

Role Title: Electrical Specialist

Team: DPI

Department: Operations

Team Description:

DPI members are the resident Burning Seed bad asses. We get our hands dirty preparing the site for the main event and work to ensure the main infrastructure is fed, watered and fueled throughout the event. We erect the main structures including the Stockade (including Kitchen, Site office and Showers) Gate, Greeters, Centre Camp, Arteria, Rangers, Medics, Sanctuary and the main Site Office. We ensure all the camping areas are cleared and safe, and sign mark all the roads. In our downtime we drink VB, and generally cause a ruckus.

Role Description:

As the Resident DPI Electrical Specialist it's your job to ensure everything within the DPI crew camp (the Stockade) and Medics, Rangers, Centre Camp, Sanctuary, Site Office and Arteria (Collectively called Woop Woop) and the Gate and Greeter houses, gets power and stays powered throughout the build period and the event. You'll work closely with the Stockade Manager to ensure all the Stockades power needs are met. The Effigy and Temple also need power to make things light up, rotate and sparkle and your assistance would, most likely, be appreciated.

Last year we ran the kitchen on a solar rig and the rest of the stockade on a generator. If your ability is up for it, and if you're up for the challenge, we need to improve our power use and design a better power system for the inevitable expansion of the stockade and we'd like your input. Whatever the design, you'll be in charge of making sure it's safe and effective. When that's all set up, you'll come and help the rest of the wayward DPI crew build stuff, move stuff, and burn stuff. Brilliant.

Dates Required: 3 weeks pre-event and 23 days postevent; +2 shifts during event

Shift Length: 8 hrs/day prebuild; 12 hour on call shifts during event for general DPI duties

Number of Shifts: 56 days/week prebuild; 12 on call shifts during event

Ideal Skills:

- Ability to problem solve
- 12V and 240V knowledge
- Well developed communication skills
- Good maths and science knowledge
- Experience working with petrol and diesel generators

Ideally you would be a qualified electrician, an apprentice electrician, electrical trades assistant, electrical engineering technician, or even an electrical hobbyist.

Training Provided:

Hopefully you've all the electrical knowledge you need, but there's a multi skilled and talented team of people to back you up. All the other stuff, if you bring the willingness, we can mould you to our will.

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: Register to join the crew via completing the Crew registration Form found [here](#).

Version and revision date: v1 (2017)