



Alchemy

THE GEORGIA BURN



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Alchemy 2010 Event Report

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Event Summary

Troy Cobb / aka Runaway!, Event Lead

2010 was a year of incredible growth and maturation for the Alchemy event and organization. We grew from 374 invitations sold in 2007, to 656 invitations sold in 2008, to 992 invitations sold in 2009, and up to 1727 this year. We learned operational lessons from prior years and invested in professional help during the event for both perimeter security and first aid. In 2010, the event has reached a size where our participants have a not-insignificant effect on local commerce. We also continue to improve our relationships with local Fire and Police, resulting in zero police interactions after Thursday evening. I believe we have an opportunity to proactively reach further with a positive influence in the community in the coming year.

2010 Innovations

Theme and Puzzles

The Skeleton Key theme carried with it some experimental aspects. First, there were several puzzles scattered around the property. Some required the effort of an individual, while others took concerted work of many. The intent was to mirror the kinds of both individual and collective effort that creates a burn at all.

More importantly, we disseminated the information that all the puzzles must be solved for the effigy to burn AND that it would burn when they were solved. This effectively put the timing of the effigy burn in the hands of the participants.

The puzzles were:

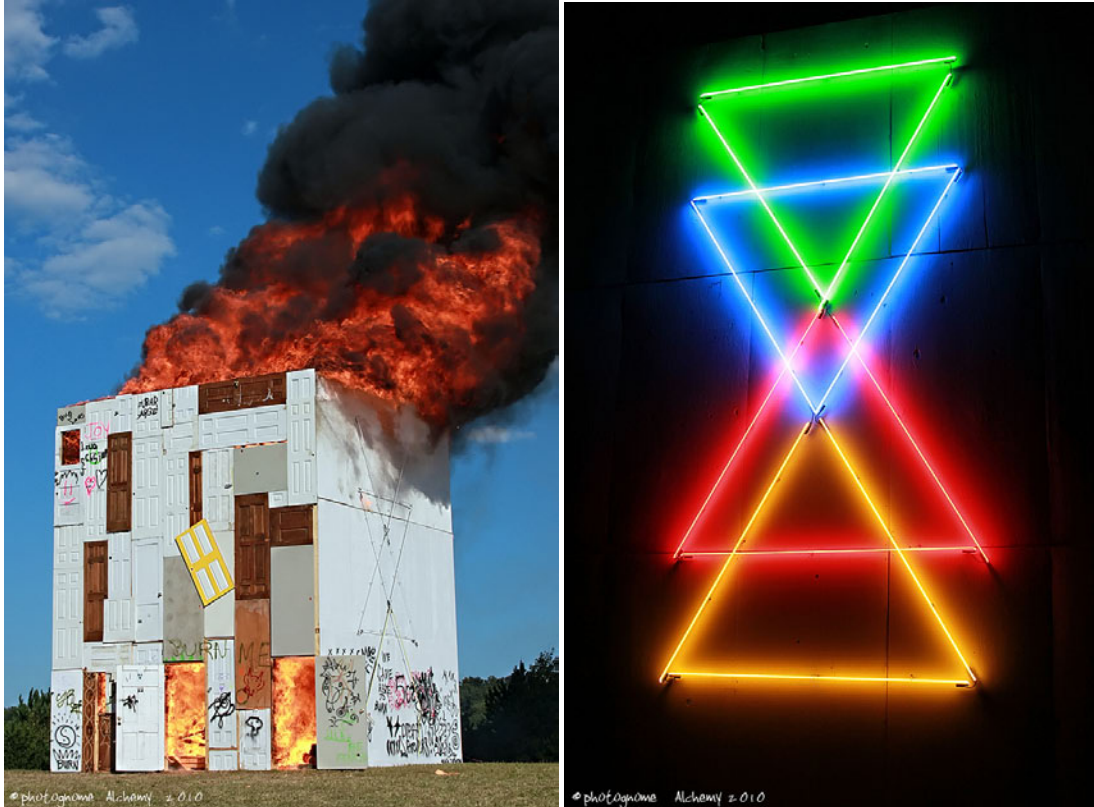
1. The Sacrificial Key
2. Jumbled Puzzle Blocks
3. Black Box (dual radio puzzle)
4. Three-Person Physical Puzzle
5. Scimon
6. Gate Numbers
7. Scattered Jigsaw
8. Geocache Scavenger Hunt
9. Peggy
10. (There was a decibel meter associated with effigy ignition, but we overrode this)

There were three “light trees” with nine lights each, located on Effigy Hill, at Center Camp, and at the Gate. Each colored light denoted a stage toward the effigy burn, with a spinning red light at the top signifying that all puzzles had been solved and that the effigy could burn at any time.

Burn Timing

The last puzzle, Peggy, was solved on Saturday afternoon. Rangers and Fire Safety had been at the ready since Friday evening and were effective in their jobs. Electronic ignition of the effigy failed, but backup ignition methods succeeded. The burn was an intense conflagration and because it was during the day, there were aspects visible, like the roiling smoke, which would have been lost at night.

