



GDL-013-1.0

Survival Guide

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1 Welcome to Country

We wish to acknowledge the traditional custodians of the land we are staying on, the Njaki Njaki Noongar people. We wish to acknowledge and respect their continuing culture and the contribution they make to the life of this region.

60,000 to 40,000 years ago the first people settled this country this became the home of the Njaki Njaki people. When European explorers rode through here 160 years ago it was the Njaki Njaki ancestors who welcomed them and showed them the waterholes at the base of the rocks. This is still Njaki Njaki country. Their stories are woven in the landscape, and it is their language that gave the names 'Jilakin' and 'Kulin' to the lake and the town.

Each year we gather beside Jilakin Lake on farmland next to the Kulin Bush racetrack. This area is farmed by the Lucchesi family who came here generations ago and we thank them for hosting us here.

We pass through Kulin the community who support us and built the roads and the facilities we see around us. We are grateful to them for their welcome.

Our Ranger Headquarters is in a building that built long before the Blaze in memory of a young Kulin man, Peter Hart – who lost his life in the Vietnam War, and we remember him.

When we stand below or climb up on the rocks and watch the sunrise and sunset, we remember and acknowledge the Njaki Njaki people who have been here since time immemorial. Who are still here - custodians of all the country around us.

The Burning Man principle of Radical Inclusion which has been passed on to us at Blazing Swan says, "We welcome the stranger." This is a transformative idea, and it is central to our thoughts about this event and our community. It is made even more significant, and we should be humbled to remember, that in this country we are the strangers who have been welcomed.

When we welcome the stranger, we are passing on a gift that has already been extended to us. Our rituals, the Greeters Gate, the consensual hug, the Welcome Home are just new ways of expressing something very old and part of our shared humanity.

2 About Blazing Swan - A Short history

Blazing Swan is a week-long arts event held in Western Australia each year at Jilakin Rock City, a temporary city erected at Jilakin Rock lake, by the home of the Kulin Bush racetrack near the town of Kulin. The event is held around late summer over the Easter long weekend and was inspired by the Burning Man event held each year in the Black Rock Desert in the USA.

It is an experiment in temporary community and art, influenced by Blazing Swans 11 principles of Radical Inclusion, Gifting, Decommodification, Radical Self-reliance, Radical Self-expression, Communal Effort, Civic Responsibility, Leaving No Trace, Participation, Immediacy and Consent.

Blazing Swan was set up by a small group of people who had visited Burning Man in the USA. In 2014 they created the first Blazing Swan event and since then the event has grown to involve over 3,000 people each year. It has grown with the support of Burning Man in the USA, the continuing huge effort of local volunteers and participants each year and a strong support from the local Kulin community.

The event itself may only happen annually but behind the scenes, Blazing Swan Inc is the not for profit organisation that is run all year round and is a central point for a large community of people who have come together to experience the Blaze. They are based out of the Swan's Nest in Fremantle, Western Australia.

At Blazing Swan you are not an attendee or a spectator, you are a participant. This means you are a part of what is being created, a part of the temporary community and you are expected to contribute in whatever way you can. This could be from helping build the city through to simply picking up some stray litter you come across. Everyone on site works to leaving the site in a better condition than when they first arrived, living the Leave No Trace principle by aiming to never let waste or even wastewater touch the ground.

You will need to be self-sufficient with food, water and shelter as you could be on site for a full week (longer if you are volunteering to build the city) and there is no commerce at Blazing Swan along with no advertising or commercial sponsorship.

There is music, dance, performance, parades, talks, games, quiet spaces and fun spaces.

Blazing Swan is not a rave. Participation in Blazing Swan is intended to – and quite likely will – change your view on the World. Of course, the event has Western Australian rules and regulations it must adhere too – but foremost for participants is that everyone will treat each other with respect.

3 Prepare for Blaze

3.1 Radical self-reliance

Many people new to Blazing Swan have often reflected how much they enjoyed the lead-up to the event and preparing for their stay. Planning for Radical Self-Reliance is an exciting and empowering journey. As you prepare for your stay in Jilakin Rock City, remember that you're responsible for yourself at all times. Use lots of common sense: don't make a burden of yourself and others due to lack of planning. You need to bring everything you need: food, water, shelter, fuel, and basic first aid. Then you need to take it all back - because this is a Leave No Trace event. See the website for tips on how to pack so that you don't have to carry out heaps of rubbish (MOOP)

3.2 YOU ABSOLOUTELY MUST BRING:

- Your e-ticket (the print out of the receipt of your ticket purchase with the QR code for us to scan is preferable). A phone image is not sufficient if your screen is cracked!
- Photo ID. You need ID to get an 18+ wristband on entry, no ID = no booze.
- A vessel to accept gifts of food or drink. Most camps have a "no cup = no drink" policy, so find an amazing cup and bling it up so that it will be the envy of all out there.
- A shelter/ tent that can withstand 80kph winds with strong tent pegs (the ground is hard and rocky in places) – Make sure it is waterproof!
- Torches and spare batteries (headlamps are useful) Don't be a dark wad!
- Warm sleeping bags and bedding. (It can get cold!)
- Warm clothing, cool clothing, waterproof clothing or no clothing... (Everything is welcome here!) Check the weather before you go, it can get chilly at night.
- Good footwear. Prepare for the worse and the very spiky double gees....
- Portable ashtrays if you smoke (e.g. mint tin that closes securely)
- Enough food for your stay, Think low to no waste/ rubbish and nutritional. There is no where to buy food on site.
- Cooking equipment (Stove, etc)
- Water! 4 litres per day per person is recommended for drinking, washing and cooking.
- Wastewater containers (enough for all the water you have bought) -This is waste too. Grey water should not be poured onto the ground.
- Rubbish bags – We are a Leave no Trace event so find an inventive way to minimise waste.
- Sunscreen/sunblock and sunglasses (we might get lucky with some sun)
- Anything you need to maintain your personal health in a remote area with no services. Think hand sanitizer, lip balm, sanitary products, condoms, etc
- Fire extinguishers to protect your camp and property.
- First aid kit (see Health and Safety).
- Tools – Sledge hammer, crow bar, pliers, etc – You never know if you need to drive in a stake or fix something.
- Ear plugs and eye mask. Not everyone sleeps when you do!
- Wet wipes! Showers may be limited. Wet wipes are your friends!

3.3 Optional to bring

- Bicycle with extra thick tyres (Remember those double gees...) But everything is within walking distance.
- Bike lock
- An eski that is not Styrofoam (Or live in MOOP hell)
- Frozen water bottles (Keep things cool and drink it when it has melted!)
- Games – Fun to play with your neighbours
- Toys – Do you juggle or Diabolo? Got a kite to fly? You'd be surprised at what people may not have tried before and sharing is a wonderful two-way experience.
- Art – We love it in all its forms. Bring it along!
- Alcohol – There is no Booze for sale at Blazing Swan. Please bring it in cans or transfer to plastic bottles. Do not bring glass!
- Gifts - remember, we are a Gifting economy so please bring extra to gift to others and help make this more of a community event.
- Musical instruments, props, decorations for your camp, and anything that might make the experience more fun for you and your neighbours

3.4 What not to bring

- Remove as much packaging as you can before you go (stickers, labels, boxes, twisty ties etc)
- Anything that produces MOOP (loose feathers, polystyrene eskies or coolers, tubs of confetti, glitter, and fake lawn to name a few)
- Anything that will break-up and/or blow away in the wind.
- Animals that are not recognized and registered as service animals under WA Law.
- Handheld lasers, flares, or fireworks are not permitted.
- Un-approved or un-licenced drones, pyrotechnic/ flame devices, lasers, art installations and Mutant vehicles. These will be refused entry if prior approval has not been arranged.

3.5 We ask that you DO NOT bring glass bottles to the event.

Broken glass and Blazing Swan do not mix. Glass on dancefloors and in public areas is a MOOP nightmare and public hazard. Remember your civic responsibility!

Transfer liquids to reusable plastic bottles prior to the event or bring it in aluminium cans – they crush down and you can gift them to the local Lions Club who turn them into hard cash for the good people of Kulin Shire. You can get some seriously good beers and ciders in cans now.

If you do bring drinks in glass bottles, please keep them in your camp. **NEVER** leave them at Theme Camps.

