

DRAGON BURN: THE GREAT OFFLINE

AFTERBURN REPORT 2019



Image Credit: Tutu

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INTRODUCTION

It takes over everything.

It all started for me before the second Dragon Burn. When I went to the first planning meeting and met the people behind Dragon Burn, they seemed enthusiastic about getting me involved. I thought it would be fun to help run a “festival” in China, so I signed up. Initially I didn’t do much to help – I didn’t really know how and there wasn’t any real guidance on running a Burn. I ended up helping to build the Dragonfly effigy – my first real contribution to Dragon Burn.

After my first Burn I decided to redesign the website. The current website had issues with being unavailable in China and being a nerd, I decided to fix it. Eventually Dragon Burn took over my life, leading to me taking on more responsibilities and eventually taking over my life.

As it has with many others Dragon Burn has become a passion project. I learned in those early years how a Burn is different to a festival. I saw it grow from a small group of 200 people from Shanghai to 800 people from all over China. I saw how it inspired people and changed people’s lives. I watched it grow from a “thing in the woods where expats get drunk and burn shit” to a full-blown expression of freedom and creativity. I found a second family. I found my home.

Looking ahead to 2020 I see a bright future for Dragon Burn. Every year participants become more ambitious and it shows. I’m excited to continue doing this and to continue working with the beautiful people I’ve met over the years.

See you in the Dust!

Doc Bok

Resident Nerd at Dragon Burn

ORGANIZATION & OPERATION

This year we decided to restructure DBORG based around an article from the Burning Man Journal. We still want to maintain a mostly leaderless and flat organisational structure, but we recognise that people need to take on specific roles and responsibilities.

Fran and Mikro worked on a new way of looking at the structure which was presented to most of the planners earlier in the year. A consensus was reached that we would adopt this new structure in the hopes it would prevent organisers from getting burned out, while still enabling them to contribute just as much (or even more) as they have in previous years.

ACCOUNTABILITY, RESPONSIBILITY, AND ENGAGEMENT

For the structure to work we adopt very specific meanings for Accountable, Responsible, and Engaged organisers. In short, accountable means being the final decision maker in an area, responsible means having a task that needs to be completed, and engaged means volunteering in a non-organisational role.

Accountable

Accountable means being the final decision maker and organises execution of what has been agreed. It doesn't mean the accountable person does all the work.

For Dragon Burn to function and for participants to have meaningful input without getting overwhelmed, participants should only be **accountable** for *one planning group* and within the whole structure one accountable for *one thing*. There should be more than one person accountable to a function in order to reduce workload and risk (two heads are better than one).

Responsible

Responsibilities are tasks or whole areas of work or interest. Anybody can have multiple responsibilities, but the workload should be achievable as priority. Ideally, participants should focus within their own group of organisation.

Engaged

Engagement can happen across Dragon Burn. For example, a participant may be a Ranger, help with Fire Crew, build an art project etc. However, they should not be Accountable or even Responsible for all these things.

STRUCTURE

We divided the organisation into four main components:

- Control Panel - Accountable for general management)
- Center Camp - End-to-end accountability for all participants needs once on-site at Dragon Burn
- DPW - Accountable for the site, its infrastructure and planning a safe event.
- Ministry of Fun - Accountable for all participant-interactive built stuff.

Each of these four main groups have individual departments within them covering most of the logistics needed for the Burn. Participants can then be Accountable, Responsible, or Engaged in any of these departments.

ORG CHARTS

The final org charts for 2019 looked as follows. As a caveat the organisation was still a little fluid so this may not be a 100% accurate representation of people's responsibilities throughout the year. We didn't manage to completely fill every role, and some people were accountable for more than they should be. However, this shows exactly where the gaps are and where we can focus on recruiting new people to take on specific organisational roles.

