

**San Diego Regional
Decompression 2009**



**Dreamland Station
Survival Guide**

What Is San Diego Decompression?

San Diego Decompression is a local event held after Burning Man that showcases the art, music and spirit of the San Diego Burning Man community. It is a local “family reunion” of the Burning Man type. You do not need to have gone to Burning Man to experience San Diego Decompression. However, it is best that you familiarize yourself with some of the culture associated with Burning Man by reading the **10 principles**:

www.burningman.com/whatisburningman/about_burningman/principles.html

It is our goal to follow these 10 principles as closely as possible to bring the playa experience closer to our daily lives away from Black Rock City. There are many important things to keep in mind at this event. Just like Burning Man, your experience at this event is mostly up to you. We are an intentional, participatory community. The San Diego Decompression Planning Team has made this Survival Guide to help you be aware of what is expected of you as a participant and what we will be providing for the event.

Giftiḡ

We are a gifting community. Here is what Burning Man says about gifting:

“Burning Man has survived and flourished through sharing, trading and the giving of the gift of you.

We have found that the buying and selling of goods is a distraction to connecting and creating relationships.

Selling is a transaction-based activity. There is no vending at Burning Man.”



San Diego Decompression wishes to encourage a deep spirit of community, cooperation, and friendship. Bless your friendships old and new with gifts freely given, but don't expect a tit-for-tat exchange. **There is no vending of any sort at San Diego Decompression.**

Attitude

Whether you call it Karma, the Golden Rule, or just plain reciprocity, what you get out of your experience at San Diego Decompression will reflect the energy you put into it. Please be kind, considerate, and respectful towards others. Help your neighbors if they need it; you never know when you might need help in return. Also please be aware that we would really hate to have to remove someone from our event for fighting, bad conduct such as harassment, or any type of crime, like theft. Please be respectful of our culture and come with an open mind.

Theme

The theme this year for San Diego Decompression is Dreamland Station. With all the train cars, railroad tracks as well as the natural beauty of the high desert, the whole area inspires creativity and inspiration. Dreamland Station is a place where you can have the time of your dreams. Make your dreams come true.

Art at San Diego Decompression

Bring It! Make it! Display It! Please see our website at www.sddecom.com for more information if you are interested in applying for an art grant for a large project and for questionnaires on large art placement. (Please get permission to Burn It! as well. See below under **Fire Art**). Our Art Lead this year is Pink Daddy and he can be contacted off the contact page on our website.



THE SITE:

The TeleMagica Grounds In Jacumba, CA

Where are the TeleMagica Grounds?

It is located in Jacumba, CA, about 80 miles east of downtown San Diego, just off the 8 freeway. See **Directions** on the last page.

What are the TeleMagica Grounds?

The owners of the property, Kirk and Noor, feel this is very special land, which needs to be protected and cherished for generations to come. They have opened up their property to us in order to share the beauty and inspiration with our community. Please respect their wishes by adhering to any signage and by leaving no trace.

Sacred Land

The TeleMagica Grounds have a very special area called Sacred Land. The owners and Operations ask that you respect this area by not camping there and ask that you respect others if any rituals or events are being conducted. Sacred Land will be clearly marked on maps at Operations and at the Greeters Station, as well as on the back of your Attractions Guide. Signs will be posted on the borders. It is in the immediate area surrounding the Pyramid.

Admission

When Does San Diego Decompression Begin and End?

Ticket holders may check in no earlier than noon on Friday, October 16th. The event ends at 6:00 PM on Sunday, October 18th.

If you come earlier than noon on Friday the 16th, and have not registered as a theme camp, or do not have special permission from one of the event coordinators, you will have to wait until noon to be let in.

Tickets

Tickets are for sale online at www.sddecom.com until noon, October 16, when the gates open. Tickets will be for sale at the gate for \$100, CASH only! No credit/debit cards or checks will be accepted at the gate.