3.6 Clothing

- Clothing - to suit hot days and cold nights.
- Hats - Warm hoods or beanies for night time, and a wide brim sun hat for the daytime (a chinstrap is useful in the wind)
- Footwear – Double-Gs are nasty evil thorns that will pierce thin shoes. Thongs will break in the mud. Bring good soled shoes that can get muddy
- Rain gear – when it rains, it pours. Raincoats, ponchos and comfy gumboots are essential.
- Dress-ups – Radically Self-express yourself! Think personal exploration rather than costume and imitation. Create beautiful art that expresses you and creates connection. Explore your own heritage, identity, and personal modes of expression. Be aware of others and remember that feathers and glitter are a major MOOP hazard so make sure they are stuck down or avoid them

altogether. Raid the op shop, create, or borrow! Tutu's are strongly endorsed; as are hats, furry, leather, stripes, polkadot, bright, colourful you name it

- Check the WTF guide for details of events if you want to dress theme appropriate.

4 Weather

As the event is held over the Easter long weekend, the date varies every year but always in either March or April (sometimes both).

Overnight, it can get a bit cool (freezing for WA residents) so bring some warm stuff. Think layers as windchill can make it seem colder than it is and it's easy to take a layer of clothing off if you're feeling too warm.

4.1 Rain

While a brief light shower is easy to contend with... in 2016 we had the pleasure of 36 hours of relentless rain (55mm). Wet and muddy can be fun... but only if you're prepared. Gum boots, a raincoat and umbrella can become creative costume props!

4.2 Wind

Due to the expanse of Jilakin Lake directly to the east of the site, strong winds can develop. The winds typically blow in around sunset from the direction of the lake and can at times reach gale forces. You can arrange your camp-site so that vehicles form a windbreak, and help anchor tents by making sure your stakes are deep enough or weighted down firmly

2019's event saw a storm that brought wind gusts of above 80 kph that caused severe damage to Theme camps and general camping structures.

4.3 Secure Your Camp

The wind does not discriminate - it touches everything and everyone... picking up anything unsecured and hurling it around Jilakin Rock City. Keep objects secure at all times. Weigh down the corners of your tent. Use strong tent pegs or rebar. Rebar must be capped to prevent injuries (think half tennis balls and duct tape). Ropes or cables used to stabilise structures must be flagged with white or reflective material.

5 Getting there

Kulin is about three hours out of Perth, and unfortunately, there are severely limited public transport options to Kulin with TransWA - www.transwa.wa.gov.au

There are options however, for limiting the number of cars needed. Consider carpooling! If you are seeking a lift or have space to offer, head to the [Blazing Swan Rideshare Group](#).

5.1 Directions

Depending on where you are coming from, make your way to the town of Kulin and head 17kms out of Kulin towards Jilakin along the Tin Horse highway (Kulin-Lake Grace road). You will find Blazing Swan signs along this road guiding to the Kulin Bush Race track turn off.

Enjoy the quirky community sculptures and artwork from Kulin Bush Races along this 17km section.

5.2 Check your load

So, you're all packed, prepped, primed, and psyched. If you are towing a trailer, please make sure that you have secured your load well. Re-check and then check again. Check your lights, tyres oil and water. Breakdowns can be quite the inconvenience in Country WA.

5.3 Drive safely

If you're not used to driving on country roads in WA, plan your journey and take your time. Road trains and agricultural vehicles operate on this route and risky driving costs lives. Take breaks often! Fatigue is not something you should risk, as is speed. At night, slow down.

Travel time from Perth is around 3.5 hours including breaks.

Watch out for Kangaroos on these roads, if you see one there is most likely more in the immediate area and they can cause serious accidents if you are not watching the road and hit one.

Dawn and Dusk is the most dangerous time for them to be out, so slow down and keep your eyes peeled. If you do encounter one suddenly, slow down immediately, but try not to swerve or else you may lose control of your vehicle.

6 Tickets and Entry

Remember that the Gate opens at midday on the Wednesday before Easter weekend for General Admission.

No earlier. No exceptions.

Tickets can be bought online beforehand and we strongly recommend that you do so as if you do not have a ticket, you will be turned away.

If the event does not sell out, there will be gate sales, but they are more expensive than online tickets and you must pay in full at the gate with cash (attempts to barter, beg or bribe the gate staff will not help you). Check ahead to make sure gate sales are still available before you leave!

EVERYONE should read the small print in the Terms and Conditions of entry (y'know... all that stuff about injury, loss of property, nudity is okay, risk and responsibility, etc) - <https://blazingswan.com.au/terms-conditions/>

When you turn off Kulin-Lake Grace Road (Tin Horse Highway) and onto Jilakin Lake Road, please slow down as the roads are unsealed and there may be queuing traffic. After 1.5km, you will arrive at the gate. Ensure the following before you arrive at the Gate:

- Everyone in your vehicle must have a valid ticket and have photo ID.
- Under 18's must be with an adult ticket holder.

When you meet our awesome Gate crew, remember they have teeth and are not afraid to bare them. They have been tasked to:

- Scan your printed tickets
- Check IDs
- Tag you with a wristband
- Check you have enough water and food
If you do not have enough food and water for the duration of your stay, you may be sent back to Kulin for a more supplies.
- Check you don't have any prohibited items (pets, firearms, paintball guns, flares, pyrotechnics, handheld lasers, etc)
- Check that you understand our Leave No Trace policy and the other principles.

Clearing gate and down the track you'll be met by our wonderful Greeters. Their mission is to orientate and educate arriving citizens while spreading wit, whimsy and infectious enthusiasm to carloads of people.

They'll hug the shit out of you, serenade you or perform any manner of welcoming rituals. Relax and go with it!

6.1 Early arrivals

The only early arrivals permitted on site are Blazing Swan crew, Theme camps and Art installation crew and generally they can access the site the weekend before the event to carry out their construction work.

It is essential though that you gain permission to arrive early from the appropriate team lead and have the correct early access pass if you are part of one of these crews.

If you do not have permission, you will be turned away at the gate. Blazing Swan is not ready to receive participants before we open the gate. Prior to the event we are effectively a building site as we will be constructing the art, theme camps, safety, and sanitation infrastructure.

6.2 Leaving the site during the event

There is a strict 'In and Out Policy'. If you wish to leave the site and return for any reason, you will need to buy a \$20 pass from Camp Hart before using your vehicle. This is to minimise any non-essential traffic and to encourage you to fully immerse yourself in the community. Theme Camp leads will be given one free pass. If you need to do a tip run or get additional provisions, look to pool resources with your neighbours. Remember to dress for default world if you go into town.

6.3 Local Kulin Community

Blazing Swan committee and crew work hard to build a strong relationship with local residents, service providers and the Shire of Kulin. With literally thousands of participants passing through Kulin, we have a significant impact on this normally quiet country town. Drive slowly, be polite and patient, dress appropriately and be respectful. We are guests here.

The residents of Kulin welcome us. Please be considerate of them in return. There is a supermarket, hardware store, 24-hour fuel facility, hotel, pub and cafes. If you stop on your way through town to visit any of these businesses, please park sensibly and avoid causing traffic issues. Also be aware that the opening hours for all these businesses is more limited than those in the Perth metro area.

We advise you check the IGA website for Kulin's opening hours at the time of the event. Pre-planned local purchasing is a great way to support the local community and build social capital.

- IGA Kulin can prepare orders of food and water for pick-up on your way through should you wish to get your supplies in town. Please give them 2-3 week's notice as a minimum to order stock in. PH: 9880 1007
- Kulin Hotel sells alcohol and will put an order together for you on request. PH: 9880 1201.
- Mitre 10 hold many useful hardware supplies. Thought about something essential you've forgotten for your camp? They may be able to help. PH: 9880 1340
- 24-Hour Fuel Facility. EFTPOS card only as there are no staff. If you over-estimate the amount you need, your account is automatically re-credited.
- The Kulin Woolshed Cafe is open for refreshments and meals. Check their opening hours – (08) 9880 1275

Take some time to take in the attractions around Kulin. - Butlers Garage Museum - The Tin Horse Highway - Macrocarpa Nature Walking Trail - Kulin Aquatic Centre and Waterslide.

Check the Kulin Shire website for more details. The Aquatic centre closes down at the end of March each year, but it's certainly worth a visit during the summer months.

7 Welcome to Jilakin Rock City

7.1 Making yourself at home

Jilakin Rock City is a pedestrian environment, only Approved Mutant Vehicles, bicycles, emergency and administrative vehicles are permitted to cruise around. When arriving on-site or departing, please avoid driving around more than necessary. If you can't find your camping spot, park up and try to locate your spot on foot.

Limiting vehicle movement is especially essential after dark or when conditions are hazardous (rain and mud). There is a maximum speed limit of 8kph on site at all times for all vehicles. Follow the direction of the awesome Traffic Volunteers and proceed directly either to a holding area or directly to your camp site. There is a further check stop if you have been pre-approved to drive through to the Theme Camp area (Theme camp and Art crew only)

7.2 Upon arriving

- Park next to your camp area, put your keys somewhere safe and leave your vehicle there.
- Do not park on any roadway or footpath.
- Do not block access for other vehicles and avoid the areas around toilets and ablution blocks.
- If you are parking on a slope you must secure your vehicle with an effective wheel chock.
- If your vehicle leaks fluids put cardboard under it and secure it (Leave no Trace)

7.3 Setting up camp

When you set up your campsite, be mindful of wind, rain and the general ground conditions.

