

2016 Ignite! Survival Guide



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This year's Survival Guide

Welcome Ignite! family, both old and new. We're glad you're here, and hope everyone can more easily participate in our city by utilizing this guide. Please read this guide in its entirety regardless of whether you've attended Ignite! in the past. We have a new venue, and with that comes changes. We're also formalizing more of our policies for Ignite! as it grows into its own unique burn.

Ignite! and the City of Combustia



[Map of Combustia](#)

The City of Combustia is located at Spirit Haven Farm, which is located on 130 acres in the Blue Ridge Mountains near Stuart, Virginia. Spirit Haven Farm is named for the knack it has of making its inhabitants feel at peace. Spirit Haven is a working farm where several species of uncommon animals are raised; St. Croix sheep, Myotonic or "Tennessee Fainting" goats, blue-egg-laying Americana chickens, acrobatic Breslauer Tumbler and Birmingham Roller pigeons. Visitors to Spirit Haven will also see horses and peafowl roaming the property along with their less-domesticated neighbors, White-tailed deer, turkey, bobcats and the occasional Black bear. The Eustler family can't help but share this land and the energy it emanates with like-minded folks. They sometimes offer workshops and retreats that emphasize the Arts and Music. Their main yearly event is Darbukastani Independence Days, a four-day festival based around Central Asian music and dance, drawing people from many different corners of the

world. They also host smaller local events featuring Bluegrass, Folk and Celtic music and dance. We are thrilled to call Spirit Haven Farm home to Ignite!, and offer a heartfelt thank the Eustlers for their warm welcome of our community to their beautiful land.

Every spring, a city like no other is built. Bound by creativity, fire and friendship, this city thrives and then vanishes without a trace. If this seems strange or even impossible to you, then you've never been to the event called Ignite!. To those new here, the citizens of The City of Combustia, which exists in physical form only a few days, but lives in our hearts year--round, extend our warmest welcome.

The underlying philosophy of Combustia follows the [Ten Principles of Burning Man](#), which we address in more detail later on. We don't just pay lip service to these principles – they're the bedrock of our way of life. If you haven't been to a [Burn](#) before you're in for a unique and powerful experience like never before. The rules are deliberately minimal, and it may seem chaotic at times, but it is not anarchy – far from it.

Our community is built on respect for each other, shared creativity and a strong sense of playfulness in the immediacy of the moment. There is no money in Combustia, in fact, cash transactions of any kind are prohibited (asking where the ATM is will guarantee an interesting response). There's no main stage acts for you to stare at, everyone is a performer and the entire city is our stage. Our culture is participatory. There is no "hired entertainment." The art, dance and joy that surrounds you is provided not by some commercial enterprise but by your peers, the citizens of the city, each camp providing its own unique gifts.

The beautiful land we temporarily inhabit is just as pristine when we leave as when we enter. Trash produced in daily life exists, yet there are no trash receptacles. How can this be? This guide will explain it all. We don't include superfluous information here to please lawyers or subtly promote things for sale. Please read and understand this guide carefully, so that you can understand your responsibilities as a member of our community.

Preparing for the Journey

The land where we build our city is named Spirit Haven, and we've include detailed directions on how to get there at the [end of this guide](#).

The first thing to understand is that Combustia is a city where **no basic living services are**

provided. You are responsible for yourself, in keeping with a principle called Radical Self-Reliance. There is no public use electricity, no potable water, no sewage hookups – just you and a bunch of port-a-potties. Ignite! officially starts on Friday morning and ends the following Monday, so you'll need to be prepared for a minimum of three nights of primitive camping.

You'll park at the far end of site, not in your campsite. Cell phone coverage is spotty, so you'll be, in more ways than one, in another space. The physical environment isn't unusually harsh, but you should be prepared for long periods of rain, sudden thunderstorms and intense daytime heat.

Please be sure to bring food for you and your party and enough water (usually 2 gallons per-day per-person). There are no facilities for washing except those your camp (or a kindly neighbor) might provide. There will be absolutely no swimming or bathing in the lake. If you don't have a camp shower, use a bowl as a washbasin to stay clean.

Make sure that you have all necessary supplies before you get to site, because once your set up inside Combustia, it is difficult to leave and re-enter.

EXPECT THE UNEXPECTED.

