

DO NOT USE THIS PDF TO SUBMIT YOUR APPLICATION!

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2018 Department of Mutant Vehicles Application

Intro
Burning Man Mutant Vehicle Pre-Registration Form
Thank you for wanting to share a Mutant Vehicle with the Burning Man community at Black Rock City. Getting your MV driving around on the playa is a three-stage process:

1. Mutant Vehicle registrant completes a pre-registration application.
2. The Department of Mutant Vehicles reviews the application and if it meets all criteria, issues an invitation via email to bring the Mutant Vehicle to Burning Man.
3. The registrant brings the Mutant Vehicle to the DMV kiosk at Burning Man to undergo an on-playa inspection to make sure the intent of the application was carried out. If the intent was met and there are no mutation or safety concerns, the DMV issues a license to allow the vehicle to be driven at Burning Man.

You must apply online. No mailed-in applications will be accepted. This Web form should take you about 30 minutes to complete; less if your vehicle is fairly simple in its construction and implementation (i.e. a single layer, no trailers, lasers or flame effects).

Remember, this application is what gets you approved to bring your vehicle to the playa.

When filling out this application, please remember:

The DMV review team needs you to give us a complete picture of your vehicle, including the following:

- A description of the vehicle's mutation (explain how you built it)
- Photographs or design images that show us what it does, or what it will look like both during the day and at night (if applying for both day and night licenses)
- Information about whether your vehicle has flame or laser effects and additional safety and operating plans

When answering these questions it is important to put your best foot forward! The more information you provide, i.e. the better the pictures and the more complete your description of the final vehicle, the better chance you will have to get approved for playa inspection.

Keep in mind, if your vehicle is invited, the completed project must match what you submitted in this application in order to be licensed on playa. If you bring something that doesn't match what you present here, it may well be denied a license at Burning Man and will have to stay parked at camp during the event.

For more information on any of the DMV policies or for a more detailed description of the licensing criteria, please visit the [DMV section of the Burning Man website](#). Questions can be sent to: dmv@burningman.org.

Many participants have found it useful to print a copy of this application to fill out while off-line. We have provided a PDF version of the DMV Pre-Registration Form for this purpose. *Note that you must still fill out an application online!*

You will be asked to share the following well-thought-out information:

- We need a detailed description, in text, of how your Mutant Vehicle was built. Tell us about the physical construction of and/or changes to the vehicle: what you added, what you took off, how you did it, and the overall description of what you have created. We normally expect 1-3 paragraphs covering materials, methods, etc. For example:
 - "[Mutant Vehicle Name] started out as a [base vehicle]. We removed [elements 1, 2, and 3] from the vehicle and added [niftything] made out of [stuff] and some [otherstuff]. We then added XXX, YYY and ZZZ to complete the mutation."
 - "We built [Mutant Vehicle Name] from scratch. We did not start with a preexisting vehicle. We used tubular steel to create a frame and mounted a 250cc engine and drivetrain from a Honda 550 motorcycle to power the vehicle. We then added custom steel fabricated sheathing to complete the mutation."
- Image Upload: 2-5 photographs or, if your vehicle is not yet to the point where a picture will clearly show what you are bringing to Burning Man, 2-5 design sketches of your vehicle.
 - Preferred File Size: 1-3 MB
 - Preferred Image Size: 1024 x 768 pixels
 - Accepted Formats : JPEG, PNG or GIF
 - Images should show both day and night time appearance of the vehicle (If applying for both day and night licenses).
 - Night images should clearly show lighting/lighting plan.