- Wind usually blows in strongly from the open lake area across the whole site.
- If your tent is in a ditch and it rains, it will become a pond.
- Look out for rocky ground that resists tent pegs.
- We've had some big storms during the burns. Use all the guy ropes on your tent, and then some.
- Build a moat and use strong tent pegs.
- Also, keep your guy ropes clear of roadways and illuminate them if possible.

7.4 Vehicle parking in camp areas

There have been several incidents involving vehicles running over tents at campgrounds and festivals. Most noteworthy is an injured person at Falls Festival in 2019 and a fatality at a NSW camping ground in 2018.

We recommend you take some time to think about your campsite to ensure you have a safe plan for vehicle parking.

- Vehicles should be parked with the hand brake on and in gear.
- Any vehicles that are parked on a slope or incline should be parked across the slope where possible (not facing up or down the slope) and have the wheels chocked.
- You should not have tents in front of, or behind vehicles if it can be avoided. Use wheel chocks to be safe if it is the only option.
- Be aware of any campers who are leaving the event early to ensure they have a safe pathway to exit your area.
- Use spotters if required to guide vehicles safely in camping areas.

7.5 General camping area

- Open fires are not permitted in the general camping area. Charcoal, liquid and gas fuel cookers are permitted, but must be stable and a minimum of 5 metres away from any tent, tarp or tree when in operation. If a total fire ban is declared only gas cookers are permitted.
- There are no designated quiet or children's areas in the general camping area, but experience has shown that the area at the South end of the oval is quietest.
- There are also no special locations for RV's, Buses and Caravans.
- There are no powered outlets in the general camping area
- You must take all of your grey and black water with you when you leave the site.
- Telstra mobile is the only service available, so cb radios are another option.

Now go and introduce yourself to your neighbours, orientate yourself and let the fun begin!

Want to broaden your participation at Blazing Swan? Swing by Camp Hart to find out what volunteer roles are available.

7.6 Light-Up at Night

Jilakin Rock City is dark at night and it's very easy to run into people or things you can't see. Light yourself, your belongings, your art, and your bike as well. Consider a good LED headlamp, LED blinky lights, or EL wire. Glow sticks or bracelets don't cut it and easily become MOOP. Our city comes to life after dark. Creatively lighting up is a great way to participate by adding to the festive, effervescent, and carnivalesque atmosphere. Don't become the reason that an Art Car driver asks their passengers at night "Hey, was that a speed bump or a Darkwad?"

7.7 Security

Secure your valuables when away from camp, especially on burn night. Consider locking valuables in your car. Take pictures of your valuables, record serial numbers, and report them missing immediately if stolen; police can't easily investigate otherwise. Introduce yourself to your neighbours and local Jilakin Rock Rangers.

In order to ensure the safety of our community, there will be security personnel monitoring the grounds and boundaries throughout the event. If you require the security team's services, ask for assistance from a Ranger.

7.8 Lost and Found

Mark all your possessions with your name, phone number, email address and camp location (in particular, your mobile phone). Take a picture of your contact details and leave it on your camera or mobile phone lock screen.

If you find a lost item, bring it to Centre Camp where the item will be recorded and the crew there will try and reunite missing property with its owner after the event if it does not get claimed during the event. If you've lost something, drop by Centre Camp to see if it has been handed in.

8 Physical environment

Before European settlement, Kulin was the territory of Aboriginal people from the Njaki Njaki tribal group. While there are pockets of diverse native vegetation, the area has now mostly been cleared for agriculture (winter growing, pastures and crops (wheat, barley, oats, and hay).

You will find that the local soil is hard and sandy when dry, but quickly becomes muddy when wet with drainage streams appearing unexpectedly. In some areas, the bedrock is very close to the surface which can present challenges with tent pegs.

There are several big rocks on site including Cave Rock, and the huge Jilakin Rock is just off-site but within walking distance. While you are welcome to climb these rocks and get a great view of the site and lake, but we ask that you refrain from driving or camping on or around these areas.

Be aware that you are in the Australian Bush. While the dangers of our infamous toxic native fauna can be overstated, a bite or sting from a snake, centipede, spider, bull ant or scorpion is always very uncomfortable though rarely life threatening. Be aware... take precautions.

Look out for Spiny emex or "doubleG's" around Jilakin Rock City. These hard, spiky, and sharp little fuckers can take out bike tyres, soft footwear and barefoot warriors and you'll find them months later stuck in your clothing.

When found, do us all a favour and burn them in your nearest burn barrel.

9 Layout

Jilakin Rock City has three zones from Cave Rock in the North to the entrance in the South. Each zone is divided into quadrants so that Rangers, Medics, Jilakin Rock Fire Department, and DPW can communicate location in the event of an emergency. Familiarise yourself with the map, know where you are and get to know street names.

Effigy and Temple Zone: Located around Cave Rock and above the Esplanade. This is where we burn stuff and set-off pyrotechnics. Please respect all Burn Perimeters, they are there for your safety.

Theme Camp and Art Zone: Located between General camping and the Esplanade, this is where the Theme Camps and majority of the art is. You can also find Camp Hart here where the Rangers and Medics hangout. Louder Sound Camps are located to the East near the lake, while the quieter and children's camps can be found in the West.

General camping Zone: Located inside the racetrack, this is the residential area where you have set up camp. Please don't climb over the fence. We have removed panels and created designated walkways. Respect them.

10 Blazing Swan places

10.1 Camp Hart

Located pretty much at the centre of the site, Camp Hart is home to our awesome medics and rangers. Need their services? Swing-by here.

Feeling cold? Camp Hart has a fire pit which is lit every evening at sunset... drop by for a warmup and a natter.

10.2 Portaloos

Are serviced daily, come with single-ply toilet paper and hand sanitiser.

The ONLY thing to go in them is pee, poop, and single-ply paper. Seriously, no wet-wipes, sanitary products (think ziplock baggie and disposed of with your trash) or grey water.

Gents, your aim will help. Stand closer - it's shorter than you think and Ladies, please remain seated for the entire performance.

And please don't leave your MOOP including beverages in them. Put it down? Pick it up!

Finally, an interesting fact: the most damage to mobile phones occurs in toilets, you really don't want to be that person fishing around, up to their elbow in sewage. This public service announcement was brought to you by the Department of Excremental Education.

10.3 Community Burn Barrels

Check your map for the location of our community fire pits that are always a good place to find out where tomorrow's hotspots are, catch-up on the days blazing gossip, sizzling rumours, and heated debate!

They are looked after by a dedicated fire guardian who will be keeping them fed and blazing during the designated light times. Many theme camps will also have burn barrels going during the evening.

Please remember that our safety requirements mean that only approved fire pits and burn barrels are in operation. There are NO open fires allowed in the camping zone.

10.4 Ice

Is available on site but must be pre-purchased before you leave for the event. Keep an eye on the website closer to the event for how to purchase your supply. There will be designated collection times through out the event for collecting this.

10.5 Showers

There are some showers on site, but water supplies are limited and they are only available at certain times of the day. They are also cold showers only!

If you must use them keep it military style. A quick wet down and turn the shower off. Then wash all over and a quick rinse off.

A lot of people will just go for the classic wet wipe bath instead though...

10.6 Theme Camps

Theme camps are participants coming together to invite you to share in their gifts of music, art, performance, skills and knowledge in creatively constructed and decorated venues.

Theme Camps are subject to State Laws and event rules and can also set rules of their own.

Respect those rules including instructions or notices in regard to nudity, photography, under 18 exclusion, smoking and wearing shoes. Respect the Theme Camp private areas where the crew who bring you the Theme Camp's gifts will be resting.

10.7 Art work

Art is a big part of the Blazing Swan event. If you meet an artist, get to know who they are and thank them. If you take photos of their work, make sure you acknowledge their names. Please respect the Art and unless invited to do so by the Artist, do not touch, climb on, decorate or remove any part of their Artwork.

10.8 Effigy

The Effigy is a large wooden structure that is themed differently each year, but generally features a Swan. Saturday night is the big Effigy burn night and arguably the biggest night of the event as it is one for celebration and if you have ever fancied a nudey run around a fire, then this is your night!

Respect the fire safety crew though and the burn perimeter. They will let you know when it is safe to move in closer. Enjoy the drummers and the Fire Tribe crew entertaining you before the burn.

