

**CRITICAL NORTHWEST 2022
ELECTROLUMINESCENT
MENAGERIE**

**SURVIVAL
GUIDE**





**JULY 11 - 17,
2022**

GATE HOURS:
MON-FRI
10 AM TO 10 PM
SAT
10 AM TO 1 PM

NO DRIVING ON SITE AFTER 8 PM

**IN/OUT PASS IS REQUIRED
FOR RE-ENTRY**

**NO ENTRY OR RE-ENTRY
AFTER 1 PM SATURDAY**

**MUST BE IN GOOD STANDING WITH
THE RAC (NO ORANGE OR
RED FLAG STATUS)**

**MUST HAVE AN
INW FIRESTARTER MEMBERSHIP**

BEFORE YOU ARRIVE MAKE SURE YOU HAVE THESE:

- **Your legal ID**
- **A ticket in your name**
- **Parking/Infrastructure pass for any vehicle/trailer/etc to be parked onsite and not in a camp**
- **Sleeping Vehicle Pass (in camp), Camping Vehicle Pass (not powered), or RV Pass (Powered) if needed**
- **In/out pass (if re-entry is needed)**
- **Firestarter membership for every adult. We mean it! [Register today.](#)**

ELECTRO LUMINESCENT MENAGERIE

YOUR 2022 CRITICAL SURVIVAL GUIDE

"Goodness!" Peacock looked around in surprise. "I did not expect the forest to be so large."

Llama smiled, pausing to enjoy the sight of lights dancing in the night sky, bouncing off the canopy of trees. "Yes," they confirmed before handing her a cup. "This is why I told you to be prepared, friend! Come. We're off on an adventure!"

Critical Northwest has brought the spirit of Burning Man here to Washington, infusing the art, excitement, and creativity of the Playa with the magic and beauty of the Pacific Northwest's majestic forests, since 2003.

As part of the Burning Man regional network, it's a great way for the curious to dip their toes into Burner culture. Experience the art, theme camps, fire performers, mutant vehicles and so much more right here.

This year our thriving community of dreamers and doers are planning another unforgettable adventure. The creatures of the menagerie await your arrival with anticipation.

CODE OF CONDUCT

"I've heard of the neon lions," Tabby said, nervous. "They have no patience for bad manners."

"That is true," Peacock agreed. "But I've found manners is usually just a fancy name for kindness. Remember that, and you'll be most welcome at their tea party."

Radical inclusion only exists when all people are treated with dignity and respect. Participants of every age must read, understand and abide by the INW Code of Conduct and the Ten Principles. For violations of the code of conduct involving a minor (anyone under the age of 18), both the minor and adult will be included in the incident details.

We want EVERY participant to be able to enjoy this community, but we can only foster that level of inclusion by being good to one another.

THE FOLLOWING ARE STRICTLY PROHIBITED:

- **Unwanted, harassing or inappropriately lewd behavior or language**
- **Over-intoxication**
- **Use of illegal substances**
- **Any conduct that is criminal**
- **Causing, attempting to cause, or threatening injury/damage to another person/their property**
- **Possession or use of firearms or fireworks**
- **Photography or video camera use without express consent from subject(s).**
- **Transphobic, Homophobic, Sexist, Ableist, Racist, or Hateful actions/threats/acts against anyone**

Ignition Northwest / Critical Northwest, at their sole discretion, reserve the right to revoke the ticket of and/or require any person to vacate the premises for reasons of nuisance, improper conduct or other rule violations, without refund of ticket fees.



MANDATORY CHILD REGISTRATION

EVERY CHILD (HUMAN UNDER THE AGE OF 18) should have a sober, trusted adult on duty to meet their needs that can be found.

Each child at Critical will have paperwork confirming their association to two separate, responsible, accountable adults: one on-site, and one off. Details collected will include:

- Guardian/parent name (both legal and answerable names) and relationship to child
- Child's legal and answerable names
- Campsite location with detailed home tent/camp description
- Age of child
- Mobile number and alternate contact number
- INW Firestarter Email address
- Two instant photos of both child and onsite guardian taken at Gate (one for both Producers and Rangers)

CHILDREN AGES 12 AND UNDER MUST BE ACCOMPANIED BY AN ADULT AT THE RIVER.

THE TEN PRINCIPLES WITH A LOCAL TWIST

Critical Northwest is a member of the [Burning Man Regional Network](#). As such, we embrace the ten principles and strive to include them in all we do... with a slight local twist.

We have chosen to embrace "Consent in All Things" as principle zero. We see open and enthusiastic consent as the foundation from which all other principles grow. Consent is the base we build upon: without it, our community will crumble.

WE HAVE ZERO TOLERANCE FOR CONSENT VIOLATIONS.

