

FERN BURN



STRANGER

FernBurn 2026 StRanger Training Manual

WELCOME PROSPECTIVE AND RETURNING STRANGERS!

Thank you for giving this community your precious time taken from your busy lives. We recognize and appreciate your gift of the time and effort required to attend this training, as well as everything you do to make our community and event a better, safer place. While our event is small right now, we are growing. We have a great opportunity--essentially a blank canvas—to create art, an event, and a Stranger department that has its own unique flavor. We're excited to see you Strangering at Fern Burn, and hope you'll continue to grow with us as our event and department grow as well.

The goal of this manual and the Stranger training sessions is to share skills and discuss topics that will prepare you for Stranger shifts, be helpful to our burner communities and ourselves, and discuss ways to adapt to growth each year. This manual is a guide to get you going and while it covers a lot of ground, we cannot cover everything you might encounter while Strangering. Please take some time prior to the training to read through everything inside. If you have any questions, suggestions, feedback, or killer cat memes, please feel free to email the Stranger Lead, Poundcake. He can be found via email at Ranger.poundcake@gmail.com.

Thank you, again and always, for the time and effort you so graciously gift to this community!

-Ranger Poundcake
Fern Burn Stranger Lead

Table of contents

Ch 1 – In the beginning: Ranger and event History

- 1.1 Ranger Ancestors
- 1.2 Ranger History
- 1.3 Stranger Mission
- 1.4 Event History
- 1.5 The Big Picture

Chapter 2 - The makings of a Stranger

- 2.1 Prerequisites for Strangers
- 2.2 Cultural overview
- 2.3 Things Strangers do
- 2.4 Things Strangers do NOT do
- 2.5 Social capital
- 2.6 Stranger ethics
- 2.7 You're doing it wrong—violations and possible consequences

Chapter 3: Core Skills – FLAME, Conflict resolution, and Communication

- 3.1 FLAME
- 3.2 Conflict resolution tips
- 3.3 Communication barriers
- 3.4 Triggers
- 3.5 Objectivity

Chapter 4: WTF, Over? (or: the art of radio)

- 4.1 We're all in this together
- 4.2 Fern Burn radio basics
- 4.3 Getting on the air and sending messages
- 4.4 Tips for great radio
- 4.5 Emergency calls
- 4.6 Radio jargon
- 4.7 Radio sins – staying off the news and care/feeding of your radio

Chapter 5: We've jumped the shark! (Or: tips for patrolling, must reports, and emergencies)

- 5.1 Tips for patrolling
- 5.2 Required Equipment
- 5.3 Checking in
- 5.4 Must Reports
- 5.5 Responding to must reports

Chapter 6: The devil is in the details (Or: Handy policy information)

- 6.1 Policy quick reference
- 6.2 Notes on other possible situations/responses
- 6.3 Shift happens (Credits, gift tickets, and penalties)

Chapter 1: In the beginning - (St)Ranger and event History

1.1 Ranger Ancestors

Strangers trace their history directly to Black Rock Rangers at Burning Man and associated regional events. (no surprise there). In 1992, Danger Ranger founded the Black Rock Rangers to serve a search and rescue function in the Black Rock Desert. This search and rescue function expanded over time to include life-safety issues within the perimeter of what would become Black Rock City. In 1996, several accidents and incidents gave rise to concerns about community safety. One result was the establishment of new community standards in 1997 regarding citizen behavior with regard to driving & firearms.

Rangers also took their skills from the Black Rock Playa to their home communities and regional events, developing organizations such as the Fern Burn Strangers, SHIFT Rangers, Puget Sound Rangers (Seattle), Element 11 Rangers (Utah), SNRG Rangers (Nevada), and Heliotropic Rangers (AZ) to name just a few. As these events grew, specialized teams developed within the Rangers to handle different functions, like Echelon which handles logistics support. Some functions initially handled by Rangers have even spun off into separate departments of their own—examples include Fire/EMS, Emergency Communications, DMV, and more.

More info on the history of the Black Rock Rangers can be found on the Black Rock Rangers website: Ranger.burningman.org.

1.2 Stranger History

Fern Burn is a unique event—inspired by Burning Man, but separate and unsanctioned. We draw heavy inspiration from many parts of Black Rock, but pride ourselves on being our own event. For this reason, Ranger-y types at Fern Burn are identified as Strangers. Ours is a VERY young department – 2024 saw the first time Strangering occurred in an organized fashion, with pairs of Strangers walking the event in pairs for 2 6 hours shifts, providing coverage 12 hours each day.

1.3 Stranger Mission

Fern Burn Strangers are dedicated to the safety of Fern Burn participants, the event site, and the spirit of the community. The Strangers are a cross-section of Fern Burn's community who volunteer to act as non-confrontational community mediators, bringers of information, coordinate safety perimeters when art burns, and promote awareness of potential hazards. Strangers are trained to address situations within our community that might otherwise require outside intervention, help participants and staff solve their own issues or conflicts, and rapidly start the process of summoning outside help in an emergency.

1.4 Event history

Fern Burn rose from various social circles and events going on in the Eugene area in the early 2020s. The first Fern Burn was in 2022, and growth has steadily increased since.

1.5 The Big Picture

Fern Burn Stranger are a vital part of our volunteer infrastructure, providing peer based, non-confrontational public safety services. They are the eyes and ears of the community and also a vital part of demonstrating our commitment to maintain a safe, radically inclusive environment where everyone following community guidelines is welcome. Strangers may be found walking around the event in pairs, and at Stranger HQ, which is located under the Stranger HQ Flag.

During the event, Strangers are on shift 12 hours a day (2x6 hour shifts), reporting to the Stranger Lead who answers radio traffic as “Khaki”. Stranger leadership is organized as follows:

Stranger ---> Stranger Shift Lead (Khaki) ---> Event Producers/Board of Directors

Strangers also work hand-in-hand with those volunteering time and talent in our safety department, which includes Fire/EMS and Emergency Communications, as well as others that will coalesce as the event grows. As noted in the introduction, we have a blank canvas on which to create something new. My goal is to create the framework for sustainable growth and organize processes so that as the event and department grow, we can easily scale up to best support our community.

Chapter 2 - The makings of a Stranger

2.1 Prerequisites for Stranger

- If You have never Rangered anywhere:
 - You need to have attended Fern Burn at least once before –OR--
 - Complete volunteer registration on the Fern Burn website.
 - Attend a Fern Burn Stranger training prior to the event—virtually or in person.
 - Sign up for an “Alpha” shift.
 - Walk your Alpha (first) shift with experienced Stranger who will act as mentors and evaluate your readiness.
- If you’ve (St)Rangered at Black Rock and/or a Regional other than Fern Burn:
 - Email the Stranger Lead and introduce yourself by sharing a bit about where you’ve (St)Rangered, who your Stranger lead was for that event (include that person’s contact info if you have it).
 - Register to Volunteer via the Fern Burn website.
 - Attend a Fern Burn training and review the Stranger manual. If you cannot attend the training, please contact the Fern Burn Stranger lead(s) directly
 - Sign up for shifts.
 - Walk your first shift with an experienced Fern Burn Stranger.

Again, this is a small operation, so it will likely not be as strict as BRC or other regionals—but we still need to make sure you know your stuff, have all of the information you need, and are a good human. **If you’re a Stranger coming in from another event, please know we’re going to check your references to ensure you are a ranger in good standing with the other event(s) you claim.**

2.2 Culture overview

Who are the Strangers? Strangers are participants in their regional Burning Man community.

How does one become a Stranger? By attending a training, wearing a visual STRANGER designation, and while volunteering agree that “It’s not about the Stranger, it’s about the participant.”

What is the focus of any Stranger Organization? Strangers are primarily concerned with life safety issues, maintaining the community’s values, and resolving conflicts peacefully.

With whom do Strangers interact? Strangers spend most of their time interacting with participants, but also act as a liaison between the community, event organizers and external agencies when necessary.

What is the Stranger’s first response to a non-emergency situation? The default action of a Stranger is to first, do nothing.

What is a primary Stranger skill?

A Stranger’s greatest skills are: being a generous listener and having situational awareness.

What is a positive outcome of a Stranger interaction?

Strangers help participants solve their own problems using non-confrontational mediation.

How do Strangers uniformly deal with situations throughout “Burn” communities? Strangers

F.L.A.M.E. situations: Find Out, Listen, Analyze, Mediate (or move along), and Explain.

What do Strangers *not* do? Strangers are not cops, enforcers, or security guards; they are participants who have agreed to help as participants in the community.

What do Strangers do? Strangers rise out of the dust/forest/shadows/crowd when needed and recede when things can be left to ride the edge of chaos on their own.

What is the Spirit of Strangering? Strangers ride the edge of chaos.

2.3 What do Strangers do while a on shift?

Request medical, law enforcement, fire response, or other life-safety services as required.

Mediate situations and/or disputes between participants.

Address and report any instances of non-consensual physical or sexual violence.

Always stay in radio communication with Khaki.

Always have their partner’s back.

Prevent vehicles from endangering pedestrians and Keep roads clear for staff and emergency vehicles.

