

## **The fortress underground workshop or**

### **the adventure “Level Zero - Paths of the Old Guard and *Pipavac*”- Tour of the Anti-mine System of the Petrovaradin Fortress**

The workshop is in fact some sort of expedition that goes deep into the core of war fighting, military border head commanding emperor king fortress of Slavonija and Srem - Petrovaradin fortress. You will feel almost 300 years old underground and together we will feel the scent of clay and dirt, inhale the dust and spirits of warriors of the past. We will hear our own heartbeats and the heartbeats of the ones who are near and feel the walls of one of the most beautiful masterpieces of military fortifications.

The 20km long hallways wait for us from which only 900m have officially been explored. There are 4 positions of defense line, over ten floors. We go on the adventure and with that become the members of the citizens workshop called *3D world* that explores the underground and fights for its preservation. If you have never heard about the dragon that cursed a soldier, about the well and the huge snake that eats up the curious and the treasure hunters, about the hidden golden Nazi train, about the tunnel underneath Danube, the lost forbidden love of Maria Brückner, about the tiger and Theseus from Petrovaradin that guards the underground and many more, you are in the right place to investigate it all with us.

#### **[DESCRIPTION]**

This workshop will introduce you to the short history of the fortress through centuries, its division, fortification names, the anti-mine warfare itself, levels, floor, defense lines positions, the secrets of the numbered boards of the centuries mapping, signs and signatures in the hallways, as well as the fortune of many people on the other side of law, nostrils and pores of the fortress, blind communication tunnels, mine fields...

You will peek into the underground that was ready to serve six military garrisons. You will see the daylight from some of 1200 armories and ventilation drains. You will step into the hallways that were unavailable for visits for almost two decades. After walking through all four lines of defense you will get to the “Kaiser well” where the emperor Joseph II drank water. You will hear some legends about the fortress, also you will be given the chance to guide the expedition, to be on the front or on the back of column. We will play (but we do not have to) not at all easy and naive game called “Pipavac” which the explorers of the “Old Guard” were playing on regular basis in the 60’s of the XX century. You will be on one occasion in complete dark with the rest of the expedition and try to hear the spirits of the past because, as the sources state, Petrovaradin fortress is one huge grave - place where about 70 people were buried on daily basis in the walls on the surface as well as the underground.

#### **[EXPEDITION]**

Expedition “Level Zero” is guided by experienced explorers and fortress lovers, the so called JFM UGRIP (*urban guerrilla warriors of the underground*) with over a couple thousand entrances to underground (which is a half year of life (or approximately 5000 hours) spent in the hallways).

#### **[RULES]**

##### **[PARKING AND MEETING]**

16:15. If you are coming by car you can park it on the big parking in front of the restaurant *Trag Rode* and *Mačka* in the foothill of the fortress or on the parking of the museum itself. We are going regardless of good weather, bad weather, Sun, snow, rain, storm, bombing, end of the world...

##### **[DURATION OF TOUR]**

- 2 hours.

### **[DRESS CODE]**

In addition to comfortable shoes and standard casual dressing (we are not going out clubbing) it is best to carry something two-layered (T-shirt + sweat shirt) because the temperature in there during summer is between 12 and 15 degrees Celsius.

It is best to carry sweat shirt with a hood and to tie hair with a hairband or a hairpin. You can put on a hat or a cap, but it is advised to wear it backwards inside because of the visibility and space perception in order to avoid hitting head or in case we wake up bats to avoid them to stuck in your hair. :)

### **[LIGHTING, CAMERA, VIDEO]**

We shall walk through a complete darkness.

- Carry your cellphones for the lightning and camera. Down in the fortress there is no signal, so the cellphones do not have their communication functions. :(
- Carry some flashlight, if desired.
- Light from the cellphone is usually enough.

### **[FOOD AND DRINKS]**

Having in mind that our “underground workshop” will happen between lunch and the conference dinner, you do not have to bring anything special to eat/drink. We shall provide you with a small bottle of water and an “energy bar”.

### **[CAUTION]**

- You are going on your own responsibility.
- We are heading to the complete darkness which is only somewhere mixed with lights from the armories, vents, and canon holders.
- If you are claustrophobic, you have the elements of panic and you cannot cope with the fear, do not come to the workshop and adventure.
- If someone feels fear during the tour and wish to go outside he will be lead out on the daylight in minutes.
- It is necessary to walk steady and slow. Turn on all your receptors, senses, and be careful on the rails that tour guide points out.
- “Deaf phones” and safety. It is important that whenever we come across any trap (short roof, hole, water, mud, turning, bat, etc.) you delegate the information about a trap to the person behind you.
- Taller people should be more careful and should not rush in some moments of tour to avoid hitting forehead or skinning top of the head while lowering from one level to another.
- Except bricks, dust, on some spots mud and water, earth from dents, you will be able to see dirt, remains of glass bottles, cans, and plastic bottles that we did not manage to carry out after the 20 tones that we already did.
- Many hallways are sprayed with signatures, signs, and hieroglyphics of treasure hunters and other amateur explorers.

### **[IT IS ALLOWED]**

- To light a cigar and smoke during the breaks.
- If someone cannot hold any more and needs to go to the toilet, he/she can freely say to be sent off to the nearest exit for his/her duty.

### **[IT IS NOT ALLOWED]**

- To start tour drunk or tipsy.
- To consume alcohol during the expedition.
- Littering is strictly forbidden and all the trash we make we will take with us.