

Afterburn report for Euphoria 2011

The first Euphoria was held in 2011 at Cherokee Farms in Lafayette, Georgia, from June 17-19. 493 invites were sold, at \$30 each. 443 people used their invites at the gate. There was no ticket cap for this first year.

I was the event lead for Euphoria 2011. When I approached the Board of Directors for Alchemy about having a second burn, I also asked them if I could lead the burn. They agreed. I requested to be able to choose what teams I wanted to have, and to choose my own team leads, as opposed to having the BOD make those decisions. They agreed, with the caveat that they could veto any lead I chose if they felt it was necessary.

I. Changes from Alchemy

I had a vision about what I wanted Euphoria to be, so I suggested some changes from the way we had done things at Alchemy. I love the idea of Euphoria being our experimental burn, where we question everything and try different ideas from year to year. I encouraged the team leads to really be creative, and to think for themselves what they would like to see happen with their teams. The results were awesome.

A. Teams

One of the things I did that was differently was to let the community decide what teams it wanted. There were some teams that I felt were essential, which included fire safety, first aid and rangers. For the rest of the teams, I put a call out publicly to let people know that other teams would not exist unless someone stepped up to run the team. The following teams were the teams we ended up with for Euphoria 2011.

- Effigy
- Euphoria Public Works
- Euphormance Stage
- Event Coordination
- Fire Conclave
- Fire Safety
- First Aid
- Greeters
- Logistics
- Rangers
- Volunteer
- Web

B. Effigy and Town Center

Another change from Alchemy is that for Euphoria, I moved the effigy to the bottom of the hill, and created the town center, where all the Euphoria offered services were located.

II. Specific Teams

A. Effigy



1. Overview

Euphoria 2011's effigy was designed and built by Age Ginsburg.

It was climbable. It had a bar at the bottom, and it sat in the center of the City Center.

2. Things that worked

The effigy's position in City Center worked really well. The effigy also sat right next to the Euphormance stage, which was almost always active.

This also meant we got to use power points to run

lights, etc. at the effigy, rather than using a generator.

I got a lot of positive feedback from that placement choice. People really interacted with the effigy a lot during the event since it was always right in the middle of things.

The effigy burned extremely well. Age designed it so the lotus petals would fall really early in the burn, leaving the Euphoria flames visible for the remainder of the burn. It worked exactly as it was supposed to.

I had a vision for how I wanted the burn night pageant to go, and it went exactly like that. I chose 6 people to light the effigy, and I made each of them wrap pants with the Euphoria logo on them. I had them carry torches to different parts of the effigy and touch the effigy immediately following the conclusion of the fire conclave. The thing I kept saying to people is that I never wanted the fire, once it was brought to the burn field by conclave, to leave the field. It didn't. The effigy went up like crazy and burned brilliantly. Everyone involved did a great job making it all go exactly as I

had planned.

Age also made the decision at the event to allow participants to paint on the effigy. The result was beautiful.

3. Changes for 2012

Age has told me that he would like to do Euphoria 2012's effigy. He says he would like to schedule his time better this year, so there is no rushing as the event approaches.

B. EPT (Euphoria Public Works team)

EPT was lead by Tunna. As with other events, EPT's responsibilities included set up of the site, making sure other teams had what they needed, daily supply runs, fueling the effigy, and any other on site infrastructure needs.

Tunna made suggestions during the work weekend regarding placement of structures. Specifically, he asked me not to have the shade structures put up, and I elected to have people go ahead and do that set up. This was a mistake on my part because big storms during the week between the work weekend and Euphoria's start day destroyed the poles of a couple of the structures.

Tunna was able to recover and reorganize things so that it wasn't a big deal during the event, but it did mean we had to get new poles for Alchemy.

Listen to the Tunna.

C. Euphormance Stage

The Euphormance Stage team was lead by Trevor Register. The stage was built specifically for Euphoria. The area included a DJ tent, an open dance area and the stage. Trevor created a DJ schedule for the weekend, and had participants that wanted to perform sign up for time slots in advance.

The Euphormance area was successful overall. It was well attended.

I have one concern regarding Euphormance, and that's with regard to the stage(s) we created. I think these stages were left outside at Cherokee Farms since Euphoria, and they are probably now destroyed. These stages were created with the intention that we could use them for AAA over time, and I fear that they may now be unusable. I was not aware that they were going to be left outside.

Below is Trevor's report re: Euphormance.

