

BURN IN THE FOREST 2012

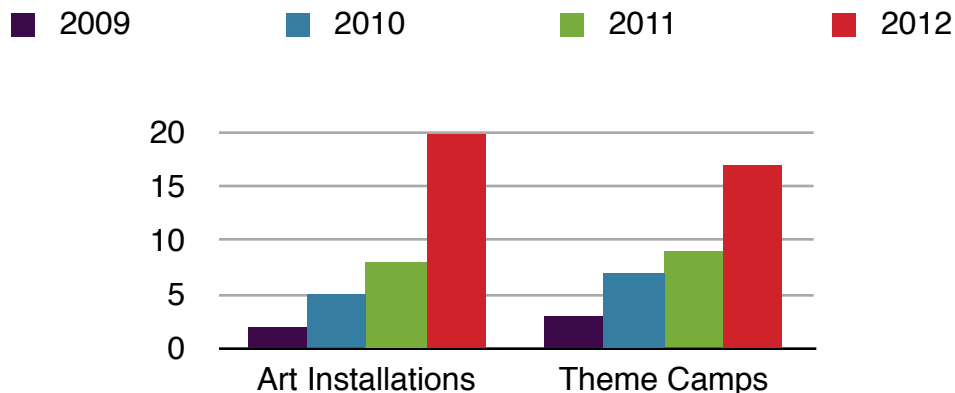


Table of Contents

Overview	3
Organization	3
Financials	5
Ticket Sales and Registration	7
Tech Support	8
Gate	8
Placement	8
Theme Camps and Art Installations	9
Rangers/Peer Support	10
DPW	10
Power	10
Fire	10
Information/Centre Camp	11
Moving Forward	11

Overview

BitF has grown through the direction provided by many to those of us entrusted with the responsibility of conserving it's integrity. We (the production team) are grateful to the wealth of experience we have been able to draw on enabling us to do this job. It is gratifying witnessing this growth over the past 4 years at this site, and 3 years as our Summer Regional Event. We had over 50% increase in theme camp and art participation with a 25% increase in population. In addition the effort, size and complexity was apparent. We had two burn requests in addition to the main effigy burn. There was also an increase in people coming early to the campground which indicates a possible need to extend the event next year!



We increased our security and contracted paid security for overnight and on-call during the day with a stronger Ranger team in place. We had no incidents related to gatecrashers or conflict. We had a number of dehydration incidents and one person was taken to hospital for follow up. All of which were handled professionally and well supported by our onsite paramedics.

Mother nature made her presence known with higher than normal temperatures leading to flooding of the beach area. The effigy was moved twice in order to find a safe and suitable area to complete the fire performance and burn. The fire team (Robert, Belva, Pi, Tango) did an excellent job in providing us with a spectacular burn despite these challenges. Camps had to move structures and the Hot tub and Hot tub sound stage had to close down. Everyone rose to the challenges with communal effort in full force.

With the increase in population we had to move cars from campsites. Everyone was cooperative and the Ranger team did an excellent job in keeping everyone moving and helping people find camping spots. We learned that 600 people was easily accommodated by the site with room to spare.

Organization

BitF is run by the Greater Vancouver Interactive Arts Society and the present board members consist of Jane Nemis, President, Benson Ho, Vice President, Jason Malo,

