



AMBER BURN 2023 EVENT REPORT

“Amber Burn” is a locally organized Regional Burn in Lithuania, that is run entirely by volunteers following the 10 core principles of Burning Man. This year’s theme “Cosmic Freedom” was announced with the poetry:

*Amber Burn is the place to be,
From July 5th to the 9th, come and see.
A gathering of hearts and minds,
Participants of all kinds.*

*All together we join as one,
Under the hot July sun.
Creativity flows through the air,
With freedom that's beyond compare.*

*Bring your cup and fill it high,
Let's raise a toast to the endless sky.
Cosmic freedom is what we feel,
At Amber Burn, where dreams become real.*



EVENT DETAILS

Date:

July 5 - 9, 2023

in 2023, for the first time, we had a 5-day event

Location:

Homestead "Grybų dvaras",
Švenčionėlių district, Lithuania

Tickets total:

462

Attendance: **438** (95%)
First-timers: **163** (37%)

Kids: **24** tickets within
the overall number

**Registered
Theme Camps:**

4

**Mutant
vehicles:**

2

**Burnable
effigies:**

8

**Activities
and workshops:**

38

COMMUNICATION

A new chapter began, and with a renewed organizational structure the Communications Block included these departments:

- * **WEB + IT**
- * **Info Center**
- * **Tickets**
- * **Newsletter**
- * **Social Media**
- * **Text gurus**
- * **Program**
- * **Eye pass**
- * **Graphic design**

External communication included some of the online presence of the Lithuania Burners Community and the Amber Burn event:

- * [Newsletter](#)
- * [Lithuania Burners Facebook public group](#)
- * [Burning Man LT Facebook page](#)
- * [Public Amber Burn Participants Facebook group](#)
- * [Lithuania Burners Instagram](#)
- * [Amber Burn website](#)
- * [Lithuania Burners website](#)

It was agreed that the external communication should not only focus on the upcoming Amber Burn event but also take into consideration the broader picture-that the event is a part of the Lithuania Burners Community.

An external communication strategy and plan were outlined in March 2023, looking to the example of the previous year but with corresponding changes. It was challenging to keep with the plan during uncertainties and external influences. Especially with the lack of participation in leading departments of the block.





WEB + IT

The www.amberburn.lt website was outdated, with a different layout on various devices, not suitable for smartphones and tablets, hard to navigate, glitches in text, visuals, etc. So we decided to create a new one.

Successes:

- * Fully updated and fully working: www.amberburn.lt.
- * Old content was updated, and new content was created (lexicon, gallery).
- * Well-shared responsibilities between departments and block participants.

Improvables:

- * Adjusting graphic design to a new web page (managing colors, contrast, icon placement, etc.).
- * Lack of time. The decision to change the website was made too late.
- * Technical issues while moving from one server to another led to several glitches with email sending.
- * Adapting suggestions from other departments and lack of feedback in time.
- * The Lithuania Burners Community website remains outdated.

Suggestions:

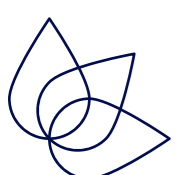
- * Better time planning (timelines, deadlines, etc.).
- * To update the Lithuania Burners Community website.
- * We wanted to move ticket purchasing from the Quicket platform to www.amberburn.lt, but we decided to leave it for next year.

TICKETS

Amber Burn uses the Quicket system and „Stripe“ for registration and ticketing, the same as in previous years.

The regional Amber Burn'23 was enriched with Burners from 15 countries (Finland, Estonia, France, Germany, Czech Republic, Latvia, Ireland, Italy, Poland, Norway, Slovenia, Sweden, Israel, Great Britain, and the USA).

Ticket type	Number	Total amount
Ticket Aid Programme (49€)	35	1715€
Kids ticket (0€)	24	0€
Regular Car Vehicle Pass (15€)	151	2220€
Regular Ticket (99€)	293	29007€
Camper, Van Vehicle Pass (15€)	30	1015€
Donate to Amber Burn Art grants (0€)	42	771€
OMG Ticket (99€)	38	3762€
Art Ticket(0€)	33	0€
Early Arrival ticket (0€)	131	0€
Crew Ticket (49€)	39	1911€
Total	816	40401€



Improvables:

- * Ticket sale strategy.
- * Different types of tickets.
- * Too complicated registration process and a lack of feedback for registration failure/ success.
- * Automatic emails from Quicket.
- * Communication about Early Arrivals tickets and Art, Theme Camps Tickets.
- * Not everyone used or some had a hard time using discount codes on time for Crew or Ticket Aid tickets.

