

KITCHEN 2IC ROLE DESCRIPTION

Team: Department of Planning and Infrastructure

Role Title: Kitchen 2ic

Dates Required: 9 Sept - 9 Oct (some flexibility on this)

Shift Length: 8 hrs/day pre-build; 2ish hours per day during event

Number of Shifts: 5-6 days/week pre-build; daily or every other day during event (coordinate with Kitchen Lead)

Ideal Skills: safe food handling, cooking, menu planning, management

Training Provided: Generally if you bring the willingness, we can mould you to our will, mwahahaha!

Amenities Provided:

- hot showers
- 3 prepared meals/day during build and packdown
- 1 prepared meal/day + self-serve snacks and food during event

How to Join: email jointhecrew@burningseed.com

Team Description:

Kitchen is responsible for setting up and packing down the kitchen, and feeding our crews before, during, and after the event. They are our faithful carers, and an integral and highly appreciated part of the Department of Planning & Infrastructure. The kitchen provides meals to:

- DPI & Effigy during build, event, and packdown
- Temple during build and on Burn night and cleanup day
- snacks for Gate, Greeters, & Rangers (to be delivered by Fluffers)

Role Description:

The Kitchen 2ic works closely with the Kitchen Lead to ensure smooth running of the kitchen. This includes helping with: menu planning, rostering and directing volunteers, and grocery shopping. The Kitchen 2ic should also be prepared to step into the Kitchen Lead role should disaster strike. Must have an appetite for warm VB (or the willingness to develop one).

For Crew Wranglers:

People on the Kitchen team will not be able to also sign up for DPI, Temple, or Effigy. Last year we had kitchen people also on DPI tasks, which left the Kitchen consistently understaffed. We may shuffle and share crew members between teams on site, but we need to have people dedicated to working full days for each team. This helps us keep our production timelines accurate and prevent burnout among crew members.

Similarly, our “core” kitchen members (onsite at least 1 week prior to gates open) should be discouraged from taking shifts with Rangers or Medics as they will already have one or two

shifts with Kitchen during the event. If they would like to sign up for “fluff” shifts (such as Gate, Greeters, or Ice Royalty), they are welcome to do so, but please let us know which shifts they take so that we can schedule accordingly.