The Euphormance space consisted of a covered dance floor, sound system, and an 8'-by-12' raised fire performance stage, as well as 3 Chauvet DJ lights. While the space didn't quite live up to mine and Rebecca's initial vision, I still consider it a grand success.

Three 4'-by-8' (arranged to make an 8'-by-12' for Euphormance) stages were constructed out of pressure treated lumber, with detachable legs, and are available for general use by the Alchemical Arts Alliance. These stages were intended for fire performers to use, allowing the entire main field and effigy bar patrons to watch. While some performers used them as such, many people used them as a bench and, unfortunately, a MOOP holder. In the future, perhaps signs indicating their main purpose as well as letting performers know that it's OK to ask people sitting on the stages to move while they perform will ensure that the stages are used more for their intended purpose.

The original vision for Euphormance was to have workshops, speeches, or any other type of activity during the day and keep the nighttime for DJ's. Only one non-music activity was scheduled and, sadly, did not happen due to the activity's organizer being unable to attend the event. I think that had I asked specific people to run workshops instead of making open calls to the community there would have been more variety in the daytime activities. The music portion of Euphormance, however, was fantastic. Only two DJ's were absent during their scheduled play time, and I had no problem filling the spots. Next year, I would like to focus on having a more varied music selection, including more non-electronic music, and possibly even live bands.

D. Event Coordination

1. Things that went well

Event Coordination was done by me. I feel successful overall. When I started working on Euphoria, I created a list of things I wanted to accomplish, and I managed to accomplish that whole list of items. I consider this to be a success.

I also was far less stressed at Euphoria as an event lead than I have been in sidekick leading with Troy at Alchemy in the past. One of the reasons for this, I believe, is that the team leads at Euphoria were almost all amazing. They all did what they said they would, and had their teams sorted and working fine. This was huge for me, because it meant that the only issues I had to deal with on site were ones that popped up there, rather than having to compensate for people not doing what they should have beforehand.

I really enjoyed getting to be the overall creative force behind this burn. I liked creating a specific way I wanted things to be, and then seeing those things happen just as I had envisioned. One example is the effigy burn. I think this overall creative vision is absolutely necessary.

2. Things that should improve

There are definitely things I would change. First, I am going to create a schedule for the coordination of the event in the future. I discovered this year how easily time can slip up on you. It is very important to stay on top of the things that have to be done for an event. It is simply not enough to get it done – you have to get it done in a timely manner in order to save the organization unnecessary charges such as rush shipping, etc. This is easily achievable so long as there is a schedule by which the event leads can do things.

On site, I think it is necessary for there to be multiple people who can act as event lead, so that the leads can all get some sleep. While I definitely got to go off com a few times for rest, I was still tired at the end. I think this is avoidable by working as a team for event lead purposes.

Another thing that was funny but chaotic and not so good was the fact that I insisted on set up happening earlier than Tunna preferred. We set up a lot of structures the weekend before, against his advice. On Wednesday prior to the event starting, a huge storm swept over Cherokee Farms, and destroyed several of our structures. Fortunately, we had enough poles to have the structures we needed, but some poles had to be replaced for those structures for Alchemy.

Additionally, we had a little bit of fire damage on the tent that was at Euphormance because of the proximity to the effigy burn. I will take responsibility for that because I planned layout entirely. In the future, I will consult with Tunna and possibly our fire lead for placement of our structures.

E. Fire Conclave

I have concerns about how conclave went. While it was okay overall once it was started, we definitely had some issues. I found out minutes before the conclave was supposed to start that we did not have safeties in place. I had safeties in place for the effigy lighting, so we had 6 people prepared with fire blankets. I asked those people to act as the safeties for the fire performers as well, and fortunately they all agreed.

That should have been handled well in advance. In the future, the event lead should have a meeting with all people responsible for making burn night happen, and ensure that every step is covered. Perhaps having a list of what is absolutely required for each team lead is necessary, and if I am an event lead for Euphoria this year, it is what I will create.

Fire Conclave was lead by Trevor Register. His report is below.

Fire Conclave was a great success! Rebecca and I shared a vision of a quick and energetic conclave followed by the effigy lighting. Neither of us wanted a

period of time where there was no fire on the field, and we wanted the conclave and effigy lighting ceremony to last no more than 20 minutes. All of this was achieved, and I am very pleased with how conclave went. DJ Vitor provided the music for the conclave and effigy lighting, and he did a fantastic job.

Due to my forgetting to bring fire blankets (derp>_<), I had to scramble last minute to obtain some for the safeties. I spoke with Fire Safety to ask about safe alternatives as well as what to do were I not able to find any. Thankfully, I was able to acquire enough blankets and towels.