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- If you have additional photographs or videos you want us to consider we recommend that you post these on a webpage or photo sharing site that does not require a username/password to access the pictures, such as Flickr.com. One advantage of using a site like Flickr is that you can continue to add pictures as your work on the vehicle progresses. (Note that the DMV will only review images up until the point when we complete our review of your application).
- DO NOT SUBMIT FACEBOOK LINKS – Facebook photos require a facebook login, and the DMV will not review images posted that require a login.
- We need images that show the entirety of the vehicle (front, side, and rear).
- In terms of design images, what would be most helpful would be detailed drawings and accompanying text that accurately represents what the final vehicle will look like.
- Examples:
 - [Example 1](#)
 - [Example 2](#)
- The goal is to have a design image(s) that gives us the clearest idea of what you are creating and how the final vehicle will look when you bring it for your on-playa inspection.
- Intent: What do you wish to share with the community as a result of bringing your vehicle to Burning Man?
- Team: You may be required to provide contact information for a some key roles for your Mutant Vehicle team. It is possible that you, as the questionnaire filler, may in fact hold all of these roles. However, if not, be sure that you have all of their contact information on hand and have consulted with each of them before beginning.
 - Safety Coordinator
 - Leave No Trace Coordinator
 - Fire Safety Coordinator
- Fire: You'll need to describe, in detail, any flame effects that your vehicle uses. You'll also be required to submit a thorough Fire Safety Plan and provide contact information for a designated Fire Safety Coordinator, so be sure to have that ready before you begin.
- Sound: we need complete information about any sound system you may have on the vehicle.
- Safety: A clear indication of the safety considerations you are implementing. Include a fuel spill response plan if your vehicle runs on liquid fuels (gasoline, diesel, etc.).
For more guidelines, visit the [Fuel and Hazmat Storage](#) page.

The criteria for licensing a Mutant Vehicle include:

1. Level of Mutation

Mutate your vehicle to the point that it is not recognizable as a street or stock vehicle. A radically mutated vehicle will not resemble or represent a car, truck, golf cart or any other readily identifiable street or stock vehicle. In most cases, little or none of the base vehicle should be visible.

Notes:

- If a vehicle maintains it's stock form (i.e. – it keeps the shape of a bus, golf cart or street vehicle) it may not be sufficiently mutated to meet the Mutant Vehicle Criteria.
- A vehicle that has primarily been covered with fabric or fur, without also significantly changing the vehicle shape, may not be sufficiently mutated to meet the Mutant Vehicle Criteria.
- A vehicle that is primarily stripped to the engine and frame may not be sufficiently mutated to meet the Mutant Vehicle Criteria.
- For examples of Art Cars that applied, but did not meet Mutant Vehicle Criteria, please see: [DMV GALLERY](#).
- Beyond just changing, covering or hiding the base vehicle, the mutation should aim to provide a level of “radical visual stimuli” or “wow factor” for the other participants of Black Rock City. When a person sees this vehicle, their reaction should be “Wow! Look at that!”

2. Interactivity

Provide an interactive experience for participants of Black Rock City. Interactivity is defined as an opportunity for any BRC citizen to participate in some activity offered by your vehicle. The theme and/or size of the vehicle is what's considered here. Do you entertain a crowd? Have plenty of room for riders? Provide a service to the community via your vehicle? Include an interactive element?

3. Safety

Depending on the size and style of your vehicle, some or all of the following may apply:

- The vehicle must be able to maintain a steady speed of five MPH (the speed limit in Black Rock City) or less.
- Brakes must be in good working order.
- The vehicle should have sturdy side railings and stair railings. There should be no sharp or protruding objects.
- Having a fire extinguisher and First Aid kit on board is highly recommended.

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- The vehicle should have a safe access area and procedures for loading and unloading passengers.
- For safety requirements of lasers mounted on Mutant Vehicles, please see [Mounted Lasers](#).
- Vehicles with trailers must have [barriers](#) protecting the space between the vehicle and the trailer. For details on trailer safety requirements, please see the section on safety below.

4. Lighting

There are two fundamental requirements for Mutant Vehicle night illumination.

- SAFETY: First and foremost, people need to be able to see you and you need to be able to see them. The vehicle must include front head lights and the front, rear, AND sides must be lit. All vehicle extremities must be lit. Any trailer hitch or dangerous area of the vehicle must be lit. Anywhere someone would walk, step, or climb on your vehicle should be lit, especially stairs and ladders.
- RADICAL ILLUMINATION: The visual presentation of your vehicle should be at least as stimulating at night as it is during the day, if not even more so. This can be accomplished in two ways:
 - You are showcasing a well-crafted mutant vehicle that is already worthy of a day license. Flame effects alone are not sufficient to qualify for night licensing.
 - The lighting itself is the "art" (such as [the Death Star](#)).

In either case, the vehicle should be easily seen from all sides from some distance away.

5. Sound

There is a Sound Policy for Mutant Vehicles. It is important that you know it. Please go to the [Sound Policy page](#) to review it. All vehicles driving in Black Rock City must follow the sound policy.

