

FreezerBurn Texas 2026 Survival Guide

DUCK STUFF III PART

FreezerBurn Texas is an annual Central Texas regional arts event and community experiment.

Friday, Jan. 16, through Monday, Jan. 19



Tickets

Everyone going to FreezerBurn needs a ticket, and there are no free tickets. Everyone who attends*—including volunteers, volunteer leaders, and Board members—must buy one. Tickets are not sold at the gate. Attendance is capped, and (as of the release of this Survival Guide) tickets for this event are still available at <https://qkt.io/FZB26>. Snag yours ASAP!

All tickets are "general admission" for our participant-driven event. Art Tickets cost more to help support the community's art. VIP tickets aren't a real thing.

Economy Tickets also exist because we live in challenging economic times. If you need to sell your Economy Ticket, all the normal ways work. (See below.) You still sell for face value, and you can encourage the buyer to toss a small donation the org's way if they can afford the full-priced ticket. They can do this at <https://qkt.io/FZB26>

There are two ways to sell your tickets. (Remember that any tickets sold for more than face value will be voided without refund.)

- * Sell through Quicket: <https://bit.ly/fzbsell>
- * Sell it directly to someone off Quicket, and then transfer it in Quicket: <https://bit.ly/fzbtransfer>

Here is an unofficial/ community-run place where folks buy and sell tickets:

<https://www.facebook.com/groups/TXBurnEventTixnRideshares/>

*The one exception is for the sticker contest winner, who gets one free ticket.

Gate Hours

Don't arrive when the gate is closed; you won't be granted entry. Don't try to leave before Exodus when the gate is closed; this is only permitted in emergency situations.

Gate hours are:

- * Friday, Jan. 16, 10am-10pm
- * Saturday, Jan. 17, 10am-10pm
- * Sunday, Jan. 18, 10am-3pm

Exodus-only hours:

- * Beginning at midnight, following the Sunday night burn
- * Ending 5pm Monday, when all participants must be off-property

Deliveries to Gate are not permitted. If unticketed folks show up to deliver anything, they will be politely but unceremoniously turned around. If you meet your delivery at Gate (without being a drain on Gate staff or volunteers, including making them come find you), that's fine. No one without a ticket can enter the event without Board approval.

In & Out

Need to go back to town? A re-entry pass is \$10 and must be acquired before you leave. When the gate is closed, emergency departures require Board approval and Safety Team coordination.



VOLUNTEERING

FREEZERBURN IS POWERED BY VOLUNTEERS-VOLUNTEERS LIKE YOU! THE EVENT IS RUN BY A NON-PROFIT LED BY AN ALL-VOLUNTEER BOARD OF DIRECTORS, VOLUNTEER LEADERS (CALLED AREA FACILITATORS AND LEADS), AND HUNDREDS OF OTHER VOLUNTEERS. NO ONE MAKES MONEY OFF THIS EVENT. WE NEED HELP BEFORE, DURING, AND AFTER THE EVENT.

INTERESTED IN GETTING INVOLVED? CHECK OUT [FZBTX.COM / VOLUNTEER](https://fzbtx.com/volunteer) AND READ OUR [VOLUNTEER HANDBOOK](#).

HERE ARE SOME OF THE VOLUNTEER GROUPS YOU CAN JOIN:

SAFETY TEAM

- * MEDICAL (HELP WITH BASIC FIRST AID; LICENSED AND UNLICENSED WELCOME)
- * RANGERS (DISTRIBUTE INFORMATION AND MEDIATE DISPUTES)
- * FIRE (PUT THE WET STUFF ON THE BURNY STUFF)
- * SANCTUARY (MENTAL HEALTH FIRST AID; FOR WHEN IT GETS TOO WEIRD)
- * BURN PERIMETER (MANAGE THE SAFETY ZONE AROUND THE EFFIGY BURN)

ART TEAM

OVERSEES ALL THINGS ART, FOCUSED HEAVILY ON THE EFFIGY AND PRE-EVENT ACTIVITIES INCLUDING ART GRANTS, SOLICITING ART, LIAISING WITH ARTISTS, AND COORDINATING ART PLACEMENT.

- * EFFIGY CREW, AKA BUILD CREW, AKA F.E.F.T. (BUILD A THING SO WE CAN BURN IT DOWN)

SITE OPS TEAM

MANAGES THE WORK REQUIRED TO MAKE OUR LAND SAFE AND OPERABLE.

- * PRE / POST (CITY SETUP AND TEARDOWN)
- * YETIS (CITY MAINTENANCE AND GENERAL PARTICIPANT ASSISTANCE)
- * 4X4 CREW (HELP PULL OUT STUCK CARS)
- * WIND MARSHALS (KEEP THE CITY GROUNDED)
- * EXODUS (ENSURE FOLKS EXIT IN A TIMELY, SAFE, AND ORDERLY MANNER)

VOLUNTEERZ TEAM

WRANGLES ALL THE SUPER HELPFUL HUMANS WHO MAKE THE EVENT POSSIBLE. AT THE EVENT, THEY HELP FILL EMPTY VOLUNTEER SHIFTS.

CITY OPERATIONS TEAM

RESPONSIBLE FOR MOST NON-SAFETY ON-SITE SHIFT WORK DURING FREEZERBURN TEXAS, ENSURING THE EVENT RUNS SMOOTHLY.

- * PARKING (HELP CARS GET WHERE THEY NEED TO GO)
- * GREETERS AND ZONE CZARS (WELCOME NEW ARRIVALS; ASSIST WITH PLACEMENT)

CITY PLANNING TEAM

DESIGNS AND PLANS THE CITY. THEY ORGANIZE AND PLACE ART, CAMPS, SIGNAGE, AND EVENT INFRASTRUCTURE. SOUNDS MARSHALS ARE ALSO A PART OF CITY PLANNING.