Apart from fire safeties, there were other duties that I found helpful to have other people perform: a person dedicated to telling performers when to start as well as lighting their toys, 1-2 people at the exit of the conclave extinguishing toys, and one person to manage the people waiting to enter the conclave, i.e. making sure they're fueled and spun off, making sure they're paying attention and stay in line, etc.

I held a brief safety/logistics meeting with all the performers on safety ~30 minutes before the conclave started to get a good headcount, explain how I wanted conclave to happen, and allow for performers and safeties to field any questions or concerns they might have.

In the future, I would do a better job of securing volunteers for safeties and the other duties described above before the event as well as try to touch base with them throughout the weekend to make sure they're still willing to help. I also think it would be helpful for the Fire Concave lead to have a radio just before and during the conclave. For this event, I think having one would have been superfluous, however, for larger events (and larger perimeters), I think it could be useful for the perimeter and effigy lighting/boom crew to be able to contact the lead if something came up.

F. Fire Safety

The Fire Safety team was run by Warhammer. For this event, she requested some new fire tools, which Euphoria did its best to provide. There were some things that Alchemy had to special order later in the year.

There are no significant things to report regarding fire safety for Euphoria. The main job of that team was to make sure the effigy burn was done safely. This was done successfully with nothing significant to note.

We did have the benefit of having a water tap very near where the effigy was to be burned for Euphoria. This means we can have a water hose there in case the fire gets out of control. This is an improvement from being on the hill, in my opinion, because of additional fire safety. It is also a cleaner alternative to using fire extinguishers.

The one thing I would suggest with regard to fire safety is that Alchemy, LLC/AAA consider being a little less careful with regard to the effigy drop. I think we lose some of the energy of the burn by waiting as long as we do to drop perimeter. Obviously we need to be safe, but I think we can release the perimeter before we

have been.

G. First Aid

First Aid was lead by Ranger Nugget and Hogleg (otherwise known as Flounder, and also known as Raymond).

There was only one incident of note. A participant had a seizure, and another participant called off site emergency services before letting the Euphoria staff know there was an issue. EMS showed up and was escorted in without incident by Euphoria emergency services staff. The participant was tended to, and opted to stay on site. The participant had a history of seizures, and EMS determined that the participant was okay to stay.

First Aid was fine, as always. Nugget and Hogleg make a good team.

H. Gate

We had to establish a Gate team late in the game for Euphoria. I was under the impression that we were going to hire out the gate to a private organization as we have in the past at Alchemy. That fell through very close to Euphoria, so Sean stepped up and saved the day. He did a great job.

We moved Gate to an alternative location for Euphoria. It was at the shack closer to Smokey's house. We closed the entry that we usually use for Alchemy. We located Greeters with the Gate.

Moving the Gate was good because it meant there was power there instead of having to use a generator.

We used the same waivers and minor forms that we do for Alchemy, with edits to reflect it is Euphoria.

Sean Gaines/Sarah Griffith, Co-leads

Gate for the first Euphoria was combined with Greeters. Previously planned gate staffing fell through at the near last minute, so the weekend before the event the decision was made to combine it with Sarah's greeters, and I took co-lead of it. Though short notice, Sarah's calls for volunteers for staffing were quickly successful such that we had at least 2 people confirmed for each 2-hour shift a couple of days before the event itself. To combat possible lack of staff and the difficulty inherent in getting people to volunteer to work shifts in the middle of the night, the decision was made to close the gate at 2:00 a.m. Saturday morning and reopen it at 8:00 that morning before closing it down for good at 8:00 Saturday evening before the burn.

Gate was placed at the structure near the front of the property that Cherokee Farms utilizes for other events. This area which had its own roof, power and lighting already

in place was generally a boon to both Gate and Greeters with the exception that all the various appliances in place there seemed to wreak havoc with the radios, resulting in confusion at times on both ends, either the people at the gate not realizing someone was calling for them or people on site not being able to understand what the gate was trying to communicate. The solution for this was to walk out onto the road away from the building, which was helpful and worked for the most part, but since the radio had to be inside the structure with the people for others to call down to them, it was not a perfect solution. Hopefully the radio issue can be solved in some way, as otherwise the existing structure is great for this purpose.