Suggestions:

- * Ticket strategy - ticket sale window should be kept shorter, and then additional (such as OMG) sales should be planned for the event in advance.
- * Registration process and ticket sale via our own website instead of the Quicket platform.
- * Suggestion to move the Tickets team to be a part of 'Davikliai' instead of a communication block (as it is connected closely with finances) or as an independent team.

Ticketing timeline:

The co-creative team has decided to experiment with the ticket sales dates this year. So we had the ticket sales dates prolonged and learned the lesson: most people tend to buy their tickets at the last minute while the responsible team members stay in uncertainty about the budget for too long. The main Ticket Sale, together with the OMG Sale, finally met the planned budget and gave us useful insights on next year's ticket structure and timeline. The main outcome of related discussions was related to organic community growth and the exaggeration of our focus on the event quality but not the quantity.

Structure:

The Tickets department was structured under the Communications division, which gave some internal information flaws and raised the idea of having the Tickets as an independent unit in the future.

Considerations to install a membership fee (aka donation) instead of relying solely on ticket sales are ongoing. Structural changes hereof, if any, would be applied to the upcoming events.

Automation issues:

Since Amber Burn has a registration for the ticket sale procedure, which includes filling out the fun and educational questionnaire correctly, this year we noticed automation issues related to Quicket generated declining responses that are sent to those applicants who fail to choose the right answers. Keeping up with the Radical Inclusion principle, we reached out to each of these applicants with personal, warm invitations to the Event and references or directions on how to answer the questions correctly, complemented with an explanation of the registration for educational and directive purposes. Out of 725 unique registration attempts, 623 became active.

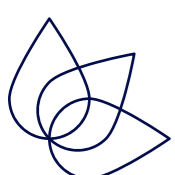
Quicket is not customizing their system for us in terms of questionnaire failure response wording, so we will be either considering other ticketing systems for future events or making the registration procedure simpler.

Crew ticket:

In previous years, the co-creators of Amber Burn, who took the responsibility and gift their time the whole year or during the active planning stage, were granted donation-based Event tickets. This was amended in 2023, after the team discussed and reached consensus to grant the leads and co-leads of various departments a Ticket Aid ticket, instead of donation-based admission.



Amber Burn 2023 EyePass photo by Ygit, burning The Cosmic Snake





SOCIAL MEDIA

The team struggled to find a leading person for the Social media department, so the Communication lead and co-lead took on the responsibility. We decided to divide and post different information on Instagram and Facebook. It was easier to manage, because of its different nature (Instagram being short and visual and Facebook for longer and more informative texts, bigger resolution media files, and also different audiences).

[Social media statistics.](#)

Instagram

Educational and informative posts in social media from 2022 and earlier years that we could re-use and post as stories to remind experienced burners or as learnings for new participants. Instagram followers increased by about 25% from February to September 2023.

Posting portrait collections from Amber Burn 2022 Eye Pass footage and our graphic team's theme-reveal reel proved to be some of the most engaging content ever posted to Instagram.

Improvables:

- * One of the main challenges of the platform was to make Instagram feeds look in sync, visually eye-catching, and match the mood of the event. The visual part of the posts was created mostly with the help of the Eye Pass archives from previous years.
- * Consent topic for posting photographs from Eye Pass.

Suggestions:

- * There are actually more communication channels that are not updated, and our team was not aware of or would probably not be capable of dealing with them: Twitter, Vimeo, and the Lithuania Burners website.
- * Long-term strategy and way of working processes (posts, followers, tags, rules).
- * Screenshot and document more: periodical followers numbers, statistics, or, for example, when someone tags us in their stories, because only part of the information is available and only from the previous 90 days.



Amber Burn 2023 EyePass photo by MayYouSee, The Drop

Facebook

Facebook has two groups within the community page of Burning Man LT. We created another communication channel, a Facebook event, in order to have a more public presence online: Amber Burn 2023

Additional community events volunteer engagement were promoted online as well:

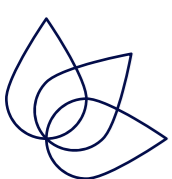
- * B(urning)Easter - Beaster (Easter get together, workshops + community meeting).
- * SpaceBike Spring Upgrade (bike workshop + community meeting).
- * Kibiršt! | Burn'ą! (preparation for AB'23).