- ❖ Tickets for San Diego Decompression are your PayPal receipts. No tickets will be mailed to you. The 1st Gate Security will also have a list of PayPal ticket purchases, to verify your purchase in case you do not have your receipt with you. Please make sure you bring a valid ID for check-in. Acceptable ID can be a current driver's license, state issued or military ID or passport with a picture.
- ❖ If your name is not on the PayPal list, and you do not have the \$100 CASH to get into the event, expect to be turned away.
- ❖ Minors will not be allowed in the event without a parent or LEGAL guardian in attendance with them. **Both parent/legal guardian and minor must have tickets.**
- ❖ If a minor purchases a ticket without a parent or legal guardian, and arrives without an adult with them, they will be refunded the price of the ticket via PayPal and turned away at the 1st gate.

If someone else purchases your ticket for you, or you purchase tickets for more people than yourself, please make sure you email tickets@sddecom.com to get their/your name written next to the purchaser's name to help make your check in process go smoother.

Check In

When you first arrive at San Diego Decompression you will not be greeted by the usual greeters. You will be greeted by a security team that will need to see your ID in order to be able to wristband you according to your age. They will also need to see your PayPal receipt. In addition, you will be asked to sign a waiver. This is all necessary in order for you to enter our event.

Operations/DPW

Operations can be found within the DPW Camp. Lost and Found, First Aid and a Lead or Event Coordinator on Duty will also be in attendance. Please report any emergencies to Operations. Rangers as well as Event Coordinators and Planning Team Leads (DPW, City Planners, Fire & Safety) will have radios. Find a Ranger or someone with a radio if you have an emergency and need help.

Fire Safety

Fires

Bring portable fire pits. **No burn barrels!** Burn barrels are illegal in the County of San Diego so **do not bring them.** Portable fire pits must be a minimum of 14-18 inches above the ground and have a spark control type screening on them. There will be a few ground fire pits available for community use in designated areas if and only if our fire permits are approved and weather conditions are positive.

Only wood and paper are suitable fuel; burning plastic and trash releases toxic fumes. No native plants or wood found on the property may be burned. Please don't burn anything that sparks a lot (as certain woods do). Never leave a fire unattended, whether stove, portable fire pits, or candle. San Diego Decompression requires that a fire extinguisher and/or water/sand bucket must be present at every fire as well as that the fire is always attended while it is burning. Your fire will be doused if we find it unattended. San Diego Decompression reserves the right to douse any fire deemed dangerous.

Please check with our Fire Lead Sparky, the Lead on Duty at Operations, or a Ranger if you have any questions before you light up. Please cooperate with San Diego Decompression Fire Lead Sparky, County Fire Captain, any Ranger or Lead, and your neighbor to achieve maximum fire safety at our event. Failure to cooperate and/or participation in deliberately dangerous fire activity could result in your fire being doused and you being asked to leave the event. Again, please be aware: **having fires is dependent upon the conditions of the weather as well as the limits of our fire permits.**

Fire Art and Performance

If you want to bring your poi, fire fans, staff, "poofers" and other fire art sculptures:

There will be designated fire performance areas that will be marked clearly within the main area. The Sand Wash can also be used for fire performance; however, this is only upon the approval of the Fire Lead. Make sure that you are aware of the weather conditions and have checked with the Fire Lead, a Lead on Duty or a Ranger before you light up. If you have any questions about the conditions before lighting up and you would like to bring a fire art sculpture, please fill out the Fire Questionnaire on our website at www.sddecom.com. You may be asked to bring your fire art piece early to have the setup approved by the local San Diego County Fire Captain for our fire permit. Please remember all fire play, sculptures and art will be dependent on weather conditions.



Firearms

Please do not bring any firearms, handguns, rifles, etc. to San Diego Decompression.

Fireworks

Fireworks are illegal in San Diego County. Please do not bring them to San Diego Decompression.

Participant Responsibilities

Camping

There are no RV hook-ups, electricity or water being provided at the TeleMagica Grounds. Please come prepared with your own power, if you need it, as well as water for drinking, washing and/or cleaning for the duration of your stay at the event.

