

Mutant Vehicle Owner's Handbook & Event Operation Guide

2019



Final REVISION: August 14, 2019

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INTRODUCTION

THE HANDBOOK IS REQUIRED READING!

This is the 2019 edition of the Mutant Vehicle Owner's Handbook, REQUIRED READING for all Mutant Vehicle owners.

This Handbook outlines information every Mutant Vehicle owner needs to know and understand. We will update the Handbook between now until 2 weeks prior to the event. When the final version of the Handbook is published, download it and bring a printed or electronic copy to Burning Man for reference.

YOUR MUTANT VEHICLE INVITE LETTER

You should have received your Mutant Vehicle Invite email with your name, the vehicle name and vehicle registration number. You need this letter to start your on-playa registration process, and if you are towing your Mutant Vehicle you will need to provide this letter to the Gate staff.

Do NOT forget your Mutant Vehicle Invite email. We suggest printing out your letter and storing it with your Burning Man ticket!

If you do not have a copy of your Mutant Vehicle Invite email, please contact the DMV immediately at dmv@burningman.org.

AN INVITE DOES NOT GUARANTEE A LICENSE

Receiving an invite to bring your vehicle to the playa does not mean you are guaranteed a license. Many vehicles are given the benefit of the doubt based on their description and design image and are invited for inspection, but that does not mean they will pass the final review. Actual licenses are granted in Black Rock City if, and ONLY if, you pass the on-playa inspection.

Be sure that the vehicle you bring for inspection is a well-executed representation of the intent you described in your application.



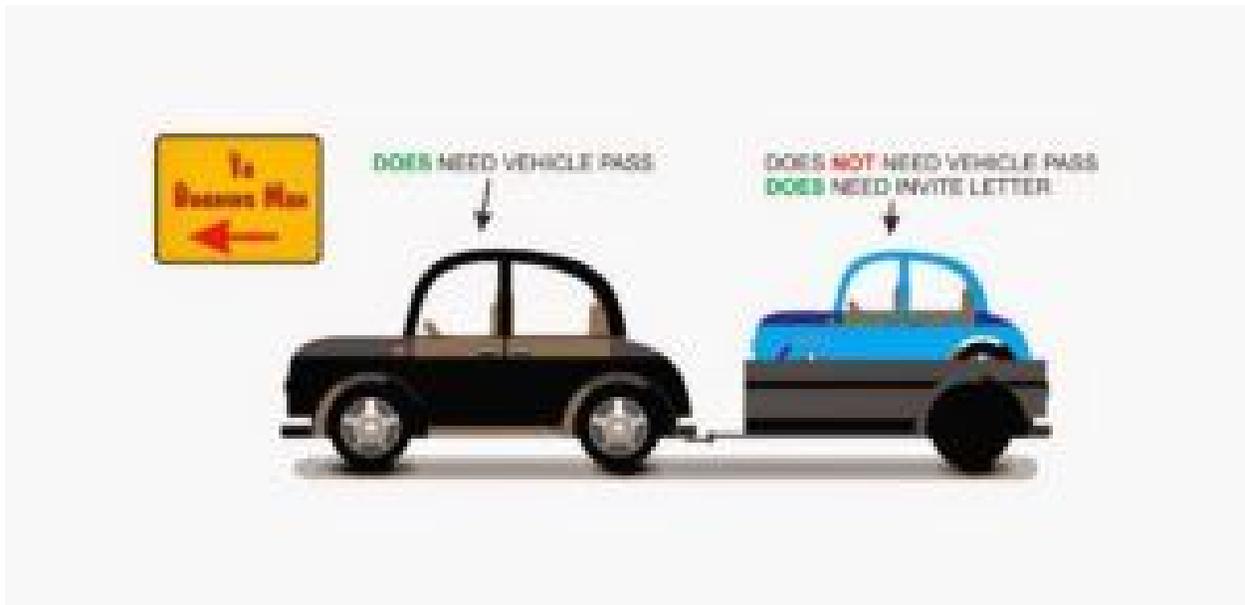
DESIGN SUBMITTED



VEHICLE AS IT SHOWED UP

[Avoid this mistake]

VEHICLE PASSES



All vehicles **driven** (as opposed to those on trailers or towed) into Black Rock City require a "Vehicle Pass". The Vehicle Pass system reduces the number of vehicles entering BRC by increasing the number of participants per vehicle.

Vehicles on trailers and those being towed into the event (e.g. Mutant and/or Disabled Persons Vehicles) do not need a Vehicle Pass as long as the tow vehicle has one. If you drive your Mutant or Disabled Persons Vehicle into Black Rock City, then it needs a Vehicle Pass.

If you do not have a Vehicle Pass, it can be purchased via the OMG Sale. You do not need to purchase a ticket at the OMG sale to purchase a Vehicle Pass.

Please see <http://tickets.burningman.org> for more information on the OMG Sale.

WORK ACCESS PASSES (EARLY ADMISSION)

If you requested Work Access Passes (WAPs) for assembling your Mutant Vehicle on-playa in your application, you should have received a confirmation email from the DMV noting whether you were granted EAs, how many, and for which days.

Please note: You may not have received as many WAPs as you requested, and they may be for different dates. Everyone permitted to enter BRC before the official start of the event **MUST** be working on their project(s), so your request may have been adjusted.

The initial WAP confirmation email from us is **NOT** your official Work Access Pass. The actual barcode passes are sent separately, from Burning Man ticketing team, no later than the second week of August. The DMV will send an email to all WAP recipients when the final WAPs are sent.

You will receive one uniquely-coded pass for each person. You may distribute these within your group as you see fit, but as the registered Mutant Vehicle owner, you are responsible for the conduct of anyone admitted with your WAPs. Do **NOT** duplicate them or give them to other groups.

You will **NOT** be admitted to the city before the gate opens unless you have a valid WAP. If you have a WAP, do not show up at the gate before the date listed on the pass or you **will** be turned away. WAPs are good from the date listed forward (for example: if you have a WAP dated for Tuesday, August 21st, it is good from that date or any date after that prior to the gate opening).

Every person in your vehicle needs a valid Work Access Pass and Burning Man paper ticket when you come to the gate. You can pick up any tickets held in WILL CALL before you reach the gate.

NO MUTANT VEHICLE CRUISING BEFORE EVENT OPENS

While the DMV will begin operation at 1:00 PM on Saturday pre-event for participants with Work Access Passes, no driving is allowed prior to the **EVENT START** on Sunday other than driving to and from the DMV (with your DMV invite letter on board) for the licensing process. The BLM is adamant that there is no general cruising allowed until the event starts at 6:00 PM Sunday.