The timing of the burn meant that some participants missed it and also took a serious toll on Fire Safety due to the daytime heat.



Pyrotechnics Pageant Show

A Saturday night Fire Pageant was planned for the typical burn time. A participant-lead conclave drew crowds to the hill. We hired High Tech Special Effects to design a complex pyrotechnics show choreographed to music. The show culminated in a fireball that consumed more than 85 gallons of gasoline and rose well over 250 feet in the air.

We could have done a better job sustaining the participants' energy after the pyrotechnics show, perhaps by organizing a parade to lead everyone back down into the main camping area. I believe the unusual and experimental aspects of the burn and pageant were interesting in that they demonstrated that a Burn can be successful without a set series of events, but also through our missteps demonstrated the importance of "flow" between the burn experiences.

Major Purchases

We undertook several major investments this year, including purchasing a custom tent for Center Camp, a used box truck for transporting materials from Atlanta, and a 53' storage container that remains onsite at Cherokee Farms to hold our equipment and supplies.

Perimeter Security

In 2009, most of the Ranger team issues involved locals and others sneaking into the event through an undefended perimeter.

At the landowner's suggestion, we hired a trained and experienced team of his choice to monitor the perimeter 24/7 during the event. The cost for this service was \$1500.00 and effectively allowed our Ranger volunteers to concentrate solely on supporting participants.

The perimeter security team knew the land very well and interdicted more than 20 interlopers across the course of the event.

Ticket Prices

In 2010, we continued to keep invitation sales tiers at the level they were set in previous years. That Alchemy has never raised its ticket prices in four years of operation has become a source of pride within the organization.

Paid EMT Support

To ensure that we always had a qualified individual on call for the First Aid team, we chose to hire EMT Raymon Sanders to provide that service. The cost for this service was \$1000.00 for the entire event and was money well spent.

Dedicated Gate Crew

This year we again utilized a dedicated gate crew to ensure that the necessary paperwork and ticket-checking was done in a professional manner. This year, Elvis Thompson put together an amazing team who worked 24/7 through the event.



Financial Summary

1727 total invitations sold
420 at Tier 1 at \$35.00 each
1307 at Tier 2 at \$45.00 each

2010 Alchemy Event Financial Summary

Gross Sales	\$73,515
Bank Charges (Paypal)	2428
Sales Tax	5166
Land Rental	5120
Perimeter Security	1500
Equipment Rental	1597
Art Fundraiser	2140
Golf Carts	900
Porta Potty Expenses	2780
Effigy and Temple Expenses	6192
Pageant, pyro and puzzle Expenses	10663
APW	10916
Lamplighters	1388
First Aid EMT	1000
In/Out Tokens	1416
Insurance	1728
Storage Container Purchase	4194
Net Ordinary Income	\$15,756

See detailed financial reports are posted on the alchemyfestival.com website for complete information.

2011 Plans

Organizational Changes

In 2011, Alchemy LLC plans to reform as a 501(c)3 non-profit organization. This designation fits well with the way the organization is run and its stated mission.

Gate Improvements

In 2011 as we continue to grow, we'll need designated vehicle lanes and a streamlined check-in system. Ideas around that include barcodes on tickets and hand-held readers as well as electronic signature pads for waivers. More staffing during peak times is definitely needed.

Event Theme

We decided to continue to offer a theme in 2011 as that provides an interesting structure for volunteers and participants alike, without noticeably restricting their expression. In 2011, we will also return to a more traditional Saturday fire pageant with a prescheduled burn time and official fire conclave team.

Alchemy 2011 – Mutagenesis

September 29 – October 3, 2011

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.

Ranger Team

Ranger Rack and Ranger Mel, Team Leads

Coverage for the event was strong despite the low volunteer turn out because many rangers worked more than one shift. They were dedicated and well-appreciated volunteers that made this burn flow very well. We recommend the ranger leads hold training at the event and before the burn for next year. More volunteers will be needed for the 2011 event as Alchemy continues to grow. However there were few issues as the paid perimeter security was a major help in keeping out non-ticket holders. While we did not know when the effigy would burn this year, we still held a pre-burn safety meeting leading to a good perimeter around the effigy.

Radio chatter was somewhat of an issue in high stress situations and at times inappropriate language was used, this can most likely be avoided by letting Rangers know what is okay and not okay to say on radios. Rangers responded quickly and professionally when dealing with outsiders (cops, power company, etc) and proved how indispensable they are to an easy flowing burn.

Fire Safety Team

Team Leads: Eli Abrams (the FNP), Lauren Brooks (Warhammer)

Team Members: John Everett (Bubba John), Kristal Light, Ranger Nugget, Matt Key (Mack), Justin Blanchard (Dragon)

Effigy Burn

The daytime burning of the effigy was a new experience for the Fire Team. While it was fun to do things differently, many issues arose. There are several problems we would like to address:

1. Extreme physical hardship for team members

The FNP, Warhammer, and Bubba John are highly experienced at being suited in full proximity/turnout gear for the duration of an effigy burn. Our medics, Kristal Light and Ranger Nugget, are equally adept at monitoring our physical wellbeing and keeping us hydrated during the burn. However, it was nearly impossible for team members to avoid heat exhaustion due to the combination of full sunlight and the high temperatures of the fire. Heat exhaustion was also accelerated by having to actively physically fight the brush fires that erupted along the far edge of the effigy hill.