Inform participants of potentially hazardous incoming weather.

Observe interactions between participants & outside agencies as needed.

Maintain safety perimeters and scene control as needed.

Assist participants in acclimating to the Fern Burn environment and community.

Provide other non-confrontational mediation and safety activities as needed.

Encourage engaging with the community standards

2.4 What are some things Strangers do NOT do?

Discuss details of incidents with anyone not involved.

Search for lost property

Protect/babysit art installations (except perimeter for art about to burn)

Assist with lockouts

Detain people or Use force (except sandpeople)

Be overbearing jerks

Anything Donald Trump or his ilk would approve of

2.5 Social capital - The trust bestowed by the community.

Stranger are first and foremost members of the community and Strangering is our commitment to the community. Like our Ranger ancestors, Strangers have a long-standing commitment to helping the community in a way that the community sees, appreciates, and deems valuable. Through that, the Strangers have built up what we call "Social Capital." Social Capital can be thought of as a value that members of the community have placed upon the ideas and actions of Stranger.

It is because of this that in some situations, a Stranger will be perceived as having some form of "authority" within the community. We do not have authority however, and our ability to successfully support our community is earned by building trust and good will towards the Stranger. Social Capital is valuable to the Stranger and can easily be squandered in the eyes of the community by acting in a non-Strangerly way.

Strangers must act in a way to preserve the resource of our social capital. Strangers must also endeavor to add to this Social Capital by putting the needs of the community first in every interaction. Strangers are a part of a community that collectively manages this pool of Social Capital. We all contribute to it by our successful Strangering efforts, and we can all detract from or 'spend' this social capital by behaving poorly on and off duty.

Ways to build social capital

- ✓ Have the mindset "it's not about me".
- ✓ Have fun, smile. Don't be a jerk.
- ✓ Help when asked, needed, or necessary.
- ✓ Know the resources available or how to find them when you don't.
- ✓ Interact with participants, their activities, and art when possible in ways that don't interfere with your ability to Stranger or damage your radio!

Ways to lose or waste social capital (un-Strangerly behavior)

Not showing up for scheduled shifts	Failing to report an emergency
Abusing special privileges	Knowingly neglecting Stranger responsibilities
Misusing the community's trust	Losing self-control
Abusing our perceived 'authority'	Knowingly misleading participants, staff, or LE
Any act of violence or sexual misconduct	Disclosing confidential information
Being intoxicated while on duty	Selling/dispensing/dosing altering substances
Failing to report a 'must report' situation	

2.6 Ethics and actions expected of all Strangers

We're all adults here and the expectation of Strangers by the Stranger Lead(s), Event leaders, and the community include (but are not limited to):

- Prioritize acting in a manner ensuring the safety of themselves and their partner.
- Use common sense when on shift and share a common reality.
- Avoid using their position of perceived community authority for personal gain. Taking food, swag, or treats as gifts is fine, but using any form of "I'm a Stranger" to cut to the front of the line or get preferential treatment is not alright.
- Begin their shifts sober and remain so throughout the shift.
- Accept and honor the fact that they are part of an organization bigger than themselves and Fern Burn with a long, storied history more than 20 years old and rich with experience and opportunities.
- Be willing to receive constructive feedback from the community, their partner, Khaki, Stranger Leadership, or Event leaders.
- Practice a "Culture of Feedback" where you give feedback kind and in a timely manner, while also taking feedback gracefully.
- Do your best to only act when necessary or needed.
- Use your best judgment regarding matters of consent on and off shift.
- Keep details of incidents you respond to confidential unless there is a legitimate need to share.

2.7 You're doing it wrong—violations and possible consequences

Violations of Stranger Ethics and Expectations could result in:

- ≠ Feedback and education from Khaki or Stranger Lead(s).
- ≠ Feedback from Event Operations.
- ≠ Dismissal from the Fern Burn Stranger (temporary or permanent).
- ≠ Ejection from Fern Burn.

Visiting Regional and Black Rock (St)Rangers who knowingly violate the ethics or spirit of our event will be reported to their home event's Stranger Lead or Black Rock (St)Rangers Personnel Manager.

Be the best human you can be, we all mess up, we all make mistakes. Mistakes can be forgiven and learned from, and your Stranger Leads are willing to help when learning opportunities arise. As a general rule, it's always best to fess up first and let a Lead know something happened and they will work with you to Stranger that situation in the best possible way.

These issues come up and will be carefully considered as individual incidents and may need to be escalated to the FERN BURN Production & Operations team or further. Egregious actions taken out of costuform, off shift, even outside of the event, can be considered and may be grounds for dismissal from Fern Burn Stranger.

Chapter 3: Core Skills – FLAME, Conflict resolution, Communication

3.1 FLAME

Core Stranger skills are the techniques employed when engaging in conflict mediation and resolution. FLAME or __FLAME is a useful acronym to help you remember the most basic and essential way Strangers approach and mediate an encountered problem.

_____ STANDS FOR DO NOTHING...

What a Stranger does first (unless it is a must report situation)

Observe the situation and the area around it. Situational awareness time...what might I be walking into?

F STANDS FOR - FIND OUT

First, stand back, and observe. Be aware of safety issues that might impact you or other participants. If there is a safety issue where you feel that you, your partner, or participants are in danger, call Khaki immediately. When you feel that it is safe to approach **and** that you are needed, find out the facts of what is “really going on” in a given situation. What is the primary complaint? Who is involved? When did the conflict start/incident occur? Where did it happen? There will always be at least three sides: the sides of the individuals involved directly in conflict (which may be two or more) and of course an impartial third perspective, when you can find it.

L STANDS FOR – LISTEN

Listen to all parties; ensure that all stakeholders have had a chance to be heard and give their input. Be aware that at times you may have to use your judgment as to who is really involved. Concentrate on the parties who need your direct assistance and make time for everyone who has legitimate input. Listening is a powerful tool, not only for getting information but also for establishing a general rapport and social capital with your fellow Fern Burn citizens.

A STANDS FOR – ANALYZE

Once you have gathered all the information that you can, analyze it with your partner. Take all of the facts that you gathered during the F and L parts of the process and consider your understanding of the expectations of the citizens of Fern Burn, the policies of the Stranger department, and the ideology and policies of the Burning Man Project. Active deliberation and use of your best judgment is required at this stage in the process and is fully backed by the Stranger organization. You have come forward, volunteered, been trained, and are an integral part of our team. We have faith in ourselves and in you. This is at the core of Strangering. If you do have questions, or aren't sure of what you're dealing with, call Khaki, who is there to support and help, you.

M STANDS FOR -- MEDIATE

Your primary role in mediation is to make suggestions as a neutral third party. Mediation allows the participants involved to arrive at the best way to resolve their situation. Determine which participants involved may have room to budge and those whose interests are such that they cannot or will not give in. This is often not based on right and wrong. Work with all parties involved until an outcome is reached that seems to function well. Whenever possible, facilitate the parties reaching their own

3.1 – FLAME, Cont'd

compromise. People are much more likely to stick to a solution when they feel ownership of the process and that the resolution came from them rather than from an “authority figure” telling them what to do.

E STANDS FOR – EXPLAIN

E is the explanation, and completes your “FLAME-ing” of the situation. Explaining the outcome of the mediation process to everyone involved ensures that all parties have come to a consensus that they can agree with for the rest of the event. This is not always the end. The explanations you give will be repeated and re-requested not only by the parties involved, but by other participants, Khaki and the Stranger Lead depending on the situation. You will often be asked by neighbors to explain the outcome, later that day, that evening, the next morning, even months after the event has ended. Do this while respecting the privacy of the individuals involved in any given situation.

An ability to accurately recall and explain a situation after the fact is why it is important to take notes in your Stranger notebook throughout any mediation process and to notify Khaki of the who/what/where/when/how of conflicts and their outcomes at some point during or immediately after your shift.

3.2 - Conflict resolution tips

Strangers **F.L.A.M.E.** the situation. Sometimes more than once in an incident. Everyone has a “good reason” for their actions.

When body language and words come into conflict, words will lose every time. Use “we” and “us” to generate connections with people.

Never order someone to “CALM DOWN!” Calm them down by your manner and performance.

Consider separating arguing people so you and your partner can each talk to them separately. But do so carefully, and, once separated, be sure to keep your partner in sight at all times or radio into khaki for another Stranger pair to help you.

Be aware of your trigger words and your trigger issues.

Never lose self-control—walk away before you do and defer to your partner. Public relations are KEY. Use active listening skills.

Ask involved parties to think about possible solutions (and give them the time to do so). You move a crowd one person at a time.

Treat everyone with equal respect.

Let involved citizens, or even passionate observers, have the last word, as long as you have the last act.

3.3 – Communication Barriers

Communication is a complex process. Different perceptions may cause difficulties in the transmission of ideas and information. Here are seven sins of interpersonal communication and ways to avoid them.

IT'S KLINGON TO ME

Your communication can be effective only when received in a language the receivers can understand. You need to speak not in your own language or style of thinking but in the language and style of thinking of the receivers. Understand their educational level and their demographics and communicate to them accordingly. Keep it simple, keep it clear.