COMMUNICATIONS TEAM

VETS, PUBLISHES, AND CURATES ALL PUBLIC-FACING COMMUNICATIONS AND MEDIA ON BEHALF OF FREEZERBURN TEXAS. IT UPDATES KIOSKS THROUGHOUT THE CITY WITH THE LATEST INFO. IT ALSO INCLUDES PHOTOGRAPHERS WHO CAPTURE OUR EVENT WHILE SPREADING THE WORD ABOUT OUR PHOTO AND VIDEO CONSENT POLICY.



THE LAND

Valkyrie Ranch is a working wild game reserve.

Getting around:

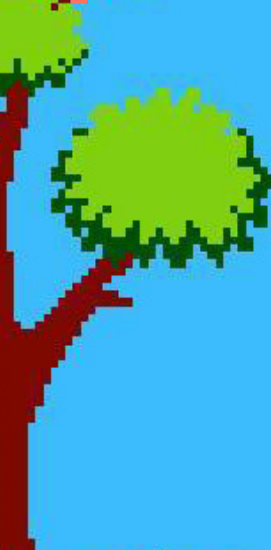
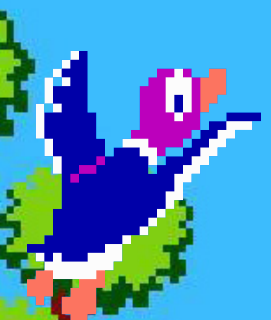
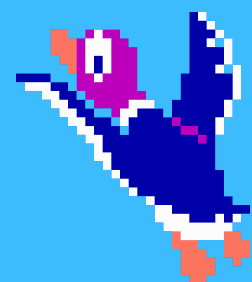
- Don't stray beyond the bounds marked on the FreezerBurn map. Do not open gates or cross fences.
- Drive slowly (5 mph) while on-site.
- Be aware of your surroundings. Pay attention to road markings and notifications.
- Stay on the main event and parking roads. Do not drive cars on trails or paths through the woods as these are unimproved sandy tracks. Trails and paths may have thorns, rocks, low-hanging tree limbs, or flooding depending on weather conditions.
- To unload, pull to the road's edge. Once unloaded, move your vehicle to parking immediately. If you pull off the event road, it is very easy to get stuck.

Throughout the event:

- Respect the exotic animals on-site.
- Permanent structures are strictly off-limits.
- All fires must be in raised fire pits that you bring and take with you when you leave. (See fire section for details.)
- No pesticides (including ant killers) are allowed. Personal insect repellent is okay.
- Cigarette butts are MOOP and must be removed from the land. Carry a sealable ashtray.

There are also a few safety hazards on the property:

- Fauna: Ticks, black widows, scorpions, copperhead snakes, water moccasin snakes, wildebeest, other large game with horns.
- Flora: Poison oak, poison ivy, thorny vines, cactus, sand burrs (aka "stickers" to the Native Texans).
- Terrain: Holes and shallow ruts. (Watch your step and your ankles!) In very heavy rain, water fills sinkholes and floods trenches.
- Soft sand: Get longer tent stakes. Screw or spade style ones are also preferable. Skinny 5-inch stakes that came with your tent WILL NOT work. (More details on that below!)
- NEW: LARPerS: Experts say that a new type of fauna will be on the property at the same time as FreezerBurn this year. But they should not stray into our event, and vice versa; if you see something, say something.



VEHICLES & DRIVING & PARKING

AFTER A TWO-HOUR WINDOW FOR UNLOADING, YOUR VEHICLE MUST BE PARKED INSIDE PARKING. YOU MAY NOT DRIVE YOUR VEHICLE AROUND THE EVENT UNLESS YOU HAVE AN ART TEAM-APPROVED ART CAR, ARE ON THE 4X4 TEAM, OR IN RARE CASES, HAVE APPROVAL FROM FREEZERBURN LEADERSHIP. APPROVED VEHICLES WILL BE MARKED WITH EVENT-SPECIFIC BUMPER STICKERS.

A FEW NOTES ABOUT VEHICLES IN OPEN CAMPING AND THEME CAMPS

****OUR LAND IS AWESOME AND DRAINS WELL, BUT IT'S STILL MOSTLY SAND.****

FOR ALL VEHICLES:

- * DON'T DRIVE ANY VEHICLE (CAR, TRUCK, RV, ETC) OFF THE MAIN ROAD WITHOUT GUIDANCE FROM A ZONE CZAR OR RV PARKING VOLUNTEER.
- * DO BRING TRACKS OR WOOD TO PARK YOUR VEHICLE ON DURING THE EVENT. THE GROUND IS SAND, AND YOU WILL BE STUCK UNLESS YOU HAVE A PLAN.
- * ALL RULES ABOUT PARKING ARE SUBJECT TO WEATHER. CHANGES MAY BE MADE ON-SITE. BE NICE TO THE PEOPLE WHO ARE WORKING HARD TO PREVENT YOU FROM GETTING STUCK.