| | Accountable | Responsible | Engagement |
|---------------------------------------|-----------------------|---|----------------------|
| Control Panel | Elaine, Bok | | |
| Secretariat | Aaron | Elaine, Bok | |
| Ministry of Truth | | Yummy, Suci, Bok, Lalo | |
| Treasury | Elaine | Bok | |
| Year-round calendar and events | | | |
| Recruitment | | Suci | |
| Ticketing pricing and policy | Elaine | Bok | |
| Landlord and admin liaisons | Elaine | Fran, Suci | |
| RC and BRC HQ liaisons | Elaine | Lalo | Fran |
| Center Camp | Sven, Punky | | |
| Gate | Armand | Yummy, Lavenda | Fran, Suci |
| Ticket Checking | Punky, Mikro | Patrick, Yummy | |
| Ranger Station | Bok, Suci | | |
| Volunteers | Punky | Aaron, Biboux | |
| Event Handbook | Yummy | | Fran |
| Town Hall | | | |
| Greeting | Mandy, Jingyee | | |
| DPW | Mikro, Fran | | |
| On Site Vehicles | Mikro | Pierre, Aaron | Lalo, Elaine |
| Electricity | Fran | Richey, Mike | Davide |
| Water (drinking, grey) | Loïc, Punky | | |
| Toilets and Sanitation | Pierre, Fran | | Elaine |
| Trucks | Elaine | Fran | |
| Buses | Mikro | Pierre, Elaine | |
| Environment | Loïc | | Lalo, Fran |
| Quartermaster and Storage | Fran | Richey, Mike | Yummy |
| Walkie-Talkies | Fran | Pierre, Bok | |
| Building Infrastructure | Fran | | Lalo, Elaine, Biboux |
| Participant Safety | Armand | Fran | |
| Medic | Xiaoshan | Fran | Elaine |
| Ministry of Fun | Richey, Davide | | |
| Effigy | Magic Ma | Biboux | Elaine |
| Fire Team | Elaine, Fran | Pierre, Davide | |
| Temple | Matt | | |
| Ministry of Art | Angela | Mikro, Mandy, Alana, Ricardo, Roman, Lalo | |
| Theme Camps | Punky | Davide, Richey | Pierre |
| Workshops, Performances and Schedules | Davide | | Punky |
| Map and Placement | Davide, Fran | Lalo, Mikro | |

MEETINGS

This year we organised meetings within our own departments and had monthly meetings for all four departments to catch up and make sure everyone was on the same page. This allowed most people to not have to worry about constant meetings, but at the same time made sure people were still up-to-date on everything they needed to know.

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Do a recruitment drive to try and fill the gaps in the Org Chart
- Become a legal entity in China by starting a 'non-profit' company

COMMUNICATION AND TECHNOLOGY

As in previous years Dragon Burn continued to use technology to organise logistics and communicate with the Dragon Burn community.

BAIDU PAN AND ZOHU

We made less use of Zoho Docs this year, preferring to use Baidu Pan. Baidu Pan was mostly used to store photographs donated by the community. As with last year all photographs are separated into folders based on their author so that we can ensure that proper credit is given when images are used.

NEWSLETTER

We continued the weekly newsletter to keep people informed. As with previous years the newsletter was only written in English and is generally followed by people from other countries.

SOCIAL MEDIA

We made use of multiple social media platforms to communicate with Dragon Burners both local and abroad.

Facebook and Twitter

As in previous years we continued to use Facebook and twitter to communicate with Western Burners who were interested in coming to Dragon Burn.

Reddit

Reddit was considered as an alternative due to WeChat's limitations on maximum users per chat group (our community probably has 1000+ members overall and each chat only allows 500 members). Unfortunately, reddit became unavailable in China this year so the idea had to be abandoned.

WeChat

WeChat is perhaps our main social media channel in China. We kept hitting the 500-member limit in our main chat, but there were a few other chat groups related to Dragon Burn where we were able to communicate with the community.

We also maintained the Official WeChat channel which has gained over a thousand followers this year.

TRANSLATION HUB

Punky started a translation hub this year, with volunteers ready to translate articles from English to Chinese (or vice-versa). 10 new people joined, and they worked very hard to ensure that any new media we pushed out was bilingual. They also worked on the website, translating pages and standardising language so that translations were consistent across all our social media.

TRELLO

Our Trello boards were reorganised based on the new org structure (see previous section). The goal was that you wouldn't have to visit or maintain boards outside of your accountability/responsibility/engagement. Obviously,

there is always some crossover, but keeping it separated this way allowed organisers to better digest the information they needed while maintaining an overall picture of everything that was going on.

WEBSITE

We continued to push the website as the main source of information this year. In addition, a huge volunteer effort was pushed to translate the website completely to Chinese. At the time of writing the website is very close to 100% translated into Chinese. For the first time we truly have a bilingual website.

Events Calendar

We added a new Events Calendar this year (like the Burning Man website) that allowed theme camps and artists to add their own events. Code was written so that the next event would show on the homepage, allowing participants to know the easiest way to meet and get involved with the community.

