

ACID HOUSE PARTY GUIDELINE 1988 - 1990

Version 2.0

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Other Titles by author

Class of 88 – The True Acid House Experience (Virgin)

Spanish Highs – Sex Drugs & Excess in Ibiza (Virgin)

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Brief Introduction

My name is Wayne Anthony and I represent one third of a trio that organised the infamous Genesis (1988-1990) Acid House parties. I wrote a book based on my experiences arranging these illegal parties called Class of 88. I penned this rule book as a basic guideline too how we were able to stage a series of illegal events under the watchful eye of law enforcement. These tried and tested methods were adopted too ensure the party would be a success. I know they work because I've personally followed them to a T during the Acid House era

I wrote this rule book as a bit of fun and didn't really go into much detail (that's the how's and why's) but I'm sure you'll get the right idea. For further research a free PDF copy of the original Class of 88 paperback book is available from my E-Group.

Coming Soon;

Class of 88 – The True Acid House Experience (The Author's Cut) CDROM

1. The Crew

To stage a large scale event you must have the right supporting teams around you. The team is the most important part of the jigsaw and must be carefully selected. Each is responsible and highly accountable for their part in the grand scheme of things. To ensure the best results selected members should be as enthusiastic/hardworking as the promoters and able to follow exact instructions. The teams must be broken down into splinter groups, lead by the most experienced person on that particular team.

The Warehouse Team	Responsible for securing Venue
The Back Up Team	Responsible for securing Back Up Venue
The Safe House Team	Responsible for securing Safe House
Ticket Distribution Team	Responsible for onsite distribution / collection
Point Team	Responsible for securing Meeting Points
Admin Team	Responsible for smooth running of event
The Crew	The people/faces that make it all work

2. Location Etiquette

When selecting appropriate venues promoters should do their best too ensure the desired location is away from residential properties.

2A The venue must be inspected during the day and at night. Use stealth to inspect by night and return by day wearing business suits or other respectable attire.

2B Don't get spotted entering venue at any time otherwise abort operation.

2C Don't break into building until the actual day of event then replace all padlocks and chains with new ones.

2D Once Warehouse Team is in place; all vehicles must be locked inside venue until production completion. Minimise any activity outside the building.

2E If Warehouse Team must enter building during night time hours (ie: winter) all venue windows should be covered before any lighting can be switched on.

2F Warehouse Team manager must be onsite at all times. They carry all related photocopied fake documents pertaining to venue usage and event schedules. This person must be articulate and presentable as they must deal with law enforcement issues.

2G Someone must be assigned the task of keeping watch outside and issued with walk-talkie and cellular phone.

3. Location Health and Safety

The chosen location must not present any immediate health and safety issues.

3A Building must not be derelict.

3B If the building has broken windows ensure they're not visible from the outside and secure from the inside using strong backdrops or wood.

3C Remove anything that may inflict injury too members including rubble on the dance floor.

3D Ensure building is free of inflammable liquids, fumes or materials. If possible treat with non-inflammable chemicals.

3E Venue must have emergency exits with illuminated EXIT signs

3F Emergency exits must be free of obstacles.

3G Locate and secure office space for Admin Team

3H Make sure electricity is in working order or alternative supply nearby.

4. Emergency Venues

Nothing is guaranteed so with that in mind, it's advisable too have a back up venue at the ready in case of emergencies. It's hard enough to find a decent venue so the back ups are usually smaller than the original location.

4A Have back up sound/light crews waiting a short distance away from the back up venue. When certain the venue is going too crash call Back Up Team.

4B Back Up Team must include personnel prepared to break and enter the property.

4C The more time the Back Up Team has too prepare the production the better the end result.

4D Send Admin Team to back up venue before you send any people.

5. The Safe House

It's absolutely essential that promoters secure a Safe House too store the bulk of monies collected once all bills are paid.

5A Trusted hardened security team members keep watch over any cash taken from the party.

5B Keep all curtains drawn and outside activity kept to a minimum.

5C NEVER tell anyone where the Safe House is located and make sure that no-one follows you.

