

How-to-Play Green Radius Game

Axis Mundi - Black Rock City 2026
Burning Man Green Camp Community
[Green Camp Community](#)



HOW TO PLAY the Green Radius Game

Goals

The Game is about **GOALS**. Trying matters.
Trying provides valuable info.
Your 20-meter high experimental Shelter still matters,
despite the earthquake.

If your Camp is pursuing **Placement**,
you've probably already achieved several Goals.
If you are also participating in a Placement **HUB**,
you're way ahead!



6 Areas - Play in *any* Area, or *all* Areas:
Food, Water, Waste, Transport, Shelter, Power

4 Tiers - Progressive **Difficulty**, radiating *outward*:
Start Here, Beginner, Intermediate, Advanced

10 Steps = **10 Goals** for your Camp to pursue.
Play in *sequence*, or *hop around* to your interests.

Play with **YOUR GREEN PASSION** and **Save the Planet !!!**

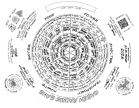
Remember, **narrow** your Green opportunity **focus**.
We're here for just one week, end of August,
in a high-desert climate, at 40.5 N Latitude.
You don't have to plan for February snow.

However, narrowing can **broaden** your **impact**.
Just one good Green Idea for Black Rock
could be applied in deserts around the world.
Like in refugee camps.
The web reaches the Rub al-Khali and Kalahari.

While you might narrow your focus,
consider **Cross-Area Synergies**.
The Radius reflects our environment:
all Areas are inter-connected.
Like Burners.

For example,
while you might think you're only a Foodie,
the Food Goal to shift to
more Ice Chests and less Fridges,
also helps a lot on Goals for
reduction in Power and Transport.

And if you bring your Compost to an
on-Playa Compost Collection Center
(instead of taking it home),
you also accomplish the Gifting Goal in Waste!
Curious? Cross-check for Cross-Area Synergies.



ALIGNMENT with our **PRINCIPLES**

Within each Area, we have attempted to Align our Green Goals with our Principles.



Step 1	Tier 1 - Start Here	Estimate / Plan: How much do you really need, e.g. Food or Water? What's your Footprint? Civic Responsibility
Step 2	Tier 2 - Beginner	Metric: reduce, share. Can you lower your Footprint? Self-Reliance
Step 3	Tier 2 - Beginner	Camp Acculturation: talk within Camp about your needs, Footprints, and ideas to become more Green! Inclusion
Step 4	Tier 3 - Intermediate	Metric: ecology, efficiency, economy. Together, can we become even Greener? Participation
Step 5	Tier 3 - Intermediate	Gifting: our most important and unique way we help each other go Greener!
Step 6	Tier 3 - Intermediate	BRC + default Acculturation: Show People! inspire us, showcase your Green ideas! Get creative! Communal Effort
Steps 7-10	Tier 4 - Advanced	Your Camp's Radical Green Ideas go here. Or, choose from the list of Ideas. Align with Any or All Principles

CAMP STRATEGIES for the Green Radius Game



New and Nano Camp Strategy

Example ideas for First-time Burners (virgins), or camps with 1 to 12 ?

Small is Beautiful. Perhaps take a couple of Steps in 2 or 3 Areas, or Step 1 in all 6 Areas for an affordable, well-rounded approach.

Green Research Camp Strategy

You know who you are. Water-wizards, Algae-growers, Whale-huggers.

Experiment. We're racing across open Playa, powered by a permission engine.

No permits. No rules. No Failures. Try Green stuff no one else can.

And stuff that Burns.



Large Camp Strategy

Go Big or Go Home. BRC: 1,500++ Camps, 70,000 people.

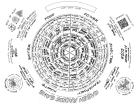
Earth: 8,000,000,000 people.

To save the planet, we need scale. Show us how!

Legacy Camp Strategy

Mentor. Old Burners: Help our young brilliant Burners who are already saving the Planet.

Our young Burners give us all Hope.



RESOURCES

Below are several links to Resources with many Green Ideas.

Also, in the Green Radius Detail pages, some Steps have more links to specific info.

Green Camp Community

[Green Camp Community - home](#)

Green Camp Resource Guide

[Green Camp Resource Guide](#)

Food

[Food page - Green Camp Resource Guide](#)

Water

[Water page - Green Camp Resource Guide](#)

Waste

[Waste page - Green Camp Resource Guide](#)

Power

[Power -- Green Camp Resource Guide](#)

Shelter

[Shelter page - Green Camp Resource Guide](#)

Transport + Emissions

[Transport page - Green Camp Resource Guide](#)

Placement

Placement Camp Resource Guide

[Camp Resource Guide - Placement](#)

HUBs

[HUBs - Placement](#)

Burning Man

Preparation Resources + Survival Guide

[Preparation Resources + Survival Guide](#)

Greening Your Burn

[Greening Your Burn](#)

Art + Innovation - Sustainability Programs

[Art + Innovation - Sustainability Programs](#)

RAT - Renewable Artists Team

[RAT - Renewable Artists Team](#)

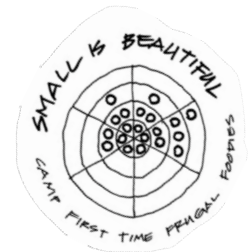
2030 Sustainability Roadmap

[2030 Sustainability Roadmap - Burning Man](#)

Other Green Websites

Surviving Burning Man dot com

[Surviving Burningman .com](#)



YOUR CAMP NAME

FOOD

POWER

COMMUNITY
CAMP
GREEN
UPLOAD YOUR IMAGE HERE
POST PROMINENTLY
YOUR COLOR IN
YES!

AGAINST 30TH - SEPTEMBER 7TH
BURUNGMAN
AXIS MUNDI
2026

SHELTER

SHOW IS HOW!
LARGE NEEDS SCALE
EXAMPLES CAMP

GO BIG OR GO HOME
SALVAGE LITE + MARGARITAS
CAMP INFRASTRUCTURE

GREEN RADIUS GAME
BOARDED GAME • COLORING WHEEL • AGES 6 + UP
WASTE

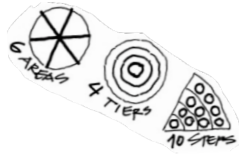
WATER

HOW TO PLAY
6 AREAS
4 TIERS
10 STEPS
YOUR GREEN PASSION
ANY AREA ANY TIER, ANY STEP
IN SEQUENCE OR HOT AROUND!