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Try to find someone to run the newsletter
 - Perhaps allow for a Chinese version as well
- Set up an alternative to WeChat (Discord, Forums on the website, other ideas?)
 - Find someone new to manage these

SITE AND PLACEMENT

This year we used the new Anji site for the second time. The landlord and local government had made improvements to the site that we decided to take advantage of. Mainly that there was a new entrance to the site, that led to a convenient car park before entering the site proper. There was also a new road leading to this entrance that meant we no longer need to drive through the nearby village.

We didn't have a backup site this year which wasn't an issue. However, it would probably be wise to have one in the future just in case.

PLACEMENT

This year we made some changes to the way we placed theme camps, art installations and infrastructure.

We didn't use the main road near the reservoir as much this year, preferring to keep as much as we could inside the forest.

- The position of Center Camp. It was placed near the new entrance to the site so that participants who arrived would have quick access to any information they needed, and so that ticket checking could be performed by those who arrived in their own vehicles. It still wasn't in the center of the site, but it worked where it was.
- Family Camp didn't like being placed so far away from everything last year, so they were moved to a more central location off to the side of the main path through the forest.
- We also looked at the major theme camps and tried to spread them around so that it didn't feel like everything was happening on one side of the site.
- We tried to spread out the portable toilets so that none of the theme camps had to walk too far to get to one.
- This year we had a temple which we placed out in our "deep playa" around 15-20 minutes' walk from the forest. This helped make visiting the temple feel like a journey.
- We made more use of the "deep playa" for placing art aiming to reward participants who went out to explore.

The changes helped to make the site feel more dynamic with a lot going on all around the site.

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Try and find a backup site.

ART

More ambition and more projects made this year a big one for art at Dragon Burn.

ART GRANT

This year we budgeted 40,000 RMB (around 5600 USD) for art grants. This year we received 38 applications for art of which 37 were completed. Grants were requested for a total of 60,093.34 RMB.

Many art projects managed to fundraise more money than expected to cover their costs meaning they didn't need as high a grant. Unfortunately, a few art projects didn't end up coming to Dragon Burn for various reasons. This reduced the amount requested for art grants, so in total we spent 23,697.90 RMB.

ART COLLECTIVE

The Ministry of Art once again ran the Art Collective to showcase Dragon Burn art and to encourage participants to bring new art to Dragon Burn. This year attendance was much higher, and we had more applications for art grants than in previous years.

A second Art Collective was run later in the year so that potential artists could showcase their ideas and to help them both fundraise and find collaborators for their pieces. As a result, The Great Offline had more art for participants to engage with.

Of course, not all participants used the Art Grant system so there was the usual pop-up art and random installations brought in by participants for the main event.

INSTALLATIONS

The installations featured at Dragon Burn this year included but was not limited to the following.

Revival by Roman Kusaiko

A dance performance based on Aztec mythology.

Glitch by Amber Wang

An installation using balloons and LEDs to create a unique feeling.

serendipitea by Francesca Valsecchi

A teahouse with herbal, playful and cosmic treats.

PsycheLEDic by Shay Erov

An installation that uses scanning LEDs to create images.

Shower Power by Davide Rossi

An improved version of the group shower from last year.

DmailBox by Sue Su

Dragon Burn's version of the Black Rock Post Office.



Image Credit: Tutu

Say with Ears by Yiyao Yang

An installation to spread awareness of social issues and domestic violence.

拜沅 Chinese Style by Lisa Dermont

A baijiu fountain in an installation made from empty bottles of baijiu.

SMS Street Art Workshop

A workshop teaching a variety of street art techniques.



Image Credit: Tutu

Pyrascopes of Anji by Kellee Jones

Like last year's Boxtton only using pyramids.



Image Credit: Tutu

Floating Dome by Lili Cheng

A dome inviting participants to contemplate their surroundings.

Under the Wings by Tiffany Pattinson

A performance art involving participants being invited to hug a guardian angel.

Philosophy of Time Travel by Anastasia Absandze

An instalation based around nostalgia.

Journey to Playa Banana by Florian Esmail

A simple waterslide.

The Time is Meow by Alana Tashjian

A sacred grove filled with lucky cats painted by many different artists.



Image Credit: Tutu

The First Embrace by Vala Wu

An installation that embraces participants who interact with it.

未命名 by Li Zhang

A pyramid installation that uses sage.

National Slide by Magic Ma

Slides and dinosaurs!

