



AFTERBURN REPORT

A Queensland regional Burning Man event

July 3 - 8, 2019

Yelarbon State Forest Queensland, Australia

CONTENTS

Introduction

- Event

Finance

- Budget Boss
- Fundraising

Event administration

- Event production
- Admin + Comms
- Town Planning

Participation

- Monkey Wranglers
- Gate + Box Office
- Earth Guardians

Build

- DIC
- Effigy
- Temple
- Transport & Logistics
- Power Rangers

Burner Safety & Health

- Rangers
- FLAME

Arts & Culture

- Performance
- Visual art + installations
- Lanterns
- Theme Camps
- The Heart

APPENDIX A: BURN Arts, Inc. Balance Sheet

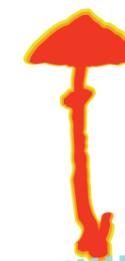
APPENDIX B: BURN Arts, Inc. Profit-Loss Statement

BURN Arts, Inc and the Modifyre Community wish to acknowledge the Traditional Custodians of the Country upon which Modifyre takes place, the Bigambul and Kambuwal Peoples.

We also wish to acknowledge the Traditional Custodians of the Country upon which we live, learn and work, the Jagera and Turrbal Peoples. We honour their Ancestors and pay our deepest respects to their Elders, past, present and emerging.

We extend that respect to all First Nations People, for they hold the memories, the traditions, the culture and hopes of Aboriginal and Torres Strait Islander peoples across the nation. We honour and respect their continued cultural and spiritual relationship to their Traditional Lands, Seas and Waters and recognise their unique and valuable contribution to society.

Sovereignty was never ceded.



INTRODUCTION

I have had the privilege of watching Modifyre grow from its early small beginnings to the amazing event we participated in this year. Furthermore, our infrastructure and procedures are strong and ready to allow for continued growth in years to come. We have taken on a bug persona and have become busy bees and worker ants to create something bigger than the sum of its parts.

Our little burner town sprang again this year from the beautiful paddock in Yelarbon State Forest. Together we laid out roads, erected structures, gifted our talents, built art, threw ourselves into performances, shared stories, cleaned up moop, laughed and, with the aid of fire, the experience modified us.

And what an amazing experience it was. There were a myriad of things to do and so many new activities. There was a huge growth of theme camps but the best part was the conversations and connections we made between each other.

So many enthusiastic volunteers stepped up this year that it allowed some of the old hands to mentor the development of emerging leaders. It is part of Burning Man gift to share the joy and also the load that allows our event to become real. Modifyre succeeded because we are all volunteers, so think about becoming involved in the planning and preparation, as well as on the paddock.

Part of what makes our get together so unique is the role of community involvement in performances. Loud, fun, memorable and definitely with a streak of chaos where most of us can take on bug-like personas with glee, or lost in the tranquility of the sound performance landscape at Temple burn.

We mustn't forget the upgrade this year to composting toilets. Yeah!

While it is always disappointing to give our last hugs and goodbyes on the paddock, we have a new Modifyre to create in 2020 and other burner events during the year.

Looking forward to welcoming you all home on the paddock in 2020.

Hugs
CC (Carol McHugh)

THE EVENT

SECRET GARDEN

How great are we!

This event was really tough, but it always is! Instead of dealing with mud, this year the paddock was the driest we've ever seen it, Inglewood was in the worst drought for years. Like the big burn, it was an incredibly dry and draining environment to work in, but as usual, our crew stuck together and got the job done.

A set up in infrastructure saw a bigger crew come in for setup. We had close to 40 people on the ground one week before the event, and even more for packup. While the kitchen kept bellies full, the crew bar, the Sunset Ducks, complete with a fireplace to keep it warm and cozy, remains an awesome example of crew care, a place for everyone to unwind at the end of the day and feel appreciated. The first thing to get set up and the last place to pack down, this place, unique to Modifyre, becomes our home and our lounge room throughout the event.

In addition, for the first time, we had swag! Arriving at the perfect time when the crew had been working hard for a week already, it

meant a world of difference to morale.

Composting toilets meant that our event was cleaner and greener, and there wasn't a single trace to be found, except for loving chemtrails.

Our new site plan meant we were punching above our weight in terms of event planning. Thanks to Stirlo "Smokey" Blacket for a great effort in planning a site which can continue to grow, referencing the totem for the Big-ambul people, the Emu.

Massive Thanks as usual to our entire event crew, including those who work year-round on the event.



FINANCE

BUDGET BOSS

BUDGET BOSS: ANG
KIRKLAND

Our financial documents have been audited and certified in alignment with state legislative guidelines. A summary of the financial performance of Modifyre 2019 is below. Our financial statements and certification are contained in the Appendix.

Profit and Loss:

This year we had both our 2018 and 2019 Annual Accounts verified. (I am going to round the numbers out as I speak so that we don't get stuck in numbers land)

- In 2018, with 350 ticket buyers we made a net profit of \$12,900 (\$12,962.87)
- Selling out at 500pax in 2019 gave us an income increase of \$33,300 (\$33,326) for a net profit of \$46,200 (\$46,288)
- Our net Assets are currently valued \$90,300 (\$90,295.94) – this includes our bank assets, fixed assets and is less our ticketing fees
- Our actual cash is currently sitting at \$53,700 (\$53,773.55)
- So the good news is that the Organisation is financially soluble and we're in a really good position to sustainably grow the organisation - both financially and culturally – if we manage these funds well.
- The forecast budget for the next Modifyre – capped at 600 – is an income of \$71,300 (\$71,329) and expenditure of \$45,900 (\$45,965.95) giving us a profit of \$25,400 (\$25,363.05)
- We have been able to increase expenditure on those items we need and consider a community service; truck hire for the duration of the event, a much needed fire suit and a drug and alcohol testing station managed externally by Blow Me First.
- We've also been able to introduce micro grants up to \$300 for artists who are looking to bring their participatory art to a civic space – with these grants currently capped at \$2000 per annum.
- All in all, and particularly in the current climate, we are in a really fortunate position.

