

<p>PDF Planning Committee Meeting Agenda Date: Saturday, July 8, 2017 at 12 PM Call-in information: 1-712-432-3100, code is 316857</p>	<p>Purpose of meeting: Review of Spring 2017 Burn</p> <p>Agenda summary: Coordinator changes and searches, review submitted After Burn reports, planning cycle reminders</p>
<p>First Order of Business – Coordinator Updates</p>	
<p>1) MASH On-Site Coordinator</p> <p>2) Coordinator Vacancies?</p>	
<p>Second Order of Business – After Burn Reports</p>	
<p>1) Parking - submitted by Toaster</p> <p>Good</p> <ul style="list-style-type: none"> ● Participants were thankful for the regular updates posted to the Facebook group about the current site conditions and what to expect when they arrived. ● Despite similar conditions, exodus was smoother than 2016 fall. This was a result of good communication between the front and back lots, and having volunteers stationed by the back parking lot/backfield porta potties. When traffic would begin to build on the main road in-between the back gate and the front gate, a call would go out to hold traffic. This would allow the congestion to clear, without clogging up the roads with additional traffic. ● There were a number of amazing volunteers who got together on throughout the weekend to assist in getting fellow participants vehicles unstuck and map out good routes through the mud for those driving out. Many of them never signed up to volunteer officially, or hung out to help way longer than their scheduled shift. This took pressure off the vets and allowed them to focus on the vehicles that were extremely stuck. ● Delaying entry on Friday until Noon when the grounds dried up, worked well to help save the grounds in the beginning. <p>Bad</p> <ul style="list-style-type: none"> ● Some theme camps reserved whole blocks of time to volunteer with parking and then no-showed and gave the weather as their excuse. ● One participant tied a rope around another participant's vehicle bumper in an attempt to help get them unstuck. 	

This resulted in effectively separating the bumper from the vehicle, while still leaving vehicle stuck in the mud.

- There were a total of 4 vehicles towing heavy items that had issues with the muddy conditions. Though the vehicles were shown to have 4x4 capabilities. After investigation, it was found that the vehicles 4x4 capabilities were non-operational.
- Temple construction materials repeatedly migrated into the pathway leading from the main road to RV row. There were multiple instances where the material needed to be removed to get an RV to RV row for placement. This wasted time and caused multiple traffic jams.
- One of our golf carts broke down Monday.
- Many participants did not follow the “carry in/carry out” decree, and instead of staying somewhere on the road where their care would be safe, ventured into the event somewhere to get stuck.

Ugly

- AAA bailed out multiple times (at least four) when called to get a participant's vehicle unstuck. AAA drove all the way to the back field and then announced that they would go no further and turned around by the porta potties. One participant was extremely distraught by the ordeal.
- The difficult exodus left most core members of the exodus team onsite until after 8pm.
- There were groups that choose to linger after packing up well past the 12pm event end on Monday. This effectively slowed down the other participant’s exodus by taking available parking and space when both parking and space were scarce.
- The Vet’s stopped extracting stuck vehicles with the tractor while there were vehicles that still remained stuck.
- The parking team identified a need to create a central registry for participants who need to get their vehicle extracted from the mud. There was confusion around who the participants should talk to so they can get in line to get their vehicles out.
- Sunday night someone went around with a megaphone telling participants to pack up and leave due to rain and/or a flood watch, this effectively caused a mass panic and lead to many participants rushing to get out. It also happened a few hours before gates closed for the burn, leaving many participants with their things packed in their car and no time to leave event before the burn. Inciting panic is NEVER a good idea unless it is an actual emergency.

2) Art Grants - submitted by St. Greg

Summary:

Overview:

- 17 projects submitted. 1 was declined. 1 withdrew the application in favor of submitting for Fall. 1 declined the grant due to health reasons.
- 13 grants awarded for a total of \$7923.45 (out of a yearly budget of \$23,978)
- After removing the decline and one project no-show, we granted a total of \$7433.45

Full list of granted projects:

- # --- Project Name --- Granted amount --- Notes
- 1 --- Fire Jenga --- \$200.00 --- No show
 - 2 --- Pieces of My Heart: A Puzzle for Everyone --- \$500.00
 - 3 --- Shadow puppet crankie performances and exhibit --- \$640.00
 - 4 --- Burning Cube --- \$150.00
 - 5 --- Offering to Our AI Overlord (O.toO.AI.O) --- \$1,690.00
 - 6 --- Swirls --- \$500.00
 - 7 --- Rock 'Em Sock 'Em Rex --- \$554.17
 - 8 --- World Peace & Universal Love --- \$596.00
 - 9 --- LuminUS --- \$600.00
 - 10 --- Humble Origins: Keeping PDF Great Again --- \$878.00
 - 11 --- Tetrahedron Tower --- \$750.00
 - 12 --- Flower of Life --- \$130.00
 - 13 --- Solar System Walk --- \$218.28
 - 14 --- Connect Far --- \$227.00
 - 15 --- Sounds of the Rainbow --- \$290.00 --- declined

TOTAL GRANTED
\$ 7923.45

TOTAL GRANTED MINUS DECLINED GRANTS / NO CONTRACT / NO SHOW
\$ 7433.45

- We hosted an artist reception on Saturday afternoon, that was advertised in What Where When and emails were sent to the artists. About a dozen or so folks stopped by the reception.
- Despite rain, the tour covered much of the art, focused on the items in centerfield.