CAR CAMPING (SLEEPING IN YOUR CAR):

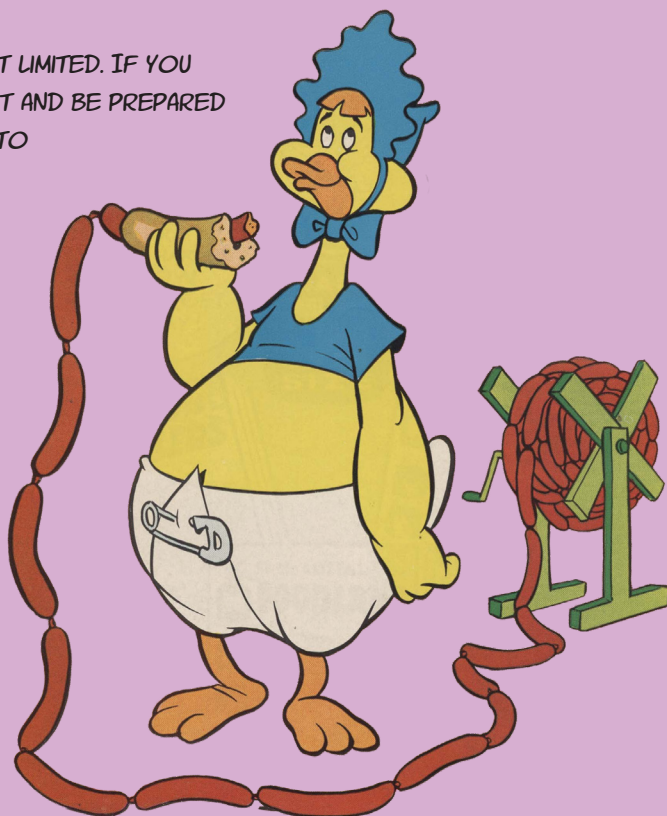
- * IS NOT ALLOWED IN PARKING
- * IS ALLOWED IN OPEN CAMPING
- * MAY BE ALLOWED IN THEME CAMPS IF THE VEHICLE WAS PART OF CAMP REGISTRATION. CARS IN THEME CAMPS MUST BE ART-IFIED, PART OF CAMP INFRASTRUCTURE, OR OUT OF SIGHT.

CAMPING IN A LARGE VEHICLE (LIKE AN RV, CAMPER, CAMPER VAN, BOX TRUCK, TRAILER, ETC):

- * IS ALLOWED IN RV PARKING. THIS AREA HAS FIRMER SOIL AND BETTER DRAINAGE.
- * MAY BE ALLOWED IN THEME CAMPS IF THE VEHICLE WAS PART OF CAMP REGISTRATION AND RECEIVES EXPLICIT APPROVAL FROM CITY PLANNING. APPROVAL IS ALSO DEPENDENT ON LAND CONDITIONS, SO BE PREPARED TO BE FLEXIBLE UPON ARRIVAL. A ZONE CZAR OR A CITY PLANNING REPRESENTATIVE WILL MAKE THE CALL ON-SITE IF NEEDED. IF THEY'RE IN THEME CAMPS, THESE VEHICLES MUST BE ART-IFIED, PART OF CAMP INFRASTRUCTURE, OR OUT OF SIGHT.
- * ALSO, ANY INDIVIDUAL VEHICLE, TRAILER, ETC. OVER 25 FEET NEEDS A \$25 RV PASS TO ENTER THE EVENT.

WHAT TO DO IF YOU GET STUCK

- * FOR CARS (NOT LARGE VEHICLES), 4X4 CREW ASSISTANCE IS AVAILABLE BUT LIMITED. IF YOU GET STUCK, GO TO RANGER HQ AND ASK FOR 4X4 ASSISTANCE. BE PATIENT AND BE PREPARED TO WAIT. IF THEY ARE NOT ABLE TO ASSIST, YOU SHOULD BE PREPARED TO PAY FOR EXTERNAL TOWING.
- * ALL LARGE VEHICLES (READ: RVS, CAMPER VANS, TRAILERS, ETC.) SHOULD BE PREPARED TO SELF-EXTRICATE AND/OR PAY FOR EXTERNAL TOWING ASSISTANCE UNLESS THEY'RE PARKED IN RV PARKING.



ANCHORING STRUCTURES

NEW! THIS SECTION IS BROUGHT TO YOU BY YOUR BRAND-NEW WIND MARSHALS DEPARTMENT.

PICKING YOUR STAKES

- **BAD: "THE TWIG"**

NORMAL TENT STAKES ARE JUST A METAL STICK WITH ZERO GRIP. EVEN ANGLED PERFECTLY AGAINST THE PULL, THE SAND JUST SHRUGS AND LETS IT SLIDE RIGHT OUT

- **OKAY: "THE CORE SAMPLE"**

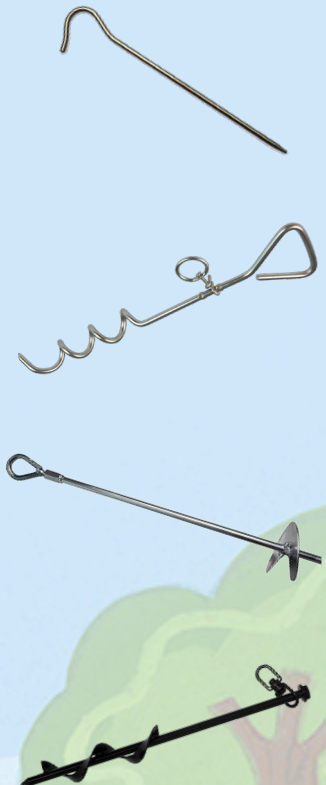
SPIRAL DOG TIE-DOWN STYLE STAKES ARE GREAT FOR DIRT, BUT TERRIBLE FOR SAND. THAT CONTINUOUS SPIRAL UP THE SHAFT JUST SHEARS THE LOOSE SAND AND PULLS OUT A PERFECT "CORE SAMPLE" LIKE A GIANT DIRT CORK. GREAT FOR GEOLOGY CLASS, BAD FOR HOLDING YOUR TENT.

- **GOOD: "THE WORKOUT"**

THESE ANCHOR OKAY BECAUSE IT HAS A BLADE, BUT DRIVING THAT SINGLE, FLAT HELIX MANUALLY IS A MISERABLE WORKOUT. YOU USUALLY NEED A CLUNKY ADAPTER FOR POWER TOOLS. IT'S A LOT OF SWEAT EQUITY FOR JUST A "DECENT" HOLD.