10.9 Temple

The Temple is a quiet space away from the hustle and bustle of Blazing Swan. It is a space for quiet reflection and contemplation. Everyone is welcome to leave messages, notes or items which they want release from. It's common to find sentiments of the loss of a loved one, but you can often find messages to others on joy, hope, anger, empathy, regret, determination and resilience.

Unlike the Effigy burn, the Temple burn is one of silence. All Theme camps and Mutant vehicles shut down for this Burn, so please respect that this burn is a sacred one for many and remain quiet throughout it.

10.10 Places

Watch the sunrise and the sunset from Jilakin Rock and on a good night, you can even witness the sunset on one side and the moon rise on the other.

If you are walking further afield, onto the lake or up to Kulin Rock, be especially careful to stay on the paths and not disturb any of the ground, plants or rocks – or leave anything behind.

11 MOOP

It may be the last thing you do at an event, but it's one of the most important! It's Leave No Trace!

MOOP stands for '**Matter Out Of Place**' and it is exactly that - something that doesn't belong where it is, but it extends beyond our traditional understanding of trash.

- Anything we usually regard as garbage, rubbish or unwanted is MOOP!
- A pile of rocks may not be trash, but if it doesn't belong in that spot, It's MOOP!
- Feathers may be natural, but if they aren't from the native birds, they're MOOP!

Everyone makes mistakes and everyone unintentionally MOOPS from time to time. Whether it's forgetting where you set your beer down, to things dropping off of your costume, it happens to the best of us.

We need to work together as a community and apply Communal Effort. Try not to mentally divide it into 'my MOOP' and 'everyone else's problem.' Treat all MOOP as **our MOOP**.

11.1 Fight the MOOP Monster

Here are some things you can do to fight the MOOP monster:

- Carry around a little ziplock baggy and pick up any stray bits of MOOP you stumble upon.
- Take a trash bag and do a daily MOOP sweep of your campsite and it's surrounds. Or even do a lap of the site if you're feeling up to it!
- Smokers, you will need to bring or make a portable ashtray. Mint tins make a great receptacle for your butts and spent matches.
- If you feel squeamish about touching other people's naughty little tidbits, bring a pair of kitchen or garden gloves and some hand sanitizer. Expect to occasionally have to handle things you would rather not touch with your bare skin and be prepared!
- Be aware of when you are creating MOOP and take care of it before it hits the ground (eg, clipping the ends off of zip ties, doing craft activities, preparing food, and washing-up).
- Think ahead to spot potential MOOP disasters and avoid them entirely. No one wants to clean up a Bean Bag Styrofoam Ball Apocalypse, an Easter Egg Foil Flood, a Feather Boa Tornado, a Sequin Tsunami, or fallout from the Great Glitter Catastrophe. Think of the absolute worst-case scenario, and then do what you can to avoid it.
- Remove any potential MOOP before you even get to site. Take all the stickers and un-necessary wrappings off your food and don't bring individually wrapped Easter eggs.
- If you must bring something with feathers or sequins or glitter or any loose bits, SHAKE IT THOROUGHLY and roughly before you come to site to try and cut down on the number of bits dropping off. You will have to pick these loose bits all up if they do.....
- Have a MOOP Management Plan in place before you come to site. Have different trash bags for recycling, trash, and compost. Plan for either hauling it home or disposing of it responsibly along the way.
DO NOT EVER use a private rubbish bin or dumpster for disposal of your waste! This pisses people off and makes everyone in our community look bad.
- Do a **thorough** MOOP sweep before you leave the site. After you pack everything up, have everyone walk over every inch of your camp and the surrounding area looking for anything that shouldn't be there. This includes things that clearly aren't yours or have been there for a while. Just pick it up. Make sure your area is spotless!

12 Grey Water

12.1 What is grey water?

Greywater is water that has been used for cooking, washing, dishwashing or bathing and contains soap, detergent, food scraps or food residue. Grey water disposal is a constant issue when living off-the-grid and adhering to a Leave No Trace policy. If you've been to Burning Man or Blazing Swan before, you'll have experienced the challenge of managing this waste product!

"Why can't I just chuck it on the ground or down the toilets?" you ask.

This is an **absolute no no!** Blazing Swan has a contract with the landowners and have undertaken to ensure that we do not introduce any contaminants to the land (which, by the way, is used for crop farming). With around 3000 people camping for 8 or more days, it would not take long before we created a biological environmental hazard with risk of unpleasant smells, infection and soil contamination. Toilets are for black water, not grey water. They get pumped out daily and the effluent is subject to highly regulated and costly treatment processes.

So... grey water is where Radical Self-Reliance meets Leave No Trace meets Civic Responsibility and the bottom line is: YOU made it – YOU pack it out.

The following options will help you devise a grey water management plan during your stay in Jilakin Rock City

12.2 Pack It Out

This involves making sure that you have enough containers to store your grey water in. Around two thirds the water you bring in will likely become grey water, so you'll need enough storage to account for taking your grey water off site

The most effective way to store grey water is in a strong sealable container, as it will need to survive your journey home. A word of caution though: once you put grey water in them, your containers should never be used for anything else but this.

Use a cable tie to secure a funnel to your grey water container so that you avoid spills. By adding a square of cloth (old t-shirt, bedsheet etc) to your funnel, larger food scraps can be eliminated.

Greasy pans etc are probably better having the majority of grease absorbed with a paper towel or piece of kitchen roll.

When your grey water containers are full, seal and store them in a shady place. Remember that water weighs approx. 1kg per 1L. Any storage container above 25L capacity will be too heavy to lift easily.

12.3 Make Less

The easiest grey water to dispose of, is the grey water you don't produce. These tips should help you produce less or 'safer' grey water:

- Use an alcohol-based disinfectant lotion to wash your hands before you handle food.
- Plan a menu that uses only one pot or frying pan each meal.
- Plan meals that use tortilla wraps...no need for a plate!
- For dish or wash soap, go eco-friendly.
- In your kitchen area, set up a low-volume water spray over a basin for dishwashing.
- Wipe out dishes with paper towels before washing.
- It's possible to wash your body clean with a pint of water, soap, and a cloth.

12.4 Disposal

- Take it home and flush down the toilet.
- Take it home and use it to water your garden.
- If you've treated the water with an oxidizing agent such as bleach etc, leave the container open for a couple of days as the chlorine content will mostly evaporate off. While there is a risk of some chlorine entering your garden... it is relatively low.

DO NOT empty your grey water containers anywhere in Kulin or by the side of the road on your way home. This is waaaay uncool and gives all Burners a bad name. Don't be that person.

Smell Grey water, if left to sit, will eventually turn to black water in a matter of 48 to 72 hours. No it's not poop, it's because in 2 to 3 days the bacteria will have multiplied to a point where they become as hazardous as sewage. Shit happens!

Oxidizing solutions can be used to reduce the bacteria and hence, smell. Think strong oxidisers such as bleach, pool chlorine or hydrogen peroxide. A cap full per 10 litres will be enough and if left open for a couple of days back at home will mean that you can safely use the grey water on your garden.

13 A to Z of who does what

Art Department

These guys have an eye for detail. They help to develop, facilitate, and produce the incredible and extraordinary large art sculptures at Swan which are partially paid for through ticket sales. The Art Department manage site preparation, artist liaison, placement and general wrangling to ensure that anything large, sculptural, and artistic has a home in Jilakin Rock City.

Build Crew

These dedicated, industrious and dexterous girls and boys are happiest when wielding a saw, operating a drill or swinging a hammer. By the time you meet them, they've probably been on site for a few weeks building our iconic Swan effigy or emblematic temple. Enthusiastically beavering away from dawn to dusk our hard-working Build Crew ensure that those fuckers are ready to light-up on burn night, burn safely, and follow the Leave No Trace plan after the burn is finished.

Communications

The Comms Team apply lube to the flow of information within the Blazing Swan community. They're here to educate, engage, inform and inspire you about all things Blazing Swan - and Burner culture beyond. The WTF Guide is their baby, as are the Survival Guide's. They will also keep the Blazing Swan Community up to date via the Website, Social Media platforms and Newsletter.

Department of Mutant Transport (DMT)

The Department of Mutant Transport enable participants to share their Mutant Vehicle creations with the community of Jilakin Rock City, and to license vehicles for use by a person with a disability. Mutant Vehicles are integral to the culture and community at Blazing Swan. They contribute to the surreal, visual quality that binds Jilakin Rock City together. DMT work hard to balance the tension between ensuring that the event remains pedestrian and bicycle friendly while ensuring that any form of mutant transport meets community safety requirements.

