

Camp Rules

While this list is not all-inclusive, and may change with the winds, I believe that most of life can really be broken down into only two rules:

Don't Die.

Don't be a Dick.

With that in mind, here's a more inclusive list:

General Rules:

- **Take care of your fellow people.**
- **Take care of your space.**
- **Take care of the ship.**
- **No Whining. No Complaining.**

Ship Rules (mostly Don't Die rules)

1. **No Climbing. No Smoking.**

There is absolutely no smoking aboard the Monaco. None. We carry a load of gasoline, a load of gun powder, and a load of people whose lungs are already under siege.

NO SMOKING.

Only authorized crew are allowed to climb anything other than the gated boarding steps.

NO ONE is to stand on the rails, climb the rigging, stand on the chainplates, or in any other way treat the ship like a climbing toy.

NO CLIMBING.

If you see ANYONE doing these things, call them out, make them stop, and ask for assistance in doing so if you like.

2. **No climbing lit.** If you're under the influence, high, tweaking, tripping, loaded, pissed, rolling, or otherwise unfit to drive, you are unfit to climb. Grab some pine, young man. (Unless you're Brad, and Beth says it's ok.)

3. **Driver's area is Greg's.** This extends from the front deck gate forward. **No one** goes up there without his permission.

4. **CREW ONLY** on the aft deck and below deck. These are our private spaces, and exist for our comfort, and to allow us to continue working.

5. **Approved crew bartenders ONLY** are allowed in the bar area.

We are very strict about alcohol on board. No one under 21 is allowed to drink on board.

Only crew bartenders are to dispense Monaco beverages, and only after checking IDs.

6. **Anyone is welcome to board**, with permission.

7. **Keep an eye out**, and take care of each other and our passengers.

8. **Clean the ship**, every day. We may be aware of our belongings, but passengers leave trash - from bottles to gum to sparkly ridiculous things. Pick it up, and get it off the ship, so we don't trip over it, and the wind does not take it.

Camp Rules (mostly Don't be a Dick rules):

1. **Ask Captain Greg or Beth where to set up upon arrival.**

2. **Help set up camp.** This includes the ship, the shade structure, the shower, and any other communal materials that need to be put together.

3. **Secure your camp** and your belongings. The wind is a powerful thing on playa, and can blow almost anything away if it's not securely fastened down.

4. **Help others set up.** If you see someone that needs help, or something that needs to be secured, do it.

5. **Keep camp clean.** Every day, and all the time. Pick up any trash you see, no matter how small. Put things away. This is our home, and every moment is an opportunity to maintain our green status on teardown.

6. **No exposed rebar.** Seriously. I don't want to take anyone to the EMT tent for stitches again this year. Cover the ends of rebar with a bottle or can. Better, let someone show you how to turn that dangerous, dangerous piece of rebar into a playa staple.

7. **Feed Beth.** (ha! just seeing if you're paying attention. but everyone appreciates an unexpected meal now and again.)

8 **Leave other people's shit alone.** We're all pretty exposed here. Don't take advantage.

9. **Keep an eye out**, and take care of each other.

Bike Rules (mostly Help others to Not be a Dick rules):

1. **Lock your bike.** (Even in camp.)

2. **Light your bike.** Don't get run over out there.

3. **Keep your bike out of the way** in camp. (Leaving it out for someone to trip over is a dick move.)

Money Rules (falls under Don't be a Dick.)

1. **Give Greg some Cash** (if you can). Gas is expensive. This ship is expensive. There is loads of money and time in it. It is no mean feat to bring it out to the playa every year. Make some of it yours.
2. **Hug your Kickstarters**, and direct them to Greg, Michelle, Luc, or Beth for their swag. (And another hug, if they can bear it.)

Packing Out Rules (the final Don't be a Dick rules):

1. **Help load out the ship and the camp.** Breakdown is dirty, hot, and awful, but it goes super fast with many hands.
2. **Pack out clean.** Double, triple, quad check that you haven't left a single bit of glowy fur, tater tot, playa staple, or bike behind. Those of us who stay late remember every pile of trash, and every person who left it.
3. **Leave No Trace.** Spend some time cleaning the playa every day, and maybe a little extra toward the end. Pick up those douche bags' cigarette butts, glowy crap, empty PBR cans, or anything else you run across out there in the dust.