OVERLOAD

Even when communicating in the language of the receivers, you can still lose them if you overload them with too much information or overly complex ideas. Use the KISS principle (Keep It Short and Simple).

BIASES AND ASSUMPTIONS

Examine your known biases and assumptions about the issues you're mediating. Disclose your own interests and personal agendas. The participants being Strangered will quickly tune out if they suspect that you have a **hidden** agenda. By being authentic about your understanding of the situation, you will gain credibility, which is essential for effective communication. If you think you, or your partner, are biased, triggered, or making assumptions not based in consensus reality, kick it sideways.

ONE-WAY COMMUNICATION

Communication is not just speaking. It's both speaking and listening. One way communication is no communication at all. Make sure to listen and understand others' needs and points of view. Which of the listening styles from training is appropriate for each situation?

AMBIGUITY

If your message is not clear, or if it can be interpreted in more than one way, it will leave the receivers wondering about what you mean. Make sure that your message delivers a clear, unambiguous meaning.

WRONG TIMING

In certain communications, timing is everything. For example, a message of praise and recognition should not come too late after the fact, or it will lose its effectiveness. The "Better Late Than Never" advice may be true, but a timely message is best.

NEGATIVE ATTITUDE

Most people don't like negative communication and bad news. Passive, weak, or negative communication will turn people off. Even the most negative, critical, or difficult communication will be better received when presented in a positive, affirmative style. Instead of saying, "This is a terrible idea," why not say, "Tell me how we can make this idea work."

3.3 – Communication barriers, Cont'd

“BUT” and “AND”

Avoid the use of **“but”** — it can negate everything that came before it— instead, use **“and”** to connect ideas and messages. “i love you, **but** could you do the dishes?” Sounds a lot different than “i love you, **and** could you do the dishes?”

3.4 Triggers and Emotional Flooding

A trigger issue is something that you react to from a place of deep emotion or personal values instead of from analysis or reason. Triggers are not minor annoyances or “pet peeves”; rather, trigger issues make you lose the ability to Stranger effectively because they cause you to lose objectivity.

You can be triggered by:

Words -- like “stupid” “bitch” “cop”

Actions -- like physical violence

Situations -- like domestic abuse, lost children, animal neglect

While you may not be aware of your trigger issues, learn to recognize when you are triggered and to acknowledge that you’re losing objectivity.

If you are aware of the kinds of words, situations, or actions that might trigger you, share them with your partner early in your shift. If you find yourself unable to look at a situation from an objective perspective, remove yourself from the situation by kicking it sideways to your partner or to another Stranger pair by calling Khaki.

Knowing one’s triggers can help to avoid becoming triggered by calling into Khaki and asking to “kick it sideways” for another Stranger pair to come help or for a “face to face” to discuss with Khaki what you’re feeling and what the situation ahead is.

3.5 Objectivity

Objectivity is the quality of basing judgments, findings, or observations on external facts rather than personal feelings, biases, or emotions. It signifies a lack of favoritism and is foundational to science, journalism, and ethics. As we are a small community, the likelihood that people will form impressions of you or talk about you to others based on your Strangerly actions is HIGH. This is true for those you know, associate with, or may encounter in the future—whether Strangering or just kicking around as a Participant. Use your tools, be objective, and kick things sideways when you feel like you can not be objective.

It is strongly recommended that Stranger avoid situations where they are or have been personally involved, including situations with partners, close friends, family members, or those they have had prior conflicts with.

Chapter 4: WTF, Over? (Or: The Art of Radio)

4.1 We're all in this together

Safety at Fern Burn is a collaborative effort, involving Strangers, the safety team (Fire/EMS, Emergency Communications), Producers, and others. While these different teams have their own specialties and play very specific parts in responding to any incidents, working closely together for the safety of all involved is where it's at. We specifically reject what can be a clannish, tribalistic, territorial approach to managing safety preparations and operations at our event.

This begins with Fern Burn's radio system, administered by Safety. Safety 'owns' the system, but Strangers are the largest user on it. Strangers collaborate with Safety on the layout and organization of the system, equipment purchases, upgrades, and more. We—safety teams—all monitor one central/combined channel. While routine Strangering is coordinated by Khaki, talking **quickly and directly** to those safety teams in the event of an emergency is **highly** encouraged.

If you are used to (St)rangering at other events (ie the big burn or other regionals) our process is a little different than what you may be used to, though not too far off.

4.2 Fern Burn radio basics

System Layout

Our radio system is made up of 16 simplex (radio to radio) channels, which serve the following functions:

Channel	Channel Name	Function
1	General	Main channel for the event. A little bit of everything from all departments
2	Gate/Parking	Dedicated channel for operations at gate and in parking areas
3	Safety Third!	Dedicated channel for safety departments/operations (StRangers, ESD)
16	Sleep	Dedicated channel for on call peeps – DO NOT USE UNLESS EMERGENCY
4-15	Tactical	Reserved for long conversations and incident management

Checking out a radio

Radios are one of the key tools that enable us to function as the eyes and ears of FERN BURN, allowing us to get assignments, report situations, request help, get advice, and kick things sideways when necessary.

Radios are checked out at the beginning of your shift from Khaki (or their designee) at Stranger HQ, then returned at the end of your shift. All of the Radio equipment currently in use by Fern Burn is the personal property of either the Safety or Stranger lead(s) and may require a written sign out agreement before we will let you use our goodies.

Once you check out your radio, it's a good idea to turn it on and ensure it's functional. Make sure the battery is charged and/or make a call for Khaki with a radio check. If you simply key the mic and say "Mic check" or "radio check" you're probably going to get a snarky/playful response from someone with a radio. Our radios are modern enough that if they beep when you turn them on, they're probably okay.

4.2 Fern Burn radio basics, Cont'd

Checking out a radio

If you need a new battery, you can get one at Stranger HQ 24 hours a day. Other department volunteers are allowed to exchange batteries on overnight shifts only and must go to HQ to ask for a fresh battery from Khaki (or designee) directly. Nobody is to go 'help themselves' to a battery. Strangers have radios to connect them with Khaki, the Stranger Lead, other Stranger, FERN BURN departments, and event Leadership.

You are 100% responsible for your radio and may be held liable for its loss or any negligent damage. Do not let anyone else use your radio to make a call or hand a radio off to anyone for any reason. The only time you should take off your radio is to hand it to your partner when going into a porto-potty. (This is also the ONLY time you are allowed to, and should, lose sight of your partner.)

What channel should I be on?

Start on Ch 3 (aka Safety Third), our safety channel. We do not have a repeater yet, but our radios should easily cover the current site. If you need to go to a different channel, Khaki will let you know.

What do all these buttons do?

Not much. The only ones we worry about are the channel knob and the on/off and Volume knob(s). Check out the handy diagram toward the end of this manual.

What's my callsign/code name?

It's just your Stranger handle or playa name. Some people have callsigns that describe what they do or the department they work in too—Khaki, Fire, Medical, Production, Gate.

Who do I talk to?

Khaki! Most of your radio conversations will be with "Khaki," the group call sign of the Stranger Shift Lead or Leads, also known as the Command Team. The Command Team is made up of multiple people, so don't be surprised if Khaki's voice changes during a shift or even in the midst of a radio conversation.

ESD teams! In the event of an emergency, you'll be talking directly to Fire or Medical; see section 4.3 and Chapter 5 for specifics on how emergency calls are made and the information to include.

Other StRangers! StRangers always work in pairs, and no matter what the situation, at least one StRanger in a given pair (and preferably both) should always be monitoring the radio. Listen for your own call sign as well as your partner's, as a call could come in for either one of you. It takes some practice, but you will quickly develop this skill. Remember: Be aware of your surroundings while simultaneously following StRanger radio traffic.

Yourself? Talking to yourself is an option and great practice, but is not recommended.

Now that you know a few basics, have a radio checked out, and know who to talk to, it's time to get on the air and talk! It's not as scary as you think, and gets easier with practice -- It can even be fun.

4.3 Getting on the air and sending messages

How do I talk on the radio?

1. Listen for a few seconds to make sure the channel is clear/no one else is talking
2. Hold the radio or mic an inch or so away from your face.
3. Press the PTT button on the left side of your radio or mic until the beeps sound.
4. Say your thing clearly and quickly, then release the PTT button.

What do I say?

- Say the callsign of the person you want to reach **twice**
- Say *your* callsign **once**
- Wait for them to acknowledge you by saying "Go for <your name>" or "Go ahead"
- Say your thing quickly and clearly, then wait for a reply.
- Be ready for questions—especially if you are calling for some sort of help.

4.4 Tips for great radio

Remember your ABCs

A - Actionable - Tell us what you need FIRST

B - Brief - Keep it short and sweet; tell us what you need and where you need it at.

C - Clear - If you are excited, take a breath BEFORE pressing the button to talk.

Think about what kind of resources you need before you push the button. If your radio call boils down to "I need X for Y at Z", then you're well on your way doing good radio!