We had to take much more extreme measures than usual to avoid catastrophic harm from the heat. Bubba John, an experienced structural firefighter, requested that Kristal Light (an RN) monitor his condition after the burn. The FNP had to leave the inner perimeter early and remove half of his proximity gear to avoid fainting. Warhammer had to remove her proximity suit, be soaked head to toe in water to avoid fainting, and fed fruit juice to avoid hypoglycemic shock triggered by the heat. Mack, also a trained structural firefighter, passed out approximately half an hour after the perimeter was dropped and was out for 12 hours at his camp.

It is Fire Team's request that daytime burns be avoided in the future if at all possible, as the physical hardship caused by the extreme heat makes it very difficult to do our job.

2. We need a way to soak the effigy perimeter with water

The brush fires that broke out during the effigy burn could have been avoided completely had we had a way to soak the ground with water before the burn. These nuisance fires made it so we had to concentrate on putting them out rather than putting all our effort into monitoring the burning effigy. This took Fire Team personnel away from working crowd safety.

Ideally we could always have our forestry sled (wildland fire truck) present, but its owner, Robert Pearsall (Vespa), was not able to attend Alchemy this year. Another solution would be to have a large water tank with a pressurized hose system on the hill.

Fire extinguishers could work but are impractical when dealing with brush fires that spread widely at an incredibly rapid rate.

3. Timing of the burn

Fire Team was prepared for the unscheduled nature of this year's effigy burn. However, we were not able to be at our peak form. Most of us stayed up until dawn Friday night/Saturday morning in case the effigy burned then. We all stayed hydrated and relatively sober the entire weekend. Still, we were not capable of water-loading to the extent that we can when we have a specific time for the effigy burn. This exacerbated the team's heat exhaustion.

People also complained a lot about the daytime burn. A LOT. They couldn't see the fire. They were not prepared to bring adequate supplies of water on such short notice. They did not have time to get into their ideal mental state for the burn. The comment we heard most often was that they wished it had burned at night. It is Warhammer's opinion that this year's experimentation with the puzzles and timing was a great idea, but the people have demonstrated that they prefer the "classic" schedule when the effigy burns on Saturday night.

4. Rangers are awesome

(This is obviously not a problem). The Rangers did an awesome job holding the perimeter at the effigy burn. Everyone did a really excellent job communicating with each other. We can't speak highly enough of this team.

Pyrotechnic Show – Saturday evening

Team Lead on duty: Warhammer

Team Member: Dragon

Once again, the pyrotechnic team did an amazing show. They had their stuff completely together and were great about communicating with Fire Team and the Rangers. Rangers were excellent as well. There was a massive collaborative effort put into coordinating the fire conclave followed by the pyrotechnic show. Everything went off right on schedule without a hitch. The Rangers listened attentively to Warhammer's directions regarding perimeter and safety measures, i.e. no spinning off fuel near the live pyro equipment. They held the perimeter without complaint the entire time. The crowd was happy. It was great.

It should be noted that Fire Team was present at the pyrotechnic show to coordinate the pyrotechnic company and the Rangers and to provide visual connotation to the crowd that they needed to be aware of their safety. Fire Team operated with a skeleton crew largely because the earlier effigy burn completely exhausted so many of us.

First Aid Team

Ranger Nugget; Team Lead

Overall, the general health and safety of Alchemy 2010 went really well, with just a few strokes of good luck.

To start I'd like to mention the vital importance of having a paid on-call paramedic for the entire event. Raymon proved himself to be invaluable time and time again throughout the course of the event. There were a few cases during the event that required the attention of a medical professional and it was great having him there at a moments notice to deal with those situations, which he did well.

We had a few "project" cases throughout the event that required a little more attention than the typical event First Aid patient. Four of these patients had consumed enough of a substance to require a stay at First Aid either because they were too disoriented to find their way back to camp or because it was decided that in the best interest of their health that they remain under observation of the event's first aid staff and contracted paramedic. All of these patients were seen by Raymon and were frequently checked on by him, the First Aid staff on duty and myself. All of these patients after a short stay at first aid had had recovered and were released back to their campmates. With cooperation with the ranger team leads I arranged to have each of the patients checked on while they were in their camp by the on-duty rangers.

During the event, a ranger was flagged down by some attendees who requested medical attention for someone who had been burned. Myself, Raymon and Khaki responded to the scene where Raymon treated the patient for her burns. The burns were mostly 1st degree with a small area on her leg that had 2nd degree burns. The incident occurred when the patient was participating in a bondage scene that included putting fuel on the rope used and burning it off. Both the patient and her partner were experienced in this but used a different type of fuel on the rope than what they normally used. The fuel burned different and caused the injuries to the patient. To extinguish the fire the campmates used an ABC type fire extinguisher. Some instructions for care and some burn cream was left with the patient and campmates by Raymon. I coordinated with Khaki (Mel) and the OOD (Ranger Rack) to have a Ranger check on the camp occasionally throughout the event.