When working properly, the bar code scanning system was very helpful in streamlining the process of checking people in and moving them on to the greeters quickly, but it did have a few issues throughout the event. When we opened on Friday there was delay as a result of the vendor's (ThunderTix) website seeming to think the event had already happened and not allowing us the ability to scan tickets. Troy was able to resolve this problem at that time and move us forward, but when we rolled around to midnight central time Friday night, ThunderTix again decided the event was over and tickets could no longer be scanned. Troy worked on it both that night and the following morning without success, and his emails to the vendor went unanswered for the rest of the event. The process was changed from that point forward to just having entrants sign the waiver and collecting tickets to hopefully scan them later. At my last count on Sunday morning, we seemed to have 26 waivers signed after the system failure with only 22 tickets collected, so the breakdown apparently caused some confusion there and a few slipped through without being collected. Fortunately, the vast majority of participants arrived Friday with Saturday being very slow for the gate, so the amount of tickets not scanned in was fairly minimal. The problem on ThunderTix's end can either be solved by using a different vendor or, now that we know it can happen, communicating with them before the event to make sure it doesn't end up being a problem (certainly the way to go for now since all those tickets have already been sold for Alchemy using them).

As for actually scanning the tickets, the handheld scanner had some trouble here and there recognizing the barcodes, which seemed to be mostly a function of how the ticket was printed. Some sorts of printouts it seemed to have trouble with or fail entirely on, but it worked just as it should on the majority of tickets. Its only other issue seemed to be it losing connection with the Internet fairly often. It did this with me a few times when I was working and had to be refreshed with varying degrees of success, and a couple of volunteers noted it as a problem when they were working. Both that issue and a failure to scan a barcode were easily and quickly resolved when they occurred by simply typing the ticket number into the website manually and checking the person in that way. The laptop itself never seemed to lose its connection. It never happened when I was working, and no one reported it happening, so if the scanner was down, a backup option was readily available.

Staffing went mostly smoothly during the vent. There were only a couple of instances where someone didn't show up and a replacement had to be found and one instance when I had to wake two people up Saturday morning and remind them they were supposed to be working a gate shift.

At some point, for what seems to have been the length of one shift or so, there was a lapse in recording ticket numbers on corresponding waivers, but it was noted by Sarah and corrected, so very few of the total were missing this information. Also, all

the waivers signed on Thursday by early arrivals before the scanner had arrived lacked this information, but Amber was good enough to go back and fill in lots of those while she was working the gate. There was also apparently some confusion on someone's part about which number to put on the waiver, resulting in the order number being used instead of the ticket number itself, but as the order number could be used just as easily to find a ticket on the site, this was effectively a nonissue.

As far as I know, no one chose to leave and come back by way of the re-entry policy. The earlier storm and the possibility of another did seem to drive a few people off Saturday evening before the burn, but they all stayed gone. Two people, a mother whose child had apparently been taken to the hospital and the man she had ridden to the event with, were allowed on Rebecca's approval to leave and come back later to get their stuff, wanting to leave as quickly as they could to check on her child. Otherwise, I know of no one leaving and coming back with one exception to be detailed below.

Gate open on Friday morning went without incident except for the computer problems as noted above. Two groups of people arrived shortly after gate close that night. One group claimed to have two tickets being held for them by people already on site, but they had a total of four people, and I sent them back down to where Zukes was so they could come back in the morning. The other were friends of Troy's that he had wanted to keep the gate open longer for. We declined and asked them to go back and wait at the front, informing them we would tell Troy about them, but by the time someone got back down there, they had left. On gate opening the next day, I saw neither group. Gate opening that day, other than the computer issues again, was only complicated by some people who had camped out during the night. One group of three wanted to buy tickets there and were less than pleased at being turned away. One other man had a ticket but was very unhappy that gate had been closed when he had arrived, unhappy enough that he was somewhat hostile with his greeter and had no patience with that part of the process. Gate close on Saturday went without incident and no arrivals.

Only a small number of people showed up thinking they could buy a ticket at the gate (I'd say less than 25). Some of those chose to hang around the gate in hopes of being gifted a ticket while others left. With one exception, I am unaware of anyone getting in without a ticket, that exception being a group of four who had only three tickets total. The people working the gate at that time were apparently talked into letting the driver who had no ticket take the other three people in, sending along one of the greeter volunteers to "make sure" that person then turned around and left. Though never confirmed definitely, it seems that person did no such thing and just stayed. I would call this the biggest failing of the gate all weekend, as the person with no ticket should never have been allowed through, escorted or not, unless the event lead was consulted and chose to make an exception.

The person that escorted them, Jarrett, was also involved in at least two other issues at the gate, one mostly a nonissue with someone he was supposed to be holding a ticket for (that person later got in with a gift ticket) and the other more problematic: Apparently he left at some point and was allowed back in without adhering to the re-entry policy.