In addition to these criteria, you must also:

1. Describe the motivation for creating your Mutant Vehicle.

Convenience of personal transportation is not considered sufficient motivation to qualify for a license. The primary factor should be the sharing of your creation with the rest of the community.

2. Comply with all DMV pre-registration guidelines and deadlines.

3. Adhere to Black Rock City vehicle/driving protocols.

Black Rock City has a few simple driving guidelines. If you violate these community guidelines, you'll lose the privilege of driving your Mutant Vehicle at Burning Man. In addition, you and your vehicle may be removed from the event, and you risk fines by law enforcement. Furthermore, owners that cannot follow the rules run the risk of not being licensed in subsequent years.

Please be aware that:

- This application does not guarantee a Mutant Vehicle license. First your vehicle must be invited by the DMV to Burning Man and then your vehicle must pass an on-playa inspection before a license will be granted.
- Submitting this application means that, if granted a Mutant Vehicle license, you agree to abide by all of the driving rules and community guidelines in effect at Burning Man.
- You will receive an email from the BRC DMV indicating that your preliminary application has been received. This does not indicate anything other than receipt of your application. It in no way implies that you will receive a license. Keep this email as proof that you submitted your application. If you do not receive an email within 60 minutes of submitting your application, contact us at dmv@burningman.org.
- After you submit your application the DMV will review it -- this may take several weeks.
 - You will then receive an email from the DMV stating that your Mutant Vehicle has either been invited, which means you may bring it to the event (where licensing is subject to its on-playa inspection), or not, which means we will ask you to not bring your vehicle to Burning Man.
 - If you have not received a status email from the DMV by June 1st, please email us at dmv@burningman.org.
- In order to enter Black Rock City with your Mutant Vehicle, you MUST bring a printout of the invitation email mentioned in the bullet point above. This letter will be requested at the Gate when entering Black Rock City, and again at the DMV when you come in for licensing. You will not be allowed to bring your Mutant Vehicle into Black Rock City without this.

Driving Rules and Mutant Vehicle Agreement

Driving Rules In Black Rock City

- Only drive vehicles licensed or allowed to drive in Black Rock City
- Abide by all applicable federal and Nevada state laws, including all open container laws (no open containers within reach of the driver)

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- Drive at a speed of 5 mph or less (less if in hazardous situations such as tight crowds)
- Give the right of way to pedestrians, bicycles, and emergency services vehicles
- I understand that a registered Mutant Vehicle is considered a public conveyance and I will give rides to the community as often as possible
- Follow the reasonable and applicable vehicle laws for road safety
- Stop immediately upon being hailed by any BRC Staff member, Black Rock Ranger, or law enforcement officer
- No driving under the influence of drugs or alcohol
- No driving on pedestrian-designated streets (see your map for details)
- No driving during whiteouts
- No driving on wet or freshly-watered roads
- Obey [sound policies](#)
- It is your responsibility to be apprised of and abide by any additional guidelines set forth by Burning Man

About DMV Staff

DMV Staff are volunteers and work diligently to help Mutant Vehicle creators successfully bring their vehicles to the Playa. Please treat them with respect, even if your vehicle is denied for a license.

About Trailers

All trailers will require a separate license sticker from the Department of Mutant Vehicles (You do not need to apply for them separately, but you DO need to include images and descriptions of your trailer in this application).

Operating an unlicensed trailer constitutes grounds for revocation of your Mutant Vehicle license. If operating at night, trailers and hitches must comply with the RADICAL illumination policy. Trailers are our biggest cause of injury, please keep this in mind when designing and operating them.

Mutant Vehicles with trailers may have blind spots between the vehicle and the trailer, so we require that there be a barrier against boarding in this zone:

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 (this is intended to accommodate 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 at all times when the vehicle is in motion.

See [our criteria and licensing info page](#) for more information about trailers.

About Sound

Sound on MVs is a big responsibility. Please know the BRC MV Sound Policy, and be respectful of others around you.

About Laser and Flame Effects

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

The Laser Art Safety Team (LAST) and Fire Arts Safety Team (FAST) will conduct vehicle inspections in "Salem's Lot" between 2 and 6 pm every day the DMV is open except Saturday (Burn Night) to inspect and approve Laser and Flame effects mounted on Mutant Vehicles.

