



## **2015 SURVIVAL GUIDE**

**Oblivium is a Burning Man inspired, participant driven event held on the summer solstice.  
Synchronous City is the temporary home WE ALL create!**

**PREPARE FOR**

**POINT OF DEPARTURE**

**June 19th to the 22nd**

**26101 MILFAY RD. DEPEW, OKLAHOMA 74028**

# OBLIVIUM 2015 SURVIVAL GUIDE

## What is Oblivium?

**YOU are!** You build the city, theme camps, the art, and you volunteer to make the city run!

**You are the actors and the audience, with costumes, music, and performance.**

**There is no “Them”. There is just “Us”, and we are all in it together.**

**You don't attend Oblivium, you create it.**

**There are no spectators!** Everyone collaborates in some way, to create the event.

**Oblivium encourages participants to have the experience they desire, and add to the experience of others.**

**We support everyone's freedom to express themselves, but respect the boundaries of others.**

**Oblivium is a celebration of ourselves!**

**We encourage practicing Burning Man's 10 Principles alongside SPARKS.**

# POINT OF DEPARTURE

**Self Expression:** Participants are encouraged to express themselves through any artistic medium, whilst respecting the boundaries of others.

**Permission:** Always obtain consent for something to happen or agreement to do something when engaging another participant.

**Accountability:** Take responsibility for your own actions, and meeting your own needs, for the event itself, and the impact on the world at large.

**Radical inclusion:** Everyone is invited to participate at their own respected, comfort level. No prerequisites exist for participation in our community.

**Keep it clean:** Oblivium is a leave no trace event! You pack it in, you pack it out. Leave the world cleaner in our wake!

**Synergy:** We encourage participant cooperation and collaborations where working together creates art and community resolutions.

**VOLUNTEER TEAMS**

**Site Ops**

Includes: City Planning, DPW, Effigy and Temple Build Teams, DMV, Sound and Lighting, Earth Guardians and Ice Team

**Rangers**

Safety team that assists with mediation, participants, emergencies & communication. HQ located north of the effigy

**SET**

Synchronous Emergency Team. Assists with healing help & emergencies. Located across road from Greeters

**Pandemonium**

Performs opening ceremony for effigy burn. Open to any type of artist! Acts as pyro, & fire suppression team

**Greeters**

Welcomes everyone home with fun interactions, information, unloading and parking directions. They love gifts!

**Sanctuary**

Oblivium can be a challenging environment. Sanctuary team provides a grounding place of calm physically and mentally

**Perimeter**

The front row safety team that surrounds the effigy and temple on burn nights, and helps keep participants safe!

**Art**

Coordinates all things art, all our designs, art in the city, art on the water, and grant money.

## **GATE TIMES**

**Thursday, June 18th: 10am to 10pm**  
*(MUST HAVE EARLY ENTRY PASS)*

**Friday, June 19th: 12 Noon to 12 Midnight**

**Saturday, June 20th: 10am to 6pm**

No admittance after 6pm Saturday, for the remainder of the event.

**Exit and reentry is on a case by case basis and emergencies.**

**Exodus: Monday, June 22nd by 5pm**

Please consider spending an hour picking up communal areas before departing. Eg, Effigy field, roads, pond bank, trails, ect.

## **BURN DAYS**

**Effigy: Saturday Night**  
**Temple: Sunday Sunset**



**No tickets will be sold at the gate. 18 and over only event. Vehicle and ID check. Staff will check that everyone in the vehicle has ticket that matches their valid, state issued, photo ID and make a quick inspection of the vehicle.**

**Prohibited items may result in refusal of entry! All participants must read and sign a liability waiver. All participants must have ticket checked and be given a wristband. Wristbands must be worn throughout the event!**



**Greeters will welcome you home, give you information, unloading and parking instructions, & a Survival Guide test - Be Prepared!**

**Note: Ticket staff are not Greeters!**

**Oblivium is an exercise in radical self reliance. Bring enough food, water, & shelter for the event. Gifts are a wonderful expression of community, but you take responsibility for your own well being. Participants not arriving adequately prepared will not be allowed to enter the event. Greeters will check!**

## OBLIVIUM 2015 SURVIVAL GUIDE

**BEFORE  
YOU GO**

**READ THIS SURVIVAL GUIDE!**  
Required of all Participants  
There will be a test. **Serious**

Understand that: You voluntarily assume the risk of serious injury or death by attending Oblivium. You have read, understand, & agree to the policies set forth on [www.oblivium.org/welcome-home/policies](http://www.oblivium.org/welcome-home/policies)

### WHAT NOT TO BRING

**MOOP**—Matter Out of Place: Glitter, feathers, styrofoam, excessive packaging, anything that will flake, or blow around.