What to Bring

Ignite! is not for the faint of heart or the unprepared. By purchasing your ticket, you agree to assume full responsibility for your health, safety and well-being. The land and lakes may not be polluted with non-biodegradable materials, nor the land littered with feathers, cigarette butts or glitter. You're required to bring back everything you come in with, including your trash. **There are no dumpsters or graywater dumps on site.**

At the **bare minimum**, each participant should bring:

- Driver's license
- Ignite! ticket
- 2 gallons of water per--person per--day.
- Food to survive in the wilderness for the entire time, and the means to prepare it.
- Cooler and ice
- Cup, bowl, spoon
- Stove, cookpot/pan, cooking utensils, fuel, lighter
- All medications and a first aid kit
- Tent with adequate preparations for intense sun and full days of rain
- Bedding (sleeping bag or blankets)
- Raingear
- Clothing appropriate for hot days and cool nights.
- Suntan lotion and a hat
- Rain jacket and/or umbrella and rainboots
- Extra flashlights, batteries, a pocket knife or multi--tool.
- Garbage bags; pack it in, pack it out!

It is also strongly recommended, for your personal comfort and hygiene, that you bring the following:

- Portable chairs and table.
- Multiple pairs of supportive footwear and dry socks.
- Biodegradable soap, a washbasin, towel/washcloth, deodorant, toothpaste, and toothbrush
- Backpack or festival belt, with clear identification (they tend to get lost)
- Pen and paper.
- Earplugs (there are no "quiet" hours in Ignite! before 1 am Monday morning).
- Prophylactics

But of course, if we all just brought the bare minimum, it wouldn't be Ignite!, would it? Ignite! is a celebration of gifting, self-expression, participation, arts, music and fun. Here are some strongly recommended items to take with you on your adventure:

- Costumes. Let your imagination run wild. Different kinds for different occasions are strongly encouraged. The more and the wilder, the better.
- Glow sticks and EL wire.
- Drums, musical instruments and props.
- Decorations for your camp and tent.
- Tasty libations and spirits to share with those over 21.
- Delicious meals and food to share.
- Crafts, trinkets, jewelry and shiny things to gift.

Carpooling

We strongly encourage carpooling to Ignite! There are many reasons for this:

- It's better for the environment
- Fewer cars means fewer delays getting through ticketing/parking/check-in, etc.
- Not driving solo means you won't have to leave your gear unattended

Arriving in Combustia

Here's a step-by-step guide of what to expect when you arrive at Spirit Haven for this year's Ignite! This guide will help smooth your transition between Default World and Ignite! The process varies somewhat depending upon when you arrive, so please refer to the appropriate section to know what to expect. Whenever you arrive home, there will be traffic control and parking volunteers helping the flow of traffic. Please be respectful of them, and go where they tell you to!

Beware of the Freaks! **If you have your vehicle on site, even during daylight hours, please limit your speed to no more than 10 mph.** Combustia's roads are tricky in certain spots. Combustians may appear out of nowhere with no notice. Please don't flatten them with your Default World vehicle.

Gate Hours

There will be no entry allowed at any time outside of these gate hours.

Thursday

Noon - 10pm: Theme camp entry

Friday

9am - 12am General admission

After Dark - you must park first and carry your gear to your campsite

Saturday

9am - 3pm General admission

All Day - you must park first and carry your gear to your campsite

Sunday

9am - Gates open for exodus if you simply must leave, however Playforms and activities will still be happening all day Sunday!

Monday

12 Noon - EXODUS

Site to be CLEAR (be gone with yins!)

REMEMBER: Playforms and activities will still be happening all day Sunday, and the Kids'/ Temple Burn will be Sunday night!

Gate Info to be Aware Of...

- Thursday arrivals are open to Ignite! Critical Infrastructure and Theme Camps only. Want to get in early? Volunteer on Wednesday or Thursday or join a theme camp! Not sure if you qualify? Check with your team lead. [Volunteer Here](#)
- **Pay attention to the gate hours.** They're being held firm, so plan accordingly. It's best to aim for well before "dark" to avoid any problems. Don't be mad if you arrive late and are denied entry.
- Be aware that there will be no vehicles on Combustia's roads after dark. If you're a big ass theme camp bringing a rig full of stuff, be damn sure to get to Combustia well before dark. Don't be late to our very important date!

Gate - Greeters - Parking

Regardless of when you arriving at SpiritHaven, all vehicles must first check in at The Gate. Once you are there pull to the side of the road and park temporarily. Queue up where the Parking/Gate volunteers tell you to. Then you can check in! Be sure to have your ticket, identification, and signed waiver. You will receive your wristband, which you must keep on for the duration of Ignite! Get back in your car and follow directions to the Greeters area.

Stop at the Greatly Station to be greeted. Whether this is your first time or you're an Ignite! veteran, you must stop to be greeted! Virgin adult Combustians will receive a special greeting (with your consent, of course)! Non-mutant vehicles will not be allowed on the roads after dark with the exception of golf carts/ATV vehicles used by critical infrastructure.

Based upon your arrival day/time and intended camping area, you may be able to drive your car to your camp to unload and then drive it to parking; however, you should be prepared to carry your gear from parking to your campsite based upon your arrival time. See details under gate hours.

