

## **GGBY Sound Policy**

The cliffs and canyons surrounding GGBY are natural amplifiers and it doesn't take much to produce a large amount of sound. GGBY is dedicated to self-expression, but it is also dedicated to creating community. This means we all must find a way to get along with our neighbors and therefore we MUST give guidelines on amplification and limit space for this sort of art.

The following four rules make up our basic sound policy:

1. Neighbors should talk to one another when sound becomes a problem and try to resolve the issue through direct communication.
2. A maximum power amplification of 100 watts is permitted, producing sound amplification not to exceed 90 decibels, when measured at 20 feet from the source.
3. Large-scale sound installations MUST be located in the Sound Zone. They may express themselves unless community complaints persist.
4. Any complaints about excessive sound will become the concern of the Desert Guardians (aka GGBY Managers). Concerns about excessive sound can result in:
  - a) volume check and mediation between camps,
  - b) volume check and a final warning on complaints,
  - c) the disabling of equipment.

### **Quiet Zone**

This year GGBY will have a "quiet zone". This zone will be directed away from amplified sound occurring after the hours of 9pm and before 9am. This DOES NOT mean GGBY will be monitoring the sound within this zone. Quiet is a relative term and should be managed first and foremost by the inhabitants camping within this area.

### **Sound Complaints**

If you believe your neighbor's sound is too loud and you are not able to effectively negotiate a solution, you may report this to a GGBY Desert Guardian. As a community, we need to work together to keep sound at desirable levels. This means that everyone involved is personally responsible for how they affect everyone else's experience. If your neighbor believes your sound is too loud, you must work with them to find an acceptable volume. Check in with those that you are camped nearby and find out what events are planned and work with them to create a schedule. With these actions you should be able to handle all of your own sound issues. A community effort is needed to pull this off.