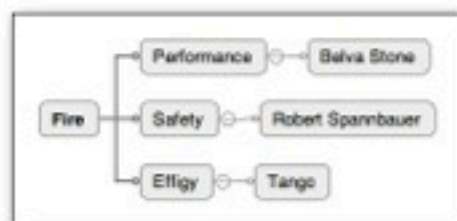
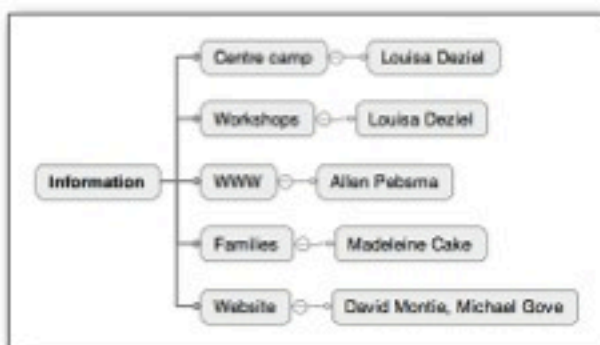
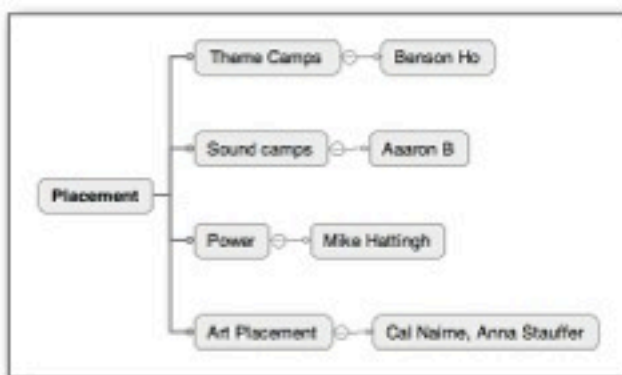
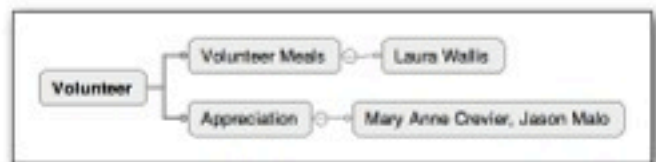
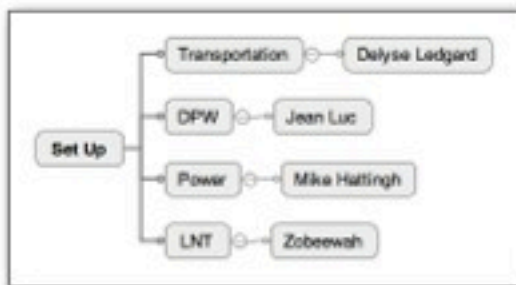
(Jalo) Treasurer, Andrew Bondfield, (Pi Feathersword) Secretary, Laurent Coque, Megan Amaral (Night Muppet), Kristina Kearley (ButtonzZz).

BitF is run on volunteers with minimal paid staff (Medic and Security) and follows the ten principles of burning man and criteria that qualifies us to be sanctioned as an official Burning Man Regional Event.

The board along with our events committee appointed the production team consisting of Delyse Ledgard (Producer) Pi Feathersword (Tech Producer) , Baha Vahi (Tech Producer) , Jason Malo (Volunteer co-ordinator) and Mary Anne Crevier (Volunteer Coordinator).

We had 28 team leads broken down into teams organized around various aspects of the event. All team leads had a member of the production team as their go to person and consultant. We appreciate the hard work and extra responsibility that these people took on to make BitF happen. We require team leads to provide us with a final report and they attend a debrief meeting so that we can build on everyone's feedback from year to year.

TEAMS



Two lead positions are under review due to a lack of need and a desire to promote self reliance. Peer Support had no incidents and over the past three years have only been called upon once or twice at any of our events. Peer support was started 7-8 years ago when a participant wanted to create a sanctuary environment. This developed into a peer support team that continued to be underutilized. In addition, peer support has carried over from other communities where they have security and peer support. We have Rangers and security. The volunteers from peer support would be better utilized within the Ranger team and this year we combined a peer support element to the Ranger training that a number of the peer support volunteers attended. We will be holding trainings in the coming year to increase the Ranger team and it is suggested we focus on one team with certain Rangers available for peer support should an incident occur.

We have actively supported and welcomed families to our events. The families lead acted as a point of contact for families which proved unnecessary. Should parents want to organize a kids camp or activities for kids we believe it should come from them.

We will be adding a communications Lead next year to direct enquiries to the right people and to assemble announcements and callouts. Registration reported that they received a lot of enquiries because people were unsure of who else to contact.

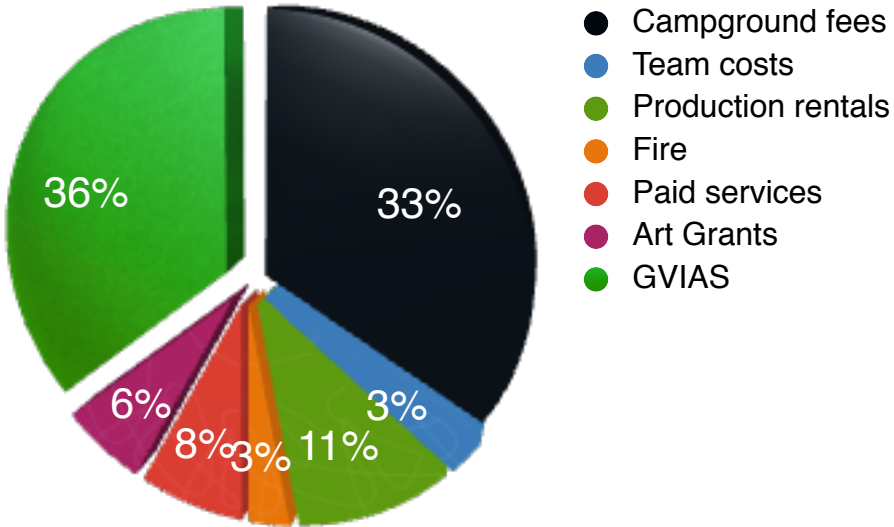
We had over 100 volunteers in addition to the team leads who helped with the infrastructure of the event to cover gate, Rangers, peer support, DPW, decor and providing the volunteer meals.

