

Paradigm -- the new Burning Man camp for effective altruists

This document describes the design of Paradigm, what we do, and how to apply



PARADIGM

The head organizer of *Paradigm* 2013 is Nevin Freeman, nevin.freeman@gmail.com, (503) 952-6184. Nevin works full time, but is taking some of his work time to organize this camp last-minute, to meet the demand for an effective altruism-themed burning man experience.



Attendees of the [Effective Altruism Summit 2013](#) -- this is the kind of community we are going to be building at burning man this year.

Goals

Paradigm has three main goals:

1. Build friendships among effective altruists in order to cause collaboration
2. Bring new people into the effective altruism movement
3. Give all camp members an awesome burning man experience

Strategy

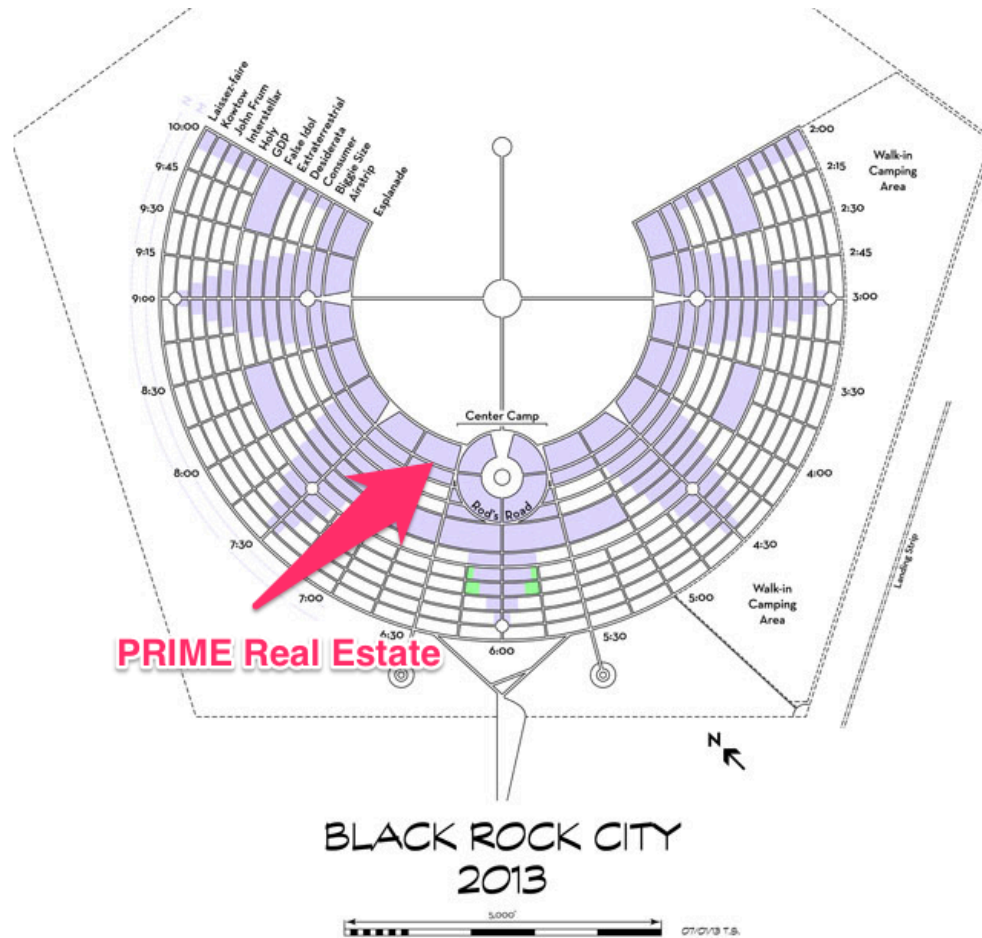
In order to achieve these three goals, *Paradigm* will implement the following strategies:

