sign at this turn.
- 9) Follow the Alchemy signs to the gate.
- 10) Arrive at Alchemy! Woo!

### Gate Hours of Operation

#### **Wednesday Sept 28, 9:00am**

Gate open for early entry and setup

#### **Thursday Sept 29, 9:00am**

Gate opens for general admission

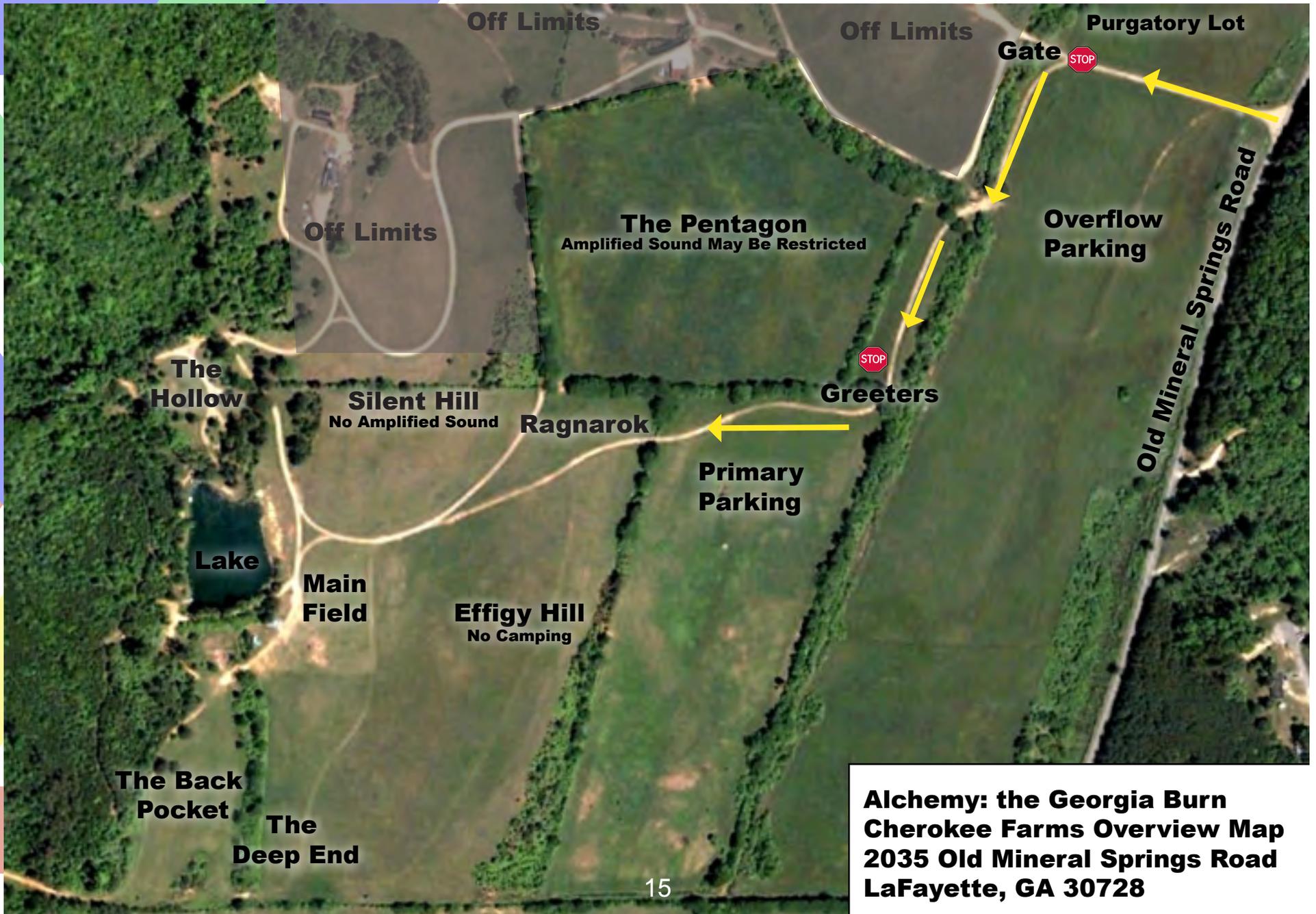
#### **Saturday October 1, 8:00pm**

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

#### **Monday October 3, 12:00pm**

Event ends, everyone must exit

# Map



**Alchemy: the Georgia Burn  
Cherokee Farms Overview Map  
2035 Old Mineral Springs Road  
LaFayette, GA 30728**

# Detailed Map



**Alchemy: the Georgia Burn  
Cherokee Farms Detailed Map  
2035 Old Mineral Springs Road  
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