Department of Public Works (DPW)

DPW is the group that plans, surveys, builds, and takes down the basic infrastructure of our temporary community in Jilakin Rock City. The DPW are heroic, determined, hardworking, responsible, creative, interesting, dedicated, unusual individuals, working together for extended periods towards the common and vital goal of making sure Jilakin Rock City is ready to host 3,000 participants.

Our painters, carpenters, mechanics, truck drivers, plumbers, welders, electricians, riggers, designers, and anybody with a strong back, strong sense of adventure or a strong sense of spirit remain active during the event ready to problem solve anything that crops up and ensure that Theme Camp and Art placement goes smoothly.

Jilakin Rock Fire Department

Fire is part of the essential fabric of Jilakin Rock City. We love fire. We evolved around fire. It gives us heat and light and provides a metaphor for love, truth, transformation and change. Jilakin Rock Fire Department are tasked with starting fires, stopping fires and everything in between. They set-up and setoff pyrotechnics and ensure safety is paramount, all for your amusement and enjoyment.

If you're incorporating fire into your art installation, Theme Camp, Mutant Vehicle or performance, you must get the nod from these guys beforehand. The JR Fire Dept and Fire Tribe put the Blaze in Blazing Swan and make sure everything that burns, burns safely... 'nuff said, let's burn some stuff!

Fire Tribe

Fire Tribe is one of the theme camps at Blazing Swan and is the main home of the event's fire performers.

Fire Tribe runs workshops in fire arts at Blazing Swan, as well as staging fire performances and coordinating the performance of the Fire Conclave before the burning of the effigy. They provide a safe and nurturing place for practice and performance so if you intend to swing fire, swing by there first.

Gate Crew

Gate provides first contact with the participants at Blazing Swan. They are our guardians and sentinels, keeping watch over the physical and metaphysical energy flowing in and out of Jilakin Rock City. While they may look like they've been through one too many battles, they are gentle-hearted warriors protecting our customs. Gate will photo ID you, check your ticket, tag you with a wristband, ensure that you have enough supplies for your stay and understand our Leave No Trace policy and that you have no contraband (think guns, pyrotechnics and handheld lasers). They're essential. Don't fuck with them.

Greeters

Armed only with wit, wisdom and infectious exuberance, you met these lovely people on the way in. Greeters take advantage of the opportunity to conduct helpful, educational, and informational workshops to carloads of people. From the mundane to the profane, the Greeters crew are adept at dispensing practical guidance all while welcoming you home. Be putty in their hands and go with the flow. If pressed, Greeters will zealously describe, in visceral, gut-clenching and dirty detail, the consequences when the toilets are incorrectly utilised as depositories for items other than human waste...

Medical

These beautiful, caring, warm-hearted, and altruistic people will attend to anything that you can't fix yourself with your first aid kit. Medical assistance operates on several levels at Blazing Swan to ensure that everyone gets the appropriate level of treatment throughout the event. This is run externally by SBV Medical. There are on site doctors/paramedics/ nurses on call for medical situations. Kulin St John

Ambulance will also be on call 24 hours a day throughout the event to transport injured participants to hospital if needed.

MOOP Troop

Our very own Earth Guardians, the MOOP Troop is our army of MOOP eliminators. They travel our city disguised as your average Jilakin Rock City citizen and when they come across any Matter Out Of Place (MOOP) they spring into action to set things right. The MOOP Troop inspire, inform and encourage citizens of Jilakin Rock City to follow our Leave No Trace policy. They may go into a messy camp and educate their occupants about Leave No Trace and how they can keep their camp clean. They patrol the city for MOOP and potential causes of MOOP and then they act to remove the problem. They are not there to pick up your rubbish. After the event, a small army of dedicated volunteers scour the site with a fine toothed comb producing a MOOP map for us to learn from and ensuring that we hand the site back better than we found it.

Rangers

The Jilakin Rock Rangers are Blazing Swan volunteers who can help you find solutions to problems that you can't immediately resolve yourself. Rangers help preserve community welfare, safety and quality of experience and uphold the 11 Principles of Blazing Swan. Empathic surfers on the edge of chaos, Rangers rise out of the dust when needed and recede when things can be left on their own. Available 24/7 to support our community, Ranger HQ is with the medics at Camp Heart and is clearly marked on the map.

Safety – aka “The Fun Police”

Affectionately referred to as the ‘Fun Police’ inhouse, the Safety Team ensure that anything done in the name of Blazing Swan meets all Shire, State and Federal legislated safety requirements. They do all that stuff around risk assessment, fuel and hazardous material storage, compliance, environmental health and emergency procedures so that you can party hard. They need your support. If you see a hazard, deal with it. If you can't – handball it to a Ranger who can make sure it is reported and sorted.

Sanitation Crew

Hats off to these guys and gals. Excremental emissaries extraordinaire, they deal with all your shit and revel in taking the piss. The Sanitation Crew ensure that the portapotties on-site are clean and functional for the duration of the event. These unsung heroes and heroines aren't afraid to get down and dirty in order to keep the effluent flowing. Make their job easier and follow the rules of the portapotties. You don't wanna know how these night-soil ninjas deal with folk who break the portapottie rules....

Theme Camp Liaison

Theme Camps team are dedicated to nurturing and growing the interactive and immersive experience provided by those awesome folks who gift a Theme Camp. They work with the Theme Camp leads to ensure that the smooth running and logistical requirements of Theme Camps are met and deal with placement, ticketing, power, grants, and safety compliance. Want to bring a Theme Camp to Swan? Come and attend one of the information sessions held at Swan's Nest during the year to find out more.

Volunteer Coordination

If you've read this far... you'll see that the very existence of Blazing Swan is dependent upon people generously gifting their time, energy, and resources. The volunteer coordinator works with the Team Leads to ensure that volunteer skills and interests are matched up to help us create this truly spectacular event each year. Register your interest in volunteering on the Blazing Swan website.

14 The Blazing Swan Community

14.1 Being a good Blazer

A Blazer is someone who embraces the 11 Principles of Blazing Swan, not as rules or dogma, but as reflecting their values and the culture of our community. Blazers seek ways to make the Principles real, both at the event and in their lives.

The unique social experiment and temporary intentional community that is Blazing Swan provides us with an opportunity to experience and understand what living in a “Gifting Economy” and a “Do-ocracy” means. Being a Blazer is not about where you’ve been, or what you’ve attended, but what you do, and how you live right now - Immediacy.

Find and learn about all our principles here - <https://blazingswan.com.au/11-principles/>

14.2 Participation

People new to Blazing Swan often assume that it’s a regular ‘festival’ as they’ve come to know them. A mostly passive experience where everything is planned, orchestrated, and pre-packaged by the event producers where attendees just come and enjoy the show.

In fact, the exact opposite is true of Blazing Swan. The people who attend Blazing Swan are no mere ‘attendees’, they are active participants in every sense of the word: they create the city, the interaction, the art, the performance, and ultimately the experience. Participation is at the very core of Blazing Swan.

Keep this in mind. There is no ‘them’ in Jilakin Rock City. There is only ‘us’. When we see a job that needs to be done, we roll-up our sleeves and muck in. Sadly, there are always a few people who just don’t get it. These folks believe that the mystical ‘them’ will appear to provide for their needs and clean up their mess. Don’t turn your nose up at them! Start a conversation, educate, inspire and help grow our community. If you see someone acting irresponsibly, introduce yourself, and speak up (in kindness not in anger).

Consider stepping up your participation by volunteering. Blazing Swan is dedicated to encouraging Civic Responsibility and Participation, creative and Radical Self-expression, and collaboration.

14.3 Consent

Consent is now an official Blazing Swan principle. Consent is the cornerstone of a healthy community, even in an erotically charged, mind expanding and boundary-challenging environment such as Blazing Swan. We want to help prevent sexual harassment, substance abuse, and unwanted gifting while ensuring that Participation, Immediacy, and Self-expression thrives!

- Know and express your boundaries.
- Ask about and respect the boundaries of others.
- Look out for each other, including anyone you might encounter who may be in distress.
- If you see behaviour that disturbs you, contact a Jilakin Rock Ranger.

Proper content practices are essential to the safety and inclusion of all participants. Only when every single member of the community understands, respects and sees consent as essential will it become non-essential.

Here are a few tips for exploring consent at Blazing Swan:

- Is someone naked, scantily clad, or showing skin? This is not an invitation to touch, caress, photograph or hug without permission!