A REMINDER FROM THE DMV AND PLACEMENT TEAMS:

Work Access Passes (WAPs) are for your Mutant Vehicle assembly crew and/or Camp infrastructure team to build your Mutant Vehicle and set up camp. They are *not* meant for a carpool or rideshare. They are *not* meant to be used for financial gain.

Burning Man has found instances where folks sold Work Access Passes. When we find these instances, THE ENTIRE CAMP OR MUTANT VEHICLE TEAM EARLY ADMISSION PASSES ARE VOIDED. Also , ANY PLACEMENT FOR THAT TEAM WILL BE CANCELLED.

WHERE EARLY ARRIVALS THAT ARE NOT PLACED CAN CAMP

If you have Work Access Passes but are not with a placed camp, you may ONLY camp between (G Street) and (L Street) outside of the blue flags prior to gate opening.

Camp outside the blue flagged zones to avoid reserved zones and then having to relocate your camp. Choose space for those physically present – not for friends arriving after the Gate opens. Holding space for anyone not present or without their own WAP is strictly prohibited.

GRAB NO LAND! LANDGRABBING IN OPEN CAMPING IS NOT THE SOLUTION!

A MESSAGE FROM PLACEMENT

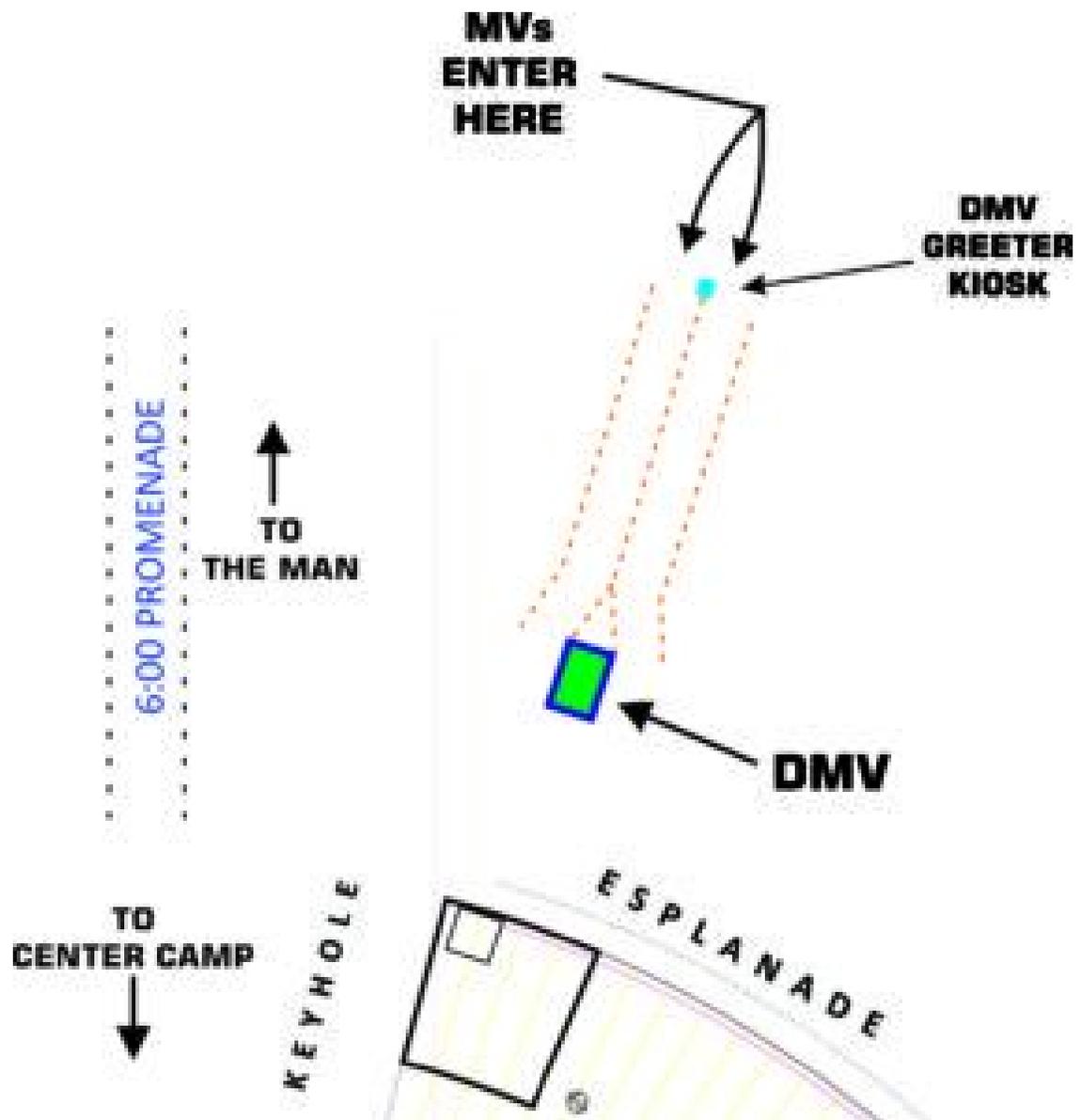
Setting up in open camping before Gate opens is okay for mutant vehicles who are in Black Rock City early with WAPs, and who are not part of placed camps including theme camps, villages, and mutant vehicle camps. Please do not camp on blocks within blue flags as those delineate reserved camping. If you have trouble determining where open camping is, please find event staff with a radio for Placement. Grabbing larger swaths of land for your friends without WAPs is not permitted. Please only take as much space as you need for yourself and grow organically as others from your camp arrive. Do not section off open areas with caution tape or other materials. Talk to incoming neighbors about the space you'll need for your friends and work together to ensure everyone gets what they need.

*Guess what? **LANDGRABBING IS NOT COOL!** Please keep Black Rock City open for other open campers and for people who don't have the privilege of being in BRC before the gates open!*

The Placement Team will be monitoring open camping for people who landgrab and may ask to see your WAPs to verify who issued them. Should we find people from departments, they will be escalated to the DMV and may affect your standing with Placement and the DMV.

VEHICLE INSPECTION AT THE DMV

LOCATION



(not to scale)

The DMV inspection area is located on the open playa approximately 100 feet from the corner of the Esplanade and the 1:00 side of the Center Camp Keyhole. When you arrive at the inspection area, a Greeter will meet you and direct you into an inspection lane.