Phoenix of Nirvana by ChangBai Li

A laser projection shows the phoenix rising from the effigy as it burns.

Fireball by Michael Tokarz

A flaming tetherball project. Safety third!

Resonance Harmony by Laurent Lettree

Participants generate sound together to create shapes and patterns out of sand.

Shalanaya by Francesca Koi

A chill out space for Burners to relax.



Shalanaya Chill Out Space

Image Credit: Nitin

The Doors by Elizabete Santa

Leave a worry behind as you pass through these doors.

Samskara Dome by Regina Unke

A dome that projects specially made films.

Singularity by Michael Pratt

A comfortable dome with laser installations.

Universal Light by Lalo Lopez

A group of canvases and posters to lighten up the site.

OUTREACH

As in previous years we continued outreach to engage people and to improve participation in creating art for Dragon Burn.

COMMUNITY RUN EVENTS

Many Theme Camps this year collaborated to run fundraisers leading up to the event. Events ranged from musical performances, yoga workshops, open planning meetings, film screenings and more. In addition, fundraisers were held in other cities in China, notably Nanjing, Hangzhou and Beijing.

Issues were raised by the community, however, notably about sponsorship. Some events had posters using the Dragon Burn name and logo, but also had clear sponsors on the material. This had gone unnoticed for a while and it was obvious we hadn't been clear enough that Dragon Burn doesn't do sponsorship.

To remedy this, we are working on clear guidelines about when members of the community can use Dragon Burn trademarks for their events, art and/or workshops. We don't believe that we should tell people how to run their own events and theme camps, however we need to maintain that no one makes any personal money out of Dragon Burn.

EVENTS CALENDAR

To help the community we set up an events calendar similar to Burning Man on the website (<http://www.dragonburn.org/events-calendar/>). Access was provided on request to members of the community running fundraisers and community events. Most events were published to the calendar, although there were a couple of theme camps that didn't use it.

VOLUNTEERS

We started outreach for volunteers early this year. We managed to get a lot of people ready to volunteer early in the year, however there was an issue with engagement. It was often unclear what actual volunteer opportunities were available and although many people wanted to help, most never got a real opportunity.

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Run more feedback and educational events for the community
- Publish clear guidelines on using Dragon Burn trademarks and logos when using them for events
- Encourage the use of the events calendar by the community
- Try to better organize volunteers for each department earlier in the year

TICKET SALES

We continued our relationship with 247 Tickets as our vendor this year. Around 40% of tickets sold the day we opened sales

Based on financial projections for this we decided to keep the ticket prices the same: 350 RMB for an entry ticket plus 150 RMB for a bus ticket. We made 61,000 on bus tickets and spent 63,000 on actual buses so as usual money made from bus tickets just about covered the actual bus expenses.

We sold 800 tickets in total this year. Approximately 47% of participants used a Chinese ID card to purchase a ticket. This doesn't include Chinese citizens who used a passport to purchase tickets, so it's estimated we had at least 50% of the population this year was Chinese.

We ended up spending more money this year than in previous years. We did multiple EA trips and hired heavy machinery to help build larger art structures, as well as general improvements to transport and infrastructure around the event. As well, since we were using the site for longer, the landlord asked us for extra money for rental. We still came out with a small profit at the end but considering that costs are rising we need to raise the ticket price next year if we wish to maintain Dragon Burn.

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Raise the ticket price so we can keep covering our costs

BUSES

This year around 430 participants use the buses provided by Dragon Burn – our lowest so far. The money made from bus tickets just about covered the cost of running the buses.

Mikro worked on a new system this year to ease the exodus. After last year we really wanted to make sure things went smoothly at the end, and it was a massive improvement over previous years.

ARRIVAL

This year we only had one departure time: 8am on Wednesday 1st May. This was to encourage participants to get there early and stay until the end. China's national holidays were changed to be a 5-day holiday from 1-5 May which worked out well for this departure time.

During the trip to the site our bus volunteers would check participant's tickets and give them wristbands. This was to save time on arrival so they could get straight to setting up their campsite. The bus volunteers would also handle the collection of passports so that they could be registered at the site and keep our event in line with Chinese regulations.

As in previous years participants from Nanjing and Hangzhou got together to organize their own buses to the Burn. In addition, a group of theme camps got together and organized their own bus for early arrival.

