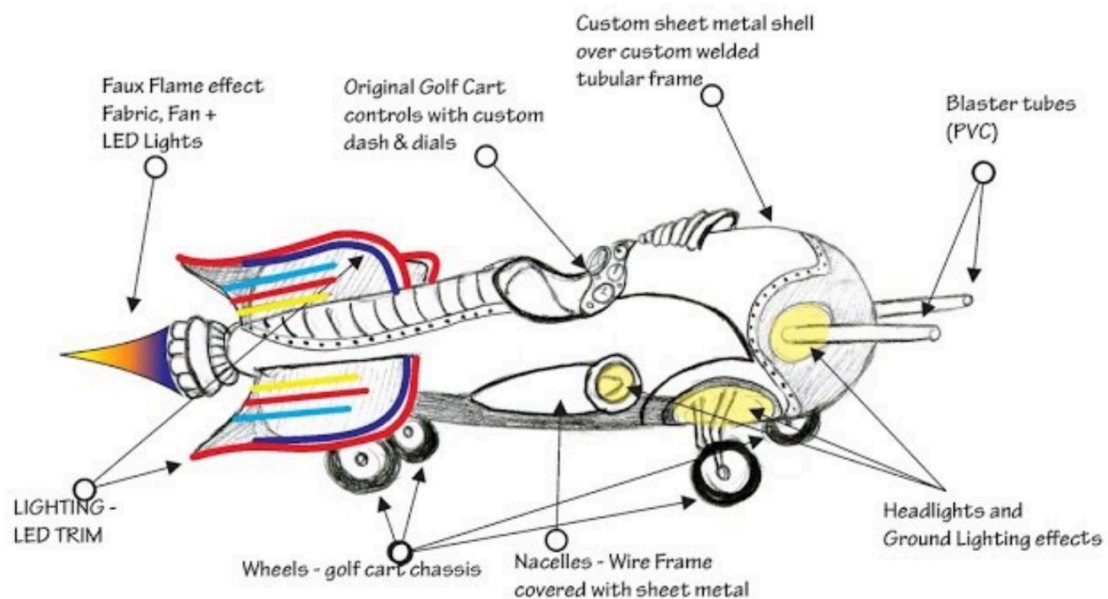


Mutant Vehicle Owner's Handbook & Event Operation Guide

2025

TOMORROW.... **TODAY!**



2025 FINAL VERSION

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INTRODUCTION

THE MUTANT VEHICLE OPERATOR’S HANDBOOK (MV FAQ)

This handbook is your comprehensive, step-by-step guide to bringing a Mutant Vehicle to Black Rock City. We've designed it to answer the questions most frequently asked of the Department of Mutant Vehicles (DMV) throughout this process.

We update this handbook every year with the latest information, rules, and requirements that Mutant Vehicle teams must follow.

To help you navigate the journey, this guide follows the process from beginning to end. It starts with the initial application and concludes with the rules for operating your vehicle on the playa. This way, Mutant Vehicle teams will know exactly what's needed, when, and how to work through the entire process from start to finish.

THIS HANDBOOK IS REQUIRED READING!

This handbook contains essential information that every Mutant Vehicle operator needs to know and understand. We will update it throughout the year, and we'll notify all invited Mutant Vehicles when the final PDF version is published and ready for download. You'll want to bring either a printed or electronic copy with you to Burning Man for easy reference.

PRE-EVENT

MUTANT VEHICLE CRITERIA & LICENSING

Understanding Mutant Vehicle Criteria Before You Apply

We get it—you pour your heart, time, and resources into your Mutant Vehicle, and the last thing anyone wants is a "Not Invited" notification. To help you navigate the process and increase your chances of rolling onto the playa, we can't stress this enough: **please do your homework and thoroughly understand the Mutant Vehicle criteria before you even begin designing or building.**

To minimize disappointment and help you succeed, we're here to provide clear communication every step of the way. Our detailed [Mutant Vehicle criteria](#) are available year-round, and the DMV team is always ready to answer your questions *before* you start construction. By aligning your vision with our guidelines from the very beginning, you'll be much more likely to receive that coveted invitation to Black Rock City.

You'll find the criteria for vehicles eligible for invitation and licensing as Mutant Vehicles covered in depth on the [Mutant Vehicle Criteria And Licensing Page](#).

To apply to bring a Mutant Vehicle to Burning Man, you must fill out an application. Registration for Mutant Vehicles is open from February until mid-April each year.

After you've read and understood all of the Mutant Vehicle Criteria, you'll need to go to the Questionnaire site for this year's exact registration dates and fill out a Mutant Vehicle application:

<https://profiles.burningman.org/participate/brc/>

Mutant Vehicle Application Review

After you submit your Mutant Vehicle Registration form, the DMV Review Team will carefully assess your application against our criteria. Once we've reached a consensus on whether your vehicle meets the Mutant Vehicle Criteria, we'll notify you. If it does meet the criteria, you'll receive an email inviting your vehicle to Black Rock City. If it doesn't, we will send you a detailed message explaining why.

The DMV Review Process is as follows:

1. Registration Period

The Mutant Vehicle Registration period typically runs from February until mid-April. We usually receive more applications than the number of invitations we can extend. For this reason, the DMV generally doesn't accept late applications or appeals on invitation decisions.

2. Application Review

- The DMV begins reviewing applications in mid-March. The DMV Volunteers meet in Review Teams in groups of up to 25 for 2-hour review sessions and consider each vehicle application within the context of all the qualified applications we have received. Review Sessions take place every few days until the DMV has reached its limit of the number of vehicles it can invite for the year.
- The Application Reviews consist of three rounds. In each round, the DMV Review Teams focus on selecting the vehicles that most clearly meet or exceed the Mutant Vehicle criteria. Any vehicles which meet the criteria but to a lesser degree will be moved to the next round. We expect that approximately 50% of our Mutant Vehicle invites will come in the first round. Another 25% in the second round and the final 25% in the 3rd round.

- The Review Teams read the application, review vehicle design images and/or photographs, discuss the vehicle's merits or concerns then come to a consensus as to whether and how well the vehicle meets the Mutant Vehicle Criteria and whether the vehicle should be invited for this year.
 - If the consensus of the review team is that the vehicle clearly meets/exceeds the MV criteria, the Mutant Vehicle will be invited in the current round.
 - If the consensus of the review team is that the vehicle clearly does NOT meet the MV criteria, the vehicle owner will be notified that their vehicle is not invited.
 - If the Review Team cannot reach a consensus, or there are concerns as to how well the vehicle meets the criteria, the vehicle will be moved to the next round and considered during that subsequent round.
 - If the Review Team feels an application is missing information that they need to make an informed decision, such as more information on the vehicle's mutation or detailed photos or design images, we will contact the Mutant Vehicle owner and give them an opportunity to provide that information.
- Once the DMV has reached the limit of the vehicles it can invite for the year, the owners of any remaining outstanding Mutant Vehicle applications will be notified that they will not be invited for the year. With the three-round system, ALL vehicle applications will have been reviewed at least once before we reach this point. Our goal is to make sure we are considering ALL of the vehicle applications submitted every year.
- No Appeals
 - We understand the disappointment of receiving a "Not Invited" notification, especially after the significant time and resources invested in your Mutant Vehicle. To clarify our current policy and selection process:
 - Historically, we offered an appeals process. However, by 2015, the volume of applications dramatically exceeded our capacity. Even when vehicles met our criteria, we couldn't accommodate them all. Consequently, reviewing appeals became impractical, as we were consistently at our invitation limit before the appeal process could even begin. Therefore, we discontinued appeals. To minimize disappointment, we strive for clear communication. Our Mutant Vehicle criteria are detailed, and the DMV is available year-round to answer questions before construction begins.
- Design Changes After Invitation
 - Due to the sheer volume of applications we receive each year and the fact that our Department of Mutant Vehicles team is entirely volunteer-based, once a vehicle design has been approved and invited based on its initial application, we generally do not conduct further reviews of proposed design changes. Our bandwidth is focused on the initial review of hundreds of applications to ensure fair consideration for all.
 - The good news is that as long as the vehicle you ultimately bring to Black Rock City meets the core Mutant Vehicle criteria, we will license it at its on-playa inspection. It is entirely up to you, the builder, to ensure any modifications you make still adhere to these criteria. We trust your judgment in creating something that, as your original design did, meets the criteria for a Mutant Vehicle.