FINANCE

FUNDRAISING

FUNDRAISING LEAD: DAN
ADLER

Our financial documents have been audited and certified in alignment with state legislative guidelines. A summary of the financial performance of Modifyre 2019 is below. Our financial statements and certification are contained in the Appendix.

WHAT WENT WELL

- A great team means a great success
- Minimising costs by holding at a private venue
- Cash handling system through event
- Food at the event
- Own bar
- Awesome DJ's and other entertainment
- Everybody owning their role
- Silent auction for revenue
- Getting the numbers

THINGS THAT DIDN'T GO SO WELL

- There was no one spearheading the fundraising team.
- There was no set team in place
- We had no budget for the events, had to pay out of pocket and reimburse later.
- Counting the money post event

MOVING FORWARD

- Forward planning at least 2 months before event is essential
- Need to look for items throughout the year for silent auction
- Need to have a better money counting process for after the event. This needs to be done by a minimum of two people who are well rested and sitting at a table and it's all counted at least twice and correlated with the money in and out sheets from the night before.
- Need to have a better team of dedicated fundraisers.
- Needs to be spoken about in the higher realms of BurnArts and not bought up at an EPT as a question if ones happening this year.
- Needs to be at least 2 events each year
- Need to get other team leads involved to help them get vollies later at the event
-

EVENT ADMINISTRATION:

EVENT PRODUCTION

EVENT PRODUCER:
CHRIS "KRISHNA" HOLT

My gratitude, amazement and admiration for this team cannot be expressed with words.

For a small event we punch so far above our weight it's ridiculous and this is reflected in comments from our stakeholders. (Paraphrased:)

QPWS – "Modifyre is a well-run event, in fact it's the best run event I've had anything to do with."

Kiwi Burn Rep – "The culture amongst the crew is amazing"

Swan Rep – "Love the female energy in the crew, it contributes to such a dynamic vibe"

WHAT WENT WELL

- No major incidents- one consent violation, no overdoses
- One artwork fell over and so a handbook which includes better information on securing art would be needed.
- One couple snuck in and had to be evicted
- Limiting free tickets to the locals meant no site incidents and kept out riff raff
- Rangers running HQ this year worked well
- Kid rangers helping with camping was a great strategy to get people to move placements
- Collaboration with the indigenous rangers for biosecurity washdowns of cars was important
- Site managers for each night worked well. Potentially dividing up the night shift could be helpful

THINGS THAT DIDN'T GO SO WELL

- The disconnect between the BURN arts committee and what goes on in set up and packdown/the event. This affects the event because it's hard for a committee who steers the direction of the event to have an appreciation of what goes on. Pre-rec for a committee member to do a set up or pack down?
- People getting lost in the forest and not following directions - we need better instructions and a box that needs to be ticked when buying a ticket "I will read the website instructions and not get lost in the forest"

EVENT ADMINISTRATION:

ADMIN & COMMS

TEAM LEAD:
MARISA GEORGIU

Through the hard work and effort of our Communications team, we kicked goals this year.

THINGS THAT WENT WELL

- The website got completely re-designed with simplicity, feeling much more on-brand (bugs, magic and folky/artsy cuteness). It also includes the BURN Arts Scrapbook, which is our spot for announcements, snippets, pics, thoughts and all local BURN related content.
- We had a beautiful poster by Christopher Inwood and Cate Meehan, that captured the essence of our BURN, and incorporated totems from our local Bigambul and Kambuwal people.
- We released a new and much more detailed Theme Camp Handbook, with special focus on culture, group decision making and inclusivity.

THINGS THAT DIDN'T GO SO WELL

- We always need more team members! At the moment, running this team was the responsibility of people who had not officially committed to running this team. It's a massive job, but not if we have enough people contributing. The lead role itself has enough work to be mostly a coordinating role.

EVENT ADMINISTRATION: TOWN PLANNING

TEAM LEAD:
STIRLING "SMOKEY" BLACKET

THINGS THAT WENT WELL

- We managed to secure a 3 year permit for the site which is a big relief!
- The info session/workshop prior to Modifyre about the changes to the site plan was pretty well attended and saw a short but good discussion on a few topics
- The new town plan that was implemented was received quite positively on the whole and dealt with certain challenges well, such as avoiding the boggy soil areas and navigating existing trees
- The re-orientated Heart Space felt like a good move and people seemed to enjoy that
- The toilet locations were pretty sweet in the end.

THINGS THAT DIDN'T GO SO WELL

- The roads initially planned were too narrow so had to be adjusted – meant some wasted volunteer hours during set-up
- The planned 'Plaza' areas at the intersection of roads didn't work so well as cars were kind of priority.
- Some of the theme camps towards the back were a bit spread out – some didn't turn up til late

WHAT COULD BE IMPROVED OR DONE DIFFERENT

- I could have allocated more time for myself to be there pre-event for the setting out of the town to avoid some miscommunications
- Liaise a bit more with theme camp coordinators to look at placement, particularly for the back areas
- Re-think the 'Plazas'

ADVICE I WOULD HAVE GIVEN TO MY PAST SELF 12 MONTHS AGO

- Cars take up a lot of space, don't forget that son!

RECOMMENDATION / KEY GOALS MOVING FORWARD INTO 2019

- Organise a feedback and review session to revisit the site layout, incorporating minor changes as necessary. The overall concept will probably not change too much, more so fine tuning some of the smaller elements.
- Handover my position to the next willing Town Planner Lead for 2021!

