

# HYPERBOREA

## CROSSROADS



SURVIVAL GUIDE | MAY 16<sup>TH</sup> - 20<sup>TH</sup> 2019

As Hyperborea enters its 3rd year, we are excited you are joining us. Over the past two years we have been amazed by what YOU have created.

Each year we want everyone's experience to be as amazing as possible, so we've created this guide to help participants both old and new prepare. Whether this is your first event, or you've been going to burns for over a decade and are experienced at early season camping in Ontario, we think you'll find something useful in here.

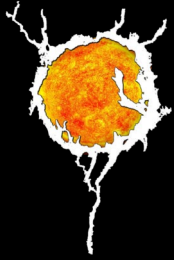
## WHAT'S IN A NAME?

Hyperborea comes from Greek mythology. It is the city of plenty beyond the northern winds. This is where we explore the invention of new things, the discovery of new worlds, and journey into the great unknown.

## THIS YEAR'S THEME: CROSSROADS

Crossroads have always been a significant piece of folklore and mythology. They represent a point of crossing over, the junctions of possibility, a place where communities spring up.

# 10 PRINCIPLES



I RADICAL INCLUSION

II GIFTING

III DECOMMODIFICATION

IV RADICAL SELF RELIANCE

V RADICAL SELF-EXPRESSION

VI COMMUNAL EFFORT

VII CIVIC RESPONSIBILITY

VIII LEAVE NO TRACE

IX PARTICIPATION

X IMMEDIACY

XI CONSENT

**I RADICAL INCLUSION** Anyone can be a part of Burning Man. We welcome and respect the stranger.

**II GIFTING** Burning Man is devoted to acts of gift giving. The value of a gift is unconditional. Gifting does not contemplate a return or an exchange for something of equal value.

**III DECOMMODIFICATION** In order to preserve the spirit of gifting, our community seeks to create special environments that are unmediated by commercial sponsorships, transactions, or advertising. We stand ready to protect our culture from exploitation. We resist the substitution of consumption for participatory experience.

**IV RADICAL SELF RELIANCE** Burning Man encourages individuals to discover, exercise and rely on his or her inner resources.

**V RADICAL SELF-EXPRESSION** Radical self-expression arises from the unique gifts of the individual. No one other than the individual or collaborating group can determine its contents. It is offered as a gift to others. In this spirit, the giver should respect the rights and liberties of the recipient.

**VI COMMUNAL EFFORT** Our community values creative cooperation and collaboration. We strive to produce, promote, and protect social networks, public spaces, works of art, and methods of communication that support such interaction.

**VII CIVIC RESPONSIBILITY** We value a civil society. Community members who organize events should assume responsibility for public welfare and endeavor to communicate civic responsibilities to participants. They must also assume responsibility for conducting events in accordance to local, state, and federal laws.

**VIII LEAVE NO TRACE** Our community respects the environment. We are committed to leaving no physical trace of our activities wherever we gather. We clean up after ourselves and whenever possible leave such places in a better state than when we found them.

**IX PARTICIPATION** Our community is committed to a radically participatory ethic. We believe that transformative change, whether in the individual or in society, can occur only through the medium of deeply personal participation. We achieve being through doing. Everyone is invited to work. Everyone is invited to play.

**X IMMEDIACY** Immediate experience is the most important touchstone of value in our culture. We seek to overcome barriers that stand between us and recognition of our inner selves, the reality of those around us, participation in society, and contact with a natural world exceeding human powers. No idea can substitute for this experience.

**XI CONSENT** Some call this the 11th principle; however we call it a requirement. Always respect the individual. We all have the right to make decisions about our own body and space. This applies to everything from touching, entering personal space, taking photos or videos, or using property. Always ask for permission. Strive for an enthusiastic yes, and no always means no.



# RULES

## BOUNDARIES & CONSENT

**CONSENT IS MANDATORY.** Radical self-expression can take many forms – including nudity – but it is not an invitation to invade someone’s personal space or make physical advances. People may be unable to give consent due to being intoxicated/altered state, intimidated, or even asleep. Past interactions do not always imply future consent and it may be withdrawn at any time for whatever reason with you having an obligation to honor their change of heart.

Respect people’s bodies, personal space, and choices. We all want to have a fun, safe and enjoyable experience. Accept a no gracefully - coercion is a crime and thanking someone for expressing their boundaries helps make a better community for all.

Remember, only **YES** means yes!

### ASK FOR CONSENT WHEN:

- taking photos of someone
- touching them
- engaging in sexual activities
- giving a gift.

## MEDIA POLICY

Hyperborea is a private event. Burning Man embraces radical self-expression; however, there are some who may wish to not share this experience in the public sphere.

Please refrain from photographing/filming anyone unless you have their explicit consent and only post or share such content with their explicit consent as well. While some people do enjoy being photographed they may only want the images to be held privately or shared with specific audiences and not publically on all forms of social media. If anyone asks you to delete a photo/video of them, please do. Drones, including for photography/videography purposes, are not permitted.

