

# AMBER BURN

*perkūnas*

## **AMBER BURN 2022** *REPORT*

Amber Burn is a locally organized regional burn in Lithuania. The PerKŪNA theme is a play of words: in Lithuanian "per" means through, and "kūnas" or "kūnq" in the accusative means the body, so the theme was Through the Body. But the play of words is that "Perkūnas" is also the Lithuanian pagan god of thunder and lightning, just as Zeus in Greek mythology, and means "thunderstorm" to this day. Therefore, all told, the theme reflected nature, our pagan ancestry, myths, and the magic of existence through one's own body.



## Details

**Date:** June 30–July 3, 2022

**Location:** Dūburio ežeras island, Zarasai district, Lithuania



**664**

**Tickets in total**  
Attendance: 599



**46**

**Kids (0 to 12  
years old) tickets**  
Attendance: 16



**10**

**Theme  
camps**



**4**

**Burnable  
effigies**



**2**

**Mutant  
vehicles**



**43**

**Performances  
and workshops**

## Crew structure, roles and size

Overall the production team is growing and getting more mature each year. However there were some flaws related to the structure as well as the crew, as well as tensions within the team which affected the burn itself. Also roles were not as clearly defined by predecessors as in previous years, as some departments added more responsibilities without clear delegation. We have some structure developments and other improvements underway:

- The team is growing, which is good, but the flat organization style did not work well with so many members, so the structure should be improved.
- The concept of the NNTJ team (the board) worked effectively and should remain.
- It's important to define clear roles within a crew as it's connected to questions such as crew tickets, crew kitchen before/during/after the event and, of course, decision making. We will consider the BM credit system for volunteering in AB.
- There still should be 1-2 AB project lead(s) to oversee everything related to AB organization, as it's crucially important to connect separate departments with a common vision.
- The whole crew meetings were organized too often (each week). The board and departments meetings should remain each week, the whole crew meetings should be organized once a month or so.
- The size of the team during build week has to be revised as it was just too big this year.
- Better role descriptions that are public for everyone to see have to be prepared. This could be done by publishing them on our website.
- We need to rename the crew camp and overthink the concept of it.
- To communicate better between each other about the updates concentrating on the important things first.
- The directions of the burn has to be communicated better between the crew for everybody to have the same feeling of where the burn is heading and why.
- The build week meetings should be revised.
- There should be a timeline which should be filled, checked and edited during each crew meeting by each department. In this way there would be a better understanding of what and when should be done, what's the process and it could be used for next events too.



## ***Volunteers and Communal effort***

As we faced problems with volunteering in the previous years, a volunteer engagement meeting was organized prior to the event. The meeting was based on interactive games through the 10 BM principles and helped to represent the culture and include more volunteers into co-creating AB. Also during this meeting volunteers had a chance to meet department leads and other volunteers. We also made volunteer guidelines for all participants as a way to educate and communicate about volunteering at the gathering. Another thing which helped to engage more volunteers were some gate and greeters' volunteers asking participants about volunteering before entering the event. They had a chance to sign up for a shift, if they haven't done it yet, or were told to go to Info Point to do it later. Also we had a separate person for Early Arrivals & Strike volunteers coordination, however the communication regarding EA & Strike needs to be improved next year.

**CHALLENGES:** There was a mistake made adding a question to the registration form to choose where to volunteer, mentioning a few blocks. Later on there was another form for volunteering to choose a specific department. This caused confusion for the department leads and participants. We are still lacking volunteers during the event as some of the shifts were not filled up.



*First Effigy Burn*

**SOLUTIONS:** We need to figure out how to make volunteering a more intrinsic part of the registration and ticket purchasing process. More interactive meetings before the burn and a clear onboarding process is needed. Onboarding page with all the steps - how to join, what to fill up to volunteer in AB, the descriptions about each department could be a solution. There should be more engagement and communication from department leads before the event too. They could communicate more about the department through our communication channels trying to attract more volunteers and then have at least a few meetings with volunteers before the event. This year we communicated the 10 principles through personal stories, so maybe next year we could communicate about volunteering possibilities and different departments in the same way.