PARTICIPATION: MONKEY WRANGLERS

TEAM LEAD:
MALYON BIMLER

THINGS THAT WENT WELL

- We got volunteers! Things got built! I survived my first Burn!
- 167 volunteers before I went to site, with an extra 10-20 or so signing up during the Burn – yay for participation!

THINGS THAT DIDN'T GO SO WELL

- I tried changing the process and overcomplicated things for a while before reverting back to the old system – simple is good!
- It was difficult to assess the requirements of each Team – would be good to have a template from past years with number of vollies required, how many they managed with on site, and any notes for Monkey Wranglers from the Team Leads

WHAT COULD BE IMPROVED OR DONE DIFFERENT

- Better info on the responsibilities assigned to volunteers in each Team – I had a hard time telling vollies exactly what they were signing up for!
- Get better at picking out skilled crew and getting them engaged early on in the process
- Looking towards EPT roles: make it clearer that we actively encourage and support anyone who wants to join EPT!
- A timeline!!!

ADVICE I WOULD HAVE GIVEN TO MY PAST SELF 12 MONTHS AGO

- Don't stress and keep it simple. It's all going to be worth it :)

RECOMMENDATION / KEY GOALS MOVING FORWARD INTO 2019

- We're expanding the Volunteer Coordination Team to better deal with increasing numbers of volunteers as Modifyre grows
- Improving the Cognito form to better assess people's skills and involvement required
- Get some feedback on the volunteer process from the Modifyre Census

PARTICIPATION: GATE + BOX OFFICE

TEAM LEAD:
EMMA "EMZ" NECUS
CO-LEAD:
JANA CLARK

This was my first year as ticket and gate lead, and also the first year greeters and gate were separated. It was also the first year we sold out pre-event, which posed some challenges and some wins!

TICKET SALES

Event capacity this year was 500 onsite, we halted ticket sales at 495 to allow for stakeholders and local visitors on burn night as per insurance regulations.

SELLING OUT

Selling out posed an interesting challenge for the first time of turning people without a ticket away at the gate which occurred several times. However having an event running at capacity gave us some great financial security moving forward and did not pose to great an issue. It did also highlight the need for a resale platform moving forward as name changes and resale for a sellout event took a considerable amount of time

CHECK-INS

474 tickets were used, which means 23 people bought tickets and did not attend. This means 95% of ticket buyers attended.

We also were required to check all vehicles for soil etc, and several vehicles were turned away for cleaning.

GATE

Having gate lead and ticket lead as the same person was super useful, in terms of tracking and managing ticketing issues. Having a strong and experienced Zic was invaluable.

Gate times went well, with the lesson learnt about early entry and increased volunteer needs for the 2 days post and first 2 days of the event.

Having gate and greeters separate was useful in terms of taking the intensity of gate away from greeters and allowing their focus on welcoming participants to site

All in all gate ran smoothly, the physical difference posed a challenge and I would advocate for a designate gate vehicle/bike to solve this issue

VOLUNTEER ROSTERING

This year used an online volly registering software which worked well to fill shifts and allowed the lead to ensure adequate coverage. I would advocate for this system to be used again, with improved functionality to allow for feedback for the next year.

LESSONS FOR NEXT YEAR

Increased communication of sell out status, posting on social media about requirements on gate would be beneficial.

PARTICIPATION: EARTH GUARDIANS

TEAM LEAD:
MANEH BUENAVIDES

CAN RECYCLING

- We have built two can cages that are now in storage in Inglewood (made from recovered aluminium from broken gazebos-Thank you Bundy!)
- Juanita the Can Eater - Capture attention -Rethink location of cages
- 2,838 eligible containers collected (mostly beer cans)
- \$283.8 from refund - Earth Guardian budget for 2020 - Long term this budget could contribute to sustainability initiatives like getting a sustainability assessment

ORGANIC WASTE

- Total collected: 408 litres in rotating drums (Thank you Andy!) at capacity
- - Ideally would probably need double that capacity next year (500 people)
- Need more carbon - sawdust for compost toilets?
- Went to Mel and Wim's in (Thank you!)
- -Ideally would go somewhere local (with compost toilet bins?)

GREEN TAGS

- Massive success!
- People on gate on Sunday night (pre Temple Burn) and all day Monday checking for tags - System was enforced, those that didn't have a tag were walked back to their site with a Earth Guardian to get their site checked.
- Having people on gate allowed us to do Collexodus-Got food and drinks for packdown crew
- Great positive feedback from participants (Nice medallions -Positive reinforcement)
- Hardly any litter left on site by free campers or theme camps - made post-event emu parades really easy
- Messaging:, Most people knew about them -Survival Guide, Gate and Greeters spreading the gospel (Thanks Emma and Jo!), CC went from camp to camp telling people about it

PACKDOWN

- Earth Guardians presence to the last day of packdown - litterpicked crew areas - Kitchen and DIC last spaces to be packed down
- Ensure all site was MOOP free when we left

COMMUNICATIONS

- Updated Survival Guide to accurately reflect updated systems:
 1. Grey water disposal on site - Biodegradable soap and filtering of solids
 2. Can collection at The Heart
 3. Organic waste- We provide buckets, people drop off
 4. Green tags
- Gate AND greeters sharing information about green tags/cans/organic waste
- Communication with volunteers mostly through Modifire email and Facebook messenger
- Had two pre-event gatherings with Earth Guardians team: A planning meeting and a working bee/build

SET-UP & PACK-DOWN

- Transport was successful - borrowed trailer and were able to transport everything
- Arrival of trailer was a day late (Wednesday)
- Had pre-made frontage and decor
- Need more lights, (flood light for kitchen) and wind protection (more tarps)
- Still too much dead space in the middle - make campers camp closer to frontage
- Took trailer load to Inglewood storage (frontage, etc.) and another trailer load to Brisbane