Successes:

- * Increase Burning Man LT Facebook community page followers from 6988 to 7213.
- * Successful first-time reel with 1.9k views.
- * Reach 7.6 K.

Improvables:

- * Strong lead, who knows and has the tools to build and maintain steady performance.
- * Long-term strategy, concept, and way of working with Facebook as a part of social media (posts, followers, tags, rules).





THE COSMIC INFO CENTER

As we called our division ‘Cosmmunications’, consequently, Info Point was called Cosmic Info Center. We made it look like a cosmic station in the Amber Burn „Cosmic Freedom“.

It was a success to have a cozy space with an interesting concept. We made a shared community space not only to get all the necessary information about what’s happening in the city, but we merged the space with „Spinta“ (a wardrobe), which was a huge success. Also, we made some cozy space for chilling, which means that people used to come over all the time: either to chill, check out some clothing /accessories, or sign up for a shift totally inspired by amazing volunteers.

As we did not have an Info Point lead, we did not have volunteer training prior to the event, but we managed to get enough volunteers and created overlapping shifts for the knowledge transfer. Volunteers liked to stay at the Info Point, actively taking on the independent role of leading the space without much prior training and having fun. They were taking care of the volunteer shift sheet, inviting Info Point visitors to volunteer in other departments, taking care of the Leave no Trace box, the post box that emerged during the event, the wardrobe, the doors with the program and activities, and many others.

NEWSLETTER

Two directions were pointed out: First, general Lithuania Burners community communication. The receiver’s audience is the broadest for newsletters: previous events’ participants, people who registered for the upcoming Amber Burn, newsletter subscribers, etc.

A second direction was identified as only about Amber Burn 2023 matters and directed to participants who registered for the event.

The newsletter team this year had a task to keep up with the suggestions from last year's team to keep the audience's interest by avoiding long newsletters; emails often went to spam; lack of engagement from the audience, etc. So, the Burning News newsletter has moved to the use of the app ‘Sender’, which was a success. The app is great, user-friendly, and provides statistics and points to issues

The Burning News collaborated with artists, Theme Camp leads, and many others to co-create articles, which was a better approach than overloading text gurus. A timeline was made to schedule the newsletter sending, so there were a total of 5 newsletters from February until July with inspiring stories from Amber Burn and Burning Man as well.

Successes:

- * The concept, activities, and gifts helped get volunteers to sign in at the Info Point.
- * Overlapping Info Point shifts worked out well.
- * A few volunteers from the Communications team led the Info Point each for one day.

Improvables:

- * Create an Info Point area with an interesting concept/theme and some kind of activity or gift to keep it attractive for people to stop by (if not a wardrobe, it could be, for example, a tea/coffee making and drinking spot or something similar).

Successes:

- * The number of Burning News subscribers grew from 2218 to 2500.
- * The Burning News newsletter has moved to the „Sender“ app.
- * Included are inspirational stories in newsletters (Amber Burn art, stories from BM, etc.).

Improvables:

- * The app ‘Sender’ allows users to use the platform for free for up to 2500 subscribers, and we have reached the limit.
- * Upgrade to a paid option in the app ‘Sender’ or find another app for sending newsletters.
- * Keep it active not only before Amber Burn but throughout the year.

TEXT GURUS

It started with two people, but for them, it was not easy knowing everything and writing about everything. So, later, we shifted to a different way of working: looking for volunteers who would like to share their stories, writing texts and helping to edit if necessary, and afterwards facilitating the publishing process.

GRAPHIC DESIGN

This year, the lead of the department stayed the same as last year, so it was easier to start with the visual part of Amber Burn Cosmic Freedom. The task was quite challenging because of the unlimited vastness of possibilities in the theme. With the help of moodboards, spiritual digging, symbolism, etc., we came up with the dualistic perception of self and the human role in and connection with the Cosmos.

The design was made for: Social media posts, FB events, logos, Web page, survival guide, wristbands, and stickers.

Successes:

- * The first ever teaser was created to reveal the theme of this year's Amber Burn.
- * The theme revealing reel generated over 1k viewers on Instagram.

Improvables:

- * Create templates of visuals and texts for Social Media, newsletters, etc.