# WHAT NOT TO BRING

Some items are not meant to come to Hyperborea. Please leave them at home. These include:

- **ANIMALS/PETS**
- **DRONES**
- **FIREARMS**
- **PYROTECHNICS AND FIREWORKS**
- **HAND-HELD LASER POINTERS.** Hyperborea has adopted the same policy as Burning Man, and many other regionals world-wide, of banning hand-held laser pointers at events. They are considered a weapon, and like guns and fireworks, are not welcome at the event. This policy is a direct result of a Ranger being blinded while on perimeter duty at Burning Man in 2014.
- **GLASS CONTAINERS (GLASS BOTTLES, CUPS ETC.)**
- **MOOPY (MATTER OUT OF PLACE AKA FLYAWAY TRASH PRODUCING) COSTUMES, DECORATIONS, TOYS, POORLY SEWN ON SEQUINS AND FEATHERS, AND GLITTER.** We will follow your trail of figurative and non-biodegradable bread-crumbs and make you pick them up.



# THE PLACE

Hyperborea is once again returning to the Township of Stone Mills for 2019.

## THE ADDRESS FOR 2019 IS: 83 DOYLE ROAD, STONE MILLS ON

There is another Doyle Road besides the festival grounds leading to a Private Dump, do not use this road, one will obviously be to Hyperborea and the other is a dump. Also do not leave garbage by the dump at the end of the event.

If you want to support local business and grab items closer to the event, please refer to the list below!

- Square Boy Pizza is the nearest place to Hyperborea to get gas, propane, some groceries, some muddy clothing things (boots, gloves, etc.) ICE and PIZZA! - 2561 County Rd 4, Camden East, ON K0K 1J0
- Hilltop Variety is the closest LCBO & Beer Store and also has gas, diesel, propane and groceries AND ICE! - 2068 County Rd 1, Newburgh, ON K0K 2S0

If you want to get items further out, at the Napanee exit from the 401 (579) there is a Walmart, Canadian Tire, Grocery, Gas, LCBO etc. There are also inns and motels should you be too tired to drive all the way home after the event.

## GETTING THERE

The event location is approximately a 3-hour drive from Toronto and a 3.5-hour drive from Montreal. The only method of transportation to the event is by car - we highly encourage carpooling.

Please be respectful of the small towns when driving through them and be aware that some of these roads are unpaved so be prepared for potential mud and gravel. There are absolutely no inns and outs so ensure that ALL your supplies are purchased before entering the site. Unlike Burning Man there is no Centre Camp Cafe so there are no on-site water, coffee, tea sales, nor access to any hookups or pumpouts for RVs.

## VEHICLE PASSES

We will require all vehicles entering Hyperborea this year to have a vehicle pass. Only one (1) pass is required per vehicle. Vehicle passes must be purchased in advance, so please do not show up at the gate in a vehicle without a pass! We recommend carpooling with campmates, friends, and/or family as there are less vehicle passes than tickets.

# GATE

At the gate you will present your Government issued, valid, photo ID and signed waiver to receive your wristband.

If you do not present **YOUR** valid, government issued, photo ID, or the name and DoB on that ID does not match your ticket information, **YOU WILL NOT BE PERMITTED TO ENTER THE EVENT.**

This wristband must stay on during the duration of the event and is non-transferable. Cars are allowed to drive up to their campsites at 5km/h via the delineated roads to drop off gear and are required to return to park in the designated parking lot. If you go over 5km/h there will be people with bullhorns yelling at you and walking/chasing you to slow down. Each year they make someone cry - don't let this be you.

Once you are done unloading your vehicle you must drive it back to parking before setting up camp. The campsite is only drivable during the gate hours. After gate hours you will not be able to enter the campsite or event - you will have to stay in D-lot overnight until Gate opens the next day. This is for safety of participants at night and to ensure everyone is registered and signed a waiver. The only vehicles allowed to stay in the campsites are pre-registered RVs and art cars.

## GATE HOURS

**BEFORE THURSDAY** - Early Arrival Passes Only; all others will be turned away

**THURSDAY** - noon - midnight

**FRIDAY** - 8am - midnight

**SATURDAY** - 8am - 8pm

**SUNDAY** - 8am - 12pm

**MONDAY** - Exodus

Official Exodus begins on Monday and everyone is required to leave by 4pm.

# THE EVENT

## WHAT'S PROVIDED & WHAT'S EXPECTED OF YOU

This is not Coachella! And only **YOU** can make it better than FyreFest! There are no food or gift vendors, no showers, no VIP bathrooms, no hotels and **NO WATER**, including ponds. This is you, your tent, food you bring and cook yourself, water you bring to drink, your ingenuity, and resourcefulness.

### THERE WILL BE:

- **PORTA-POTTIES**
- **ICE FOR SALE**
- **A FIELD**

Bring 5L of water a day for all your watery needs (i.e. drinking, cooking, washing kitchen stuff, and maybe your dirty hippie self). **REMEMBER:** Soapy dirty water isn't allowed to be dumped onto the field and needs to be hauled out.

Bring enough clothes for the long weekend, including warm and waterproof items, and rainboots. It **WILL** get cold and will probably most likely rain - prepare and pack accordingly.

Bring enough food; surviving off warm vodka and granola bars is not that pleasant.