Make it quick

An event's main channel(s) can get VERY busy. Be quick and direct with your message, as others are likely to be waiting for their turn(s) too.

Find a quiet place to pull over

Longer conversations or incidents that require extended conversation should be moved to one of the unnamed talk/tactical channels, 4-15.

If it's noisy, cover your radio/mic; we want to talk to you, not hear the background noise.

BE SPECIFIC!

"Over here" or "a person" do not mean much to people not seeing the same things you are. Describing locations or people in detail can prevent confusion, save time, and save you having to answer even more questions.

Instead of this....

Say this:

≠ "Over here"

"In front of the orgy dome"

≠ "By the Temple"

"25 feet west of the Temple entrance"

≠ "This guy"

"A white guy wearing a red tank top and black skirt"

4.5 Emergency calls

Getting the right information on the air quickly in an emergency can make a massive difference—even save a life. We can't (and won't) tell you EXACTLY how to handle EVERY call, but here are some pointers for getting critical information on the air.

Medical Emergencies

- **Say it like this**
"MEDICAL MEDICAL MEDICAL, this is <your callsign>"
"I need medical at <your exact location> for <type of injury>"
- **Be ready to answer questions about**
the kind of injury or illness, if more than one person is hurt, the best way to get there (if it's not completely obvious).
- **Make sure to tell or update them if**
someone is not awake, having trouble breathing, or bleeding VERY heavily

Unplanned or out of control fire

- **Say it like this**
"FIRE FIRE FIRE, this is <your callsign>"
"I need Fire at <your exact location> for <type of fire>"
- **Be ready to answer questions about**
what's on fire, how large the fire is, and if any one is trying to fight the fire.
- **Make sure to tell or update them if**
vehicles are involved or close by, if anyone is trapped or injured.

Lost child

- **Say it like this**
"BREAK BREAK BREAK, ALLCOM this is <your callsign>; I have a lost child, standby for details
Say the Child's name and physical description (Age, skin color, gender, height, clothing worn)
Say the Child's last known location and other info that may be useful in locating them.
- **Be ready to answer questions about**
Any additional information you put on the air—(info about where the child was last seen OR where they may be heading to/from)
- **Make sure to tell or update them if**
The child returns, the parent/guardian has updates, or anything else changes that you feel others searching for the lost kid are going to want to know.

Other issues & emergencies:

- **Say it like this**
"Khaki, Khaki, this is (your name)I need <resource> at <your exact location> for <problem>."
- **Be ready to answer questions about**
Everything -- what's happening, the people involved, if anyone is aggro or violent, hurt, anyone is fleeing the scene, what way they went, and the best description of them.

4.6 Radio Jargon (Or: WTF did they just say?)

- Air** Air is a reference to the Airwaves and the channel you are using to talk on.
- ALLCOM** Allcom – spoken two times in a normal tone of voice --is a call for “all stations” and is a clue to you that something probably important is about to follow. For example, Khaki might say “Allcom, Allcom, this is Khaki...we have a lost child...”
- BREAK** Break – spoken once in a normal tone of voice -- is used to signify a pause in a long message OR a rapid switch to speaking with another station/person.
- BREAK** BREAK BREAK - used quickly and forcefully – us used to interrupt traffic or call attention to emergencies only – if you have been unable to break into the channel, use this bit of jargon as soon as someone has finished transmitting. Everyone will know it’s an emergency and Khaki will respond “Breaking station go for Khaki.” That is your cue to identify yourself and let Khaki know what was so bloody important.
IF YOU HEAR BREAK BREAK BREAK, YOU NEED TO STOP TALKING IMMEDIATELY!
- Face To Face** Face to Face means just that—meeting someone face to face. Use this to request an in person meeting to discuss sensitive or complex situations, difficult calls, something you need help with/want to kick sideways, and things you do not want to put on the radio. It is usually followed by a request to meet at a given location.
- OPEN MIC** An open Mic(rophone) – is announced loudly in an annoyed tone. If there is an Open Mic, it is because someone is sitting/leaning/laying on the PTT button on the Mic/Radio. If there is an open Mic on the channel, no one else can talk. **PAY ATTENTION---DO NOT BE THE ONE TO DO THIS.** If you hear “open mic” check your radio and then your partners to make sure you are NOT the guilty party. Do not transmit during an open mic moment...this is Khaki’s responsibility to track down and remedy...you may be identified as the guilty party and you don’t want that.
- SAY AGAIN** Say Again, asked in an inquisitive tone, is a way to ask someone to repeat what they just Said.

4.7 Radio sins – staying off the news and care/feeding of your radio

Things we DO NOT put on the air:

- ≠ Certain confidential situations -- Mentions of death/dead persons Evictions or 86'd, drug names or references to drug use.
- ≠ Identifying information -- Full Names, ID#s, etc. This DOES NOT apply to broadcasting info on Lost/found kids or vulnerable adults.
- ≠ SWEARS -- Swears can result in upwards of \$10,000 in fines and other unwanted attention from the feds!
- ≠ Drunk broadcasts or malicious Interference -- Not cool. Just don't! If you don't need to be on the radio, stay off of it. If you are drunk or about to do/say something(s) that would interfere or interrupt normal use of the radio, DON'T.

4.7 Radio sins – staying off the news and care/feeding of your radio, Cont'd

Care and feeding of your radio

- ✓ Make sure you can hear your radio
- ✓ Make sure your radio is secure and won't fall off of you or your costume.
- ✓ Make sure your radio is protected from preventable damage—especially from water and fluids
- ✓ Make sure you keep your radio with you—if you signed it out, it's your responsibility to return it.

Avoid these radio sins:

- ≠ Picking up your radio by the antenna or mic cable
- ≠ Sitting or leaning on your radio so that it may cause an Open Mic.
- ≠ Leaving your radio somewhere outside your control or Handing your radio off to anyone else

Chapter 5: We've jumped the shark! **(Or: tips for patrolling, must reports, and emergencies)**

5.1 Tips for patrolling

- Strangers on patrol and Stranger Approach (lecture and demo)
 - Doing it wrong
 - Doing it right(ish)
- Have fun!
 - You're still a participant and member of our community.
 - Serious things CAN happen—but that's not the norm.
 - Wander, frolic, see the event and its art,
- Enjoy those quiet moments and forge good relationships—they'll come in handy for us all! Your approach can make/break an encounter and our social capital balance
 - How a StRanger approaches a participant and/or situation will significantly affect the moment and outcome of the interaction.
 - In approaching any situation, a StRanger's default action is to DO NOTHING (with the exception of MUST REPORTS)
 - First and foremost, before contact is made, always take care of yourself and your partner.
 - Pay attention to your location and report it when you stop or arrive
 - Even if things go beyond just stopping and checking things out (ie doing nothing) or a simple stop-n-talk, do not lose sight of your partner.
 - Pay attention to the scene and situation—who's there, what's going on, what hazards may be present in environment, how intoxicated people are, and the level of tension is.
 - Trust your gut. If something doesn't feel right, pay attention and follow up. If you think that an intervention may be necessary but are not sure, contact Khaki.
Remember to always err on the side of safety.

5.1 Tips for patrolling, Cont'd

- Do what you can, within reason, to make people feel like you're there as a friendly visit:
 - Sunglasses off
 - Radio down (but still audible)
 - Friendly intro ("Hi, I'm Stranger _____, how can we help?")
 - Active listening, use FLAME

- Contact and cover
 - Contact = you take the lead and initiate the conversation
 - Cover – hangs back, watches scene, handles radio traffic

- Generally
 - Keep an eye (or ear) on your radio. Keep your radio at a volume where you can hear/understand it, and your radio/mic somewhere you can get to it fast as well, if needed—above your sternum works best.
 - Make sure your mic/radio is not somewhere where you can sit on it and trigger the PTT button, which jams the Safety channel
 - Sealed food/drink only – pranksters and dosing happen.

5.2 Required Equipment

Strangers must be in costuform— logoed shirt, ID laminate, and radio— while on duty.

Avoid wearing things that may make you appear like Law Enforcement such as camouflage, mirrored 'cop' sunglasses, obvious and undecorated tactical gear, etc.

A Stranger should consider carrying these personal items while on duty:

Sturdy Footwear	Clothing for changes in temperature
Water	Sunglasses/wide brim hat
Small flashlight/Headlamp (night shifts)	Notebook and pencil*
Knife or utility tool	Sturdy belt for your radio
Quick-energy snack foods	Whistle for signaling

** Notebook and Pen/Pencil is required. You must be able to report info accurately to Khaki.

5.3 – Checking in for the event and for your shift(s)

After you Fern Burn camp is all set up, drop by StRanger HQ and let us know you have arrived. We'll give you a tour, let you know what resources are available on site, and explain where important things are kept, and so on.

When checking in at StRanger HQ to go on shift. Be ready to StRanger by doing the following:

- ✓ Be on time (10-15 minutes before your shift starts).
- ✓ Have equipment listed above
- ✓ Have fun and enjoy yourself!