40° 44' 13" N 119° 12' 15" W
ELEVATION 1190 M. 3500 FT. ASL
BLACK ROCK CITY
BRC

WELL-FOUNDED
NEW, AFFORDABLE
BALANCED, AFFORDABLE
SMALL IS BEAUTIFUL
THE FIRST CAMP
FOODIES





How-to-Play

6 Areas - Play in any Area, or all Areas:

Food, Water, Waste, Transport, Shelter, Power

4 Tiers - Progressive Difficulty, radiating outward:
Start Here, Beginner, Intermediate, Advanced

10 Steps = 10 Goals for your Camp to pursue.
Play in *sequence*, or *hop around* to your interests.



Your Camp Name

Axis Mundi - Black Rock City 2026

Burning Man Green Camp Community
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For each Goal you will attempt, *for each Step*,
Color in your "Yes's" with a highlighter or crayon.
Post it prominently in your Camp or on the street.
Upload your image to the Green Community Website
where you can find more info and *Resources!*

Steps + Tiers

	Food	Water	Waste	Transport	Shelter	Power
Step 1 Tier 1 - Start Here	Meal Plan <i>Whip up a Meal Plan. Forgot milk? Forgot vegan? Forgot time?</i>	Estimate Water <i>Hydrate, Hydrate, Hydrate. 6 Litres / person / day (1.5 gal). Don't die.</i>	LNT + MOOP Plan <i>Join the planet's best + biggest single restoration effort.</i>	Carpool Plan <i>Be a Merry Prankster! Our ancestors rode a Magic Bus!</i>	Estimate Shelter <i>Count people, then count tents, trailers, RV's, Shade area.</i>	Guess Power <i>Inventory your stuff and your power needs.</i>
Step 2 Tier 2 - Beginner	25% Food Waste Reduction <i>Get below 0.35 kg / person / day (3/4 lb). US avg is 0.45 kg (1 lb).</i>	75% Water Reduction <i>Get below 75 Litres / person / day (20 gal). US avg is 310 L (82 gal).</i>	50% Waste Reduction <i>Get below 1 kg / person / day (2 lbs). US avg is 2.3 kg (5 lbs).</i>	90% Ride sharing <i>Carpool, BXB, public transport, any multi-passenger vehicle.</i>	100% Protected Sleeping <i>No one sleeps outside in the Dust. At least spot in a tent.</i>	50% Power Reduction <i>Get below 6 kWh / person / day. US avg was 12 kWh.</i>
Step 3 Tier 2 - Beginner	Share Food Ideas in Camp <i>Food footprint Acculturation! Food Waste Coffee Talk !</i>	Share Water Ideas in Camp <i>Water footprint Acculturation! Talk while refilling your bottle!</i>	Share Waste Ideas in Camp <i>Waste footprint Acculturation! Talk Trash while gifting Compost!</i>	Share Transport Ideas in Camp <i>CO2e-culturation! Understand your Carbon Dioxide Emissions.</i>	Share Shelter Ideas in Camp <i>Start planning Shelter at your January Camp zoom - it's big!</i>	Share Power Ideas in Camp <i>Talk about reduction and sharing way way before Playa.</i>
Step 4 Tier 3 - Intermediate	Share One kitchen <i>One per camp, or less. Saves space, time + money. More FUN!</i>	100% shared water source <i>Large volumes: cheaper, more efficient, less CO2e.</i>	100% Recycling + Composting <i>Plastic + metal, wet + dry. Sparkling Water bottles, PBR cans.</i>	50% Cargo Reduction <i>Reduce weight and volume of YOUR STUFF.</i>	Camp Commons <i>A Common sheltered space - just for your Campers.</i>	75% Renewable power <i>Get a little solar.</i>
Step 5 Tier 3 - Intermediate	Gift Food in Camp <i>Food is perhaps the most sacred gift for Community Engagement.</i>	Gift Water in Camp <i>Gift Water for everyone's survival.</i>	Gift Waste to BRC <i>Bring Compost + Recycling to Centers, OR MOOP your Hood.</i>	Gift CO2e Offsets <i>Plant a tree with a child. Ride bikes. Love Mother Earth.</i>	Gift Shelter for the Public <i>Provide protection for the Public.</i>	Gift Power in Camp <i>Provide a small-scale power source open to the Public.</i>
Step 6 Tier 3 - Intermediate	Show People! Food Ideas <i>Leave No Food Waste - our Leftovers Cookbook!</i>	Show People! Water Ideas <i>Mist my Street! Camp Hydro-Hydra!</i>	Show People! Waste Ideas <i>Compost-drying Observation Research Laboratory.</i>	Show People! Transport Ideas <i>Camp Tralfamadore is Tap Dancing for Transport!</i>	Show People! Shelter Ideas <i>Toothpick Towers! Kamp Kross-Brace</i>	Show People! Power Ideas <i>Solar Spa (and Mudwrestling) East Side Electrocuties Camp!</i>
Steps 7-10 Tier 4 - Advanced	Our Camp's Idea ! <i>Up to 4 of Our Camp's Food Ideas, OR choose from below.</i>	Our Camp's Idea ! <i>Up to 4 of Our Camp's Water Ideas, OR choose from below.</i>	Our Camp's Idea ! <i>Up to 4 of Our Camp's Waste Ideas, OR choose from below.</i>	Our Camp's Idea ! <i>Up to 4 of Our Camp's Transport Ideas, OR choose from below.</i>	Our Camp's Idea ! <i>Up to 4 of Our Camp's Shelter Ideas, OR choose from below.</i>	Our Camp's Idea ! <i>Up to 4 of Our Camp's Power Ideas, OR choose from below.</i>
Tier 4 - Advanced	Be a Food HUB <i>Provide Food and Kitchens for your Placement HUB camps.</i>	Be a Water HUB <i>Provide fresh or grey water systems, showers or kitchens.</i>	Be a Waste HUB <i>Collect recycling, waste, or compost for your HUB-mates.</i>	Be a Transport HUB <i>Provide rides for other Campers in your HUB. And their stuff.</i>	Be a Shelter HUB <i>Provide shade, protection, common areas, structures.</i>	Be a Power HUB <i>Provide electricity, equipment, expertise.</i>
Tier 4 - Advanced	Communal Meals <i>Sharing within Camp builds camp member relationships.</i>	Use OSS <i>OSS, Out-Side Services, sells fresh water, pumps grey/black water ON PLAYA.</i>	Reduce single-use <i>Containers, bottles, boxes. Think Costco and kegs.</i>	Rideshare <i>Offer rides: Burner Ride Share Board or other networks.</i>	Storm Drainage <i>Rain prep: level, Pre-MOOP, slope, channel to North side of the street.</i>	NO POWER !!! <i>Give up electricity for a week !!! Really experience the desert.</i>
Tier 4 - Advanced	Reusable Eatery <i>Drink + Food Containers + Utensils. No disposables.</i>	Use Arctica <i>Arctica provides Ice, block and bag, ON PLAYA.</i>	Ground Cover <i>Waterproof tarps under kitchens, showers. Oil-pan under VW bus.</i>	Mutant Vehicle <i>Many MV's gift rides. Thank you!</i>	Roof Drainage <i>Tilt your Shade, just a little, for rainwater run-off.</i>	Turn off AC <i>It's not that hot. Low humidity. Wide diurnal swing.</i>
Tier 4 - Advanced	Reduce Packaging <i>Minimize individually-packaged foods. Buy in bulk.</i>	Local water <i>Fill water in Northern Nevada. Reno has lots of water stores.</i>	Composting Toilets <i>Chemical, sawdust, organic. Excrement experiments.</i>	BM Container <i>Have a BM Container, vehicle storage, or still on the wait-list :(.....</i>	Stake Count <i>Count and Whisker tent stakes, lag bolts, screws, re-bar. MOOP.</i>	Less electricity <i>Efficient AC's Fridges Freezers Cooking</i>
Tier 4 - Advanced	Reduce Cooling <i>Ice chests, rated coolers, fewer fridges + freezers. Use Arctica!</i>	Reusable bottles <i>People: get your own water bottle. Put your name on it. Sleep with it.</i>	Wood Recycling <i>Boxes, pallets, packaging, structures. Instant Art on Playa!</i>	Store Local <i>Empire, Fernley, Wadsworth, Sparks, Reno, NW NV, or NE CA.</i>	Ground Cover <i>Tarps, Mats, Carpets, Sandbags. MOOP.</i>	NO Genie <i>Nope. Not even for emergencies. Didn't even bring one. No petrol.</i>
Tier 4 - Advanced	Reduce Cooking <i>Try solar cooking. Or NO Cooking. Pre-make more!</i>	Grey water <i>Build a processing system for evaporation, or filtration, or reuse.</i>		Drive 55 <i>Or 88 km per hour. Saves gas, money, CO2e.</i>	More shade <i>Over tents, trailers, RV's. Especially over sleeping spaces.</i>	Nice-Genie <i>Be a Nice-Neighbor. Turn off at Night. Direct exhaust fumes away.</i>
Tier 4 - Advanced	Reduce Washing <i>Try Dish washing with Low water. Or NO water.</i>	More Reduction <i>Even less water: food prep, dishwashing, cleaning, showers.</i>		EV Hauling <i>Electric, wood, steam, corn, hydrogen, wind.</i>	Optimize Shelter <i>Rent vs Buy? Or Gift in the off-season, or use at home?</i>	Optimize Genie <i>Match demand and supply. Add batteries.</i>
Tier 4 - Advanced	Source Locally <i>Increase Food freshness, reduce transportation.</i>			Share Long Hauling <i>City or regional long-distance hauling.</i>		Optimize Solar <i>Rent vs Buy? Or Gift in the off-season, or use at home?</i>
Tier 4 - Advanced	Source Plant-based foods <i>More Veggies! Increase plant-based regenerative meats.</i>			100% People Bicycles <i>All our campers have Real bicycles. Not Ebikes.</i>		RAT <i>Renewable Artist's Team. Solar-powered Art !</i>
Tier 4 - Advanced	Gift to Collexodus <i>Collexodus collects left-over food and drinks for BM staff and Resto.</i>			Reduce Future Toxins <i>CO2e is easy. Batteries are our worst Toxin!</i>		Renewable MV <i>Solar MV's ? People-powered? Wind? No petrol.</i>

