

**Burning Seed 2019 Mutant Vehicle Inspection Checklist**

**Vehicle Name:** \_\_\_\_\_

**Vehicle registration number:** \_\_\_\_\_

*This checklist is a draft and has been provided as an indication only, it is not guaranteed to be complete or correct. This may not be the final version used when inspecting your vehicle and as is subject to change.*

*If you feel any items are unfair or unclear please contact redmv@burningseed.com to resolve as soon as possible.*

**Level of mutation**

Not resemble or represent a car, truck, golf cart or any other mass produced vehicle 

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**Must be interactive**

Interactivity is defined as an opportunity for any village citizen to participate in some activity offered by your vehicle. The theme and/or size of the vehicle is what's considered here. What service to the community does your vehicle provide 

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Lack of interactivity can be compensated for by visually adding to the event (e.g flame effects or art on wheels) 

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**Sound**

Engine noise must not draw attention or take away from the experience of others 

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**Must be safe:**

**Basic operation and stability**

Maintain a steady 4kph or less 

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Brakes must be smooth and effective 

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Vehicle must be able to hard stop from 15kph (or it's max speed) 

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Must have functional park brake 

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Must be able to turn sharply fully loaded at 15 kph (or it's max speed) without tipping or losing control 

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**External hazards**

Exposed pinch points, belts, gears, and chains must be appropriately guarded 

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Any sharp protrusions or edges must be covered 

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Hot parts of the exhaust system must be covered to prevent accidental burns 

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Exhaust gas must not be able to build up anywhere in the vehicle 

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Wheels should have fenders, guards, or bumpers to keep them away from people's feet 

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**Operator's vision**

Vehicles that have been modified so the operator does not have enough visibility to operate in a crowd safely require spotters while moving, and a safety plan covering roles of spotters 

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**Passenger area(s) if applicable**

Hand railing is required for any moving passenger area 

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Hand railing is required for any static passenger area above 1.5m 

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Hand railing will be tested with a vigorous shake from a large person 

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Entry and exit points must be safe and easy to use (with hand rails) and should be visible to the driver 

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Vehicles that carry passengers are encouraged to carry a first aid kit and fire extinguisher 

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Passengers must not get on or off while the vehicle is in motion, and you must have a measures in place to enforce this 

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You must specify a max number of passengers and test the vehicle with that many people dancing and moving about 

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**Trailers**

Trailers are dangerous and discouraged, vehicles with trailers (over 50kg) are subject to extra safety measures 

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The gap between trailer and vehicle is not visible to the driver and can (and has) caused serious injury and death if someone falls in there. This area will be referred to as the trailer gap. 

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The trailer gap must have a barrier (i.e. rope or chain) to prevent people walking in 

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If it is possible to fall through this barrier from side or above then the vehicle also requires spotters while moving 

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**Time and date:** \_\_\_\_\_

**Applicant name and signature:** \_\_\_\_\_

**Inspector name and signature** \_\_\_\_\_

**Night Inspection (must be done after sunset)**

Needs to see and be seen, EL wire won't cut it 

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Needs to be recognisable at night from 15m away with sunglasses on 

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All sides need some illumination so people won't walk into it 

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Anywhere someone would walk, step, or climb must be lit (especially stairs and ladders) 

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**Time and date:** \_\_\_\_\_

**Applicant name and signature:** \_\_\_\_\_

**Inspector name and signature** \_\_\_\_\_