

The Hushville Rules

Although the rules for camping in Hushville are very simple, we have found that some people are unclear on certain points or choose to interpret things in rather creative ways. To minimize confusion for everyone, let's review things in excessive detail, OK? Rule One: No Generators The first rule of Hushville is that no generators (including those in RVs) can be operated in the village at any time. It does not matter how small it is or that you just need it for 15 minutes a day to run a blender. An idling car engine counts as a generator and is therefore a no-no. No generators at any time.

Rule Two: No Amplified Sound

There is to be no amplified sound in Hushville at any time of day or night. In the past couple years, this has been the most misunderstood rule even though it's rather straightforward. If the sound comes out of a speaker, it is amplified and it is not welcome in our village. That said, there are a couple things to consider:

- Boomboxes are OK if they can only be heard within your own camp. Remember, though, sound travels quite easily and the canvas walls of your shade structure do nothing to attenuate that sound. If you really must have some music going, take 10 seconds to walk over to your neighbor's camp and see if you can hear it. If you can, it is too loud; go back and turn it down. Also, resist the urge to blast your car stereo while setting up your camp. Remember, people camp in Hushville to get away from stuff like this so please don't defeat the entire purpose of this village.

- Things like drums and horns don't exactly fit the "speaker" test of amplified sound, but again, remember why people have camped in Hushville. Your drum may not plug into an amplifier, but does it contribute to the quiet environment that we are trying to create? Probably not. Sling it over your shoulder and head out to the other 98% of Black Rock City that welcomes such a thing.

- Let me put that last one another way. Let's say I'm relaxing in my camp and I hear music emanating from your camp. From my perspective, it does not matter if it's coming from an amplified stereo system or from humans playing instruments. Please do not try to exploit loopholes in this simple rule; remember where you are and act accordingly.

- Please notice how I emphasized "at any time of day or night" at the beginning of this page. It's not like there's a sound curfew, where it's OK to be loud until a certain time. The rule is in effect 24/7.

Rule Three: Leave No Trace

We should not have to explain what this rule is all about; the literature you have received from the Burning Man organization covers the concept of Leave No Trace in full detail. Hushville does not have a clean-up committee. There is no one waiting to swoop in after you leave to pick up your sunflower seed shells and bits of AstroTurf. This is 100% up to you, which is how it is for everyone throughout BRC. When you break camp, there should be absolutely no evidence that you were ever there.

Remember: Absolutely nothing will kill our chances of having Hushville in the future faster than if it is left in a messy state. Leaving anything behind totally screws the rest of us. Keep it clean and we all benefit!