Green Radius Game - Matrix



New and Nano Camp Strategy

Small is Beautiful. Perhaps take a couple of Steps in 2 or 3 Areas, or Step 1 in all 6 Areas for an affordable, well-rounded approach.

Green Research Camp Strategy

Experiment. We're racing across open Playa, powered by a permission engine. No permits. No rules. No Failures. Try Green stuff no one else can. And stuff that Burns.

Large Camp Strategy

Go Big or Go Home. BRC: 1,500++ Camps, 70,000 people.
Earth: 8,000,000,000 people.
To save the planet, we need scale. Show us how!

Legacy Camp Strategy

Mentor. Old Burners: Help our young brilliant Burners who are already saving the Planet. Our young Burners give us all Hope.





Green Radius Game Game Detail

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Step	Tier = Difficulty	Green Idea	Goal	Green links	Green links	Green links
Food - F						
Food Big Goal			Create radical solutions for efficient, economical and ecological food selection. Purchase mindfully, share food and cooking, reduce food waste. Utilize reusable eatery, minimize packaging, source local foods. Share Recipes for Leftovers to reduce Food Waste. Enjoy communal meals together.	Food page - Green Camp Resource Guide		
Step F 1	Tier 1 - Start Here	Meal Plan	Whip up a Meal Plan. Forgot milk? Forgot vegan? Forgot time? Closest grocery is 100 km away, and you can't leave anyway. Most camps make Meal Plans, some include Waste and Energy needs. Make sure everyone has enough food, special diets included, balanced with less food waste...leftovers can be repurposed into another meal.	Whip up a Meal Plan		
Step F 2	Tier 2 - Beginner	25% Food Waste Reduction	Get below 0.35 kg / person / day (3/4 lb), US avg is 0.45 kg (1 lb). Americans food waste is about 0.45 kg / person / day (1 lb / person / day), 0.45 kg * 75% = 0.34 kg. Annually, about 30-40% of the entire US food supply is discarded, about 60 million tons of food. For all camps: avoid spoiling, eat leftovers soon, save the planet and money. For large camps: create a sample plate, serve portions rather than self-serve. Go back for seconds. Dig out the goodies at the bottom of your bowl. Carry a rubber spatula at all times. Lick your fingers. And What you can't eat, bring to our BRC COMPOST COLLECTION Stations around the City - see link and What Where When.	Food Waste Calculations: Culinary Perspective	Food Waste in America: Environmental Protection Agency	Leftover Recipe Ideas
Step F 3	Tier 2 - Beginner	Share Food Ideas in Camp	Food footprint Acculturation! Food Waste Coffee Talk ! Make your grocery list before leaving home. Every Camper ought to understand the Meal Plan, Food Waste, and their individual impact. And how to wash dishes with little water.	Food Footprint Calculator		
Step F 4	Tier 3 - Intermediate	Share One Kitchen	One per camp, or less. Saves space, time + money. More FUN! Share cooking, refrigeration, dishwashing, utensils, food, and supplies. Have communal meals, bring your own plates, cups, silver. Centralizing is more hygienic and helps monitoring for temperature and spoiling. Centralizing makes Ice sharing and Recycling easier, and you'll only need one bucket to go to the BRC Compost Collection station! Sharing a kitchen can still allow different people to cook different meals for special diets or food preferences.	One Kitchen Per Camp: large scale recipes	Recipes that will feed a crowd	Big batch recipes
Step F 5	Tier 3 - Intermediate	Gift Food in Camp	Food is perhaps the most sacred gift for Community Engagement. Your gift could be a sweet and salty snack, or 7-course feast. Provide food for public engagement, community building and enjoyment. Share unpackaged food hygienically.	Gifting Food		
Step F 6	Tier 3 - Intermediate	Show People! Food Ideas	Leave No Food Waste - our Leftovers Cookbook! Become a famous chef! Help us all reduce Food Waste. Send your Leftovers Recipes in to our Leftovers Cookbook, Leave No Food Waste. It's on our Green Resource website. Or host a Cooking class in camp, or a Vegan cook-off! BRC + default Acculturation! Seriously, we are Burners, we're Show People -- we showcase our experiments, we communicate by creating Green signage, exhibits, displays, programs, games, poems, plays, music, Green ART??? OR, upload your Radical Green Food Ideas to our Green Resource Guide.			
Step F 7	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Food Ideas, OR choose from below. Describe your Idea here:			
Step F 8	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Food Ideas, OR choose from below. Describe your Idea here:			
Step F 9	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Food Ideas, OR choose from below. Describe your Idea here:			
Step F 10	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Food Ideas, OR choose from below. Describe your Idea here:			
	Tier 4 - Advanced	Be a Food HUB	Provide Food and Kitchens for your Placement HUB camps. Join a HUB with other camps in the Placement system.			
	Tier 4 - Advanced	Communal Meals	Sharing within Camp builds camp member relationships. Plus, it's overall less energy use for cooking, heating and cooling.			
	Tier 4 - Advanced	Reusable Eatery	Drink + Food Containers + Utensils. No disposables. Encourage everyone in camp brings their own plate, cup, utensils, etc. Reusables reduces waste into the landfill.	Reusable eatery		
	Tier 4 - Advanced	Reduce Packaging	Minimize individually-packaged foods. Buy in bulk. Make Communal Meals easier. Freeze or store in large containers to minimize packaging. Even though it's important to reduce packaging where possible, appropriate packaging reduces food waste.	Waste from Food Packaging		
	Tier 4 - Advanced	Reduce Cooling	Ice chests, rated coolers, fewer fridges + freezers. Use Arctica! Ice intelligently: shade, elevate, insulate, and wrap coolers. Minimize opening coolers. If you have multiple coolers, separate food by day, load cooler by meal sequence. Premake and freeze meals to cut down on meal prep time and reduce kitchen resources. Try no-cooling meals. Cycle fridges and freezers to optimize continuous and peak loads. Experiment with solar refrigeration and ice creation.	Ice Intelligently		
	Tier 4 - Advanced	Reduce Cooking	Try solar cooking. Or NO Cooking. Pre-make more! Typically, we have a lot of sun. Experiment with reflective, radiant and induction methods. Consider solar slow-cooking and reheating options.			
	Tier 4 - Advanced	Reduce Washing	Try Dish washing with Low water. Or NO water. Example: Eat all food on your plate or scrape into compost. No water: One paper towel (or alternative) per camper per dish. Low water: Spray bottles containing white vinegar and water. Big volume, use three buckets: pre-wash, soap wash, rinse, then air-dry.			