PLACEMENT AS A MUTANT VEHICLE SUPPORT CAMP

If you are interested in requesting reserved placement as a Mutant Vehicle Support Camp, in addition to your [Mutant Vehicle Application](#), you must also fill out a [Camp Placement Questionnaire](#) with Placement by their respective deadlines. See [Burner Profiles](#) for exact dates this year.

More information on Reserved placement is on the Placed Camp website here:

<https://burningman.org/event/participate/camps/placement-process/placed-camp-categories/>

AN INVITE DOES NOT GUARANTEE A LICENSE

Receiving an invite to bring your vehicle to the playa does not guarantee a license. All vehicles must pass the final review on Playa at the DMV. Actual licenses are granted in Black Rock City if, and ONLY if, you pass the on-playa inspection.

Be sure 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]

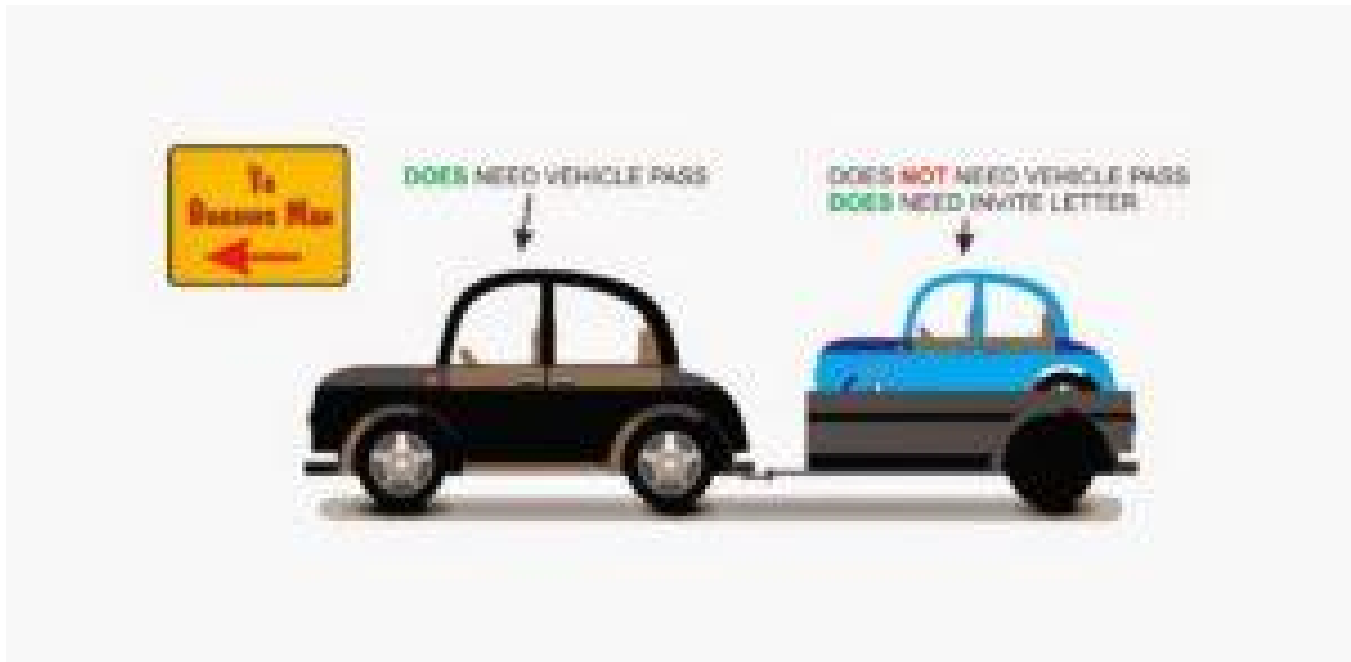
YOUR MUTANT VEHICLE INVITE LETTER

If your Mutant Vehicle is invited, you will receive a Mutant Vehicle Invite email from “dmv-invites@burningman.org” with your name, the vehicle name, and your vehicle registration number (M25-####). You need this letter to start your on-playa registration process, and if you are towing your Mutant Vehicle into Black Rock City, you will need to provide this letter to the Gate staff for them to allow you to bring your vehicle into the event..

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 get in touch with the DMV immediately at dmv@burningman.org.

VEHICLE PASSES



All vehicles **driven** (as opposed to trailered 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.

MUTANT VEHICLES

- If you drive your Mutant into Black Rock City, it needs a Vehicle Pass.
- Vehicles on trailers and those being **towed** into the event do not need a Vehicle Pass **as long as the tow vehicle has one**.
- If you do not have a Vehicle Pass you can buy one in the [OMG Sale](#). You do not need to purchase a ticket at the OMG sale to purchase a Vehicle Pass.

Fuel for Mutant Vehicles

Mutant Vehicle (MV) operators requiring fuel on playa should familiarize themselves with the Black Rock City (BRC) Fuel Program. This program provides access to gasoline and diesel for registered Mutant Vehicles.

Key Information:

- **Registration is Required:** To access fuel, your Mutant Vehicle must be registered and approved by the DMV (Department of Mutant Vehicles).
- **Fuel Types:** The BRC Fuel Program typically offers gasoline and diesel.
- **Access and Logistics:** The BRC Fuel Program page provides details on fuel locations, hours of operation, payment methods, and any specific requirements.

For detailed information and signup procedures, please refer to the official BRC Fuel Program page:

<https://burningman.org/event/preparation/black-rock-city-guide/infrastructure/brc-fuel-program/>

Important Note: Planning your fuel needs in advance is crucial for a smooth experience. Ensure your vehicle is properly maintained and that you understand the fuel program's guidelines.

Deliveries

For Mutant Vehicle teams, the best approach is to plan on bringing all your supplies and vehicles yourselves if possible; this aligns with the core Burning Man ethos. However, if you need deliveries on the playa, you can find comprehensive information about the [Outside Services \(OSS\) program](#) and general delivery policies on the official [Burning Man Deliveries website](#) linked below. Please note that no deliveries, drop-offs, pick-ups, or exchanges are permitted at the event gate.

burningman.org/event/participate/camps/so-you-want-to-camp-at-burning-man/deliveries/

LEAVING & RETURNING DURING THE EVENT (IN-AND-OUT)

If you need to leave the event for any reason and plan to return, In-and-out passes are available at the gate (per person). You must have your pass, and your ticket stub, to return to the event.