EXODUS

For exodus we split the buses among theme camps and had them leaving at different times. The earliest buses were for participants who didn't have art installations or theme camps for strike down. The later buses allowed theme camps and artist extra time to clean the site before they left.

This system worked incredibly well – participants could leave earlier if they needed, and since theme camps were together their buses could be redirected to their personal storage so they could unload their camp gear together.

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Figure out a way that participants can know what time they leave on the last day

SITE SETUP

This year we used more weekends setting up the site. This added to our usual costs, accounting for more than 40,000 RMB of our expenses. This was mainly due to buses and extra vehicles used to help set up the site.

PRE-WEEKEND SETUP

We used three weekends in the lead up to the Burn to set up the site. EA 0 (6-7 April) was used purely for setting up the infrastructure and finalizing placement. No theme camps or artists were invited to join this one.

EA 1 and EA2 (weekends of 14-15 April and 21-22 April) were used to start setting up theme camps and art installations. They were also used to start setting up the effigy.

Using these weekends leading up to the Burn allowed us more than enough time to allow for setup. By the time the event started on 1st May pretty much every installation and theme camp were already set up.

One problem with EA was that some people who weren't attending the Burn were invited to come to EA to help set up. We felt this wasn't in line with our goals as it means that other people would be doing all the setup work so that participants could enjoy themselves. This goes against the idea of this community as it is meant to be a radically self-reliant event that participants build for themselves. Next year we will require anyone who wants to do EA to have a ticket to the actual event.

EARLY ARRIVAL

From 27th – 30th April we did Early arrival. This was mainly used by theme camps to set up their areas, and for art installations, effigy and temple to finish building.



Adrenaland setting up

Image Credit: Tutu

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Have an early arrival kitchen
- Have a better planned budget for Early Arrival next year and figure out ways to reduce costs
- Make it clear you need a ticket to be able to do EA
- Consider EA passes
- Consider charging for EA buses, or encouraging theme camps to organize their own transport

RANGERS

For Dragon Burn: The Great Offline we decided to step up our safety plans and introduce a volunteer-based Ranger team. The aim was to improve the safety of the event, as well as relieve the core planning team by sharing responsibilities with other members.

Many new ideas for safety were implemented in 2019, including improved contingency plans, how to interact with local law enforcement, and an improved radio protocol. In general Dragon Burn's safety plans were a massive improvement over previous years. Most rangers put in a good effort and many enjoyed their shifts. The new radio protocol was mostly followed by all participants which helped in effective communication.

RECRUITMENT

Initial recruitment was running through the normal social media channels and by face-to-face interactions. The aim was to get enough Rangers so that the event could be covered 24/7. In the end we didn't quite get enough people but were able to cover the busiest periods of the event.

Although effort was put into recruitment through social media, many Rangers didn't know where to sign up. It was mentioned by several people that they only learned about Rangering through word of mouth and we potentially missed out on recruiting others that could have been interested.

Although many people stepped up to be Rangers, there were very few Chinese-speakers, and even fewer Chinese. As the event is approaching 50% Chinese population it's an issue if Rangers find they can't communicate effectively with a participant.

Some Rangers also volunteered for a lot of other teams – logistics, DPW and FAST. They would often try to combine their shifts doing multiple jobs at once which led to them being overwhelmed with responsibility and unable to spend time enjoying their own Burn.

RANGER GUIDE

This year a guide to Rangering at Dragon Burn was written based on other Ranger Guides from other Regionals. The aim was to make it clear what people are volunteering for (and what they aren't), as well as to have something to reference during the event.

There were a couple of procedures we had to change at the last minute before the Burn. Although these were passed on to Rangers face-to-face, it wasn't an effective use of time tracking down every volunteer and communicating the new policies.

SHIFT SCHEDULING

Shifts were set to be between 6-8 hours long. The goal of longer shifts was twofold: to avoid too much logistical planning, and to encourage only those willing to commit more to the event to volunteer.

There were a few Rangers that didn't show up to their shifts. This meant that either someone else had to take up the responsibility, or that a Ranger had to shift on their own. There was also an issue of some Rangers starting their shifts late.

We didn't manage to make 24-hour coverage. In the early mornings (between 3-6am) there were generally no Rangers around which led to other organisers and safety teams being overwhelmed.

In general core organisers were against doing long shifts. However, volunteers, especially Rangers from other Burns were happy to do them. This ties into the previous point – a lot of core organisers already have a lot of responsibility on-site so should probably not also take on the responsibility of Rangering.