There is a drop off area off the road to the parking area where you can drop off your stuff and be carted to your destination. It is clearly marked and after you turn down the main road to parking following a stop at the Greatly Station.

Disabilities and Other Special Considerations

The mountain terrain and the outdoor nature of our event may be challenging, but we welcome those with all forms of disabilities to participate. As far as possible, accommodations can be made for the specific needs of those with disabilities or medical conditions. If you have any questions or would like to discuss any special needs you may have, please contact the Ignite Planning Association (IPA) at: ipa@ignite-burn.com.

Remember to bring all necessary medications with you. Basic first aid will be available, but in the event of a serious emergency an ambulance will be called to transport you to the nearest medical facility. Bees and yellow-jackets make their home at Spirit Haven so bring an EpiPen if you have severe allergic reactions to such stings. Should you require your vehicle to power a CPAP machine or other medical device, please inform the IPA at ipa@ignite-burn.com ASAP so we can accommodate your vehicle on site and issue you a Disabled Camper Parking Permit.

Because of Flame Effects (fire-based art), please notify us if you require personal oxygen tanks. We'll recommend the safest camping neighborhood, and instruct you in areas to avoid for safety concerns. ADA approved portable restrooms will be provided at the event. Please inquire with the IPA or GREATLY team regarding their placement and the most convenient camping neighborhoods or locations to access them. If you're camping with a theme camp, please ask your theme camp organizer to relate your needs to the Theme Camp Team well before the event.

Living in Combustia

There are two broad categories of camps at Ignite!: Theme Camps and individual camps. A theme camp is a pre-planned group of people camping together with a collective mission to provide a unique service to the community. If you belong to a theme camp, you'll stay wherever the Theme Camp Placement Team designates. Theme Camps are placed long before the event begins, and it's your job to know exactly where you're camping.

If you are not part of a theme camp several areas are set aside for individual camping. Within these areas there are no pre-designated campsites – find a spot you like and “pitch your tent.” Avoid camping near sound camps if you like to sleep at night. Remember

that you won't be able to escape noise completely – earplugs are advised for those who need quiet to sleep.

Once your camp is set up, meet your neighbors. Make new friends. Explore the city. Absorb the mysterious and delightful place by sharing creativity and interacting with new friends. It may look like chaos but it is not. There's a hidden order, and it's based on the general way of life that most burners share in common. That way of life is written up in a set of "principles" that originated at Burning Man, but all burns do their best to follow. The principles aren't rules, and they aren't really even ideals – they are more like statements of how we want to live. They subtly govern our time in our little Eden here, and so let's talk about a few of them and how they transform your time in Combustia, and possibly, transform you.

Participation

We've all been to concerts, fairs and sporting events. Although each is different, the hidden model which they operate under is the same: an entertainment or service is hired/created by "them," and "we" pay for entry then passively consume that content. That's what could be called the "producer/consumer" model. But a Burn such as Ignite! is radically different: there's no "us" and "them". You are the entertainment, you are the art. Your fellow citizens are the services, each giving the gifts they choose, and receiving the gifts of others. That's what we mean when we say "You are Ignite!" You aren't here to consume, you're here to plunge in and be a part of the community in whatever ways work best for you. No one is going to assign you a role – you invent that for yourself. This is magic. Be thinking now of how you can be a part by sharing unique gifts.

The best way to participate is to go to the Ignite! website before the event starts and click on the "volunteer" button and follow the instructions. Sign up and help our city run!

Transformus and Ignite! Townhall

Town Hall is the time we set aside to talk about the cities of Mysteria and Combustia. This is where

we introduce team leads, talk about things that affect our community, and answer questions and concerns from fellow citizens. Burners are all about community, and Town Hall is a great expression of that coming together to discuss things that are relevant to our community. Bring your questions, bring your thoughts, bring your chairs and let's chat!

Playforms

A Playform is a platform for playful learning; a new way for our community members to come together and share knowledge, experiences, skills, and ideas. Playforms can be an artform or craft you'd like to share, a skill you've developed, experiences with burns you think others would find valuable, or just a time to discuss a topic you love. Do you have something to share with our community? Do you have a special skill (camp cooking, energy work, wire wrapping) you think others would benefit from learning? Know how to do something really useful, artistic, engaging, or just plain cool (flow arts, massage for dummies, first aid, puppetry)? Want to discuss a burn-related topic (consent, how to build and plan a theme camp, volunteerism)? Most importantly, are you willing to teach this skill/facilitate discussion of this topic for others? If so, you sound like a perfect Playform host! Examples of past Playforms include: Essential oil extraction, Fire Safety, Respect, and Love (for kids), Bellydancing with props, Drinking through your Hangover, Building a Hands-free Portable Sink, Law Enforcement and Your Rights, Percussion 101, and Flow Arts Skill Exchange. Learn more about this year's Playforms here: <http://ignite-burn.com/playforms/>

Art and Creativity

Ignite! is a place where everyone can feel comfortable sharing creativity with one another. We encourage all types of creative expression from costuming to interactive installations, visual art, movement art, flash mobs, and performance art. The city of Ignite! is a work of art itself. The leadership group as a whole works hard to provide a fertile environment

where each participant feels comfortable sharing their creativity without fear of being judged.

