

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

Vehicle categories and requirements:

- Under 250kg without a motor: not considered a vehicle, do as you wish.
- Over 250kg, human powered, but without a motor: needs to be registered as a Mutant Vehicle.
- Vehicle to aid in a disability: doesn't need to be registered but please get in contact so we can give you a tag and don't get you mixed up with an unregistered Mutant Vehicle.
- Pedal assist electric bicycle up to 250W: treated the same as an unpowered bicycle, no registration needed.
- Electric skateboards and electric seat-less scooters under 250W: treated the same as a bicycle, no registration needed.
- Any other motorised vehicle needs to be registered as a Mutant Vehicle to be driven during the event.

In addition any motorised vehicle over 250kg also needs to be registered for use on a public road (this is a condition of our forestry permit). The use of unregistered vehicle permits and parade licences is acceptable.

Mutant vehicle registration process:

1. Read this document and the driving rules in full (all documents can be found at burningseed.com/mutant-vehicles).
2. Pre-register your vehicle through the Burning Seed website at least 6 weeks prior to the event.
3. Your application will be looked over by the RedMV team to ensure it is sufficiently mutated and safe. If your application is accepted or not you will be notified via email.
4. Once on site contact RedMV directly but do not drive your vehicle until it has been registered.
5. A RedMV team member will visit your camp to inspect your vehicle and ensure:
 - a. It is mutated as much or more than described
 - b. All safety measures from the application have been implemented
 - c. There are no other safety issues
 - d. You have read and signed the driving rules (RedMV will bring a copy to sign)

6. If successful your vehicle is now approved for use during the event and will be given a tag so that rangers and the traffic team can identify it as a registered Mutant Vehicle.

Vehicle mutation requirement:

- A Mutant Vehicle is, in essence, a specific variety of art car that is either built from scratch, or is more modified, customised or changed (i.e. mutated) from its original form.
- Mutant Vehicles may include such non-standard motorised forms such as furniture, other non-street vehicles such as a boat or train, animals, or just about anything imaginable.
- It must not resemble a mass produced vehicle (including cars, trucks, golf carts, or novelty vehicles available from online marketplaces).
- For safety reasons, it must not mimic any type of emergency service or law enforcement vehicle.
- There are some examples available at burningseed.com/mutant-vehicles of what RedMV would and would not accept at Burning Seed.

Vehicle safety requirement:

- Pedestrian and passenger safety is the highest priority.
- Due to the varied and unpredictable nature of Mutant Vehicles some safety considerations may be taken on a case by case basis.
- For a non-exhaustive list of the safety requirements last year's safety inspection checklist can be viewed at burningseed.com/mutant-vehicles.

Day and night licences:

MVs may be licenced for day use, night use, or both. To be licenced for use at night MVs must be radically illuminated so that they can see and be seen clearly and night.

Flame effects:

If a mutant vehicle has any flame effects then a flame effect licence must be obtained from FART (Fire Art Response Team) in addition to MV registration.