- Blazing Swan is full of amazing bottoms, booties, butts, and asses. Do not touch, pinch or spank these pieces of private, prime real estate without consent!
- Are you intoxicated? Are your senses heightened by party favours? Have you been day drinking mystery shots all day? Do not use these situations as excuses to touch, fondle, cuddle or kiss people without their permission!
- Is someone else intoxicated? Are they not speaking or thinking clearly? This is NOT an invitation to violate their boundaries. If they are too altered to understand what is happening to them, then they cannot give consent.
- What you see as a gift might be a curse if it is unwelcomed (or unwanted)
- While many boundaries between what is public and private may seem to soften and blur in relation to property and possessions remember that gifts are always given, not taken.

Our community is open-minded and progressive, but communication about consent is always vital. Never assume that you have consent based on someone's clothing or actions. By asking, you'll eliminate confusion and foster a tighter, safer community where people know that their boundaries are respected.

Silence is not consent! Always ask and wait for a yes!

14.4 Photography

Blazing Swan is a beautiful spectacle to be a part of. There are colourful people to admire, inspiring art installations to behold, and mind-blowing events that participants love to capture in a photograph.

Consent and common-sense should be used when taking a photograph of anyone at Blazing Swan. There are also moments when it would be best to put your camera away and enjoy the Immediacy of the moment instead. Some moments at Blazing Swan may involve nudity, intoxication or other compromising positions. These moments are not suitable for photography, unless you have explicit consent – usually from your trusted friend.

Photographers who wish to publish their photographs of Blazing Swan are encouraged to register with Blazing Swan Communications prior to the event. Registration provides the opportunity to update photographers with the updated guidelines for shooting. Once you register your details with us, we can then keep in touch to share photos and the contact details of the individuals in your photos.

14.5 Drones

In recent years drones (UAV's – Unmanned Vehicle Systems and multi-copters) have become more accessible and popular, Blazing Swan is not unique in the challenges it faces with regards to balancing the community's concerns on safety and privacy as well as providing a space for people to express themselves through a form of art.

Like mutant vehicles, Blazing Swan regulates all drone usage and requires that they be operated responsibly, are subject to restricted flying and other rules of operation. Un-approved Drones are not permitted to be flown at Blazing Swan.

Our goal is to ensure the safety of those attending as well as helping to ensure we are considerate of our 11th principle - Consent. For more information, head to our website - <https://blazingswan.com.au/drones/>

14.6 Noise

Jilakin Rock City is a noisy place. Music, laughter, questionable performance art, chanting, shouting, singing, and drumming are all part of the experience. Blazing Swan is dedicated to Radical Self-expression, but it is also dedicated to creating community. This means we all must find a way to get along with our neighbours – having a good time at the expense of ruining someone else's experience is just not cool. Neighbours should talk to one another when sound becomes a problem and try to resolve the issue

through direct communication. If your neighbour feels your sound is too loud, you must work with them to find an acceptable volume.

Any unresolved complaints about excessive sound will become the concern of the Jilakin Rock Rangers.

While the drone of raves in the night is something we can all adapt to, the relentless brrrrraaaaaaaapp of a noisy generator is quite another. Please adhere to the following guidance regarding generator use:

- Noisy and non-silenced generators are strongly discouraged and only to be used between 10AM and 2PM
- Bring the quietest generator you can afford, and the smallest that will meet your needs
- Don't run your generator late at night or early in the morning
- Place the generator as far from other camps as possible

Not everyone will want to sleep when you do. Be advised that there are no noise-free zones at Blazing Swan, only less-loud areas; light sleepers are advised to bring earplugs.

14.7 MOOP

Please remember that the awesome folk who are gifting their Theme Camp for you to enjoy have worked hard all year raising funds, planning, and building. They've been on site a few days beforehand to set-up their amazing structures and they'll be here a few days after packing down. Just like you, everything they bring they must take out. Please don't burden them with your MOOP. Don't leave your unwanted items (empty drinks containers, cigarette butts, food wrappers, etc) at a Theme Camp. Just because you're partying hard doesn't mean that they should clean up after you and carry out your MOOP. This action is not just a faux pas... it is a severe social blunder and major breach of etiquette.

The simplest piece of advice to follow... don't let it hit the ground.

14.8 Gratitude

As the week unfolds you'll meet some pretty special people at Blazing Swan. Folk for whom art, performance, Theme Camps, Mutant Vehicles, volunteering and crewing knows no bounds. Folk who are gifting their time, energy and resources to make Swan the amazing experience that keeps us going for the next 51 weeks. Please remember that nobody in our community is paid to do what they do. Think about the difference between a gift and entitlement. If you didn't bring it or aren't doing it, then everything you experience or consume has been unconditionally gifted to you.

Keep the love flowing!

- See an amazeballs piece of art or performance? – then acknowledge the artist!
- Keep going back to a Theme Camp coz you love the vibe? – reveal your regard!
- Been given something delicious and yummy? – express your esteem!
- Walked past a couple of Rangers on your way back to camp at 4am? – announce your approval!
- Seen a member of the crew fixing an effluent leak? – proclaim your praise!
- Danced to a great set? – declare the DJ!

You get the idea. A simple "Thank you" goes a long way. Heck... Radical Gratitude could even be the 12th Principle!

15 Fire guidelines

Strictly no fires are allowed in general camping areas.

15.1 Fire Safety

Although we have plenty of open space at Jilakin Rock City, there is also plenty of dry grass and bushland that is highly flammable at the end of summer. We need to balance our desire to burn with public safety. Fire is permitted within Jilakin Rock City, but it is strictly controlled by the Fire Crew, in order to prevent potential bushfires.

Please heed requests from Fire Tribe, Fire Crew, Rangers, or safety personnel around fire of any sort – art-piece burns, fire spinning, flame effects, burn barrels, etc.

15.2 Prohibited Fires

All fires in Jilakin Rock City are prohibited unless they have gained a Burn Permit from the JRC Fire Department. This includes ground fires, burn pits, campfires, personal burn barrels and the burning of any other art piece or structure. If any of these fires are found within Jilakin Rock City, they will be immediately extinguished and then those that lit them may be ejected from the event.

15.3 Restricted Fires

Burning art, burn barrels, fire and/or flame effects at Theme Camps or on Mutant Vehicles are considered 'restricted' fires. The Fire Crew and Safety team have approved them before arriving at Jilakin Rock City. Any restricted fire is required to meet the minimum fire safety standards as outlined on the Blazing Swan website at - <https://blazingswan.com.au/participate/fire/>

15.4 Gas-fired Stoves

Gas-fired stoves are allowed but must always be supervised - do not leave them unattended under any circumstances. We recommend you have a fire extinguisher on hand and have a means of securing any gas-fired stove so they can't tip over. No flammable materials (trees, tents, tarps fabric, etc) be within a three-metre radius or twice the height of any gas-fired appliance when in use.

15.5 Fire Spinning

Plan on spinning? Groovy!!! The Fire Tribe have created a Fire Space where you can come and burn safely each evening. Check the map for their location and they will give you the lowdown on all fire play, which can only occur in designated play areas.

Fire Enclave performances are planned for effigy burn and any participants who enjoy playing with fire are encouraged to register their interest with the Fire Tribe.

15.6 Burn Perimeters

The Effigy and Temple burns will have safety perimeters coordinated by the Jilakin Rock Fire Department and Rangers. We ask for your full cooperation in respecting the Rangers' guidance and not approaching the fire until clearly permitted to do so. The Rangers coordinating the perimeter before the burn will communicate expectations to participants.

15.7 Total Fire Ban

There is the limited possibility of a total fire ban in the event of excessively hot and windy weather. At this time no flame can be lit and the utmost care must be taken with cigarettes, pipes and cigars etc. You will be informed as soon as possible in the event this ever happens.

16 Health and Safety

16.1 Emergency Medical Services

If you or someone else requires medical assistance (be it physical or psychological) beyond what you can provide yourself, find a Ranger, crew member, or visit the First Aid post located at Camp Hart. Trained medical crew are on duty 24 hours a day and they are able to assist with whatever the situation calls for.

16.2 Ambulance Cover

If you don't have a concession card or health insurance, we suggest obtaining ambulance membership. The costs of these services can be substantial in a rural setting. If you have health insurance, check you are covered if you are outside your home state.

16.3 First Aid

As Burners we are Radically Self-reliant – so basic first aid is everyone's responsibility. However, seek immediate help for any medical need beyond your aid or experience!

Basic first aid also involves washing any graze, abrasion, burn or laceration well under clean flowing water (bring your own!) to get the dirt out and clean the wound. This is MUCH better than just coating a dirty wound with antiseptic. Clean it first, then put antiseptic and a dressing on it.