This year, we will have a few more places to camp nearer to the main area. The Sand Wash is still open to all that choose to camp there, as you can have fires in designated areas or if you bring your own portable fire pit. In addition, there will be other areas that are great camping spots, closer to the main stage and theme camp areas. These areas are considered “low impact” camping and no fires will be allowed. There will be fire pits within the main area that you will be able to enjoy as well as in the Sand Wash. Please remember that fires will only be allowed subject to approval by the San Diego Decompression Fire Lead, Sparky. Operations and/or Sparky will let you know if and when it is okay to have a fire in your camp. Please see our fire safety section on the previous page.

The south side of the train tracks on the way to the Sand Wash has some areas where caution needs to be a first priority. Please pay attention to signage as well as any safety fences and caution tape in that area.

The Sand Wash is a beautiful place. Tent camping can be placed in this area. It is **4x4 truck only**. Our crew has worked out a fun, interactive system to help you unload and get your camping gear to your spot of choice if you choose to camp in the Sand Wash this year. Don't worry; we will also be there to help you get it back on Sunday!

Stuck in the Sand Wash?!

Please be self-aware and radically self-reliant if you get your car stuck in the Sand Wash. Do not drive in if you have any doubt! The sand is loose, soft and deep after the bake of the summer. However, should you need assistance to get your car out, the DPW loves bribes. Considerations may be imposed based upon the best performance of 15 minute “Romeo and Juliet.” The DPW has a fun, interactive “Sand Wash Rescue Kit” for your enjoyment at the DPW Camp and Rangers Camp!

RV Placement

RV's will be placed by the City Planner. Please fill out the **RV/Large Vehicle Questionnaire** at www.sddecom.com in order to be placed. Space is limited and we need to know how much room to save for your vehicle. Upon check-in, you will be guided to where you can park your vehicle.

Parking

Parking will be on Jacumba streets. Security and Greeters will direct you to where you can park and unload. Please lock your cars and keep your keys in a safe place.

Driving

Once your car is parked for the weekend, after you unload, we would prefer that you do not leave the site except in the case of an emergency. If you did not come completely prepared for the 3-day camping weekend, there is a small market within walking distance. We are working on having ice delivered and will let you know onsite if that will be available. If you do need to leave the site, please remember that you are going back into the “regular public” and to dress appropriately, just as you would in your own neighborhood back in the city.

Firewood

Please bring your own firewood – do not pick up deadwood lying around!



Water

All attendees are expected to provide all of their own water, both for bathing/washing and drinking. Remember to drink plenty of water, especially in the heat of the day. Suggested is 1 gallon a day, maybe 2, depending upon your activity level.

Port-A-Potties

“If it doesn't come out of your body, it doesn't belong in the potty!” Please remember that the port-a-potties are designed to receive only human waste and single ply toilet tissue. No feminine sanitary supplies, diapers, trash, or gray water are to be put in the port-a-potties.



Sound Policies

Theme Camps that would like to bring out amplified or large sound **must** register with Brutus on our contact page at www.sddecom.com.

If you are asked to turn down your sound to a certain level, please turn it down to that level and leave it at that level or lower for the duration of time specified by the sound team. Repeated lack of compliance may result in music volume being secured for the offending camp, or in the revoking of large sound privileges for that camp.

The Sand Wash camping area is designated as a low noise camping area. Large sound camps may not set up in the Sand Wash.

Non-amplified sound and smaller than boom-box music is allowed – all non-acoustic sound in the sand wash must be off by 10pm, acoustic (drumming included) by midnight.

Leave No Trace/Recycling/Disposal

This is a **Leave No Trace** event. That means packing in and out everything you bring, make, and acquire while at San Diego Decompression. **There will be no dumpsters onsite.** If you would like to have the DPW take your recyclables, please bag them up and deliver them to the DPW Camp on Sunday. We will be donating the proceeds from all recyclables collected to the Jacumba Library. You will find recycle containers clearly marked around the DPW Camp and the Main Stage areas.

