

2020 Theme Camp Meeting #3

12 January 2020, 3:30-5pm

Swan's Nest

Started ~3:40, waiting on late arrivals

Tim V (Theme Camp Sub-Committee Lead): introduction, and we have reconfigured the placement map as per last meeting's suggestions.

Vida (Blazing Swan Chairman): not much of the map has been changed and most camps are where the asked to be located

Clint (Theme Camp Sub-Committee): the goal is still to compress the experience of theme camps.

- Everyone should think about how their camp is laid out and can be maximised in terms of civic spaces and the Esplanade.
- We used the camps' applications as their frontage requirement
- Keep an open mind about how to fit in your sites
- There is a 4m gap between camps (2m / camp), but there will be a bit of tolerance on this
- Today's meeting is for finding solutions to any issues / discussing this with your neighbors
- All the camps were broken into the 'types' previously discussed, e.g. sound camps, chill-out camps etc.
- We've tried to have a civic space where Alliance has been in previous years
- Art / sculpture can be placed on the rocky areas around here
- The Esplanade runs from Sound Camp Alley and swings over and up to Infinite Loop
- There's a section for 'roaming camps' with no public space
- Now let's break into groups by area and see if anyone has any issues with their placement

Break out session to discuss individual placement

[Bruce notes that this portion was not minuted]

Handy Andy / Electrics

- Does anyone need more than 2400Wtts / camp?
- There's ~150m of power leads for each generator, which should cover all the camps now that the site is more condensed, including out to Church of Belligerence
- Electrical infrastructure is expected to cover all camps and work is continuing on the design of the grid.
- The ice truck at FATT Camp can be done on a generator or a hookup, but Andy thinks there will be plenty of power in that spot

Safety Shaz:

- We're looking for volunteer firefighters for short shifts during the event
- Anyone interested who has any experience (doesn't need to be professional, volunteer is fine) should contact Shaz
- Shifts should be about 14 hours total and will get you a directed ticket (at \$185) for next year's event, assuming you attend your shifts this year

Fire Extinguishers

- We're encouraging every camp have a 9kg extinguisher, but we'll have testing available at the Nest if any camps already own, say, 2x 4.5kg ones and want to bring those
- This will be transitioning over the next year to requiring the 9kg ones, so if you're buying new for 2020, get this
- Test and Tag times at the Nest will be available for signup shortly and will commence from 1 February. Camp lead / member must stay while it's done to help fill in the tags

Comms:

- 20 DAYS UNTIL THE WTF (what the fun guide) SUBMISSIONS CLOSE
- Very few submissions received so far, so get on this!
- Theme camp profiles are live on the website. If yours needs updating; - rewrite it, add photo and email to comms
- The website is now updated, so please read it before asking questions, e.g. the key dates section
- Early Access tickets will be available from the 16-27 March (to apply for your camp build crew) – this is short notice, so be ready
- Theme Camp Survival Guide is now also updated
- Fire applications- available until the 12 February, and burn barrels until 11th March
 - The fire manual will be live shortly
 - Hannah (Fire Lead) is really encouraging more fire, more camps to have fire etc., and is more than happy to help camps have more fire effects etc
 - Fire effects will be inspected onsite (e.g. burn barrels)
 - Smaller effects (e.g. tiki torches) should follow the fire manual, with spot inspections during the event

- If any smaller camps don't need all their Theme Camp Tickets, the Birds Nest could use some, or be nice and offer them to the bigger camps who may not have enough.

John M: has done a hard copy of each camp's paperwork for you to take to site.