Financials

The following figures include HST both on the revenue and expenses. The final and accurate accounting is provided by the GVIAS board and treasurer and will be posted to the BitF and GVIAS website once completed.

Revenue From Ticket Sales	58,811
Expenses	
Venue rental (exclusive use of site, porta-potties, pottie service, dumpster service, internet connection, electricity for gate, fire fighting equipment)	20,944
Generators including fuel	2,000
Transport (2 truck rentals, insurance & fuel)	2904
Radio Rentals	645
RUV Rental	638

Sanitation Units	788
Gate (wristbands, snacks)	108
Volunteer Appreciation - onsite meals, swag	750
Effigy	750
Fire performance (Fuel)	220
Fire Equipment (Water pumps)	250
Security	1800
Medics	3000
Insurance	635
www/printing/stationary	525
DPW Expenses	210
Firewood	672
Art Grants	3,900
Total expenses	40,101
Total Revenue	18,710



Due to the increase in attendance this year we made a significant amount of revenue to be returned to GVIAS. The production team has proposed the following to the board for allocation of this amount:

Black Rock Arts donation	5,000
BitF art grant allocation for 2013	8,000
Additional production costs to purchase event assets, such as lighting, power grid set up, Ranger T-Shirts, signs, fire sprinklers and burn barrels, rather than come out of next years budget.	5,000

Extending the event by another day was often given as a suggestion for improving next years event. This years financials show we could add another day to the event without affecting the ticket price adversely.

Ticket Sales and Registration

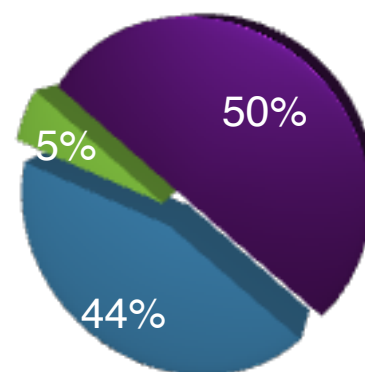
We had a new registration, waiver, ticketing process which improved the gate process immensely. Melly returned from last year to co-lead registration and she was joined by Dave and Danielle. Registration takes many hours pre-event responding to the numerous inquiries and keeping the records straight. Melly reported that it was less work than the year before but being a new system it still had a few bugs which will be streamlined even further for next year.

The team did a great job in keeping the registration process smooth for everyone involved. Melly and Dave offered their home as a drop off place for cash sales. This was an unpleasant experience for them. People not turning up at arranged times and/or demanding that Melly and Dave make themselves available were some of the unfortunate behavior they encountered. We will need a neutral place next year for people to drop off ticket cash payments.

We had three ticket tiers, a low income option and two kids ticket prices. We are looking to simplify this to two main ticket prices for next year. We had 50 low income tickets available, 40 were applied for and 33 were claimed. We sold 600 adult tickets and 26 kids. It was clear that we could have sold more tickets from the number of people looking for tickets once registration closed. The last 50 tickets sold within an hour despite being at a higher price.

We had 50% of participants who came from Vancouver. 44% came from other communities in BC. The best represented area outside of BC was the State of Washington, but we had a few people from as far as Australia, Moscow, Berlin as well as other areas of the United States and Canada.

● Vancouver ● Greater BC ● Outside BC



Tech Support

Our thanks to Dave Montie for installing the registration system and providing us with ongoing tech support. The tech team (Dave and Michael Gove) continued to provide ongoing support and will be meeting with Delyse in the fall to continue to develop the website's administrative functions for processing registration, volunteers and team lead support.

Gate

Danielle and Lisa did a great job on gate overseeing the new process. Lisa returned from being peer support lead last year. Gate extended from Thursday noon to 8pm, Friday 10 am - 10pm, Sat 10 am - 8pm with paid security on from 10 pm to 8am Friday and Saturday. The new system of scanning tickets went very smoothly. The only issue was getting the people who arrived before gate began to go back to the gate to process their ticket, and the people who arrived through the night. It is clear that there were a number of people attending the event who did not have wristbands and were not discovered or directed to gate.