The other problem with long shifts meant that Rangers didn't have time to cook for themselves or refill their water. Thankfully Theme Camps stepped up and were willing to help, but this could have been handled better by DBORG.

SUGGESTIONS FOR IMPROVEMENTS NEXT YEAR

- Recruit more Rangers
- Have backup Rangers ready
- Need 24h coverage
- 8-hour Ranger shifts next year
- Recruit more Chinese Speakers
- Rangers need to be committed to Rangering only - no combined shifts
- Have 2 pairs of Rangers on shift especially on night/early morning shifts
- Have a second Ranger Lead so that there is someone responsible for Rangers 24/7
 - Preferably Chinese speaker
 - Preferably a new Organiser
- Have a Ranger meeting at beginning of the event to update on any last-minute changes
- Have a Ranger social gathering
- Have a Ranger Camp that provides food and water for Rangers on shift
 - Fluffers don't need to be Rangers themselves
- Come up with an anti-forest toilet policy
- Have a DPW/Ranger kitchen that takes care of people on long shifts
- Have a Ranger Station at Center Camp
- More active recruitment effort
- Contact protocol for theme camps - check radios, fire extinguishers, ask if they need any help
- Large map at CC for coordination
- Refuelling stations for Rangers at CC and Ranger Camp
 - Placement should be at opposite sides of the site

ON SITE

On site this year we still had many tasks during the event. General improvements were made to site safety and security, and we had a larger number of people to handle the various on-site tasks this year. In general, there was less feeling of being burnt-out after this year's event.



Camping at Dragon Burn

Image Credit: Nitin

GREETING

Greeting was handled pretty much the same as in 2018. This year it was easier to welcome the buses as there was a new entrance to the site that led straight into a car park. Participants would arrive, go through the greeting ceremony and then they could move on to center camp to have their tickets checked.

CENTER CAMP

Despite its name, Center Camp was placed close to the entrance of the site. Center Camp was designed to be the central hub for information at the Burn. Its first role was to handle ticket checks and welcome new participants to the site. Participants would be reminded of a few rules of the event and be gifted event guides and maps to help them explore the site.

Center Camp was also to be used as the base for Rangering. This is where the handover would happen between shifts and where all radios would be distributed. This didn't work too well as the Center Camp volunteers weren't effectively trained on the handover and is something we should improve upon next year.

MINISTRY OF ENVIRONMENT

The Ministry of Environment worked on an initiative this year to help camps dispose of grey water in an environmentally friendly way. With permission from the landlord they dug out a pond that would filter and clean the water and fertilise the soil. This helped to teach people about environmentally friendly initiatives and to ease the disposal of grey water by participants.



Image Credit: Tutu

They also worked on initiatives to help people recycle and learn more about how to do it properly. They hope to improve their initiatives next year and make Dragon Burn more environmentally friendly.

RADIOS

Radios were distributed to DPW members, golf cart drivers, theme camp leaders, the medical team, the fire safety team, and the ranger team among others.

A specific radio protocol was written this year and was distributed to all those expected to use a radio, including rangers. The goal was to enable people to communicate clearly without giving any sensitive information over the radio.

While the radio protocol worked well, we only used one channel for all radio chatter. This would often overwhelm Rangers with irrelevant information. Another issue with radios is that they were not tracked very well. This meant that Rangers usually had only one radio between them, and that the Ranger Lead had to go without a radio for most of the event.

MINISTRY OF CULTURE VISIT

This year we were visited by China's Ministry of Culture who were interested to see what we were doing. We showed them around the site, and they were impressed with the event. We have always worked well with the local police and the local community to ensure that the event is exciting for everyone involved, and we are grateful to have their support.

STAFF

This year we hired a medical team as is standard. They were provided with a radio so they could be called to a specific location if needed. Otherwise they were provided a base near Center Camp and the entrance to the Burn. We also hired a local security team (as required for events in China) which was boosted by two professional security from Shanghai.

FIRE

Fire safety was handled by our own FAST team. At Dragon Burn we don't allow fire as liberally as other Burns because we are based in a forest, and we are also located on private land that is used as a flower farm outside of this event. We must be careful with fire so that we don't damage the land.

FAST helped keep track of people who wanted to play with fire and communicated where they could safely play without risk of harming the land. They also ensured safety during the larger fire shows and during the Effigy Burn.



