

Role Title: DPI Crew Member

Team: Department of Planning and Infrastructure (DPI)

Team Description:

DPI members are the resident Burning Seed bad asses. We get our hands dirty preparing the site for the main event, drink VB, and generally cause a ruckus. We are responsible for the following erections:

- Gate and Greeters
- Woop Woop (Medics, Rangers, Sanctuary and Centre Camp)
- Spires and Road signs
- Safety Fences
- Overseeing Effigy and Temple
- Camp Site preparations
- Road maintenance

Role Description:

We need capable volunteers of all skill levels. Let us know if you have any special experience or expertise. If you're the type of person who sees a job that needs doing and does it, we want you. Must have an appetite for warm VB (or the willingness to develop one).

Dates Required: 1-3 weeks pre-event and/or 3-5 days post-event; +2 shifts during event

Shift Length: 8 hrs/day pre-build; 12 hour on call shift during event

Number of Shifts: 5-6 days/week pre-build; 1-2 on call shifts during event

Ideal Skills: carpenters/builders, electricians, plumbers, arborists, general Macgyvers, handymen, resourceful bush-types - though ultimately, if you're keen to work hard we can teach you anything you need to know.

Training Provided: Generally if you bring the willingness, we can mould you to our will. You will be required to hold a White Card and Burning Seed will reimburse the cost of the course. It's available through multiple Registered Training Organisations and can be done online for about \$40.

Amenities Provided:

- for crew onsite at least one week prior to event start:
 - hot showers
 - 3 prepared meals/day during build and packdown
 - 1 prepared meal/day + self-serve snacks and food during event
- for all other crew:
 - 3 prepared meals/day worked during build and packdown
 - you will need to provide your own meals during the event

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