



Fuego Austral 2016

## **Dates**

March 26 - 30, 2016

## **Art Theme**

The 2016 Art Theme was Infinisis, its an invented word that talks about the infinite, the idea was that this was the start of something that can be infinite. Since it was the first event not much attention was driven to the theme yet some of the participants and theme camps took that idea and used in some way.

## **Location**

Fuego Austral was done in a 20 hectares inside a 150 hectares field located in Rauch department, a Rauch city with around 13,000 inhabitants. There is a local hospital and a fire department. We ask participants to buy locally and we are starting to build a relationship with the local authorities and community in general

## **Emergencies**

We had 2 emergencies that needed us to take people to the Hospital. The first was because of an insect bite and the second was a dislocated jaw. Both were solved easily and participants returned and enjoyed the rest of the event.

## **Teams**

Fuego Austral is now comprised of several teams:

### **Production**

Produce the event, this is in mostly in the head of the founders but there are some more oriented to production.

### **Greeters**

Works independently and greets the people, registering under 18 participants. They did a cross checking with the external security hired.

### **Rangers**

They are in charge of the safety of the people also having conversations around the 10 principles with participants and other issues that arise like a consent talk given to each camp on the second day of the event.

### **Theme Camp & Art Installations**

Defines the call for participation, receives theme camp and art installation proposals (including the temple) and works closely with the theme camp and artists in terms of placement and other interactions needed.

### **Department of Public Works**

Designs and builds the city

### **Communications**

Creates the different communications for participants, survival guide, flyers for the event and all things related with talking to the participants in some way.

## **External providers**

Ice: There was a person that came everyday to the event and sold ice to every camp.

Wood: The owners of the field also provided the wood for different camps, they would go and ask for the order and then give it to them.

Porta Potties: We hired from a local provider. We have some doubts about how they manage their disposals so next year we are going to talk about that.

Red Cross: The provided emergency aid on site. For complex situations we needed to go to the hospital that was 15' away from the site.

Security: We worked with some people we trust and has been working in previous events with us.

## **Volunteers**

Fuego Austral had around 50 registered participants as volunteers. This means ⅙ of our population either did, or intended to volunteer for the event.

## **Population**

300 (on site)

Permit allowed for 500 on site

## **Permitting**

Fuego Austral was a private event so no permit was needed.

## **Insurance**

\$500,000 Aggregate Liability/Indemnity per occurrence, with additionally insured: Burning Man

## **Art Grants**

This year our budget didn't allow us to give money for art grants. Instead we provided logistics for people willing to bring art or a theme camp.

## **Art Installations**

We had 5 art installations

## **Theme Camps**

We had 18 theme camps.

