

**Role Title: 2IC**  
**Team: Fun Police**

**Role Summary/Purpose:**

This role will support the Team Lead in shaping and leading Burning Seed's first Fun Police team. The 2IC undertakes activities as required to support the Fun Police Team Lead in achieving priorities for 2017.

The Fun Police are a crew of performers making the most of the gate wait time to deliver important safety and Burning Seed cultural information in a fun and interactive way. When there is a queue of cars, they will be based at the Gate and in the lanes of people waiting to get to gate. The Fun Police are responsible for pre-Gate education/operational communication to the line up of cars and cats. This includes: pre-filtering before Gate to put people in the correct line (have tickets ready, have ID etc), enculturation information, and indoctrination about the 10 principles to take pressure off Greeters (which should be more of a ceremony than education). Where there isn't a queue, they will be based at Greeters to do the same.

It is clear that we need to get our community's cultural expectations and norms to be better understood by those who participate in Burning Seed, and the long lines at Gate in 2015 held literally captive audiences that could have been better planned and catered for. Both Gate and Greeters teams faced intense pressure (especially on opening day) to fulfill their roles well and happily. As intermediaries between these existing teams and our eager participants, the Fun Police can ease the pressure on both teams by delivering information (previously delivered by Greeters) to those in line while also asking entrants questions to help prepare them for the operational elements of Gate and organizing cars into defined lanes to help the efficiency of the entry process.

For Exodus, this team may also be a presence at the Gate for collecting food/alcohol donations, saying goodbye etc. ( i.e. What are you going to bring next year?, Make sure to fill out the census, Rubbish/Recycling drop off points).

NOTE : Fun Police are not for operational duties inside the festival, that job belongs to Rangers.

**Major team projects for 2017:**

- Shape the team and set the team culture (following initial creation for the 2016 non-event)
- Work with Gate and Greeters Team Leads to define team information and processes
- Take painstaking notes on how to do it better for each shift (safety is an incredibly high issue/priority for this team as they are situated amongst moving vehicles)

**Working Relationships:**

- Gate
- Greeters

- Event Coordination

### **Time/Dates Required:**

**Year round:** 0.5 - 1 hour per week (on average)

**August-September:** 2-3 hours per week

**On site:** Current Gate and Greeters team leads expect that the Fun Police will operate from opening to midnight on Wednesday, and then as their Team Lead decides after that. It would be great if this team also took on leading Exodus collections (which anyone else can sign up for a shift helping out for too).

### **Duties/Responsibilities:**

- Undertake tasks as directed by Team Lead, to achieve the 2017 plan
- Assist the Team Lead in recruiting, leading, managing and caring for the team
- Take on Shift Lead role as required during event
- Ensure the team is safe at all times
- Support the team to deliver accurate and necessary information with an awesome attitude at all times

### **Necessary Qualities, Knowledge and Experience:**

- Community engagement
- Leadership and managing a team
- Impenetrable positive attitude
- Critical problem solving

### **Desirable Qualities, Knowledge and Experience:**

- Performance
- Improvisation
- Enthusiasm
- Quick wit

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

**Version and revision date: v1 (17 Jan 2017)**