0. Consent in All Things
1. Radical Inclusion
2. Gifting
3. Decommodification
4. Radical Self-Reliance
5. Radical Self-Expression
6. Communal Effort
7. Civic Responsibility
8. Leave No Trace
9. Participation
10. Immediacy

EVENT RULES

A pug dog is the central focus, dressed in a formal grey suit with a white shirt and a dark tie. The dog is holding a red violin across its chest and has its front paws on the strings, appearing to play. The background is a dark, textured wall with some greenery visible on the right side.

QUIET HOURS Midnight to 8 AM. Unless you're a registered sound camp, sound shouldn't be loud enough to travel more than 30 ft.

RE-ENTRY An in/out pass (purchased in advance) and ID is required. Re-entry is only allowed during gate hours (Mon-Fri: 10 AM to 10 PM and Sat: 10 AM to 1 PM)

VEHICLE CAMPING A pass of some type is required for ANY kind of vehicle camping- including sleeping in cars.

PARKING Space is limited, carpool if you can. You will NOT be allowed to park without a proper pass.

FIRE Art and performers must be registered in advance. Any camp using a propane fire pit or stove must have an extinguisher.

MUTANT VEHICLE Register in advance, observe the 5 MPH speed limit, and never drive under the influence.

NUDITY We share the roads with our neighbors. As such, full and partial nudity are only allowed in walk in camping, the red light district, the swimming hole, and private camps not visible from the roads.

ADULT THEMES Critical is for everyone, but not everything at Critical is for everyone. Be aware of children and minors when outside the red light district, and do not bring children or minors into the red light district.

RIVER SAFETY Use the buddy system, let people know where you're going, and do not enter the water between dusk and dawn. Walk with caution- those rocks are slippery, and falls happen. All children ages 12 and under must be supervised by an adult.

DECOMMODIFICATION No selling, no advertising, and no promoting commercial events on site.

CRITICAL IS MADE FOR US, BY US

As the 10 principles say, everyone plays and everyone works. Critical is built by all of us- without community members who pitch in and get involved, it just doesn't happen. Will you be the first smile people see at gate, or the friendly hug at ambassadors? Will you direct cars in parking, or provide ice and coffee at hub? Will you join life support in delivering snacks and drinks to your fellow volunteers, or help direct placed campers and artists to their proper locations with spacement?

We have **SO MANY** different ways for you to get involved. Come alone and meet some new friends, or get your whole camp together to take over a shift at gate, parking, or ambassadors as a group.

Sign up in advance when our volunteer sign ups go live, or pick up a shift on site from the Expedition Board at HUB. We might even let you play with a megaphone!

DISABILITY ACCOMMODATIONS

We strive to do all we can to assist participants with disabilities.

If you need to use a motorized vehicle, have a registered service animal, need to power a medical device, or have other medical concerns, please contact producers@criticalnw.org

NOTE: Support/companion animals aren't allowed.

CATS is a theme camp that generously provides transportation assistance for those who need it while on site. Should you need a ride while at the event, feel free to flag down one of the **CATS** shuttles, or wait at a shuttle stop (marked on your map).

Please be aware that the venue is in a mountain valley with unpaved roads, no site hookups and no cellular reception.

ON SITE SERVICES

Peacock had been up too late. The elaborate rituals of the midnight hawks are best observed in the dark, after all. A familiar smell caught her attention. "Coffee!" she exclaimed, her delight almost eclipsing her exhaustion. "That is just what I need. Goodness! I did not expect the Menagerie to be so..."

"Civilized?" asked a phosphorescent deer, handing her cup back, contents fragrant and steaming. "But of course!"

HUB Our center camp. Relax, play a board game, enjoy the art, take in a workshop or class, and drink some free coffee. Want something to do? Check the expedition board and grab a volunteer shift!

PORTAS Don't put anything in them but one ply paper and things that came out of your body. Bring a roll of one ply with you. There's nothing worse than walking there in the dark, only to find out there is no toilet paper.