**ICE!** Bags of ice will be free to participants - but we are collecting donations in advance to cover the costs. You can donate as much as you like to the ice fund — enough to cover the ice you plan to use at the event, or enough to buy additional ice for others. Further details provided in this guide.

# WHAT WHERE WHEN

The wonderful part about our culture and event is that programming is fully provided by the participants (YOU!) and thrives off of gifting, self-expression, self-reliance, and immediacy. Theme camps and participants host parties, live music, workshops, etc. throughout the weekend; which are only doable when each and every person contributes in some way.

The What Where When (WWW) is a listing of publicized events that will be happening at Hyperborea. This is not an exhaustive list as some events choose not to be published or just happen spontaneously on site, nor is it strictly punctual - some events happen when people feel like it or may just fall through. As much as you can plan for something the key principle to remember is immediacy and going with the flow. The WWW will be emailed out to ticket holders shortly before the event, we advise printing out your own copy or sharing with campmates as there will be no additional copies available on site, other than a massive laminated copy on an info board.

# CAMPING

## THEME CAMPS

Theme camps are given clearly marked and sized spots for their camp's infrastructure, tents, and amount of participants. Please do not take someone else's spot since the placement team carefully designed the city with all these factors in mind. Theme camps bring something to the burn in various forms and are expected to contribute to the burn.

## OPEN CAMPING

Open camping is on a first-come, first-serve basis. Please do not camp in the roadways or in deep holes, they will fill with water should it rain and you will have your own lake to call home. Please illuminate any tent stakes and ropes in order to prevent accidents.

## FIRES

See Fire Section for details.

# LIGHTING

Plan ahead to ensure that you can find your camp once the sun has set. Get creative. Light up those tents - this helps you find it and others to not stumble over them. If using glow sticks or other small disposable lighting options, remember to take them out at the end of the weekend. Remember to pack your headlamp. They are an excellent way to light up the space around you at night and still have use of your hands - think porta-potties. Bring extra batteries.

# VOLUNTEERING

Hyperborea is an entirely volunteer run event and relies on the effort committed by individuals and groups to make it possible. Volunteering your time is a great way to get involved and amazing for meeting new people.

Volunteer signup can be found at <https://signup.tohyperborea.ca> or you can sign up for shifts at Hyperborea by visiting the Artery/Center Camp when you arrive, although selection/time slots may be more limited.

Some department volunteer shifts are only open to those that have completed the required training (Rangers, First Aid, Sanctuary, FAST). There will be an on-site training for Rangers on Friday May 17<sup>TH</sup> at 12noon.

Volunteering 8 or more hours at Hyperborea 2019 gives you the opportunity to buy a directed ticket (pre-sale/guaranteed) for Hyperborea 2020.

Please sign in and sign out of all shifts with your department leads to ensure your hours are counted correctly. Keep track of how many hours each shift is so you are not short and left disappointed if you did not meet the required time commitment.

## PROTIPS

- Clear bags are good for recyclables and personal gear (doesn't get confused for trash and thrown out)
- Heavy Duty Contractor bags unless you want a trashplosion in your car

# LNT

**LNT** revolves around the concept of leaving an area you have occupied in the same condition, or even better, than when you first found it. It involves not destroying the area, not leaving garbage behind, and ultimately conserving the area to minimize environmental impact so it can be used responsibly by all in the future. We use the acronym **MOOP** (Matter Out Of Place) to describe anything that was not in the area before we arrived.

Each Hyperborea participant is responsible for containing and packing out all of their own personal waste (aka MOOP), and similarly each camp is responsible for leaving their camp area clean and MOOP free. We will be completing a MOOP map again, where we will document the condition of the land, photographing any MOOP, and this information will be published in the afterburn report.

## PORTA POTTIES

If it's not naturally produced by you, or one-ply toilet paper, don't put it in there. No wet wipes. No trash. No pads. No cigarettes. No condoms. No tampons - we don't want them floating around there looking like a massacred flock of tiny albino stingrays. Any foreign objects can clog up the hoses and nobody wants to have to have their hands in that to clear it out.

If need be, bring along an opaque bag or ziplock (lined with paper towel or cut up black garbage bags) for all your personal garbage and dispose of it in your own trash. Please do not channel your inner Jackson Pollock by spewing bodily fluids like a volcano throughout the interior as it will stay that way until the truck comes to service them. Keep the seat and sides clean because especially at night nobody wants to find any surprises.

## TRASH

There are no garbage bins on site - you will need to store and haul out your own trash. Radical self-reliance means you are responsible for all your own waste and each person is expected to bring their own garbage bags for their personal and camp waste. Do not expect other camps to take your garbage (ie. cans, wrappers, butts) so carry a small to medium ziplock bag for your personal trash, and to pick up any MOOP you find along the way (LNT is a community effort!). Cigarette butts are the worst kind of MOOP; empty mint tins make good ashtrays and buttstores and can be emptied and reused multiple times.

- Stay green by having designated garbage, plastics, burnables (paper and food waste only), and alcohol empties bags/bins.
- Remove packaging of things before coming to Hyperborea. If trash comes with you to the event it will also have to leave with you.