1. Build friendships among effective altruists in order to cause collaboration
 - a. Make our camp a very nice place to hang out, so that *Paradigm* members will spend lots of time there getting to know one another
 - b. Have members of the camp work hard together to build something they all value
2. Bring new people into the effective altruism movement
 - a. Host talks and workshops on effective altruism topics
 - i. Talks will be given by *Paradigm* members and other burners we know to have something to say on topic
 - b. Systematically advertise the talks so as to have large attendance
 - c. Have dedicated receivers who talk to all of the people who are drawn to the camp, in order to pass on the right ideas, and collect contact information for later follow up
 - d. Provide informational resources for people who want to know more
3. Give all camp members an awesome burning man experience
 - a. Take advantage of what we've learned over the past few years of burning man to craft a camp that facilitates awesome times at burning man
 - i. Help the members get to know each other as quickly as possible
 - ii. Provide rejuvenation amenities right at the camp (massage, tasty food, shaded chill space, etc)
 - iii. Help members sleep well by providing structures that stay cool during the day

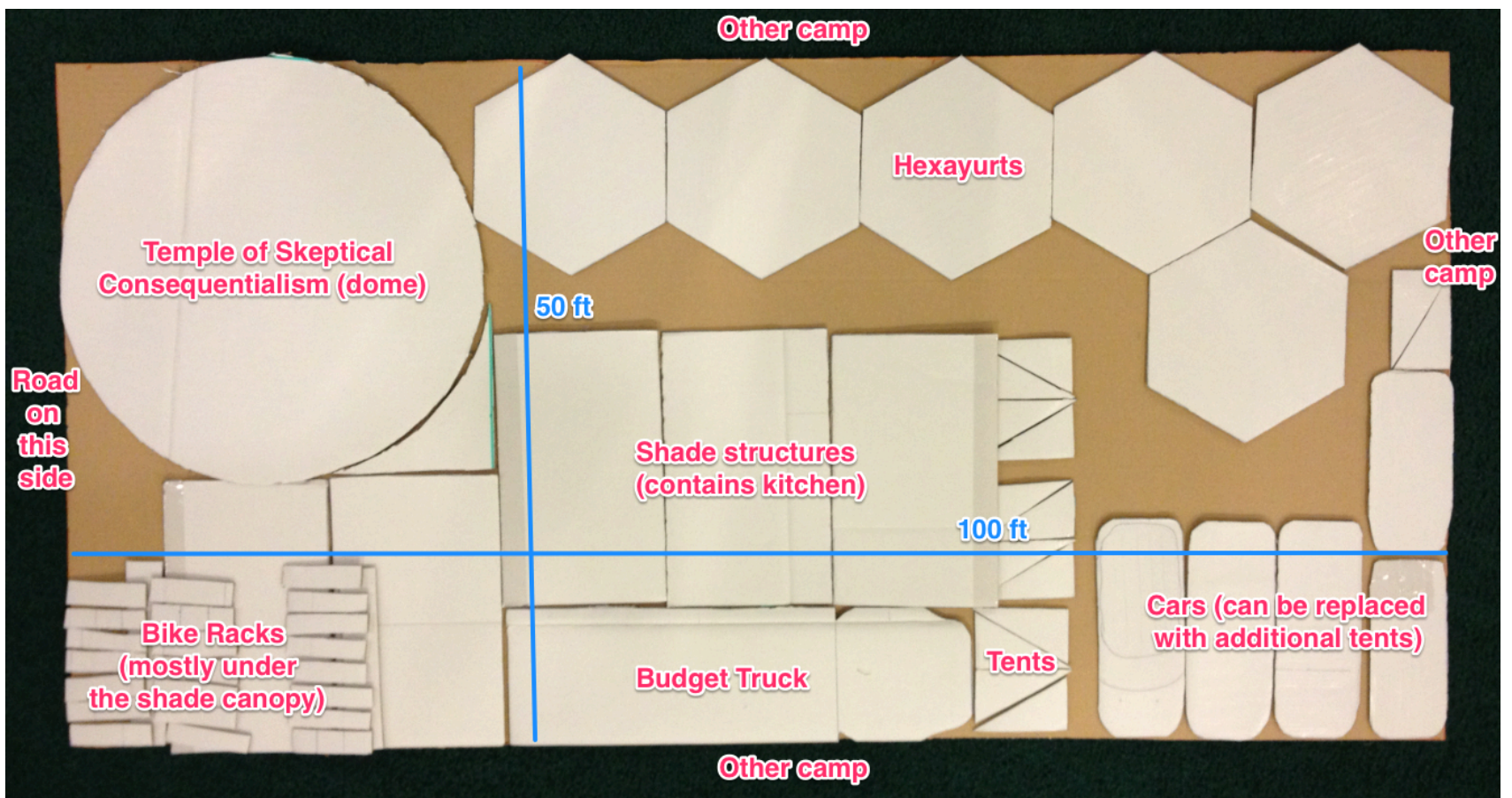
- iv. Help members utilize the right substances at the right times without overdoing it