	Tier 4 - Advanced	Source Locally	Increase Food freshness, reduce transportation. Source food in Northern Nevada or local to your hometown, reducing negative environmental impacts of transporting food long distances. Buying local supports growers and manufacturers, increases food security and helps local economies.	Source Local Foods	Impacts of Buying Local Food	
	Tier 4 - Advanced	Source Plant-based foods	More Veggies! Increase plant-based regenerative meats. Meat production has a high environmental impact. Source animal proteins from sustainable farming practices. Transition to more plant-based meals throughout the week, reducing meat. There's lots of new menu choices! Experiment, have fun, host a vegetarian cookoff!	More Plant-based foods		
	Tier 4 - Advanced	Gift to Collexodus	Collexodus collects left-over food and drinks for BM staff and Resto. Well over a hundred Resto people will be cleaning up the desert until mid-October. As you make your exodus from BRC at 6:00 and K, Collexodus will be there for your camp donations of un-used un-opened non-perishable food and snacks, or beer and booze help nourish our clean-up crews save driving that extra weight back home.			



Green Radius Game Game Detail

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Step	Tier = Difficulty	Green Idea	Goal	Green links	Green links	Green links
Water - H (Hydrate with H2O)						
Water Big Goal			Water is our most precious resource...we are 60-75% water. Drink it! Share it! Reuse it! In the very near future, Water will replace Power as the most important Green variable. Experiment now with reduction. Conserve. Centrally Plan. Bring enough to Gift water. Hydrate with H2O all the time - Black Rock is a desert!	Water page - Green Camp Resource Guide		
Step H 1	Tier 1 - Start Here	Estimate Water	Hydrate, Hydrate, Hydrate. 6 Litres / person / day (1.5 gal). Don't die. The Survival Guide hydration minimum says 1.5 gallons (in the Imperial system) (that's 6 Litres for normal people). Plus cooking, washing, showering, and gifting. Plus spills, evaporation and contingency. Centrally plan Water - bring enough, or if you use OSS on-Playa, only the minimum plus contingency for travel.	Potable (drinking, fresh) Water - Burning Man		
Step H 2	Tier 2 - Beginner	75% Water Reduction	Get below 75 Litres / person / day (20 gal). US avg is 310 L (82 gal). The US average Water Consumption is 310 Litres / person / day (82 gal). 310 L * 25% = 78 L. This should be easy, since we don't have a water utility system, or toilets to flush, or lawns to irrigate.	US Water consumption - EPA		
Step H 3	Tier 2 - Beginner	Share Water Ideas in Camp	Water footprint Acculturation! Talk while refilling your bottle! Your Water bottle. Talk Water at your Camp meeting before Playa. Talk going to get ice at Arctica. Talk Water while showering. Every Camper ought to understand hydration, drinking water, grey water, and their individual impact.			
Step H 4	Tier 3 - Intermediate	100% shared water source	Large volumes: cheaper, more efficient, less CO2e. Provide ALL the Water for ALL your Campers. At least all your potable drinking Water. Water is heavy, costs a lot to transport.			
Step H 5	Tier 3 - Intermediate	Gift Water in Camp	Gift Water for everyone's survival. Provide water for the Public. Put a Water cooler on your Bar, have a hydration station out on your street. Hydrated Burners are happy Burners.			
Step H 6	Tier 3 - Intermediate	Show People! Water Ideas	Mist my Sireet! Camp Hydro-Hydra! Camp H-H drags a giant tenacle hose out into the middle of their street, pumping out cool misty air - chilling-out Burners walking by! Do you have a squirt-gun? BRC + default Acculturation! Seriously, we are Burners, we're Show People -- we showcase our experiments, we communicate by creating Green signage, exhibits, displays, programs, games, poems, plays, music, Green ART??? OR, upload your Radical Green Ideas to our Green Resource Guide.			
Step H 7	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Water Ideas, OR choose from below. Describe your Idea here:			
Step H 8	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Water Ideas, OR choose from below. Describe your Idea here:			
Step H 9	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Water Ideas, OR choose from below. Describe your Idea here:			
Step H 10	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Water Ideas, OR choose from below. Describe your Idea here:			
	Tier 4 - Advanced	Be a Water HUB	Provide fresh or grey water systems, showers or kitchens. Join a Placement Water HUB with other Camps for supply, systems, or removal. OR, perhaps your whole camp is about gifting Water steam, or foam, or rinse?			
	Tier 4 - Advanced	Use OSS	OSS, Out-Side Services, sells fresh water, pumps grey/black water ON PLAYA. Overall, large volume OSS trucks are more efficient for transport and emissions; water is heavy and bulky, shit stinks.	OSS - OutSide Services		
	Tier 4 - Advanced	Use Arctica	Arctica provides Ice, block and bag, ON PLAYA. Ice use can reduce refrigeration and power. Melt water can be used for washing. And ice is nice for your dusty margaritas. Three locations across BRC. Bring a rolling cart and CASH - it's the only thing you have to pay for on Playa.	Arctica ice sales		
	Tier 4 - Advanced	Local water	Fill water in Northern Nevada. Reno has lots of water stores. Water weighs a ton, transport costs a lot. Don't drive it across the country. Or from Canada. Or even from the Bay Area.	Potable (drinking, fresh) Water - Burning Man		
	Tier 4 - Advanced	Reusable bottles	People: get your own water bottle. Put your name on it. Sleep with it. Thermal insulation can be nice. And a carabiner to hang it on your thong. But, for sanitation at your Public Watering Station, provide single-use paper compostable cone Dixie cups. Avoid single-use water containers. Or any other single-use beverage containers. Seriously, bring a keg.			
	Tier 4 - Advanced	Grey water	Build a processing system for evaporation, or filtration, or reuse. Try a Grey water Evaporation Pond, Wikatron, or Wind-power. Shower water, dish water, handwashing. Locate away from your Compost-drying racks !!!			
	Tier 4 - Advanced	More Reduction	Even less water: food prep, dishwashing, cleaning, showers. Low flow sprayers, fixtures, shower heads. Tubs for different dish water types: disinfecting, washing, rinsing. Water collection buckets or bins for disposal. Discounts for showering with a friend.			