Bring your vehicle to the DMV when it is **100% READY to be inspected**, not “almost done”. This includes Mutation, Lights, Flame Effects, Walkers, etc. Due to the large number of vehicles we need to inspect, the DMV does not have the time to review vehicles twice. The DMV will not offer a “second chance” to make changes if your vehicle is not complete when you show up for your inspection.

The person registering the Mutant Vehicle must bring a valid Driver’s License or other Government-issued photo ID to be able to register and receive their MV License.

DMV HOURS OF OPERATION FOR MUTANT VEHICLES

The DMV has new hours for 2019

SATURDAY, 08/24 1:00 pm – 10:30 pm
SUNDAY, 08/25 1:00 pm – 10:30 pm
MONDAY, 08/26 1:00 pm – 10:30 pm
TUESDAY, 08/27 1:00 pm – 10:30 pm
WEDNESDAY, 08/28 1:00 pm – 10:30 pm

THURSDAY, 08/29 3:30 pm – 8:30 pm
FRIDAY, 08/30 3:30 pm – 8:30 pm

SATURDAY, 08/31 11:30 am – 2:30 pm

NOTE: Sunday – Wednesday the DMV will open 11:30 am – 1:00 pm for **DISABLED PERSON VEHICLES ONLY**.

DAYTIME INSPECTION REQUIRED FOR ALL VEHICLES

Your **FIRST** visit to the DMV **MUST** be during daylight hours to complete all paperwork, inspection, and photography. We will not do night inspections for vehicles that have not been inspected during the day. This is true D, **EVEN IF YOU ARE ONLY APPLYING FOR A NIGHT LICENSE**.

NIGHT INSPECTION

All vehicles applying for a night license **must** return to the DMV after dark for a demonstration of your radical night illumination. For night inspection, please arrive at the DMV early enough before closing to allow your vehicle to be inspected. The DMV will close the line when we estimate the number of remaining vehicles will take us the amount of time until closing to inspect.

NO EMERGENCY VEHICLE LOOK-ALIKES

Burning Man does not permit vehicles that resemble an emergency services vehicle , including any vehicles decorated with red, blue or amber rotating/flashing lights or vehicles with sirens. During an emergency, participants **MUST** be able to differentiate between an actual emergency vehicle and a Mutant Vehicle or other vehicles.

LICENSE STICKERS

Licenses are a 12" x 3" bumper sticker to be placed on the rear left side (MANDATORY).

If your vehicle is approved for a day and night license, you will need a 12" by 6" space for two stickers **ON THE LOWER LEFT-HAND SIDE OF THE REAR OF YOUR VEHICLE.**

MUTANT VEHICLE CHECKLIST

The DMV will provide a checklist for all MV drivers as. a sticker that must be adhered to the vehicle in a location that is in plain view of the driver. The sticker is 3" wide and 4" tall. Please be sure that there is a suitable location for this sticker to be placed on your vehicle.

LARGE VEHICLES (PLAYA ONLY)

Any vehicle 13 feet wide or more OR 25 feet or longer will be designated Playa Only.

While a "Playa Only" vehicle CAN drive in the city proper, it can **ONLY** drive on the shortest route between its camp and the open playa with no turns. No other cruising or other driving is allowed within the city.

For example, if you are parking your vehicle along the "1" street, you would be allowed to drive from 10:00 or 2:00 (whichever was closest) along "1" to your camp and back the same

way....unless you couldn't turn the vehicle around, so then you would be able to go along "I" the same original direction until you hit the playa.

FLAME EFFECT INSPECTION

If your Mutant Vehicle has Flame Effects (FE), it must be inspected BEFORE you can operate the FE within Black Rock City. The Fire Art Safety Team (FAST) conducts vehicle inspections in "Salem's Lot" which is located at the corner of the Esplanade and the 1:00 side of the Center Camp Keyhole. Signs indicate the location of Salem's Lot.

FE inspectors are available from 2:00 pm-6:00 pm, Saturday 08/25 through Friday 08/31.

For questions or concerns regarding Flame Effects, please email:

dmv-flame-effects@burningman.org

LASER INSPECTION

If your Mutant Vehicle is equipped with ANY type of Laser Effect (LE), it must be inspected BEFORE you can operate the LE within Black Rock City.

The Laser Art Safety Team (LAST) will contact all vehicles that applied with lasers and will arrange to inspect your vehicle by appointment..

OPERATING YOUR VEHICLE IN BLACK ROCK CITY

DON'T SAY WE DIDN'T WARN YOU!

Failure to follow BRC's driving protocol may result in any or all of the following;

- Revocation of your Mutant Vehicle license
- Ejection of the vehicle from the event
- Fines
- Ejection of the vehicle's owner from the event without refund
- Denial of future Mutant Vehicle Licensing