Placement of art and choice of performance space is left up to the participant. If you have something large, contact city-planning@ignite-burn.com. If your art utilizes Flame Effects, it must be pre-approved before operation, contact fireresponse@ignite-burn.com for inspection.

Creativity is the real commerce of Combustia. What you share with others – through creativity, gifts, time and service – is where our sense of value arises. Be a real part of sharing and help those who see only opportunities to consume find alternative ways to share and better interact with our city.

Decommodification

You can't buy, or sell, anything in Combustia – it's a city without cash or credit. There are no commercial sponsorships here. You will not see logos or advertisements. Nor do we barter. The word "transaction" has little meaning here. Everything you receive is a gift from another person, and everything you give is likewise. Does this sound radical? It is. And it makes for a profoundly magical change in how we relate to one another. When money (or another medium of exchange based on property) doesn't stand between people we find how much we have in common; relationships flourish, friendships form, joy is felt.

Self-Expression

What's the Dress Code of Combustia? There isn't one. You're free to wear – or not wear – whatever you want. There are no fashion police (although wearing things with prominent corporate logos usually isn't done and could get you a negative comment or two.) It's doubtful that even in your wildest dreams you'll come up with an outfit more "out there" than two or three others within a hundred yards of you at any point or time of day.

On the other hand, wearing normal everyday clothes is perfectly acceptable, although you

may feel slightly out of place. Dress how you feel. Express yourself differently as your week here progresses. Evolve your exterior alongside your interior. It's as simple as that. But remember this is a responsibility as well as a freedom – accept the ways others chose to express themselves without your own judgment or negativity.

Civic Responsibility

Remember this is our city – it's not "their" city. We build it, we maintain it, we tear it down when the event ends, we ensure no trace is left behind. Volunteer and participate as much as you can. It's wonderful to be accepted as you are, and wonderful to be accepted as part of a community. Give back, in whatever measure you can. Service and creativity are the currency of Combustia.

In Combustia, we not only look out for the community in general, we look out for one another. It is our job to take care of one another. If you see someone in need of help, help them or get in touch with a Ranger.

Leave No Trace

Pack it in, pack it out – Everything you bring to Combustia must be taken back out with you. There are no public trash receptacles. MOOP is an acronym for Matter Out Of Place, and you'll see and hear this word often. If you see trash, pick it up, and please leave your campsite better than you found it.

Transportation

Combustia is a pedestrian city, only staff shuttles and approved mutant vehicles are allowed to operate. Walking allows you the opportunity to talk to your neighbors and take-in our beautiful surroundings. Unless you're driving to or from your campsite, all vehicles must be parked for the duration of the event in our remote parking lot.

DMT operates shuttles to remote parking and assists with arrivals. If you see an empty seat on a staff cart going by, don't be afraid to ask for a ride to wherever it may go next. DMT manages all mobile art. If you plan to operate mobile art, contact dmt@ignite-burn.com for registration and inspection.

Security

Remember that while in Combustia, you're also in the United States and Virginia, and therefore subject to all federal, state and local laws. Ignite! is held on private land, and normally no plain--clothes law enforcement officers are on duty during the event, but this is not a guarantee that law enforcement is not present at all times – nor a license to ignore the law. It's every individual's civic duty to conduct themselves in a manner which never requires law enforcement to enter our space.

A private security staff is contracted by the IPA, and the Combustia Rangers are available to assist citizens in mediating disputes or to escalate special situations. Rangers carry radios, to call for rapid assistance when necessary. It's important to understand that Rangers are volunteer participants just like you. They aren't here to enforce rules or be an arm of authority; they're here to help prevent the need for any authority to be involved.

Laser Policy

The [Ignite! Planning Association](#) has approved a new laser policy that is similar to policies being adopted across the Burn community.

All use of handheld lasers and laser pointers is prohibited for the entire duration of the Ignite! event. Violators are subject to having their devices confiscated. Please leave them at home.

A *fixed-position laser* is permitted as part of an art project or theme camp, but the laser must be aimed not less than 7 feet above the ground level at all times. "Ground level" is defined as the highest ground the laser crosses over within Combustia. If it is aimed at a hill, then it must be above the highest point of human traffic on that hill. Look for tents in the the woods!