A note on StRanger Self-Care

Strangering can be an incredible opportunity to learn new skills, meet amazing people, and become a part of a wonderfully eclectic and diverse group of do-ers, go-getters, and community leaders. With that, you're also going to be in situations where you become aware of the darker side of our beloved community. You could see the aftermath of injury, assault, crime, or accidents of fate and timing, and that can be rough. Self-care is critical.

Know that if you don't get along with your Stranger partner or they make you uncomfortable, you should let Khaki know. Pretend you have a dead radio battery and come by HQ, or say you want to go get a snack and request a partner swap from Khaki. We'll do our best to help you out if possible. If you've just dealt with a situation and it's wiped you out, let Khaki know. Taking care of you is the most important thing. If you're stressed, triggered, emotional, or exhausted, you're compromised and you are not able to StRanger effectively. It happens to all of us. Khaki will not be mad, in fact it takes guts and we'll respect you for knowing your limits.

Don't try to Stranger if you're sick or exhausted - take care of yourself. Send a campmate down to let Khaki know you can't make your shift, please. If you have a problem with another Stranger please see Khaki or a Stranger Lead as soon as possible. We want to address your concerns and make the Stranger as welcoming and safe for one another as we can.

5.4 Must Reports

While participants (including us) have a lot of leeway at events like Fern Burn, emergencies happen and there are some things that simply CAN NOT be overlooked. As these situations are almost always_ emergencies, we are required to report and respond to them—usually with outside departments or default world first responders. These are called MUST Report Situations and include

- | | |
|--|----------------------------------|
| Lost or Found Child | Child or Elder abuse |
| Domestic violence and Sexual violence | Non-consensual physical violence |
| Medical emergencies | Psychiatric emergencies |
| Any situation that is likely to put a StRanger in harm's way | |
| Any situation that is likely to put a participant in non-consensual grave danger | |
| Any Death | |

Failure to report a Must-Report situation is a serious instance of un-Strangerly behavior and can result in disciplinary action up to and including permanent removal from the Stranger department.

We'll discuss these situations and how to handle them in detail in the next section.

5.5 Responding to must reports

Lost Children

A lost child is defined as any minor person who has become separated from their parent/guardian. Lost children may be reported to Strangers by their parent/guardian, or may be discovered wandering alone. If a child is reported missing:

- One Stranger will immediately call Khaki on the radio and broadcast the following:
 - BREAK BREAL BREAK
Khaki, Khaki, this is <your Stranger handle>; I have a lost child, standby for details
- The other Stranger will obtain the following information and get it on the radio ASAP:
 - Child's name and physical description (Age, skin color, gender, height, clothing worn)
 - The Child's last known location and other info that may be useful in locating them.
- EX: BREAK BREAL BREAK Khaki, Khaki, this is Beavis; I have a lost child, standby for details. Ronny Dump has been reported missing; He's a 3 year old orange male standing about 4 feet tall, and was last seen wearing a blue jacket and blue short pants. He was last seen in the area of the Temple, and may be wandering back to his camp at the SE corner of the Rated G area".
- Parents reporting a lost child should be directed to go to Stranger HQ and meet with Khaki and/or Producers.

Lost Children

Getting a good description, including info on clothing and last known location enables your fellow Strangers to search more efficiently. Getting that info on the air quickly also enables Khaki to enact the lost child protocol as quickly as possible.

Lost child reports causes anyone with a radio to start looking, Gate operations to come to a full stop, and producers to start heading to Stranger HQ among other things.

Lost children, once found, will be accompanied to the Stranger HQ or, have Khaki called to the location. Parents who have been separated from their children should be directed to StRanger HQ, or have Khaki called to the location.

Found child

A found child is defined as anytime a Stranger or other community member locates a minor person who has become separated from their parent/guardian and has not yet located them. Found children may be discovered by Strangers on patrol, reported or brought to Strangers by community members, or may wander into Stranger HQ or other locations (ie Center camp) on their own.

If a child is found, or if a found child is reported to Strangers:

- One Stranger will immediately call Khaki on the radio and broadcast the following:
 - BREAK BREAK BREAK
Khaki, Khaki, this is <your Stranger handle>; I have a found child, standby for details
- The other Stranger will obtain the following information and get it on the radio ASAP:
 - Child's name and physical description (Age, skin color, gender, height, clothing worn)

5.5 Responding to must reports, Cont'd

Found Child

- Location the child was found at
- The fact you will be returning to Stranger HQ
- EX: BREAK BREAK BREAK Khaki, Khaki, this is Beavis; I have a found child, standby for details. Ronny Dump has been located; He's a 3 year old orange male standing about 4 feet tall, and was last seen wearing a blue jacket and blue short pants. He was located East of the Temple, so we're heading back to HQ for reunification".

If a child is found, they will NOT to be turned over to anyone (except to Khaki/Stranger Lead/Event Producers) by a Stranger. Only the Stranger Lead in conjunction with the Event Operations Team will release a lost child to a parent or guardian after verification of ID and status with the child.

Lost adults

Stranger may receive reports from worried participants that an adult campmate has gone missing or "didn't come home last night." While this may be upsetting to the participant, adults are not considered lost at Fern Burn and Stranger will not search for missing adult campmates. Search and Rescue missions are only conducted in the outlying areas of the event by the BLM, Local and County Law Enforcement, and other public agencies.

Lost Adults

If a participant reports that a missing adult campmate has seriously diminished mental capacity (e.g, Alzheimer's) or suffers from a medical condition that would result in serious harm if they do not return to camp and take their medication, report this information to Khaki. Khaki will discuss with Production about making an announcement to Stranger on shift requesting them to keep an eye out for this person during the normal course of their shift.

Found adults

Any adult found wandering **and** disoriented or intoxicated to the point of being a danger to self or others should be referred to medical for examination, treatment, or referral to default EMS.

Sexual Violence

Sexual violence is defined as any unwanted, forced, or coerced sexual act. It includes inappropriate sexual contact or fondling, acquaintance rape, date rape, rape by a suspect that is unknown to the victim, child sexual abuse, and incest, whether or not there was penetration. Signs of potential sexual violence that you might encounter could include signs of physical abuse (bruising, cuts, pains) or torn or missing clothing.

You may encounter situations in which:

- A participant informs you that they have been sexually assaulted,
- A participant reports that someone else has been sexually assaulted, or
- You have reason to suspect that someone has been sexually assaulted

Any of these are must report situations.

5.5 Responding to must reports, Cont'd

Sexual Violence

In such situations, after making sure the scene and survivor are safe, you must follow these steps:

- ✓ Ask if anyone needs medical.
- ✓ Call Khaki and request a face-to-face for Sexual Violence or SV
- ✓ “Khaki, I need sexual violence response at “location.”.
- ✓ You may also request medical, if needed.

If you're not sure whether this was an SV, you can request advice or say “potential sexual violence”. If you believe that participants on scene might be freaked out by hearing you say “sexual violence” you can call it in as a “Sierra Victor” or “SV”. If you are not sure whether confirmed sexual violence was in fact sexual assault, call it in as “possible sexual assault.” Khaki will roll a sexual assault response in these cases, including production team members and senior Stranger leadership.

Do not ask the survivor to tell their story, as that can be traumatizing. Ask the survivor to wait for other resources to arrive so that they are not asked to retell the story again. If the survivor tells any part of their story anyway, listen and take notes. If you are at the scene where the incident occurred, do not touch or disturb the scene.

Khaki will activate the sexual violence protocol found in the Fern Burn safety plan.

Make sure the scene is safe and stay with the survivor until all resources arrive and you are properly relieved. You may be asked to stay on the scene to continue to provide support. Expect that members of the Production team and more senior Stranger leadership will arrive on scene to manage the incident response.

Here are some tips when caring for the survivor:

- ✓ Be sensitive and use appropriate language
- ✓ Avoid speaking loudly or calling unnecessary attention to the survivor
- ✓ Offer the survivor a blanket or something warm to wrap up in
- ✓ Make no comments implying that the survivor “asked for it” or is lying.
- ✓ Let the survivor know that she/he/they is believed, that the violence was not her/his/their fault, and that she/he/they did not cause it to happen.
- ✓ Reassure the survivor that only the perpetrator is to blame.
- ✓ Do not make the survivor promises regarding outcomes or justice, this is outside the scope of what Strangers do, and is in the hands of law enforcement and our imperfect justice system.

5.5 Responding to must reports, Cont'd

Sexual Violence

Stranger sexual violence is hard, and it's okay if you find yourself realizing this is not a situation you can handle. It's OKAY to ask Khaki if you can be released from the incident or from the shift once you have radioed for Khaki, Producers, Medical and Law Enforcement. Your well-being is important to Khaki and limiting your exposure to secondary trauma is important. Do not unnecessarily push yourself into a situation you believe will harm you physically, psychologically, or both. Your fellow volunteers include people professionally trained to take over these ugly and difficult situations if, and when, necessary.

Domestic Violence

Domestic Violence is broadly defined as an incident in which violence or force has been used AND A domestic relationship exists or has existed in the past between the parties.

A domestic relationship exists if the people:

Are or were ever married, living together, sleeping together, dating OR
If they are family or are currently or have ever been roommates.