For more information see the Gate information here:

<https://burningman.org/event/preparation/black-rock-city-guide/infrastructure/gate/>

SETUP ACCESS PASSES (EARLY ADMISSION)

Setup Access Passes (SAPs) for Mutant Vehicles

Setup Access Passes (SAPs) allow early entry into Black Rock City for projects needing extra time for on-playa assembly or preparation before the event officially begins. For Mutant Vehicles, the Department of Mutant Vehicles (DMV) allocates these passes.

If you requested SAPs in your Mutant Vehicle application, you should receive an email from the DMV around mid-June. This email will confirm if you've been granted SAPs, how many, and for which specific days.

Please note: You might not receive the exact number of SAPs you requested, and the approved dates may differ from your initial request. Everyone on playa before the event's official start must be actively working on their projects. Your request may have been adjusted based on an assessment of your project's specific needs and the overall availability of SAPs for the requested dates.

The SAP confirmation email you receive from the DMV is **not** your official Setup Access Pass. The actual barcode passes will be sent separately by Burning Man no later than the second week of August. The DMV will notify all SAP recipients via email once these final passes have been sent.

You will receive one uniquely coded pass for each SAP you requested. They are not pre-assigned to any individual. You can distribute these passes within your group as you see fit. However, as the registered Mutant Vehicle owner, you are responsible for the conduct of anyone admitted with your SAPs. **Do NOT duplicate these passes or give them to other groups.**

Once your SAPs are sent out you will be able to access them here:

<https://here.burningman.org/my-tickets>

If you do not yet have a login, you can use the “Forgot Password” link to create one and access your SAPs.

No one will be admitted into Black Rock City before the gate opens unless they have a valid SAP. If you have a SAP, do not arrive at the gate before the specific date listed on your pass; you will be turned away. Your SAP is valid from the date listed *forward*. For example, if your SAP is dated for Tuesday pre-event, you can use it on Tuesday or any day after that, leading up to the main gate opening.

When you arrive at the gate, every person in your vehicle must have both a valid **Setup Access Pass** and their **Burning Man paper ticket**. You can pick up any tickets held at Will Call before you reach the gate.

NO MUTANT VEHICLE CRUISING BEFORE THE EVENT OFFICIALLY OPENS

While the DMV will begin operation at 1:00 PM on Saturday pre-event for participants with Setup 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 no general cruising is allowed until the event starts at 6:00 PM Sunday.

A REMINDER FROM THE DMV AND PLACEMENT TEAMS:

Setup Access Passes (SAPs) 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 Setup 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.

Camping for Early Arrivals Without Placed Camps

If you have **Setup Access Passes (SAPs)** but are not part of a pre-placed camp or project, please follow these instructions for camping:

- **Do not camp in areas marked by blue flags.** These areas are reserved for specific camps and projects until the official gate opening. If you set up camp in a reserved area, the placement team will move you and your camp.
- You may **only camp in open camping areas** that are *not* marked by blue flags.
- When you set up camp in open camping, you can **only claim space for people who are physically present**. You **cannot** reserve space for others who will arrive after the gate officially opens, nor can you hold space for anyone who doesn't have their own SAP. This is strictly prohibited.

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

A MESSAGE FROM THE BRC PLACEMENT TEAM:

Setting up in open camping before Gate opens is okay for mutant vehicles who are in Black Rock City early with SAPs 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 SAPs 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? **LAND GRABBING 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 monitor open camping for people who land grab and may ask to see your SAPs to verify who issued them. Should we find people from Mutant Vehicle teams land grabbing or misusing SAPs, they will be escalated to the DMV and may affect your standing with Placement and the DMV.

HEaT (HEAVY EQUIPMENT AND TRANSPORT) REQUEST SIGN-UP

Each year the DMV receives multiple 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 has 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.org/viewforum.php?f=195>

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/r/DMVHEaT25>

The DMV will contact you regarding your request.

POINT 1 ACCESS

DOES YOUR MUTANT VEHICLE REQUIRE ACCESS TO BLACK ROCK CITY VIA [POINT 1](#) ?

The DMV is able to accommodate a **small** number of Mutant Vehicles entering Black Rock City through the [Point 1](#) gate. This is limited to vehicles that are too large to safely navigate Gate Road without damaging Burning Man infrastructure (road cones, flag lines, kiosks) or physically harming our Gate staff.

Smaller vehicles and those that can navigate the 8-mile playa entrance and Gate Road must enter BRC through the Main Gate.

Note: No unloading or staging is permitted anywhere within the town of Gerlach, along Hwy 34, at the 12-mile playa entrance, or on Haul Road. Vehicles entering through Point 1 must be assembled, staged, or stored on private property located outside of the closure area.

All vehicles (including Mutant Vehicles) being driven into BRC need a valid Vehicle Pass attached to the windshield. Towed or trailered vehicles do not need a Vehicle Pass.

If you would like to apply for Point 1 access, please complete the Backdoor Access questionnaire.

<https://forms.gle/c1tSXhAX3F2XYDAz7>

This questionnaire will close on August 10th, 2025

“SO YOU WANT TO SELL YOUR MUTANT VEHICLE...”

You’ve built your great MV and brought it to the playa a few times, and you thought you would bring it again this year, but then...things happen. For whatever reason, you decide it’s time to part with old Bessie (or Clyde, or “The Thing from 40,000 Fathoms”). If you haven’t applied to bring your Mutant

Vehicle this year, there really isn't anything you will need to do beforehand, but if ***you've already applied*** and your Mutant Vehicle has been invited to come to this year's Burning Man, what do you do?

DON'T PANIC. The DMV can assist.

First, it's important to remember that your Mutant Vehicle invitation or any Setup Access Passes that you may have been allotted are not directly transferable to a new owner. The original application includes an agreement between you and Burning Man. While the invites are not transferable, in cases where the original applicant can't attend or sells a vehicle after applying, we will allow new owners or others to ***apply*** to bring the same mutant vehicle to the playa. We will then review their application and consider both the vehicle history and the new responsible party's history (if any) and then confirm whether we will offer a new invite.

The reason behind some of the bureaucracy is we've had some situations where folks have tried to skirt some aspect of the system (renting MVs; being denied a license because of past on-playa behavior, then saying they sold the vehicle to another person to circumvent that denial).

A final thing you should be aware of is that there are some things you should **NOT** include in any ad you post to sell your vehicle:

1. Pictures from the Burning Man event (the intellectual property team will be contacting you fairly quickly).
2. Any indication that your vehicle is already or automatically invited. You also cannot indicate that Early Admission is included, (The DMV will need to reassess Early Admission for the new owners after receiving their application).

That said, yes, we can help facilitate another person bringing the vehicle if you end up selling it. Once you have sold it, you will need to send us the person's name and email, and we will deactivate your current invitation and send them the information on how to submit a replacement application in their name. The first thing you should really do is email us at dmv@burningman.org. We'll help walk you through the process.