- **BEST: "THE POWER PRO"**

THE TAPERED AUGER HEAD EATS THROUGH SAND AND ROOTS WAY BETTER THAN A SINGLE FLAT HELIX. POP THE TOP, ATTACH YOUR IMPACT DRIVER TO THE HEX-HEAD, AND SINK IT DEEP IN SECONDS. REMEMBER: THE WIDER THE HEAD AND THE DEEPER IT GOES, THE MORE LIKELY YOUR STRUCTURE IS TO STAY WHERE YOU PUT IT.



TWO GOLDEN SAND RULES

1. **THE ANGLE RULE: STAKES LEAN, ANCHORS AIM**

DON'T TREAT AN EARTH ANCHOR LIKE A REGULAR TENT STAKE! REGULAR STAKES ARE DRIVEN AT AN ANGLE LEANING AWAY FROM THE TENSION (90° TO THE ROPE). IN SAND, EARTH ANCHORS MUST BE DRIVEN STRAIGHT IN LINE WITH THE PULL.

2. **THE "SLACK TRAP" RULE: CLIP IT OR LOSE IT**

NEVER RELY ON TENSION ALONE TO KEEP YOUR STRAPS HOOKED! HIGH WINDS CAN MAKE LINES MOMENTARILY GO SLACK, AND OPEN HOOKS WILL FALL RIGHT OFF. CLIP OR TIE IT SECURELY AT BOTH ENDS (THE STRUCTURE AND THE ANCHOR) SO IT CAN NEVER LET GO, EVEN WHEN LOOSE.



Carbon Monoxide

Carbon monoxide is a colorless and odorless gas produced by burning carbon (aka fossil) fuels-like in your car, generator, heater, or camp stove. Its buildup in an enclosed space can cause severe health risks and death.

Notice these symptoms? Take the affected person to open air. Then seek assistance from a Ranger or Medical volunteer immediately.

- Headaches
- Dizziness
- Weakness
- Upset stomach
- Chest pain
- Confusion

DO:

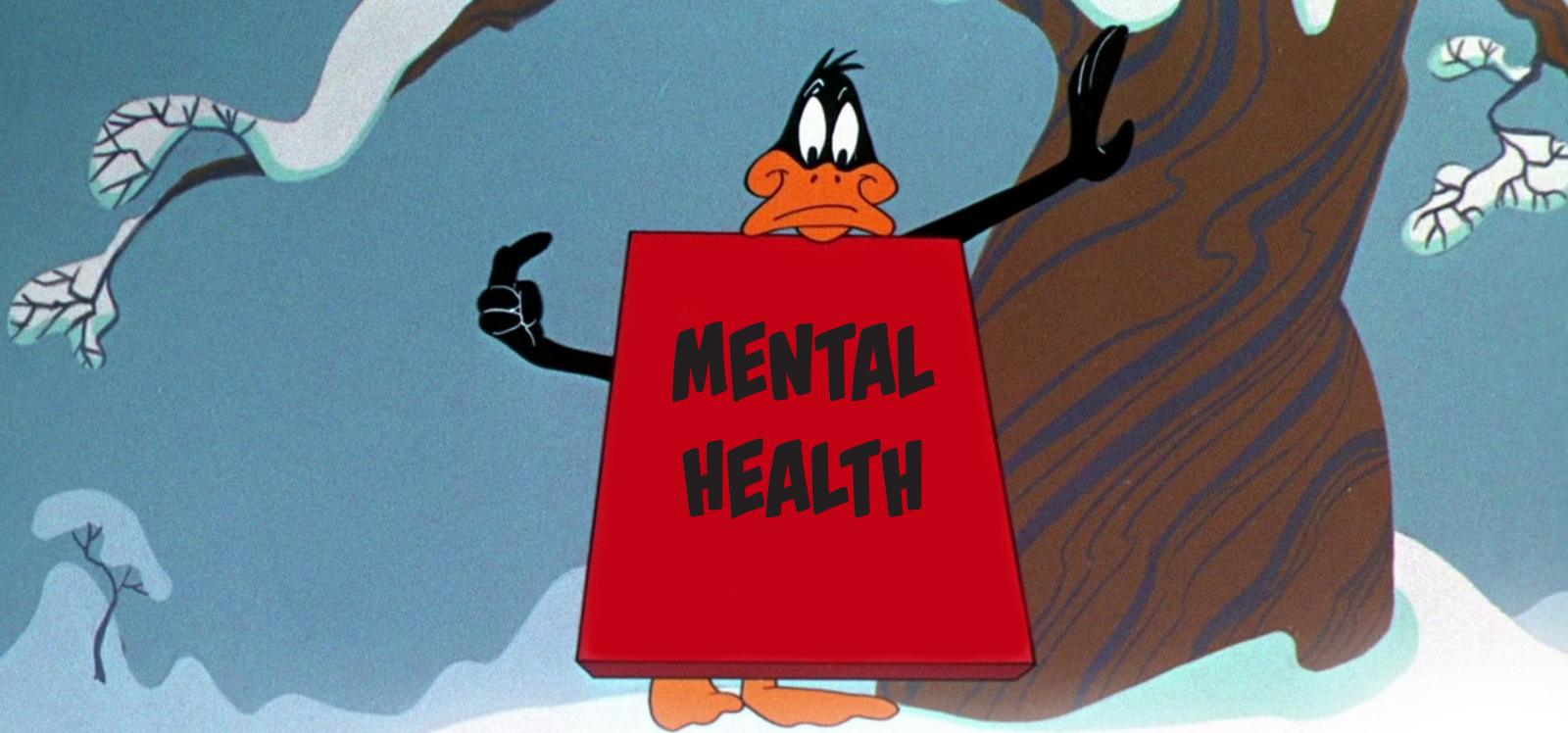
- Use battery-operated carbon monoxide detectors, which can be purchased at your local hardware store.
- Keep one detector at standing height and another at sitting height. They should be 5-15 feet away from the heater or other burning fuel.
- Ensure that generator exhaust is directed away from any RV, tent, or shelter.