BUILD: DIC

(DEPARTMENT OF INFRASTRUCTURE & CONSTRUCTION)

TEAM LEAD:
TOM "BUNDY" HAMLYN

LET'S START WITH THE GOOD

- The infrastructure and site layout proved their worth.
- Tents for site management HQ, Kitchen, DIC allowed the functioning of the departments to work better.
- Solar Trailer meant less micro-managing of the system and ran the entire crew infrastructure.
- Composting Toilets were cleaner, greener and more exciting than our regular portaloos and needed to be serviced less.
- Kid rangers helping with camping was a great strategy to get people to move placements

THE BAD

- Dust Management as it was an especially dry year - Inglewood was in drought
- Tool management
- Lack of support to lead as no designated 2ic

WHAT COULD BE IMPROVED OR DONE DIFFERENT

- Crew care role
- To stand back, keep delegating, keep a broad-view of the event
- Less doubling up of site managers, DIC leads
- Better securing the DIC area and food tent - theft was a problem.
- Someone to create and monitor a Tool sign-in and sign-out during set up
- Better fencing around the DIC HQ and tool storage
- Security and core DIC camping next to DIC HQ
- DIC Admin Role to take the responsibility for financial management on site
- Need a 2IC for DIC
- Storage in Inglewood- needs to be expanded
- Tool infrastructure so we aren't using our own tools
- Stocktake of the shed

BUILD:

EFFIGY

TEAM LEAD:
TOM BROWN

THINGS THAT WENT WELL

- Wonderful team of enthused vollies, each who bring something fresh and valuable to the team - was great for morale
- Once building into the burn, my team really stepped up to support each other without me asking
- I was blown away by how not only my vollie team worked, but all departments concerned worked to solve and realize the project on an extremely compressed timescale
- I'd definitely recommend repeating an effigy that can be a useable space rather than just a sculpture (bar, dj booth, art gallery?)

THINGS THAT DIDN'T GO SO WELL

- Given having never done a burn bump-in before I didn't realize just how far behind my process was until much later in the piece
- I had little to no understanding of 'fire design' so meetings in Jan/Feb and studying previous burns would have helped me design a fire with better density and collapse process
- I grossly underestimated the amount of materials required

WHAT COULD BE IMPROVED OR DONE DIFFERENT

- More DIC meetings pre-event and earlier in the year
- Design could have been much more dense.

ADVICE I WOULD HAVE GIVEN TO MY PAST SELF

- Start securing volunteers IMMEDIATELY (January)
- Recruit and use a CO-LEAD with experience
- Guidepost the process with monthly goals on from there

MOVING FORWARD

- Deliver this reflection to the next effigy lead
- Create another multipurpose space next year
- Start looking for material NOW
- If the lead next year is new on the block, proactively surround them with the knowledge specified above

BUILD: TEMPLE

TEAM LEAD:
LEO GAUSACHS

THINGS THAT WENT WELL

- People climbed the temple and no one died
- She burned hot, bright and tall
- We recommend material density at the core of a structure
- We recommend building with flitches:
 - Free material
 - Good structural integrity
- Abundant mill industry byproduct that will be burned regardless
- Locally sourced
- Mentorship made such a difference
- The creative agency of an inexperienced burner (Leo) was fostered by sharing the responsibility of lead role with support rather than shadowing an experienced lead (Shane).
- Enough guidance was provided whilst allowing Leo to learn by making decisions, communicating with the team as a leader and eventually problem solving and coordinating more independently.
- Two heads think better than one. Keeping in mind we lead teams at Modifyre for fun and for free, it makes the experience more enjoyable and less stressful to share the load amongst more than one lead.

THINGS THAT DIDN'T GO SO WELL

- Infrastructure let us down sometimes
- We often overloaded our generator
- Our marquee blew away and crumbled into a pile of metal beyond repair
- Some tools were struggling with hardwood flitches
- Underestimated the amount of fixings and material we would need (what's new)

WHAT COULD BE IMPROVED OR DONE DIFFERENT

- In theory, more planning, but given one lead didn't know what a burn was and the other was overseas, efforts were made within the limitations.
- Could have started earlier but the majority of our crew travelled interstate so construction progress was halted until their arrival.
- Full time work was invested and strenuous effort was exerted over a short timeframe to complete the project.

ADVICE I WOULD HAVE GIVEN TO MY PAST SELF

- No such thing as starting the build too early
- Allow the time to collect materials to let the design be inspired by what you can find
- Planned and well-considered material reuse can reduce the build's carbon footprint
- Communicate with the experts as part of the design process
- It's important to converse with DIC, Flame and Power Ranger teams throughout the design process in order to consider multiple design aspects.

MOVING FORWARD

- Introduction of a new temple lead in collaboration with last year's temple lead.
- Maintain a thorough standard of documentation to create a resource for new temple projects to come.
- We've made it climbable, should we make elements of the Temple 2020 movable?

BUILD: TRANSPORT + LOGISTICS

TEAM LEAD:
BEAU SANDFORD

THINGS THAT WENT WELL

Somehow managed to wrangle myself into this role. On my part this was largely uneventful, I took 3 trailer loads to site split over a few days. Each trip we had multiple pairs of hands to help load and unload which made everything run a whole lot smoother.

- Number of trailer loads was greatly reduced over the previous year due to storage in Inglewood
- Most stuff was all in one location, there was much less running around compared to last year.

THINGS THAT DIDN'T GO SO WELL

- Loads to storage – there was a LOT of stuff to go on these trips. Most of the time here was spent driving to and from the shed.
- As this was a largely by chance role – there was little organization this year compared to having a dedicated Logistics team lead.