The only exceptions to the *fixed laser* policy are the small (approximately the size of a cigarette pack) less than 5 milliwatt "star field simulation" lasers. These are prevalent in our community and are specifically designed to safely scan across people: Each dot is extremely low intensity. They must be set in motion mode, not static mode.

The IPA and Transformus BoD reserve the right to shut down any laser installation, at their discretion.

Alcohol

Ignite is an all ages event, and those between the ages of 18 and 21, as well as those who are under 18 will have a special wristband respectively identifying their age group. If you're serving alcohol anywhere at any time, you are fully responsible for making sure the person is over 21 years of age.

Under 18 Policy

STAY TUNED - MORE TO COME HERE

Ignite is delighted to welcome burners of all ages. In order to provide a safe experience for all participants we have created these expectations and guidelines for families bringing burners under the age of 18.

Every participant under 18 must be accompanied by an adult (over 21) who will be responsible for them for the duration of the event- to be referred to as a 'designated adult'. If the 'designated adult' is not the parent or legal guardian of the under-18 participant, they must bring a signed and dated letter from the individual's parent or legal guardian authorizing guardianship for the duration of the event.

- Participants under 18 will have distinct wristbands
 - 0-18 years: **Green**
 - 18-21 years: **Yellow**

Theme camps and playforms will be asked to self-designate as Red, Yellow, or Green.

- **Red** indicates that it is not a suitable environment for anyone under 18. If anyone under 18 is found in those areas they will immediately be asked to leave, and Rangers will assist with this if needed. Repeatedly entering Red areas could be grounds for removal from the event of the person under 18, their designated adult and any other children who signed in with that adult.
- **Yellow** indicates an area may not be appropriate for all ages, and designated adults are encourage to exercise discretion in allowing under 18s to enter these areas.
- **Green** indicates area is open to all ages.

Theme Camps may have different designations at different times. For an example a Theme Camp might chose to be Yellow during the day and Red after dark.

Participants under 18 are expected to follow the same expectations for living in community that all burners are held to. Behaviors such as wandering into others tents or personal camp areas, interfering with others personal belongings, or failure to abide by 11th principle standards are not acceptable. If a person under 18 is found behaving in a way not acceptable to the community they, along with their designated adult, will meet with a Ranger lead and IPA representatives to discuss preventing such behaviors from occurring again. If these behaviors continue the participant under 18, their designated adult and any other participants under the age of 18 with that adult may be asked to

leave the event. This will be solely at the discretion of the IPA and/or representatives of Transformus BOD.

- If a participant under 18 is observed engaging in behaviors unsafe to themselves or others (examples include but are not limited to: getting into the pond, unsafe behavior around art cars, or failing to respect fire) there will be a meeting with the IPA and other appropriate individuals. Unsafe behavior could result in removal from the event of the underage participant, their designated adult, and anyone else under 18 with that adult.
- Consumption of alcohol by anyone under 18 could result in immediate removal from the event of the underage participant, their designated adult, and anyone else under 18 with that adult.
- Anyone under 18 is not to operate golf carts, ATVs or art cars even if they are a licensed driver.
- Removal of wrist band or attempts to alter a wrist band may result in removal from the event of the underage participant, their designated adult, and anyone else under 18 with that adult.
- **All Participants under the age of 8 must be supervised by an adult at all times.**

Supervised' is defined by being in sight and earshot of each other.

- Any adult supervising children is expected to maintain a reasonable level of sobriety.
- Families are encouraged to bring all materials needed to meet any special medical needs a child may have (epi pens, inhalers, etc). Families are also encouraged but not required to note allergies or medical conditions on a child's wristband. With the consent of the parent or guardian key ESD volunteer personnel and paid EMS will be made aware of anyone under 18 with medical conditions or special needs.
- Families and designated adults are encouraged to bring a current photo of any participants under 18.

please be aware of allergies of our underage participants, DO NOT offer food or drink without parents' permission

The Ignite! Sound Policy is set according to neighborhood. Theme Camps are placed in areas with similar sound tastes in order to help create neighborhood cohesion and to create a variety of spaces for our citizens.

Enforcement can include:

- Asking to reduce volume or turn off the sound source.
- If further violations occur, confiscation of equipment (generators, power cords) for the remainder of the burn.
- In extreme cases of repeated violations, further action will be taken on a case--by--case basis.

In addition, all amplified sound must be turned off before 1 am on Monday morning. Only acoustic instruments are allowed after that time, and this is strictly enforced.

Medical Services

Minor medical care is provided by volunteers and is supplemented by staff through a paid vendor. All major injuries are referred to the local Emergency Room. If you need medical care, find a Ranger, or make your way to the first aid station (EMS station) under the Pavilion in the center of Combustia.

