

Role Title: Greeter
Team: Greeters Team

Team Overview:

Greeters are the ambassadors of Burning Seed, and the beautiful new world we're co-creating. At Greeters, we facilitate the transition between the default world and the burn. Our role is to educate people about the 10 principles on their arrival, shed their default world maps and models that no longer serve them, and set their intention for the burn ahead. The beginning of every burning seed journey begins at greeters with a ceremonial rite of passage designed to prepare all participants for the transformational experience ahead of them, and ensure they can get the most out of their burn.

Role Description:

The job of the greeters is to enthusiastically welcome every participant "home", help them get oriented and prepared, answer their questions, set the "tone" or "vibe" for every participant's experience and to represent all that is wholesome and good at Burning Seed.

Armed with wit, wisdom and infectious exuberance, Greeters are skilled information providers conducting helpful, informational fun-shops to each carload of people that meet us after they've dealt with all of the practicalities at the Gate. Greeters give hearty (consent based) hugging welcomes to all of our Burner brethren and pass on information that is important for personal safety and the survival of the event (eg. leave no trace, portaloo usage, sanctuary space info, fire control info, ice sales, etc) with infectious excitement.

Most importantly, Greeters also educate entrants in the Ten Principles to ensure the culture of Burning Seed includes everyone on site. This is done via a handful of games and activities that reflect the event's theme. Greeters invite each entrant to participate (consent is sexy). The activities will, and should, also change based on the creativity of those on shift.

Dates required: Mainly during event with small crew required 4 days prior for early arrivals

Shift Length: 4-5 hours

Number of Shifts: 2-3 shifts during event

Ideal Skills: Good communication skills, creativity and confidence, calm under pressure, follow instructions well, teamwork, healthy sense of humor, dislike of Gate.

Training Provided: Greeter Induction Manual is provided to all crew pre-event. Brief induction and onsite training at the start of first shift.

Amenities Provided: Water, tea, snacks and Kool-aid provided for all crew on shift. Other drinks and food can often be obtained by reconnaissance missions to Gate to salvage snacks they have received from participants during entry.

Version and revision date: v1 (October 2019)