

BLACK ROCK RANGERS INTERCEPT TRAINING GUIDE



2018

HISTORY OF INTERCEPT

In the beginning there was a vast and wide open playa. Not having many people and vehicles in a large space was fairly easy to manage. Then more people showed up, and perimeters were built. More people and more vehicles in a confined space created safety concerns.

The Ranger Intercept Team, formed in 2004 in response to a pedestrian vs. vehicle accident resulting in a fatality the previous year, was created to Ranger the inner playa. Intercept was tasked specifically to improve safety related to Mutant Vehicle operations.

Intercept Rangers are still Dirt Rangers and also deal with other typical ranger tasks, albeit, on the open playa. While we still get such questions as “where are the nearest portos?”, Intercept is there for such things as medical calls, initial green dot response, and other non-vehicle safety related issues. Intercept can also be called upon as resource to back up Rangers at the Stick and the Temple.

PLAYA EVOLUTION

Initially, there was a strong emphasis on educating vehicle operators and ensuring compliance with vehicle safety rules. Over the past few years, through the combined efforts of the Intercept Team and the Department of Mutant Vehicles, Mutant Vehicle owners have been very receptive to understanding our role and listening to our message of “safe operation.” This has led to Mutant Vehicle owners and operators becoming mindful of other vehicles and pedestrians on the playa.

As the Mutant Vehicles are behaving fairly well as of late, the Intercept Team has shifted focus from being "traffic cops" to providing ranger services to all participants on the inner playa during our hours of operation (4pm until 4am daily). Although we still have the occasional Mutant Vehicle interaction, Intercept serves much like Inner-Playa Dirt Rangers on Wheels.

WHAT INTERCEPT DOES

Intercept is fun! Intercept Rangers get to see a side of the City Dirt Rangers normally don't see while on shift.

- The Intercept team is a group of highly mobile rangers doing all of the things dirt rangers do on the city streets
 - give directions
 - medical calls
 - dispute mediation
 - mutant vehicle safety and sound compliance
 - plus, the Intercept team keeps an eye on Black Rock City's "back 40"
- Intercept is out on open playa where the action is after dark (Pretty Lights).
- Intercept provides Ranger coverage where it is thinnest.
- Intercept operators enjoy A/C out at Outpost Zero and usually a much lighter call volume than dirt ranger operators.
- Bike rangers have the opportunity to explore and patrol all over the inner-playa and Esplanade. (Where the action is at night)

HOW INTERCEPT WORKS

- Our hours of operation are 4pm to 4am, when the open playa is busiest
- Our shifts are 4-10pm (swing) and 10pm to 4am (grave)
- We check in and out of Ranger HQ, but the Intercept base of operations is Outpost Zero
 - A container office structure generally located off of the promenade between the Man and the Temple on the Tokyo side
- Intercept rangers patrol on wheels
 - bikes are the primary mode
 - occasionally utilizing Gators, Ranger Trucks, and/or logoed personal vehicles
- Intercept also has Operator (data entry) positions available.
 - Stationed at Outpost Zero
- Intercept operates on its own radio channel and Intercept Dispatch serves as our khaki (call for "Intercept" on the radio), but also maintains a radio on Control 1 to stay in the loop.

- One Ranger in an Intercept Team will be on the Intercept Channel and the other will monitor Control 1.
- Back 40 (deep playa)
- Trash fence runs (a new and developing role, usually experienced intercept teams)

Intercept Patrols

Much like a Dirt Ranger Shift, Intercept Rangers work in pairs. At least 15 minutes prior to your shift starting (Reminder: Intercept Shifts start at 4 p.m. or 10 p.m.), you will sign in at HQ and report to the Intercept Dispatch Lead. You will be partnered up and given a patrol area, likely one of the Quadrants noted further along in this document. More than likely you will be bike-mobile, as this the faster Intercept response we can provide as our vehicles are subject to the 5 mph speed limit, too. If you do not have a bike, there are a few mountain bikes specifically available for Intercept Rangers. Some Intercept Rangers will be vehicle-mobile; in Gators, rental trucks, or personal Ranger-logged vehicles. Driving a Ranger vehicle while on Intercept is usually reserved for those Interceptors with at least a few years working experience.