ON-PLAYA OPERATING POLICIES

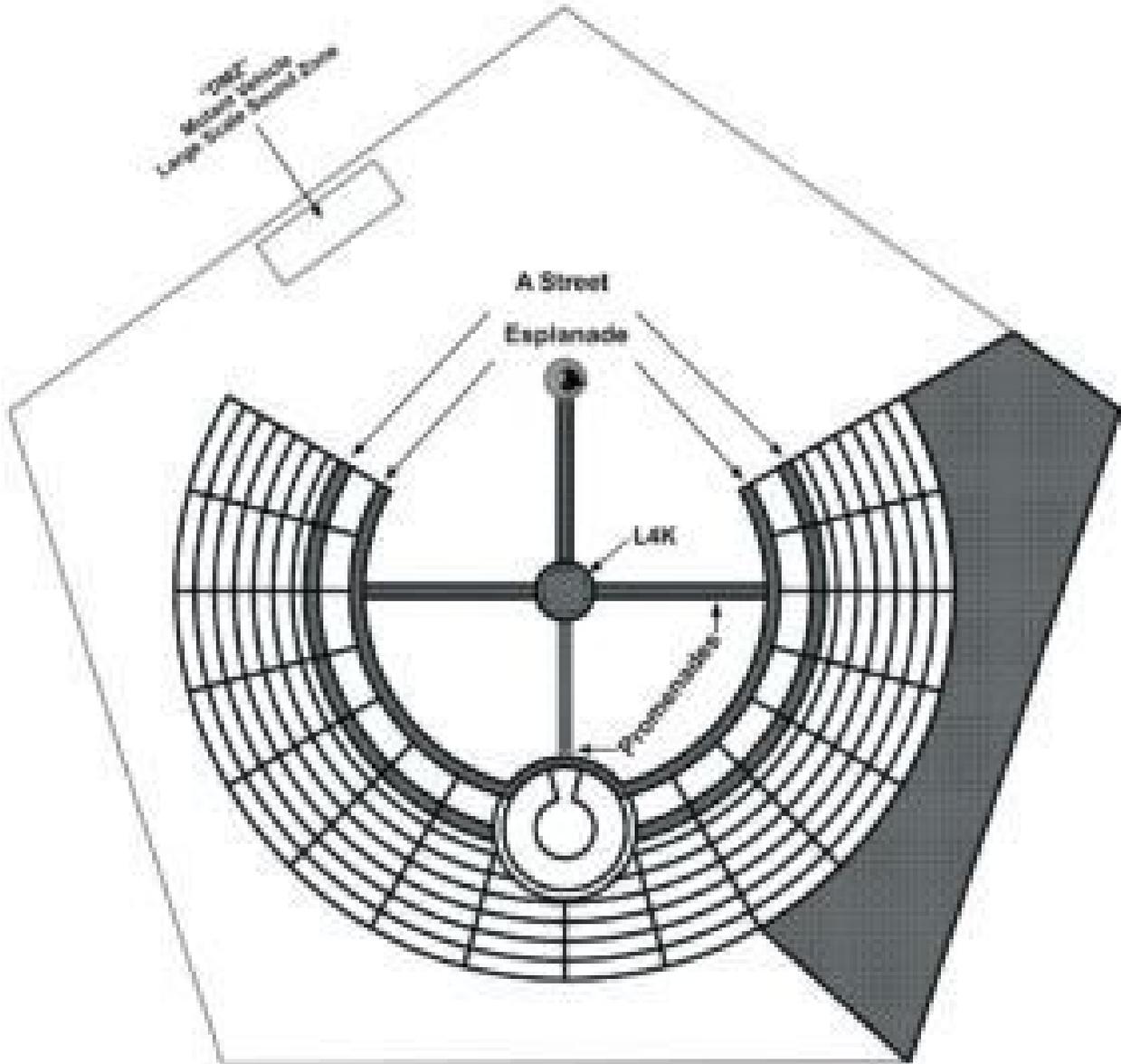
The decision whether or not to grant a license for a Mutant Vehicle to operate at Burning Man is within the sole discretion of the Black Rock City DMV, and it may revoke any issued license for any reason. You agreed to obey BRC driving rules when you originally applied for your license; you will sign the agreement again when you get your license.

Here is a reminder of some of our core driving policies:

- Be sober while driving: If you are caught driving your vehicle under the influence of drugs or alcohol, then you can be arrested and charged with driving under the influence on federal property. You do not want to find yourself in this situation! Be sober while driving!
- Obey the speed limit: The maximum speed limit in Black Rock City is 5 MPH on . all city streets AND the open playa.
- No driving during whiteouts: If you are in your vehicle and away from your camp during a whiteout, stop where you are and wait for the white out to clear.
- Turn down your sound system while driving on city streets:
Be respectful and turn your music down while in the city... especially at night and/or in quiet areas (e.g. Kidsville).

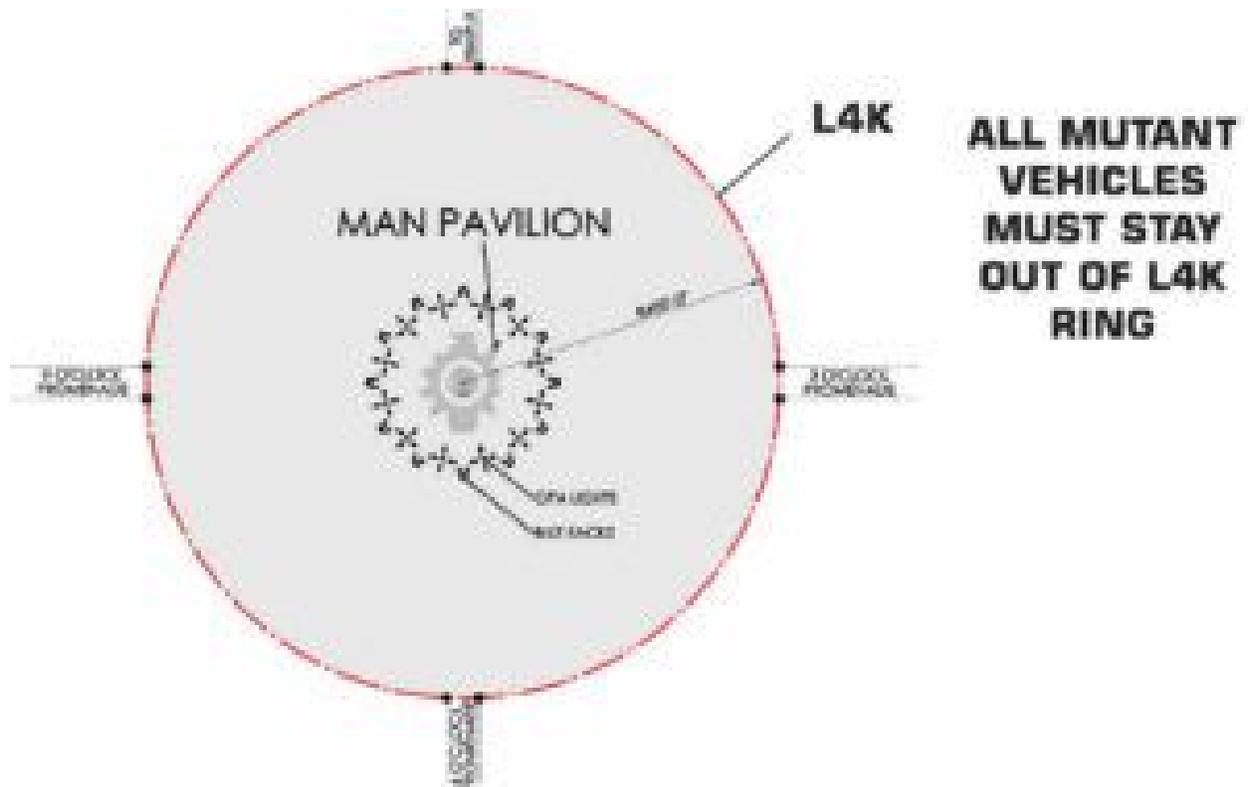
NO DRIVING AREAS

NO MUTANT VEHICLE TRAFFIC PERMITTED IN SHADED AREAS



Mutant Vehicles may not be driven on pedestrian-only streets, including the Esplanade, the Promenades at 3:00, 6:00, and 9:00, inside L4K (the lighted circle around the man), and any area specifically marked "Pedestrian Only". A final Black Rock City map with designated no-driving areas will be included on the back of the Mutant Vehicle Agreement form you will sign when you arrive at the DMV.