Gray water

Gray water is produced from cooking, dishwashing, and body washing. There is a lot of dry land so reasonable disposal of gray water is OK. Just make sure you toss the water away from your camp and neighbors! However, this does **not** mean that RVs can unload their gray water tanks; there are 2 RV dump sites close by at the Buckman Springs Road – Exit 51 off Highway 8 at the Rest Stop and off Old Hwy 80 going West between Bankhead Springs and Boulevard, before the Hwy 94 and Golden Acorn exit.

Please do not leave your trash at any rest stops or gas stations on the way home, okay? That just isn't cool.

Here is what Burning Man has to say about port-a-potties, trash, recycling and gray water:

www.burningman.com/preparation/event_survival/protecting_the_environment.html

Photos and Video – Rules and Etiquette

Film and video cameras are forbidden without permission. All video cameras must be registered and tagged. This is to protect the privacy of participants and artists alike. Use Agreement forms for personal video cameras will be available upon arrival at the Gate. If you are considering filming or videotaping for professional purposes, you must have a commercial agreement on file with us prior to your arrival onsite. Commercial use of images taken at San Diego Decompression without permission is subject to legal action. This includes amateurs and professionals who capture images.

You should get permission before taking somebody's photo. The question you have to ask yourself before pressing the shutter is "Am I invading this person's privacy in any way?". If the person is fully or partially nude, in the middle of some obviously very private moment, or doing anything that perhaps they would not want the whole world to see, then yes, you definitely need to ask first – do not press the shutter.

Be safe; be considerate. Always ask permission before photographing anyone. Immediately delete any image upon request.

Minors

All minors (any persons under 18) must wear the appropriately colored wristbands and be supervised by an adult parent or legal guardian at all times. For minors, we will be writing their parents' names on their wristbands for identification purposes in case they are found unattended. Please be aware as a parent or legal guardian when bringing your child to San Diego Decompression that adult behavior at this event is not required to be limited or hidden merely because juveniles are in attendance and possibly may observe it. This dictates our policy on your attendance and participation in your child's experience during San Diego Decompression. San Diego Decompression encourages and supports radical parental responsibility. You may risk having your ticket revoked and you and your child being asked to leave the event if your child is found unattended during San Diego Decompression. We understand the limits to radical parental responsibility and while we wish to encourage the attendance of children at our event, we do acknowledge how hard it can sometimes be to control a child at events like ours. If you have any questions, comments or suggestions for the San Diego Decompression Planning Team regarding minors, please email us at info@sddecom.com.



Alcohol and Illegal Substances

Responsible use of alcohol is allowed for all adults. We will be checking ID's and placing wrist bands on ALL participants upon entry to San Diego Decompression. Below are some limits we have had to place on theme camps serving alcohol openly at our event. Please understand these are for your protection as well as to limit any underage drinking.

If you are serving alcohol, **it is your responsibility** that you verify that the person you are serving is over 21 by checking their wristband. Operations will notify you as to the "Over 21" color of wristband. **It is within your rights as the server to ask someone who does not look 21 to verify their age to you by checking their ID.** You should not serve them alcohol if you have any doubts and they cannot prove their age. Everyone had to show an ID upon entry to this event, so it shouldn't be too hard for someone to go back and get theirs if they look younger than 21. Suggest that they carry their ID with them if they intend to be served any alcohol at other theme camps.

If you are serving alcohol in your theme camp you will be required to place a **"You must be 21 to be served"** sign (provided by us) **that is clearly visible in your entryway.** Operations will be giving these signs out upon your theme camp check in. Theme camps will also have the opportunity to make their own, however they will be given one if they do not have one prominently displayed near the entrance of their camp.