Overall, Cosmmunications block had a variety of tasks, that were quite challenging at times. Most of them were managed successfully thanks to a very strong team of participants that gathered and were actively involved.

Meetings were consistent every Tuesday up until the event and continued during the event. Mostly online, some live and hybrid meetings took place. With time given, we managed to bring structure to the block, in the meetings, found new ways to solve the tasks and grow strong as a team.

PROGRAM

Participants were encouraged to share their skills by providing talks, workshops, performances, etc. before the event. Registration for participants' activities was announced quite early (around 3 months before the event). The registration process was slow early on, but it got more active closer to the event.

In total, there were 13 activities (like workshops, talks, etc.) registered pre-event, and 24 music performances were registered at the shared DJ space. 4 Theme Camps have created around 25 activities and aligned them so they do not overlap.

The initial program was accessible via QR codes. Also, it was facilitated during the event by providing open space/board (or a door that was displayed at the Info Center) for all participants and Theme Camps to announce any spontaneously emerged activities or any new updates. This made the Info Center more lively and the program more "alive" during the event. The attendance was great, similarly in the DJ space where the separate program was displayed. It was active and changing during the event.

Improvables:

- * Pre-event program registration & planning were announced too early, and participants and Theme Camps lost the thrill. Announcement and starting planning could start no earlier than 1 month before the event.
- * Facilitating emerging new activities was not settled; participants were encouraged to be self-reliant. The Info Center could have a simple explanation and a few rules on how to help participants.
- * Dj space program was not displayed together with the whole program and was hard to find during the event (except QR codes). A separate DJ Space program board works, but it needs to be more visible.
- * The program did not display the space, making it hard to keep track of participants. More regular updates to programs on QRcodes with the latest updates would help.

EYE PASS

8 Eye Pass badges were issued to volunteers who applied for media permissions. Eye Pass holders get to sign an IP allocation contract and are instructed on the importance of photography and filming consent. As a result, loads of beautiful footage is received and further used for Amber Burn related publicity purposes. The webpage was installed with a Gallery page this year, which might be found here: <https://amberburn.lt/gallery/>.

We're looking forward to improving our Media Policy and footage usage practicalities in accordance with learning materials that have been later received via the BM Regional Mentorship program at its Communication department.





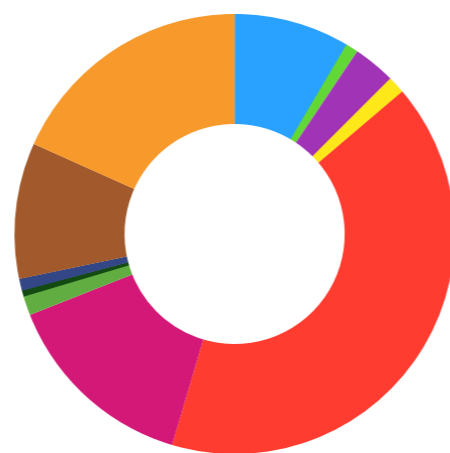
FINANCE & BUDGET

The Amber Burn budget consists of two parts: the part of the previous year's balance allocated to ArtGrants and part of this year's income, covering the costs of the Event. Due to the convenient Event location, we saved some infrastructural costs; due to the ticketing timeline, the overall spending was more thoughtful, and we have reused items from the previous years. Although expenses in the budget accounted for fewer positions, the basic and necessary purchases became more expensive due to the economic situation (inflation). The team had the Decommodification principle and organic community growth related discussion in the context of ticket sales promotion. The decision to open the OMG sales very close to the Event was taken and paid off.

The need to collect the planned budget has led to discussions on the topic of Amber Burn city build scope. Being a pretty small community (having ~450 – 750 event attendees who make 4 to 10 Theme Camps), we tend to see the Event income as a resource that should be used based on the scale economy principle for the build of the central camp, which contains a chill area, a bar, and central burnable effigy (the Cosmo rocket this year). We have also shared the electricity resources with Theme Camps which expressed the need for them. Moreover, we've helped with the logistics of Art Grants, shared the electricity with Artists.

In the next year's structural planning, we are going to include such advanced measures as "centralized" help to coordinate and partly provide electricity for Theme Camps, suggest cooperative build wood acquisition (combining the needs of the City, the Theme Camps and the Arts build) and thus make the money used more efficient. We're also going to try to prevent the above-mentioned budget planning, collection and distribution challenges.