Intercept Positions

Here are a few different positions that you may encounter during your Intercept shift:

- Intercept Dispatch / Shift Lead - Like the Khaki role, there may be more than one on shift at a time.
- Bastard - The poor sucker that makes the decision to eject a vehicle from event to D-Lot
 - (Shift Lead, Khaki, Intercept Dispatch, DMV, OOD)
- Captain Hook - The Tow Truck Driver (a Khaki asset assigned to Intercept during operating hours 4pm until 4am)
- Operator - Stationed at Outpost 0 (Zero) - Takes notes from field Intercept Rangers and relays information back from the DMV database or Ranger database. Also logs mutant vehicle info into the Ranger IMS.
- Bike Mobile Ranger - Fast Rangers on Fast bikes
- Vehicle Mobile Rangers - Slow Rangers in big trucks (Rangers the situation and drives the truck)

- Right Seat Rangers - The Interceptor riding alongside the Vehicle Mobile Ranger (takes notes and relays information to/from the Operator)
- Intercept Cadre - the poor saps who volunteer all year to make this training guide and help steer the direction of the Intercept Team.

Navigating the Inner-playa

- Come and Ride Along
- Take time to get use to Quadrant locations and positions based on landmarks (# feet off the man)

Quadrants (ZONES)

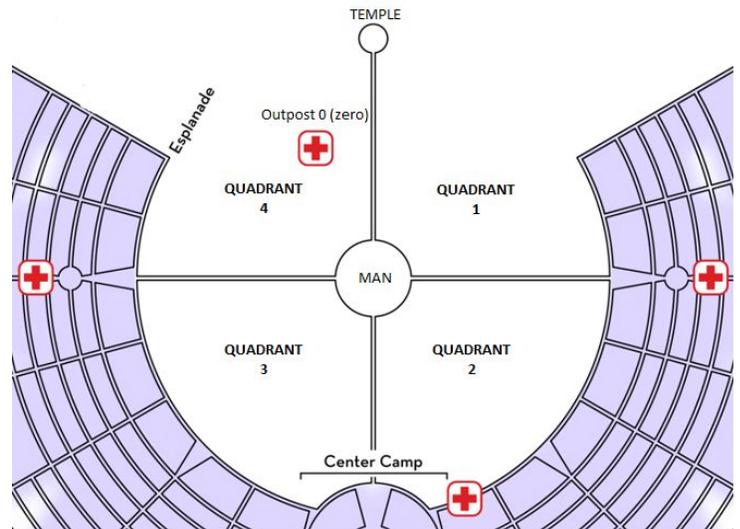
The Inner-playa is divided into four quadrants

Quadrant 1 extends from the Man to the Temple on the Berlin side

Quadrant 2 extends from Center Camp to the Man on the Berlin side

Quadrant 3 extends from Center Camp to the Man on the Tokyo side

Quadrant 4 extends from the Man to the Temple on the Tokyo side



Outer Playa and Points

In addition to the Inner-playa, Intercept may be called on to patrol or respond to incidents in the Outer-playa. This area is still within the trash fence but out past the Temple and the City streets. Sometimes, you will hear requests to go, while rare, to such places along the trash fence as Point 3. Also, the Mutant Sound Zone aka DMZ is between Points 2 and 3.

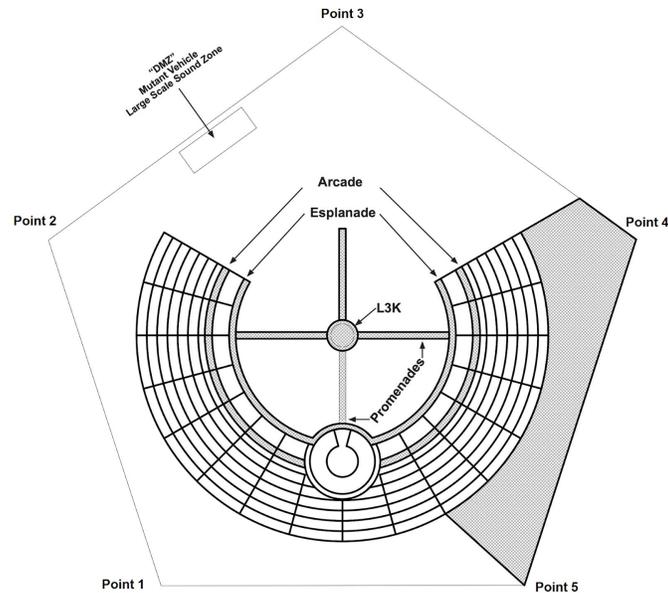
Point 1 the service road entrance to Highway 34