Emergency personnel through the gate was limited to the one incident when an ambulance was called for, handled smoothly by the people already working, Sarah who went down to make sure, and the rangers involved. That person turned out to be fine in the end, and we were able to locate his waiver/ticket information in case it was needed,

though it turned out not to be.

For the future, a set of procedures written out for gate staff to handle various things would be useful. For instance, that no one should be allowed through the gate without a ticket should really cover what happened, but what to do when someone wants to drive someone in and drop off them off being written up could only help to make sure such doesn't happen again.

Totals: Of the 493 tickets sold, approximately 443 participants were let in through the gate, 410 counted by ThunderTix before the system failed plus another 26 arrivals (as counted by signed waivers) on Saturday as well as seven minors attending. Accounting was spotty after losing the system, but give or take a few, that number should be pretty close to the actual.

I. Greeters

I applaud Sarah's handling of Greeters. I really like her use of the symbols to teach people the 10 Principles.

The Greeters team was run by Sarah Griffith. The following is her team report from Euphoria.

My first priority when I took lead on Greeters was to do more than just staff the tent. I wanted Greeters to take a more active roll in teaching the 10 Principles. I did some research on what other burns do, especially the ones with truly successful Greeters areas and finally came up with the idea of the symbols. It came from my forehead tattoo, actually. "If we tattooed the principles on them, they'd remember them..." And so, that's what we did.

While the initial vision was mine, I got lots of amazing help creating the final presentation. It was Clove that suggested artsy symbols, rather than the words, numbers or abbreviations. Tunna stepped up by making a fantastic road block for us and the wheel that was used to assign each person their symbol. Several enthusiastic hippies helped create the final symbols and Jill Mongato was my official doodler. I was really excited seeing it come together - and seeing how everyone responded to the idea, even weeks beforehand!

The road block and the megaphone purchased for Greeters were also part of my plan to educate. Before you can educate anyone, they have to stop. So I painted "Fucking Stop!" on the road block and I encouraged all Greeters to use the megaphone, sure, to have fun, but also to get participant's attention. At Rebecca's urging, I asked Meganphone to do a Friday Greeter's shift. This really help set the tone!

It was a huge success at Euphoria! The Gate Leads from Scorched Nuts took pictures of the wheel and expressed interest using my idea at a future burn. I got lots of good feedback from people coming through the Gate/Greeters area, that they found it both fun and useful. During and after the burn, I heard lots of amazing stories of people taking their symbols very seriously, teaching them to others and learning all 10 Principles and teaching them. This blew my mind - seeing virgins teach the principles! After the burn, I

had several people tell me they planned to have symbols tattooed on them permanently. I'm definitely planning to use the symbols again, should I be chosen as Greeter Lead for Alchemy. I plan to make a few changes, such as redoing a couple and acquiring stamps, so there's more consistency, and hopefully finding some ink with better sticking power than Sharpies.

I've heard complaints for years that Greeters aren't doing enough to teach the principles. Whenever I hear complaints, in burn culture, about what "they" aren't doing - I wonder who everyone thinks "they" is. They is every single last one of us. I wanted to remind everyone of that and I think it was a success. It is everyone's job to teach the Principles, especially to virgins. The Greeters just start the ball rolling.

At Euphoria, Greeters had the schwag. Greeters and Gate were eventually put in the same place (so I could Lead both most effectively), but that was always the plan. I feel like this is a simple, easy way to encourage more people to stop at Greeters and it's a trend that should continue. Should Greeters close when the Gate does not, the schwag can always be left there until it re-opens.

As far as my volunteers went, they were overall wonderful. We had some issues with people arriving on time Friday, which was predictable, but it was never very challenging to get a shift covered. People stepped up easily when asked and were mostly excited to be involved with the new system. I plan to contact my volunteers, thanking them again, and asking if I can keep their names/info for future events, so I have a stable contact list to start with, should I need to staff Greeters again.

I'd decided to do 4 hour shifts, mostly to facilitate staggering, using even numbers. While it wasn't challenging to get 4 hour shifts covered pre-burn, by those excited about Greeters, it did make it more challenging to find relief when there were no shows. I've concluded that staggering is the best way to go, as I did Friday staggered and Saturday unstaggered. It seems to allow for the smoothest change-over and most consistency throughout the day. However, 4 hours is definitely too long. If I do it again, I plan to have 2 hour shifts, staggered, so there will be a new person arriving at least hourly.