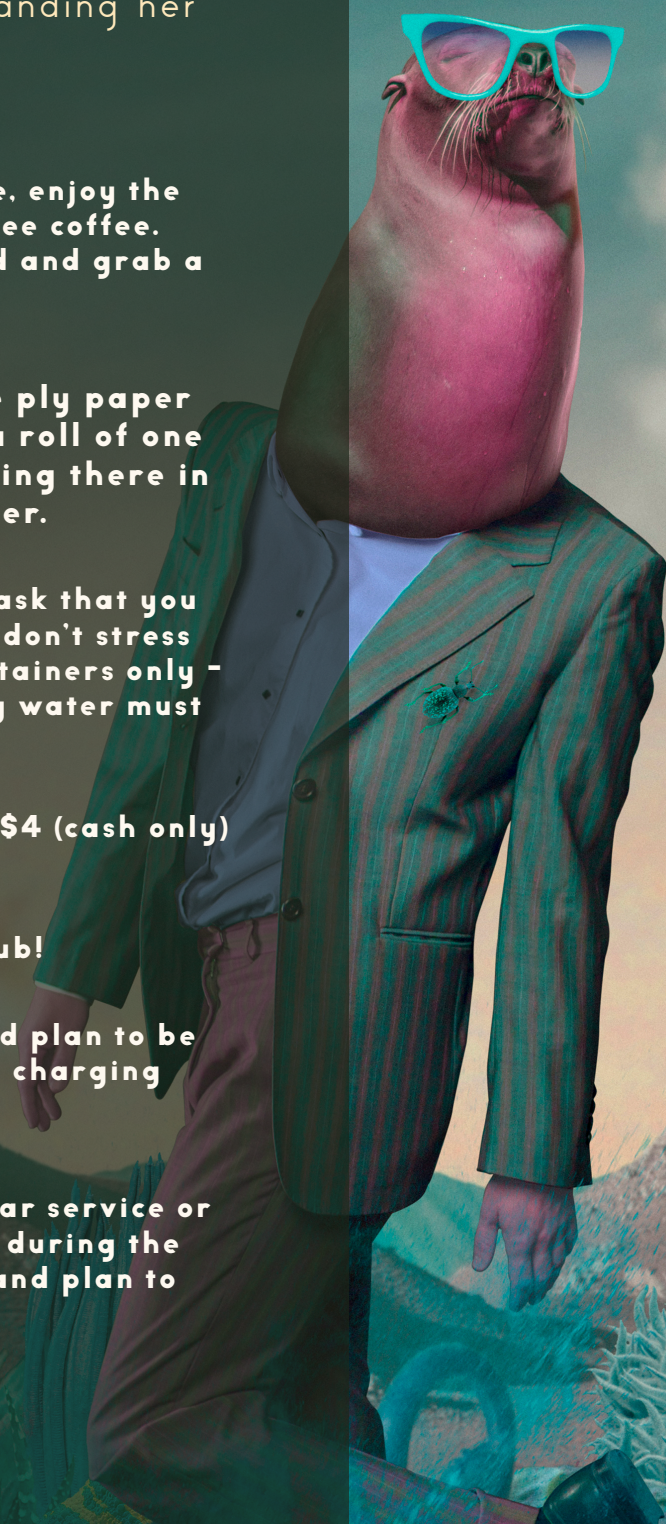
WATER Potable water is available on site. We ask that you bring your own full containers to begin with so we don't stress the water supply. Spigots are for filling water containers only - no handwashing, bathing, or cleaning dishes. Gray water must be ported out.

ICE The only thing sold on site. It's available for \$4 (cash only) from 10 AM to 5 PM at the HUB.

COFFEE/TEA Check your map - it's at the Hub!

POWER Campsites have no power, so you should plan to be radically self reliant. That said, we do have public charging stations that sometimes work.

INTERNET/CELLULAR There is no cellular service or internet on site. If you need access to connectivity during the week you can purchase an in-out pass in advance and plan to travel to town.



LEAVE NO TRACE

"I am so lucky to be here," Mr. Pug said to no one in particular, as he watched the strontium dolphins performing a night ballet. Water sparkled like diamonds in the reflection of their glow. "I must take extra care to clean up when leaving, it would be wrong to deprive future visitors of such beauty."

If you brought it in, bring it out. There are no recycling or trash cans on site.

Remove extra packaging before you arrive to minimize the amount of trash you take home.

Use rechargeable power sources whenever possible, especially for lights.

Avoid sequins, glitter, feathers, and other moopy items.

If you create gray water during the event, have a solid plan to pack it back with you. No dumping gray water anywhere on-site.

We're in the woods!

Be mindful of bugs and animals, they love to get into things! Keep your food and trash in sealed containers, preferably bins with lids. Do not leave food out, and do not throw food waste on the ground.

ASSISTANCE

Duck stumbled, but was quickly surprised to find herself set gently upright before she hit the ground.

"Do not worry," came a voice from high above. The xenon giraffe nodded his silvery head. "I was here to catch you."

MEDICAL We should all practice radical self reliance and bring a first aid kit, but we can't always plan for everything, so help is here! Our First Aid team and medical vendor work around the clock to help keep everyone safe and at the event.

RANGERS Recognizable by their khaki and green PNW Ranger gear and marked carts, they are trained in safety, peacekeeping, conflict mediation, and emergency response. Have an emergency? Look for the nearest ranger. Can't find one? Use a call box or head to their HQ, both are staffed 24/7.