No self-serve bars are allowed in theme camps. You are not required as a gifting bar to be open at all times, however Operations does require, for your protection, that you put away and out of sight all alcohol during the times you are closed, unmanned or "dark". Please do not leave your gifting bar unmanned with open alcohol in sight. You may be asked to close it for the duration of the event if this happens. This is for your protection as well as for limiting access to underage drinking.

The use of illegal substances is a serious risk to your health and can result in your arrest.

Pets

Please leave all pets at home. No exceptions, unless it is a papered and certified therapy dog.

Communications

San Diego Decompression on the TeleMagica Grounds will have limited cell phone service, depending on your phone and your service provider.

WiFi will not be available. The Jacumba Library does have Internet available if you have a San Diego County library card.

Help

Please report any emergencies to the Lead on Duty at the Operations Table in the DPW Camp. Rangers as well as event coordinators will have radios. Find a Ranger or someone with a radio if you have an emergency.

Neighbors

As a first line of defense, please be willing to help out your friends and neighbors. Expand the boundaries of your SEP (Someone Else's Problem) zone outwards.

Rangers

The San Diego Decompression Rangers are modeled after the Black Rock City Rangers. They are volunteers who are there to help. Think of them as your (usually) friendly neighborhood safety team. We love and respect what they offer and do for us. Please be respectful in your interactions with them and make sure you gift them frequently.

Medical

Ranger Beauty has volunteered her services for first aid and accidents. You can find her or her team at the Ranger Camp. Operations will also have a first aid kit available for minor injuries.

Sheriff/Border Patrol

The local Sheriff's Deputies and Border Patrol Agents (BPAs) will occasionally patrol the grounds. These nice folks would appreciate a smile and a wave. If you have an encounter with the sheriff that you would like to report, please report to the Lead on Duty or an Event Coordinator at Operations in the DPW Camp.

Lost and found

Lost items can be brought to Operations in the DPW Camp. They will be posted online after the event. Please check out the Lost and Found from San Diego Decompression 2008 as well. Maybe you left something last year that needs claiming.

If your item isn't there, take heart: everything packed in will get packed up and hauled away. It follows that your lost item will have been also, if not by you, then by another responsible member of the San Diego Burning Man community. Hopefully this responsible person will post something on the Internet once they've unpacked.

What to Bring

You will need to bring enough supplies for self-sustainable camping in a high desert environment (3000' elevation). That means food, water, and shelter.

There is a small store in town, however **San Diego Decompression strongly suggests that you arrive prepared to be completely self-reliant and only use the store for supply emergencies.** Please do not use the gas stations for emergency supply issues. The small market in town (within walking distance) has been notified we will be coming and they will be stocking up on ice, cigarettes, water, beer and other things of that nature. However, please keep in mind that this is not a major grocery store and that we would prefer that you come prepared and stay onsite for our event. We are working on getting ice delivered; please check the website (www.sddecom.com) for an update regarding ice.

On average, daytime temperatures in Jacumba can get as high as the 90's, with nights as low as the 30's. Please bring appropriate clothing and camping gear. It may rain, it may not. It's best to bring something with which you can cover yourself and your stuff so it doesn't get all wet. It may be windy, it may not. Bring rebar for your tents or plan on weighting it down enough so that it does not blow away in case it does get windy.

This is a "barefoot at your own risk" event. Operations has seen plenty of barefoot hazards on the site: lots of cacti, broken pieces of glass, and other sharp objects. Take good care of your feet and bring good shoes to wear at all times.

General List of Stuff to Bring:

Your government or state issued photo ID is required for check in

Your PayPal receipt

Food

Water for washing and drinking

Camp stove

Flashlight/Headlamp

Portable fire pit (with spark arrestor screen) if you would like to have a fire at your camp site

Firewood, if you plan on having a fire

Shelter (with rebar if you are tenting it) including sleeping gear

Your own cup

Baby wipes

Shower with gray water container

Trash bags – you will need at least 2 – 1 for trash, 1 for recycling

Portable chairs so you can bring them up to the stage areas to chill

Common Sense

Costumes & clothing for warm and cool weather, including shoes

Sunscreen and lip protection

Ear plugs if you want to ensure sleep

Your fun and open attitude!