Ticket type	Regular ticket: 99,00 Eur Ticket Aid programme – 49,00 Eur Vehicle pass – 15,00 Eur Van vehicle pass – 35,00 Eur
Attendance	438 (Cap. 888)
Amber Burn'22 balance (Event residue)	13693,49 Eur
Art Grant'23	6905,45 Eur
Total Event income	39043,08 Eur (Donated: 771,00 Eur)
Total Event expenditures	30944 Eur (Art Grant'23 amount excluded)
Amber Burn'23 balance (Event residue)	8099,08 Eur



8,56%	3239,44 Eur	Build, tools
0,75%	283,07 Eur	Central Camp, Kids village
3,32%	1256,88 Eur	Fire art
1,12%	432,75 Eur	Gates&Greeters
40,66%	15389,66 Eur	Infrastructure (Logistics, Heavy equipment)
14,66%	5547,99 Eur	Security, Insurance, Graphic design
1,38%	520,48 Eur	LNT
0,48%	181,30 Eur	Safety (Medics, Sanctuary)
0,85%	322,14 Eur	Decor of Amber Burn
9,99%	3779,29 Eur	Kitchen, WD40 (fluffers)
18,24%	6905,45 Eur	Art Grants

The residue is planned to be dedicated accordingly:

80%

Next year's art grants

15%

Administration cost (accountant, community car maintenance)

5%

Unexpected expenses

RANGERS

Almost all the shifts were filled! Except for 00:00-04:00 Friday and Saturday, which is a recurring problem.

There was one intense situation at the start of the Event involving a mentally unstable person, and it was resolved in about 6 hours with the involvement of Consent, Rangers, Crew Shift, and Crew Members. The person was peacefully removed from the Event as a precautionary measure for their and others safety. Dealing with this situation showed us that the system we have put in place to keep people safe works very well.



CITY PLANNING

Amber Burn 2023 EyePass photo by Ygit

BUILD

We built our township on a 111 acre territory with several ponds, meadows, trees, and some infrastructure already present (kitchen and crew meeting area, several “stages” that were used for shade/rain protection purposes, running water, and electricity for main infrastructure purposes). The build team (early arrivals) worked to transform the location from June 28 to July 4. The strike happened in 3 days, and the location was restored by July 11. Most of the same people did the building and the teardown.

In the course of years, our builders team got qualified enough to build the whole city infrastructure, Sanctuary (used for safe place and workshops) and InfoPoint (used for info center, communal closet, medics, and rangers), and Central camp (including the chill dome, bar, and central burning effigy the Cosmo rocket) in one week’s time, having 10-12 people involved and with one woodwork workshop before the Event. The Build team reported that all went smooth, fast and with good vibes.

The location this year was perfect for the size of the event; however for the sound management purposes the placement was not traditional; the Central Camp became Corner Camp, and the central part of the location was “Pievaya” (hint to Lithuanian „pieva,“ which translates as the grass field), allowing more interaction with the arts.

Some indications for better tool management appeared and are noted for next year’s topics, together with the emerging possibility of sharing the tools with the Theme Camps.

Another recurring challenge is the exhaustion of the build team before the event and during the strike. So we’re discussing better management of Early Arrivals and Strikers. Additionally, mandatory day off before the Event for each volunteer who arrives for the whole Build will be implemented.

LOGISTICS

Separate pallet crates packed and marked by each department helped a lot. Coming up with this idea helped departments be responsible for their own stuff throughout the year, helped the logistics team count the space needed to load it, and helped them plan the load scheme ahead.

KITCHEN AND CATERING

Happily the kitchen structure was provided by the location, and we had no need to build it. We experimented and appointed a different Kitchen lead for each separate day and observed the interesting results that have unfolded. Anyhow, the Kitchen management team had minor problems with not enough volunteers (people had too many things to do for the Build). These issues were successfully solved on the go.

BAR

(AT THE CORNER CAMP)

Bar didn’t get any funding apart from the basic structure build. Everything was donation based or provided by the Bar lead as a gift. Bar shifts were deleted from the shifts sent to participants to sign up due to the intended wish for the participants to take on other volunteering roles such as Gates, Greeters, Info Point, Medics, FAST, other build, arts, and other preparation purposes. Unfortunately, this caused confusion among participants and tension between crew members.