The Good:

*** Offsite Process

- Lots of great art! Lots of larger art! We granted \$7923.45 in art grants this Spring 17 applications were submitted, 1 was rejected by the Art Grant Committee , 1 was declined due to being unable to make it to PDF, and 1 was a no-show.
- Sending reminders for each step of the process (finishing applications, sending in contracts, sending sending in receipts) seemed to help ensure artists get things completed in a more timely fashion. We had A LOT of burnable pieces this time: 8 of these were fire art.

- We managed to support bringing the Catharsis temple (by Michael Verdon) to PDF. This temple was funded as a PDF Community Art Grant. This means that after NO temple in the FALL, we had 2 temples for the Spring!
- Posting in the P.O.N.Y., BPE, regional BM lists and regional FB groups still seems to work pretty well for us in terms of getting the word out on applying for a grant.
- We managed to work with Gate to let Artists in earlier.
- We got some spontaneous art installations and were able to accommodate them without striping gears! In particular, the nautically themed whirligigs on poles came to mind, and the Jail cell.
- The vets wanted to keep one of the pieces, and the artist wanted to leave it. So the vets are now proud owners of the Tetrahedron Tower. Win Win!
- We already have an artist indicating he wishes to build the temple next Spring.
- Artists & crews appear to really like the Artist laminates. It's a simple yet effective way to show appreciation for the hours dedicated to making art for the burn

*** Reception & Tour

- The Art reception & Art tour, though curtailed by the weather, was nicely attended. Ursula says St. Greg is an excellent tour guide.
- Reception was attended by about a dozen people, including 3-5 artists

The Bad:

*** Process

- Small number of Art Grants Committee members attended the decision-making call. Will look to recruit more members before the next cycle starts.
- The Weather delayed some builds - so even with some early entries, some art did not get built early
- Not all "Art Grant Recipient" signage got posted, due mainly to weather and delayed builds.
- One artist did not realize that we cannot burn pressure treated wood. So we didn't get to burn World Peace & Universal Love.
- We still could use more artist support on the rules & procedures. Example: Sample of completed applications. Lists of typically unfunded items. Information about early entry or fund advances.

*** Reception & Tour

- It would have been nice to see more attendance. It appears the weather kept a lot of folks from coming out of their camps.
- We did not tour pieces that were not installed in centerfield due to not wanting to trek to backfield in the rain.
- Some art pieces were still unfinished at tour time.

The Ugly:

*** Process

- We STILL do not have the Art Archive live on the website. We have over 4 rounds of PDF art photos to post.

*** Reception & Tour

- None

Suggestions for next event:

- We need to get better at coordinating with the Burn team on the amount of burnable art. We reached burn pad capacity Sunday night. We might actually have to figure out at Friday night burn.
- We need a way to indicate who the artists are that can break perimeter during a burn. Purple glow necklaces have been proposed.
- We need to get better at mapping art that is not placed in centerfield
- A more formal system for handing out Laminates should be worked out. (Instead of just relying on me to run into the artists)

Other noteworthy items:

- Reception budget - \$100 for drinks, snacks and tableware
- We will need a new Co-Coordinator. Ursula has moved to the PDF Board of Directors, and St. Greg needs to step away soon.
- “Art Grant Recipient” signs were made by Ursula for this event. Thanks to Jill for offering golf cart rides Friday morning for sign placement.
- We had no Propane (“poofers”) in the art this time - a deviation from our historical pattern.

3) Stage - submitted by Scott

The Good:

Mostly everyone showed up to do the things on the stage at the time they signed up to do them. We had no power or rain or property issues of any kind. A total of 8 volunteers supported the stage and had a blast doing it. 🎉

In addition to actual DJ sets, game shows, and the bevy of iPod playlist heroes, we presented over 15 hours of live music. The lights and sound were on-point all weekend.

Patty was awesome and helped me fix the dispensation of money so everyone got paid correctly quickly.

The Bad:

Literally no bad to report. Oh wait, we forgot to buy 9V batteries and had to use a corded mic. That was it.