RECOMMENDATIONS MOVING FORWARD INTO 2019

- Arrange the storage and transport better – if we could load a semi-trailer up with everything in storage and get it to/from site in one trip, that would greatly decrease man hours and fuel costs incurred.
- Have a dedicated logistics team lead.

BUILD: POWER RANGERS

TEAM LEAD:
BEAU SANDFORD

First year as Power Rangers Lead and second year at Modifyre, definitely jumped in the deep end this year.

THINGS THAT WENT WELL

- Solar trailer
- Super interesting statistics - half of our energy for DIC, Ducks, the Heart, Medics, HQ came from solar
- Greatly reduced generator run hours
- 340 hours combined on our two big generators last year
- 110 hours combined this year, (80 hours on big generators and 32 on diesel generator)
- Had power (almost) consistently through the event as a result of the solar battery storage
- Handled pretty much all loads we could throw at it – had a beer fridge in Sunset Ducks this year!
- Reduced the manpower required substantially (refueling etc)
- Went to chest freezers for ice which greatly reduced headache associated with a walk-in freezer

THINGS THAT DIDN'T GO SO WELL

- Timing – grants and solar trailer. Was very rushed and overstretched me.
- Manpower – unsure of role requirements so didn't know what I needed of volunteers and didn't end up with any.
- Generator issues, one of the build generators died again
- Positioning of the solar trailer – didn't realise how loud the generator was (Sorry Anna!)
- Lighting on the Effigy – didn't happen

MOVING FORWARD

- Sort out volunteers earlier
- Move the solar trailer/generator further away from quiet areas and muffle it more.
- Finish the solar trailer and start getting it out to other community groups

BURNER SAFETY & HEALTH: RANGERS

TEAM LEAD:
BROCK "FOXY" RIXON MCCO-
LOUGH

THINGS THAT WENT WELL

- Recruitment from onsite training
- Load was awesomely shared reducing fatigue and enabling lead to handle high risk issues and problems with a calm and collected head
- Trading off the ranger lead role day by day between Foxy & Shiny
- Having schwag!
- Kid rangers on when adult rangers weren't
- More light hearted radio chatter to get everyone more comfortable with the radios. (Oh boy did the kids get comfortable with the radios!!)
- Tarp Mahal radios a massive improvement on last year, and we never ran out of charged batteries!
- Mod 5 and Rogue Leader roles worked well together.
- Lots of brand new rangers stepped up this year, and they were an awesome crew. Absolute pleasure to work with them all.
- Ranger thank you ceremony was small, but lovely.
- Mane' worth a shout out for jumping on perimeter when we were short handed. Could each department contribute 1 member each in future to reduce stress and ranger strain.

THINGS THAT DIDN'T GO SO WELL

- When kids are on shift at the same time as the adults, they need to be on a different channel
- Recruitment was really last minute – it would have been much better to have rangers on board at least a few weeks out. Particularly for filling more senior roles.
- We didn't have enough rangers, ultimately. Other crew would have liked to have seen 24/7 rangers, and we need probably twice as many people to do that.
- Just 5 more radios would have made the radio situation more comfortable
- Hand over of vollies from crew wranglers was a little awkward. I had trouble identifying who people were, and there seemed to be a lot of duplication of effort. Also, we asked people if they wanted to be contacted by mobile or email, but I had no simple way of contacting people by mobile. Response rate to email was very, very low.
- Rangers used Volcor (along with Medics – thanks Anna!) just for the last few weeks before the burn, and while it has many... frustrations, it's probably still an improvement on a shared, view only spreadsheet and might be worth considering for the whole event, (cost dependent, of course).
- Change over from effigy burn to immediate ranger shifts. Was forced to stay there due to a issue at the time and was tricky to balance being on two channels. (divided attention)

BURNER SAFETY & HEALTH: RANGERS (CONT.)

WHAT COULD HAVE BEEN BETTER

- Start comms for vollies earlier and many more comms. More comms people for the org, and more people on the ranger leadership team would both help this situation (which is probably a statement of the obvious – we recognise the challenges around getting people into all crucial roles). We need more comms both from the Modifyre comms team and from Rangers, ideally.
- Locked in roles and vollies ahead of time.
- More dedicated and structured perimeter briefing and hand offs once perimeter is dropped, avoid divided attention. If there was more people from different departments, internal perimeter could be improved.
- Lead ranger ideally is up at the effigy to put attention on high risk participants and de escalate them.

MOVING FORWARD

- Conclave or council for ranger lead (in process of)
- Clarification on roles for burn night specifically
- Information, Information, Information !!! how to we promote good community action rather than react to the bad ?
- Designated theme camp leaders ? so that if we are having issues coming from a camp or a person in it, we can create a situation were their friends are holding them accountable rather than a community member they won't see for a year (bigger impact).

BURNER SAFETY & HEALTH : F.L.A.M.E.

TEAM LEAD:
ALEX WIXTED

THINGS THAT WENT WELL

- All Theme camps complied with fire safety requirements. (raised fire pits, accessible fire extinguishers, fire blankets, buckets of water, supervision and dousing of fires before bed). Will add additional requirement of 20L per fire pit per day, to encourage a greater degree of self-reliance. There was pushback against the 20L/day, as being an unreasonable burden on theme camps. A compromise was found, where 20L of water was always on hand, but solid steel or fine mesh covers were sufficient to keep the fire safe while unsupervised.
- Ignition and burn of both the Effigy and Temple went flawlessly, with no safety or crowd control incidents. We repeated this feat in 2019
- Everything, overall, ran much smoother. It was a significantly more enjoyable Burn for myself due to the extra hands available, and none of the recruited volunteers experienced burnout due to their roles.