Point 2 near "Hell Station" the new fueling area for Mutant Vehicles

Point 3 aka 12 o'clock and trash fence (or where Longshot tells people the closest portos are)

Point 4 In walk-in camping, should be no vehicles near here

Point 5 BRC airport (aka 88NV)



The Stop

- **Vehicle Interactions**

- One Ranger FLAMEs the situation, the other collects information about the MV and prior reports
 - reporting/logging
 - call for "operator" on Intercept channel. If no operator is on shift, call for "Intercept" (aka Intercept Dispatch) on Intercept channel.
 - give tag number, a brief description, and reason for interaction (excessive speed or unsafe operation, for example)
 - Operators will log info in both the Ranger incident report system and the DMV database

- **We Do Not Chase**

- Radio waves are faster than a speeding mutant vehicle
- Call for vectoring from other intercept in the field and other dirt rangers on patrol in the area. Vectoring is aiming for a point ahead of the vehicle to catch up instead of aiming directly for the vehicle.
- Keep eyes on the MV and safely follow while calling coordinates and checkpoints to Intercept Team

- **No Aggressive Stops**

- Use the radio to vector in other Intercept teams if you are not in a position to make a stop (report a description, location and direction of travel)
- Use the three "E"s when interacting with vehicle operators

- **Educate**

- Speed (5mph)
 - The easiest way to judge speed is to look for dust trails behind a vehicle or look at the vehicle speed compared to that of participants on bikes traveling in the same direction.
- Many Mutant Vehicles are not equipped with speedometers
 - To better demonstrate to the MV owner what 5mph is, have them follow you for a short distance if you are in a vehicle yourself or;
 - Educate them that if they are going faster than a bicyclist, then they are going too fast.
 - Avg Bicycle speed is 7-8 mph
- Participants boarding and exiting vehicles while they are in motion
- Erratic or unsafe operation
- Walkers / spotters for large vehicles or vehicles with limited visibility
 - Walker should be easily identifiable by costume, lighting, or other creative form to make it easy for the MV operator to spot them.

- **Escort** (back to camp)

- unlicensed / improperly registered vehicles (e.g. out at night with only a day license)
- repeated interactions for same issue
- visibly impaired operator (a sober operator must drive mutant back to camp or leave vehicle in a safe place and locate someone sober to operate the vehicle)

- **Eject**

- Only the Bastard has this authority (see job description above)
- Repeat offences or one really bad incident can result in ejection

- A Bastard may decide to eject a vehicle based upon request from LEO or BM staff.
- Vehicle goes to D-lot and is banned from the city until the event ends
- The D-Lot Process
 - Call for Captain Hook on the radio (usually Control 1)
 - Stay with mutant until released by Captain Hook or vehicle is at a prearranged location to meet up with Captain Hook

VEHICLE LICENSING

There are three primary ways vehicles are licensed to drive on the playa. The first are Mutant Vehicles and Disabled Vehicles through the DMV. Next are Staff Vehicles through respective departments, usually with both Org issued door logos and a DMV Staff sticker on the rear of the vehicle (Note: this may include golf carts and gators with at least a DMV staff sticker on the back.) Last is through of Artery Passes for artists to access their art installations on the inner and open playas. DMV licensing, mutant vehicle rules, and artery passes are discussed below.

The DMV

Over the last few events, Intercept has worked closely with DMV about mutant vehicle issues. Intercept even has a few of the DMV managers (Reno and Janny Pan) also work as Intercept Rangers. Through an education program during the vehicle licensing, a lot of the mutant vehicle drivers and owners have gotten the message about vehicle safety, and there have been less and less vehicle issues every year. Doesn't mean they don't happen though.

DMV (Department of Mutant Vehicles): The team of dedicated volunteers who review and register Mutant Vehicles, giving them permission to drive on the playa during the event.

Mutant Vehicle (MV): a motorized conveyance that is radically, stunningly, (usually) permanently, and safely modified. Larry Harvey likens Mutant Vehicles to "sublimely beautiful works of art floating across the playa like a Miro painting." Licensed by the DMV, these vehicles are an important part of the Burning Man experience.