The Ugly:

There was one complication in that the stage space was immediately adjacent to an art construction set of things that subsequently was placed weirdly and, in general, the area set aside for stage crew is still not perfect, as we run into small placement conflicts each burn.

But Burny Mc Burnface should clear all this up for the fall, 😊 and we can address the reservation for and placement of the stage staff before the spring burn.

4) Planning Committee - submitted by Jamilah

The Good

We planned. And then there was a successful event, so I'm concluding the planning was good. Owsia began training me as her replacement and transitioning in January 2017. Everyone has been very patient as I've been learning the ropes.

The Bad

None to really speak of. One call during the transition where I had some technical difficulties with the call-in number and recording, but everyone was very understanding. Also, the need for an emergency May meeting, but it was short and sweet so I don't consider that bad.

The Ugly

As mentioned previously, mud. However, that had no impact on the PC. 😊

5) Fire Perimeter - submitted by Hudson

The Good:

We had very dedicated volunteers, even though th. The LED lanyards were very helpful to make us appropriately visible.

The Bad:

Mud. Five hours in the rain on Sunday. (But the team was amazing and dedicated).

The Ugly:

One camper was very unhappy about embers from the temple burn and complained that this was somehow the fault of the perimeter.

Suggestions for Next Event:

The pavilion is not the best place to hold a meeting. I'm thinking ranger headquarters or some other slightly quieter

place would be a better place for our meeting.

6) Rangers - submitted by Rat Bastard

The Good:

New leadership did not make a total hash of Rangering; old leadership that was around were very helpful (when needed, and unobtrusive otherwise). No issues with Rangers (being unrangerly or otherwise bending rules). No heroic efforts and really minimal logged events - I can say it now, things seemed to be pretty quiet.

The Bad:

Shift coverage, particularly grave - this needs to improve. Hopefully with the ticket reservation program (and thank you for implementing that before I begged/bitched for it) we will build our numbers enough to staff more completely.

Comms - this will be even more of an issue when a new (presumably larger and/or non-flat terrain) site is in play. We had enough radios for the Rangers we had, but frankly I don't think we run enough Rangers per shift (and they should be paired rather than solo) which means we are deficient on the number of radios (and spare batteries). Co-ordinators should be radio available (in a stand-by mode) except when "really" off-shift (i.e. part of the problem) - which is 3 or 4 additional radios and batteries. I will work up a new schedule model and derive the needed radio count from that.

The Ugly:

Patrolling the back field - particularly with as few Rangers as we had.

Making the call on LE for the found-child incident without proper coordination with vets (discussed and resolved on site the next day).

Suggestions for Next Event:

Protocol for lost/found child will change to assure that no one with a duty to report (to LE) will be involved unless required (i.e. a medical eval). This will retain our operational flexibility to close an incident without necessarily involving officialdom. I would further suggest that when we process a minor through gate/greeters we get a family portrait, and that we "tag" (wristband) children with a code that ties to pic-on-file (so if we are looking for a parent we have a name and a face); this is also very useful for Ranger lead to close such incidents (knowing that family is properly reunited).

Additional Comments:

Thanks to everyone for the kind words and support for the new Ranger leadership team.

7) Placement - submitted by Katherine

The Good:

We received about 40 placement applications for the Spring'17 event. We were able to complete the map in time for it to be included in the printed WWW copies. Our team of 4 volunteers successfully marked off the roads, theme camps, and art placements before the start of the event. We had great coordination with the Art Grants department.

The Bad:

The grounds were in really bad shape and presented lots of challenges to our cause. Mud, standing water, and swarms of biting bugs were everywhere. Many of the historically reserved theme camp spots and roads were partially or totally unusable, even in the front fields, which are usually in the best shape of all the areas. A lot of the grass was engulfed in mud. Many theme camps encountered issues getting into the event on Friday and also with getting their infrastructure onsite throughout the event. Many camps and artists also had issues finding enough usable space (ie. not in a deep puddle or mud rut) within their reserved spots to set up their stuff. I got many complaints from theme camp leads about these issues. Hay was made available on Friday afternoon, which seemed to help some camps at least a little, based on the feedback I got from theme camp leads. There were a few no-show theme camps.

The Ugly:

Flagging tape MOOP continues to be an issue. Although the Placement department communicates multiple times/ways (both on and off site) that tape MOOP is the responsibility of theme camps/artists to pick up once they're set up in their spots, there is still a lot of tape left out throughout the event. A lot of the tape got swallowed up by all the mud, which made it even harder to see and pull up. I personally cleaned up a ton of it and made announcements around to the camps as I was doing so, but didn't get much action in response, which is disappointing.

There were also some ugly attitudes we encountered. One Vet leader was aggressively screaming and cursing at the various groups helping with setup on Thursday as well as Parking on Friday. A few theme camps had complaints about their spots having puddles and ruts running through them. A few camps had complaints about their not being able to drive their infrastructure in. Unfortunately we were all in the same boat and there wasn't much I could do about it.