THINGS THAT DIDN'T GO SO WELL

- Rosters/volunteers for Modifyre provided burn barrels were disorganized due to last minute planning/restructure/implementation. Will be improved upon next year by beginning call outs earlier. Additional support from Xanthe as Flame 2IC helped this run much more smoothly.
- Need to transition to a larger team structure, especially for Effigy and Temple burn supervision throughout the night/after perimeter is dropped, prevent volunteer burnout. Xanthe, and other volunteers really stepped up this year. Better coordination with Rangers also made a significant difference. Significant improvement.
- Due to not being on site during build, permits were submitted later than previously. Permits were obtained in time, but more breathing room would have reduced stress.

WHAT COULD HAVE BEEN BETTER

- Bringing fire restrictions to the attention of theme camps/punters earlier and more clearly outlined. (eg: only theme camps allowed open fires. All fires, either theme camp or personal must be pre-registered, to allow for the safe placement of campsites, and ensure fire safety compliance. Significant improvement made- all pre-registered theme camps and campers obeyed requirements to the T. One rogue theme camp caused issues, but were quickly convinced to put their fire out as they didn't have required safety equipment.
- Apply for permits earlier.

BURNER SAFETY & HEALTH: FLAME (CONT.)

ADVICE I WOULD HAVE GIVEN TO MY PAST SELF

- Build a bigger team. Made good progress. Xanthe as flame 2IC made a significant difference, as did having Elke co-ordinate all those who wished to fire spin. We had a good increase in unique bodies participating in not only the fire barrel minding, but also Effigy & temple perimeter. Have created role names for future team expansions
- Assign duties to roles before recruiting, check in with them to ensure goals/duties achieved. Gives people purpose and scope, and reduces my load further.

RECOMMENDATIONS MOVING FORWARD INTO 2019

- Goal: continue to implement structures/processes to ensure fire safety and compliance in the future. Easier to implement now than after significant growth. Achieved.
- Goal: Fire safety/first aid education for wardens prior to event. Some progress made, but still significant room for improvement.
- Goal: build a "FLAME" Crew, who can support each other throughout the event to help ensure a safe time for everyone, prevent burn out of any one individual, and create a support network. Can lean on other crews too, but a core is vital. Significant progress made, still room for improvement
- Goal: acquire/build up inventory of Lvl II fire suits for safer ignition of Effigy/temple and fire management radiant heat protection. No progress made physically, but is being pushed by event producer as a priority
- Start planning earlier, assign roles earlier, assign duties to roles earlier

ART & CULTURE:

TEAM LEAD:
ELIZA MINTO

THINGS THAT WENT WELL

- The lanterns looked great this year. The placement out in the paddock was awesome.
- The Rad team were awesome, I went to the first brainstorm meeting and I knew that we had come up with the narrative for this year's event and I just let them roll with it. They proved they were on fire with the cake episode at Minifyre.
- The RAD Space created at the event this year was next Level. The parades were great and fully participated in by all event goers.
- The entertainment provided at both burns was super, if a little long (soz had to say it) the singing bowls were beautiful at the temple burn. The rituals observed at the welcome to country and at the let's go shag the earth ceremony were beautiful to witness.
- The Heart – Ahri was a last min ring-in, also heavily involved with the election therefore left it all to the last min, pulled it off and some. The heart looked great and was being utilized more than ever during this year's event. I think Stirlo might have played quite a role in getting Ahri to do what he did.
- MAD Team lead by Nelson were brimming with ideas in the months leading up to the event. After narrowing his ideas down to a few solid options he pulled 2 of them off spectacularly.
- Nelson did his best this year to bring more art out into the paddock and it went really well there was more going on out there than previous years.
- With special mentions to Cici and Tanya for their efforts.

THINGS THAT DIDN'T GO SO WELL

- Last year I was new to the role and it had just been created and I didn't have a job so I could put 100% into my role. This year was different. This year I had returned to work after a two year absence. And my job was a shit storm so unfortunately I did not get to spend the time on answering emails and getting involved with art grants and the processes involved. I was quite glad that the teams were all organised from last year (except for the Heart) so I did not need to hand hold anyone this year.
- I did spend a lot of time overseeing the MAD Team as the workshops were held at my house. Too many ideas and not enough people to commit to making them happen.
- It was also challenging that the budgets were not released until 6 weeks out from the event. I don't think that all of the money that was issued to projects actually came out to the paddock. Is there an accountability post event? This needs to be looked at moving on into next year.
- Lanterns only needed a few small adjustments before being ready this year.
- I checked in a couple of times post election to make sure things were progressing as they should and it was all going according to her timetable. I think if she had had more time we may have seen more new lanterns, and perhaps the problems she had out on site would have been solved in the months leading up to the event.

ART & CULTURE: (CONT.)

THINGS THAT DIDN'T GO SO WELL

- The heart lead was also busy with the election till mid-May and then went on holiday, I don't think they understood the amount of work that is involved pre event.
- For next time it is essential the lead is aware that being in charge of the heart means they need to form his own team much earlier in the year to help him both pre and during the event.

WHAT COULD HAVE BEEN BETTER

- Budgets should be made public months earlier than this year.
- Minifyre needs to be better organised (see attached footnote)
- Signology could belong to DIC
- Lanterns could belong to DIC
- Grants processes need to be looked at again!