Fire is warm and fun and helped bring about modern civilization! This isn't called a Burn for nothing, after all. The May long weekend in rural Ontario is likely to be cold at night and fires are a great way to keep warm. Fire spinning and similar performances are allowed, subject to the same rules as other fire. Fire poses a danger so to avoid any unfortunate incidents the Fire Art Safety Team (FAST) would like you to be aware of the requirements:

**PYROTECHNICS, EXPLOSIVES, FIREARMS, AND FIREWORKS ARE ABSOLUTELY PROHIBITED.**

## OPEN FIRE

- No fires in the forest! Wood will not be for sale on the property - bring your own. The forest is off limits to everyone. There will be no foraging for firewood nor chopping trees
- 10' radius around the fire must be clear of brush, dry grass and anything else flammable
- No fires directly on the ground, all fires must be contained in a burn barrel or fire appliance. Burn Barrels must have a mesh cover/lid and be lifted off the ground. Fire places and appliances must not be directly on the ground either (acceptable platforms include: pad of dirt/gravel, barrel on legs or bricks/cinder blocks, portable fireplace, metal sheet on bricks, etc)
- Fires must be attended and monitored; a bucket of water and/or fire extinguisher in proximity; a bucket of sand/dirt can be used in addition to a bucket of water. Attended and monitored explicitly means someone must be at the location of the fire. If the Rangers or FAST finds your open fire unattended they will extinguish it; multiple infractions may prohibit you from having a fire for the rest of the event
- Do not burn: explosives, plastics, cans/bottles, any treated wood, particle board, noxious/toxic materials or anything that causes large and numerous embers; there are many tents in close proximity and can be a significant fire hazard should anything alight

## GENERATORS

- Keep fuel at least 10' away. Store fuel in approved container

## FIRE PERFORMANCE

- Performances must be in an open area clear of brush and dry grass and be sober.
- Hyperborea is a Leave No Trace event - do not spill, spin out, or burn fuel on the ground and put out any fire that occurs immediately.
- Performers must have a safety with a wet or fire-retardant blanket ready.
- There must be an adequate perimeter maintained so onlookers don't cross into the performers path (and get flaming balls in the face).

## FIRE CONCLAVE

If you wish to spin fire during the conclave fire jam at Hyperborea: Crossroads, you will need to submit the necessary form before May 11<sup>TH</sup>, or meet the Renegade Shin for assessment on Saturday May 18<sup>TH</sup> at the Effigy between 10:30-11:30am.

## FIRE ART

Flame Effects must comply with NFPA 160. Please get in touch with FAST at Safety HQ for a quick inspection before you run. Contact FAST for more information at: [fast@tohyperborea.ca](mailto:fast@tohyperborea.ca)



All camps with amplified sound (larger than a Bluetooth speaker) must register with the event during theme camp registration.

We are strong supporters of Civic Responsibility and want to be good temporary residents of the community we are visiting. We have worked hard with our neighbours to come up with clear rules about the level of sound during certain hours of the event and we ask that you help us to keep our impact on the surrounding area to a minimum. While these are the rules we are laying out, you may be asked to turn sound down or off at any time by our Sound Team. This is not to ruin the fun, but will be to preserve our relationship with our neighbours and ensure the ability for Hyperborea to continue in future years. We don't enjoy asking you to turn it down either, so please work with us if we ask.

## QUIET HOURS

Hyperborea begins Thursday at noon and lasts until Monday at noon. All subwoofers must be turned off between the hours of:

- 11 pm and 10 am on Thursday and Sunday
- 2 am and 10 am on Friday and Saturday.

The goal of these quiet hours is "sound systems equivalent to a personal Bluetooth type speaker". In order to enforce this in a measurable manner, this means all sound equipment must be kept below **80dBC AT 10 METERS** during quiet hours.

At all other times, not specified in this policy, amplified sound must be kept below **100dBC AT 10 METERS**.

## PERMITS AND ENFORCEMENT

All camps with amplified sound (larger than a Bluetooth speaker) must register with the event during theme camp registration. All sound systems will be issued a permit.

We will have volunteers with dB meters monitoring sound levels and responding to complaints; infractions of this policy will be marked on the sound system's permit.

Infractions may result in a temporary shutdown of a sound system, and multiple infractions will result in a sound system being permanently turned off for the remainder of the event.

Regardless of sound levels, Hyperborea Sound Team requests to turn a system down or off are final and may be due to any number of factors. Our primary concern is ensuring the ongoing ability for the event to operate and that may mean no sound systems. Please work with us if we request something, regardless of what devices or level of experience you may have.

## EXTERNAL SOUND COMPLAINTS

In order to be fair to everyone, all camps may need to turn down or possibly cease amplified music until further notice.

Depending on the severity of the complain, this could last for the evening or the rest of the event. Ideally, we do not want to get their attention in the first place.

We really need to avoid this happening, sound complaints are the most likely incident to prevent our event from happening again.

## MONITOR YOUR SOUND VOLUME

Other events have found the sound monitoring app, SPLnFFT Noise Meter (for iOS) to be extremely accurate. To keep infractions minimized, we highly recommend you use this app or a proper decibel reader to manage your own sound. If your sound meter has an option for a weighting, use “C weighting” as this will most accurately account for the bass on your system and is what we will be using to monitor your system.