You may encounter situations in which a participant tells you that he or she is the survivor of on-site domestic violence. This can occur when A participant tells you that someone else is the survivor of on-site domestic violence. It can also occur when You have reason to suspect that someone is the survivor of on-site domestic violence. Any of these are must-report situations. Once you have satisfied yourself that you are dealing with a domestic violence situation (see below), then, after making sure that the scene and the survivor are safe, you must follow these steps:

- ✓ Ask if anyone needs medical attention.
- ✓ Call Khaki and ask for a Domestic Violence or DV response at your location.
 - Ex: "Khaki, khaki, this is Boy Wonder, I need a DV response at <your location>.
 - If there are physical injuries, you may need to make an additional radio call to request medical (more on those calls later)

Again, You must report a DV to Khaki whether or not the participant wants you to call it in.

Ask if the survivor is comfortable telling you about their assailant. If they are, begin gathering any information regarding the alleged perpetrator that the survivor may have, such as their name (default and/or Playa), description (physical and clothing), current location, and camp location.

Do not ask the survivor to tell their story, as that can be traumatizing. If the survivor **wants** to tell their story, listen and take notes.

If you are at the scene where the incident occurred, do not touch or disturb the scene.

Make sure the scene is safe and stay with the survivor until all resources arrive. You may be asked to stay on the scene to continue to provide support.

If you suspect a domestic violence situation but are not able to make a positive determination, call Khaki and say that in plain English. Likely this means a shift lead will come to you to help you make a determination. Remember that ANY non-consensual physical violence is a must-report situation, whether or not a domestic relationship exists.

5.5 Responding to must reports, Cont'd

Medical Emergencies

Strangers who encounter participants having medical difficulties beyond a simple boo-boo should immediately engage the participant(s) and request medical (as appropriate). Medical emergencies are a must report, in addition to other events covered in this chapter.

When requesting a medical response, your first radio call needs to include the following information:

- ✓ Who you are (Callsign)
- ✓ What you need (Medical)
- ✓ Your exact location (I'm about 100 ft north of the Effigy)
- ✓ A brief description of the injury or situation (Broken leg, chest pain, deep cut to hand)
- ✓ If the victim is conscious and breathing, or if there are any changes to them

Example: "Khaki, Khaki – Discovery; I need Medical about fifty feet south of the Gate. I have a 35 year-old man who is complaining of chest pain. He is conscious, but having trouble breathing."

Once you have called for medical, you MUST stay with the participant until help arrives and you are cleared from the scene by both Medical and by Khaki. At night, wave a flashlight in a circle to help Medical find you. Inform Khaki when Medical arrives on scene.

Be mindful of the environment around you. Make sure that the same thing that injured the participant doesn't injure you, and that well-meaning participants don't make the situation worse.

Bear in mind that unless you have professional credentials (First Responder or above) you are NOT qualified to diagnose medical conditions. Describe what is happening in terms of symptoms (dry skin, lowered level of consciousness, burns) rather than making specific diagnoses (dehydration).

Strangers, even those with medical certifications, must call Medical to the scene if the injury is any more serious than injuries that might normally be treated at home by Mom (band-aid, etc). In such situations, Strangers cannot terminate care, but must release the scene to Medical upon arrival.

In any situation involving medical response, be sure to keep Khaki informed of the situation as it progresses so they and/or the event's operations team/producers are also aware of what is going on – or if outside help is needed (IE calling 911).

There are three points at which you should call Khaki to provide updates:

- ✓ When you first arrive and assess that medical is needed on scene. This is covered by the initial radio call, as described above.
- ✓ When medical arrives.
- ✓ When medical has released you and you are ready to continue your patrol.

Ex: Khaki, Khaki; this is Poundcake. Medical has arrived and is with the patient. We're staying on scene for crowd control. <10 min passes> Khaki; this is Poundcake. Medical has requested we hang out for crowd control and to escort the ambulance out; we'll let you know when we're clear".

5.5 Responding to must reports, Cont'd

A note about perimeters

Medical or other emergency personnel may request that Strangers on scene provide a perimeter to keep onlookers at a distance while they work or to help direct traffic. Stand so that you can easily see the crowd, the medics, the patient, and your partner. Recruit participants to help you with your perimeter: two Strangers is a weak perimeter, but two Strangers plus five participants is a strong one.

Unplanned fires

While controlled fire is generally welcomed at Fern Burn, unplanned or uncontrolled fires are not. In the event that you observe or have any unplanned or uncontrolled fire reported to you, quickly broadcast the following information:

- ✓ Your callsign
- ✓ Your exact location
- ✓ A brief description of what's on fire
- ✓ Any other details that will help Khaki, the safety team, and the producers start taking next steps or calling for outside resources.

Ex: "FIRE FIRE FIRE, this is Boy Wonder. I need Fire at the gate for a vehicle on fire. Everyone is out of the vehicle, and we're moving other people and cars as far away as can be"

Because Fern Burn is a new, smaller event (when compared to other regionals and the big burn), it is highly likely that Strangers will work hand in hand with production and safety staff as one to respond to any incident and especially to any must report. It's kind of like the old saying "One riot, one Ranger".

Psychiatric emergencies

At this time, Fern Burn does not have the population, Stranger staffing, or facilities to provide acute or long-term mental health crisis services, typically found in a Sanctuary type setting. In the event of an incident where these services are required to an extent that exceeds our ability to assist, the responding Stranger(s) should let Khaki know ASAP.

If the distressed individual and their issue is within their scope or ability to assist, we want to do our best to help; If the responding Stranger believes it is a situation which can be resolved with the skills/experience/resources on hand and in a reasonable time frame, they are welcome to work with that participant. If a Stranger believes a distressed participant is going to require time or resources outside the availability or ability of a Stranger crisis intervention provided by or referral to outside resources is the likely scenario.

Khaki will start this process after consultation with the responding Strangers, the safety lead, and producers. For our purposes, "outside the availability or ability" will likely mean anyone or any situation involving an acute medical need, active danger to self/others, hours of hand holding and talking things out, or needs a 100% quiet space to de-escalate themselves.

5.5 Responding to must reports, Cont'd

Grave Danger to Stranger or Participants

- Any situation that is likely to put a Stranger in harm's way
- Any situation that is likely to put a participant in non-consensual grave danger

Unlike other must reports, these situations are not so easy to define or to describe a likely comprehensive response like we have for other instances on this list. We will confidently pass along that ANY situation that has the likelihood of placing the life of a Stranger **OR** that of ANY participant in danger should immediately be reported to Khaki.

Some possible examples of instances that could fall in to these categories include:

Unsafe or unstable structures	Operating vehicles while obviously intoxicated
Unplanned or unsanctioned art on fire	Assaults where a weapon is produced/threatened
Non-swimmer in the creek/in trouble	Suicidal ideation/plans shared w/ another

Obviously we can't tell you EVERYTHING that fits above. Use your skills and gut; if it feels like it could be a life threatening situation, let khaki (and/or safety) know ASAP!

Any Death

This should be obvious...

Chapter 6: The devil is in the details **(Or: Handy policy information)**

Strangers are not cops or security.....but we are the eyes and ears of the event and its producers. Frequently, this means that we are called upon to educate or gently remind participants of certain polices meant to keep us all safe, protect the land so we can meet commitments to the property owners, and continue to grow.

6.1 Policy quick reference

Here are policies currently in place that you will likely need to know so you can educate or remind people.

Animals

Service animals only. Production handles what qualifications are or are not. All dogs are supposed to be on leash **at all times** at FERN BURN. If you see a dog off-leash, educate the participant and record that information for the shift log.

Art cars

FERN BURN does not currently have a traditional DMV or Art Car tagging system. Please observe any art cars and apply some common sense to interfering with them. If the driver is driving erratically or creating danger, please call it in to Khaki. Otherwise, don't try to fix a problem that doesn't exist.

6.1 Policy quick reference, Cont'd

Camping

- See map; Drive in, drop stuff, go park in designated area
- Sexually explicit camps in NC17 zone
- Sexually explicit activities need visual barrier between camp and world
- No loud porno sounds from adult camps
- Bars need 21+ signage
- Note problem camps and report issues/details to Khaki

Children

- Kids are allowed; 0-16 must be with parent at all times
- Special wristband for 0-12 and 13-20; see details in addendums at end of manual
- If problem/feral children or parents report issues/details to Khaki

Evacuation

GTFO!