NEVER:

- Never use a propane or electric heater in a polyester tent. Polyester is flammable and can melt easily.
- Never operate a generator of any size close to or inside a tent. Keep them 20+ feet away.
- Never use your car to heat up a tent. Never leave your car running around tents.
- Never fall asleep in an enclosed space while using a propane heater.

For this reason, tent camping in the RV Parking area is NOT permitted.





This event can be physically, emotionally, and mentally draining. Be prepared. Get rest. Hydrate. Eat real food. Carry a headlamp or other lighting with you when it's dark. Stay warm at night, and cool during the day. Rest.

KNOW YOUR CONDITION

Be as prepared as you can be. If you get into a bad space, there is help. Find a Ranger or Sanctuary volunteer.

TAKE CARE OF YOUR BODY

What happens to you physically affects you mentally. Respect your body. Drink water, wear sunscreen, and eat correctly. Take time to rest, relax, and regenerate yourself.

TAKE YOUR MEDICATIONS

Stay on your prescription medications to better deal with added stresses, even when the temptation to take a risk, break all habits, or skip one dose arises.

NEVER BE AFRAID TO SEEK ASSISTANCE

You can always find a Ranger at Ranger HQ, and you can ask people around you to help you find one. Sanctuary is another spot designed to help people who need some help. If you suspect that you need a shoulder to lean on, find the nearest person to take you Sanctuary, or find some other means to seek out help without delay. There are people who care about your health and happiness, you just need to reach out far enough to meet them.

All of us can help each other just by showing we care. Ours is an extreme community that attracts extreme experiences. We also go to extremes to care about each other. Reach out.

PICK YOUR FRIENDS AND ENVIRONMENTS WISELY

Burns can be overwhelming and distract people from their normal caring selves. If you feel left out, abandoned, ignored, unwelcome and shunned, try to do two things:

- Stay calm. Remember that just because people are enjoying themselves does not mean they do not care about you; they are just preoccupied at the moment.*
- Reach out for company until you get it. Don't give up. It takes time for people to realize you need company and support. You will get it, if you can remain patient until they are ready to change their focus to you.*

MELTDOWNS

Meltdowns happen. Circumstances and events can and will push our limits. It can lead to a place of bad decision-making. Fast. Just about all of us have lost it out here at one time or another. Try to remember that this feeling will pass. Remember that this is just an overgrown beach party; someday you will be back where there are things like hot tubs and restaurants and movie theaters and sushi. You will be warm and free of stress. Shit will be chill again. When it is, you'll be glad you didn't burn bridges or destroy anything.

H.A.L.T

The acronym H.A.L.T. stands for Hungry, Angry, Lonely, and Tired. We have to take care of our basic needs before we can inspect why we're feeling or reacting or behaving a certain way. If you're feeling one of those things, check in with yourself and ask what you need.

Be gentle with one another. Know your limits—and err on the side of caution.

ART

The reason we're here! If you want to bring your art game, here's what you need to know:



Have an art car? Only registered, inspected, and approved mutant vehicles are allowed to drive during the event. A Five (5) mph speed limit must be adhered to at all times. [Pre-register your vehicle here](#). Upon arrival, your vehicle must be checked by the Fire Department, Safety Team, and Art Team. Head to Ranger HQ and have them call for the DMV Lead to complete inspections and registration BEFORE driving your Mutant Vehicle within the event.

Want to have your art listed in our online directory? [Fill out the FreezerBurn Art Intake Form](#).

Find information on all registered art at [this link](#).

Fire

Special fire rules apply for the Open Camping area under the trees: **ONLY** pre-approved communal fire pits provided by the org are allowed. Rangers and Site Ops will be regularly checking on them. No other fire pits or fires are allowed!

Otherwise, **CAMPFIRES** must be within (BYO) raised fire pits that sit 6+ inches off the ground, are in good working condition and do not have holes in the bottom. Fire pits should be less than 3 feet in diameter, or about 7 square feet.

Each campfire must have a responsible minder at all times. Keep a fire extinguisher or 5-gallon bucket of water within quick reach of a burning campfire. We also recommend a bucket of sand and a shovel.

Burning local wood (from Bastrop or Lee County) is required. Do **NOT** burn treated wood. Any smoke or odor should be inoffensive.

Selecting a site

- Fire should be 10 feet away from all trees (including overhangs) and large foliage. There should be a clear sky above the fire pit.
- Do not start a fire under branches!
- Combustibles should be 15+ feet away, including your wood pile.

Preparing for the fire

- Clear the ground for at least a 10-15 foot diameter of all debris. Take it down to the soil.
- Create a depression 4-12 inches deep to put your raised fire pit in.

Turning the fire off

- To expedite putting out a fire, spread out the wood and coals with the shovel to lower the fire.

Fully extinguishing the fire: "Drown/ Stir/ Feel"

- Drown the fire with water.
- Stir the fire area with the shovel to wet embers and ash.
- Turn wood and coals to get all sides.
- Pour the bucket of sand on the embers and ash.
- Continue stirring to smother it.
- Feel for heat with the back of your hand. Repeat until no longer warm.

Cleaning up

- Ensure the fire has been totally extinguished and the ashes are completely cold.
- Refill the depression you created with the ash and the dirt you removed originally.
- Make the ground look nice and clean.