ON-PLAYA

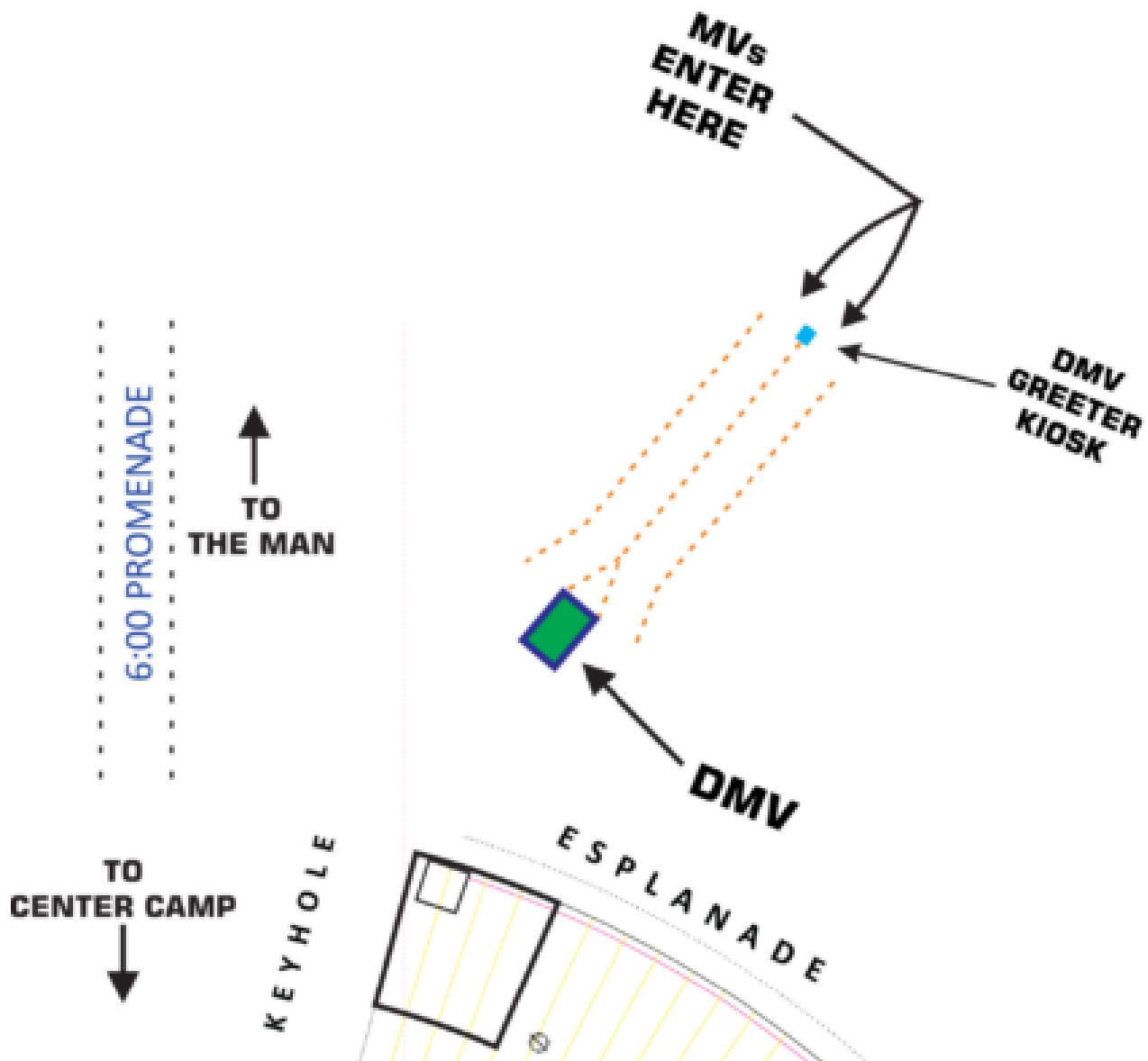
VEHICLE INSPECTION IN BLACK ROCK CITY

Below are the steps for getting your Mutant Vehicle licensed to drive in Black Rock City. Unless otherwise specified, these can be completed in any order:

- Day License Inspection (at the DMV): This inspection is required for Mutant Vehicles applying for a Day License.
- Night License Inspection (at the DMV): This inspection is for Mutant Vehicles that need a Night License.
 - ZIPLINE: If your vehicle has a ZipLine invite, you can have both your Day and Night License inspections done at the same time at the DMV, during either day or night operating hours.

- Flame Effects Inspection (at FAST): If your Mutant Vehicle includes flame effects, you must obtain this separate inspection. Important: This inspection can only be completed *after* your vehicle has been licensed by the DMV.
- Laser Effects Inspection (arranged by the Laser Art Safety Team): For Mutant Vehicles equipped with laser effects, the Laser Art Safety Team will arrange this specialized inspection.

DMV LOCATION:



(not to scale)

The DMV inspection area is located on the open playa, approximately 100 feet from the corner of Esplanade and the 1:00 side of the Center Camp Keyhole. The line begins at the Greeter Station, which is closer to the man. When you arrive at the station, a Greeter will meet you, photograph you and your vehicle 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 incomplete when you arrive for inspection.

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

DMV HOURS OF OPERATION FOR MUTANT VEHICLE INSPECTION

The DMV hours for 2025 beginning Saturday, August 23rd

SATURDAY	1:00 pm – 10:30 pm
SUNDAY	1:00 pm – 10:30 pm
MONDAY	1:00 pm – 10:30 pm
TUESDAY	11:30 am – 10:30 pm
WEDNESDAY	3:30 pm – 8:30 pm
THURSDAY	3:30 pm – 8:30 pm
FRIDAY	3:30 pm – 8:30 pm
SATURDAY	CLOSED

NOTE: Saturday – Monday the DMV will open 11:30 am – 1:00 pm for **ACCESSIBILITY VEHICLES ONLY**.

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.**

FIRST INSPECTION CAN BE DAY OR NIGHT - **NEW FOR 2025**

Previously, first time vehicles had to come for their DAY inspection first, even if only applying for a Night License. As of 2025, this is no longer the case, so first time vehicles can come for their first inspection **EITHER** during the day OR night.

NIGHTTIME INSPECTION

All vehicles applying for a night license **must** go to the DMV after dark to demonstrate their 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.

ZIPLINE INSPECTION

ZipLine inspection is based on the history of each vehicle, and Mutant Vehicles included in ZipLine will be sent a ZIPLINE invite email notifying them of their status.

ZipLine approved Vehicles can come for their inspection during either *EITHER* Day or Night and will be inspected for both day and night licenses at the same time.

FLAME EFFECT INSPECTION

Important details for MV's with Flame Effects

All flame effect burners or discharge points must be above head height. This is at least 10 feet above the highest point a person can stand on or around the vehicle. This allows plenty of height above heads and a little extra in case the wind presses it down a bit.

Using Flame Effects Safely on City Streets

Using flame effects on city streets presents a greater risk than on the open playa. As your Mutant Vehicle (MV) navigates the narrower streets, you encounter new hazards:

- **Proximity to Structures:** Flames that were well overhead on the open playa might now be at face level with people on balconies, scaffolds, and other multi-level structures.

- **Flammable Materials:** Fabrics and banners can easily blow into the path of your flames.
- **Tight Spaces:** You'll be only inches away from other vehicles as you pass by.

This can be very dangerous!

If your MV has puffers, please reconsider using them while driving through the city. If your MV has a steady flame, be acutely aware of the wind blowing flammable materials into the flames and your close proximity to surrounding objects.

Unsafe use of flame effects is not permitted. It may lead to ejection from the event and could jeopardize your ability to register your Mutant Vehicle in the future.

