

### Parking Areas:

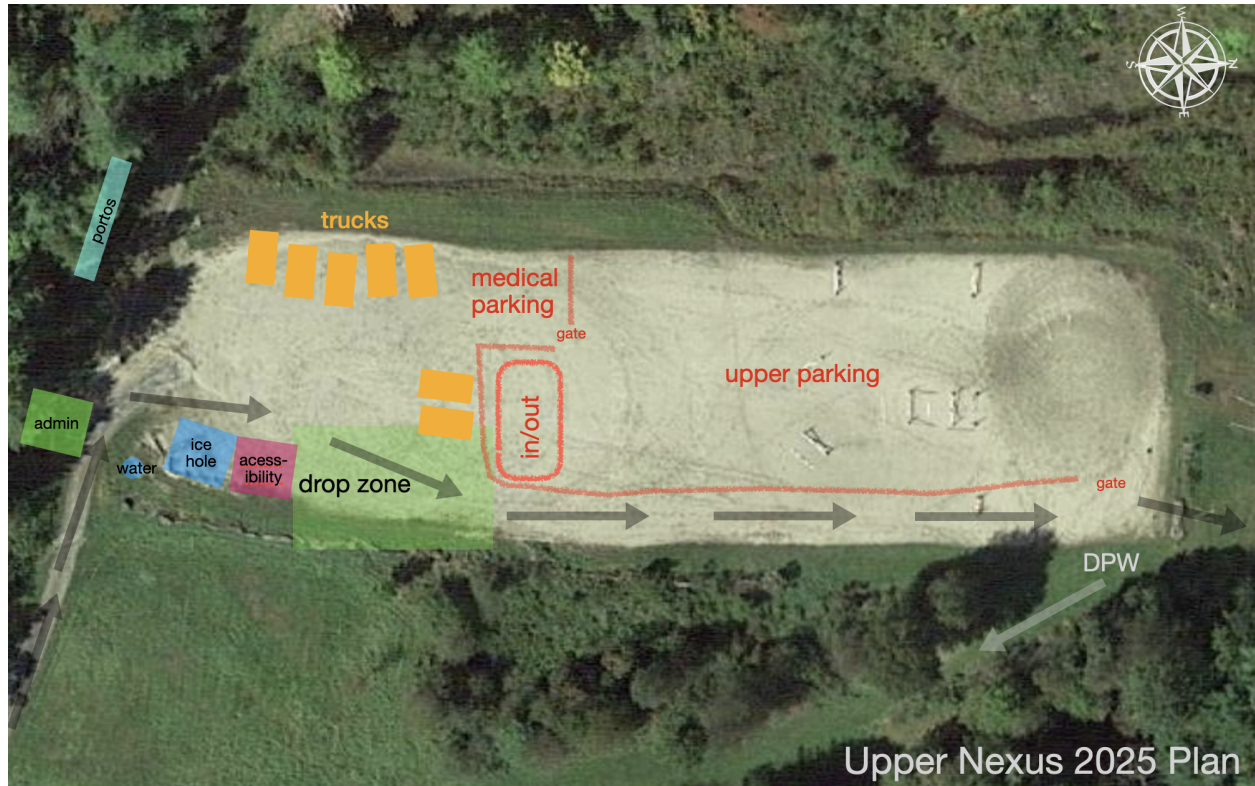
- 1) Early Arrival – some place (such as by the barn) where we can stash a bunch of cars out of the way and just take them out of the parking equation (35 spots)
- 2) Main Parking – large flat lot across the street (500 spots)
- 3) Lower Parking – hilly, 4wd parking near gate (200 spots)
- 4) Parking at Upper Nexus – flat, accessible; includes reserved spots for specific cores, campers with mobility issues; the idea is to keep some spaces there into Wednesday to accommodate people who need the access (180 spots)

### Arrival Flow:

- cars arrive at Gate
- Gate decides who goes to Lower Parking (GTFO, Kidsville, etc)
- everyone else gets a Main Lot parking pass and is sent either to the Drop Zone in Upper Nexus or directly to Main Lot if they have no drop need
- at Upper Nexus, volunteers facilitate unloading and ensure all cars leave asap
- based on expressed need, some cars will be given Upper Parking passes
- cars drive around to Main Parking and park

### Departure Flow:

- People haul their stuff to the drop zones or to their cars
- They get their cars, load up their stuff, and gtfo
- If it is very wet and rainy, we'll let cars out slowly, from their parking spots to avoid long lines of cars sitting in the mud



“Upper Nexus” is the area formerly known as “Upper Parking”

The name change reflects the reality that this space is not just or even primarily a parking lot. It is a hub that includes portos, ice, water, accessibility, an admin station/radio, and is a crossroads that also happens to contain a bit of parking.

Some of the parking there will be dedicated to specific needs of various cores. The rest will be people who express a need to have access to their vehicles. We don’t judge their reasons—so far anyone who has asked has gone on the list. The only reason we would probably reject is any variation of “I’m a lazy asshole who doesn’t care about other people.”

Our intention is to ensure that there are spots available in Upper until Wednesday; after that we’ll fill it regardless.