Here is a list of things that everyone should have in their first aid kit. Should an injury be serious or require more advanced care, the Medics at Camp Hart are there to help. Otherwise, the list below (packaged in an airtight container) should see you through most minor injuries:

- Aspirin, Ibuprofen or paracetamol
- Band-aids of assorted sizes
- Crepe bandages 15cm x 2
- Absorbent dressing x 2 (sanitary pads work well for this)
- Triangular bandage x2
- Tape Micropore/ Transpore 2.5cm
- Sunscreen and insect repellent
- Savlon ointment (or similar) or
- Aloe vera or Paw Paw ointment
- Teatree and Eucalyptus oil (remember that these are toxic if ingested. Keep secure and away from young children)
- Antacid
- Savlon/Dettol or similar (small bottle)
- Tweezers and scissors
- Eye wash solution
- Safety pins
- Hand sanitizer
- Silicone or Latex gloves
- Tampons/ sanitary pads
- Condoms/Lubricant
- Antihistamine

- All of your own regular medications/ inhalers
- Ear Plugs! – it gets loud and insomnia sucks

16.4 Looking After Yourself

Common issues you should be able to manage yourself (remember, Civic Responsibility and Communal Effort are two principles to abide by. Help yourselves, and help each other too):

- Insect bites and sun/wind burn, chapped lips
- Cuts, scratches
- Sprains and strains
- Small superficial burns
- Mild allergic reactions
- Nausea, diarrhea
- UTI's, Thrush
- Menstrual pain, headaches, hangovers, alcohol intoxication (never leave your mates!)

16.5 General Health and Safety Tips

A few tips for staying healthy while at Blazing Swan:

- **Personal hygiene**
Use hand sanitiser after using the loos. Apply it faithfully and liberally.
- **Water**
There is no potable water available at Blazing Swan. Bring a minimum of 4 litres per person per day for drinking, washing and cooking. Sip frequently throughout the day and night. Cooler days can be deceiving – high exertion levels at Blazing Swan can quickly lead to dehydration. Nobody likes a thirsty cranky pants
- **Food**
Keep the refrigerated food in your camp colder than 10 degrees at all time. Restock the ice frequently. If you experience nausea, vomiting or high fever, seek medical attention immediately, and do not prepare or handle food as you may be carrying a viral pathogen that can easily pass onto others
- **Washing dishes**
Wash your dishes in soapy water and rinse them in water. Use biodegradable washing detergent.
- **Camp cleanliness**
Keep the food surfaces in your camp as clean as you can. Wash your dishes in soapy water and rinse them in water. Dirty dishes can breed bacteria and make you ill (see Grey Water).
- **Insects**
There may be a few mosquitoes and other common insects on site. Standard repellent should be applied to exposed or accessible areas. Should they become a problem, long sleeves and pant legs with cuffs tucked into socks will be helpful.
- **Burns**
Please commence first aid by cooling and get first aid immediately for serious burns. First aid management for burns is to cool with clean water for 10-15 minutes then cover with wet dressing/ towel until the medical team can take a look at it. Put nothing but clean water on a burn, NO ice NO ointments NO fats/oils!

16.6 Harm reduction

Jilakin Rock City is not immune to the potential dangers of alcohol and drug use and misuse. Please remember that all State and Federal laws apply in Jilakin Rock City. Blazing Swan believes in the importance of harm reduction and we encourage all participants to remember the following:

- Drink water - Be actively hydrating at all times by taking your own water wherever you go and be sure to get enough electrolytes. As a general rule of thumb urine should be light yellow. When you piss light, you're alright!
- Eat healthy - Nourishing food. We recommend eating at least one good meal a day. Stay loaded on unrefined and fiber-rich carbs by snacking frequently.
- Get enough sleep - JRC can be a very stimulating environment. To get the best experience, it's important to let our bodies and minds 'recharge' with sleep.
- Blazing Swan is better with friends - Consider using a buddy system.
- If you don't know what's in something, it's best not to eat or drink it - If you feel like you have been dosed without your knowledge, seek help immediately.
- If you see someone who appears to be overly intoxicated, ask them if they need help.
- Be responsible with alcohol consumption. Beer is not a substitute for water! If you are overly intoxicated, seek help.
- If you or someone around you needs emergency help, get help quickly. Rangers and Medics are there to ensure your safety and are always willing to help.
- Jilakin Rock City is our community and we all need to look out for each other.

17 After Blazing Swan

It can be disorientating to come back from the freewheeling experience that is Blazing Swan. Having spent the week dancing in costume, eating ice-cream with strangers, dancing a dust storm, climbing beautiful artwork, drinking delicious cocktails at a theme camp, riding on some weird mutant vehicle, running naked with unicorns covered in fluro body-paint, laughing, crying, avoiding sleep and partaking in a myriad of daily existential choices.... the journey back into Default World can feel like a slap in the face.

Blazers affectionately refer to this as 'decompression'. Know that it takes some time to get back into the swing of the real world and get orientated. Take some time to ground yourself, connect with like-minded friends and share your experiences with them.

17.1 Leave No Trace

Before you leave site, you must undertake a final MOOP sweep of your camp site and surrounds. The best way to do this is to give everyone a freezer bag, line them up along one edge of the camp, look down and slowly walk to the other side. Make it fun! Cover your entire area looking for those last bits of MOOP: every twist tie, cigarette butt, food scrap, carpet fibre, match, nut shell, staple, scrap of plastic... everything.

We ask that EVERY participant contributes an hour of their time before leaving to help with community clean-up. Streets, Esplanade, toilets, around Theme and Sound Camps and all other public spaces. Grab your MOOP bag and go forth!

There are no facilities for handling waste and trash at Blazing Swan. All participants are required to remove their own waste and garbage. Except for tire tracks and footprints, our policy is to leave the Racecourse and farmland better than we found it. All Jilakin Rock citizens are expected to participate in our clean-up effort. In fact, Leave No Trace should extend beyond the event, all the way to your home. Below, you can read about managing the various forms of waste you have made:

- Aluminium Cans can be dropped off at the recycling points around the site. Cans only please and strictly NO glass.
- Grey Water needs to be taken home with you for disposal.
- All other waste must either be taken home or can be dropped off at Kulin Waste Transfer Station.

17.2 Waste Disposal

Kulin Shire have kindly offered free waste disposal at Kulin Waste Transfer Station for all participants leaving Blazing Swan. The Kulin Waste Transfer Station is located on Truebody Street approximately 2km from the Kulin Post Office. and only open during and post event:

Kulin Waste Transfer Station is generally open from 10am - 3pm

It is requested that all waste is sorted by 3 categories before you arrive:

- Glass – drop off at the designated glass recycling area at the facility (not that you brought any!)
- Aluminum Cans – can be placed in the recycling bins within Jilakin Rock City. See map for details.
- All other waste – food scraps, packaging, paper, card etc. must be secured in plastic bags to minimize contamination and loose rubbish, which has the potential to blow around the transfer station. These can be ditched in the general waste bins provided at the facility.

17.3 Gifting your leftovers

So... you've packed up your camp, found your car keys, did your final MOOP sweep and about to set off on the long drive home. Before you leave, spare a thought for the hard working DPW and MOOP Troop. These guys will be staying on site to ensure that everything is packed away ready for next year and making sure that we hand back Jilakin Rock City better than we found it. These beautiful folks are unpaid, unsung heroes and heroines. Why not gift them any unopened food, water, alcohol, tobacco, chocolate etc. on your way out. You can leave any welcome gifts at Camp Hart for our pack down crew.

17.4 Getting Away

You must leave Blazing Swan by the Tuesday after the Easter long weekend at noon.

- Make sure that the designated driver is well-rested and fit to drive.
- Secure and tie down your vehicle loads, grey water and MOOP.
- Take a rest stop early to check your load, it is most likely to fail early in the trip.

Each year, there are one or two accidents on the way home. These are mostly due to tiredness, lack of concentration and dangerous overtaking. They are avoidable by taking frequent rests, sharing the driving and not rushing. Local Police may subject drivers to random alcohol and drug tests. Drive carefully, take your time and resist the temptation to overtake caravans and trucks. Speed limits are strictly enforced on local roads, and both fixed and handheld speed cameras may be operation.

18 Staying in Touch

Blazing Swan is a growing community of artists, artisans, performers, freethinkers, tradies, inventors, entrepreneurs, philanthropists, technologists, and virtuosos. There are many ways that you can connect with and participate in our community during the other 51 weeks of the year, continuing the silent revolution of bringing the 11 principles to default world.

- The Blazing Swan website has up to date news and info on all things Blazing at <https://blazingswan.com.au/>
- The Facebook Community Group is a great place to keep up to date with the Blazing Swan Community - <https://www.facebook.com/groups/OfficialBlazingSwanCommunity/>
- Blaze of Our Lives. Our monthly newsletter that you can sign up to at <https://blazingswan.com.au/blaze-of-our-lives/>

18.1 Fundraisers

Keep an eye out for Theme Camps running fundraisers. They are a chance to catch up with friends, experience a bit of the Blaze, and help make it possible for Camps to present their gifts at the next Blaze.