Inspection

If your Mutant Vehicle has Flame Effects (FE), it must be inspected and approved BEFORE you can operate it within Black Rock City. The Fire Art Safety Team (FAST) conducts FE inspections for mutant vehicles in a separate area adjacent to the DMV Inspection Lanes.

You must receive your Mutant Vehicle License from the DMV first, before going to the FAST area for FE inspection and licensing.

FE inspectors are available from 2:00 pm-6:00 pm, Saturday 08/23 through Friday 08/29.

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.

For laser-related questions, email LAST at lasers@burningman.org.

LARGE VEHICLES (LIMITED CITY USE)

Any vehicle 13 feet wide or more OR 25 feet or longer will be designated Limited City Use or 'City Limited'.

While a "LCU" vehicle MAY drive in the city proper, it can ONLY drive on the shortest route between its camp and the open playa without turning. No other cruising or driving of these vehicles is allowed within the city.

For example, if you are parking your vehicle along the “I” street, you would be allowed to drive from 10:00 or 2:00 (whichever was closest) along “I” 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.

OPERATING YOUR VEHICLE IN BLACK ROCK CITY

DRIVING AT THE EVENT WITHOUT A DMV LICENSE

Once your Mutant Vehicle is ready for operation, your first stop is the DMV. If a Ranger or law enforcement officer sees you driving without a Mutant or Accessibility License, and you are not obviously on your way to the DMV for inspection, you will be directed back to your campsite and risk ejection of your vehicle. If your vehicle is not ready for inspection, or you have been inspected and did not pass,...leave it parked in your camp.

IMPORTANT REMINDERS:

Please be aware that failure to follow Black Rock City's driving rules can have serious consequences, including...

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

ON-PLAYA OPERATING POLICIES

The decision of whether or not to invite and/or 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. Licensees agree to obey BRC driving rules as part of the

original application You will sign an additional paper copy of the agreement again at your on-Playa inspection at the DMV.

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

- Be Sober: Only operate your vehicle when the driver and operational crew is/are completely sober and not impaired or under the influence of alcohol, marijuana or any other intoxicating controlled substance.
- Be Respectful: Treat DMV volunteers, other Burning Man Project team members, and law enforcement personnel respectfully.

- Drive Slowly: Keep your speed at 5 mph or slower and reduce speed if creating dust or in hazardous conditions.
- Yield to Others: Give pedestrians, bicyclists, and emergency vehicles the right of way.
- Stay on Approved Routes: you may cross but avoid driving on: Esplanade, the Promenades at 3:00, 6:00, and 9:00.
- DO NOT drive within the Great Circle around The Man (check the provided map for details).
- Weather Conditions: Do not drive during whiteouts, rain, on wet playa, or during other hazardous conditions.
- Respond to Rangers and Staff: Stop immediately if signaled by a Black Rock Ranger, Burning Man staff, or law enforcement.
- 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). See [MUTANT VEHICLE SOUND POLICY](#)

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.

SAFETY RAILINGS

All vehicle levels (floors, decks, walkways, etc) that are located 84 inches or more above the playa surface should have guardrails around their perimeter. These guardrails should be located at a height of 36-48 inches above the floor surface. There can be a gap (no more than 36" wide) for ingress and egress zones.

TRAILER SAFETY (BARRIER REQUIREMENTS)

To ensure the safety of everyone around Mutant Vehicles (MVs) with trailers, specific barriers and lighting are required.

Trailer Barrier Requirements:

Any MV with a trailer (or multiple trailers) **must have a barrier** that prevents people from entering the space between the tow vehicle and the first trailer, or between adjacent trailers when there are more than one trailer. This barrier needs to be:

- **Height:**
 - **Minimum:** No more than 12 inches from the playa surface.

- **Maximum:** At least 36 inches above the playa surface or equal to the maximum height of very low vehicles.
- **Construction:**
 - A barrier must not permit a person to fit between the lower and upper limits of the barrier. For example, a low chain and a high chain is not sufficient unless they are also connected together enough times to prevent a person from fitting through.
 - A barrier cannot interfere with turning the vehicle.
 - A barrier must be in place on both sides of the vehicle and trailer.
- **Deployment:** The barrier must be in place before the MV moves and remain there while it's in motion.
- **Strength:** Regardless of construction, the barrier must be strong and secure enough to block people from intentionally or unintentionally walking through the hitch area.

Ingress/Egress Restrictions:

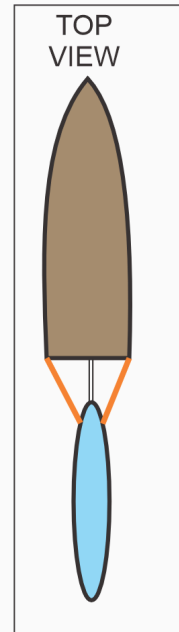
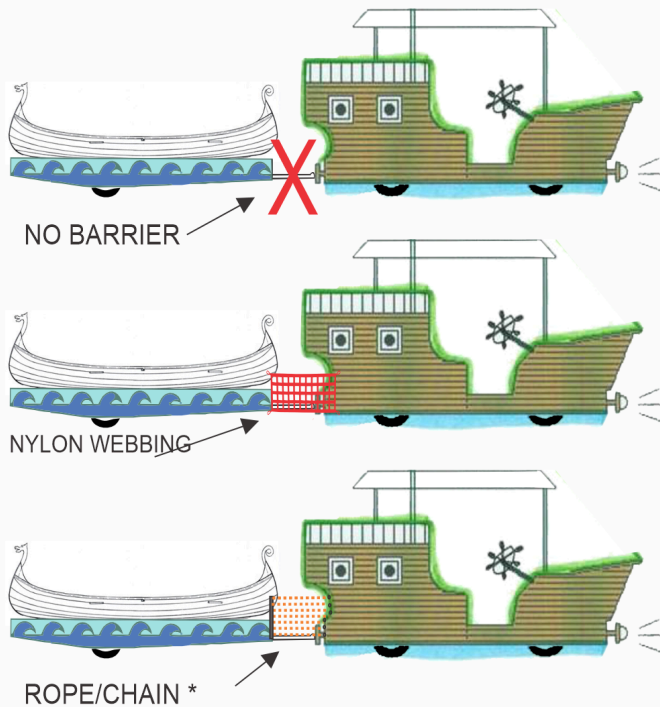
- No entry/exit points (like doors, ramps, or steps) are allowed in the space between a trailer and the tow vehicle (or between two trailers). The only exception is if there are provisions in place to prevent the vehicle from moving while passengers are loading or unloading.
- Second-level ingress/egress (like ladders or stairs) is never permitted in the space between a trailer and the tow vehicle (or between two trailers) at any time.

Illumination Requirements:

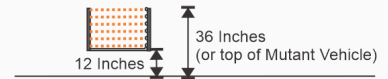
- After sunset, the area between the trailer and the tow vehicle, as well as the space between any two trailers, must be clearly illuminated. This lighting must be bright enough to make these high-risk areas highly visible, signaling to people that they cannot pass through and should avoid the space.

Examples of valid trailer barriers

MUTANT VEHICLE TRAILER BARRIERS



TRAILER BARRIER HEIGHT



Trailer barriers must have a minimum height of 12 inches from the ground and a maximum height of 36 inches or a height equal to the maximum height of the Mutant Vehicle (this is intended to accommodate very low vehicles). The barrier must be in place before the vehicle moves and must remain in place at all times when the vehicle is in motion.