On Friday of the event, I was approached by Kristal Light about an incident that had happened early that morning. Kristal told me about a young male who had entered their camp and became belligerent with her and some other campmates/neighbors. At some point while he was in Kristal's camp he began to threaten people and attempted to get physical. Although he was asked to leave the camp he was too intoxicated to be able to leave on his own so Kristal escorted him to First Aid. My first scheduled time to have a First Aid staff member on shift was at 12 PM on Friday so the station was unattended with myself and Raymon on-call, but asleep. Kristal says she put the young male in First Aid and yelled out for a Ranger but had no response. Raymon and I were on comm but

the radio left at First Aid wasn't visible enough for her to see. The young male was later picked up by First Aid staff on Friday from another person's camp and after being identified was asked to leave the event. In the future to prevent a situation where someone looking for Ranger or First Aid help but aren't able to find anyone I would recommend that First Aid begin scheduling shifts on Thursday morning when theme camps begin to arrive. If First Aid staff is unavailable I would recommend a radio be left in plain sight with instructions on how to use it to call for assistance in an emergency. Lastly I would recommend that the Ranger team leads and BOD consider a Khaki station that is staffed 24 hours for the duration of the event. Having all three of these options in place would make sure that anyone coming to center camp looking for assistance will be able to find someone.

The subject of volunteer staffing was another issue I encountered with First Aid. Finding people to volunteer their time for the shifts is always a difficult task however the real issue came in when only about 50% of the volunteers who signed up for a shift actually showed up. I'm not sure what the issues was with volunteers not remembering/showing up for their shifts, but I have only a few ideas on how to make sure they come in. Offering schwag to volunteers is a common way of enticing people to "gift" their time. This doesn't usually have to be something expensive, but something to show appreciation for their volunteerism. Secondly I'd recommend to future team leads that they have the volunteers list where they are camping on the schedule so that you can find them in case they forget their shift. If volunteer recruiting started early enough and plenty of willing burners could be found moving next year to two First Aid staff members on duty per shift would be ideal.

Next year I'd like to suggest doing something to increase the visibility of First Aid staff. T-shirts are ideal since they identify a volunteer very quickly and work as great schwag and incentive for people to show up for their shift. They can be a little expensive however so less costly ideas like laminates could also be used.

With a few setbacks taken as learning experiences the event very well with few real incidents to respond to. Aside from the project patients First Aid responded to a variety of incidents and events during the event including the incident where a power line was knocked down and assisting Fire Team with the burn. It was my first time leading a team and I'm grateful for the opportunity to do it. It couldn't have gone so smoothly without the tremendous help from Raymon, Ranger Mel/Ranger Rack and the rest of the Ranger team and the BOD.

Calls for assistance totals: (Some calls counted in multiple categories)

Total Calls: 52

Abrasions/Cuts: 19

Insect Bites/Stings: 1

Allergies: 5

Fall w/Injury: 7

Headache/Body Pain: 11

Burns: 8

Alcohol/Drug Related: 4

Emergency Responses: 2

Art Team

Danielle Bovee, Team Lead

Art Fundraiser

The 2010 Art Fundraiser was held a little later than usual, on June 19th. Artists seeking community funds were asked to bring a representation and description of their projects, including a budget for expenses. Artists received money from several sources: funds voted directly to their projects, Alchemy cup sales, tips from the open bar, and donated items sold at the live auction. Projects represented at the Art Fundraiser were:

Troy/Runaway!- Zippity Do Die
Clove/Buttercup- Triptych Glimpse
Lee/Puzzle- Tubular Puzzle
Brian C/Alabama Steve- Tie Dye Yurt
Ryan P- Giant Jigsaw Puzzle, Camp Cavernous
Patrick M- Burn Table
Justin/JuJu- Flickering Tree
James R- Blacklight Crystal
Matt C- The Sprawl
Amber & Age- Jazz Funeral
Dave/DuffDuff- Wonderdome
Phillip/Kegas- Ball Pit

Art Fundraiser Payouts

In the past, Alchemy has paid artists their money earned at the end of the Art Fundraiser. This year, because we had several sources of income to be tallied and disbursed, artists were paid after the 19th. Emails were sent out to artists on 24 June advising them of total funds earned and asking them to sign and return an artist's contract if they accepted the funds. Below is the text included in the email, explaining how funds were allocated:

“Basically, the reckoning was a 2-part process. First, each artist was assigned a percentage number based on the proportion of total dollar votes earned through the balloting process at the Fundraiser. Cup sales, auction earnings, bar tips and ballot monies not cast were distributed to each artist by percentages. After these funds were totaled, we compared money earned by each artist to the total funds they had requested. Three artists (DuffDuff, JuJu, and Patrick Murphy) earned more than the total funds requested.