These rules are subject to change depending on site conditions.

If anything major changes, we will be sending the updates out to registered Theme Camps only and through the appropriate channels.

Please ask the **SOUND TEAM** if you have any questions!

email: [sound@tohyperborea.ca](mailto:sound@tohyperborea.ca)

## SOUND RULES FOR EACH DAY OF THE EVENT

Amplified sound is not permitted before the event starts or after the event ends.

### TUESDAY AND WEDNESDAY (EARLY ARRIVAL) & MONDAY AFTERNOON

- No amplified sound .
- Systems are off. No Exceptions.

### THURSDAY

- Starting at 12pm, sound systems on at an 80dBC at 10 meters and subs can be turned on.
- At 11pm I sound systems can be at or below 80dBC at 10 meters and all subs must be turned off

### FRIDAY & SATURDAY

- Subs back on at 10am.
- At 2am all sound systems can be at or below 80dBC at 10 meters and subs off.

### SUNDAY

- Subs back on at 10am.
- At 11 pm all sound systems can be at or below 80dBC at 10 meters and all subs off.

### MONDAY

- No amplified sound after 12pm.
- Systems are off. No Exceptions.

# MINORS

A key component of radical inclusion is having this event open to those of all ages, including children. All children require a ticket, although children 12 and under may acquire one at no cost, and must arrive to the event with a parent or guardian.

## MINORS WILL HAVE A DIFFERENT COLORED WRIST-BAND!

There is no babysitting service and you are responsible for the welfare of minors in your care all the time.

Hyperborea is not necessarily a child friendly event, and that means guardians will need to work with their children about what is appropriate to see and do. Not all events will be suited for child participation, and there may be camps and events where children are specifically asked to not participate, please ensure your child(ren) respect this. Let your kids know in advance about the things that they will or might see and hear. This includes: nudity, clowns, nude clowns, sexuality, rough language, and things that typically had people shielding kids' eyes and ears. It is as per your discretion what they should be exposed to and should be briefed on the culture.



# SAFETY TEAMS

## RANGERS

Rangers are participants who volunteer a portion of their time to ensure the safety and the well-being of participants. They are not cops or security guards. Any perceived power they have comes from the social capital that the community gives them - because they are helpful and useful and fill a need. Rangers are not there to stop anyone from having any type of experience they want. They are easily identifiable by their Khaki attire and radios and are here to help.

Their efforts are non-confrontational & unobtrusive. For example: they won't stop you from climbing up that giant piece of art, but will call for help if you fall off. Rangers take special training that empowers them to deal with a variety of situations they may encounter, including mediation, safety issues and maintaining community standards. Rangers are concerned with people not property. They always work in pairs, sober and equipped with a radio which allows them to call for resources and support if needed. Rangers liaise with the community, other departments, event organizers and external agencies. If you are interested in learning more about Rangers or being trained as a Ranger yourself - there will be an introductory workshop at Hyperborea.

## SANCTUARY

Sanctuary will be a quiet space, staffed with trained volunteers, where members of our community might find refuge if they are experiencing sensory overload. If you or a friend is having a difficult experience find a Ranger so that they may escort you to Sanctuary if necessary. You can ask anyone with a radio to call the Rangers. Sanctuary volunteers will be identifiable by their green Sanctuary shirts and will be stationed exclusively inside their tent.

## FIRST AID

As a member of a community built on self-reliance, **YOU** are responsible for your own basic first aid. If you have a pre-existing medical condition (allergies, diabetes, pregnancy etc.) please **TELL SOMEONE**: your friends, campmates or fellow Hyperboreans. Bring any medication prescribed to you that you may need over the course of the event in its original packaging. If necessary let people know where you keep it (e.g EpiPen). First Aid volunteers do **NOT** treat pre-existing medical conditions, prescribe or administer medication. If you or someone you know (or encounter) requires further assistance go to Safety Headquarters where a First Aid volunteer certified in Standard First Aid and CPR will be stationed. It is the 10x20 red tent located next to the pedestrian entrance. Look for the red cross and Safety HQ sign. In case of serious injury, a First Aid Supervisor is on-call at all times and can be contacted via radio to help determine if the person can safely be transported to a hospital via POV (privately-owned vehicle) or if EMS Transport should be activated. The nearest hospital is in Napanee, a 20 minute drive from the venue. Don't hesitate to call 911 if necessary but if it is safe to do so get the person to Safety HQ and/or radio for the First Aid Supervisor as soon as possible. In case of emergency Safety HQ has a telephone that can be used to call 911.

**STAY HYDRATED WITH WATER** . Bad things happen when you are dehydrated. You get cranky, you can pass out, do and say things you regret, you get mighty hangovers.

## FAST (FIRE ART SAFETY TEAM)

The Fire Art Safety Team is responsible for ensuring that fire is used safely at the event. If you're bringing a project that includes open flame or flame effects, or will be burned, please contact the Fire Art Safety Team at [fire@tohyperborea.ca](mailto:fire@tohyperborea.ca) before the event. Flame Effects must be built to comply with NFPA 160. If you intend to burn your art you are responsible for a burn plan and for staffing a perimeter. At the event, please contact FAST before operating your flame effect or burning your art. On duty FAST will be identifiable by their red shirts and their radios. Please see the Fire section under Rules for more detailed information surrounding fires.