Green Radius Game Game Detail

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Step	Tier = Difficulty	Green Idea	Goal	Green links	Green links	Green links
Waste - W						
Waste Big Goal			LNT. Leave No Trace. Simple.	Waste page - Green Camp Resource Guide		
Step W 1	Tier 1 - Start Here	LNT + MOOP Plan	Join the planet's best + biggest single restoration effort. Guinness records. Our approach to Waste is the most advanced program in the world - the rest of the planet imitates what Burners do. If you're a Placed Camp, you've already done this step. Keep our momentum going, write down your LNT plan, work you shifts, you're making history. MOOP = Matter Out Of Place. Pre-MOOP, Daily MOOP, Post-MOOP. MOOP everywhere, MOOP all the time.	Leaving No Trace - Burning Man	Playa Restoration - Burning Man	MOOP Map 2025 - Playa Restoration
Step W 2	Tier 2 - Beginner	50% Waste Reduction	Get below 1 kg / person / day (2 lbs). US avg is 2.3 kg (5 lbs). In 2018, the US average waste was 2.3 kg / person / day (5 lbs). 2.3 kg * 50% = 1.2 kg.	US Waste generation - EPA		
Step W 3	Tier 2 - Beginner	Share Waste Ideas in Camp	Waste footprint Acculturation! Talk Trash while gifting Compost! Zoom before Playa. Talk about Waste while sorting recycling, or flattening boxes, or balling twine. Every Camper ought to understand the LNT + MOOP Plan (and their shifts), camp recycling and composting, and their individual impact.			
Step W 4	Tier 3 - Intermediate	100% Recycling + Composting	Plastic + metal, wet + dry. Sparkling Water bottles, PBR cans. Inevitably, there will be some containers - try for 100% of materials which CAN BE recycled. Separate Waste streams. Reduce Landfill. Reduce weight. Pack-it-in / Pack it OUT.	Waste Disposal + Recycling Locations - Burning Man		
Step W 5	Tier 3 - Intermediate	Gift Waste to BRC	Bring Compost + Recycling to Centers, OR MOOP your Hood. Bring your Compost to a BRC COMPOST COLLECTION Station, located around the City - see link and What Where When.. OR. MOOP past your Camp, around your Hood, and beyond. Streets have the most MOOP, fire lanes too. Find fun stuff in Deep Playa, help clean the Trash Fence !!! Carry a MOOP bag with you at all times!	Composting - Burning Man	Recycle Camp - Burning Man	
Step W 6	Tier 3 - Intermediate	Show People! Waste Ideas	Compost-drying Observation Research Laboratory. Camp Lost-R-Grant is building a Compost-drying Research Laboratory. Help keep our Research going. Come by, bring your Compost, watch it dry. Watch rain or shine, day and night (solar-powered). BRC + default Acculturation! Seriously, we are Burners, we're Show People -- we showcase our experiments, we communicate by creating Green signage, exhibits, displays, programs, games, poems, plays, music, Green ART??? OR, upload your Radical Green Ideas to our Green Resource Guide.			
Step W 7	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Waste Ideas, OR choose from below. Describe your Idea here:			
Step W 8	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Waste Ideas, OR choose from below. Describe your Idea here:			
Step W 9	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Waste Ideas, OR choose from below. Describe your Idea here:			
Step W 10	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Waste Ideas, OR choose from below. Describe your Idea here:			
	Tier 4 - Advanced	Be a Waste HUB	Collect recycling, waste, or compost for your HUB-mates. Join a Placement Waste HUB with other Camps for Collection, Sorting and Disposal.			
	Tier 4 - Advanced	Reduce single-use	Containers, bottles, boxes. Think Costco and kegs. Purchase in larger quantities and volumes. Use ziplock bags, minimize film plastic. Bring reusable containers, use empty food containers for waste. And pint mugs. Accept that some speciality items are over-packaged, but keep focused on landfill reduction.			
	Tier 4 - Advanced	Ground Cover	Waterproof tarps under kitchens, showers. Oil-pan under VW bus. Highest priority: avoid spills on Playa, especially chemicals. Second priority: dust control. Plus, think heavy canvas or mats under high-traffic areas, bars, dining, public spaces - reduces MOOPing during Strike.			
	Tier 4 - Advanced	Composting Toilets	Chemical, sawdust, organic. Excrement experiments. Multiple toilet types available. Put tarps underneath potties too. Burning Man does provide Portos, but large camps may have additional toilets, so experiment. However, while we have OSS, Burning Man does NOT provide another separate Waste stream for solid waste disposal from Composting Toilets. DON'T PUT YOUR TOILET COMPOST IN THE PORTOS. So, if you don't take it all the way home, we're curious, please let us know what you do with your shit.			
	Tier 4 - Advanced	Wood Recycling	Boxes, pallets, packaging, structures. Instant Art on Playa! Recycle all the wood you can, but if you have leftover wood, after the Burn, burn it in the burn barrels at Esplande and 3:00, 5:30, and 9:00. Or take it home and make Upcycled Art!			