Fire show in front of the effigy

Image Credit: Nitin

This year we also had the local fire department bring in a fire truck during the Burn just in case something went wrong. They enjoyed watching from a distance and left satisfied after a successful Burn night.

PERFORMANCES AND WORKSHOPS

In previous years we have produced a small leaflet that lists all the workshops run at Dragon Burn. This year we had to produce a small booklet. As Dragon Burn grows, we have an incredible amount of people bringing new workshops and sharing their knowledge with the community.

WAYFINDING

Six volunteers came together this year to create signage for the site. They worked completely independently and made sure that signs were scattered around the site to help people get around. This was totally unplanned and was driven by participants who just wanted to improve the event for the community.



Camp Jamboree Sign

Image Credit: Tutu

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Have 2 channels on radio (DPW channel and Emergency Channel?)
- Ensure radio plan is clear with Center Camp and keep track of radios next year
- Ensure there is a person or persons responsible for radios at Center Camp/Ranger Camp
- Ensure we have a Ranger Camp with volunteers trained to handle shift handovers

THEME CAMPS

The number of theme camps increased again this year, with theme camps also coming from Hangzhou, Beijing and Nanjing.

Last year most of the major theme camps were positioned on one side of the site, which meant many participants didn't explore the site and half of the site felt empty. This year placement tried to spread the camps out in order to encourage people to explore the space and discover new experiences.

THEME CAMPS

The theme camps attending Dragon Burn this year included but were not limited to the following.

Adrenaland

Adrenaland returned for its third year at Dragon Burn. They aim to improve the diversity of music at Dragon Burn, and to introduce more local Chinese to Burn culture.



Image Credit: Tutu

Camp Cacophonia

Organised by the newly formed Cacophony Societies of Shanghai and Haikou, this camp brings together free-spirited pranksters of compassion.



Image Credit: YuZhe

Camp Curry

A new camp bringing spicy sensations of music and food inspired by the campers' multicultural backgrounds.



Image Credit: Tutu

Camp Jamboree

The original Dragon Burn theme camp returns to bring jam sessions where anyone of any skill level can contribute.



Image Credit: Nitin

Camp Procrastination

They haven't provided a description yet. They'll get around to it eventually.

Cucumburners

A vegan camp bringing a variety of experiences based around the traditional five senses.

DeeperJoy

The fetish camp returns to introduce Burners to new experiences.

Flying Baozi

Bringing the dome, acroyoga, meditation, reiki, massage and many other spiritual experiences to the Burn.



Battle at the Flying Baozi Dome

Image Credit: Nitin

James Brown and the Temple of Boom

The camp of funk, soul, and live music returns once again to entertain in a techno-free and bongo-free space.



Image Credit: Tutu

JizzFest

A theme camp from Beijing bringing homebrew beer and a confession box.



Image Credit: Tutu

Nirvana Theme Camp

This theme camp was formed to bring together the builders of the effigy. After finishing the effigy build, they went on to bring fun and workshops to participants.

PURA VIDA

This latin culture inspire theme camp brought free spirits and joy to the Burn.



Image Credit: Tutu

SoloCamp

An experimental theme camp and art piece designed to discover if a theme camp could work with only a single member.

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Improve communication with theme camps
 - Especially when it comes to placement

EFFIGY AND TEMPLE

This year Magic Ma brought the largest effigy ever, a huge phoenix that towered over the event during the week. Thanks to Matt Waters and his team Dragon Burn 2019 also saw the return of the Temple.

BUILDING

The effigy this year was built largely by the Nirvana Theme Camp, founded specifically to build the effigy. Construction began in the weekends leading up to the Burn and, despite the phoenix's head falling off, it rose again before the Burn started.



Celebrating a finished effigy

Image Credit: Tutu

Temple was constructed by volunteers from multiple camps. Thanks to having more time during Early Arrival people had enough time to dedicate to temple after constructing their theme camps.

BURN NIGHT

We ran both Burns on the final night. The effigy around 8pm and the temple later at 10pm. This year during the effigy Burn the local fire services came in with a truck in case of any emergency that might occur. They said they enjoyed the Burn and looked forward to it next year.

The Effigy Burn was the most spectacular so far. An art piece used lasers to project a Phoenix rising from the flames above the Burn. After the Burn people were in high spirits and many went to Temple of Boom to celebrate. One of the major issues during Effigy Burn was that it turned out that one of the Rangers had also signed up for FAST during the Effigy Burn, meaning that only a single Ranger was patrolling during the Burn itself.