BURNING/BURNABLE ART (any art, structure, or vehicle that produces flame or heat) must be registered with the Art Team and be within reach of a fire extinguisher at all times.

CAMP STOVES are permitted. Monitor them closely, like any other open flame.

FIRE SPINNERS must have a person acting as a spotter and have a fire extinguisher, wet towel, or duvetyn towel or blanket with them.



ON-SITE RESOURCES

- Gate (help you get into the event)
- Greeters (welcome you into the event; help you find your camp!)
- Parking (tell you where to park your car)
- Porta-Potties (distributed around the event)
- Rangers (distribute information and mediate disputes)
- Sanctuary (mental health first aid)
- Medical (basic first aid)
- Fire Department (put the wet stuff on the burny stuff)
- Info Kiosks (distributed around the event with event schedules, weather updates, jokes, and more)
- Ice sales (noon to 4pm Friday, Saturday, Sunday): 16-pound bags of ice are \$7, Cash only: no coins!
- Lost and Found (at Ranger HQ)

Need help, but not sure where to start? Find a Ranger! They'll be wearing gray shirts with bright blue badges and are generally found in pairs walking around the event.

BURN NIGHT

The Effigy Burn is on Sunday at dark o'clock Central Burner Time- subject to the weather- approval of the Safety Team (and our latest tea leaf readings) There will be a Temple Burn this year - check the event schedule!

CENTER CAMP

Center Camp is a public social space for the community. We want **YOUR** ideas for events and happenings and art! [Propose a Center Camp event using this form.](#)

EVENTS

Do you have planned activities at your camp? [Register them by Jan. 6.](#) All listed events will be publicly visible to the whole community.



The world has changed pretty significantly over the past few years... That's why we've broached the topic of reconsidering and possibly reworking FreezerBurn's principles.

The principles set by the California-based, comparatively homogenous Burning Man "founders" of four decades ago don't ring as true in our modern Texas community. We evolve. The "burning experiment" should change and shift over time. Otherwise, we wouldn't be internalizing our experience, would we?

This is a conversation. And it is ongoing.

We want to hear from as many of y'all as possible. Keep an eye out for scheduled times to talk. Or reach out via email to board@fzbtx.com. After FreezerBurn, we'll consider all the community feedback we've heard and figure out any next steps.

That's right: FreezerBurn goes to 11! Take extra special note of "Consent," which we believe is important enough to add to the 10 Principles of Burning Man.

Communal Effort

Our community values creative cooperation & collaboration.

Gifting

We are devoted to acts of giving. Gifting does not expect a return or an exchange.

Consent

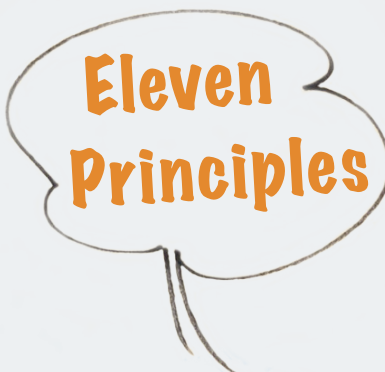
We obtain enthusiastic consent for all interactions. Only yes means yes. Personal & camp boundaries must be respected at all times.

Self-Reliance

We encourage the individual to discover, exercise, & rely on their inner resources. We are all responsible for our own experiences.

Decommodification

We create social environments unmediated by commercial sponsorships, transactions, or advertising. We resist substituting consumption for participation.



Inclusion

Anyone can be part of our community. We welcome and respect the stranger.

Participation

We achieve being through doing. Everyone is invited to work. Everyone is invited to play.

Leave No Trace

We respect the environment. We clean up after ourselves & endeavor to leave places in a better state than when we found them.

Self-Expression

Expression arises from the unique gifts of the individual. It is offered as a gift to others, respecting the rights & liberties of the recipient.

Civic Responsibility

We value civil society. We assume responsibility for the public welfare.

Immediacy

We overcome barriers that stand between us & a recognition of our inner selves, the reality of those around us, participation in society, & the power of the natural world.

SOUND



[Find the full Sound Agreement here.](#) Here are the basics:

This policy regulates all “amplified sound.” If your sound is on a small Bluetooth speaker or your sound cannot be heard outside the structure you’re in, then we don’t consider it “amplified sound” and this doesn’t apply to you.

Before you start playing amplified sound, Marshals must certify your setup.

Camp Leads must ensure their camp follows these rules, which may become stricter, at the Board’s discretion, during the event.

Roving Sound Marshals will monitor the following sound levels and rules. Be respectful and follow their instructions. A three-strike rule will be in effect.

Throughout the event:

- 11am to 1am: sound must be under 85 decibels 50 feet from the source
- 1am to 4am: no subwoofer, otherwise sound must be under 85 decibels 50 feet from the source
- 4am to 11am: quiet hours; no amplified sound (including subwoofers)

On Sunday after the Effigy Burn:

- 1am to GTFO: quiet hours; no amplified sound (including subwoofers)
- Three-strike policy detailed in the sound agreement moves to one-strike policy

If amplified sound is found playing unattended or if sound rules are not followed, Sound Marshals, Rangers, or FreezerBurn Leadership are authorized to disconnect power to the system.

PHOTOS & VIDEOS & STREAMING

Before you hit record or capture, you need to get explicit permission from anyone in your camera's frame. (This means anyone in a photo or video at all, whether their face is in it or not.) They must also explicitly consent to how the photo or video is used or distributed. Signage is not sufficient; this must be active, verbal consent. Failing to get consent is grounds for ejection. For this reason, no drones are permitted without Board approval. Livestreaming is not permitted and is grounds for ejection. Photos & videos taken at FreezerBurn may not be used for any commercial or self-promotional purposes.



LASERS!