If your Mutant Vehicle incorporates Flame Effects, the following rules and guidelines apply:

- Tiki torches, candles or liquid fuel-based Flame Effects are not to be used as high winds may cause spillage of liquid fuel or wax, creating a hazardous situation.
- The use of wood fires or burn barrels on Mutant Vehicles is not allowed. Weather conditions change quickly on the Playa, and fires of this type spread sparks and are not easy to extinguish in case of high winds or accident.
- No fireworks or pyrotechnics. All fireworks are prohibited in our event stipulations with the BLM and present a significant fire hazard within the camping areas.
- It is required that all Mutant Vehicles incorporating pressurized fuels include an emergency shut-off, such as a quarter-turn ball valve within reach of the driver or flame effects operator in case of weather changes or other emergency.
- All fuel sources and fuel lines must be within the vehicle and not exposed to collision on the exterior of the vehicle. A severed fuel line or crushed propane tank would be an extreme fire hazard.
- All approved fire must be well above head height. Cloth flags, stilts, tall Mutant Vehicles as well as flammable costumes are all reasons to keep the fire safely above the participants.
- All Mutant Vehicles' Effects must have appropriate fire extinguishers, within reach, that are up to date and in working order. The minimum requirement is at least one 5 LB 3A: 40BC rated fire extinguisher.

About Fuel

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- No Extra Fuel on board. 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.
- As per BLM regulations, no more than 110 gallons of fuel may be stored within a camp at any time.

BRC Fuel Program

- Registering to obtain fuel onsite and planning for fuel usage will reduce the amount of fuel you need to transport and store.
- Transporting and storing the minimum amount of fuel necessary reduces safety risks as each point of transfer is a risk of spill, fire or worse.
- Registration for the BRC Fuel program will be open until end of day July 15, 2018. Late registrations will not be accepted.
- Not sure exactly how much fuel you will need? No worries, we are only asking for your best estimate to help us determine how much fuel we will need to secure for this year's event. You can also ask us for your account breakdown from last year, just email petrol@burningman.org. Once registered, further information will be emailed to you to finish setting up your account.
- Mutant Vehicles: Mutant Vehicles may fill-up at the Hell Station during normal hours of operation.
- More info on [the BRC Fuel Program page](#).

About Steam Powered vehicles

If your Mutant Vehicle has a steam boiler, the following rules and restrictions apply:

- Vehicles with steam boilers will be considered on a case-by-case basis.
- All steam boilers are required to have an ASME certified steam safety valve AND a pressure gauge with current calibration certificate.
- Owners of steam powered vehicles must indicate the type of boiler being used, provide a complete plumbing schematic, and include detailed calculations indicating boiler capacity, rate and operating pressure.

Your Agreement with Burning Man:

If not granted a license:

- I will treat the DMV Hotties with respect.
- I agree to park my Mutant Vehicle at my camp and not operate it during the course of the Burning Man event.

If granted a license:

- I agree to follow all Driving Rules in Black Rock City.
- I agree to follow the sound guidelines set forth at Black Rock City.
- I agree to drive no faster than 5 mph, and to slow down if I am creating dust.
- I agree to give the right of way to pedestrians, bicyclists and emergency vehicles.
- I will not drive on designated pedestrian walkways.
- I will be sober when operating this vehicle.
- I understand that I am responsible for the Mutant Vehicle, even if I am not driving it at the time of an offense.
- I agree to assume full responsibility for any and all injuries or damage caused by the operation of this Mutant Vehicle.
- I agree to the terms and conditions regarding trailers.

I understand that failure to respect and follow these simple guidelines can result in one or more of the following:

- Revocation of my Mutant Vehicle's license
- Impound of my Mutant Vehicle (BRC is not responsible for any loss or damage to the vehicle or personal property within the vehicle)
- Fines
- Ejection from the event without refund

I understand that following these guidelines can result in one or more of the following:

- Fun and enjoyment for me and all those that interact with my Mutant Vehicle
- A safe experience for me, those on my vehicle, and those that are around my vehicle
- The best Burning Man experience I have ever had

I hereby expressly agree to indemnify, defend, and forever hold harmless, Black Rock City LLC, Burning Man, their respective officers, directors, employees, agents, representatives, contractors, assigns, parents and subsidiaries, from and against any and all claims whatsoever, occurring or resulting in connection with the use or presence of my Mutant Vehicle at Burning Man.