NO MUTANT VEHICLES INSIDE L4K RING



The last few years a number of Mutant Vehicles were driving within the L4K ring. The L4K is the lighted ring that circles the Man 400 feet from the center of the Man Pavilion, also marked by the lantern poles on the 3:00, 6:00, 9:00, and 12:00 promenades. This area is off-limits to Mutant Vehicles. Please note, there will be stricter enforcement of this rule this year. Please make sure to stay OUTSIDE of the L4K Ring.

NOTE: Disabled Persons Vehicles are allowed within the L4K ring but MUST enter through the promenade entrances.

DRIVING AT THE EVENT WITHOUT A DMV LICENSE

Your first stop once your Mutant Vehicle is ready for operation IS the DMV. If a Ranger or law enforcement official sees you driving without a Mutant or Disabled license, and you are not obviously on your way to the DMV for inspection, you will be directed back to your campsite, and risk impound of your vehicle. If your vehicle is not ready for inspection, or you have been inspected and did not pass,...leave it parked.

SOUND POLICY

Please see the full MV Sound policy here:

<http://burningman.org/event/art-performance/mutant-vehicles/sound-policy/>

Mutant Vehicle sound systems are classified into three levels.

- Level 1: Normal car stereo / average living room (under 90 dB at a distance of 30 feet from the speaker)
- Level 2: Dance club or theater (90 dB and up at a distance of fewer than 100 feet)
- Level 3: Large dance club, arena, or stadium (100+ dB at a distance of 100+ feet)
(Note: All decibel levels refer to maximum potential dBA.)

The dB levels are intended as guidelines, more importantly is the impact your vehicle's sound has on your surroundings.

- Vehicles with Level 1 systems may play anywhere in Black Rock City but must be mindful of volume and surroundings, especially in quieter areas of the City or late at night.
- Vehicles with Level 2 systems may only play at high volume on the open playa (not on or pointing into the city streets) and must be mindful of where they are and turn the volume down when appropriate — e.g. around art pieces, burns, etc.
- Vehicles with Level 3 systems may ONLY play at high volume by the Large Scale Sound Camps on the 2:00 and 10:00 sides of the City, with speakers pointing out to the deep playa or the DMZ.

If you receive more than two warnings about your sound system, you may lose your Mutant Vehicle license and the right to drive your vehicle for the rest of the event.

DANCE MUSIC ZONE (DMZ): LEVEL 3 SOUND MUTANT VEHICLE PARKING

Burning Man has established a deep playa zone where Mutant Vehicles with Level 3 sound systems can park for more than 3 hours and up to 12 hours. The zone will be 5,340 feet from The Man between the 10:30 and 11:15 clock positions with banks of toilets at each end. This distance out follows the arc of Kronos Street. The length of the arc is 1,747 feet. Art placement will be modified to accommodate this zone.

The Dance Music Zone is large enough for several Level-3 sound vehicles. Their speakers must be turned away from the city. The “no encampments” policy still applies: no camping or

setting up speakers or other types of structures on the ground. Of course, leave no trace practices still hold.

We hope the DMZ continues to allow enjoyment of big sound vehicles while limiting the impact of deep playa gatherings on other members of the community including art installations, sound camps, the Temple and other non-partying participants, and that the DMV will promote public safety, sanitation, and our leave no trace principle.

YOUR VEHICLE AND THE COMMUNITY

The DMV receives a lot of feedback every year from Black Rock Citizens about Mutant Vehicles. An ongoing concern is that Mutant Vehicles are often perceived as 'exclusive'. We've heard a number of stories about someone seeing a Mutant Vehicle in deep playa and asking for a ride, only to be told "sorry, this is a private party," or something to that effect.

We recognize that not all Mutant Vehicles are designed to carry passengers, but for those that do, we encourage you to share your vehicles with others and give rides to those that need or ask. This is a great way to meet people and a wonderful show of community. Proper etiquette should be followed; our hope is you will make your vehicle available for all participants to ride your vehicle as long as it is safe and reasonable to do so.

Private Parties / Thank You Cruises

We recognize that many Mutant Vehicles are large, ongoing endeavors that require a lot of time and resources to bring to the playa each year. We know that many Burning Man Theme Camp and Mutant Vehicle projects use crowdfunding campaigns (like Kickstarter and Indiegogo) to help fund their projects. One of the main concerns regarding crowdfunding rewards is one of 'selling rides'. A common reward is a 'private cruise' for donors, which can easily be misinterpreted.

We support crowdfunding and using the "Thank You Cruise" as a reward. We also support MV Owners cruising with their friends and campmates – with the caveat that you should only do so for **ONE DAY/NIGHT** during the event and be very clear that is what is happening when talking with other participants. ("We're out with members of our camp tonight, but if you stop by at sunset tomorrow, we'll be happy to take you for a spin. Here's our address!")

Please note, however that Burning Man Tickets and/or Vehicle passes may NOT be included as rewards as part of any fundraiser. The ticket terms and conditions state:

“BURNING MAN EVENT TICKETS AND VEHICLE PASSES MAY NOT BE SOLD FOR ADDITIONAL MARKUP BEYOND THEIR FACE VALUE OR UTILIZED TO PROMOTE OR RAISE FUNDS FOR ANY PROJECT, ENTITY, OR INDIVIDUAL.”

BAIT (BURN AREA IMPRECISE TRANSIT)

“Want a ride? Take the BAIT! It will eventually get you somewhere!”

We can not do it without YOU!

BAIT is designed to promote an interactive culture between participants and mutant vehicles.