# ANIMAL & NATURE SAFETY

Please keep food stored securely so wild animals don't go in and make a mess and compromise food safety. There are garter snakes, skunks, porcupines, coyotes, etc. so be mindful of our furry and slithery friends and keep tents zipped shut when not in use. There is no re-entry to the event unless it is an emergency, so please be prepared for the whole weekend. There will also be ticks, mosquitos, and other flying/buzzing bitey things. Bring bug spray and black fly tape. See how many you can catch!

## TICK SAFETY

We have information that the ticks this year are really bad - like record high bad. Be warned. Wear socks and pants. Or long socks and no pants? Check yourself and friends daily. Tick bites can infect people with Lyme disease but there is no need to freak out. Ticks need to be attached to you for 36-48 hours before they can transmit the disease.

1. If you find a tick on yourself go to First Aid so they can remove it.
2. A tick can be removed with tweezers or a tick key. Grab it by the head, not the belly. Do not put anything on the tick or try to burn it as this may also lead to the tick releasing bacteria into the bite area.
3. Wash area with soap and water.
4. If a bite is infected with Lyme disease, a circular rash that looks like a bullseye may appear within 3-30 days in about 70-80% of cases. It is possible to be infected and not get a rash.

## ICE!

Similar to the TTITD the TTITheField will be selling ICE! This year, unlike previous years, we will be making bags of ice free to participants - but we are collecting donations in advance to cover the costs. Cost per bag will be \$3. You can donate as much as you like — enough to cover the ice you plan to use at the event, enough to buy additional ice for others.

The ice is delivered between noon and 1 on Friday, Saturday and Sunday of the event, and will be available at Polar Vortex in Centre Camp.

**TO DONATE:** <https://paypal.me/pools/c/8e81YAHluY>

Since our event is starting on Thursday and there are no ins and outs, food safety is important:

1. Bring ICE with you in your coolers! There are several places to get ice on the way in including (but certainly not limited to) Camden East & Newburg. You will have to drive through one of them so even if you're not stopping in Napanee there are no excuses to arrive with questionable lukewarm food.
2. Ice will be available Friday, Saturday and Sunday. None on Thursday and none on Exodus Monday.
3. Donate in advance to ensure that we have plenty of ice on hand.



# FOOD SAFETY

We only have porta-potties and you don't want to spend any longer in them than necessary. If you're sharing food and drink with friends and campmates, we'd encourage you to make sure you're being sanitary, but you do you. If you're planning an event where food will be available, you will need to get the OK from the Health Inspector. This doesn't cost anything and isn't too arduous; they just want to be aware and help guide you on safe food handling. It is the responsibility of each Theme Camp that will be serving food to do this!

Read the rules about Street Food Vending Carts here: <https://www.kflaph.ca/en/healthy-living/Food-Premises.aspx>

Read the checklist for "Special events checklist for food vendors" here: <https://www.kflaph.ca/en/healthy-living/Food-Safety.aspx>

Fill out the Special Event Application form here: <https://kfla.formbuilder.ca/Environmental-Health/Special-Event-Application-Form>

## DOS AND DON'TS

### DO

- Do bring thermometers to check your cooler and food temperatures!
- Do serve food fresh off the grill
- Do heat pre-cooked bacon
- Do make instant pancakes with water
- Do serve pre-packaged chopped fruit (but keep it cold and keep fingers out)
- Do serve whole fruit for people to eat
- Do grill corn on the cob to serve

### DON'T

- Don't put a plate of food out in the sun
- Don't cook bacon from raw
- Don't cook fresh pancakes with fresh dairy
- Don't chop fresh fruit to serve

## THE IMPORTANT BITS

- You need a jug of water, liquid soap, catch tray, paper towels for hand washing
- No cooking of raw meat or dairy (re-heat pre-packaged food only)
- Food prep and serving area needs to be under cover
- Make sure cold things are kept 4°C or lower and things are heated 74°C or higher
- Bring thermometers to check!
- Bring your own cup and plate is fine



# WHAT TO WEAR IN WEATHER

Hyperborea takes place in the wonderful country known as Canada, and Canada in spring is an untamed and amazing creature, literally any sort of weather can potentially occur. We heavily suggest that you check the weather beforehand and come prepared for the weekend.

There may be sun, clouds, flies, ticks, rain, snow, wind, cold etc. Wear what you need to remain comfortable and safe. However, if you want to wear a giant pink unicorn onesie or a mesh g-string, go for it!





This is not a definitive camping list. These are just something people sometimes forget - yes tents included. Please bring what you find is necessary. There are stores such as Canadian Tire, Giant Tiger, and Walmart in Napanee. Buy and bring everything you need and more since there is no re-entry to the event. If there are any suggestions for supplies or overall packing tips feel free to take initiative and start a discussion on the event page.