Mutant Vehicle License Types

Standard License: A license that permits the Mutant Vehicle to drive on Black Rock City streets and the open playa. All licensed Mutant Vehicles will be given either a Day

and/or a Night license. Any and all trailers that are a component of a Mutant Vehicle must be licensed as well. See also: Flame Effects license and Playa Only license.

Night License: Night licenses allow Mutant Vehicles to move around Black Rock City at night. To receive a night license, Mutant Vehicles must be FULLY and RADICALLY illuminated. Some vehicles may receive both a night and a day license.

Day License: Day licenses allow Mutant Vehicles to move around Black Rock City during the daytime. Some vehicles may receive both a night and a day license

Playa Only License: License to drive on playa.

Disabled License: Disabled licenses allow Disabled Person Vehicles to move around Black Rock City. To receive a Disabled Vehicle License, the operator of the vehicle must either have a medical condition that makes it difficult to get around or must have someone in the vehicle that has trouble getting around.

Trailer Licenses: Trailer licenses are required for any trailers that are attached to Mutant Vehicles. These are licensed separately from the Vehicle and must meet rigorous safety standards.

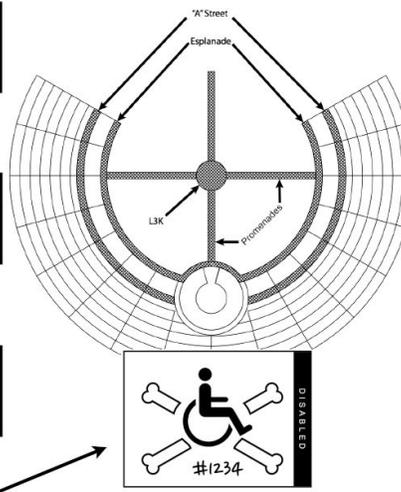
Flame Effects License: A license that allows Mutant Vehicles that incorporate flame effects to use these effects on the playa. An additional questionnaire and process is required for these licenses. These are issued by the Fire Art Safety Team (not DMV).

DMV LICENSE EXAMPLES

 <p>Staff License Example</p>	 <p>Day License Example</p>
 <p>Trailer License Example Each trailer will have a sticker with a unique "T" number at the end.</p>	 <p>Night License Example Sticker will have a semi-reflective background</p>
 <p>Playa Only License notice "Playa Only" written on sticker</p>	 <p>Disabled License Example Optional Window Flag flag number will match sticker number</p>

NO DRIVING AREAS

NO MUTANT VEHICLE TRAFFIC PERMITTED IN SHADED AREAS



Large Vehicles (bigger than a pick-up truck) usually are not licensed as Disabled Vehicles.
If you see a Mutant or Large Vehicle with a Disabled Sticker or Flag, it probably is not properly licensed.

Examples of DMV stickers from 2013. New stickers will be different colors each year

Special Conditions Vehicles (As of the 2015 event)

- There are a few vehicles that will have special conditions granted to them for safe operation. In this case, it was determined that with these vehicles, it was safe to allow participant entry or egress while in motion. Larger vehicles may also need to have spotter or “walkers”; these people are identified by some type of special clothing like reflective yellow vests are in contact with the driver, usually by radio.
- Check in with your Shift Lead at the beginning of your shift to find out which vehicles are on that list for the event.

Parade and Motor Pool Licenses

- The DMV, Artery or Org may provide certain vehicles a Parade License for limited use.
 - One of the conditions is that ALL vehicles in the group must travel together to perform their act / skit
 - Example - Death Guild Thunderdome
- The DMV is licensing Mutant Vehicles for DPW and other teams within the Org with a Motor Pool License.
 - The Vehicle must still pass an inspection at the DMV which is only being offered the Saturday before the event opens.

Mutant Vehicle Rules

- The following are copies of from the actual Disabled and Mutant Vehicle Agreements to which every vehicle owner has signed and agreed to as a condition of having the privilege to operate during the event. Below is also a map of where vehicles are not supposed to drive (such as the Esplanade, Promenades, and “A” street).