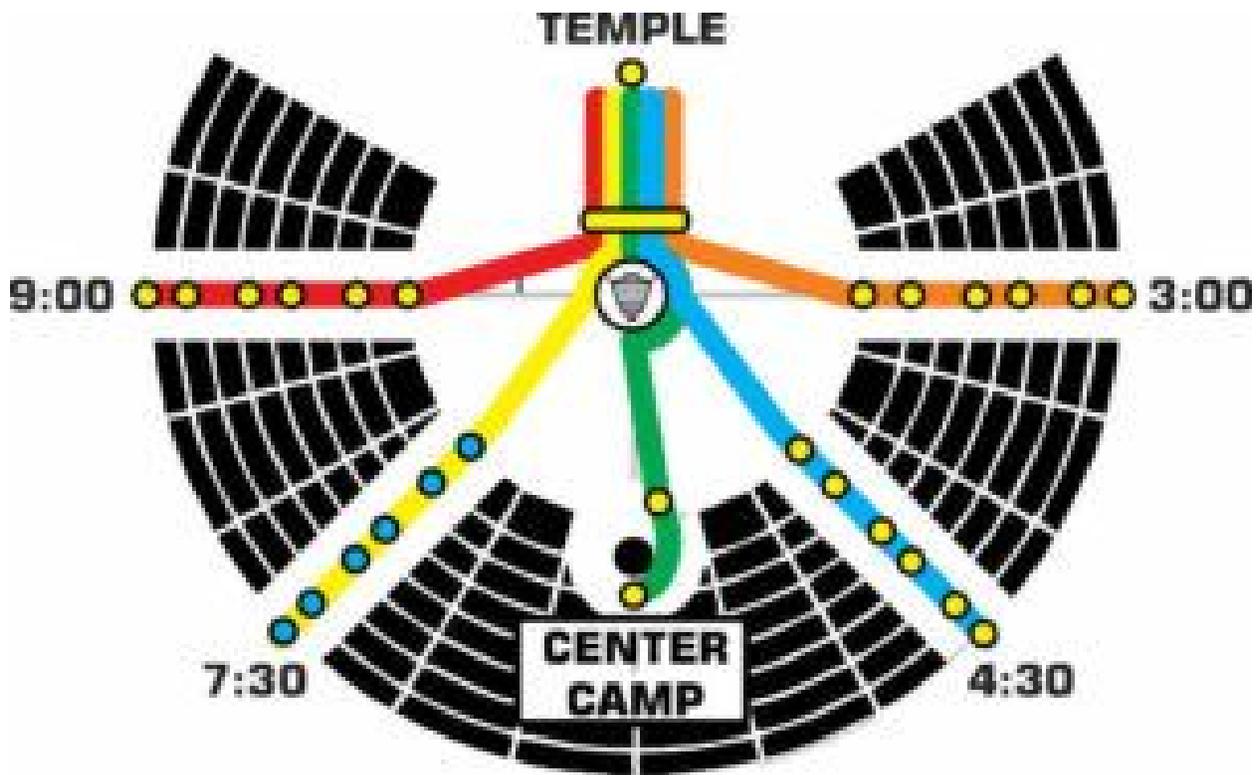
- Through education and action
 - Add transparency to the relationship between riders and Mutant Vehicle(MV) owners
 - Increase inclusivity at Burning Man by making it easier for participants to get rides on Mutant Vehicles.
 - Raise awareness that MV rides are a part of the Gift Economy and that rides require consent.

The Burn Area Imprecise Transit (BAIT) program is returning to Black Rock City this year. Our mission is to promote ADVENTURE, COOPERATION, and CONSENT in regards to riding Mutant Vehicles. BAIT is an opportunity for you to share your art, your Mutant Vehicles with the other citizens of our loved city. We have added a 9:00 PM time slot to all the routes.

As a Mutant Vehicle operator, your contributions to Black Rock City make us the most creative volunteer public recreation system on the planet! This year, we want to connect as many citizens as possible of BRC with Mutant Vehicles through BAIT (Burn Area Imprecise Transit).

We are excited to be promoting the BAIT program to a wider audience this year in hopes of increasing interactive ridership, with entries into the Spark Plug, and possibly the Jackrabbit Speaks, the WHAT WHERE WHEN guide, and Public Service Announcements on Burning Man Information Radio (BMIR) throughout the event,

BAIT ROUTES



BAIT has 5 routes from the city to The Man and The Temple and back again. To make BAIT viable we need to fill 300 route slots with Mutant Vehicles. For each route, we'd need a Mutant Vehicle to sign up to drive at least 2 of the routes along the 3:00, 4:30, 7:30, and 9:00 radials, with stops at L, J, G, E, B, Esplanade, the Man and The Temple. There is also a route from center camp to The Man and The Temple. Each route takes approximately 60-90 minutes depending on traffic. We will ask that you wait a few minutes at each stop to allow people on and off your vehicle.

BOARDING ASSISTANCE

The stops at The Man and The Temple will have ramps available to assist in boarding your Mutant Vehicles. These 12' long ramps are provided by the **Stair-Ramp to Heaven** project but are being referred to as "Consent" ramps.

BAIT Q&A

- **Q: *Is BAIT mandatory?***
A: No, however it is encouraged
- **Q: *Do I have the right to refuse boarding?***
A: Yes if someone is visibly too intoxicated or being rude. On that note you can also ask someone to disembark if they become too intoxicated or are being harassing or rude

- **Q: *What happens if I don't show up?***
A: If you are unable to run your route for whatever reason, please let the DMV know. There will be other vehicles on that route at the same time that will be able to assist riders.
- **Q: *How long should a round trip route take?***
A: Each route on a radial 3:00, 4:30, 7:30 and 9:00 will take approximately 90 minutes. The Center Camp route takes about 60 minutes. Your mileage may vary. You are not on a strict timeline so if you need to hold for a few minutes to help someone board, you break down or some other unexpected thing happens (it is Burning Man after all) don't feel like you have to rush.
- **Q: *Can I bring people from my own camp with me?***
A: Of Course, but remember to save an ample amount of space to take on riders.
- **Q: *How long do I have to stay at each stop?***
A: We ask that you wait at each stop for 3-5 minutes to allow anyone that may be close to catch up with you. Also feel free to let anyone that may be around, standing around, or milling about, that you are there to give rides and they are welcome to join.
- **Q: *What if I'm full?***
A: If your vehicle is full we ask that you continue to stop briefly if someone is standing at the stop and let them know you are full. Hopefully if that happens there will be someone behind you that has more room.
- **Q: *Will anybody from DMV be at the stops?***
A: There will not be anyone taking count or checking up on you. There maybe DMV folks that want to take a ride so they might be there. They may or may not identify who they are. DMV people like to have fun also!
- **Q: *What if I can't make the return segment (ie, car trouble)?***
A: If you run into a problem look for other vehicles that have the BAIT flag. Hopefully they will be able to take your folks back to where they started. This is a ride at your own risk situation. No different than any other time you are driving on playa.
- **Q: *Can I do additional BAIT runs once I am on playa?***
A: We encourage all BAIT volunteers to pick up riders whenever they (you) can. You can also use the BAIT Runs to enter and exit the city, picking up people as you go. But if you do not intend to complete a full run out and back, please let people boarding know.
- **Q: *When do I have to sign up for BAIT?***
A: You will receive an email from the BAIT team with directions on how to volunteer.
- **Q: *Can I sign up on Playa?***
A: We don't have a sign up on Playa option at this time. However if you did not sign up

and want to run a route feel free to do so. We would love to get as many vehicles as possible stopping and picking up people.