Do Not Bring

Firearms are not permitted on the TeleMagica Grounds. Fireworks are illegal in the County of San Diego. **Do not bring them.**

No pets. No exceptions (except as noted on the previous page).

Bad attitudes, negativity, and highly MOOP*-y items such as feather boas and glitter are suggested to not bring also.

**Material Out Of Place.*



Environment

Plants

Do not damage, break, or remove any plants. Plants which seem dead may only be dormant; truly dead plants are still part of the ecosystem, providing nourishment and shelter for other life-forms. Operations forbids the use of any plants in any condition as "firewood."

Animals

Don't bother, capture, or kill any animals you may observe. This is their home. Here is some

information about animals found at this location that might harm you:

Bees: Africanized bees (aka Killer Bees) would rather avoid you if possible. If you know you are allergic to insect stings bring your own anaphylactic shock treatment. First aid will be available at Operations as well as at the Ranger Camp. If you are repeatedly stung report it immediately to a Ranger or Operations; even if you think you've recovered from multiple stings there can be long-term medical problems that require further treatment.

Snakes: Snakes are always more frightened of you than you are of them. A number of venomous snakes inhabit this area. Because rattlesnakes can lose their rattles, treat all snakes as potentially dangerous. Always remember to LEAVE ALL SNAKES ALONE! Carrying a walking stick or wearing bells on your shoes helps the snakes know you are coming. If you see one further than 10 feet away, report it to Operations immediately. If you see one closer, freeze in position and have someone contact a Ranger or Operations for you. Snakes will eventually want to move out of the sun, away from you, and into shade or a burrow. If you are bitten have someone contact Operations, a Ranger or someone with a radio immediately.

Scorpions and Spiders: just leave them alone. If they come into your camp, or public area, please remove them gently using a container and relocate them away from public areas. Find a Ranger or go to Operations if you feel you cannot do this yourself.

Tips

Some areas will be quieter than others, but much music will be enjoyed. Earplugs and earmuffs will help you get to sleep. On the other hand, please be considerate of your neighbors in every way, including reasonable levels of noise. If you are camping in the Sand Wash, no amplified sound is allowed. Please be aware of your radio and drumming after 10pm.

Protect yourself from the elements by using sunscreen and drinking lots of water, 1 or 2 gallons a day at a minimum. Always having your water bottle handy is an excellent idea.

Make yourself and your camp visible at night to minimize run-ins between feet and tent poles, people, tents and cars, etc.

Lastly

Thank you for participating in San Diego's Regional San Diego Decompression Event. We look forward to celebrating the spirit, art and community of our local Burning Man community with you! If you have any questions, concerns or suggestions, please see our website at www.sddecom.com and/or email us at info@sddecom.com.

DIRECTIONS

From San Diego to The TeleMágica Grounds

I-8 East to El Centro.

Exit at the Jacumba Exit. (Approx 70 Miles)

Go right off freeway exit, towards gas stations.

Make a Left at the Gas Stations onto Carrizo Gorge Road.

Follow Carrizo Gorge Road until it ends.

Make a right onto Old Highway 80.

Drive 1.9 miles into Jacumba.

You will pass the spa on the right and Railroad St. is 1 block after.

Make a right onto Railroad Street.

San Diego Decompression is at the end of the street. You will see the Security Gate where you will be asked for your ID as well as your PayPal receipt, be checked in and wristbanded according to your age. Please refer to the "Admission" section of this guide for more regarding "Check In".

From LA and OC

Take I-5 south to I-805 South to get to I-8 East, and then follow the directions above from the Jacumba Exit.

From Las Vegas, Riverside, San Bernardino and other IE locals

Take I-15 South to I-8 East, and then follow the directions above from the Jacumba Exit.

Welcome to Dreamland Station!

Photo credits in order of appearance:
Julie, Sparkl, Klear, Sparkl, Yeti, Tronee