Regardless, Amber Burn wouldn't have been possible without the burners' creative ideas and their time and effort. There were around 250 people who registered to volunteer in the build week, during the event and strike, making a total of around 50 crew members, plus we had roughly 200 volunteers throughout Theme Camps and Art Crews. We couldn't have been happier to see so many new burners joining to commit their time and creative ideas. **Amber Burn volunteers gifted around 11,000 hours before, during and after the event!** It was tremendous.

## ***Covid***

Planning started in January 2022. We were following the government recommendations and reacting to the situation accordingly. Luckily no testing had to be done for the event this summer. However, we informed the participants to be conscious about the pandemic situation by using personal safety precautions, as well as to stay at home if some of the symptoms are present.



# Communication

The continuing global pandemic was a serious consideration. This meant most of the AB planning had to be done online by email, Zoom, Discord and Facebook for internal communication, and newsletters and social media for external communication. However, we had live meetings from time to time to keep the team's motivation.

The Graphic Design worked amazingly well exceeding expectations: clarity and cohesion all around. However, we were lacking people in the design team and the workload was too big this time.



Build team

## Tickets

Same as last year, Quicket system was used for registration and ticketing. There were over 1000 registered people with a pretty good balance of Virgins. However we didn't sell out the event this year for a number of reasons: the war in Ukraine meant flying to Lithuania was considered dangerous, and it also was a buzzkill for a lot of people who thought gathering during such hard times isn't right (although we had refugees joining us with donation tickets—our contribution). Burners joined us from 23 countries.

**CHALLENGES:** It was a bit confusing for some people to buy the tickets through Quicket as they were directed from Amber Burn webpage to the system's webpage and did not understand why.

**SOLUTIONS:** worth considering the option to buy tickets right after the successful registration. Ticketing should be done directly from our website.

**CHALLENGES:** We didn't have a communication team lead for a long time. The members of the department worked mostly independently, except the newsletter. One good thing to come of this was weekly posts in the ten weeks coming up to the event, each on a different BM principle. #AmberBlurn. Also we have a lot of communication channels such as Website, Facebook page, 2 Facebook groups, Instagram, Newsletters, Discord. On one hand it is a great way to reach more people, but on the other hand sometimes it feels like spam.

**SOLUTIONS:** Strong communication lead. Team meetings will start only when we have a lead (same goes for the Web Team). We'll have more people in the Graphic Design team so the workload could be spread out.

## Build

We built our township on a 111 acre island in a lake covered with fields and forests and a hilltop, where the Central Camp dragon was built, a.k.a. Slibincamp. The build team (early arrivals) worked to transform the location from June 22 to June 29 with the artists and theme camps joining from June 25. Strike happened in 3 days and the location was restored by July 5. Same people did the build and the teardown.

**CHALLENGES:** The location was too big for such a small event therefore 10 theme camps were quite scattered and there wasn't enough interaction in between. As we only had designated places for the burnable art, Piévaya was too separated and disconnected from the city. As we had the space while planning, the city we divided the location into a more quiet side and louder side.

**SOLUTIONS:** We need to have a separate person responsible for the strike who could prepare the plans and communicate it to the community. Considerations for a smaller and less comfy location research should be done. Consider a better placement for the quieter side of silent theme camps and camping.



## Art

A variety of different art projects decorated the gathering, including one from a group of Ukrainian refugees. 7 out of 10 submitted concepts received art grants for the implementation of their ideas: 3 bigger installations, 1 art car and 3 smaller installations. 4 burnable effigies were built, loved and enjoyed, and finally burned.

**CHALLENGES & SOLUTIONS:** We need to reconsider the concept of the art grants - to state the mission and have clear lines of what we are funding, for example are we funding the art cars?

## Gate & Greet: Well Hello!

The gate crew did a great job building the interactive octopus-like gate. Having participants wait in line a bit and “play” to get in the City made a difference: this put them in the right headspace and clearly marked the borderline between the default and the burn worlds.