# CAMPING CHECKLIST

## TO GET IN

- Your photo ID that matches the name on your ticket exactly
- Your completed and printed waiver

## YOUR HOME

- Tent/Hexayurt/RV
- Tarps and other waterproofing type protections
- Stakes (and stake covers/lights)
- Sleeping bag (or 2)
- Air mattress/pad + pump (check for leaks **BEFORE** you arrive!)
- Shade Structure
- Folding chair
- Table
- Heater + carbon monoxide detector

## CLOTHES

- Boots + Rainboots - it may get squishy underfoot
- Warm clothing (We cannot emphasize this enough!!). It can snow; bring out your playa coat. It'll be damp too, so we suggest woolen or synthetic clothes as cotton will get wet and stay wet. No fun
- Pants if you are so inclined
- Rain gear
- Underwear
- Extra socks. Seriously. **LOTS** of socks. Now add an extra pair for good luck
- Onesie (best thing to sleep in and perfect for colder evenings)
- Pajamas (see also: onesie)
- Hats (both warm and from sun)
- **COSTUMES**

## COOKING

- 5L of water per person per day; recommend collapsible bags - less **MOOP**
- Shade Structure (tarp/tent) over kitchen + folding table

- Coolers and ICE
- Stove with **FUEL** (enough to last you 2-3 meals per day for 3 days) + lighter
- Reusable water bottle + cup for drinks
- Reusable cutlery and plate/bowl
- Paper towels + aluminum foil
- **FOOD**
- Tupperware (for extra food, plate, drinking apparatus)
- **HEAVY DUTY** trash bags
- Washing bin, rinsing bin + soap + towel
- Pots and pans with lids
- Cooking utensils - tongs, spatula, knife + cutting board
- Can opener + bottle opener
- Ziplock bags
- Large bins for food storage; **WARNING** - there are animals and hungry people animals foraging
- Grey water bin (if you choose to wash using soap)

## PERSONAL

- First aid kit
- Bug spray (Say it again!)
- Sunscreen
- Hand sanitizer + extra 1-ply toilet paper
- Headlamps and spare batteries
- Portable ashtray (mint tin that closes)
- Prescription medications, contact lenses, Advil & assorted meds
- **WET WIPES**
- Lip balm & Moisturizer
- Electrolyte tabs/gatorade/vitamins
- Earplugs - perfect for loud music, perfect for snoring neighbours
- Safer sex supplies (condoms, dental dams, gloves, lube, etc)
- Hand warmers
- Deodorant + toothbrush + toothpaste
- Towel + soap **OR WET WIPES** (hippie showers!)
- Emergency blankets (can double as flashy cape!)

The Hyperborea Art Department supports the creation of impactful and interactive artwork by funding, curating and coordinating the logistical needs of the incredible artists in our community. We have the honour of seeing visions come to life from their initial renderings and artist philosophies all the way to supporting artists during build time.

We're fortunate that so many incredible artists have chosen to gift us with their time, energy and creativity. We would like to encourage all our participants to fully engage, immerse and interact with all the art at the event, but please remain respectful of all the hard work and dedication that comes with such a precious gift.

Visit the Artery for more information on all the 2019 art projects, art tours, and how to get involved. The Artery is also responsible for the coordination of all projects on site and will be working with artists during setup, placement and ongoing throughout the festival.

## EFFIGY: UNPACKED PEDESTRIAN HYPERSCRAMBLE

Collective: **SETH HARDY AND THE RESEARCH NORTH DPW**

Description: Crossing paths in an unpacked tesseract repacked into a path of projected crossings.

## TEMPLE OF LIMINALITY

Collective: **KALE PARSONS AND MELANIE NEVES**

Description: A crossroads is a meeting of two paths, where a traveler must make a choice between continuing straight ahead, or changing their direction entirely. They are liminal spaces, thresholds and gateways to other worlds; where magic has more power. The liminal stage is the threshold betwixt and between; where we let go of the past and embrace the person we are becoming, and where those who have departed the physical plane continue their journey.

Project Name: **THE DEEP SEA**

Collective: **INTERGALACTIC GARDEN SUPPLY**

Description: A mutant vehicle sea creature from the hidden depths of the deep. It will be the jewel of the sea, capable of riding out any storm.

Project Name: **THE HEADS**

Collective: **MAJOR CRIMES**

Description: "The Heads" is an interactive piece consisting of robotic mannequin heads. The heads are watching you.

Project Name: **SK8 KASTLE: RECLIMATION**

Collective: **SK8 KAMP**

Description: Every city needs a ramp, so we brought one! We invite you to come out and share our passion, regardless of your experience. It's fun we promise!

Project Name: **WISHING WINGS**

Collective: **MARIEL PAULINE**

Description: Wake your wishes into reality. Inscribe your intention on a heart, then tie it to the Wishing Wings. Prior to the Temple Burn, your heart's desires will removed from the Wings in a sacred energy ritual and be carried to the Temple - to be sealed in flame.

Project Name: **THE SECRET BUS STOP**

Collective: **RAIDEN**

Description: The secret bus stop lives at the crossroads of Hyperborea. If you find it, you may find a secret world.

Project Name: **RUNAWAY XPRESS**

Collective: **ALANA KINDREE**

Description: Your runaway ticket to a destination unknown. Be bold, be daring, and Walk that Walk.....WEareART.