Leaving Combustia

All good things must come to an end, and so does Ignite! The process of breaking camp and leaving is called Exodus, and it requires everyone's patience. Over the course of two days, participants pack-up and leave by one road. Each participant will then drive their personal vehicles into camp and pack up their camp's things before noon on Monday. This can be a slow process at times so patience is appreciated. Please allot extra time for your car retrieval and departure. Exodus delays can be longer at peak times and several hours in cases of heavy rain.

Everyone is sad in some way to leave, and many people are fairly exhausted from inadequate sleep. This can make for an emotional brew. Be prepared for this, it happens to nearly everyone to some degree or another.

Be careful as you leave, to account for everything you brought with you, including all trash. Pack it in – pack it out, even micro--MOOP. Be respectful of the people who live in the vicinity of Spirit Haven and dispose of your refuse in proper receptacles.

Combustia vanishes in its physical form each year, but lives in our hearts until the next time we gather. When back in camp reality, we take time to decompress all your Ignite! experiences. It can take weeks to process everything we saw, did and felt. Returning to our default world from such a utopian community, you may notice things that require change. For some, this "decompression" experience is overwhelming at times. Know you have a year--round Burner family across the globe, find the next Burn, and go participate with all your heart.

Thank you for being a part of our family.

EXODUS

Have your campsite packed down and ready to load before retrieving your vehicle from parking. Make sure you have picked up any trash, recycling, and small pieces of moop. If weather is bad, we recommend you pack your gear into a tent or under a tarp.

Once your campsite is broken down, you can retrieve your vehicle from parking.

If weather or road conditions are bad, you may not be able to drive all the way to your site! Traffic control volunteers will help direct you as far as you can go. Please be respectful of them.

Unless you are part of the critical infrastructure breakdown team or volunteering during exodus, you must be packed out of Combustia and on the road by 12pm on Monday.

Getting to Combustia

Print your directions ahead of time, the last few steps require close attention.

Address

Country roads and addresses can confuse even the smartest of phones, sometimes. So, if you want an exact spot to point to, copy the lat/long below into your Google Maps or other GPS and it will bring you to the Greeters doorstep. (Be sure to stop at the gate!)

36°37'25.7"N 80°20'02.0"W

Google Map link

<https://www.google.com/maps?ll=36.624874,-80.33246&z=16&t=h&hl=en-US&gl=US&mapclient=embed>

Directions

From Charlotte/Statesville/Mt. Airy

1. Take I-77 N towards Mt. Airy
2. Take exit 100 for N. Carolina 89 toward Mt. Airy/Galax
3. Turn RIGHT at N Carolina 89 S and continue on into VA. (89 will turn into 103)
4. Continue on VA-103 N/Claudville Hwy
5. Turn LEFT onto Peters Creek Rd. (If you come to stop sign you've went too far)
6. Turn RIGHT onto Dobyns Church Rd. (this is a gravel road)
7. Turn RIGHT onto SPIRIT HAVEN LANE

From Winston-Salem

1. Take N Carolina 89 N
2. Slight RIGHT at N Carolina 8 N entering VA.
3. Continue onto VA-8 N/Salem Hwy
4. Turn LEFT at VA-103 S/Dry Pond Rd
5. Turn RIGHT at Peters Creek Rd/State Route 644
6. Turn RIGHT onto Dobyns Church Rd.(this is a gravel road)
7. Turn RIGHT onto Spirit Haven Lane

From Greensboro

1. Continue onto US-220 N
2. Take the N Carolina 704 ramp to U.S. 220 Business N/Madison/Wentworth
3. Keep RIGHT at the fork, follow signs for Madison and merge onto N Carolina 704

US 311 S

4. Turn RIGHT at S Market St.

5. Take the 3rd LEFT onto N Carolina 704 W/US-220 BUS N/W Decatur St

Continue to follow N Carolina 704 W/US-220 BUS N

6. Turn LEFT at N Carolina 704 W/Ayersville Rd

Continue to follow N Carolina 704 W

7. Turn RIGHT to stay on N Carolina 704 W

8. Turn RIGHT at N Carolina 8 N(Entering Virginia)

9. Continue onto VA-8 N/Salem Hwy

10. Turn LEFT at VA-103 S/Dry Pond Rd

11. Turn RIGHT at Peters Creek Rd/State Route 644

12. Turn RIGHT at Dobyys Church Rd.(this is a gravel road)

13. Turn RIGHT at Spirit Haven Lane

From Roanoke/Rocky Mount

1. Take I-581/US-220 S(From Roanoke)

2. Continue onto US-220 S(From Rocky Mount)

3. Take the US-58 exit toward Martinsville/Stuart

4. Turn RIGHT at US-58 W

5. Continue on US-58 W into Patrick County, VA.

6. Take RIGHT onto SECOND Stuart exit

7. At the end of the exit ramp take a LEFT at the STOP SIGN onto Johnson Street.

8. Follow road through FIRST STOP LIGHT. After LIGHT take SECOND RIGHT onto Dobyns Rd.(Follow Dobyns Rd. for 5-6 miles until you reach Peters Creek Rd. on your LEFT)

