

## 2020 Theme Camp Meeting #2

15 December 2019, 1-3pm

Swan's Nest

Camp attendees:

Cinebrah	Koasis	Tribal Tribe
Smooth Operators	God Said No	Poolroom
Common Room	Intelligent Deviants	Seedy Toddler Jazz
Black Lagoon	Froot Tree	Live Camp
FATT Camp	Centre Camp	Aruma
Aiding and Abetting	Fire Tribe	Chainsaw Cobra
Liberators	Tree Tops	Stygian Saloon
Shivas Tea Room	Sweet Spot	
Fringe Dwellers		

Started ~1:05, waiting on late arrivals

**Tim V (Theme Camp Sub-Committee Lead):** introduction, acknowledgement of Whadjuk land.

- This is our second meeting and the Theme Camp support package is published, every camp should read it.
- Today's agenda is early mapping / camp placement because there's been lots of flux with new camps for 2020 and many camps not returning.
- The organization has invested in infrastructure, e.g. power, which must align with camp placement, as well as evacuation plans etc.
- Poll of camps that are happy to stay in last year's location: Shivas, Live Camp, Cinebrah, FATT Camp, Aruma, Aiding and Abetting, Tribal Tribe, Froot Tree, Black Lagoon, Koasis, GSN, Aruma, Camp SHIT GIFT, Bad Advice, Tree Tops (half happy), Fringe Dwellers, Fluff Box, Steampunk Pancakes, Danceopia, Fringe Dwellers
- Poll of camps that are not happy with last year's placement: Unicorns, Fire Tribe, Intelligent Deviants, Tree Tops (half happy), Chainsaw Cobra, Stygian Saloon
- Black Lagoon: Barnaby works as a town planner and has ideas for reconfiguring the site:
  - Goal should be getting people to visit and move around more
  - Goal should be streetscaping, e.g. wide open areas are not so great
  - Should focus camps on the 'main streets' and keep them closer together, with camps on both sides of the street
  - This will result in a rich, denser Blaze experience
  - Tents / cars / private camp areas can go behind the public frontage, which may be awkward but can be done
  - Square camp layouts result in lots of 'dead space', and this proposal would be more like a town's high street
- Fire Tribe: won't camps infringe on each other more then? E.g. noise during workshops etc.?
- Safety Shaz: we could also intersperse art pieces between camps to separate them but keep the streetscaping
- Barnaby: rule of thumb is to have the next 'thing' to see / do / visit be visible from the last
- John Mack: camp plans average about ~8-10m wide frontage plus 4-5m between camps and suggested 'service access' in the back, much like laneways on a high street
- Clint: great, so we'll do camps just along the Esplanade. Vehicles can be in the back, and this would be a designed environment, not ad hoc as in previous years
  - Can sort standards on cars etc. at a later date

- Tim V: you could park the cars on the storm side of each tent (where weather generally comes from), with a plan for extreme weather exits, balanced with hiding the cars
  - Can also stick e.g. half the cars in general camping / not in the camp to save space
  - Can use cars as physical barriers as well, to keep the tents safe
- Clint: Infinite Loop was much better this year with pedestrian orientation and minimising infrastructure, not all of which was needed
- Barnaby: desired outcomes: vitality, visualization, attending experience, etc. See document for full list
- Clint: e.g. if Live Camp truck were in a good viewing area it would be a much preferable attending experience, say up on the rocky area on the way to Infinite Loop, with a good view
- Tim: great, we just need to mesh all these ideas / goals

## MAP GUIDELINES

- Placement map for 2020 is color coded into actual sound levels with proper sound guidelines.
  - This will be measured by decibels emitted, not the wattage of the speakers etc.
  - Sound guidelines will apply for all attendees, both sound camps and general camping, quiet areas etc.
- This includes forward planning as well, e.g. if the numbers of camps in any given color / sound area change in future years, we can expand / contract the size of that area to accommodate
- Also will apply to art cars, e.g. if your art car is a loud one, you can only drive around in the red zone
- Also applies to general camping, e.g. no giant speakers down there
- Sound guidelines will be timed, with certain time periods of music able to be played, specific to each zone
- Blaze Org is trying to control sound so that loud camps can do what they want to do. This will push the crowds down to the red zone late at night
- Will the Rangers enforce / patrol this? No Ranger representative present to answer this
- Clint: if people like this idea, let's not lose sight of it when planning individual placements
- Danceopia: what will happen with private camps / camps with public offerings but no public camp space?
- Vida: they'll be designated as 'pop-up camps' this year and will most likely all be grouped together in their own area. Won't be on the frontage, so should be safe from people wandering in. this includes, e.g. the Post Office, Danceopia, the S-elfs etc.