Project Name: **TRASH FENCE TV**

Collective: **DR GONZO**

Description: One part improvised comedy, one part audience unpredictability, and a heaping spoonful of laughs, the TFTV is a frankenstein of new ideas and old tropes patched onto modern sensibilities.

Project Name: **TEA TROLLY & TRAVELLING ART PLOUNGE**

Collective: **TAYLOR MADE TEA**

Description: If you find the tea trolley you will find treasure and warm tea. and witches. Beware.

Project Name: **STINKY HAIKU**

Collective: **TWISTED KNICKERS**

Description:

Porta-Potties stink,

Strength of smell is what I tell,

And give you Haiku.

Project Name: **HYPERBOREA SEXY TICK CHECK BOOTH**

Collective: **CAT-MEOW**

Description: Fun, sexy communal tick checks to ensure you don't bring any "bugs" home from Hyperborea. 100% Consensual, 0% Medical.

Project Name: **TARNA**

Collective: **TARNA**

Description: Tarna the Jackalope holds within her belly the last piece of earth, and only remaining oasis and sanctuary of life in a world that has been ravaged by greed, selfishness, excess, and consumption.

Project Name: **THE ARK CAR**

Collective: **THE ARK CAR**

Description: The Ark Car is a futuristic and rusty recreation of Noah's Ark. It's designed to hold as many animals as possible and is known to bounce.

Project Name: **HEAVY META**

Collective: **HEAVY META**

Description: Heavy Meta is a 30 foot-long, fire-breathing dragon mutant vehicle. Featuring flame effects from its head and tail, this terrifying beast strikes fear and joy into the heart of its enemies.

Project Name: **CONNECT-O-BOOTH**

Collective: **CALABRA**

Description: Who you gonna call?

Project Name: **GIANT BOCCE**

Collective: **KARL DEMEL**

Description: Seriously, wouldn't you just love to chase huge wooden LED balls through a field? You know...for fun.

Project Name: **THE GALLERY**

Collective: **ANDREW MILLER**

Description: What do you get when a photo is also a sculpture? When an entire exhibit is also a sculpture? Explore "The Gallery" and lose yourself in an immersive experience.

Project Name: **GEODESIC DEATHTRAP**

Collective: **DOCTOR KIWANO**

Description: Roll it, bop it, spin it, climb it.

Project Name: **SONG-O-MATIC**

Collective: **GRAY WAGNER**

Description: Tired of the same old song? Spin the Song-O-Matic to get something NEW!

Project Name: **THE OLDS'**

Collective: **THE OLDS**

Description: The Olds' are a gang of young-at-heart boozehounds looking to spruce up your next shindig. We put the 'irie' in retiree! Does that work? We don't care. We're old and our puns are funny, darnit!

Project Name: **BIRDS OF A FEATHER, FLOCK TOGETHER**

Collective: **THE REJECTS**

Description: Can you spot the digital birds of Hyperborea? We welcome you to come visit our installment between the trees. Awaken the bird spirit in you!

Project Name: **MOOSE MAIL EXPRESS**

Collective: **MOOSE MAIL EXPRESS**

Description: Not used to the gift of receiving mail? Make a point to spread some joy by sending it to others. We promise it feels good!

Project Name: **PORTA-DISCO**

Collective: **FIREBALL**

Description: Disco music is so infectious, it follows us everywhere, even into the portapotties!

Project Name: **WYRDHEIM**

Collective: **THE SYNESTHESIACS**

Description: A metallic rock known as the Lodestone has burst through hallowed ground at the heart of Hyperborea. It is alive and calling out. A low pulsing rhythm emanates from its insides, as its magnetic force pulls us closer with each beat. Voices whisper of an ancient tongue that will reignite our forgotten unity. Reach the crossroads. Forge destiny. Find home. Step inside.

Project Name: **GERTRUDE VON TERROR BIRD**

Collective: **NEKRIGATA**

Description: Please though dear patron, do not fear, while ferocious in life, it is long dead, even though illuminated with the fire of its former life. Be wary though, the fire may bring it back to life, and if you get too close, it may just take a bite out of you.

Project Name: **ASTRO-BODIES DANCE PROJECTION INSTALLATION**

Collective: **TWISTED KNICKERS**

Description: See your alter ego reflect your dance moves in an alternate universe, and leave your body to view yourself from high above.

Project Name: **PYXIS**

Collective: **IT2SP**

Description: While we Zax are stubborn and nights turn to dawn, Horizons will open and prove what was wrong. We must face ourselves while struggles are true, you are like I, and I am like you. Some piece of our innards had brought out the beast. Let us be free now and let up our peace. One moment we ponder, the next we may see, a fuller perspective, a new way to be

Project Name: **AEOLIAN RESONATOR**

Collective: **ARCShadow**

Description: As you approach a harmonious vibration greets your ears. Some find it spooky some others alien, this ethereal sound evokes deep thought and moments of contemplation. All who enter its influence are bathed in its wavelength of notes and privy to the voice of the wind.

Project Name: **FLATLINE 2.0**

Collective: **TAMARA MOSKALIUK**

Description: Your love is like electricity. Take time so sit and relax and listen to what your heart wants.