Per Alchemy policy, artists may not receive more than their total requested funds. The \$350 extra earned by DuffDuff, JuJu and Patrick Murphy was redistributed to the other artists. These artists were assigned a new percentage number based on new total voted monies exclusive of those who went over their minimum. So, for most of the artists, total funds disbursed represent voted monies, ballot monies not cast, cup sales, auction earnings, bar tips, AND redistributed overages.

Historically Alchemy has asked artists who did not earn their minimum requested funds

to give those up, to be redistributed to those who DID earn their minimums. We have decided this year that the funds may be given to you even if you did not make your minimum. We ask instead that you carefully consider whether you will still be able to bring your art to Alchemy in the fall, even on a smaller scale if necessary. If you honestly feel you cannot, please let us know and we will redistribute your monies earned.”

Total funds earned at the 2010 Art Fundraiser were \$3136. Three artists* turned down community funding: Clove, because she did not receive enough to do a smaller version of her project; Ryan P, for Camp Cavernous, also because it was not enough money; and DuffDuff, because he decided that he preferred to do the Wonderdome all on his own. Oddly enough, it took a couple of months for all the artists to respond to the initial email and claim their funds. So, it was not until 11 September that artists were notified of a second round of payments to be distributed. Due to missed communication, artists were not actually paid the additional funds until the Tuesday just before Alchemy.

If I were to improve anything from the Art Fundraiser this year, it would be communication: from the Board, from the Art Team, and from the artists.

Artists at Alchemy

All artists who accepted community funds brought their art to Alchemy, with the exception of Troy and Puzzle. Puzzle notified the art team ten days in advance that she would not be able to complete her project and refunded monies through PayPal. Troy brought the equipment for his project to Alchemy but did not have time to get it up and running due to his work on the effigy burn puzzles. Troy said he would refund the money for his project, but I suggest that the Board discuss letting him keep the funds if he agrees to bring Zippity Do Die to Alchemy 2011.

Unfortunately I was not able to arrive on-site for the event until Friday 10/1, but no artists reported having issues with set-up or placement. Most projects were located near Center Camp, such as the Ball Pit, the Blacklight Crystal and the Burn Table. Several people told me how much they enjoyed looking for and finding the pieces of the Giant Jigsaw Puzzle. Amber said she could have wished for more participants in the Jazz Funeral and Parade, but she and I agreed that had Connexus and an event board existed for 2010, more people would have known about it and joined in.

Issues/Feedback from Artists

Although I sent out a brief afterburn survey to 2010 artists, few responded. Those that did reported no major issues, but we did have a couple of comments. One, regrets from Kegas that the Alchemy Art Fundraiser was held on the same weekend as Scorched Nuts, the Ohio burn, which Kegas attended. (Fortunately Kegas was able to find someone to represent him at the Alchemy Art Fundraiser). Also, Clove expressed some confusion about this year's artist payout system. I think that should be addressed by section 2 above; if any questions remain after reading that section, please let me know and I will clarify. Other than the above, the Art Team received kudos for a job well done.

*Gail and Mehl of the Green Man Camp submitted a proposal for their Green Dragon but

did not have a representative at the Fundraiser. They were voted \$15 in funds in spite of this, but turned down community money.

Leave No Trace Team

Janiene West/aka Pinky, Team Lead

Summary

In comparison to last year I thought LNT did much better during most of the burn. Here were the specific improvements:

1. We had some actual volunteers who signed up showed up. Unlike last year, where I had to draft my camp and beg and beg for volunteers on Sunday, this year there were volunteers every day.
2. People seemed to get the idea that Camp Fairy Vomit is the de facto LNT camp and that volunteers and people with questions could stop by there any time for info and/or offer help.
3. We brought a greater selection of bags and gloves.

Our fearless volunteers pulled countless nasty items out of the port-o-potties, including bowls, bottles, tampons, etc. Every item an like that was pulled out it was one more item that the port-o-potty maintenance people didn't have to pull out and thus that much closer to making sure the vendor wanted to continue working with us. But, that's not to say that there aren't a **ton** of improvements that we can make. I think almost all of them revolve around education.

Assuming that I'm the team lead again this year, here are my goals:

1. LNT didn't get spiffy wood signs this year, but I will make sure they are in place at all the port-o-potties, the greeter station, center camp, and Camp Fairy Vomit.
2. LNT volunteers are going to get an obnoxious, easy to see and sparkly t-shirt and some kind of swag.
3. We're going to work with greeters to make sure that the education is starting there on site.
4. We're going to be more diligent about documenting theme camps so the MOOP map will be more useful next year. I have heard that there were issues with some camps just leaving bags of garbage behind. I think this comes down to education and the fact that there was almost none this year. I'm hoping the above items will help alleviate issues of camps leaving garbage behind.
5. More effectively utilize radios and bullhorn to rally more volunteers.