Lasers are cool, but even inexpensive ones can cause blindness almost instantly if used carelessly. Never shine any laser into anyone's eyes. Handheld lasers are not permitted. Mounted lasers are permitted, as long as they are seven feet above the ground and aimed into the tree line. If you bring a laser, you take personal responsibility for its safe use.



GATE CRASHERS

No one will be admitted without a ticket, and no sales happen at the gate. All participants must wear their wristbands at all times. If you see or hear about gate crashers, or if you lose your wristband, contact a Ranger.

KIDS & PETS

This is an all-ages event. It's also an event exploring freedom of expression. Don't expect others to alter their behavior in the presence of your child. You (or a designee) are expected to supervise your kiddo at all times.

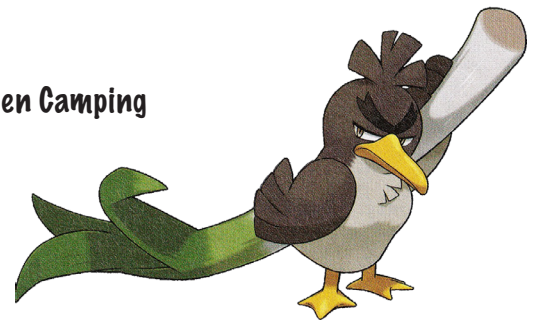
Want to bring your kid to FreezerBurn? If you have adult tickets, you can add Minor Tickets (age 5-17) or Child Tickets (age 0-4) by emailing tickets@fzbt.com before Jan. 9.

No pets are allowed. Need to bring a service animal? Contact the Board (board@fzbt.com) in advance to speed entry.

EJECTIONS

If anyone becomes disruptive at the event or threatening in any way, the Board reserves the right to eject them from the premises. Grounds for ejections are taken seriously and include:

- Bringing unauthorized fireworks*
- Having a gun
- Assault or threatening behavior
- Destroying property or art
- Lighting an unauthorized fire (i.e., any outside of a fire pit, or any in Open Camping under the trees)*
- Trespassing (into the event or onto neighboring properties)
- Bringing unauthorized animals*
- Taking photos, videos, or livestreaming without permission
- Sexual harassment; failing to ask consent
- Hate speech or symbols



*If you haven't talked to the Board, it's unauthorized.

County police may assist with ejections and may be at the gate or in the event. The Board reserves the right to deny entry into the event or to revoke event access at any time for any reason without refund.

HAVE SOMETHING TO TELL US ABOUT?

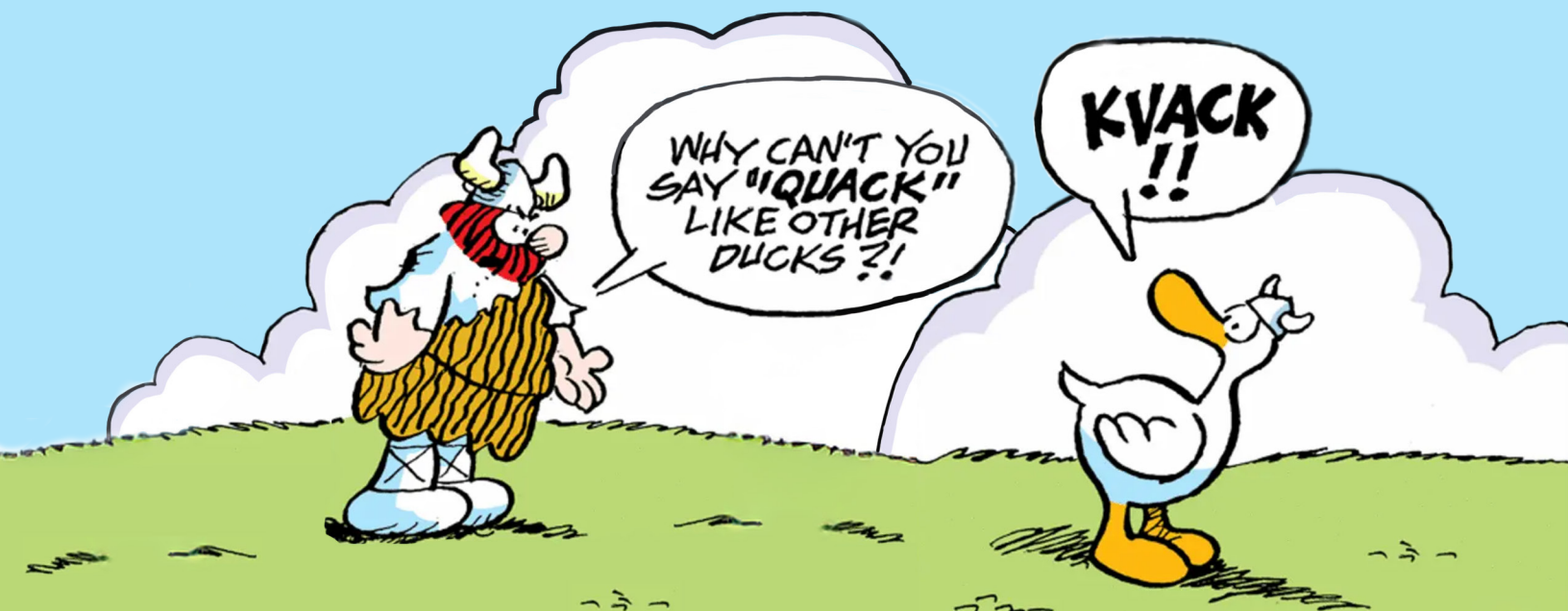
SELF-RELIANCE IS ONE OF OUR CORE PRINCIPLES, AND WE ARE EACH RESPONSIBLE FOR OUR OWN EXPERIENCES. SOMETIMES, HOWEVER, SOMETHING OUTSIDE OUR CONTROL HAPPENS TO US. IN THESE INSTANCES, YOU ARE NOT ALONE. YOUR SAFETY AND THE ONGOING SAFETY OF THE COMMUNITY IS ALSO OF PARAMOUNT IMPORTANCE.

