

Red Earth City is a bicycle and pedestrian-oriented city. Other than driving to your campsite once you're through Gate/Greeters, there is no driving on site allowed other than with a registered mutant vehicle.

- All vehicles powered or over 250kg (combined mass) must submit an application prior to the event.
- All powered vehicles over 250kg must be properly registered for operation on a public street and driven by persons duly licensed to operate them. The use of "Unregistered Vehicle Permits" is acceptable. Please contact Red Earth Department of Mutant Vehicles (REDMV) directly for additional information regarding permits.
- Pre-register your mutant vehicle through our online application form. All mutant vehicles over 250kg (combined mass) must submit an application prior to the event and be pre-approved before the event to be considered for on paddock licensing. Registration opens at the same day as general tickets go on sale and closes July 31st.
- Operation of motorbikes (other than arriving/departing) is prohibited at burning seed. Electric bicycles are allowed but need to be mutated and registered.
- Mutation of your vehicle is mandatory. Vehicles that do not meet the mutation requirement will be refused a license and will have to remain parked at your campsite. This also applies to any motorised vehicle of less than 250kg. REDMV will review your application and get in contact with you. Submitting an application will NOT automatically mean you can bring your vehicle to Burning Seed.
- Online pre-approval does not guarantee on paddock licensing.
- When you arrive on site, park your mutant vehicle at your campsite. Once your vehicle is ready to be inspected, contact Rangers HQ which will organise REDMV to attend at your campsite. **DO NOT DRIVE YOUR MUTANT VEHICLE TO RANGERS HQ TO GET INSPECTED.** All mutant vehicles need to be inspected at your campsite before licensed to be driven on site.
- **Mutant Vehicles with trailers may have blind spots between the vehicle and the trailer, so must include a barrier against accessing this zone.** This barrier must have a minimum height of no more than 30cm from the paddock surface and a maximum height that is either equal to the maximum height of the Mutant Vehicle (this is intended to accommodate very low vehicles) OR no less than 90cm above the paddock surface. There must also be a barrier preventing access from the Mutant Vehicle or the trailer to the area between the tow vehicle and the trailer.
- REDMV reserves the right to revoke a license for a vehicle during any time and reserves the right to impose additional conditions at any time.
- REDMV reserves the right to prohibit the operation of any vehicle, powered and unpowered at any time.
- A requirement for licensing is that all drivers understand and follow the driving rules for Red Earth City.
- REDMV may impose additional conditions on the operation of your vehicle.

Vehicle categories:

- All motorised vehicles require REDMV licensing.
 - Human power over 250kg (combined mass) requires REDMV licensing.
 - All vehicles over 250kg (combined mass) require pre event REDMV approval.
 - All motorised vehicles require pre event REDMV approval.
 - Vehicles towing trailers will be usually licensed as a combination and may only be operated in the same configuration as licensed. Strict mutation requirements apply to exceptions to this.
- License categories:
 - Day/Night Licenses
 - Day licenses allow mutant vehicles to move around Red Earth City during the daytime.
 - Night licenses allow Mutant Vehicles to move around Red Earth City at night. To receive a night license, Mutant Vehicles must be FULLY and RADICALLY illuminated.
 - Flame Effects Licenses
 - These licenses allow mutant vehicles that incorporate flame effects to use these effects on the paddock. A separate flame effect application with FART (Fire Art Response Team) is required and FART will approve or deny the use of Flame Effects on your vehicle and may impose additional conditions on the use of such effects.
- Vehicle design recommendations:
 - Passenger safety must be your highest priority. If you get this wrong, it might be the end for mutant vehicles at Burning Seed.
 - Proper weight distribution
 - Appropriate width and height for Red Earth City. Larger vehicles can require up to 6-8 sober spotters to operate safely.
 - Hand holds
 - Guard rails
 - Proper entry and exit points (doors / gates to prevent participants from entering / exiting a moving vehicle)
 - Radical mutation
 - Illumination (especially of hand holds and entry / exit points / protruding elements)