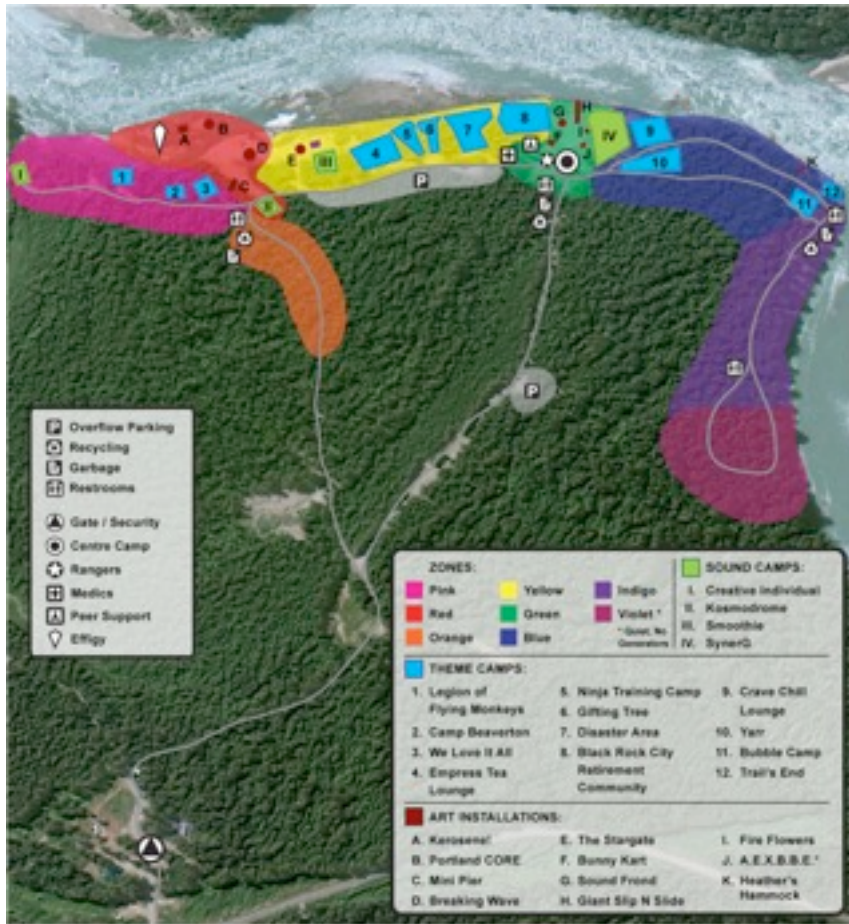
Next year security will be trained in the ticketing system so that they can process tickets for those that come through late and Rangers will need to build in regular wristband sweeps to their shifts.

Placement

The BitF site extends 1km along a river. This poses a challenge in creating theme camp areas. It is often a choice between trying to bring camps together vs providing a journey to find them! In addition, with the growing participation and groups bringing bigger structures it is important to work together to make it as easy as possible for camps to participate. This year we invited camps and artists to our site visit to collaborate on their placement. Our placement team (Benson, Aaron, Cal and Anna, Baha) worked hard to fit everything together and Cal did a great job on the map! We used colours this year to section off the site for ease of placement and for participants to identify their camps. The signs identifying each colour zones were not as clear as they could have been and perhaps need to be set up on the roadside rather than in the trees.

There was some confusion about some permanent residents who were on the property as well as another group who were using a different part of the campground. Some participants camped in the permanent resident area and had to be moved. We need to include the off limit areas on the map next year and get a better idea from the owner of who is on the site and how to ensure they do not enter the event without a ticket.

One of the permanent residents offered to facilitate information regarding the event and ticket purchase next year. We did offer discounted tickets to neighbours in the area but none were purchased. It would seem appropriate to include the on-site residents when extending discounted tickets in support of neighbour relations.



Participants can come to the campground as early as they wish before the official event begins. We had an increase in people coming early this year and it is likely this will increase further next year. This provides challenges regarding ticket processing, lack of services and Ranger team, porta potty cleaning, and non BitF campers using the site. It is clear we need signage and placement allocation in place the weekend before so it is clear for those who come early.

Theme Camps and Art Installations

Theme camps and art installations are the backbone of our creative participation. These people put in the countless hours to bring their creations and camps to BitF making it the vibrant event it is. Through these projects we inspire each other to create projects of our own and provide opportunities to collaborate. We had 16 theme camps registered at BitF.

Crave Chill Lounge	Camp Beaverton
Yarr	We Love it All
Bubble Camp	Empress Tea Lounge
Trails End	Ninja Training Camp
Creative Individual	Gifting Tree
Kosmodrome	Disaster area
Hot Tub Sound	Black Rock City Retirement Community
SyngerG	
Legion of Flying Monkeys	

Art Installations

The following projects received funding from GVIAS art grant program.