I Have Read and Understand the Above Information and Agree to these Conditions.*

* Please note: This is a preliminary agreement. Before receiving an official license, you must complete and sign the official DMV Terms of Use Agreement, which contains additional information. This will be completed on the playa once your vehicle has been inspected.

I Agree

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Mutant Vehicle Application

Mutant Vehicle Information

Additional Responsible Parties

We recognize that, at times, there are multiple parties associated with a vehicle.

Are you, (the registrant), the person who has the main responsibility for this vehicle on playa? If you are unavailable, who else will be responsible for this vehicle and it's operation?

Please list up to two additional responsible parties below. If this information isn't available at the time of registration, we ask that you update us when it is by emailing dmv@burningman.org.

If you (the registrant) are the sole person to be held responsible for this vehicle, it's not necessary to list your name.

1st Additional Responsible Party: Name, Playa Name, Email

2nd Additional Responsible Party: Name, Playa Name, Email

Mutant Vehicle Name*

What is the name of the Mutant Vehicle you are pre-registering?

Mutant Short Vehicle Description*

Please give a short (one line) description of your vehicle.

Mutant Vehicle URL

If you have images of your vehicle on the web, please include that URL here. Make sure that the page you submit links directly to where you have posted your vehicle pictures. Do not use a site where you must register or log in to view the pictures. We recommend a site like Flickr, and also suggest that you continue to post photos up if you are in the build process so that we can see your progress.

Please include http:// and enter the URL with all lower case letters.

New or Returning Vehicle*

Is this vehicle:

- A new vehicle being built
- A returning vehicle being modified
- A returning vehicle EXACTLY the same as it was in previous years

Years at Burning Man*

Please check the years that this vehicle has been at Burning Man.

Previous Mutant Vehicle Names

Please share any other names this vehicle has been known by.

Was this Mutant Vehicle built by someone else?*

- Yes
- No

Who built or is providing this Mutant Vehicle to you for use at Burning Man?*

Please provide the person's email address*

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Are you the owner of this vehicle?*

- Yes
 No

Will you be bringing this vehicle yourself?*

- Yes
 No

Do you plan to rent this vehicle to someone else?*

- Yes
 No

If you plan to rent this vehicle to someone else, please read the following information:

- [Arranging Deliveries at Burning Man](#)
- [Outside Service Providers at Burning Man](#)

Prior Mutant Vehicle Experience*

Have you had a Mutant Vehicle at Burning Man before?

- Yes
 No

Prior Mutant Vehicle Information*

For any vehicles you have brought in the past, please list:

- Vehicle Name
 - Year
 - Your specific role in the project
 - Whether you led or assisted; what you were responsible for
-

About the Vehicle's Mutation*

What makes this a Mutant Vehicle?

Tell us about the physical construction of and/or changes to the vehicle: what you added, what you took off, how you did it, and the overall description of what you have created. We normally expect 1-3 paragraphs covering materials, methods, etc.

Example:

"[Mutant Vehicle Name] started out as a [base vehicle]. We removed [elements 1, 2, and 3] from the vehicle and added [niftything] made out of [stuff] and some [otherstuff]. We then added XXX, YYY and ZZZ to complete the mutation."

Mutant Vehicle Intent*

Why are you creating this vehicle and bringing it to Burning Man? What experience are you intending to create for people? What do you want to share with the community by bringing this Mutant Vehicle to Burning Man? How, if in any way, does your vehicle fit with the current year's theme?

Example:

"We built our Mutant Vehicle to share both our art and our community with the citizens of Black Rock City. We wanted to create something visually stimulating both day and night, as well as provide rides and beverages to dusty travelers. Our camp has three shifts of folks who man the vehicle day and night, and traverse the city and open playa, giving rides to any and all, along with ice cold beverages to help keep people hydrated. We reconfigure our vehicle every year to try to match the theme in some way. This year we will be adding ritual symbols and miniature shrines on the vehicle representing the different cultures of members of our camp to reflect the Radical Ritual theme."

About License Types:

1. Licensed Mutant Vehicles may receive a day license, a night license, or both, depending on the vehicle.
2. Mutant Vehicles granted night licenses must be RADICALLY illuminated, as noted at the beginning of this application.

