

The 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 yourself and your fellow people.**
- **Take care of your space.**
- **Take care of the ship.**
- **No Whining. No Complaining.**
- **Re-read the [stories](#).** I wrote them for a reason.

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

- 1. Ask Captain Greg or Beth where to camp upon arrival.** No one is placed without their approval.
- 2. 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.
- 3. Help set up camp.** This includes the ship, the shade structure, the shower, and any other communal materials that need to be put together.
- 4. Help others set up.** If you see someone that needs help, or something that needs to be secured, do it.
- 5. 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.

Every Day Rules (still Don't be a Dick rules):

- 1. Be Kind to Yourself and to Others.** Take a breath, and take a moment before jumping to conclusions. Your experience of the world is not the same as anyone else's. Imagine that their intentions are good, and respond accordingly. Help others to be the best examples of themselves that they can be. The Playa is harsh enough without adding yourself to the dangers.

- 2. Keep camp clean.** Every day, and all the time. Pick up any moop you see, no matter how small. Put things away. Help the LNT crew when you see them, and even when you don't. This is our home, and every moment is an opportunity to maintain our green status on teardown.
- 3. Leave other people's shit alone.** We're all pretty exposed here. Don't take advantage.
- 4. Don't whine. Don't complain.** Ask questions. Ask for help. Point out things that need help. Offer suggestions or advice. We are no longer accepting complaints about other campers, burning man, life, or how we choose to live it. Complaints are pointless, and without merit. Don't do it.
- 5. Feed Beth.** (Just kidding! But everyone appreciates an unexpected kindness now and again.)
- 6. Keep an eye out,** and take care of each other.

Ship Rules (mostly Don't Die rules):

1. No Climbing. No Smoking.

NO SMOKING.

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

NO CLIMBING.

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 KIDDING.

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. (Don't make Beth pull you down.)
- 3. Driver's area is Greg's.** This extends from the front deck gate forward. **No one** goes up there without his, or his designated driver's 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. 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.
- 8. Keep an eye out,** and take care of each other and our passengers.

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. Donate.** Volunteer your time, your money, your goods, or your good will. 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, quadruple 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 bit of trash, and every person who left it.
- 3. Leave No Trace.** Befriend our hard working LNT crew. 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.
- 4. Leave No Trace.** Seriously. Check with the LNT crew to see if there is any way you can help, or any thing you might have missed.
- 5. Take a breath, and drive safe.** Exodus is stressful. It doesn't have to be dangerous. Relax into it, and know that it will take as long as it takes. Pull over and sleep when you need to. Drive under the speed limit, within legal boundaries, and with caution toward your fellow drivers.

Be safe out there.