I really enjoyed the stable gate structure for convenience; however, we had a lot of issues with the electronics there, which are mentioned in the Gate Report. I wouldn't recommend using this area again, unless those issues can be addressed. Ideally, I'd like to move Greeters closer in, anyway and make it a more visible part of the burn. The exact where depends on the Gate location for upcoming events, obviously.

J. Logistics

Logistics was lead by Tareq Fayyad. The idea we had was to try to use Euphoria as a sort of test ground for Alchemy's Connexus for 2011. This fell through to some extent because we simply did not have enough time to get the technology and get it in place. For 2012, we have the technology now, and we will need someone to lead this group to take advantage of what we have and make it go.

Tareq created a volunteer guide for his Logistics volunteers. It is posted below.

Overall, Logistics went okay. Logistics and Connexus could really be amazing, and this is something we should strive for in 2012.

Logistics Volunteer Guide

Map (General)

- The default view on the projector is Paint.NET, displaying the map at a zoom that shows the entire map
- Feel free to zoom in on the map if anyone requests it (center/top of the window)
- The left and right black panels are the space for theme camps to be listed

Theme Camp Placement

- Zoom in on the location of the camp
- Click the "Text" icon on the tools bar (left)
- Click on the spot of the camp and type in a number for the camp
 - Make sure that the text size is 48 and the color is yellow
 - The numbers for camps start at 1 and increase chronologically
- Add another text box on the side panel with the corresponding camp number and add the name
- Zoom out back to default

Volunteers

- If a participant is interested on volunteering, have them add their information on the volunteer sign up sheet
- If a team lead wants to put to in a request for volunteers, have them fill in their request on the volunteer request sheet
- If volunteers want to check and look up their shifts, let them look at the other teams' volunteer scheduels

Message Board

- if anyone needs to leave a message to friend or to make an announcement, have them write it up on the the white board

Lost and Found

- All lost and found items are to be placed in the lost and found box
- Only Logistics volunteers are to handle the lost and found box. Ask questions about the lost item. Please don't just hand the box to everyone that asks for lost items

Euphormance Sign Up Sheet

- If anyone is interested in signing up for a spot to perform on the performance stage, show them the copy of the schedule to look for the open slots.
- Let the Euphormance team lead (Trevor) know about new additions when he stops by

In the future, I would like to see more teams have documents like this.

K. Rangers

Rangers was lead by Ranger Mel and Eli FragileTurtle. There is nothing much to report about Rangers, except the one ambulance incident, which has been well documented above.

L. Volunteer

The Volunteer team was a new addition for the Alchemy family. The team was lead by Jessica Seales. The reason we wanted to create a volunteer coordination team was because Alchemy had struggled in the past with team leads not keeping up with their volunteer needs. Not all team leads are good at that, so I thought we could try having someone who IS good at it do it instead.

I consider this team to be a huge success. It took a lot of the work off of the team leads, leaving them more time to work on creative new things to do at the burn.

Jessica kept up with a huge database of volunteers and helped people find ways to volunteer that met their strengths. She was available on site to help team leads get volunteers where necessary.

The thing I would change about this is for us to continue to develop this team. We need better ways for people to volunteer, to keep up with how they volunteered, and to have team leads to contact their volunteers. We need automated reminders that are sent to people who have volunteered.

M. Web

The web team was lead by Patrick Murphy. We moved our websites to a new server and moved to a Drupal platform for the Euphoria website. The site was never really updated to become spectacular, but it functioned.

For this next year, I would like to see a spectacular Euphoria website.

III. Financials

My budget to the Board suggested I would need \$26,257.00 for Euphoria. We only spent around \$6,000 or so. We sold \$14,790 worth of invites, so the event was firmly in the black for the year.

I obviously need to have a better budget for next year that more accurately reflects what we should expect. Overestimation is good though!

I would love to see the invite cost stay at \$30 this year, although I really encourage a tiered structure somehow. Not having tiers meant people waited way too long to buy invites, which put me in a little bit of a crunch with regard to buying stuff for the event.

Here is the link to the financials. I am missing a couple of items still, which I have asked Troy to get for me. I will update this document when I get those.

https://docs.google.com/a/euphoriaburn.com/spreadsheet/ccc?key=0Atv-FqhAPStMdHFmWHNUR0ZyaTFIV25hYURUdlJ4aEE&authkey=CKDk6_4l&hl=en_US#gid=0

Here, have some videos.

<http://www.youtube.com/watch?v=yQgvRqGtbQ8>