18.2 Swan's Nest

Swan's Nest is Blazing Swan's warehouse space in Fremantle. It's where the Blaze is born each year.

Swans Nest membership allows you to book the workshop space at Swan's Nest. Here you can use a myriad of resources to build your theme camp, create artworks, test ideas and meet like-minded folk to share knowledge, skills, and understanding.

18.3 Volunteer

Volunteer roles are always available at the event. Teams such as the Greeters, site construction crew (DPW), Rangers, MOOP Team and many more are made up entirely of volunteers – many returning year after year. New volunteers are provided in many cases with training and are involved in get togethers during the year, particularly leading up to the event. It's a great way to get to know the community and give back to the community. You can reach out by contacting the volunteer portal on the Blazing Swan website.

Volunteer roles are also available in supporting the operation of the Blazing Swan organisation all year round. People with expertise or an interest in design, administration, construction, technology, communications or planning and 'just helping out' are very welcome to make inquiries via the volunteer portal on the Blazing Swan website.

18.4 Blazing Swan Membership

Blazing Swan is a community driven not-for-profit incorporated association. It is operated and managed by its members. As a member of Blazing Swan Inc. you will –

- Help set the direction for our community and our events
- Enrich our community with your life experience and outlook
- Have the opportunity to gain skills and contribute in a range of interesting roles
- Help fund our work going forward
- Access member benefits including our workshop facility in Fremantle
- Be part of a great community.
- Get early access to Blazing Swan super early bird tickets.
- Gain the ability to become a Swan Nest member and then access to the tool workshops during opening hours

19 Glossary

Frequently funny, commonly cutting, erratically esoteric and wholely whimsical, Blazer vocabulary can contain some unique jargon, slang, clichés and plain twaddle. Here are a few clever and insightful lexemes which have stood the test of time that you may hear in Jilakin Rock City...

Art Car: Also known as a Mutant Vehicle, these are vehicles that have been altered such that there's little resemblance between what it was and what it is.

Blaze, The: Refers to the entire event itself. Also, somewhat confusingly, can be used to refer to Saturday night of the event, when the Swan burns.

Blazer: Also known as a Burner. Someone who hasn't just been to Blazing Swan but is actively engaged with it. It's a fuzzy definition that people with nothing better to do will spend a lot of time arguing over.

Burgin: A burner (or Blazer) virgin, someone who is yet to experience a Blazing Swan or Burning Man event.

Burner: Someone who has been to Burning Man or a regional event like Blazing Swan.

Burning Man: The original burn, still held annually in Nevada, USA.

Consent: A Blazing Swan principle. Respect the autonomy of the individual. Consent must be mutual and definite. No means No.

Cygnets: A Blazing Swan first timer. Recognisable by the words they utter upon exiting the portaloos for the first time (usually sometime around Saturday) "That wasn't so bad".

Darkwad: Also known as Darktard. Someone who can't be seen at night due to not being lit up. Don't be a darkward.

Decompression: The act of "coming down" from Blazing Swan.

Default World: The world outside of Blazing Swan.

DMT: Department of Mutant Transport. They're responsible for licensing Mutant/Art Vehicles. You must be licensed by them in order to drive one in Jilakin Rock City.

DPW: Department of Public Works. These are the people that build the city. We owe them - volunteers who're out here long before and after we arrive and depart.

Duck, the: Refers to the Swan effigy.

EDM: Electronic Dance Music. Really. Apparently, there are no raves or doofs at Blazing Swan.

EL Wire: Luminescent wire. Flexible wire in a variety of colors that glows when powered by batteries. Drape it through your costume, sew it onto your backpack, whatever. It's very popular.

Esplanade: The curved street at the top of the city. The entire street is comprised of placed Theme Camps. Great place to get your mind-blown as there's no street in Australia like the Esplanade.

Fluffer: A volunteer who supports other volunteers by replenishing their water or providing tasty snacks and/or other favours. Fluffer vacancies currently exist at Blazing Swan.

FOOP: Fire out of place – when some cold and wet retard just can't be bothered to get to the nearest communal burn barrel and lights an unregistered fire in the middle of a sea of tents in the camping zone. FOOP has also been known to occur on Burn Night when embers from the effigy are carried by the wind

and dumped unceremoniously on a theme camp making it (ever so briefly) the hottest party spot in Jilakin Rock City.

Gifting: How we give things to each other at Blazing Swan. We don't charge for things, and we don't trade or barter. We gift without expectation of return. We do it for the joy of it.

Grey Water: Water that isn't clean, but doesn't contain human waste. It cannot be dumped in Jilakin Rock City so you'll need to pack it out.

Jilakin Currency: Euphemism referring to common items bearing unreasonably high value in Jilakin Rock City, including, rum, bacon, lighters and dry cigarette rolling papers.

Jilakin Rock City: The city formed during Blazing Swan, complete with public works, rangers, medics, and more. Jilakin Rock City holds almost four times the entire population of Kulin Shire.

Jilakin Time: Time in Default World plus or minus several hours. If you need to know it...it's probably 'Fuck this shit O'Clock'.

Swan, the: The giant piece of art resembling a Swan that is the namesake of the event. Always impressive, it's burned on Saturday night of the event.

Moon Walker: A participant who has become unaware of their environment and wanders Jilakin Rock City in a dream-like state. May need to be informed that the event has ended and they need to go home.

MOOP: Matter Out Of Place. This refers to anything on the ground at Blazing Swan that wouldn't be there if we weren't there.

Mutant Vehicle: Also known as a Art Car, these are vehicles that have been altered such that there's little resemblance between what it was and what it is.

Obtainium: Any useful or valued material found or obtained for free.

Playa: Originally the dry lake bed now desert at Burning Man in Nevada. Also refers to the site where Blazing Swan is held. A Wheatbelt farm also used for the annual Kulin Bush Races.

Playa names: Also known as burner names. You don't need to have a playa name, but you might want to. Historically, they evolved from the fact that the staff, operating via two-way radios, had to have unique names to identify themselves. Names are usually bestowed upon you rather than chosen, but call yourself whatever makes you happy.

POOP: Piss out of place – that moment when the carrying capacity of your bladder is smaller than the distance to the nearest portapotty. Most commonly occurring when the brain is chemically enhanced, and inhibitions are lowered. Also common between the hours of 3 and 5am when darkwads creep out of their sleeping bags to water the playa bringing new meaning to the 'wee small hours'.

POOOOP: An exponentially more horrid version of POOP.

Radical Self-Entitlement: See Sparkle Pony.

Rangers: The volunteer force that function as internal guides/trouble-shooters for the citizens of Jilakin Rock City. If you get into trouble, call the Rangers first. They're not law enforcement and they are not interested in doing anything but helping you.

Schwag: Trinkets and nicnacs given by the Blazing Swan organization to volunteers by way of thanks.

SOOP: Sound out of place – that noisy petrol generator in camping waking you up at 6am because some mother-fucker insomniac wants to charge their phone.

Sound Camp: A Theme Camp that exists for the purpose of playing loud music. The biggest sound camps are placed on the Eastern edge of the City. These are where you'll find EDM playing until the wee small hours.

Sparklepony: A term reserved, derisively, for those who are hoping to rely on being attractive instead of preparing properly. Typical signs include not bringing enough water, being surprised that it gets cold at night, and sidling up to other people hoping to get fed.

Spectators: Someone you don't want to be. Someone who comes to Blazing Swan to gawk and not participate.

Survivally-challenged: Description of a participant who is overly impaired by alcohol or drugs.

Temple, the: The structure to the West of the rock. It's always ornate, and always beautiful. During the week people write personal messages of loss, grief, hope or change. On the final Sunday of the event, the Temple is burned in an event of general solemnity.

Theme Camp: A camp that exists at least partly to give something back to the community. Maybe it's visually stunning. Maybe it's interactive. Maybe it's giving out food or drink. Typically, theme camps also live up to their name, and are organized around a theme, like "The Church of Belligerence" or "The Anti-Precludian Reading and Performance Society." Let it never be said that the freaks, oddballs, eccentrics and weirdos don't come out here.

Ugly Duckling: Someone who tries to attend without holding a ticket.

Unicorn: A slang term for a woman or man who is truly bi-sexual. It's an ironic reference to the mythical nature of such a beast, with a wink. Also refers to members of the Camp Unicorn Theme Camp.

Wranglers: Blazing Swan crew members whose mission it is to cajole, hassle, negotiate or bludgeon solutions for artists and theme camps.

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Definitions

Term	Definition
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