Gate and greet operations were aligned before the event and went smoothly. At the gate, participants were offered to choose 1 out of 8 possible paths (8 tentacles of octopus) to enter the City. According to their chosen path, the Greeters met them after different experiences and helped them finish the process by giving notes to fill in (expectations, something they want to let go of, strongest feelings, etc.). Those notes were collected in the suitcase and symbolically burned with the Temple at the end of the event.

**CHALLENGES & SOLUTIONS:** The early arrival procedure was a bit chaotic, so it will be rethought and communicated to all early-arriving volunteers before coming to the location of the event. During rush hours there wasn't enough space, operations were slowed down mostly because of the lack of space for vehicles. More space or more organized vehicle movements between the gate and the greeters will be planned for the next year. Putting some greeters in front of the gates during rush hours could be a solution too.

## Theme camps

10 theme camps created a non-stop fun-filled township for the long weekend: Yellow Green Red, Landing-A, Explore Beyond, Magic Bubbles, Telegrybas, Velkam, Laimingi flamingai, Lituanica Birds, BDSM camp, Nox Lumos.

Everybody enjoyed a lot of planned and spontaneous workshops and surprises, and, of course, beautiful music played till early morning.

**CHALLENGES & SOLUTIONS:** Some of the Theme Camps have changed their mind on whether they will be attending the burn or not, this way excluding themselves from the Theme Camp meetings prior to the event. This resulted in one TC not recycling properly (it was their first time), or the placement team finding a location for a last-minute TC.



Central Camp

## Bar

The crew camp put their thinking hats together with Nox Lumos theme camp, and created a bar that was located in the same area.

**CHALLENGES:** too many bars in a small gathering.

**SOLUTIONS:** to reconsider the bar concept and decide if it is needed for the next gathering.



## Leaving no trace

Communication on social media, survival guide and direct education to theme camp leads had a positive impact for the event. Beautifully looking and informative LNT posters that were used during the event were very useful and should be reused next year.

Not too much work during moopathon, because of consistent and collaborative effort during the event. MOOP or "Matter Out of Place" is anything that was not there before, so during the moopathon all MOOP (no matter how small) is collected, restoring the place to its original state. We cleaned the burn site out without leaving a single screw or nail.

Laimingi flamingai theme camp really helped out by bringing in five hundred pocket-sized portable ashtrays with a bottle-cap opening.

**CHALLENGES:** we should find ways of involving more volunteers prior to and during the event to sign up for moopathon (before the participants leave) to make sure we leave the place as beautiful as we found it.

**SOLUTIONS:** more information and focus prior to the event, encouraging people to be part of this activity.

## Inclusiveness

We'll consider reaching out to more people who don't know about AB but are creative, such as artists or others in creative communities. Not everyone knows that we're an open community for everyone: for example, other creative communities in Lithuania may hear about Amber Burn, but not understand what it is, or rather see it as a party of some sort, combination of rainbow gathering and rave, not as a co-created community event where all contributions are welcome.

**SOLUTIONS:** AB'22 movie representing the burn will be shared widely. More outside communication to creative communities explaining the purpose of the burn and principles, and how much fun it is to create together!

## Consent

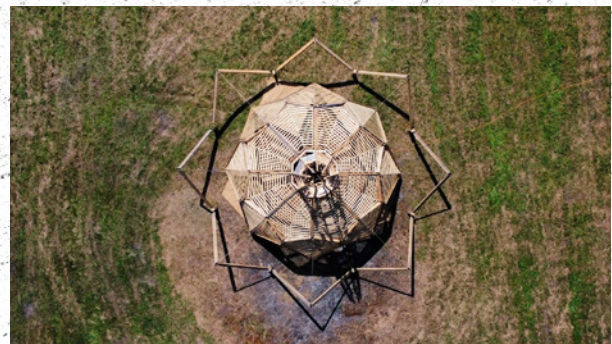
This year we had a whole new department responsible for actively bringing up the topic of consent. It helped burners understand and communicate about it better: it was named Consentina. There was a very successful, educational post on social media prior to the event. During the event there were volunteers on shifts in case someone needed assistance or to talk to, as well as posters providing information on what consent is. This is an improvement from previous burns.

