

Welcome to LCD Gate

Instruction for Logistics Gate Angels + Runners

Safety first

Objects in LCD are **dangerous**, look after your safety and others when dealing with the mechanical beasts.

- Approach with a conscious and clear mind.
- Wear proper attire and make yourself visible.
- Make sure you can escape safely in case of unexpected behaviour.

Field layout



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Logistics Gate Introduction

This requires a minimum of 2 persons-crew to work well, anything less and serious improvisation is required.

- 1st person is at the logistics gate with the welcome procedure.
- 2-6nd person are runners assisting mechanical beasts to their destination.

Welcome procedure

(Large) Mechanical beasts with souls will arrive, make sure to welcome them promptly and next assist them in redirection to their final destination. If objects needs on-side, use a runner to assist them. No unaccompanied vehicles on the terrain during the event.

Check if presence is listed on the pre-approved-special-list (Ticket-To-Land) and use contact instructions, else general instructions (Common-Receivers-List) apply.

Ticket-To-Land (TTL)

FYI: For contact details, see table Contact-Details-List (CDL) below.

Object (who/what/when)	1st line contact

Common-Receivers-List (CRL)

FYI: For contact details, see table Contact-Details-List (CDL) below.

Object	Instructions
<i>Police/Ambulance/Fire-Department (non-urgent).</i>	Follow their instructions and contact Centrale Post Veiligheid to inform about their existence.
<i>Major and/or any other officials</i>	Contact Team:Press and/or Project Leiding (PL).
<i>Press</i>	Contact Team:Press.
<i>Neighbour farmer with tractor</i>	Allow access, maintains fields, etc.
Fuel Delivery	Contact Team:Power
Catering	Contact Team:Heaven

<i>On-site parcels (organisation stuff, not village stuff)</i>	Contact Team:Logistics
Village deliveries (groceries, online parcel deliveries (DHL, PostNL, etc), not listed in TTL.	Redirect to Parking Area. Drop-off will be at own risk and be handled by Village itself.
<i>Riot, Angry Mob and/or protestors</i>	Contact Team:Security
<i>Bike-Tourist is lost because cycle-track is closed.</i>	Signage available at main-road with de-tour to follow.
Speaker	Redirect to Parking Area.
<i>Random-folks-which-want-to-look around at terrain</i>	Thanks for interest, how-ever no tours are available.

Contact Details List (CDL):

Group	Phone	DECT	Comment
Centrale Post Veiligheid	06 58 01 53 55		
Speakerdesk			
Project Leiding (PL)	06 58 01 53 60		
Team:Press			
Team:Security	06 58 01 53 64		
Team:Power			

Runners

You will use your iron horse to cycle in front of the mechanical beast you are guiding to their destination. Cycle slow (5km/h) and make sure to take the proper route on which your (large) mechanical beast is able to follow.

When unloading is completed the same process takes place in reverse. Guide the mechanical beast back to the logistics entrance.

Make sure (temporary) terrain permits handed out, if any, are returned.

In case of Emergency

In case of an emergency please contact team Safety:

- With GSM call **+31 (0)85 234 1120, Store this number in your phone now**
- With DECT call 911
- Or talk to anyone with a handheld radio.

State the nature of the emergency and tell us the exact location. If, and only if, all else fails: call 112 on your mobile phone.

Q&A

> *Where does LCD stands for?*

Logistics Central Delivery, better suggestions welcome :-)

> *H&R and/or Social-Works related matters?*

Contact Team:Cohesion at 06 86 88 41 78

> *The entrance road is special, why?*

The entrance road towards the parking is an emergency road and need to be kept free of objects at all times. No temporary parking and/or unloading allowed.

> *Goodies and foodies?*

Angels working for LCD are special, please find your refreshments and snacks for you (and you only) near the logistics entrance tent.

> *Feedback, comments and or questions with regards to parking?*

Team Parking: RickZ (DECT: 7499 // 06 26 72 85 99)

> *other questions?*

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