Evictions

- May be called to assist
- Last resort; process initiated by Khaki, Safety, Production, and land owners
- Don't threaten people w/ this (but you already knew that)

Fire – generally, appliances, and art pieces

Generally: Above ground propane firepits are cool; No wood fires

You must have a fire extinguisher

No unattended fires

Appliances: Factory made propane fire pits/devices are cool, no inspection needed

Art pieces: Custom made art pieces or modified fire pits/features require safety dept inspection

All burnable art requires coordination w/ producers and safety dept lead

Gate days and hours

- Thursday: 12pm – 12am
- Friday: 12pm – 12am
- Saturday: 12pm – 6pm.
- Sunday & Monday: Exit Only

LNT

- Don't be a slob; Pick up after yourself
- If you brought it, you need to haul it out

6.1 Policy quick reference, Cont'd

Sound

- Approval required for large sound camps
- Policies based on zone/area someone is in:

Rated G zone	No amplified sound after 10pm
Rated PG zone	No amplified sound after 11pm
Rated PG13 zone	Turn bass down at Midnight
Rated R zone	Turn bass down at 2am
Rated NC17 zone	Turn bass down at 3am

Re-entry

Re-entry is allowed with an event wristband during normal gate hours

Swimming in the creek

The creek is not deep; Go swimming and be careful!

Vehicles – not art cars

- Park 'em in designated parking areas after dropping stuff
- May be allowed in camps---RVs, mobility aids, support vehicles.
- When in doubt, ask Khaki

Visits by police

- Alert Khaki ASAP
- Provide location info / note activity
- Do not interfere
- Be a good observer; take notes or record if something seems odd

Wristbands

- different wristbands for diff ages; access to things based on that
- educate camps on responsibility to check and enforce so they aren't liable for liquor law violations
- Stop/check anyone w/o a wrist band; take to gate so they can get one



There are larger pictures at the end of the manual

6.2 Notes on other possible situations/responses

Gate Crashers

Check for wristbands; contact Khaki.

Danger Noodles: AKA SNAKES

Leave 'em alone! Site is home to bull snakes, which are non-poisonous and deserve respect. Please inform participants of such if they request help in 'dealing with' snakes in their camps. Just leave them alone. They will leave when the bass starts. There are also rattlesnakes, again don't mess with them. They will leave.

Structure collapse

Keep area clear and form a perimeter

Severe Weather

Provide community support by helping folks button up camp, and by spreading the word!
Gather/spread accurate information; --- Rumor and Panic = increased risk!

Hazardous Materials

Gas spills, port leak

Manage incident perimeter & report to Khaki as required

6.3 Shift happens (Credits, gift tickets, and penalties)

Shift Credits: (reminder)

Fern Burn leadership has determined 16 volunteer hours, or credits, will be rewarded with a \$25 ticket for Fern Burn 2027, which may be deferred for 1 event cycle. 1 hour of volunteering is worth 1 credit, whether you worked pre-event, at the event, or after the event. You must sign in and out with a Lead for your hours to be recorded.

Credit Penalty: (reminder)

Signing up for a shift and flaking isn't cool. Life and stuff happens that can result in missed shifts, but if at all possible please come by HQ and tell Khaki what's up so you can avoid a flake penalty. 'Flake' for our purposes, is defined as skipping your shift without prior notification (a missed shift, no call/no show). A Flake penalty results in a deduction of 2 credits/ hours per flaked shift. Exceptions will be made for emergencies (like you, your partner, or an immediate family member got hauled to jail/the ER) It's super easy to avoid flake penalty by just TELLING us *before* the shift.

Addendums

- 1 -Emergency contact info
- 2 - Annotated Map
- 3 - Radio quick reference
- 4 - Wristbands
- 5 - Visting Stranger agreement

**Fern Burn
Emergency Contact information**

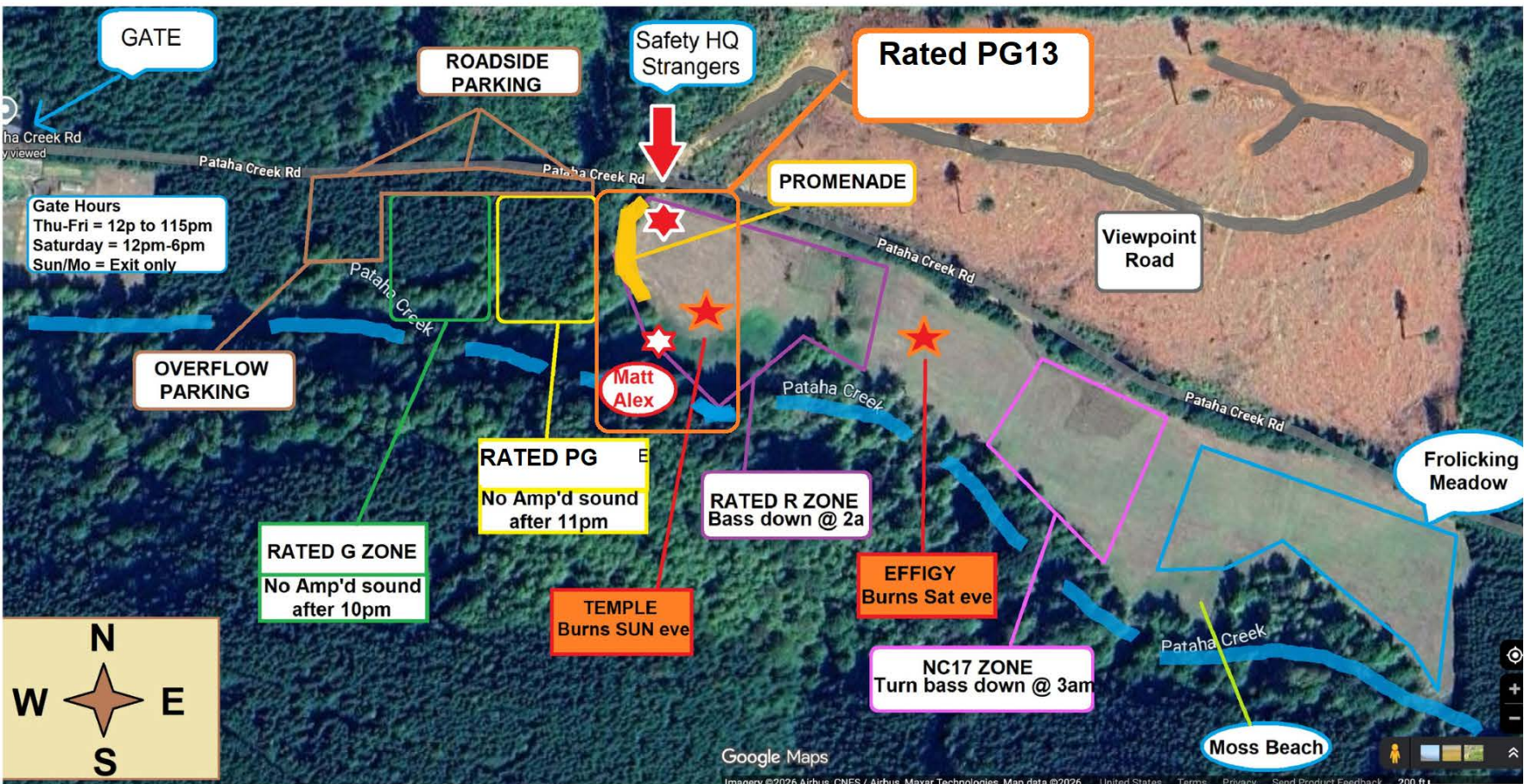
FIRE/EMS Lane County Fire Authority

POLICE Lane County Sheriff's Office

Non-emergency: 541-682-4150 option 1

Emergency: 911

LOCATION: FishDog Farm
 18707 Pataha Creek Rd
 Walton, OR 97490



GATE

ROADSIDE PARKING

Safety HQ Strangers

Rated PG13

Gate Hours
Thu-Fri = 12p to 115pm
Saturday = 12pm-6pm
Sun/Mo = Exit only

PROMENADE

Viewpoint Road

OVERFLOW PARKING

Matt Alex

RATED PG
No Amp'd sound after 11pm

RATED R ZONE
Bass down @ 2a

RATED G ZONE
No Amp'd sound after 10pm

TEMPLE
Burns SUN eve

EFFIGY
Burns Sat eve

NC17 ZONE
Turn bass down @ 3am

Frolicking Meadow

Moss Beach



Google Maps

Imagery ©2026 Airbus, CNES / Airbus, Maxar Technologies, Map data ©2026 United States, Terms, Privacy, Send Product Feedback 200 ft

Answers to questions you should probably already know (Rev 3/26)

Who do I talk to on the radio?

KHAKI.....Stranger help/questions
 PRODUCTION.....Event operations help/questions
 ALLCOM.....Anyone with a radio (Use this sparingly please)

What do I say when I do talk?

- Think of what to say FIRST (I need X for Y at Z)
- Don't step on others - Listen before talking
- Press/hold mic button, wait for beeps
- Say their call sign/handle 2x then yours 1x
- Keep it short/sweet
- Release mic
- Wait for acknowledgment and/or questions

Common radio calls:

Status update: "Khaki, (your name) and (message about what you are doing and where you are doing it)".

Information broadcast: "Allcom Allcom, (name), information: (piece of super important info all people on radio should know)".

Emergency calls:

Use BREAK BREAK BREAK before calling

Medical problem: "Khaki, (your name) and I need medical at (exact location) for (your best description of problem)".

Unplanned fire: "Khaki, your name) and I need fire for (description of what is burning, location of the fire, and how large of a fire it is or if vehicles are involved or close by)".