Effigy Team

Tunna Kerosene, Team Lead

Design

The exterior design of the effigy was fairly well cemented in my head shortly after last year. It was designed with the intent to have a few cuts as possible. and on that note it was a success. Overall the exterior build out should have only required 32 cuts to dimensional lumber and 8 cuts on plywood. However the plan for the interior climbing area was never a concrete plan in my head. I discussed the exterior with Keith for a while to make sure that my plan wasn't going to collapse. In hindsight i should have planned for interior climbing surfaces and landings a little better. I also should have worked on a plan for bracing the sides as the structure was going up, that turned out to be a issue during the Build Phase. Aquiring the doors was a fun little project in its own right. Another element of the design was a chandelier in the shape of previous years effigy's.

Prebuild

All of the exterior pieces, 32 in all were prebuilt and painted over two weekends at colab, this lead to some instances of having to correct work, but over all it was a great help to not be building panels as they were going up. transport of the completed panels was interesting, i was again reminded that planned v. actual are often not the same.

Build Phase

The onsite building of the effigy did not go according to plans, I recommend a better planned, flatter foundation for future effigys. Getting the first tier in was much more difficult than i had envisioned, in part from an overabundance of helpers and the late hour. It seemed like every step was a little more difficult than I had imagined, things didnt line up as planned, the weather didnt behave, etc. The Neon install was a wonderful thing, it went fairly well and looked beautiful. Keith made a fabulous chandelier reminiscent of a vajra. Renting heavy equipment was a great thing, but I should have tried harder to find out what kind of equipment I should have been using.

Burn and Clean up

The burn was a fantastic thing. It was slow to start, but once it caught it was a inferno, billowing black smoke and little paint chips from the antique doors. I didnt plan as well as needed for fuel for the effigy, but the call out to the commutiy for fuel worked out great. The Ematch didnt work, i am thinking we had a fault in the line or power loss along such a long line. The effigy almost fell straight down, only one section fell far outside of the foot print. the clean up of the screws, bolts, wires and glass took quite a while. I hiope that everything grew back well, I worry that the smaller paint chips that we didnt have the time (or inclination) to pick up didnt leave to much of a trace.

I dont have the final budget numbers, but I think that I did come in under budget. I want to give a very large thank you to everyone that helped, especially Justin, Joshua and Issa.

Internet Team

Rebecca Cobb; Team Lead

We did very little to the website this year. I maintained the site somewhat, updating dates and posting board minutes. We drastically need a new hosting provider.

I hope that Patrick will continue as team lead for 2011, as he was extremely responsive and fast with updates. He did a good job. I never had to follow up with him at all.

We need a site overhaul. I have talked to Michael Pastrana to get him on design. Hopefully, the web team will be me, Michael, Patrick and Troy, with additional people as we need, and with Patrick leading.

Lamplighter Team

Kathryn Craig, Team Lead

Appointed SubTeam Leads

Pre-event Infrastructure Lead: Nathan Berry (aka Natxtron)

Morning Lantern Collection/Cleaning Lead: James Roberge

Robe Tender: Brian Clare (aka Alabama Steve)

Evening Lantern Prep Lead: Brian Clare / Joey Esposito*

Ritual Fire Tender: Joseph Bordley

Processional Lead: James Flannery (aka Pleasant James)

Kitchen Lead: Bob Breedlove** (aka Popa Bob)

*Joey was recruited to lead Center Camp and was unable to participate as a subteam lead with Lamplighters this year.

**Bob had to pull out the week before work weekend due to a change in familial responsibilities.

Equipment/Fuel Use

Thurs-Sat: 192 lamps + 2 at chapel

Sun: 36 lamps + 2 at chapel

Kero used per day: approximately 2.5 gallons

Total kero used: approximately 10-12 gallons

In Storage

Rebar 194 (several bent - some repairable, some not)

Lamp posts 203 (6 with rebar stuck in them, a few bent but probably repairable)

223 Lanterns, cleaned and packed in 9 bins

16 carrier poles

8 metal lifter poles

4 wooden lifter poles

2 five gal blue kerosene containers, 1 five gal red container marked "Kerosene"

Lamplighter burn barrel

Parts and accessories, packed in 1 bin and 2 bags, including:

lantern parts

2 lantern globes

small and large towels

2 plastic bowls (1 for kero, 1 for water)

turkey basters

refillable butane lighters

2 butane canisters

4 small plastic containers with lids

extra screw hooks

extra wick

3½ boxes of 11” matches

rope

*Kat took 32 robes to CoLab for cleaning and storage

Volunteers

Volunteers were recruited prior to the event through announcements in alchemytalk, volunteer sign up through event website, and direct email to last year’s participants. Several of the the twenty-five or so people who expressed interest via email contact showed up to assist, but we did not have as many new recruits show up on site unsolicited as in previous years.

Our setup crew each evening consisted of 8-12 volunteers, led by Alabama Steve and assisted by Natx as needed.

James Roberge handled morning pick up, recruiting 2-3 team members to assist as needed. Cleaning was done prior to setup in the evening by whomever was around and willing to work.