Commerce, vending, & promotional items.

Explosives, projectiles, firearms, & hand held lasers.

**Pets:** Leave them with a sitter. Service animal owners must provide documentation at the gate.

## POINT OF DEPARTURE

### WHAT TO BRING

***Ticket & Photo ID!***

(ID name must match ticket)

**Flashlights, head torches & EXTRA Batteries (don't be a dark wad at night!)**

**Comfortable Shoes**

**Earplugs**

**Bug repellent & first aid**

**Sunscreen, hat, & sunglasses**

**Duct tape, tie wraps, safety pins, ect.**

**Gifts, Costumes, toys, poi, talent, art, ect.**

**Anything else that might make your camp more comfortable**

**WATER**—2 gallons per day, per person minimum, for drinking, food prep, and cleanliness.

**FOOD**—Bring enough for your entire stay, some to share. Bring a cup & bowl to carry with you at all times.

**SHELTER**—expect any temperature, any weather condition, bugs, sun, & rain.

**RUBBISH BAGS**— this is an LNT event, **Keep it clean!**

**MONEY**—you will need ice & you may want coffee.

**Portoloo sundries**— single ply TP *only please*, hand sanitiser.

# OBLIVIUM 2015 SURVIVAL GUIDE

**BEFORE  
YOU GO**

**READ THIS SURVIVAL GUIDE!**  
Required of all Participants  
There will be a test. **Serious**

Understand that: You voluntarily assume the risk of serious injury or death by attending Oblivium. You have read, understand, & agree to the policies set forth on [www.oblivium.org/welcome-home/policies](http://www.oblivium.org/welcome-home/policies)

## WHAT NOT TO BRING

**MOOP**—Matter Out of Place: Glitter, feathers, styrofoam, excessive packaging, anything that will flake, or blow around.

Commerce, vending, & promotional items.

Explosives, projectiles, firearms, & hand held lasers.

**Pets:** Leave them with a sitter. Service animal owners must provide documentation at the gate.

# POINT OF DEPARTURE

## WHAT TO BRING

***Ticket & Photo ID!***

(ID name must match ticket)

**Flashlights, head torches & EXTRA Batteries (don't be a dark wad at night!)**

**Comfortable Shoes**

**Earplugs**

**Bug repellent & first aid**

**Sunscreen, hat, & sunglasses**

**Duct tape, tie wraps, safety pins, ect.**

**Gifts, Costumes, toys, poi, talent, art, ect.**

**Anything else that might make your camp more comfortable**

**WATER**—2 gallons per day, per person minimum, for drinking, food prep, and cleanliness.

**FOOD**—Bring enough for your entire stay, some to share. Bring a cup & bowl to carry with you at all times.

**SHELTER**—expect any temperature, any weather condition, bugs, sun, & rain.

**BAGS**— this is an LNT event, **Keep it clean!**

**MONEY**—you will need ice & you may want coffee.

**Porto sundries**— single ply TP *only please*, hand sanitiser.

## DURING THE EVENT

**Parking-Vehicles** in camp areas are highly discouraged. Please park in the designated areas after unloading.

**Law Enforcement**-Please respect & cooperate with them. If you need help, find a Ranger, or any volunteer with a radio.

**Pond**-Swim at your own risk, there is no lifeguard on duty! Practise LNT, do not bathe or dispose of liquids in the water!

**Portos**-If it didn't come out of your body, it doesn't go in the potty. Drawing or vandalism is auto-ejection. Serious!

**Be aware**-Light yourself, bikes, & vehicles at night, watch for uneven ground, & the safety of everyone. Safety Third!

**Boundaries**-Express yours & respect those of others, get consent. This includes, touching, & photos! ALWAYS ASK!

## Media, Photography & Recordings

Members of the press please contact our Admin Coordinator via the website. Media, pictures, & recordings of participants, or their art, without prior consent is prohibited! Anyone wishing to publish, replicate, or distribute media, pictures, recordings, & art, must obtain written permission from all parties therein, prior to doing so.

## Participant Rights & Responsibilities

Everyone has the right to protect the image of themselves, their art, and or their performance. If you encounter a problem, report it to a Ranger.