ADVICE FOR MY PAST SELF

- Get an admin assistant.
- Don't get involved in any other burn related events

RECOMMENDATIONS MOVING FORWARD INTO 2019

- Heart lead to be more involved in future fundraisers by adding some MOD Talks or other Heart related workshops and the like. It would be an awesome time to advertise what goes on in the heart taking submissions earlier in the year. He also needs to get a sound guy for the event next year.
- Mad needs to get a better team organised earlier. I think they could also do more fundraising events to raise some money for projects throughout the year.
- RAD just need to keep being RAD
- Elena should perhaps have a team in place earlier in the year producing work throughout the year and having enough time to test the lanterns in real time pre event

ART & CULTURE: RAD (RAPID ART DEPLOYMENT)

TEAM LEAD:
MARISA GEORGIU

THINGS THAT WENT WELL

- The Opening Ceremony saw a Welcome to Country, led by our Indigenous Liaison and Bigambul woman, Tanya Kirkegaard. She worked with our Earth Guardians team to ochre the participants as part of the ceremony. We held a participatory, queer, poly marriage ceremony to the earth with over 200 people, with our own community elders CC and Lumos (who sadly couldn't make it but was stood in for by another Kiwiburner/friend of Lumos in drag) as the celebrants.
- The Bug Burn saw epic fire performances, DJ set and embodied insect-performance as the effigy was set alight. A parade was attempted in the lead-up, but everyone was already at the bug by the time that occurred!
- Temple Burn was perfect- we set the quiet space through the use of large, crystal singing bowls to lead people into silence as the temple was set alight. Once the temple was burning, you could hear a pin drop. Many of our sibling burns have a challenge in keeping the crowds quiet for the temple, but we have found a solution by setting the energy creatively as people arrive to the burn site.

ADVICE FOR MY PAST SELF • KISS- Keep it Simple Stupid!

ART & CULTURE: VISUAL ART + INSTALLATIONS

TEAM LEAD:
ELIZA MINTO

THINGS THAT WENT WELL

This year I established Modifyre Arts and Decor and beginning in January oversaw the construction of 13 -15 artworks on varying different levels. I heard extremely good feedback from most people about most of the artworks. It was extremely appreciated and added a large amount of content to the festival and helped to make the Modifyre Paddock a much more enticing place to be especially a night. Particular highlights include the string labyrinth, the elemental shrines, the modifyre grimoire, a large wooden heart which was burned on Monday night as a crew effigy, bunting and large flowers, as well as a fire lotus which turned out beautifully but was not able to be burned due to a lack of man-power. CC's artworks turned out great particularly the village clock and the secret garden bed. Tanya's tree artwork, and Annirose/Christians' artwork the secret greenhouse were widely lauded as some of the best works on site though we cannot take credit for those works they were created with the help of Eliza and using her backyard as a base of operations for all things MAD. The water shrine had water and thankfully the skeleton turned up out of storage again for the earth shrine. Eliza's chandelier for the heart and the cubbyhouse/coffee table worked very well and looked lovely. Ultimately our artworks were engaged with regularly at any time of day, were lit up, stood up, and were lightweight and transportable. For this I give myself and the department a well earned pat on the back.

THINGS THAT DIDN'T GO SO WELL

There were a few artworks that did not turn out successfully

Additionally delays with the budget, and lack of clarity from the admin team as to how much to expect/budget for made getting organised early nearly impossible. I could have begun all of these projects earlier if I had been cleared funding, as it was I had to organise on a mystery budget, which was released to me only a day or two before the first round of art grants were cleared and I was underway helping with the fundraiser. Thankfully I managed to access the second round of smaller grants but again this limited me, I do not feel that an in house department should have to rely off art grants as those are meant to be for the community at large.

RECOMMENDATIONS MOVING FORWARD INTO 2019

Clearer funding, budgeting guidelines and deadlines would make for a smoother ride for everyone involved, particularly they should be decided on earlier and posted through other sources than slack. More funding would also help, as well as knowing in advance if we will be able to access trailer loads to site. A logistics department would be very helpful at getting artworks to site, as well as generally speaking more support for the department financially, emotionally, and in pure numbers of people.

ART & CULTURE: LANTERNS

TEAM LEAD:
ELENA QUIRK

THINGS THAT WENT WELL

- Battery capacity! Light lasted well and truly until the next day!
- Recharging much less of an issue than last year (although some hiccups still)

THINGS THAT DIDN'T GO SO WELL

- Certain wires that were used both on the lanterns and on the battery recharging station proved to be an issue.
- Couldn't handle high enough current to recharge batteries in a reasonable amount of time. Ended up replacing during event.
- Very fickle and easily broken. Up to half a dozen lanterns broke during the event because of wires coming off.

WHAT COULD HAVE BEEN BETTER

- The way the lanterns were secured to the street pole. Needs to be done with more care to minimize potential damaged cause by wind etc.
- Will make taller street poles for next year.
- Potentially change position of LEDS to made building/ transporting lanterns even easier.

ADVICE I WOULD HAVE GIVEN TO MY PAST SELF

- You are the only person in the way of things getting done. Start big picture plans early so it's not something you have to abandon immediately before the event when things get stressful.

MOVING FORWARD INTO 2019

- Long term goal for lighting: incorporate timed switch so they can be turned on/off automatically.
- Create roving lantern parade to tour the festival on Friday/ Saturday night. Develop 'lantern lady' character and schemes. Team up with RAD.
- Make streets more interaction: gift boxes, moop boxes, art installations, scavenger hunts, more info about principles etc.
- Find 2IC. Lantern role pre-during event becoming demanding. Need to share the load to make it more manageable (particularly given my diminished capacity for 2020.)
- Plans for upgrading lantern infrastructure in a big way in 2021. 2020 will only be minor improvements.

ART & CULTURE: THEME CAMPS

TEAM CO-LEADS:
ANJ + BAZ

- Thank you One and all for your contribution to this year's burn.
- Gratitude to the theme camps for their time, resources and efforts. They were magical. Baz and I feel that the theme camps really excelled this year!

OUR VISION FOR 2019

- We had the mission this year to increase the percentage of participants belonging to a theme camp, we believe that we accomplished this goal, whilst we had less theme camps we had fewer free campers.