BAIT SCHEDULE

Mutant Vehicles begin their Routes on “L” *Labyrinth* or Center Camp at 12 noon, 3pm, 6pm and 9:00pm (new for 2019!). The DMV will provide BAIT FLAGS for the MVs to display.

Bait signup information will be sent out shortly and the link will be provided in the next revision of the handbook.

SERVING FOOD OR ALCOHOL

If you are serving food or alcohol to the public from your Mutant Vehicle, you may need a permit from the state of Nevada. Please visit the following website for more information:

http://dpbh.nv.gov/Reg/Temp-E/Temporary_Events_Home/

It is a misdemeanor to serve alcoholic beverages to anyone under 21 years old in Nevada. The law applies if the alcohol is gifted or sold. Law Enforcement has been known to use sting operations. Know the laws about serving people alcohol and follow them, or you may end up being fined or arrested.

SAFETY RULES

BOARDING SAFETY

- Boarding is permitted only at full stop and NEVER between Vehicle and Trailer
- Mutant Vehicle Operators should ensure their vehicle is at a full stop before allowing participants to board or exit, and not while it is in motion.

TRAILER SAFETY

All Mutant Vehicles that have a trailers of any kind must have a barrier in place that prevents any person from intentionally or unintentionally entering the space between the trailer and the tow vehicle, (or between one trailer and the next trailer.) This barrier must have a minimum

height of no more than 12 inches from the playa surface and a maximum height that is EITHER equal to the maximum height of the Mutant vehicle (for very low vehicles) OR no less than 36 inches above the playa surface. The barrier must be in place before the vehicle moves and must remain in place when the vehicle is in motion. Regardless of how they are constructed, trailer barriers must be strong and secure enough to block passage of people trying to walk (or unintentionally walk) through the hitch area.

No vehicle or trailer ingress or egress location (door, ramp, steps or other entrance) may be located in the space between the trailer and tow vehicle (or between two trailers), unless provisions are in place which will prevent motion of the vehicle while passengers are loading and unloading. No ingress/egress from second levels (eg. ladders, stairs) is permitted to be in the space between a trailer and tow vehicle (or between 2 trailers) at any time. At all times after sunset, the space between the trailer and the tow vehicle, and between one trailer and the next trailer, must be self-illuminated and will discourage any person from intentionally or unintentionally entering the space.

Examples of valid trailer barriers:

<https://burningman.org/dmv-trailerbarriers-2/>

NOTE: Trailers with barriers that are deemed insufficient to block passage into the hitch area will not be licensed by the DMV.

FUEL SAFETY

For the safety of passengers and crews, Mutant Vehicles may not carry extra liquid fuel. Portable gas cans are not to be carried on Mutant Vehicles unless the vehicle is traveling between the fueling station and camp.

WALKERS / SPOTTERS REQUIRED FOR VEHICLES WITH LIMITED VISIBILITY

As Black Rock City is a pedestrian city, all vehicles must yield to pedestrian traffic. To do this safely, vehicles that are large, long, or where the driver does not have a clear view of the front and back of the vehicle, must have walkers and/or spotters when the vehicle is in motion. The walkers and/or spotters must have direct communication with the driver and be in a position that they can stop participants from entering dangerous areas around a vehicle while it is in motion.

The number of walkers and spotters required varies per vehicle, and must ensure safe navigation. The walkers and/or spotters must have identifying markings or attire that associate them with their vehicle. Examples of markings/attire include: reflective safety vests, brightly colored or reflective hats, brightly colored or reflective bandanas, brightly colored or reflective shirts.

A video surveillance system cannot be substituted in place of walkers. Walkers or spotters cannot replace a trailer barrier.

MUTANT VEHICLE PERIMETER GUIDELINES DURING BURN EVENTS

Below are the Black Rock Rangers' guidelines for Mutant Vehicle perimeters during the Man and Temple Burns and other large Burn events.



Before the Man and Temple burns, the Rangers place orange stanchions, or the "Orange Line", that mark the outer perimeter for Mutant Vehicles.

Most of you already know how and where to place yourselves, and we thank you for being such wonderful Burners! This is to help formalize that knowledge, assist new MV's, and make it easier to determine a safe minimum distance for your MV.

The closest safe viewing zone around the Man/Temple/Other Burn is reserved for participants only. From the participant perimeter, as established by the Artists or Perimeter Rangers, it is approximately 90 feet deep.

However, the Esplanades around the Man and Temple at 3:00, 6:00, 9:00 and 12:00 are fire lanes, and for emergency vehicle access only. They are to remain clear of both participants and MV's before and during the burn event.

Each Mutant Vehicle has their own perimeter line, according to their size (and guidance from the BLM). These lines can be roughly determined by the number of steps, or paces, from the participant perimeter line out to MV space.

We call these the PACE LINES

- The **40 PACE LINE (120 ft)** is the perimeter line for small (cart-sized) MV's.
- The **50 PACE LINE (150 ft)** is for medium (car-sized) MV's.
- The **70 PACE LINE (210 ft)** is for large (truck-sized) MV's.
- The **100 PACE LINE (300 ft)** is for the largest (bus-sized) MV's.

The only exception to the above guidelines are for small, cart-sized Disabled-Licensed Vehicles, whose seated participants cannot see over standing participants. They may park at the rear of the participant crowd that is sitting on the playa, but may not group together in a way that might create a barrier.

HOW TO FIND YOUR MV'S PACE LINE

HOW TO MARK OFF DISTANCES

The average human stride, or pace, is about two to three feet long. By becoming a human yardstick, you can walk off distances yourself. 50 feet would be about 20-25 paces, and 100 feet about 40-50 paces.