NOTE: Regardless of how they are constructed, trailer barriers must be strong and secure enough to block passage of people trying to walk through the hitch area. Trailers with barriers that are deemed insufficient to block passage will not be licensed by the DMV.

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

FUEL SAFETY

Mutant Vehicles may not carry extra liquid fuel for the safety of passengers and crews. Portable gas cans are not to be carried on Mutant Vehicles unless the vehicle is traveling between the fueling station and camp. If your generator must be filled other than at the Hell Station, the Petrol team asks that you do it at your camp and when there are no passengers on the vehicle.

LITHIUM-ION (LI-ON) BATTERY SAFETY

While Li-ion batteries offer many advantages, it is crucial to handle them with care. Please follow these guidelines..

For Mutant Vehicles using Li-ion batteries, the operator should:

- Locate the batteries in an accessible place, away from passengers

- Examine batteries every day; if any deformation occurs, contact the Black Rock Rangers to ask Emergency Services (ESD) for assistance. You can flag down any Ranger or staff with a Radio to call for ESD assistance.
- Understand batteries may rapidly go into a thermal runaway; this is often preceded by a loud “POP” followed by a noxious smoke – have people move away rapidly (fire drill)
 - A battery in thermal runaway may shoot high-temperature flames and even have projectiles – evacuation distance should be at least 100’ or more
 - Batteries in thermal runaway will continue to push other cells into thermal runaway

ESD (Emergency Services) will attempt to cool the battery if it has not gone into full conflagration. If possible to remove a damaged battery safely, ESD will contain the damaged battery and provide for disposal according to safe practices regarding these types of incidents.

Things that can cause a battery to go into thermal runaway:

- Excessive heat (160 F may cause this to occur)
- Overcharging
- Excessive discharging
- Any crushing or puncture of the battery envelope

Li-ion batteries are very safe, but they can become very unsafe under certain circumstances, as described above. A damaged battery can be managed safely by trained personnel. A battery in a thermal runaway is a very hostile and dangerous situation – it is most important to move away from the battery when the “pop” or smoke is identified.



Walkers and Spotters are required for Vehicles with Limited Driver Visibility

Black Rock City has heavy pedestrian and bicycle traffic, so all Mutant Vehicles must **yield to pedestrian and bicycle traffic**. To ensure safety, vehicles that are large, long, or have limited driver visibility (meaning the driver doesn't have a clear view of the front and back) are **required to have Walkers and/or Spotters** whenever the vehicle is in motion. The DMV assesses vehicles during inspection to determine if Walkers/Spotters are required, and if so, how many.

Walkers and Spotters are critical safety personnel who must:

- Maintain direct communication with the driver.
- Help prevent the Mutant Vehicle from driving into dangerous situations and help prevent participants from entering dangerous areas around a moving vehicle.

The number of Walkers and Spotters depends on the vehicle's size and design. The goal is safe navigation. All Walkers and Spotters must wear identifying markings or attire (reflective vests, bright hats, etc.) clearly linking them to their vehicle.

Important Note: Video surveillance systems, regardless of sophistication, **cannot replace** human Walkers or Spotters. . Likewise, Walkers or Spotters may not replace required trailer barriers."

Walkers

The DMV defines **Walkers** as safety personnel who are always on foot (no bicycles or other conveyances). They help guide the Mutant Vehicle and alert the driver to hazards, especially when in crowded situations.

There must be one Walker for each direction the driver cannot see clearly. They are the driver's eyes. For example:

- If the driver cannot see to the sides, there must be Walkers on each side. If only one side has restricted vision, only that side needs a Walker.
- If the driver cannot see to the rear, there must be Walker to the rear of the vehicle on each side.
- If the driver has a limited view in front, there must be at least one Walker in front when driving forward. Large vehicles should have two or more Walkers in front. Extra large vehicles may require two walkers in front and two to the rear.

Rules for Walkers

- **Navigation:** Walkers help the driver navigate obstacles and during all maneuvers.
- **Positioning:** When moving forward, Walkers should be to the front of the vehicle and able to observe the area directly in front of the vehicle. When backing up, Walkers should be to the rear of the vehicle and able to observe the area directly behind the vehicle. Side Walkers remain on the sides.
- **Communication:** Walkers must maintain direct contact with the driver via two-way radios or line of sight/hearing. If the sound system is loud, a radio is required.
- **Authority:** The driver must stop if a Walker indicates a safety concern.

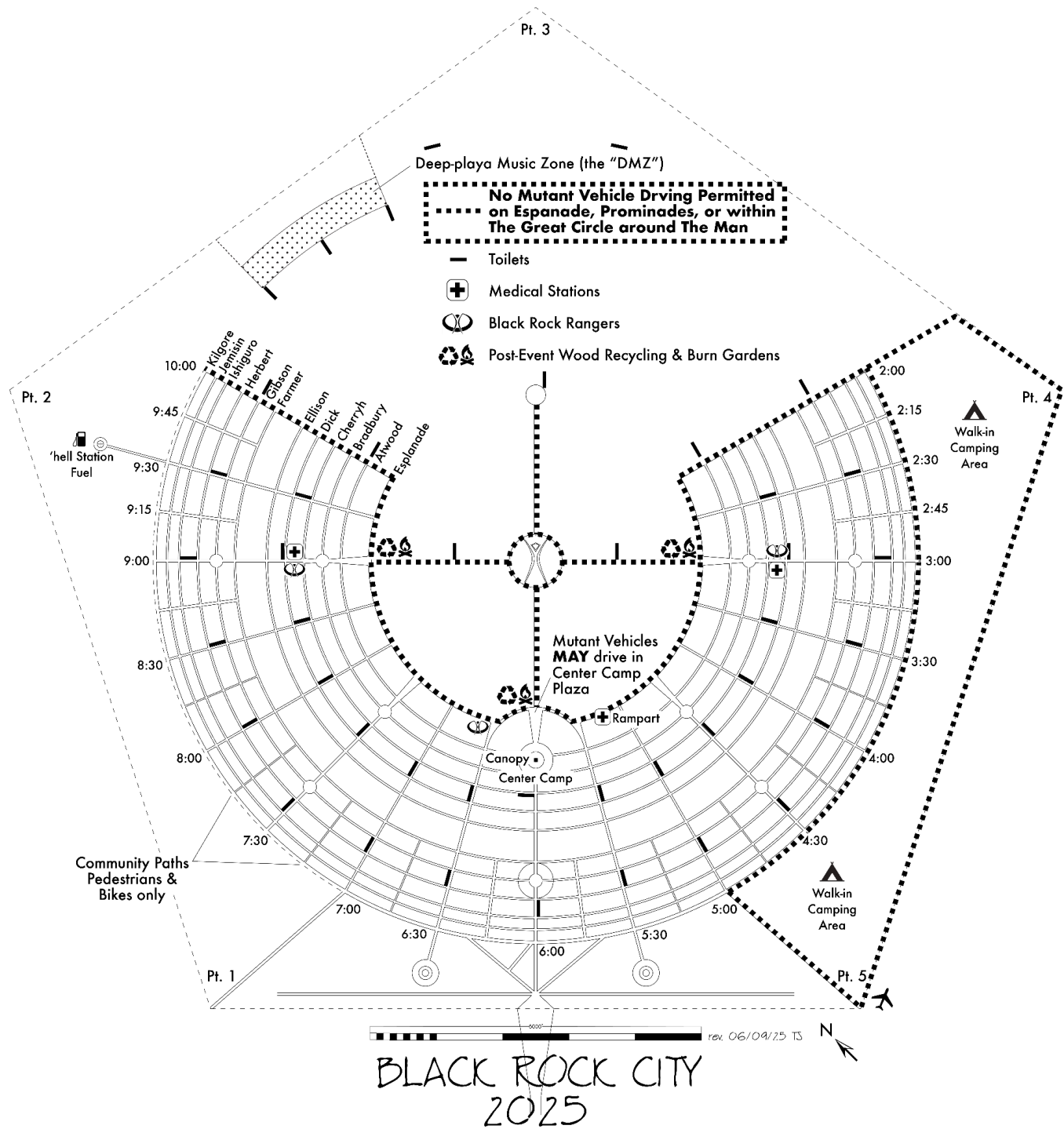
Spotters

The DMV defines **Spotters** as safety personnel who ride **on** the Mutant Vehicle. They monitor areas the driver cannot see, especially protrusions or areas with limited visibility when backing up.