5D Change the Safe House with every venue you select for use

6. The Ticket

It's important that you find a company that can print tickets which are hard to forge. The ticket should carry specific security holograms and watermarked paper. Forgers will always find a way to print fake tickets though if you choose to use a professional ticket printer. Forgers will have trouble matching ticket colours, holograms and the watermark.

6A Ticket must carry correct dates, times and location details.

6B If it's not possible to print the venue address then publish premier phone number with venue details.

6C All outlets and agents must sign agreement that recognises they received tickets. Only one or two people should collect monies from the distributors.

7. The Meeting Points

Ensure the meet is a good distance away from the actual venue. In some cases the meeting point could be up to ten miles away. In these cases a planned route must be constructed that can guide traffic through the channels promoters want them to use. These points are very important and must not be lost to law enforcement. It's the Point Team's job too enforce the terms and conditions laid down by promoters.

7A Make sure the designated meets can withstand thousands of cars without causing a nuisance too other road users.

7B Control must be maintained at the meeting points so requires a person (s) that can galvanise the crowd and keep them under a leash. The Point Team must stamp their authority immediately and make themselves known to members. In some cases a speech may be necessary too capture their imagination.

7C Dangerous driving can not be tolerated and must not be encouraged. Provide members with suitable rules of engagement through various mediums including radio commercials.

7D Members must park in the allocated spaces provided by car parks or the Point Team.

7E The Point Team must provide members with straight forward directions to venues. In some cases maps will be given to everyone at the meeting points and in other cases members will be lead in convoy to venue.

7F The Point Team must not allow law enforcement officers to contain members by blocking roads. Immediate action must be taken and the venue address should be released (or another predetermined meeting point depending on crowd size).

7G Point Team must ensure clear passage for members once the venue address has been broadcast. This could mean taking control of main roads by directing traffic manually.

7H If any Point Team member gets arrested, they should assume the persona of a very low level worker that gets paid peanuts. No names No statement No chitchat.

7I Print or write large signs that read 'Genesis Meeting Point' for use in emergency.

8. The Strong Room

This is where the Admin Team is based for the duration of the event. For security purposes no unauthorised personnel can enter Strong Room.

8A One security member is placed inside the Strong Room whilst two more guard the entrance. Ensure that these security members are amongst the strongest on the team. In the event of an attempted armed robbery they must be willing too stand up against all foes (armed or unarmed).

8B This is where the money is counted so keep access too a minimum.

8C The Admin Team includes a variety of personnel that manage and coordinate the onsite production. All electronic communications between promoters, security and crew are conducted by Admin Team.

8D The Admin Team must be provided with contingency plans for emergency evacuation. They should be protected at all times along with any incriminating evidence. All evidence should be destroyed if no other option is available.

8E Admin Team is also responsible for paying onsite wages and bills too production companies, DJs and workers.

8F Do not store large sums of cash in Strong Room. Alternative arrangements should be made so that the money is transported too a SAFE HOUSE.

9. Law Enforcement

Once a meeting point has been declared police units will search the surrounding area for any signs of life. If law enforcement officers find the venue before the event has started, the Warehouse Team manager is expected to confront them.

9A Always remember that the police are trespassing on private property and therefore have limited powers without a search warrant.

9B You're not obligated too let police officers onto the private property so be firm but also polite.

9C Allow police officers too inspect the venue for any health and safety issues.

9D Warehouse Team manager should be protected by minders during contact with law enforcement.

10. Promoter Deals (In Case of Emergency Break Glass)

In the event of an emergency ie: The venue is discovered by law enforcement. Promoters can negotiate a ticket deal with its competitors.

10A The event must be on the same night as billed event.

10B Promoters should expect to give up 40% of ticket value.

10C An appointed agent must collect the visitor's tickets.

10D A team member should accompany the promoters to ticket outlets and agents when collecting ticket money.

10E Promoters cannot expect/demand their DJs take over the scheduled DJ Rota.

10F Promoters can also demand an advance from visiting promoters as tickets are normally sold outside venues and cash can be collected from ticket agents (not outlets).