Project	Artist/s
Synergy	Simon Hunkin
Mega Bike	Ron Simmer
Soundscape Chandelier	Ashley Gartshore
Breaking Wave	Dawg, James Dean, Ron Simmer, Mike Hattingh, Jason Malo.
Sound Frond	David Montie, Michael Gove, Delyse Ledgard
Potato Cannon	Benson Ho
Seed Pods (Portland CORE)	Anna-Gaelle Marshall, Lucy Marshall
Baghdad Breakfast	Dylan Cole
Photon Vortex	Chris Harrison
Kerosene	Kim Gallagher
Gifting Tree	Tanya Evens
Star Gate	Marti Boivin
Rejueva Pool	Anna Stauffer
Fire Display	Cam Bremner

Additional art projects at BitF.

Bunny Golf cart	Brian Akre
Heather's Hammock	Jane Nemis
Fire Flowers	Chris Harrison
Giant Slip n' Slide	Jonathan Kassian
Mini Pier	Deb Beaudreau
A.E.X.B.B.E	Johan Thornton

Rangers/Peer Support

Andrew and Hiltz did an excellent job leading Rangers this year. Their organization and enthusiasm helped build this very important team. We rely on Rangers to help keep us safe and informed. Andrew provided a pre-event training session and an onsite training for those who missed this. Rangers were a lot more visible this year with a clear Ranger Station in the central area and the white bandanas made them easier to spot at night.

Our peer support team did not have any incidents to deal with. Perhaps this speaks to the degree of community interpersonal care in place, or that our principle of self reliance seems to be working! Our thanks go to all the volunteers who stepped up and we hope that they will participate as Rangers next year.

DPW

DPW is a challenging task to oversee the many tasks and volunteers during setup. Jean-Luc bravely stepped up to organize DPW despite not being familiar with the event. In addition, due to some unforeseen circumstances he was delayed in getting to the event. Despite these set backs he and our many volunteers worked hard during set up and tear down with no major problems.

Power

Our thanks to Mike who provided his knowledge and hard work to power important areas of the site. He was new to the event and worked tirelessly throughout the event. Attending to the power grid requires digging trenches before the event, refueling generators whenever needed (which sometimes was in the middle of the night). As the flood occurred on Saturday night questions arose about the safety of our power and cables near and in the water. Situations were responded to quickly and the team worked to keep power lines clear.

Fire

Our effigy designed by Tango was a 20' mushroom. Fortunately for us it was also movable when the floods occurred! The burn was spectacular with the top of the mushroom spinning as it caught fire.

Belva returned to lead the fire performance and as in previous years created a great performance. Our thanks go to everyone who participated. Robert has now lead the fire safety for the past four years. His experience shows in his confidence and attention to detail that provided us with a successful burn under changing circumstances.



Information/Centre Camp

This year we had a 32' geodesic dome donated for centre camp which provided a place for people to offer workshops and hang out in the central area. Luisa coordinated the workshops and the decor of Centre camp with great enthusiasm, and positive energy. 13 great workshops were provided by participants.

Participants received a printed What When Where for the first time this year. Allen worked hard to bring all the info together. He also created the graphics for our volunteer appreciation stickers.

Moving Forward

Looking into the future, we will nurture the growing participation witnessed over the past 4 years. Our aim is to make it as easy as possible to participate as a team lead, volunteer, in creating art or bringing a theme camp. We propose a number of ways to achieve this over the coming year.

The website will be upgraded to provide a centralized information and organizational tool. Web improvements such as online scheduling for volunteers and administrative functions for team leads will make the work of organizing the event even easier.

An increase in art grant budget to allow for larger dollar amounts as well as an increased quantity of grants. Promote the granting process and inform on the kinds of grant support that can be applied for. Increase awareness of micro-grants for low cost projects, smaller pieces or first time artists.

We propose a Town Hall Meeting next spring. Subjects for discussion to include: the event and how you might get involved, answer your questions about the organization, meet other co-collaborators, learn about theme camps or recruit for your camp and make it fun and social!

Start planning now - do you have an art project in mind or a theme camp, or want to design and build the effigy?

A huge big THANK YOU goes out to all volunteers whose gift of time and energy has made the event spectacular. We are fortunate to have such a beautiful venue to inspire us in nurturing our creative community together. We look forward to seeing you next year.

In gratitude,
BitF Production team,
Delyse, Pi, Baha, Mary-Anne, Jason.