The Temple Burn was scheduled for two hours after the Effigy Burn. Attendance was lower since many people were still in high spirits and weren't ready for a somber experience. The Burn was a peaceful and ritualistic experience, and participants for the most part remained respectful during the experience. Unfortunately, due to the Effigy Burn only recently being over a few participants were still in party mode and had to be reminded that this was a spiritual space that needed to be respected.

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Do Effigy and Temple Burns on separate days
- Encourage participants to expect a calm and spiritual experience at the Temple Burn.
- Make sure on duty Rangers are not also on FAST duty.

EXODUS

This year we improved our exodus plan to make sure that we didn't have a repeat of last year.

STRIKEDOWN AND LNT

Every theme camp and art piece were taken down before the buses started leaving on the last day. Many theme camps chose to store their gear on-site, and what remained was taken back on the buses.

An extra storage container was purchased for theme camps to store things in. Many people helped to put stuff into storage, however they didn't know what was and what wasn't supposed to end up in storage so several things that weren't supposed to be in the storage containers ended up inside. Since the storage container was packed to the brim, this means that some people's stuff is essentially inaccessible until next year's Burn when we open the container again.

Initial LNT sweeps seemed to have gone well, with most camps leaving their areas clean. Later we would do full LNT checks for each camp and grade them. Most camps did well on their LNT, with many scoring the highest grade. No camps did exceptionally bad on LNT, however it turned out that one camp had decided to cut down a tree to make room for the camp which, understandably, upset our landlord.

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Better organization of what should go into storage
- Need to encourage theme camps to organize their own storage
- Make it clear that permission needs to be asked before any modification is made to the land

FINANCIAL SUMMARY

This year we made more money, but we spent more money as well. As the event grows in ambition and size, our costs increase as well. There were three major causes for increased costs:

- Early Arrival – We did several weekends running up to the Burn for set up. Early arrival costs us more in terms of buses/transport, setup, food and other minor expenses and was probably our highest overall expense this year.
- Infrastructure – This year we had larger installations and an improved infrastructure. This cost us extra money for cranes, vehicles, cable, and so on.
- Rent – Since we were visiting the site a lot more in the run up to the event, and since we ran a longer event, the landlord asked us for more money. This had already been budgeted for so wasn't an unexpected expense.

We still managed to cover our costs; however, we feel that we should raise more money next year to cover our bases. We also feel that we could budget better. We had a lot of unexpected costs this year, so it would be better to try and predict where the money is going to be spent. We have a good separation of departments now so it will be easier to split the budget and allow us to more easily track where the money goes.

RECOMMENDATIONS AND IMPROVEMENTS FOR THE FUTURE

- Increase the ticket price to cover costs
- Set budgets for each individual department

FUTURE VISIONS

Once again, we met most of our goals for 2019. Exodus was a lot smoother and didn't burn people out like the year before. The newly founded Ministry of Environment worked with the landlord and the local community to create environmental initiatives. The new organizational structure we adopted this year worked well, allowing people to focus on getting specific tasks done without having to worry about the details of other tasks.

We did a recruitment drive for volunteers that attracted a lot of participants. However, they were all put into a single pool and distributing volunteers proved to be less effective than we expected. Next year we hope to improve our recruitment efforts, allowing specific departments to quickly gain access to participants interested in helping to make the event.

We did projections for our finances and we decided that increasing our population would be enough to improve our cash flow. Unfortunately, we ended up spending more money than expected. To improve this next year, we will look at costs for all departments and set specific budgets based on previous year's expenses. We will also be likely to increase the price of an entry ticket next year.

One project we started looking at that didn't come to fruition was running a Leadership Gathering in Shanghai. Due to time constraints we couldn't prepare in time, however we believe that in 2020 we can run a Leadership gathering at the end of the year.

GOALS FROM LAST YEAR'S REPORT

- Have a more solid exodus plan
- Continue to improve Dragon Burn's LNT efforts
- Improve Center Camp to make it the central hub for the event
- Start things even earlier
- Continue to improve distribution of responsibilities for organisers
- Continue to improve our communication with and between theme camps
- Improve the way we organize, recruit, and train volunteers
- Improve Dragon Burn's cash flow/financial security

GOALS FOR DRAGON BURN 2019

- Improve the way we organize, recruit, and train volunteers
- Improve Dragon Burn's cash flow/financial security
- Run a Regional Leadership Gathering in Shanghai