IF YOU WANT TO DISCUSS A SENSITIVE MATTER WITH THE BOARD, WE CAN BE REACHED AT BOARD@FZBTX.COM. OUR CONVERSATION WILL BE HELD IN CONFIDENCE. ANY ACTIONS WE TAKE AS A RESULT OF OUR CONVERSATION WILL BE SHARED ONLY WITH THE PEOPLE THEY DIRECTLY IMPACT.

FREEZERBURN ADOPTED AN ELEVENTH PRINCIPLE, CONSENT, IN ADDITION TO THE 10 BURNING MAN PRINCIPLES BECAUSE OF ITS IMPORTANCE. SHEDDING LIGHT ON MISSING STAIRS AND PROTECTING THE COMMUNITY FROM KNOWN PREDATORS ARE AMONG THE BOARD'S PRIMARY CONCERNS. TO THAT END, WE ENCOURAGE MEMBERS OF THE COMMUNITY WITH FIRSTHAND EXPERIENCE OF CONSENT VIOLATIONS TO COME FORWARD.

WHO SHOULD I REACH OUT TO?

- AT FREEZERBURN ITSELF, FIND A RANGER OR A SANCTUARY VOLUNTEER. RANGER-SANCTUARY TEAMS ROAM THE EVENT IN PAIRS AND CAN BE IDENTIFIED BY THEIR DEPARTMENT SHIRTS AND RADIOS. THERE ARE ALSO VOLUNTEERS FROM BOTH DEPARTMENTS ON-DUTY AND AT SAFETY HQ AT ALL TIMES. THEY WILL ASK IF YOU WANT TO SPEAK DIRECTLY WITH A BOARD MEMBER.
- AT WORK WEEKENDS AND OTHER FREEZERBURN EVENTS, FIND ANY LEAD, AF, OR BOARD MEMBER.
- AT ALL OTHER TIMES, EMAIL THE BOARD AT BOARD@FZBTX.COM.
- FIND MORE INFO [ON OUR WEBSITE](#).



WHAT TO BRING

Bring everything you need for the weekend and then leave with it. This includes food, water, shelter, and warmth. In our Gift Economy, vending is not permitted. The only exception is ice, which is sold by the Board to maintain safety and health. This is a “Leave No Trace” event. There are no trash cans on site. If you bring it in, you must take it out again. No power or RV hookups are available. If you need power, bring your own generator and fuel. (Keep gas out of generator exhaust!) Have a loud generator? Bring sound baffling so your neighbors won’t hate you.

PACKING LIST

You’ll need this at gate:

- A government-issued photo ID, like a driver’s license
- Your Quicket ticket (printed or digital) – Be sure the name on the ticket matches your ID!
- Bringing a child? Make sure you’ve followed the steps in the Kids & Pets section.

You’ll need this after gate:

- Water: Two gallons per person per day. There is no access to potable water on site.
- Food: Enough for you for the weekend; a cup, bowl, plate, and eating utensils
- Shelter, warmth, and shade for the weekend
- First aid kit, allergy medicine, and any prescriptions. Volunteers do not give out over-the-counter medicine.
- Warm clothing, appropriate footwear, extra socks
- Personal lighting: Headlamps, EL wire, flashlights, etc.
- Any power you desire: Fuel, generators, batteries, etc.
- Cash for ice: No coins
- Trash bags to pack out trash and recycling

OTHER HELPFUL THINGS

- Music, art, gifts, costumes, fuzzy hats
- Extra warmth: hand warmers, a raised fire pit
- Tools and tool kits: duct tape, work gloves, zip ties, rakes (if you’re camping under the trees), shovel and buckets (if you’ll have a campfire)
- Your towel
- One-ply toilet paper: Porta-potties get restocked, but a personal stash is good
- Shade and lights for your tent and camp

LEAVE THIS AT HOME

- Drones
- Handheld lasers
- Fireworks
- Firearms
- Swords, machetes, large knives: Blades under five inches are allowed.
- Animals: Including emotional support critters of any kind (Exception: Have a service animal? Reach out to the Board in advance to expedite entry).
- Anything with feathers, glitter, or something else that might become MOOP (Matter Out Of Place)



Getting Home

LAND ADDRESS:

VALKYRIE RANCH

2008 FM 2104

PAIGE, TEXAS 78659

WHEN YOU ARRIVE:

1. DRIVE THROUGH THE MAIN PROPERTY GATE. (REMEMBER: 5 MPH SPEED LIMIT ONCE YOU'RE OFF THE COUNTY ROAD!)
2. STOP AT THE FREEZERBURN GATE. GET CHECKED IN BY TICKETING FOLKS. GET YOUR WRISTBAND. (YOUR WRISTBAND IS NOW YOUR TICKET AND MUST STAY ATTACHED TO YOUR WRIST!)
3. STOP AT THE GREETERS. GET YOUR BIG BOUNCY BURNER WELCOME HOME AND TIPS FOR THE WEEKEND.
4. FIND YOUR CAMPSITE. UNPACK. YOU HAVE TWO HOURS.
5. RETURN YOUR CAR TO PARKING. (NO MORE DRIVING FOR THE WEEKEND UNLESS YOU'RE DMV-APPROVED!)

CONTACT US: BOARD@FZBTX.COM

ALL LOCAL, STATE, AND FEDERAL LAWS APPLY WITHIN THE EVENT. NO HATE SPEECH OR SYMBOLS WILL BE TOLERATED.