9. Take LEFT onto Peters Creek Rd.

10. Take FIRST LEFT onto Dobyns Church Rd.(This is a gravel road)

11. Take RIGHT onto Spirit Haven Rd.

From Blacksburg/Christiansburg/Floyd

1. Take VA-8 S

2. Continue onto VA-8 S/Riner Rd(Continue onto VA-8 S

3. Turn LEFT at US-58 E/VA-8 S/Jeb Stuart Hwy

4. Take FIRST Stuart exit on RIGHT onto Blue Ridge Street

5. Come to FIRST STOP LIGHT and take RIGHT onto Wood Bros. Drive

6. Take SECOND RIGHT onto Dobyns Rd.(Follow Dobyns Rd. for 5-6 miles until you reach Peters Creek Rd. on your LEFT)

7. Take LEFT onto Peters Creek Rd.

8. Take FIRST LEFT onto Dobyns Church Rd.(This is a gravel road)

9. Take RIGHT onto Spirit Haven Lane

From Harrisonburg/Waynesboro/ Lexington/Charlottesville

1.Take I-81 S

2. Slight LEFT at US-220 S (signs for I-581 S/Airport/Roanoke)
3. Continue onto I-581 S(I-581 turns into US-220 S)
4. Take the US-58 exit toward Martinsville/Stuart
5. Turn RIGHT at US-58 W
6. Continue on US-58 W into Patrick County, VA.
7. Take RIGHT onto SECOND Stuart exit
8. At the end of the exit ramp take a LEFT at the STOP SIGN onto Johnson Street
9. Follow road through FIRST STOP LIGHT. After LIGHT take SECOND RIGHT onto Dobyys Rd.(Follow Dobyys Rd. for 5-6 miles until you reach Peters Creek Rd. on your LEFT)
10. Take LEFT onto Peters Creek Rd.
11. Take FIRST LEFT onto Dobyys Church Rd.(This is a gravel road)
12. Take RIGHT onto Spirit Haven Lane

From Richmond

1. Take I-95 S
2. Take exit 51 to merge onto I-85 S/US-460 W toward Durham/Atlanta
(Continue to follow I-85 S)
3. Take exit 15 for US-1 toward South Hill
4. Turn RIGHT at US-1 S/N Mecklenburg Ave
5. Turn RIGHT at US-1 S/W Danville St/Virginia 637(Continue to follow US-1)

6. Keep RIGHT at the fork
7. Continue onto US-58 W
8. Take the ramp on the LEFT onto US-58 W
9. Merge onto US-29 S/US-58 W/Danville Expy W via the ramp to Greensboro/Martinsville(Continue to follow US-58 W/Danville Expy W)
10. Take the ramp onto US-58 W/US-58 BUS W/Martinsville Hwy

(Continue to follow US-58 W)
11. Take the US-58 W ramp to US-220/Stuart/Roanoke/Ridgeway/Greensboro
12. Merge onto US-58 Bypass W
13. Continue onto William F Stone Hwy
14. Continue onto US-220 N
15. Exit onto US-58 W/A L Philpott Hwy toward Stuart

(Continue to follow US-58 W)
16. Sharp left at VA-8 S/Jeb Stuart Hwy
17. Take the US-58 W ramp to US-220/Stuart/Roanoke/Ridgeway/Greensboro
18. Merge onto US-58 Bypass W
19. Continue onto William F Stone Hwy
20. Continue onto US-220 N
21. Exit onto US-58 W toward Stuart(Continue to follow US-58 W)
22. Continue on US-58 W into Patrick County, VA.
23. Take RIGHT onto SECOND Stuart exit

24. At the end of the exit ramp take a LEFT at the STOP SIGN onto Johnson Street

25. Follow road through FIRST STOP LIGHT. After LIGHT take SECOND RIGHT

onto Dobyys Rd.(Follow Dobyys Rd. for 5-6 miles until you reach Peters Creek Rd. on your LEFT)

26. Take LEFT onto Peters Creek Rd.

27. Take FIRST LEFT onto Dobyys Church Rd.(This a gravel road)

28. Take RIGHT onto Spirit Haven Rd.

From Norfolk/Va. Beach

1. Take I-264 W

2. Continue onto I-664 N

3. Take exit 13A to merge onto US-13 S/US-58 W toward US-460 W/Suffolk

(Continue to follow US-58 W)