- **Visibility Enhancement:** Spotters provide eyes on blind spots. A camera system is not a sufficient substitute.

- **Placement:** A Spotter on a second deck looking down at a high-risk area is an example of effective placement.
- **Communication:** Spotters must have direct contact with the driver via two-way radio or line of sight/hearing.

NO DRIVING AREAS



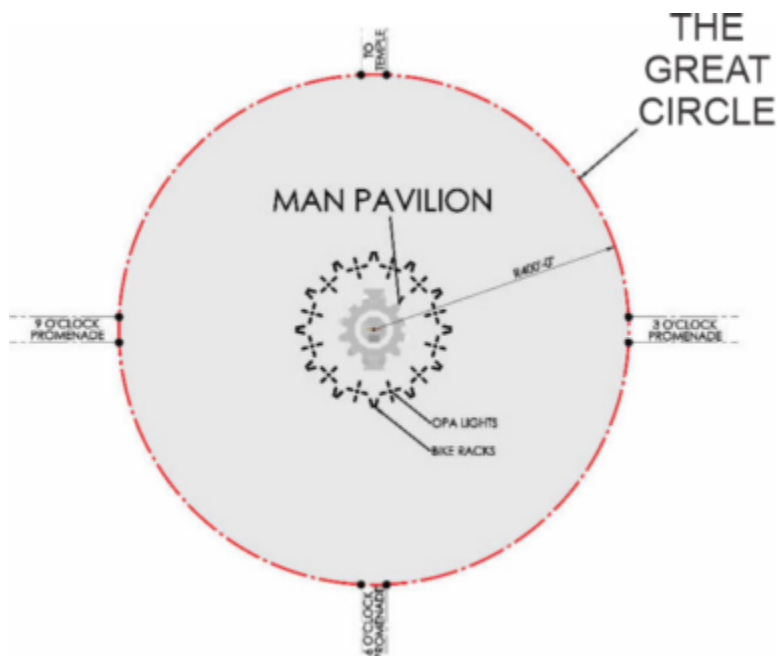
Mutant Vehicles may not be driven on pedestrian-only streets, including Esplanade, the Promenades at 3:00, 6:00, and 9:00, inside the Great Circle (the circle around the man), and any area specifically marked "Pedestrian Only". A final Black Rock City map with designated no-driving areas will be included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

Please remember that BRC is a pedestrian and bicycle city. While A is no longer limited to just pedestrians and bicycles, so authorized vehicles displaying driving permit stickers, must take care when operating on ANY BRC street.

Mutant Vehicles are welcome to operate in Center Camp unless there is significant congestion or if the vehicle is so large as to be designated Limited City Use (LCU). There is a special Mutant Vehicle dock on the 3:00 side of the Center Camp Canopy so Mutant Vehicles can bring their sound and light shows to the plaza..

There is no driving on Esplanade or any of the 15-foot-wide Community Paths between F and K at 3:45, 4:15, 4:45, 5:15, 6:45, 7:15, 7:45, and 8:15.

NO MUTANT VEHICLES INSIDE "GREAT CIRCLE"



**ALL MUTANT
VEHICLES
MUST STAY
OUTSIDE THE
GREAT CIRCLE**

The Great Circle is the 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 make sure to stay OUTSIDE of the Great Circle.

NOTE: Accessibility Vehicles are allowed within the Great Circle but MUST enter through the promenade entrances.

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 returning Mutant Vehicle teams 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 MVs, 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 Promenades 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 Accessibility 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.

MUTANT VEHICLE SOUND POLICY



A mutant vehicle in the shape of a trumpet at Burning Man 2022.

A Mutant Vehicle Sound Policy We Can All Understand and Live With

Background

Face it; nobody comes to Burning Man for the peace 'n quiet. **Nobody!**

We all have earplugs at the tippy-top of our packing lists because we *know* that BRC is a noisy place... and for many of us that is a key component of the attraction. That said, there's also the expectation that some activities and some locations will be less noisy than others. As a community, we know that there needs to be a place for large-scale Mutant Vehicle sound & big dance clubs. However, there must also be a place for yoga classes, guided meditation workshops, karaoke, and piano bars.

Each one of us is personally responsible for how we affect the experiences of those around us. As a community, we need to continue to work together to keep sound at desirable levels, especially in and around the city streets and near sensitive projects and performances.

Sound Policy

TL;DR version

- **DO** play music while parked in your camp in compliance with Black Rock City's Sound Policy.
- **DO** play music as loud as you want while in motion on the open playa.
- **DO** Play as loud *and* as long as you want (up to 12 hours) within the DMZ.
- **Do NOT** play amplified music while driving in the city streets between 2:00 am and 10:00 am.
- **DO** be considerate of camps, art installations and their activities, especially near Esplanade. Turn down your sound if other activities are already in progress.

- **Limit your stationary time (with music on) at art installations to 3 hours.**
- **DO respect the Temple Burn.**

The Policy

1. **City Street Quiet Hours:**

1. Yep, you read that right; Mutant Vehicles are not permitted to use amplified sound while driving through the streets of Black Rock City between the hours of 2:00 am and 10:00 am. This is perhaps the most significant change from past sound policies.
2. During QuietHours, if an MV has left its designated camp area and is en route to another location or parked within the city streets, the sound system must be off ("Off" is defined as; inaudible from outside the vehicle) until the MV returns to its camp or has entered the open playa and is at least 100 yards/meters from Esplanade. The QuietHours apply to all circular & radial streets, keyholes, plazas, and center camp.
3. Acoustic music (**un**-amplified human voices, acoustic musical instruments, etc.) on moving MV's is permitted during QuietHours.
4. Between 10 am and 2 am, amplified sound is permitted within the city streets, but you should always be mindful of where you are located, how loud your sound is, and how it may be affecting others around you.

2. **A Mutant Vehicle *may* use amplified sound while parked within its placed MV camp or placed theme camp:**

1. MVs make great sound stages, karaoke bars, and discotheques. As long as you are within the boundaries of a Mutant Vehicle camp or Theme Camp area that was assigned to you by the Placement team or within a placed camp that has invited you to park in their camp, you may use your MV's sound system as if it were a stationary installation in your camp. As with all stationary sound, you will be expected to comply with Black Rock City's sound policy.