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Step	Tier = Difficulty	Green Idea	Goal	Green links	Green links	Green links
Transport + Emissions - T						
Transport + Emissions Big Goal			Take a risk, share a ride. Share stuff, save cash. Create radical nomadic transport solutions for Burners and their stuff. Our toxin du-jour is CO ₂ e, Carbon-Dioxide emissions - reduce and offset: teach kids Green, plant trees, ride your bike, reduce kilometers. Mother Nature ain't waitin' Transport page - Green Camp Resource Guide.			
Step T 1	Tier 1 - Start Here	Carpool Plan	<i>Be a Merry Prankster! Our ancestors rode a Magic Bus!</i> Plan ride sharing all the way from home to BRC, and back. Include people and cargo. Getting there is half the fun! Magic Bus - Merry Pranksters			
Step T 2	Tier 2 - Beginner	90% Ride sharing	<i>Carpool, BXB, public transport, any multi-passenger vehicle.</i> Take the Burner Express Bus (BXB), or planes, trains, buses. Sharing saves CO ₂ e, energy, and money. Participate in the Burner Ride Share Board, or with your Regional Burner social media pages for local ride-sharing and stuff-hauling. Try for at least 90% of your campers carpooling most of the way, especially the last roads to the Playa. Burner Express - Burning Man. BM Rideshare			
Step T 3	Tier 2 - Beginner	Share Transport Ideas in Camp	<i>CO₂e-culturation! Understand your Carbon Dioxide Emissions.</i> Carpool Plan before Playa. Talk about Emissions on your road trip. Everyone ought to know the Carpooling Plan, cargo sharing, and their individual impact. For extra credit, swag your CO ₂ e reduction! Stuff Optimization - Carlin.			
Step T 4	Tier 3 - Intermediate	50% Cargo reduction	<i>Reduce weight and volume of YOUR STUFF.</i> Share Stuff. Share everything, make do, innovate. Leave Stuff at home. Don't replicate home. You're camping. Balance Your Stuff you need, plus extra Stuff for gifting. To calculate Your Stuff for your BRC 50% Stuff reduction, use Carlin's template (see link) for Stuff Optimization (for Maui).			
Step T 5	Tier 3 - Intermediate	Gift CO₂e Offsets	<i>Plant a tree with a child. Ride bikes. Love Mother Earth.</i> Reduction back home is the first and most important offset, so take public transport, ride your bike more. To go negative, make a flowerbox - offsetting can be FUN! But, if you have to, buy credits. Be Neutral or Negative now, don't wait til 2030.			
Step T 6	Tier 3 - Intermediate	Show People! Transport Ideas	<i>Camp Tralfamadore is Tap Dancing for Transport!</i> The Tralfamadoreans wrote a musical performance about how their camp reduced methane Emissions by increasing Tap Dancing! Shuffle by, bring your shoes! BRC + default Acculturation! Seriously, we are Burners, we're Show People -- we showcase our experiments, we communicate by creating Green signage, exhibits, displays, programs, games, poems, plays, music, Green ART??? OR, upload your Radical Green Ideas to our Green Resource Guide.			
Step T 7	Tier 4 - Advanced	Our Camp's Ideas !	<i>Up to 4 of Our Camp's Transport Ideas, OR choose from below.</i> Describe your Idea here:			
Step T 8	Tier 4 - Advanced	Our Camp's Ideas !	<i>Up to 4 of Our Camp's Transport Ideas, OR choose from below.</i> Describe your Idea here:			
Step T 9	Tier 4 - Advanced	Our Camp's Ideas !	<i>Up to 4 of Our Camp's Transport Ideas, OR choose from below.</i> Describe your Idea here:			
Step T 10	Tier 4 - Advanced	Our Camp's Ideas !	<i>Up to 4 of Our Camp's Transport Ideas, OR choose from below.</i> Describe your Idea here:			
	Tier 4 - Advanced	Be a Transport HUB	<i>Provide rides for other Campers in your HUB. And their stuff.</i> Offer people and cargo sharing in your vehicle through a Placement Transport HUB.			
	Tier 4 - Advanced	Rideshare	<i>Offer rides: Burner Ride Share Board or other networks.</i> Provide rides for any Burners (and their stuff) through the Burning Man Ride Share Board, or your local and Regional internet and social media networks. BM Rideshare			
	Tier 4 - Advanced	Mutant Vehicle	<i>Many MV's gift rides. Thank you!</i> It takes a lot of work to offer an MV, and like bicycles, MV's are our Burning Man-unique CO ₂ e reductions. DMV - Department of Mutant Vehicles			
	Tier 4 - Advanced	BM Container	<i>Have a BM Container, vehicle storage, or still on the wait-list :(</i> If you return to BRC next year, or every year, the Burning Man Container program is the BEST. Saves time, money, effort, transport, CO ₂ e. Off-season, containers are stored nearby in Gerlach and at BM ranches. However, the Program is growing, we don't have enough capacity yet, so you can say "Yes" here even if you have only applied, but not gotten one yet! BRC Storage Program -- Burning Man			
	Tier 4 - Advanced	Store local	<i>Empire, Fernley, Wadsworth, Sparks, Reno, NW NV, or NE CA.</i> NEXT BEST. If you don't have a BM Container, use any place in the region to reduce transport of Stuff.			
	Tier 4 - Advanced	Drive 55	<i>Or 88 km per hour. Saves gas, money, CO₂e.</i> 55 MPH (Miles per Hour) max, to and from BRC. An ancient proven green success: simply reduce velocity (look up October 1973). Besides, you can't drive very fast anyway, since every cubic centimeter in your bus is so crammed with Burners and their stuff, it's turned into a low-rider.			
	Tier 4 - Advanced	EV Hauling	<i>Electric, wood, steam, corn, hydrogen, wind. Anything but petrol. Electric-Vehicle Hauling. Alternative-Vehicle Hauling. Just make sure you have enough juice to get back home</i> <i>Black Rock City has no Ethanol farms.</i>			
	Tier 4 - Advanced	Share Long hauls	<i>City or regional long-distance hauling.</i> Consolidate hauling with other Burners in your region. Think tubs, crates, containers, pods - truck, rail, trailer. Consolidation is cleaner for the environment, more efficient, costs less, less stress. For example, Philly camps share a trailer / rail consolidated shipment program.			
	Tier 4 - Advanced	100% People Bicycles	<i>All our campers have Real bicycles. Not Ebikes.</i> Or we have tricycles, or unicycles, or any personal person-powered vehicle for the Playa and BRC. With every crank of your pedal, for more than a week, you offset your CO ₂ e impact. Powered wheelchairs and similar are cool, but sorry, E-BIKES DON'T COUNT - only People-Power!			
	Tier 4 - Advanced	Reduce Future Toxins	<i>CO₂e is easy. Batteries are our worst Toxin!</i> Batteries get lost in the Playa dust, or can explode or catch fire if too hot or overloaded. Call ESD if you have a battery emergency. Lost batteries leach lead, lithium, nickel, cadmium, iron, phosphate, plastic, paint, rust, and other chemicals, into the Playa, poisoning Fairy Shrimp, and people! Collect batteries separately, take them home to a safe recycling center, and keep them out of the landfill. Or drop them off at Hero Environment in Sparks on the way home (see link). Still want to cut more toxins? Methane emissions are 14 times more toxic than CO ₂ e. Particulates, neurotoxins and fertility inhibitors are increasing. Carbon Little screams the sky is falling! Oh my! BUT, Toxin reductions are the success stories of the modern Green movement! With Silent Spring in 1962, Saint Rachel started our successes with reducing DDT. Over the decades, reductions followed in smog, asbestos, PCB's, CFC's, HCFC's, ozone, Sulfur Dioxide, and more. Reducing Carbon Dioxide will be another success story. We will continue. We bring Hope. https://www.heroenv.com			