Pleasant James coordinated the processional team, which grew from 16 participants last year to 33. We added a fifth route and a luminary to lead each one. With only 32 robes, the luminary for the Promenade route went unrobed.

Projects & Successes

Layout and Design

We made a few changes to the routes Age designed last year, adding an extra route in the back pocket. This was a big hit, especially for those camped in that area. Pleasant James modified the routes on the map prior to the event to try to eliminate some of the confusion from 2009. I made some minor changes to that design on site during work weekend as James was not present to assist. I was especially pleased with the addition of double lamp posts along the promenade.

Chapel

The 18’ x 30’ canopy was an excellent space improvement from last year. We also added a 10’ x 10’ pop-up with walls as a changing area, which worked great until the wind destroyed it. We used the same bell as last year, placed to one side of the front of the chapel on a tripod constructed by Joseph. We reused the prayer flags from last year at the front entrance. Natx created a beautiful chapel design for the sides of the tent and flags for the four corners, but the wind destroyed the flagpoles and ripped down the decorative side pieces.

Ritual/Ceremony

We had a short first light ceremony on Thursday afternoon where Joseph lit the burn barrel from the sun using the opaque projector lens from last year. Pleasant James revised the invocation which proceeds the processional and included a call and response with the processional team. There was no altar as planned this year.

Morning Pick Up

Morning pick up was done by hand. James Roberge and company walked and gathered lanterns, bringing them back by the handful to the chapel.

Equipment & Miscellaneous

Robes

Sixteen new robes were completed by Mary Crites, giving us a total of 32 robes.

Carrier Poles

Sixteen new 10' carrier poles were made for 2010. Better hooks helped eliminate the problem of lanterns slipping off the poles.

Lifter Poles

Joseph designed and built 4 new lifter poles from the old 8' wooden carrier poles. These were used on the promenade route.

Schwag

Natx and I collaborated on the schwag, which was donated by Faith Barcroft and cast by Alpine Casting. Natx weathered the pewter keyholes then we added some playa dust for good measure. We had mixed reviews on the dingy sunken treasure effect, but most people seemed to like it.

Lessons Learned & Improvements to be Made

SubTeams

We need better organization throughout the entire Lamplighter team. Better and more frequent communication among team leads and volunteers prior to the event should help. Morning Pick-up needs to make sure lanterns are cleaned well before evening setup. I recommend that the morning team use a golf cart rather than collecting lanterns by hand. Processional setup needs more organization. I recommend that the Processional Lead designate an assistant to help during the chaos of assigning responsibilities prior to the invocation.

SubTeam leads need to commit to coming to work weekend and/or staying for post-event cleanup. We also need people to tidy the chapel every evening after the processional.

Golf Cart

We often had difficulty finding a golf cart when we needed it. When a golf cart was available, I usually spent a lot of time looking for a key. It would be helpful for Lamplighters to have a designated golf cart for set up and breakdown. It is not crucial during the rest of the event, but easier access to borrow one when needed would save us a lot of time, especially when trying to round up people for the evening setup and processional and for morning pick up.

Tables

We added one 8' table to the three 6' tables used last year. However, due to the increase in lanterns, we still did not have enough work area. I recommend at least one additional 8' table for 2011.

Carrier Pole Set Up

We purchased 3 sets of sawhorses, which worked well. We need to make sure we have 2x4's to place across them for carrier set up. I did not account for this in the budget or planning this year, but we made do with what we could find in the storage container.

Volunteer Recruitment

Filling our volunteer needs on site was much more challenging this year. Since we doubled the number of processional participants needed, we were short every evening at go time. I used the radio to request that others on-com shout out to anyone around to come the chapel to volunteer. I also drove around in a golf cart to announce our need for volunteers on a megaphone. This took me away from the chapel at a time when I was most needed. In the end, we managed to round up enough people, but doing so last minute created a disorganized processional team.

Training

Pleasant James held training sessions on Thursday at 4:00pm and Friday at 2:00pm. While I feel the Thursday's carrier training was somewhat helpful, we can improve by training everyone on both carrying and lifting at every training session. I found every night that the lifters were confused about what they were to do, so more explanation is needed in that area.

I heard from some of the volunteers that one of the luminaries got lost one night. Because some of the routes are not straightforward due to the lay of the land, it is crucial that luminaries on those routes be given time to fully understand the layout.

Saturday night, some of the carriers returned with lanterns that were not placed. I did not determine which route this was or which lanterns were not placed, but this is a problem which must be remedied through better communication with the processional volunteers, especially the luminaries.

Communication with Lamplighter Team Lead Regarding No-Go Areas

Red route (Promenade) returned with extra lanterns Saturday night because it was not communicated that the fire safety team removed some of the lamp posts from the hill before the effigy burn. In the future, it is important that the Lamplighter team lead be informed when lamp posts are removed so we don't send more people out than necessary.

Friday night a power line (or tension line) was knocked down in the back pocket. I asked if we should hold off on lighting that area but was told to go ahead. When the blue route (responsible for that area) arrived in the back pocket, they were turned back because workers were still taking care of the issue. Again, communication with the Lamplighter lead would be appreciated in this circumstance so that carriers are not sent to an area they cannot light.