## PLACEMENT

- Vida: if new camps and those unhappy with their placement last year could say what sound zone they plan to fall in, the Blaze Org can place them on the map.
- Pool Room: happy with last year's location, don't need power, want to be on a frontage / main road, and will probably have more recruitment / people this year so if possible would like to move across the road to the South side.
- Suggestion that the lanterns on the Esplanade should be extended as far as the camps extend
- Centre Camp: clearly want to be centrally located, but are happy to shift from where they'd discussed
- Sound Camp Alley: only have 5 'giant sound camps' this year, so Vida suggests moving all five closer to the centre, having a car park for these camps towards the North end of Sound Camp Alley, and using this also for Sound / Art Cars to congregate (approximately where Tree Tops was in 2019).

- Church of Belligerence to be placed at the very end of Sound Camp Alley, to accommodate their desire to be excluded from all other humans
- Vida: there are a lot more art cars this year, we may have an art car loop with 'bus stops' where they can stop to play
- Centre Camp: we're building a bus stop for art cars

#### NEW CAMPS – what are your plans / where might you fit?

- Liberators: we've been around a while, but this is our first year nominating as a theme camp, will have 2 very loud art cars, workshops / stage area, and still present roving events. Will be classed as a large sound system in the cars and a small sound system at the camp. Prefer the yellow zone, sound will be off daily by 9pm. Would like art car parking at the camp. Will have a 9x3m and a 12x8m marquee, and about 10, possibly more people
- Fire Tribe: also needs to park the art car at the camp, e.g. for fuel runs
- Centre Camp: will provide all the information / events etc., have a notice board, ambient music / chill space, talks and panels, and definitely will run Lost Property
- Seedy Toddler Jazz: will probably be the orange section, will play music until midnight, we have 4 people and may host some internationals as well.
- Sweet Spot: will be a small-ish camp, will host a fancy wine and cheese night, will have a 6x9m structure, are happy with the spot Frequency had last year.
- Common Room: we'll be a chill out / late night place, should be blue or green, could take the spot where Dream Gallery was last year
- Live Camp: no longer a pop-up camp, want an actual frontage. Will be open 2 hours a day for jamming etc. Want to be next to Aruma and Fringe Dwellers
- Pommie: how far can the Esplanade go in terms of rocky ground that large structures can't build on? **No real answer to this.**
- Chainsaw Cobra: want to be next to Stygian Saloon so can co-build and both want to be in orange (maybe yellow)
- Vida: can we get a head count on who agrees on the frontage plan?
- [most everyone in the room was agreed]
- Toddy Bob: opposing view could be that it will lose the spontaneity of finding things off the beaten track
- Vida: we won't force people to be on the main road / frontage if they really want to be off the street front
- Intelligent Deviants: want to take Frequency's spot from last year
- Stygian Saloon: top of the yellow area would be good

#### ICE

- To be much more centrally located this year, in the yellow zone, Angela (FATT Camp) is trying to get a trailer with its own generator, still to be a pre-paid system, will hand out ice something like noon-2pm daily, and are trying to offer bulk discounts to theme camps. E.g. if a camp is ordering >20 bags, it will be cheaper than last year.
- Tim V: we're encouraging the smaller camps to hook up with each other (ha) in terms of things like ice
- Angela: we may possibly also be able to deliver ice (just for theme camps)

#### OTHER BUSINESS

- Tim V: there are a very few camps with missing paperwork / issues with the submitted plans / failed structures from last year, we will contact you
- 2021: theme camp applications will be automatically saved from this year! Woo! Theme camps should not have to re-submit for 2021, as long as their plans haven't changed

- John Mack: leadership training seemed very successful, and Karen can run more sessions if there is interest
- Chainsaw Cobra: request for a bit more support from the Blaze Org regarding getting the public more excited about fundraisers / theme camps.
- Vida: how exactly?
- Chainsaw Cobra: the Blaze community page could promote events, e.g. with banners, with theme camps and members inviting friends etc. The committee could promote events much more on the page, because getting turnout and fundraising is really difficult.
- Bruce: this is always difficult over Christmas.
- Comms update (Bruce): lasers, accessibility, and theme camp survival guides are all now updated and on the website.
  - The Theme Camp Lead facebook page is a good place for fundraising promotion
  - Camps to be sure their Lead and 2LC are on this page
- A<sup>3</sup>: ask Bruce and Andy for Comms help if you need things like this
- Neesh: fire effects can also be done much more easily (as long as we don't mention the 'gas' word) this year, do reach out to Hannah if you'd like ideas on how to incorporate fire into your camp
- Vida: camps are required to have a 9kg fire extinguisher this year, rather than the previous 4.5kg ones.
  - Blaze Org will be organizing a rental / buy-back scheme for these. Should be around \$89 with a ~\$50 rebate if you don't use it, and Blaze will transport them down for the theme camps.
  - You'll also need a 6 month test / tag on the extinguisher, which Blaze Org will do on the ones they're renting, or you can do for your own, through the Blaze Org, for ~\$7.
- Fire Pits: still need approval for these, must be in a burn barrel, the form to apply for one will be out shortly
- Also coming out shortly: early entry passes, ice ordering forms etc., and everything will go on the website, not any other location.