For the next year, we intend to communicate clearly what we’re doing with the Bar: not/providing the place, not/providing basic tools, volunteers from the participants, etc., versus leaving bar facilities only for Theme Camps.

Here an important lesson was learned:

- * structural decisions should not be changed along the way when there is not enough time to regroup.

ARTS

The "Amber Burn'23" Art Grant Program is aimed at supporting artistic endeavors within our community by providing financial grants to the artists.

This year, we received a staggering number of applications. Of the 17 applicants, 8 were granted funding, while others were denied due to a lack of financial support funds. Additionally, one art installation was gifted by the community members without financial grant. Various inventions and performance projects took place.

Key challenges included communication issues and limited openness from artists. Nevertheless, the program's implementation led to the creation of a small-scale artist village, fostering skill-sharing, tool access, and knowledge exchange within the Amber Burn community.

Looking ahead, we propose the concept of a "Creator Space" to further support and nurture artistic endeavors in our community. Here, we can create together and share our skills with each other.

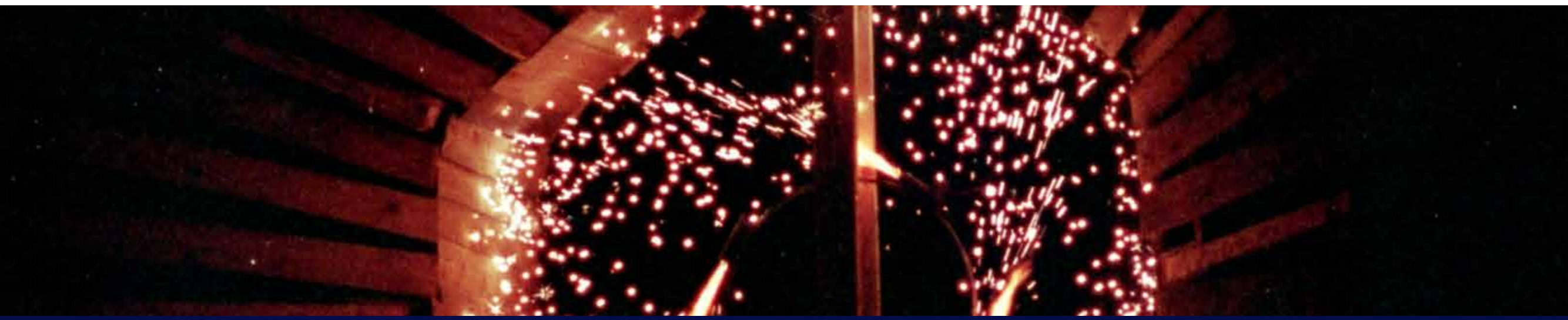
THEME CAMPS

4 Theme Camps created a non-stop fun-filled township for the 5 days: Bang Bang, Colors of Freedom, Cuddle Puddle, and Tea2Bar.

Everybody enjoyed a lot of planned and spontaneous workshops and surprises, including yoga, meditation, tarot card readings, massages, cinema, DJ sets, Amber Burn post office, and, of course, a beautiful, joint effort – a parade.

Improvables

Due to the general planning of Amber Burn this year starting a little too late, a Theme Camp registration call also happened too close to the event. Next year, we will start planning and contacting everyone earlier on. In addition, several big Theme Camps have decided not to participate due to a burnout last year, and one Theme Camp has dropped out close to the event for similar reasons. As a community, we have discussed how to help Theme Camps to encourage their participation and decided that next year there will be a choice of donation, which will include Theme Camps as well as arts.



Amber Burn 2023 photo by M. Oželis vienajuosta, burning The WarmWhole

GATE & GREET: WELL HELLO!

The gate crew did a great job building the gate to Cosmic Freedom. There was a 4-door tunnel through which one could exit after each door to choose their path into Amber Burn. After choosing one door, participants had to follow different colored yarn through the forest and appear in the "greeter-land" where the "Cosmo Rocket driving license exam" was happening.

Depending on the yarn color, they would get a different task for antigravity: slackline, trampoline, zipline, or air-silk. After a short theory about Amber Burn and the 10 principles the newly baked pilots were ready to fly to the cosmos to Cosmic Freedom!

Gate and greet operations were aligned before the event and went smoothly. Gate had to deal with nearly zero ticketing or participants' issues, which is a good sign from the community.