Disabled Vehicle Agreement (copy)

If granted a license:

- I agree to abide by all applicable federal and Nevada state laws.
- I agree to treat the DMV Hotties, Burning Man staff, volunteers, & law enforcement personnel with respect.
- I agree to drive no faster than 5 mph, and to slow down if I am creating dust or in a hazardous situation.
- I agree to give the right of way to pedestrians, bicyclists and emergency vehicles.
- I understand that it is best to drive on the inside of Esplanade rather than on the pedestrian and bike area.
- I will be sober when operating this vehicle.
- I understand that the placard holder must be present in the vehicle at all times when the vehicle is driven.
- I agree to assume full responsibility for injuries or damage caused by the operation of this vehicle.
- I agree to stop driving during extremely hazardous weather conditions (i.e. whiteouts).

- I agree to stop immediately upon being hailed by any BRC staff member, Black Rock Ranger or law enforcement officer.
- I agree to comply with the 2015 Disabled Vehicle Sound Policy as follows;
 - Vehicle sound systems are classified into three levels:
 - Level 1: Normal car stereo / average living room (under 90dB at 30 ft)
 - Vehicles with Level 1 systems may play anywhere on the playa, but must be mindful of your volume and surroundings, especially in quieter areas in the city or late at night.
 - Level 2: Dance Club or Theatre (90dB and up at under 100ft)
 - Vehicles with Level 2 systems may only play at high volume on the open playa and must be mindful of where you are playing and turn it down when appropriate.
 - Level 3: Large Dance Club, Arena, Stadium (100dB or more at 100ft or more)
 - Vehicles with Level 3 systems may only play at high volume at 10:00 and 2:00 by the Large Scale Sound Camps, with speakers pointing out to the deep playa.

Note: All dB levels refer to maximum potential sound pressure. The numbers (dB) are guidelines and the important thing is the impact your sound is having. If you get more than two warnings about your sound system, you may lose your vehicle license and the right to drive your vehicle for the rest of the event.

I understand that failure to respect these guidelines can result in one or more of the following:

- Revocation of my BRC license
- Impound of my vehicle
- Fines
- Ejection from the event without refund

Mutant Vehicle Agreement (copy)

If granted a license:

- I understand that I am responsible for this Mutant Vehicle at all times, even if I am not the driver.
- I will be sober when operating this vehicle.
- I will treat the DMV Hotties, Burning Man staff, volunteers, and law enforcement personnel with respect.
- I agree to drive no faster than 5 mph, and to slow down if I am creating dust.
- I agree to give the right of way to pedestrians, bicyclists and emergency vehicles.
- I will not drive on Esplanade, Promenades, A-Street, or inside L3K (see map on reverse)
- I will not drive during whiteout conditions.
- I will not carry extra fuel on my vehicle other than that contained in the primary motor & generator fuel tanks.
- I will not operate a flame effect system on this vehicle until it has been inspected by the Fire Art Safety Team.
- I will not operate a laser lighting effect on this vehicle until it has been inspected by the Laser Safety Team.
- I assume full responsibility for any and all injuries or damage caused by the operation of this Vehicle.
- I agree to the terms and conditions regarding trailers.
- I agree to comply with the 2015 Mutant Vehicle Sound Policy as follows:

Mutant vehicle sound systems are classified into three levels:

- Level 1: Normal car stereo / average living room (under 90dB at 30 ft)

Vehicles with Level 1 systems may play anywhere on the playa, but must be mindful of your volume and surroundings, especially in quieter areas in the city or late at night.

- Level 2: Dance Club or Theatre (90dB and up at under 100ft)

Vehicles with Level 2 systems may only play at high volume on the open playa and must be mindful of where you are playing and turn it down when appropriate.

- Level 3: Large Dance Club, Arena, Stadium (100dB or more at 100ft or more)