Camp location and layout

We landed a ridiculously good placement, thanks to Ikka Lynn, who reserved the area as *Ikkastan*, and then decided to hand management of the space to Nevin. Our camp spot is officially *Ikkastan* -- we're just highly benevolent squatters :) We will be sharing the space with a few of Ikka's other friends. They may decide to join our camp, or may just cohabit the space with us. Either way, they are likely to be awesome people that we will be lucky to hang out with at this year's burn.



Here's the target layout of what our 50' x 100' camp will look like:



Here's what these objects actually look like:

Temple dome:



Hexayurts:



Shade structures:



Roles

In order to be a part of this camp, you have to take on at least one of the following roles:

[number in brackets indicates target number of people in that role]

- **[6] Structural build and strike crew**
 - Must arrive to the event on Thursday 8/22 and stay until Tuesday 9/3
 - It's important for the builders to also tear things down, since they are the ones who understand how it works
 - Responsible for having all structures up by the opening of the gate, and all down and neatly packed into the storage unit within a week after the event
 - No duties during the event week itself, just relaxing and participating
- **[6] Decorative build and strike crew**
 - Must arrive to the event by Saturday 8/24 and stay until Monday 9/2
 - It's important for the builders to also tear things down, since they are the ones who understand how it works
 - Responsible for having all lighting, carpet, signage, and so on up by the opening of the gate, and all down and neatly packed into the storage unit within a week after the event
 - During the event week itself, work with the beautification crew to make sure things look nice
- **[2] Sponsor**
 - A sponsor is someone who pays for a large portion of the camp infrastructure, and has no other obligatory duties
 - If you have high earning potential, your value of time might indicate that this is the most efficient way to make a contribution to the camp, rather than doing labor intensive prep work to save the camp smaller amounts of money