4. Take the ramp on the left onto US-58 W

5. Merge onto US-29 S/US-58 W/Danville Expy W via the ramp to

Greensboro/Martinsville(Continue to follow US-58 W/Danville Expy W)

6. Take the ramp onto US-58 W/US-58 BUS W/Martinsville Hwy

(Continue to follow US-58 W)

7. Take the US-58 W ramp to US-220/Stuart/Roanoke/Ridgeway/Greensboro

8. Merge onto US-58 Bypass W

9. Continue onto William F Stone Hwy

10. Continue onto US-220 N
11. Exit onto US-58 W toward Stuart(Continue to follow US-58 W)
12. Continue on US-58 W into Patrick County, VA.
13. Take RIGHT onto SECOND Stuart exit
14. At the end of the exit ramp take a LEFT at the STOP SIGN onto Johnson Street
15. Follow road through FIRST STOP LIGHT. After LIGHT take SECOND RIGHT onto Dobyns Rd.(Follow Dobyns Rd. for 5-6 miles until you reach Peters Creek Rd. on your LEFT)
16. Take LEFT onto Peters Creek Rd.
17. Take FIRST LEFT onto Dobyns Church Rd.(This is a gravel road)
18. Take RIGHT onto Spirit Haven Lane

From Bristol/Wytheville/Galax/Hillsville

1. Take I-81 N toward Roanoke
2. Slight right onto I-77 S toward Charlotte NC
4. Take exit 14 for US-58/US-221 toward Hillsville/Galax
5. Turn left onto US-221 N/US-58 E/Carrollton Pike
6. Continue to follow US-58 E toward Stuart/Martinsville
7. Take FIRST Stuart exit on RIGHT onto Blue Ridge Street
8. Come to FIRST STOP LIGHT and take RIGHT onto Wood Bros. Drive
9. Take SECOND RIGHT onto Dobyns Rd.(Follow Dobyns Rd. for 5-6 miles until you

reach Peters Creek Rd. on your LEFT)

10. Take LEFT onto Peters Creek Rd.

11. Take FIRST LEFT onto Dobyys Church Rd.(This is a gravel road)

12. Take RIGHT onto Spirit Haven Lane

Drive safely, drive slowly and always be respectful of traffic and pedestrians. As much as we value radical self-expression, some of local residents may not get it. Treat them with respect when you venture into town, smile and wave. Don't dump your trash on their property or at local businesses. Help us continue to build respect amongst these rural locals.

Local Resources

Groceries and Supplies

Lowe's Foods

301 South Main Street, D, Stuart, VA 24171
(276) 694-5656

Walmart Super Center

19265 Jeb Stuart Hwy
Stuart, VA 24171 Phone number (276) 694-2520

Dollar General Store

302 S Main St
Stuart, VA 24171 Phone number (276) 694-7669

Pharmacies

Spring Drug

22042 Jeb Stuart Hwy
Stuart, VA 24171 Phone number (276) 694-3100

Family Pharmacy 3
301 S Main St
Stuart, VA 24171 Phone number (276) 694-4586

Main Street Pharmacy
127 N Main St
Stuart, VA 24171 Phone number (276) 694-6062

Rite Aid
140 S Main St
Stuart, VA 24171
Phone number (276)
694-4034

Gas Stations

Clark Gas & Oil
685 Commerce St
Stuart, VA
(276) 694-3772

On the Run
124 E Blue Ridge St
Stuart, VA
(276) 694-4146

Exxon
685 Commerce St
Stuart, VA
(276) 694-3772

Hardware

True Value Hardware Store
302 S Main St
Stuart, VA 24171 Phone number (276) 694-7669

More Information

Website

Official information can only be found in one place, at our event website: www.ignite-burn.com. There you'll find general information, announcements, Theme Camp listings, financial reports, and your method to sign up for volunteer shifts.

How to Volunteer

Ignite! is volunteer--run, no one gets comped and few vendors are paid. Get involved and sign--up for your shifts by registering on the www.ignite-burn.com, logging in, and then clicking Volunteer Sign Up under the Volunteer! tab and then clicking on the title of the respective team where you'd like to volunteer. The Sign Up menu option will not show in the menu until you're fully logged--in. Please do not sign-up for a volunteer shift until you have a ticket.

Organization and Financials

Detailed information about how Ignite! is organized, who attends, and how we manage our money will be posted on our brand new website moving forward.

Burning Man Project affiliation

Ignite! is a 2015 sanctioned member of the [Burning Man Regional Network](#).

Year-round community

The Ignite! [Facebook Group](#) is an informal, unaffiliated place for participants to virtually gather year--round.