There was one camp who set up overnight in a reserved theme camp spot that was not theirs. The next day when I spoke with them, they refused to move. Luckily I was able to find another, better spot for the camp that was displaced, and they were great sports about it when they arrived.

Suggestions for Next Event:

Respectfully, please find a new rental venue for future PDF's. The Vets' property is no longer suitable for our needs, and it doesn't appear that they are either able or willing (not sure which it is) to improve key issues like drainage, roads, and parking. Reading all the applications, I am always so impressed with what people are planning, bringing, and building. Then when they arrive to face such uphill battles to execute their visions and plans, it's just a shame, and

demoralizing to us all, it seems.

Additionally, as a Parking volunteer, I perceived serious risks to participants' vehicles, safety, and freedom to leave the event at will (due to them being blocked in, stuck in the mud, or gates being closed at various times throughout the event.)

Also, the Vets seem to have forgotten to set up the big spotlight we rent from them to illuminate Ranger HQ.

Any questions or feedback for the Placement team can be sent to themecamps@playadelfuego.org

Additional Comments:

We are looking for replacement coordinator(s) to do PDF Placement going forward. It is rewarding and fun. The map is like a puzzle that you need to figure out how to arrange. There is some offsite computer work in the month preceding the event (reading applications online, answering emails, coordinating with other departments, ordering materials, and laying out the map). There is also onsite setup on the Thursday of the event, marking off the roads, camps, and art with flagging tape, and labeling the reserved spots (our team has been completing setup around 11am-3pm Thursday). The ideal candidate(s) would be organized, dependable, and able to use either Adobe Illustrator or the Google Maps Overlay tool to update the map graphic for each event. We would offer training and transition support to the incoming coordinator(s). Please email themecamps@playadelfuego.org if this sounds like a good fit for you!

8) Sound Patrol - submitted by Peña

The Good:

there were a lot of volunteers that signed up for shifts through out the weekend and most sound camps complied with turn down

The Bad:

the mud was really bad and mad it hard to get around to the sound camps for turn down

The Ugly:

during my camp pack up on Monday 3 of my radios and 3 sound meters went missing

9) Conclave - submitted by Peña

The Good:

good turnout of fire preforms and an awesome show!

The Bad:

everything went smooth

The Ugly:

no complainants

Suggestions for Next Event:

have more fire blankets and safety's

10) Printing - submitted by Whiplash

The Good:

Saved \$346.05 from budget proposal due to actual laminate count be less than proposed. As well as, changing the paper stock used to print them.

The Bad:

None I'm aware of

The Ugly:

None I'm aware of

Suggestions for Next Event:

I should start preparing earlier.

11) Lamplighters - submitted by Starboy

The Good:

Despite the poor conditions, Violet was able to set up an abbreviated series of spires on Thursday. We had a lot of brand new volunteers on Friday night, more than we had spires/lamps/hooks. Everyone was very enthusiastic and excited to participate. Robes and equipment seemed to have survived the winter in the shed. We had access to a wagon for set up, which was sufficient given the limited area we were able to set up in (see below). Starboy was able to take down the spires Monday morning with no problem. We are still "ahead" in terms of equipment and fuel; we do not anticipate further expenditures in the near future.

The Bad:

Weather on Saturday night led to the coordinators making the tough decision to cancel the procession. The grounds were slippery and at places impassable given the size of our procession. Even Friday night was difficult in some spots,

and the ground had had a day to dry out.

The Ugly:

Weather and ground conditions. Things were already in such a bad state on Thursday, that we were only able to set up spires in the front camping area. An attempt was made to set some spires up where the theme camps were, but there was not safe areas for people holding burning lamps on their shoulders to walk. A back hoe was blocking the road into the back field and we were told by a Vet that the back field was closed to any sort of vehicle. After seeing the state of the road into the back field, Violet made the decision to not set up spires in the back field as they would not have been accessible. Weather and ground conditions forced us to cancel the procession again on Sunday night. Another factor in this decision was that people were being told Sunday afternoon via bullhorn that a storm was coming and to leave early if at all possible; this led to a bit of a chaotic scene; given that, even with perfectly dry ground it might not have been possible to do a procession in such an environment.

Suggestions for Next Event:

Less mud!

Third Order of Business – Information

1) Decision to Cancel Fall 2017 PDF FAQ - submitted by Patty http://playadelfuego.org/sites/default/files/2017_6_30%20-%20FAQ%20About%20New%202017%20Event.pdf	
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Fourth Order of Business – Announcements and Reminders

1) Upcoming PC Meeting Schedule <ul style="list-style-type: none">• Saturday, August 12• Saturday, September 9	
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