**CHALLENGES & SOLUTIONS:** Although encouraged differently, burners are not staying in the moment and still taking a lot of photos with their phones. Therefore during bigger happenings, effigy burns a lot of people in the background (and sometimes even the foreground) are not being asked to consent to their appearance in pictures. And that is not nice!

## Temple

We had our first temple implemented and crowdfunded by Latvia burners. The whole idea and concept of the temple was much needed and welcomed and we should have it next year.

**CHALLENGES & SOLUTIONS:** Better communication is needed regarding the temple: not many people stayed to watch the burn, not everyone got its meaning. Also the fundraiser campaign was not that successful - it is not a common thing in Lithuania therefore we need to practice it more.



"Starbud" temple from above



## Fire Art Safety Team

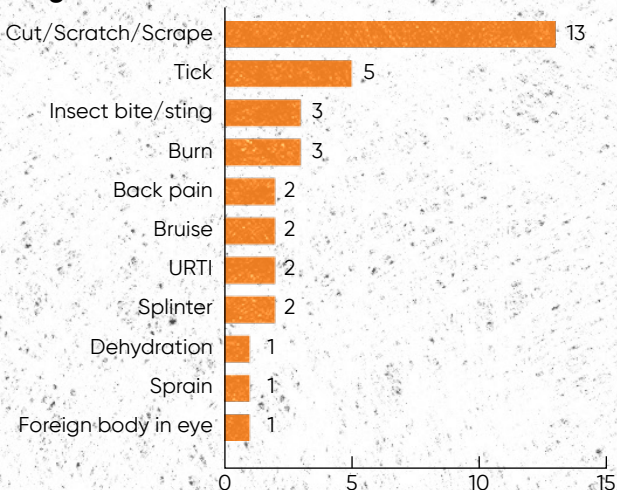
The team wasn't big but effective. Almost all effigies were set on fire on time during the event and there was only one unplanned burn during the strike which affected the schedule. There was a huge increase of propane fueled art this year, therefore additional duties to do the inspection of the gas leakage had to be conducted.

**CHALLENGES & SOLUTIONS:** Although safety perimeter team training was held before the event online and during the event on site, some of the team members did not hold the line as instructed. We need to have a dedicated and committed safety perimeter lead that could provide more documentation and training for the volunteers. The number of propane art will only be increasing so it is a must to ensure all the right tools for the better inspection next year.

## Medics

We didn't have any serious injuries. There were 35 cases in total, 6 during build, 27 during the event, and 2 during strike. As expected, the main thing people came for was some form of minor injury (cuts/scratches/scrapes) and those were disinfected and bandaged properly. We also had a number of people come in with ticks and insect bites. There were also a couple of respiratory infections with fevers. Very detailed report was prepared by medics team:

### Diagnosis



## Rangers

The event was very calm, and there were no major incidents reported. The shifts were 90% filled with the usual night gaps. Having a Shift Lead was a great idea. The rangers were motivated and responsible. Those who were late or couldn't come for their shift were sent a note. We have a good Handbook - a decision-making chain of command depending on situations, and we can use it next year.

**CHALLENGES & SOLUTIONS:** Ranger training was organized in the location only. The training will be organized before the event next year. Sobriety on shift - unfortunately, sometimes this key aspect of the shift is overlooked. Ranger Community building - our goal is to have a trusted group of annual Rangers so we can work hard and after - party harder together as a big Ranger family.

## Sanctuary

Most of the people used the sanctuary according to its purpose. However, some new participants didn't know the purpose of sanctuary.

**CHALLENGES & SOLUTIONS:** The location of the sanctuary should be further from the noise. A big sign with "house rules" that explains what the sanctuary is, and what is expected from everyone could be helpful. It should have an isolated place in the sanctuary for at least one person in extreme cases (medic, consentina, sanctuary). Moreover, more involvement from Sanctuary Leads during the build week is needed or we need to reconsider the Sanctuary and have clear guidelines - maybe to leave it for theme camps to implement and not the crew.