From the participant perimeter, walk the appropriate number of paces for your MV size, and you will be about where, at minimum, you may place your MV.

As more participants and MV's arrive, and it becomes too difficult to walk off the paces, surrounding MV's may provide a rough guide for placing your MV.

Please be mindful of the view of those around you when you place your Mutant Vehicle.

Also, please keep clear participant and MV through paths between your MV and the MVs around you, especially along the Orange Line. The pathways should be wide enough for an emergency vehicle to pass through.

Ranger teams are available to help manage the through paths and to assist with Mutant Vehicle placement concerns.

DURING THE BURN — FIRE WARNING

Every large Burn event has falling embers, usually between 12:00 and 3:00. These embers can, and have, set an MV on fire.

If your MV is capable of catching fire from a heavy ember, place it away from where the prevailing winds might carry those embers.

If an ember falls on your MV, watch and protect it, and do not leave it unattended. If possible, and without endangering participants, move it out of the way staying within the 5-mph speed limit.

2019 ANNOUNCEMENTS AND INVITES

ART CAR SHOW AND TELLS

Greetings Mutant Vehicle Owners!

This year, in our continuing effort to evolve the Mutant Vehicle Art form, we are inviting you to become a part of the Art Car Show and Tell. The plan is to gather 20 or more Mutant Vehicles per day on Monday, Tuesday, Thursday and Friday for an hour and a half starting at 11:30 AM at to be determined locations around the playa. Playa time, the show should end at 1:00 PM followed by a departure of epic proportions.

After checking in, there will be three, 10-minute windows to showcase three crowd-selected MV's in a question and answer session followed by a general question and answer session for the rest of the gathered individual Mutant Vehicles to finish out the show. You will get an opportunity to talk about how and why you built your vehicle, your inspiration, how it's used and many other questions citizens bring to the show.

So, sign up your beloved MV and polish your presentation face to gift a talk about your passion on playa with a bunch of curious and wondering burners that want to hear from you!

To volunteer please email Greg Barron at gbarron@hiwheel.com and let us know the day or days you plan on attending.

We can't wait to hear from you and to see you in the Dust!

PLAYASCAPE PROJECT

Calling all Burning Man Sound Cars!

Meet Playascape - a playful interactive new landscape for Burning Man 2019.

Our undulating structure invites burners to explore, play, dance, elevate and seek shade on the playa; and a perfect spot for your Sound Cars to rock up and be met by a vertical landscape of dancers, raving to interactive lighting. Come join us and help create some magic moments on the playa!

More info: <http://www.atmosstudio.com/PlayaScape>

Your Sound Car could be big or small, have a mind-bending sound system on board or just a great visual presence. If you want to come play with us, we'd love to hear from you - let's talk.

Please email sassan.darvish@gmail.com, cc'ing mail@atmosstudio.com with:

- Art Car name
- Website/Facebook/Insta etc. (including images or plans)
- Contact details
- Car Size (S/M/L)
- Sound & light specifications

(DMV NOTE: Mutant Vehicles may play at art projects for a maximum of 3 hours and always make sure to get an artist's permission before playing at an art installation.)

FERNLEY ART CAR PARADE

Hello, Mutant Vehicle teams!

Come Pre-kick off your Burning Man in Fernley with a Mutant Vehicle, Art and Car show! Fernley ACES -Art Cultural Event Squad is hosting a parade and car show and will be hoping to turn it into an annual event! Fernley residents would love to know more about Burning man Culture and its art. Come share your stories and show off your creativity!

The parade will be scheduled August 24th 2019 at 10 am. The parade will start at the corner of Main Street and West Street. There are vacant lots for you to assemble your mutant car. You are welcome to assemble them Friday evening and leave them there overnight to be ready for the parade Saturday morning. The parade will end at the round about where you can proceed to

the out of town park. There will be parking at the park to showcase your Artistic Creations. They will have vendors for many different styles of food. There will be tables of art and crafts being sold, henna tattoos, a massage chair from a local masseuse. We are hoping for more to come as well.

There will be no entry fees for this event. Its an easy sign up with just a little information needed from you, so that we can know how many to expect and how to better help and place you. We'd love to hear from you and see you there!

To sign up for the parade, the car show or both email us at FernleyACES@Gmail.com.

Look at our Facebook page to learn more about us! Thank you, Fernley ACES.

<https://www.facebook.com/FernleyACES/>

HEaT (HEAVY EQUIPMENT AND TRANSPORT) REQUEST SIGN-UP

Each year the DMV receives a number of requests from MV Owners for assistance/use of BRC Heavy Equipment (Fork Lifts, Cranes) in assembling their vehicles on-playa.

The Heavy Equipment at BRC is first and foremost dedicated to the building of the Man, the Man Base, funded art installations, and BRC infrastructure. The Heavy Equipment and Transport (HEaT) team ihas limited ability to assist Mutant Vehicle owners and theme camps with their needs. (Note that in years past, HEaT volunteers have worked on their days off to help camps and MV owners with their equipment needs.)

ASSISTANCE IS NOT GUARANTEED

If you need heavy equipment assistance your very first recourse should be to work with other camps/MV owners to coordinate shared resources among multiple groups. The ePlaya is a great resource to work with other MVs/camps to pool resources.

<https://eplaya.burningman.com/viewforum.php?f=286>

If you still would like to request assistance from HEaT, please understand that while they will ATTEMPT to assist, they may not have the time to do so.

DO NOT ATTEMPT TO CONTACT HEaT DIRECTLY. To request assistance, please go to the following link and fill out a HEaT Assistance Request Form:

<https://www.surveymonkey.com/s/DMVHEAT>

The DMV will contact you regarding your request.

JOIN THE ART CAR REGATTA!!!

NOTICE of MV REGATTA

Date: Wednesday, August 28

Time: 4:20 PM. please arrive by 4. Ends by 6/sunset.

Where: The Man perimeter/4:20 radial." Ha-Ha Harvey" speed boat leads the way.

What: The Black Rock City Boat

Club cordially invites all nautically themed, naughtily minded, really ANY art cars to join us for our annual wandering parade around the playa. We will end at a TBD art structure and will provide a DANCE MUSIC post race party!

Why: Be there or be flogged, you land lubbers!!

Questions/RSVP: contact Louie LaBamba at elipro@sbcglobal.net

707-334-7508

THANK YOU!

Thanks for taking the time to read this and understanding all of the rules for Mutant Vehicles.

If you have any question about any of the material above, please contact the DMV at:

dmv@burningman.org