3. **You can play music (yes, even loud music) *almost* everywhere on the open playa. Some limitations apply:**

1. Mutant Vehicles may use amplified sound at any time of the day or night, without restriction on sound levels, in nearly all areas of the inner playa (the space within bound by Esplanade and Temple) and outer playa (the space beyond the Temple, 2:00, and 10:00).

1. **LIMITATIONS:**

1. MVs may play amplified sound for **no longer than 3 hours** while parked in any one location. When parked at or near an art installation, you must ask the artist for consent prior to playing amplified sound.
2. MV operators & owners must be aware of the general nature of an art installation (e.g. if it's meant to be a quiet, introspective project) and of any programming that may be taking place at the artwork before they approach, park, and/or play their own music at the installation.
3. MVs must be respectful when passing and/or parking near The Temple, The Man, and at/near all art installations on the open playa.
4. MVs must be respectful when using amplified sound within 100 yards of Esplanade and within 100 yards of the 2:00 and 10:00 radial streets unless agreed upon in partnership with camps facing those streets.

4. **As LOUD *and* as long* as you want!** (*up to 12 hours):

1. The Department of Mutant Vehicles has established a Deep-Playa Music Zone (“DMZ”) where Mutant Vehicles using large sound systems can park and party in the deep playa for extended periods of time. The zone is 5,340 feet from The Man between the 10:30 and 11:15 clock positions. The DMZ allows for a stay of up to 12 hours, and it provides sanitary stations and Emergency Medical Services. At just over 22 acres (960,698 sqft!) in area, the DMZ is large enough to support multiple large mutant vehicles simultaneously. Furthermore, there are NO volume or sound pressure limits in the DMZ (note, however, that speakers must be oriented to point away from the city).

Go for it!

5. Policy Violations:

1. A single violation of any of the above policies could result in the immediate revocation of the Mutant Vehicle’s current DMV license, and the MV will need to return to its camp location and remain parked there for the duration of the Burning Man event. A subsequent infraction could result in the Mutant Vehicle being ejected from Black Rock City. Violations may affect future MV registration.

6. NO Mutant Vehicle sound at Temple Burn:

1. Mutant Vehicles must turn off their sound systems upon arrival at the Temple burn perimeter. Any use of amplified sound at the Temple Burn could result in the forfeiture of DMV licensing at future Burning Man events. Please don’t do it!

7. Enforcement:

1. The Mutant Vehicle Sound Policy will be enforced by members of the DMV Council, members of the Placement Department, and the Black Rock Rangers. Members of each of these teams are authorized to issue warnings, revoke vehicle licenses, and/or request that a vehicle be ejected from the event site. Ejections will be processed by the Black Rock Rangers.

YOUR VEHICLE AND THE COMMUNITY

The DMV receives a lot of feedback yearly from Black Rock Citizens about Mutant Vehicles. An ongoing concern is that Mutant Vehicles are often perceived as ‘exclusive’. We’ve heard several 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.

While we recognize that not all Mutant Vehicles are designed to carry passengers, we encourage those that do to share their 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. We hope you will make your vehicle available for participants to ride as long as it is safe and reasonable.

Decommodification

The DMV deeply appreciates the extraordinary artistry and dedicated effort that Mutant Vehicle teams bring to Black Rock City. We recognize the significant investment, both in time and finances, required to create, maintain, and transport these impressive vehicles. We understand that many of you find innovative ways to utilize your vehicles outside of Burning Man to help offset these substantial costs.

It is crucial that we collectively uphold Burning Man's principle of Decommodification. This principle asks that all participants avoid leveraging their Burning Man "credibility" or the unique identity forged on playa to promote commercial ventures. In this context, we request that you maintain a clear separation between your Mutant Vehicle's playa identity (its presence and role at Burning Man) and its commercial, "default world" identity.

To ensure adherence to the principle of Decommodification, please avoid using Burning Man imagery, references, or testimonials in any promotional materials related to the commercial rental or hire of your Mutant Vehicle. This includes, but is not limited to:

- Photos or videos of your Mutant Vehicle within the context of Burning Man.
- Explicit mentions of Burning Man in connection with your commercial services, such as Mutant Vehicle rentals or appearance fees.
- Testimonials or endorsements that directly reference your Mutant Vehicle's participation at Burning Man.

We recognize that adjusting your online presence or promotional materials may require effort. We are committed to working with the Mutant Vehicle community to find solutions that respect both your needs and Burning Man's core principles.

Therefore, we kindly request that all Mutant Vehicle owners:

- Carefully review their websites and any other promotional content, removing any direct links between their Mutant Vehicle's Burning Man participation and its commercial offerings.
- Ensure that all future promotional materials for their Mutant Vehicle are free of any Burning Man references when promoting commercial services.

We are available to discuss this policy further and address any questions you may have. Please contact us at dmv@burningman.org.

Thank you for your understanding and cooperation in upholding Burning Man's fundamental principles.

Crowdfunding and "Perks"

To better align with the Principles that guide our community, we do not support using "Thank You Cruises" or other on-playa-delivered perks as crowdfunding rewards.

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. While we strongly encourage you to engage with your immediate community through fundraising events to bring your Mutant Vehicle to Burning Man, perk-based fundraising efforts, including those on sites like GoFundMe and Indiegogo, have a higher likelihood of crossing into the "Doing it Wrong" territory.

While the difference between doing it *right* and doing it *wrong* can sometimes be a gray area, Burners will be the first to let you know when you're veering into doing it wrong territory. It may backfire on you if the community feels you're trading special access for donations or otherwise "selling off" pieces of the Black Rock City experience. The general agreement among our community is that perks that equate to resources, such as e-bikes, shelter, food, or tickets, go against the Principles of Decommodification and

Radical Self-Reliance, and perk experiences that exclude the general population of Black Rock City, such as a private night on a Mutant Vehicle or private party, is doing it wrong and against the Principle of Radical Inclusion.

Fundraising perks done right often look like things like custom t-shirts or stickers with your MV logo, art prints, necklaces, or a personalized thank-you note from the Mutant Vehicle crew. These types of rewards are meant as a token of appreciation rather than an exchange of a donation for an object or resource of equal monetary value.

We should also note that, as stated in the [Ticket Terms and Conditions](#), Burning Man Tickets and/or Vehicle passes may not be included as rewards as part of any fundraiser. The terms on the back of the ticket 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.”

We understand that fundraising is an arduous endeavor. To strike a balance between respecting the Ten Principles and allowing room for MV Applicants to fundraise for their projects, we encourage MV Teams to submit their fundraisers to the Burning Man “[Support a Project](#)” page. Projects included in our “Support a Project” page may receive additional exposure by mentions and highlights in our Jackrabbit Speaks newsletters.

SERVING FOOD OR ALCOHOL

If you serve 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.

LOST AND FOUND

If you find any items left on your Mutant Vehicle, the best way to help reunite them with their owners is to bring them to the on-playa Lost & Found, located near Center Camp (see BRC Map for exact location).

We encourage Mutant Vehicle teams to do regular sweeps of their vehicle throughout the event week. If you discover any lost items, please take a moment to drop them off at the official Lost & Found.

Taking items home after the event can significantly complicate and delay the process of reconnecting people with their belongings. The on-playa Lost & Found is specifically set up to manage these items and has a dedicated system for returns. Your cooperation helps ensure a better chance of lost items

finding their way back to their rightful owners. Thank you for helping us keep the playa community connected!

THANK YOU!

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

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

dmv@burningman.org