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Step	Tier = Difficulty	Green Idea	Goal	Green links	Green links	Green links
Shelter - S						
Shelter Big Goal			A legend of the Second Peoples says that while the sun may burn you, the wind will kill you. Shelter's really Big Goal: Don't Die! With our high-desert climate, BRC's weather is beautiful most of the time. But when not, provide protection and Shelter. Sun, wind, dust. And a place to get a good night's sleep, even in the daytime! Shelter page - Green Camp Resource Guide.			
Step S 1	Tier 1 - Start Here	Estimate Shelter	Count people, then count tents, trailers, RV's, Shade area. How much protection do you have: sun, wind, dust, rain, heat, cold? If you're a Placed camp, use the numbers from your Placement Plan.			
Step S 2	Tier 2 - Beginner	100% Protected Sleeping	No one sleeps outside in the Dust. At least spot in a tent. Provide protected Sleeping spaces for every Camper, 100%. Extras - shade over tents? Extra-extras - maybe even have an over-night-dust-storm-visitor spot or two ?			
Step S 3	Tier 2 - Beginner	Share Shelter Ideas in Camp	Start planning Shelter at your January Camp zoom - it's big! Talk about Shelter before a thunderstorm, or on a freezing night. Every Camper ought to know where protected areas are for the public, your camp, and themselves.			
Step S 4	Tier 3 - Intermediate	Camp Commons	A Common sheltered space - just for your Campers. Public sheltered space is a good gift, but sometimes your Campers need "private" shelter, separate from Public space, especially if everyone's in individual tents or RV's. Your Interactive Public Space is like the Living Room; your Camp Commons is the Den in the back of the house.			
Step S 5	Tier 3 - Intermediate	Gift Shelter in Camp	Provide protection for the Public. Does your Cafe have a Rain Awning? Is your Bar 100-Proof Dust-Proof? Ideally, your Public Interactivity space provides a minimum amount of protection - sun, rain. For wind or dust, Dorothy and Toto hope you build a tornado shelter. When you're hunkered-down in a 4-hour white-out, you'll meet the people who will change your life.			
Step S 6	Tier 3 - Intermediate	Show People! Shelter Ideas	Toothpick Towers! Kamp Kross-Brace A three-story Shelter made entirely out of recycled toothpicks! Kamp Kross-Brace's Structural Engineers invite Burners to come by to huff and puff. BRC + default Acculturation! Seriously, we are Burners, we're Show People -- we showcase our experiments, we communicate by creating Green signage, exhibits, displays, programs, games, poems, plays, music, Green ART??? OR, upload your Radical Green Ideas to our Green Resource Guide.			
Step S 7	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Shelter Ideas, OR choose from below. Describe your Idea here:			
Step S 8	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Shelter Ideas, OR choose from below. Describe your Idea here:			
Step S 9	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Shelter Ideas, OR choose from below. Describe your Idea here:			
Step S 10	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Shelter Ideas, OR choose from below. Describe your Idea here:			
	Tier 4 - Advanced	Be a Shelter HUB	Provide shade, protection, common areas, structures. Protect your Campers by participating in the Placement Shelter HUB program.			
	Tier 4 - Advanced	Storm Drainage	Rain prep: level, Pre-MOOP, slope, channel to North side of the street. When you first arrive, before anything, check the Playa ground. It's not going to be perfectly level, so drag a 2x4 board, or a pipe, on a rope, around and around, to cut down little dunes. Pre-MOOP right then. Then, to avoid swimming in a lake inside your camp when it rains, slope the Playa dust a little with your board, maybe even dig little channels. A good reason why not to bury electrical cables. Direct the water out to your streets and fire lanes - NORTH SIDE of the street - where the sunshine can dry up the puddles faster.			
	Tier 4 - Advanced	Roof Drainage	Tilt your Shade, just a little, for rainwater run-off. You only need a little slope to get the rain to run off the top of your Shade. And into the channel you've dug to the street. Raise up a few columns, or put blocks of wood underneath to create a high point or line from which to drain downwards. If it still collects water during a downpour, push excess water out from underneath with a broom, or something soft, not sharp like a stick. Keep your electrical wires off the ground and out of puddles, hang them off your shade structure or tent.			
	Tier 4 - Advanced	Stake Count	Count and Whisker tent stakes, lag bolts, screws, re-bar. MOOP. Metal buried in the dust is our Number One MOOP problem. Almost all of this buried metal comes from Shelter and structures. COUNT every stake before you pack it at home, and COUNT again when you unload and build. Remember where you build stuff. Put dayglow tent stake Marker Whiskers, or bright-color biodegradable cloth on every piece of buried metal. MOOP exactly there when you strike camp. Rake, dig, get down on your knees. Make a last COUNT every last piece of metal. Finally, bring or borrow a magnet or metal detector to run across the ground, Resto will love you forever.			
	Tier 4 - Advanced	Ground Cover	Tarps, Mats, Carpets, Sandbags. MOOP. Ideal to cut down blowing dust and keep you dry. Sandbags can hold down lots of stuff. They're cheap, weigh nothing, avoid stakes, and we have sand available. MOOP MOOP MOOP - ground cover tends to get buried in the dust - Carpet tiles! Door mats!			
	Tier 4 - Advanced	More shade	Over tents, trailers, RV's. Especially over sleeping spaces. Extra shade reduces AC + cooling demand, hopefully sheds rain, and maybe gives dust protection.			
	Tier 4 - Advanced	Optimize Shelter	Rent vs Buy? Or Gift in the off-season, or use at home? Like Solar, Shelter is a big investment for a week. Renting a trailer or an RV for a week is practical for BRC, and if modest, can be affordable and actually have a low Green footprint overall. OR. If you build or purchase your own Shelter, consider loaning your equipment in the off-season (e.g. camps have loaned stuff to Fly Ranch and BWB).			