Improvables

The early arrival check-in procedure was a bit chaotic but overall went smoothly up until the last day before the event; for next year, we will think about a way to staff the gate for that day so we don't have to chase people around, or some alternative solutions. We will communicate better to early-arriving volunteers and our own crew before coming to the location of the event — some people seemed to think it was okay to just show up whenever, and some other people were wrongly *invited* to come earlier than they were allowed to, which caused some distress.

There was some challenge with greeter-land equipment, like not all greeters knew how to use air-silk. There were two people who fell out of it.

LEAVING NO TRACE

We are happy to state that the LNT department operated well this year. What was done:

- * Communications prior to the Event: newsletters and a detailed Survival Guide, engagement of Theme Camps (via collaboration with the TCs lead).
- * LNT posters were used in the event, which were re-used from the previous year.
- * Location was maintained quite cleanly during the event: crew and participants consistently checked for MOOP; for example, the toilet area was maintained relatively clean; artists looked after their area really well;
- * Sorting of waste by crew, bar and TCs: separate bins were used for waste sorting.
- * MOOP'athon announcement on Sunday: volunteering Art car went around the location on the last Event day morning, inviting all participants to take part in the collective LNT effort: making sure there was no MOOP left in the location on the last day. The participation rate was successfully increased that way.
- * The Moop Map of the location shows that the majority of places were quite clean; however, we still need to pay more attention to bigger gathering places:

KIDS VALLEY

Kids Village, this year named Kids Valley, was situated in a calm corner of the entire area. Accompanied by a pre-existing shelter and a bar that had been artfully transformed into a playground for children and a workshop place. Several families, along with some individuals without children, were camping in the area. A single workshop was held here. A couple of art projects were placed in Kids Valley.

There were only a few individuals interested in leading or contributing to the Kids Valley. We had no volunteer shifts in this department, so families were requested to look after the area, and the place became a bit messy by the end.

The Co-creators of the Event will be looking for solutions to help include the parents as well as take responsibility for the maintenance.



CONSENT INITIATIVE

Consent as a topic was actively initiated for the first time in 2022, and luckily 'Consent' has already become a common word in the spoken-language vocabulary of the community. There's a dedicated team for this topic and continuing practices to educate the community.

What worked really well:

- * Introducing consent upon arrival: greeters included consent as a topic in their 'do you know where you are routine', had a visual poster hanging, and some also included a 'practical example' (this time with asking for consent to place vision-distorting glasses onto a participant).
- * *Note of success:* This year, two Burn virgins mentioned to consent lead, that they were told about consent at the gate (when we were having a loosely related conversation about it).
- * Talking about consent with the co-creators crew & build team during build week so that these people can lead by example and also be eyes & ears for anything.
- * *Note of success:* There was one consent breach situation reported by a participant to the consent team, where she was referred to talk to a consent member by another crew member. This was a reassuring example of a wider team serving and being ambassadors for others boundaries.

Consent Post on social media, and the headline image catches viewers' attention. Last year's Info post, was led with Booties, this year's with Boobies. Whether it's people's curiosity or social algorithms - sexy works for comms, as these consent posts were the most liked posts on Lithuania Burners Instagram. We do not know how many of the 'likes' read the info part of the post, but we choose to stay optimistic.

Improvables:

- * We have not yet found a good-fit, reliable, and emotionally skilled non-female team member. We aim for diversity in the team, so that we are able to serve diverse situations that might come up in the future.
- * Coverage during the whole Event - there were two main team members that were on call during the event, both of whom had 'other stuff' going on simultaneously. We hope to see the core team grow in the future.

VOLUNTEERS



Total volunteer hours: 5115.5

- * Crew volunteering hours prior to the event: **975**.
- * Early Builders volunteering hours: **2616**.
- * Strike volunteering hours: **400**.
- * Volunteering hours during the event: **1124.5**.

Successes:

- * The current production Crew has been growing and working together since 2019, therefore, there was a greater sense of understanding of one another than ever. Even with a few hiccups here and there, we have fostered a cohesive and efficient working dynamic resulting in an ability to co-create with harmony.
- * We got a lot of people that wanted to come as Early Arrivals (EA), nearly twice as much as we needed. Most of them were already experienced people (been to Burns before), so it was easy to manage them when they got on site.
- * The build was 99% finished on time.