than could have been earned in the same amount of time

- The better funded the camp is, the fewer hours we have to spend on DIY things (like buying a nice, new pre-fabbed dome instead of a cheap used one that takes forever to set up)
 - Sponsors will work with the head organizer to look at the camp budget and decide how much to put in
 - More sponsors will mean lower dues, which will mean more ability to fill spots in the camp based on ideological fit
 - **[3] Psychological helper**
 - Part of the fun of the burn is doing things that can put some stress on the psyche. I want to have people who are in the mindset of being “on duty” so that when someone needs help, it’s not left to chance whether they get it in a reasonable period of time
 - If you apply for this and I don’t personally know you, let me know what experience you have that makes you a good fit
 - **[1] Structural troubleshooter**
 - Person in charge of handling all structural issues during the week
 - Does not have to arrive to the event early or leave late
 - **[4] General operations crew**
 - This role doesn’t come with any tasks; instead, the open-ended task is to
 - Find things that need doing in the camp and do them, and
 - Do whatever the head organizer needs you to do
 - **[6] Kitchen staff**
 - This role requires helping set up the food system in advance, as well as serving food at the event itself
 - Two people will be on duty each day, so each person on kitchen staff will be responsible for meals on two days
 - On the off days, you have no duties
 - **[1] Workshop coordinator**
 - Work with speakers to make sure everyone shows up on time to present, and has a good presentation
 - **[1] MC**
 - The MC keeps the talks moving, fields questions from audience, and entertains the crowd
 - **[6] Workshop promotion**
 - Since we are too late for the What/Where/When guide, we have to be creative about advertising
 - This role requires coming up with clever schemes for spreading the story of the camp
 - This role requires execution of some of the above schemes
 - **[1] Team awareness leader**
 - In all of the chaos, we want the team to stay steady, comfortable, and connected; it’s this person’s job to make sure that this happens, through whichever mechanism works
 - **[3] Massage+hydration+sunscreen crew**
 - Give the other campers full back massages on massage tables
 - Periodically make sure everyone is following hydration+sunscreen+_____ at burning man
 - Do other things of this nature to ensure that people are feeling comfortable
 - **[4] Welcome crew**
 - When a new person arrives, they have to talk to one of these team members to be initiated (given the tour, taught about all of the systems, run through the secret hazing rituals, etc)
 - **[6] Recruiter**
 - Actively seek out people who come to the camp to attend a workshop, ask them a series of questions in conversation, and report back to the head organizer from time to time with notes on paper for person you interacted with
 - The goal: have it be that all people who are interested in EA at burning man are noticed, and followed up with later
 - **[4] Beautification crew**
 - Make sure the camp stays nice and clean, by working out a system amongst themselves for how to do that
 - **[6] Pre-burn general crew**
 - People who are willing to take time to drive somewhere and buy a particular thing, pick up the rental truck and bring it to the loading zone, get together to test build the new dome, and so on
 - This crew reports directly to the head organizer
 - **[1] Ticket liaison**
 - Make sure everyone figures out how to get a burning man ticket for a reasonable price
 - **[1] Transportation logistics coordinator**
 - People have to get rides out and back at reasonable times, which is not trivial, so we’ll have someone help people coordinate
 - **[?] Other**
 - Is there a role you are perfect for that isn’t on the list? Propose it to the head organizer and if it fits with the camp, it’s all yours
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Finances

Unless the camp receives substantial additional sponsorship, dues are **\$450 per person**. This covers purchasing of:

- All camp infrastructure, including Temple Dome, shade structures, generator, lighting, rope, rebar, etc.
- Two high-quality, paleo catered meals per camper per day
- Rental of 24' Budget truck for two weeks, gas, and cost of mileage
- Storage space for all of this stuff during the year
- Additional unexpected camp expenses

You will still have to buy other things on your own:

- Your ticket, if you don't have one yet -- you will pay somewhere between \$380 and \$500
- A bike -- we will do a group order, and they are about \$100
- Personal food
- Costume materials
- Gas to and from Nevada
- The speeding ticket you'll get in Gerlach
- etc

Since we are a new camp, infrastructure costs are higher than normal. If you pay dues in full or take on a sponsorship role this year, you'll be appreciated appropriately, by receiving preference for admission in future years. You'll essentially be treated as a partial owner of the camp infrastructure (though the head organizer will retain ultimate say for what happens to all camp infrastructure in the future).

In the event that we receive sponsorship after many have paid full dues, and the camp treasury has excess money, the balance will be refunded to dues-paying members proportionally to how much each person paid.

Application procedure

1. Fill out [this application form](#), even if you have already made arrangements with the organizers.
2. Wait for a response from the organizers about whether we can accommodate you, given your willingness to pay, willingness to work, and alignment with the core ideas we're organizing around. Applications will be processed on a rolling basis until the camp is full. This year, there are 30 total spots.
 - a. If not accepted for camping with *Paradigm*, we hope you will still come hang out with us the whole week. We can accommodate way more people being a part of the festivities during the day than we can actually host overnight.
3. Once accepted, you'll be given a role assignment and asked to pay dues in full to secure your spot, by sending money to paradigmtreasury@gmail.com via PayPal.
4. Once you are invited and pay, you are officially a member of Paradigm 2013. You'll be added to the Google group for camp communication, and will work with the organizers to get more familiar with the details of your role(s).
5. Members will receive a comprehensive personal packing list and instructions for how to have a successful burn.