On a positive note, I was impressed to find Joe, Raven, and James Roberge already at the chapel prepping lanterns shortly after I received a call to light the back pocket later Friday night. They told me they did not require my help, loaded up a couple of carrier poles, and went off to light the pocket. That is the type of commitment I look for in our volunteers. That was by far the best experience I had this year as Lamplighter team lead. Special thanks to those three for going the extra mile by just taking care of things when they saw a need.

Equipment & Miscellaneous

Lanterns

Again, we had many problems with lanterns going out during the night. I don't have an answer to this since we're using cheap lanterns and can't afford to upgrade to Dietz at this point. Also, there's still the issue of rubber washers on the insides of the caps falling out.

Broken Lanterns

During unpacking of the new lanterns, I found 3 broken lantern globes (2 in lanterns and one of the replacement globes). Five other globes were broken in the course of the event. One lantern fell off the golf cart as I was collecting them, and I ran over it, causing irreparable damage.

Lamp Posts

A few lamp posts were bent by cars and Tunna's slalom adventures down the promenade (which he kindly straightened). As far as I can tell, most should be repairable. Five lamp

posts have rebar stuck in them, but with the proper tools, we should be able to release them.

Lifter poles

I recommend the new lifter poles be shortened by 1½ to 2 feet or remade out of conduit like the other 8.

Chapel

We changed chapel placement slightly from last year so as to place it near a power source. However, this power source was not functioning until late Wednesday, so we ended up pulling power from the next closest outlet using an extension cord. The diagonal orientation of the tent toward the fire circle was not ideal because the evening sun filled half of the staging area inside the shade structure during set up time. We moved the tables toward the back of the tent to minimize volunteers standing in the sun as they filled lamps. Next year, the tent should be reoriented as in 2009 to avoid this problem.

Unfortunately, Natx's chapel design, which provided partial walls and a better designation of space (not to mention the beautiful stencils), did not hold up in the unexpected wind. We finally gave up on the decorations altogether and pulled them down early in the event.

When the tent was set up, it was not properly guyed down at the corners, and near the end of the weekend, we nearly lost the chapel altogether to the wind. The 10' x 10' pop-up shade structure we set up behind the chapel as a changing room and storage for the robes was also not guyed down and met its demise on one of the windiest days.

Ritual Fire

Once again, we used the burn barrel as the source of our ritual fire. The idea was to keep the fire burning throughout the event once it was lit from the sun on Thursday, but this did not happen. My hope was to light all of the lanterns from this fire every night using long matches or lighting sticks. This worked well the first night, but I'm not sure if this was accomplished the rest of the weekend because I was busy tending to other tasks. I think literally carrying the fire we gained from the sun is a cool tradition to carry forward, but if we are to follow through with this, there needs to be more responsibility taken for tending the barrel and relighting it each day from the sun if need be. Alternatively, we could scratch the idea altogether and go back to using butane lighters.

Kitchen

A kitchen was planned but did not come together because Bob was unable to attend this year due to unexpected family responsibilities. However, had he been able to attend, he would only have been able to provide a tent and equipment. We did not organize well enough to get a meal plan together and ask for donations from the team in order to make the community kitchen a reality. Should we choose to have a kitchen in the future, we'll

need to establish a full team of volunteers who can commit to providing donations prior to the event.

Post-event Break Down

We need to designate a break down crew. Break down was tough and disorganized this year. We need more people on Monday to help.

Suggestions for 2011

Add a cleaning station for lanterns. Include a table and two chairs, access to water, soap, and towels.

Print large maps of the property with color coded routes to hang in chapel.

Relabel lamp posts with colored duct tape designating routes.

More robes. (Yes, more robes.) Once we changed up the routes, our need for robes increased to 33 just for the processional. (We currently have 32.) I think a few extra for team leads involved in the invocation but who are not walking the processional would be beneficial so that all Lamplighters in view of other participants would be in uniform.

As suggested last year: Add a Lamplighter bar/lounge where we can hold recruiting parties and just hang out with our fellow Lamplighters and others. Designate a team member to run it. Create an official Lamplighter drink. Joe (conveniently, a bartender) has suggested a layered flaming shot. (Maybe Joe would be interested in running a bar next year?)

Rope off Lamplighter Village, and encourage volunteers to camp there. Revisit the kitchen idea (needs more pre-planning and donations from the team).

Items to Purchase/Build for 2011:

Six Robes

10' x 10' pop-up with walls for changing area

Taller robe rack

Storage rack for lifter poles

Storage shelves for smaller items

2x4's for carrier pole setup

Megaphone

At least one more 8' table

2-4 chairs

Alchemy Public Works Team

Jason Sanders/aka Tunna Kerosene, Team Lead

The APW team did not provide an event report.

Center Camp Team

Joey Esposito, Team Lead

The Center Camp team did not provide an event report.

Greeter Team

Tangent and Jenn Dorr, Team Leads

The Greeter team did not provide an event report.