AMBASSADORS Have questions? Need directions? Unsure about how to float the river? Want to know where that music is coming from? Ambassadors have answers- just look for the red sash!

CHECKLIST

"Are you glad I remembered to bring an extra cup now?" Llama asked, finding Peacock enjoying a cup of coffee with a group of multi-hued rabbits, discussing the events of the day.

"I am," she admitted. "I will be sure to plan more next year!"

- Your cup. Bring your own, get a carabiner and clip it to your belt when not in use, hold it out and someone may fill it with something good. Bring it to the hub and get some free coffee.**
- Your ID matching your will call ticket, and the knowledge that you're an INW firestarter.**
- Gear for a week in the woods. Shelter, bedding, cookstove - everything.**
- Got a tent? Bring a tarp for underneath.**
- Got an RV? Bring that RV camping pass!**
- A cooler stocked with food and drinks for a week.**
- Cash for ice (the only thing we sell on site, get it at the HUB for \$4 a bag.)**
- Sunscreen, bug spray, a first aid kit, and any meds you need during the week.**
- Water containers - for both fresh drinking water and porting out gray water.**
- Containers for trash - We're in the woods: open bags can attract bugs and animals. And containers smell less when you're bringing it back home.**
- Lights - Body lights, camp lights, and a headlamp.**
- Clothes for a week - plan for hot weather, cool weather, and wet weather.**
- Comfy shoes and more socks than you think you'll need. We're in the woods, it's unpaved. (Your feet will thank you.)**
- River gear - a float, a towel or two, and some hard-soled water shoes or footwear that can go in the river (the road between the river and you is gravel. TRUST US.)**
- Any costumes you might want to wear during the event - but remember, LEAVE NO TRACE. No one wants to pick up your glitter and feathers. If it sheds, leave it home.**
- An open mind and an open heart.**



LEAVE IT HOME

"What is that?" Peacock asked, eyeing the elaborate hat. "Glitter? Feathers? Seal, what were you thinking! That hat will stay in the car."

FORBIDDEN:

- **Firearms of any kind**
- **Fireworks**
- **Animals (service animals need to be registered with production in advance)**
- **Styrofoam (disposable dishes/coolers, or as part of decor or costumes)**
- **Feathers and glitter (yes, even biodegradable)**
- **Illegal substances**
- **Charcoal grills, wood fire pits, and unapproved fire art**
- **RVs without an RV Pass**
- **Friends who haven't signed up for an INW membership**

THE ELECTROLUMINESCENT MENAGERIE IS A WELL KEPT SECRET, HIDDEN FROM MODERN DIRECTIONAL EQUIPMENT.

As such, you may find your GPS no longer functions as intended the closer you get. To ease this transition, we have provided written directions.

I-5 NORTH

Take exit 194 for US-2 E toward Snohomish/Wenatchee

Use any lane to take the State 204 E exit toward Lake Stevens

Use the left 2 lanes to turn left onto WA-9 N

TURN RIGHT ONTO WA-92 E

I-5 SOUTH

Take exit 200 for 88th St NE/Quil Ceda Way

Turn left onto 88th St NE

Continue onto Ingraham Blvd

Continue onto 84th St NE/Getchell Rd

At the traffic circle, continue straight to stay on 84th St NE/Getchell Rd

TURN LEFT ONTO WA-92 E

ALL TOGETHER NOW (FROM EITHER DIRECTION)

At the traffic circle, continue straight to stay on WA-92 E

At the traffic circle, continue straight to stay on WA-92 E

At the traffic circle, take the 2nd exit onto WA-92 W

At the traffic circle, take the 2nd exit onto WA-92

At the traffic circle, take the 2nd exit onto WA-92/Quarry Rd

Turn left onto Mountain Loop Hwy

TURN LEFT ONTO MASONIC PARK RD

WELCOME HOME!



ARRIVAL PROCEDURES

- Gate will confirm your ticket and membership status before sending you to ambassadors
- You'll get a guidebook and map to show you where you can set up.
- Your time of arrival will be written on your windshield with a special window marker. You will have two hours to unload and get your car to Parking
- As tempting as it is to explore, set up first. Once you leave, you might not come back, and you don't want to be stuck with nowhere to sleep in the middle of the night! And remember, there is no driving on-site after 8pm.

EXODUS PROCEDURES

- Pack before you get your car
All participants in open camping must be **GONE** by noon on Sunday. Not packing, not loading. **GONE**.
- Placed theme camps have until 5 PM Sunday to be off site.
- Have some unopened food or drinks? Donate to our LNT team on your way out! We are partnering with Burners Without Borders to donate to the Granite Falls Food Bank.