## Sound, & Lighting

Sound systems, and intense lighting/radio emitting devices must be registered with the event before operation. See our website for more information. <http://www.oblivium.org/welcome-home/policies/>

## Power Generation

Consider the most environmental friendly & quiet source of power. Be considerate of others in regards to fumes & noise. Baffle louder generators. Store fuel in vented safe boxes, out of sunlight, & 16ft from flammables & ignition sources.

## OBLIVIUM 2015 SURVIVAL GUIDE



### **Safety Third!**

**We** actually take Safety as serious as we can. Events like Oblivium can be an assault on the senses. Some people enhance their experience & become disoriented. The best way to be safe? Be aware of your situation & that of others. Know where the nearest help is. Look at the map!

**Know your limitations!** Oblivium is during the summer solstice, the biggest dangers are heat exhaustion & dehydration when you party in June. Drink plenty of water, get plenty of shade, & stay cool.

**Watch out for one another.** It takes a village to raise a burner! Consider how your actions will affect others.

**Know where your camp's extinguisher & 1st aid kit are.**

**Always hang lights, and brightly coloured decoration on tent stakes and guy lines. power cords, & anything else that presents a tripping or clotheslining hazzard. Especially at night!**

**Never leave flames or running generators unattended.**

## POINT OF DEPARTURE

### **Pandemonium, Fire Safety, & Fire Performers**

**Pandemonium:** This is our Pyro, Fire Suppression, and Effigy ceremonial team. wrapped in one! Anyone may participate on this team as a performer or fire safety volunteer. All types of performers welcome!

**Joining Pandemonium?** Fill out the 'Intent to perform' & or 'Bizarre Tool' form in the volunteer section!

**Fire Safety:** If there is a burn ban, no open flames will be allowed. This includes effigy, temple, & art. No ground fires are allowed. Cigarette smokers, always carry a tin to extinguish your cigarettes! Open flames, BBQ's, burn barrels, ect. must have 16 ft diameter of clearance around them.

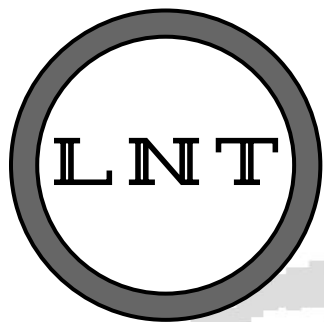
**All theme camps are required to have an ABC fire extinguisher and safety plan.**

**P.A.S.S.** - Pull, aim, squeeze, & sweep! Remember this acronym in case you need to use a fire extinguisher!

**All Burnable Art must register with art and have prior approval before they can burn.**

**Fire Performers:** Fire performers must always have a "safety" present during performance. Burn bans also apply to fire performance. Please see the approved fuel list.





# LEAVE NO TRACE

**We take responsibility for our environmental impact!**

## TIPS FOR PRACTICING LNT

- Please don't let poop hit the ground!**
- Carry a baggie and or tin to keep your poop on you, not on the ground, eg. cigarette butts, wrappers, etc.**
- Remove excess packaging to reduce your load.**
- Use refillable & reusable cups and dishes instead of disposable.**
- Always leave room in your car to take it back out.**
- Use biodegradable & phosphate free soaps. Never contaminate the water or soil by dumping gray water!**
- Recycle, reduce, reuse, repurpose!**
- Always try to leave it better than you found it. Sweep your own & communal areas before leaving the event.**

## DIRECTIONS

### From OKC

- Take I-44 East (Turner Turnpike) to Stroud, OK
- Take exit 179 US-377/99 South
- Turn right onto US-377/99 South
- Take US-377/99 South approx. 0.4 miles to Route 66 East
- Turn Left on to Route 66 East and follow approx. 11 miles to Milfay Rd.
- Turn right onto Milfay Rd and travel approx. ¼ mile south to the second entrance on the left.
- Turn into entrance on the left and stop at the gate on the left hand side for ticketing

### From Tulsa

- Take I-44 West (Turner Turnpike) to Stroud, OK
- Take exit 179 US-377/99 South
- Turn right onto US-377/99 South
- Take US-377/99 South approx. 0.4 miles to Route 66 East
- Turn Left on to Route 66 East and follow approx. 11 miles to Milfay Rd.
- Turn right onto Milfay Rd and travel approx. ¼ mile south to the second entrance on the left.
- Turn into entrance on the left and stop at the gate on the left hand side for ticketing