### Treatment

<b>Bandaging</b>	15	<b>Fenistil gel</b>	2
<b>Iodine (Betadine)</b>	10	<b>Paracetamol</b>	1
<b>Tick removal</b>	5	<b>Re-hydration</b>	1
<b>Diclofenac</b>	3	<b>Paracetamol</b>	1
<b>Splinter removal</b>	2	<b>Ibuprofen</b>	1
<b>Blister drain</b>	2	<b>Aloe vera</b>	1
		<b>Eye rinse</b>	1

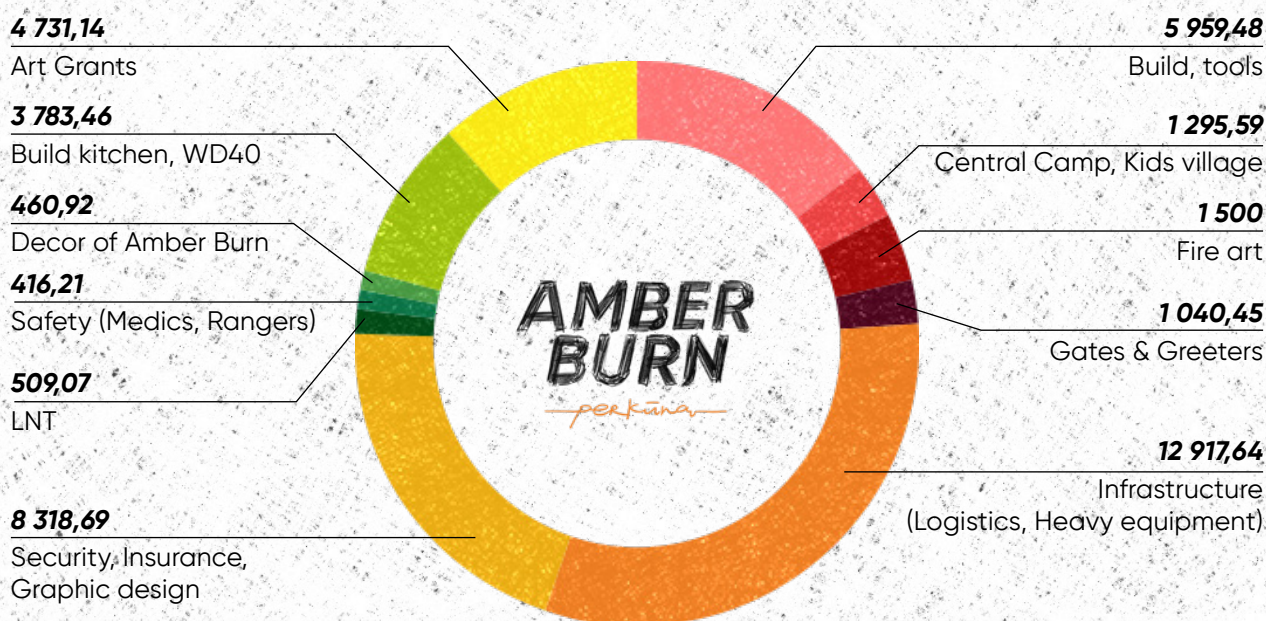


## Summary

We are facing a lot of challenges as the community and the team is growing with the ambition to have a better event each year. However, the event was calm and with no major issues, the build was smooth and we did everything on time. We had team building events during the build week which were a great success and motivation for the early arrivals. The main work is still considered to be the revision of the production team structure and the documentation of how we operate.

## Budget

<b>Ticket prices</b>	Regular ticket – 88 eur, Ticket Aid progamme – 44 eur Vehicle pass – 10 eur, Van vehicle pass – 30 eur
<b>Attendance</b>	599
<b>AB'21 balance</b>	3 698,63 eur
<b>Total income</b>	49 868,34 eur (Donations – 2643 eur)
<b>Total expenditures</b>	36 201,51 eur (Art grants – 4 731,14 eur)
<b>Residue</b>	13 666,83 eur



### **The residue is planned to be dedicated accordingly:**

- 15%** support to Ukrainian burners community who organize summer camp for children who were affected by war ([www.kurenivka.ua](http://www.kurenivka.ua))
- 45%** next year's art grants
- 20%** further community growth (events, gatherings, volunteers, etc.)
- 15%** administration cost (accountant, community car maintenance)
- 5%** unexpected expenses