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Step	Tier = Difficulty	Green Idea	Goal	Green links	Green links	Green links
Power - P						
Power Big Goal			Power Reduction is our Priority Goal. Alternative Sources are Secondary. Reduction impacts everything in the Power Stream. Reduction first means smaller solar panels, batteries, wiring, controls, less weight, less cost. You're camping - leave stuff at home for a week! Maybe you don't need a petrol generator at all?			
Step P 1	Tier 1 - Start Here	Guess Power	Inventory your stuff and your power needs. Geeks use our Ohm-azing spreadsheet in our Resource Guide, see link. OR. Non-engineers, guess-estimate, just count fridges, AC's, lights, and blow dryers.			
Step P 2	Tier 2 - Beginner	50% Power Reduction	Get below 6 kWh / person / day. US avg was 12 kWh. In 2015, the US average was 12 kWh / person / day. 12 kWh * 50% = 6 kWh. OR, go the no-math way, count sharing - can you leave half your appliances at home? E.g. use ice and coolers instead of bringing a fridge. Share blow dryers.			
Step P 3	Tier 2 - Beginner	Share Power Ideas in Camp	Talk about reduction and sharing way way way before Playa. How little electricity do you need for a week? Then, have Power Talks when you're orienting the collectors, when you're connecting them, and re-connecting them, when you're dusting them off, and dusting again, and again, and when you're cold cause it's cloudy. Power footprint Acculturation! Every Camper ought to understand your Power Guess(Estimate), consumption reduction, and their individual impact.			
Step P 4	Tier 3 - Intermediate	75% Renewable power	Get a little solar. With current techology and BRC's limitations, solar is a good value now. There are off-the-shelf, packaged-units at reasonable prices for different sizes. Maybe a little wind if you want to experiment! And if you have a backup petrol generator, ONLY for emergencies, that's cool, just keep under 25%. Recognize that going solar brings new challenges: e.g. brooms to dust-off your panels, more safety for more batteries (keep batteries in the shade, reduce heat), more risk of explosion / spill control for big batteries, or more power cables hanging around (away from rain puddles) (don't bury cables).			
Step P 5	Tier 3 - Intermediate	Gift Power in Camp	Provide a small-scale power source open to the Public. Provide a small solar phone-charging station in your Bar? Ideally, in your Interactive space or by the street.			
Step P 6	Tier 3 - Intermediate	Show People! Power Ideas	Solar Spa (and Mudwrestling) East Side Electrocuties Camp! Electro-culturation! The Cuties are offering a Solar-powered Spa with directly-heated mud baths - individual and interactive! BRC + default Acculturation! Seriously, we are Burners, we're Show People -- we showcase our experiments, we communicate by creating Green signage, exhibits, displays, programs, games, poems, plays, music, Green ART??? OR, upload your Radical Green Ideas to our Green Resource Guide.			
Step P 7	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Power Ideas, OR choose from below. Describe your Idea here:			
Step P 8	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Power Ideas, OR choose from below. Describe your Idea here:			
Step P 9	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Power Ideas, OR choose from below. Describe your Idea here:			
Step P 10	Tier 4 - Advanced	Our Camp's Ideas !	Up to 4 of Our Camp's Power Ideas, OR choose from below. Describe your Idea here:			
	Tier 4 - Advanced	Be a Power HUB	Provide electricity, equipment, expertise. Thank you first for providing Power for your HUB-bies. Second, for sharing Power stuff like solar panels, and batteries, and wire-strippers. And third, for safety education, so Burners don't get shocked. Or burned by acid. Or burned by battery fires. Only burned by consent.			
	Tier 4 - Advanced	NO POWER !!!	Give up electricity for a week !!! Really experience the desert. Turn off the phone when you leave the pavement. Ice chests. Grill food. Layer clothes. Acoustic guitar. Candles. This is the Weekly Double - NO Power gets two "Yes's" for your Camp in Level 4! And to get to a NO Power achievement, you will have to have analyzed and done Power Steps 1, 2, 3, 4, and 5, so you still get "Yes's" in those Power Steps, even though you don't have any Power! Very cool. We would totally love it if you also go for Power step 6: show us how you live with NO Power! And yes, while you can experiment with no power, be self-reliant with emergency provisions, please bring a flashlight or two.			
	Tier 4 - Advanced	Turn off AC	It's not that hot. Low humidity. Wide diurnal swing. On average, at BRC, in late August, it may reach 32 degrees C (90 F) for only 2 to 3 hours in the afternoon. If it's dusty, run only your Fan for filtration, avoid the extra power load for AC. BRC is a high-desert arid climate, usually with low humidity. Diurnal swing is the temperature difference between the daytime high and nighttime low. In fact it can get quite cold at night, which is exacerbated by rain and higher humidity. So bring hoodies and blankets.			
	Tier 4 - Advanced	Less Electricity	Efficient AC's Fridges Freezers Cooking Bring cycling appliances that regulate Electrical peak loads with Power supply availability. E.g. fridges with most cooling at night, low power draw in day? And maybe integrated with the solar system to reduce draw when it's cloudy? In the ancient EPA times, these were sometimes labelled Energy Star or Smart appliances. Soon we'll have AI-appliances.			
	Tier 4 - Advanced	NO Genie	Nope. Not even for emergencies. Didn't even bring one. No petrol. Didn't bring a Generator. Also didn't bring petrol cans, spill containers, fire extinguishers, and all that other heavy stinky dangerous stuff. Didn't have to pay to transport it all. We burn other stuff.			
	Tier 4 - Advanced	Nice-Genie	Be a Nice-Neighbor. Turn off at Night. Direct exhaust fumes away. Neighboring is a strong force in Black Rock City. Minimize your Generator use. Reduce noisy and stinky. Let people sleep and breathe. Make your Hood Nice.			
	Tier 4 - Advanced	Optimize Genie	Match demand and supply. Add batteries. You've cut Power demand, so go with a smaller generator. Or two very small generators, for more precise load matching, and contingency? How big of a generator do you need, if only for emergencies (only the fridge to save the food)? Adding Batteries levels Power peaks so you don't have to run the generator continuously, and gives you back-up.			
	Tier 4 - Advanced	Optimize Solar	Rent vs Buy? Or Gift in the off-season, or use at home? Solar is a big investment for a week. Explore renting. OR. Donate equipment in the off-season (e.g. BWB coordinated camps' equipment to support forest fire victims).			
	Tier 4 - Advanced	RAT	Renewable Artist's Team. Solar-powered Art ! If you're an Art Support Camp, and only need a generator for your Art, don't bring it. Go solar. Join RAT. No noise. No fumes. Just Art.			
	Tier 4 - Advanced	Renewable MV	Solar MV's ? People-powered? Wind? No petrol. Lots of MV's offer rides, thank you. But the best MV's are powered by renewable alternatives. Solar? People-Pedal-Powered? Does your three-masted ship sail on the wind?			