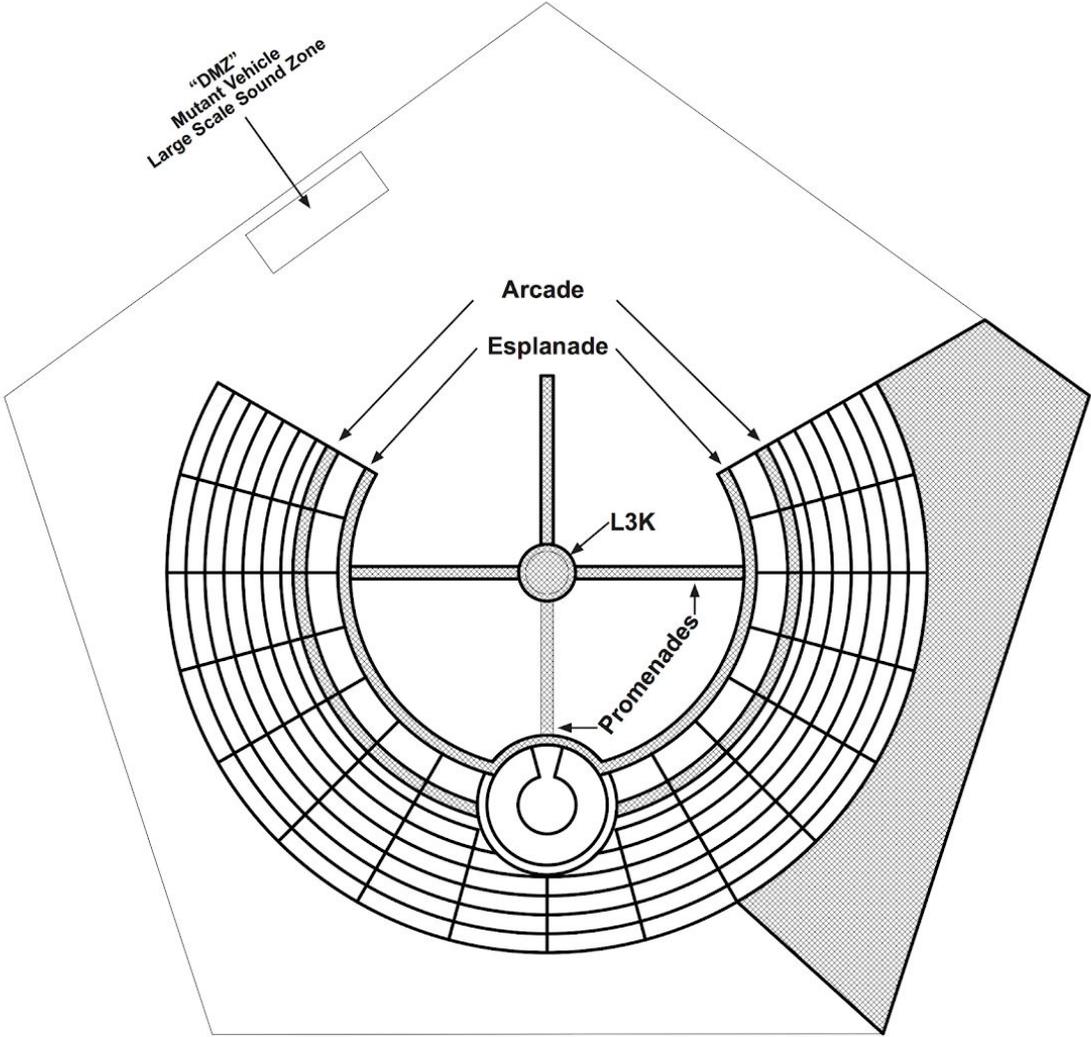
- Vehicles with Level 3 systems may only play at high volume at 10:00 and 2:00 by the Large Scale Sound Camps, with speakers pointing out to the deep playa.

Note: All dB levels refer to maximum potential sound pressure. The numbers (dB) are guidelines and the important thing is the impact your sound is having. If you get more than two warnings about your sound system, you may lose your MV license and the right to drive your vehicle for the rest of the event.

I understand that failure to respect and follow these guidelines can result in one or more of the following: • Revocation of my Mutant Vehicle license

- Impound of my vehicle
- Fines
- Ejection from the event without refund
- Denial of licenses associated with myself or this vehicle in future

NO MUTANT VEHICLE TRAFFIC PERMITTED IN SHADED AREAS



Artery Passes

Occasionally you'll see a plain-looking vehicle or box van heading out to an art installation without any logos or DMV stickers. They may have what's called an Artery Pass issued by the Artery to construct or service their art. These passes are solely for that art piece and are not a license to drive all over the playa to visit the Man or other art pieces. The passes are usually placed on the dash of the vehicle, are color and day coded. There is an "A" pass that is good for all days of the event. Other passes are only for specific days such as "Tu" for Tuesday and "Th" for Thursday. If you see such vehicles going from art piece to art piece, please use your discretion and kindly remind the pass holder that this is for just their art piece. Examples of the Artery Passes are available at Outpost Zero.

If you have any questions, please email the Intercept Cadre at ranger-interceptcadre-list@burningman.org.