Any other emergency: "Khaki, (Name) and (pants shittingly important message or request for emergency response)".

Lost kid: "Khaki, (Name) and I have a lost child (physical/clothing description of child, where they were last seen, names of parents, location/time last seen, location of their camp, and relationship of reporting person to lost kidlet)".

Phonetic Alphabet

A=Alpha B=Bravo C=Charlie D=Delta E=Echo F=Fox G=Golf
 H=Hotel I=India J=Juliet K=Kilo L=Lima M=Mike N=November
 O=Oscar P=Papa Q=Quebec R=Romeo S=Sierra T=Tango
 U=Uniform V=Victor W=Whisky X=X-ray Y=Yankee Z=Zulu

Things we DO NOT EVER say on the f!cking Radio :

- Profanity of any kind
- Death/Dead/Deceased
- Eviction/86'd/similar terms
- Drug names or references to drug problems (Like ODs)
- Personal information (Names, ID#s, etc) *except for lost kids*

What does FLAME mean again?

Find out, Listen, Analyze, Mediate, Explain

Where is stranger and Safety HQ?

Refer to the event map on the other side of this ;)

Where's the nearest food/gas/beer/harwadre?

Eugene: Walmart 4550 W 11th Ave, Eugene, 97402
 Space age, 4419 Commerce St Eugene 97402
 Target 4575 W 11th Ave, Eugene, OR 97402
 Home Depot 808 Seneca Rd, Eugene, OR 97402
 Harbor Freight 2175 W 7th Ave, Eugene, OR 97402
 Veneta: BiMart 25126 Jeans Rd Veneta 97487
 Grocery Outelt 25110 Jeans Rd Veneta, 97487
 Circle K 25547 OR-126, Veneta, 97487

What 's the nearest Hospital?

McKenzie-Willamette Medical Center 1460 G St, Springfield, OR 97477

What dates/times do things burn at?

Refer to the WWW board at center camp

What are Gate times/rules

Thur + Fri 12 noon - Midnight
Saturday 12 noon - 6pm
All others Exit only

Sound Policy

Rated G zone	No amplified sound after 10pm
Rated PG zone	No amplified sound after 11pm
Rated PG13 zone	Turn bass down at Midnight
Rated R zone	Turn bass down at 2am
Rated NC17 zone	Turn bass down at 3am

Fire Policy

- Propane fire pit/feature(s) only
- Must be off of ground/in container.
- Fires must be 100% attended
- Must have fire extinguisher or way to fight fire
- Factory spec items DO NOT need inspection
- Altered/custom builds DO need inspection from safety

Vehicle Rules

- Park 'em in designated parking areas after dropping stuff
- May be allowed in camps
- When in doubt, ask Khaki

Laser Policy

Don't be a dick (point at people, harass, annoy, etc)

What else?

YES, you can swim in the creek
 Thanks for all your hard work!

Ask an experienced Ranger or Khaki if this and your training STILL havent answered your question.

RADIO CHANNELS

- 1- Burn Main
- 2- Gate & Parking
- 3- Safety Third
- 16- Sleep/On Call

All others are for incidents and long convos.

CRITICAL INFO MEDICAL CALLS

- Your EXACT location in city
- Quick summary of problem/Injury (nothin' fancy, just tell us what ya see)

!ALWAYS! report:
 Unconsciousness
 Breathing problems
 Major Bleeding

MUST REPORT INCIDENTS

- Lost or Found Child**
- Child/Elder abuse**
- Domestic Violence Sexual Assault**
- Medical/Psych Emergency**
- Grave danger--Ranger**
- Grave danger--Participant**
- Nonconsensual violence**
- Death**

Tips from the pros

1 - Make it quick

The radio can get VERY busy. Be quick and direct with your message, as others are waiting for their turn(s) too .

2 - Find a quiet place to pull over

Longer conversations or incidents that require extended conversation should be moved to one of the unnamed talk/tactical channels found on channels 4 through 15.

3 - Remember your ABCs

A - Actionable - Tell us what you need FIRST

B - Brief - Keep it short and sweet; tell us what you need and where you need it at.

C - Clear - If you are excited, take a breath BEFORE pressing the button to talk. If it's noisy, cover your radio/mic; we want to talk to you, not hear the background noise.

If your radio call boils down to "I need X for Y at Z", then you're well on your way doing good radio!

4 - BE SPECIFIC!

"Over here" or "a person" do not mean much to people not seeing the same things you are. Describing locations or people in detail can prevent confusion, save time, and save you having to answer even more questions.

5 - Don't want it on the news? Keep it off the air!

There are a few things we DO NOT put on the air:

Certain confidential situations (Mentions of death/dead/deceased persons, Evictions or 86'd, and drug names or references to drug use).

Identifying information (Full Names, ID#,s, etc)

This DOES NOT apply to broadcasting info on Lost/found kids or vulnerable adults.

SWEARS Our radios are FCC regulated and swears can result in upwards of \$10,000 in fines from the feds!

Drunk broadcasts or malicious Interference Not cool. Just don't!

If you run in to something that falls in one of the above categories,

Ask for a "face to face" and discuss in an in person conversation.

6 - If you hear BREAK BREAK BREAK, stop talking!

These 3 words mean "I have an emergency, I need the air NOW". If you hear these words come over the air, whoever is saying them has immediate priority. Whatever you are gabbing about can wait until after the emergency is handled.

EMERGENCIES

Thankfully, instances where the shark is well and truly jumped are rare at Fern Burn. Even so, knowing who to call and what to say is as important here as it is when you call 911 in the default.

Medical Emergencies

Say "MEDICAL MEDICAL MEDICAL, this is <your callsign>"

"I need medical at <your exact location> for <type of injury>"

Be ready to answer questions about the kind of injury or illness, if more than one person is hurt, and the best way to get there (if it's not completely obvious).

Make sure to tell them if someone is not awake, having trouble breathing, or bleeding heavily**

Unplanned or out of control fire

Say "FIRE FIRE FIRE, this is <your callsign>"

"I need Fire at <your exact location> for <type of fire>"

Be ready to answer questions about what's on fire, how large the fire is, and if any one is trying to fight the fire.

Make sure to tell them if vehicles are involved or close by, if anyone is trapped or injured.

Lost Child

Say "BREAK BREAK BREAK this is <your callsign>"

"I need Rangers at <your exact location> for a lost child."

Be ready to answer questions about the child's name, what they were last seen wearing, when they were last seen, where they/their parents are camped at, parents names, and other details that will help reunite parent/child.

Strangers will likely handle much of Lost Child calls, but the more information that you can help them with, the better.

Other issues & emergencies:

Say "Khaki, Khaki, this is (your name) and I need Rangers at <your exact location> for <your emergency>."

Be ready to answer questions about what is happening, the people involved, and the best way to get there (if it's not obvious). if Anyone is aggro or violent, anyone is hurt, anyone is fleeing the scene, what way they went, and the best description of them.

Talking on the radio - like many new skills - makes a lot of people nervous. That's completely normal, and it's OK to be a little nervous.

Practice, listen to others do it, and practice some more-you'll be a natural in no time. Just remember to listen before you talk and make your call short, sweet, and to the point. If your radio call(s) boil(s) down to "I need X for Y at Z", then you're well on your way doing good radio!

THANK YOU FOR ALL YOUR HARD WORK AND HELPING TO MAKE FERN BURN AN AMAZING EVENT!

-Poundcake, Stranger Lead / radio dork

2026 Wrist band details



Visiting Stranger Agreement

Applicable to all visiting Black Rock and Regional Rangers attending Fern Burn.

This agreement came about because it is important to remember that FERN BURN is not Burning Man, your home regional, or any other regional. It is its own unique event with its own culture. FERN BURN has had instances of visiting Strangers failing to have cultural competency or compassion for the event that is FERN BURN by mistaking it for Burning Man or another regional, and spent hard earned social capital.

As a visiting Stranger I have:

_____ Read the available FERN BURN Stranger manual.

_____ Agree that if I have any questions, issues, or concerns regarding the affairs and processes of FERN BURN, its Stranger or any other Department that I will first go directly to an available Stranger Lead.

_____ I understand that the FERN BURN Stranger Lead will act as a liaison and advocate for me if I am having issue(s) with any volunteers, leads, or event production while at FERN BURN.

_____ I will respect the Stranger who call this their home event and community whether they are Black Rock or Regional Stranger.

_____ I will be a good steward of the events principles and spirit including those that differ from those of Burning Man Gerlach event and other Regionals.

_____ I will not misuse goods or services available to me as a Stranger volunteer.

_____ I have been welcomed to wear the FERN BURN Stranger logo and be a part of the regional's family of Stranger and as such am expected to honor their unique history and policies as different but no lesser than those of the Black Rock Rangers.

Failure to adhere to these agreements may result in dismissal from the FERN BURN StRanger, eviction from FERN BURN that year, and temporary or permanent dismissal from Strangering future FERN BURN's. Egregious offenses may include a report to the Black Rock Ranger Personnel Manager.

Signature: _____ Printed: _____

Date: _____