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3. Mutant Vehicles will be licensed for driving either on the open playa only, or for driving on the playa and on the streets of Black Rock City (except the designated pedestrian/street walkways). This is dependent on the vehicle's size and turning radius.
4. Night licenses do not automatically imply a day license. You must specify both if you want both.

Day License*

Are you applying for a day license?

Yes

No

Night License*

Are you applying for a night license?

Yes

No

If you are applying for a night license, you **MUST** include an image showing the vehicle at night with lighting.
This is required in order for your application to be reviewed.

Lighting Plans

Describe how this vehicle will be illuminated at night. Remember, in order to receive a night license, your vehicle must be **RADICALLY** illuminated. Please be as specific as you can about the type of lighting, number of lights, and the lighting intent.

Example:

"The vehicle's lighting is intended to give the impression of a vehicle that is on fire, without using actual flame. In addition to head lights and tail lights, the vehicle is radically illuminated by over 1500 WS2812 LED's. Along the front, sides and rear of the vehicle are programmable LED lighting arrays that simulate flames traveling up the sides of the vehicle. LED's also frame the outline of the entire vehicle, and accent trim areas. Finally, there is also undercarriage LED lighting for a glowing ground effect."

Street Legal*

Is this vehicle street legal?

Yes

No

Vehicle License Number

If so, please give the license plate number of the vehicle.

State of license

If so, please enter the state the vehicle is licensed in. If the vehicle is not licensed in the the US, select N/A.

Vehicle Height*

How tall is the vehicle?

Provide all measurements in feet.

Please round up to the nearest whole foot.

Vehicle Length*

How long is the vehicle?

Provide all measurements in feet.

Please round up to the nearest whole foot.

Vehicle Width*

How wide is the vehicle?

Provide all measurements in feet.

Please round up to the nearest whole foot.

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If your vehicle is more than 13 feet wide or more than 22 feet long, please read [this information](#) about "Playa-Only" licensed vehicles at Burning Man.

Frame Base*

What is the frame based on (Honda Civic, John Deere Tractor, Scratch-built)?

Frame Year*

What year was the frame/chassis built?

Capacity*

Including the driver, how many people can this vehicle safely carry?

- | | | |
|-------------------------------|--------------------------------|---|
| <input type="checkbox"/> 1-4 | <input type="checkbox"/> 10-30 | <input type="checkbox"/> 50-100 |
| <input type="checkbox"/> 5-10 | <input type="checkbox"/> 30-50 | <input type="checkbox"/> greater than 100 |

Art Tours

Are you willing to participate in art tours on playa with the Artery?

- Yes
 No

Art Tour Contact Info

May we share your contact information with the organizers of the art tours?

Willingness to participate in art tours does not guarantee an invitation for you to bring your vehicle to the playa, or acceptance of your vehicle on the playa.

- Yes
 No

About Trailers:

- Trailers are licensed separately from the Mutant Vehicle. Each trailer will have its own license and can be towed only by the vehicle it was licensed with. Towing vehicles MUST also be mutant vehicles able to pass their own inspection independently of the trailers they are pulling.
- If your vehicle's trailers are deemed unsafe, they will not be licensed. In most cases, this should not affect the ability of your Mutant Vehicle to be licensed, as long as the vehicle meets all of the licensing criteria.
- Driving a licensed Mutant Vehicle with an unlicensed trailer is cause for revocation of the Mutant Vehicle license, and possible impound of the vehicle.
- For Mutant Vehicles with trailers that are applying for night licenses, in addition to the RADICAL illumination required of the Mutant Vehicle, the trailer AND THE HITCH must be radically illuminated as well.
- Mutant Vehicles with trailers may have blind spots between the vehicle and the trailer, so must include a barrier against boarding in this zone.
- 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 (this is intended to accommodate 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 at all times when the vehicle is in motion.

See our [criteria and licensing info page](#) for examples of valid trailer barriers.

Number of Trailers*

How many trailers does your vehicle use?

- | | | |
|-------------------------------|----------------------------|--------------------------------------|
| <input type="checkbox"/> None | <input type="checkbox"/> 3 | <input type="checkbox"/> More than 5 |
| <input type="checkbox"/> 1 | <input type="checkbox"/> 4 | |
| <input type="checkbox"/> 2 | <input type="checkbox"/> 5 | |

Trailer Description*

Please provide a description of how the trailer(s) integrate into the design of your mutant vehicle.