Improvables:

- * The volunteer department was formed pretty late (mid-May). Internal communication suffered as a result of this - monthly Crew meetings weren't enough to properly ensure the flow of information between the departments. Amber Burn was born out of love for co-creating together and being together, therefore, more live/online meetings will be held for the next year's burn.
- * Due to the lack of communication between leads that managed artists, Theme Camps, and builders, there were some difficulties - mainly when and how each group of early arrivals got the most important information. Arrival times for Theme Camps, artists and Early Builders have fluctuated, new people were added at the very last minute, which meant they had to be informed separately.
- * There was an issue of double standards once again: allowing people to receive Early arrival passes (Early Builders/Artists/Theme Camps departments) after deadlines. This caused additional work for the department leads as well as put stress on the Kitchen, calculating the needs for catering (Early Builders).
- * Even though there were a lot of people on site for the build, some departments were lacking people (e.g. kitchen, décor). A big part of the build team was involved in several personal art projects (which was the awesome part of the burn!). However, it left little time to be "real" early builders and helping hands to build the structures planned for the city.
- * Next year, there must be a very clear definition of responsibilities for each department lead. And a database with all Crew contacts and responsibilities online for everybody to see.



Responsible co-creators (crew) structure, roles, and size

Overall, the production team is growing and getting more mature each year. Basically, we tend to keep the similar structure as in the previous year. Although filling in all the needed lead roles needs more open calls. So, for the upcoming period, we intend to announce Lead role descriptions and work more on the sense of belonging and transparency. We have already prepared a form to join the AB'24 planning team and will start the planning process earlier this year.

Join by filling out [this form](#).

FIRE ART SAFETY TEAM

This year FAST core team has better separation of responsibilities (burn prep and perimeter), which allowed for smoother workload distribution on the busiest burn nights. Collaboration with artists in preparation of the burns of the challenging effigies (a very tall and slim tower and an effigy on a floating raft) was a success, and all burns happened according to schedule. Despite low pre-event signup, in the end there were enough perimeter volunteers on all burns, and crash-course training was held on site.

All the burns were on time! This was a big complaint from previous years, and it was resolved by separating the safety perimeter and pyro into two departments.

Due to the environmental movement within a community, the opening event firework was canceled. FAST, instead organized an opening ceremony by six oiled men and four ladies dressed in dark dragging an old cart with the big grill on it with an open fire and a fire pooper attached at the end of the cart. The procession started from the place where the grill was first lit up when burners reached this land and continued through the whole city, bringing fire to every camp. This beautiful ceremony of opening the temporary city has ended with the initial lighting up of the rocket at the corner camp.

Improvables

Pre-event perimeter volunteer sign-up was low, and pre-event perimeter training did not happen - better communication with volunteer leads is needed. This led to a need to do a very short introduction to the role for those who showed up only at the time of the burn, which is less than ideal.

MEDICS

Although we had no Medics lead this year, which meant some confusion and a lack of organization in this department, no major incidents were reported. Lucky us!

SANCTUARY

Sanctuary is a place and space for resting the body and soul. It is a substance free – salon like environment, situated away from the noises of the Event.

This year, Sanctuary was a result of co-creation - each and every member of the team has given their time and effort to build a comfortable, beautiful, and sober space. There were 11 pre-registered workshops as well as quite a few pop-up ones, making the dome and the chillout lounge a safe space for expanding mindfulness.

Sanctuary was co-created by 7 people (2 leads and 5 volunteers) and became an established and successful project within the Event.

SUMMARY

For the summary, we give some of the reviews of Amber Burn '23 participants:

- ✦ "I loved that it was a small event with good location and infrastructure"
- ✦ "there was a little feeling that AB is running out of initial energy, it was still good experience of course, however next year would be good to inject some fresh breath based deeply rooted on festival principles ;)"
- ✦ "The location was great. It was great camping in the quiet camping area with enough shade. I didn't overuse the word great, because everything was great. This was the greatest AB experience I had personally. Thanks to all who got involved in making this possible."
- ✦ "The event was amazing - very peaceful, spectacular burns, friendly people. I didn't enjoy the music this year as there was only one stage and the selection was a bit odd. Other than that, thank you so much!"

The responsible co-creators of Amber Burn are looking forward to next year and starting preparations early this time: instead of March last year, November is the month when the first meetings are scheduled!