SITE + MAP

- We felt that the new site and town map on the whole worked well.
- It does need some tweaking, particularly with regards to site dimensions.
- We believe that all theme camps should be situated in the "suburbs" behind the heart.

COMMUNICATIONS

- Our experience found that we need an event guide, we spent many hours reciting events that we knew about.
- It was disappointing to hear several burgins call the "Poster" a "Flyer".
- We felt that we had to work harder as theme camp leads this year due to their being fewer official communications.
- The banquet suffered from a lack of prior communication. This is an important event not
- only for our community but also help frame the view that the local dignitaries and services have of our Effigy burn night.

BUDGET

- Hopefully this year's SELL-OUT will help with being able to set a well formulated budget early next year.

GRANTS

- Whilst we worked hard on awarding grants this year, we believe that the late timing impacted on the execution of ideas that we were funding.
- Fundraising for art and theme camp grants should happen earlier in the year.
- Grant applications should open and close earlier.

ART & CULTURE: THE HEART

TEAM LEAD:
AHRI TALLON

THINGS THAT WENT WELL

- Last minute program as its always changing.
- Decorations

THINGS THAT DIDN'T GO SO WELL

- Dust flying in from the east.
- Need to fix the urn tap.
- Need to have a power plan so as not to overload the power.
- Need to put a hesion wall up to the east of the tent for dust and wind.
- Men did not attend mens consent workshop.

WHAT COULD HAVE BEEN BETTER

- Talking to Cowboy in the lead up to get on the same page about set up.
- Have a sign asking people to wait and then a dinner community commencement ceremony etc

ADVICE I WOULD HAVE GIVEN TO MY PAST SELF

- Need to buy 3 packets of peppermint and at least 2 of each other tea
- Buy more biscuits
- Have a plan for lost property

MOVING FORWARD INTO 2019

- Lots of money was taken by fuel forute transport. Need to organise a big trailer.

APPENDIX A: BALANCE SHEET

	30 SEP 2019	30 SEP 2018
Assets		
Bank		
Commercial Access	7,064.63	-
Commercial Saver	51,021.90	-
Every Day Account	39.91	3,430.84
Petty Cash	1,647.11	-
Ticketing Account	-	34,939.34
Total Bank	59,773.55	38,370.18
Current Assets		
Accounts Receivable	140.00	-
Total Current Assets	140.00	-
Fixed Assets		
Generators	19,523.80	7,559.20
Accumulated depreciation - Generators	(3,111.99)	(757.37)
Leads	1,202.72	1,202.72
Accumulated depreciation - Leads	(387.88)	(147.34)
Trailer	13,477.03	4,650.00
Accumulated depreciation - Trailer	(2,270.50)	(777.12)
Total Fixed Assets	28,433.18	11,730.09
Total Assets	88,346.73	50,100.27
Liabilities		
Current Liabilities		
Accounts Payable	350.00	879.73
Accruals	220.00	4,705.74
Ticketing Fees Collected	(2,573.32)	506.86
Ticketing Account	54.11	-
Total Current Liabilities	(1,949.21)	6,092.33
Total Liabilities	(1,949.21)	6,092.33
Net Assets	90,295.94	44,007.94
Equity		
Current Year Earnings	46,288.00	12,962.87
Retained Earnings	44,007.94	31,045.07
Total Equity	90,295.94	44,007.94

APPENDIX B: PROFIT + LOSS

	2019	2018
Trading Income		
Ticket Sales	81,538.00	55,320.00
Total Trading Income	81,538.00	55,320.00
Gross Profit	81,538.00	55,320.00
Other Income		
Donations Received	920.00	400.00
Grant Monies	18,691.99	-
Interest Income	192.15	1.97
Other Revenue	3,451.25	1,986.00
Total Other Income	23,255.39	2,387.97
Operating Expenses		
Advertising	-	179.50
Art Supplies	719.74	-
Audit Costs	-	110.00
Bank Fees - Foreign Exchange Losses	7.24	10.38
Bank Fees & Charges	757.00	0.85
Building Materials	5,015.62	-
Building Materials & Consumables	1,164.74	1,032.67
Camp Fees	3,414.90	4,324.70
Camp Fees - Ranger Costs	1,854.00	7,809.94
Crew Education & Training	700.00	-
Decor, Decorations	-	350.00
Depreciation	4,088.54	1,681.83
Equipment Purchase	1,743.89	1,336.31
Fees & Permits (gov't)	345.20	474.10
Freight & Courier	165.53	-
Fuel, Gas etc.	2,435.52	1,451.64
Fundraising Expenses	350.00	-
Grant Monies Paid	4,198.80	2,384.50
Groceries & Consumables	1,107.10	1,279.78
Hire of Equipment	3,364.11	6,066.50
Insurance	5,345.42	2,203.83
Motor Vehicle Expenses	225.15	1,839.79
Postage, Printing & Stationery	609.42	-
Repairs and Maintenance	786.14	-
Rounding	0.28	0.01
Safety	579.05	2,366.88
Sanitation	9,220.80	143.89
Security	5,456.00	4,400.00
Storage	1,930.50	1,040.00
Subscriptions	1,429.47	1,569.35
Telephone & Internet	15.00	-
Ticketing / Entry Costs	181.19	85.80
Uniforms	-	193.50
Venue Hire	895.04	-
Waste Disposal & Cleaning	-	2,409.35
Water	400.00	-
Total Operating Expenses	58,505.39	44,745.10
Net Profit	46,288.00	12,962.87

A MESSAGE FROM THE BUG

I would like to thank our hardworking committee members and volunteer crew. All of these individuals volunteer their time, skills, and energy to make Modifyre an amazing experience for everyone.

I would also like to thank:

The community and residents of Inglewood for welcoming the burn and being a part of the adventure.

And every participant helping me to pollinate with beauty and creativity.