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Levels*

Does your vehicle have more than one level? (You must construct a railing system if you have more than one level.)

- Yes
 No

Level Description

How many levels does your vehicle have? Please describe the number of levels, the method of moving from one level to another, and the safety considerations involved.

About Sound

The DMV has developed a sound policy to help guide those with large sound systems. Please read the [sound policy](#) before continuing.

Sound System*

Does your vehicle have a sound system?

- Yes
 No

Sound System Wattage*

How many watts is the sound system? Please enter a whole number.

How big is your system? *

Note: All dB levels refer to maximum potential DBA.

- Normal car stereo or Average living room (under 90 dB at 30 ft)
 Dance Club or Theatre (90 dB and up at under 100ft)
 Arena, stadium (100 dB or more at 100ft or more)

Sound System Description*

Please describe the system (speaker brand, number of tops, number of subs, size of each, brand and wattage of all amps, and estimated maximum dB output).

Sound Impact Remediation*

Please describe your plan for limiting the sound system's impact on others who may not want to hear it.

Bar*

Does your vehicle have a beverage bar?

- Yes
 No

Standing Passengers*

Are people allowed to stand while the vehicle is in motion?

- Yes
 No

Design Safety*

How did you consider safety when designing this vehicle? Please describe the safety considerations you are making in relation to the physical structure of your vehicle. This includes, but is not limited to, any railings, stairs, ladders, trailers, control wiring, electrical grounding, or multiple levels that are a part of your vehicle, as well as your vehicle's load capacity and braking system. Please attempt to strike a balance between thorough and concise.

Operating Procedures

In order to be eligible for a Mutant Vehicle license, you must demonstrate to the DMV that you have given serious thought to how to safely operate your vehicle during Burning Man.

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- Anyone striking a member of the community with their vehicle will have their license revoked, and may face legal consequences.
- Describe the procedures and policies that you have developed and will follow to safely operate your Mutant Vehicle on the Playa. The more complex and grand your Mutant Vehicle, the more thorough and detailed your answer should be.
- Please cover any pertinent areas that can be problematic or are related to vehicle safety such as moving between levels; dealing with blind spots; starting and stopping your Mutant Vehicle; the location of safety equipment such as first aid kits and fire extinguishers; passenger rules; vehicle crew job descriptions; dealing with difficult passengers, etc.

Note: The DMV is requesting your procedures for people entering and exiting your Mutant Vehicle in the next question, so they need not be covered here. If you have a written copy of your operating policies and procedures in text format, you may cut and paste them into the text box below.

Operating Procedures*

What are the operating procedures for this vehicle?

Enter/Exit Procedures*

Describe the ways in which people can get on and off of the vehicle.

Propulsion Type *

How is your Mutant Vehicle powered? Please describe the type of engine, and the fuel source. Is the drive train stock or custom? Is the power source green or renewable in any way? How much fuel do you expect your Mutant Vehicle to consume on the Playa this year?

Additional Team Members

How many people does it take to operate this vehicle at one time?*

Please indicate the number of people required to operate the vehicle in one instance.

We are not asking for the total number of vehicle operators in your camp.

For example, if you have 5 drivers and 10 spotters in your camp, but it only takes 1 driver and 2 spotters to operate at one time, you should list 3.

Please enter a numeric value only.

Safety Coordinator's Name*

Safety Coordinator's Playa Name

Safety Coordinator's Email*

Leave No Trace Coordinator's Name*

Leave No Trace Coordinator's Playa Name

Leave No Trace Coordinator's Email*

Safety

Does your Mutant Vehicle have a steam boiler of any type?*

If this box is checked, the Fire Art Safety Team will contact you to discuss the design details of your system.

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- Yes
 No

Are you using lasers on your mutant vehicle?*

- Yes
 No

Lasers at Burning Man

Burning Man requires all lasers to be aimed above eye level. Please be sure to read our [laser guidelines](#). If you have laser-related questions, or if you would like to submit a more detailed laser plan, please contact us at lasers@burningman.org.

Who will be responsible for the safe usage of lasers on your Mutant Vehicle?*

Please list first and last name.

Laser Contact's Playa Name

Laser Contact's Email*

Laser Description and Safety Measures*

Please describe the quantity and class of the laser(s) you would like to use, and your plan for the safety measures you will put in place to safely manage their use. We will discuss your plan with the laser safety contact designated above.

About Fire and Mutant Vehicles

If your Mutant Vehicle incorporates Flame Effects, you should be aware of several items.

1. No tiki torches, candles, fire barrels or liquid-fueled Flame Effects.
2. No Pyrotechnics, including fireworks.
3. It is absolutely required that all Mutant Vehicles incorporating pressurized fuels include an emergency shut-off, such as a quarter-turn ball valve, within easy reach of both the driver and the flame effects operator.
4. All approved fire must be above head height (10 feet).

Flame Effects*

Will your project include the use of any Flame Effects? This includes a project as simple as propane torches or any fires that are automated, switched, pressurized or having any other action than simply being lit on fire.

Note that liquid-fueled Flame Effects are prohibited on Mutant Vehicles.

- Yes
 No

Combustibles*

Will you be storing combustible or flammable fuels (including fuel for propulsion of the vehicle), such as gasoline, kerosene, LP-Gas (propane), oxygen, etc., in the camp where your Mutant Vehicle is based?

(This information is for fire prevention only and is confidential.)

- Yes
 No

PETROL Department: BRC Fuel Safety Program

One of the ways you can help us protect the playa is by storing as little fuel as possible in your camp. Each point of transfer is a risk of spill, fire or worse. One option to improve safety is to have generators filled daily by the PETROL team rather than storing fuel in your camp and filling equipment yourself.

There are two ways to participate in the program – by delivery to your camp, or by pickup at Hell Station, which is located at 10:00 & L.

Dyed diesel is available for delivery to theme camps with large, diesel-powered generators that will take 20 gallons or more per delivery. If you have a small generator, or one that runs on gasoline, you can fill up your CARB and EPA certified fuel containers at the

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Hell Station and transport them back to your camp.

Important: driving on Playa is not allowed and this is enforced. Use a handcart, trolley, or make friends with your neighborhood mutant vehicle to pick up fuel at Hell Station.

Art Projects and Mutant Vehicles may sign up for fuel through their respective applications.

Learn more about the program on the [PETROL website](#).

Would you like to register for the BRC Fuel Program?*

If you answer yes, the Petrol Department will contact you by email (at the email address in your Burner Profile) with information on the program.

Yes

No

Listing Information

Data Listed Publicly?*

Would you like your Mutant Vehicle's data included in public listings? These listings may include, but not necessarily be limited to: Burning Man Website and the Burning Man API (which allows artists and developers to create their own applications with publicly available data). Listing information may include: name of vehicle owner, vehicle name, vehicle description, vehicle URL, public email (optional), and an image of the vehicle.

Listed

Unlisted

Public Email

If you have checked "Listed" on the Data Listed Publicly question above and would like a public email displayed, please include it below (we will not display your email used for registration unless you re-enter it here).

Web Description

Please describe your Mutant Vehicle in your own words (200 words or less) for publication on our website.

Vehicle Hometown*

Please enter the hometown or home base of the vehicle for publication on our website.

Work Access and Camp Information

How many people are required to prep/build/assemble this vehicle on-playa?*

Early Admission | Work Access Passes | Camp Placement

As some Mutant Vehicles require assembly after they arrive at Black Rock City, Burning Man makes available Work Access Passes (WAPs) for those people bringing those vehicles requiring assembly on-playa. The number of WAPs is limited; the DMV only provides WAPs for the number of MV Team members who are essential for the vehicle assembly, and for set up of a small camp to support those building the vehicle.

If you are requesting Work Access Passes, we strongly recommend you join a theme camp or register your own Mutant Vehicle support camp with the Placement Team. Upon approval, Placement gives you an assigned reserved space for your camp. The DMV does not provide placement, but works with the Placement Team to assist Mutant Vehicle teams that are not part of established villages or theme camps in acquiring placement.

Main camp setup or other functions not directly related to Mutant Vehicle prep are not considerations for these WAPs. If your request is approved, you will need both your Burning Man ticket and your Work Access bar code to enter the event.

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REMEMBER: Everyone who is at the event before the gates open to the public is there to *work*. The DMV grants Work Access Passes specifically and only for working on (re)assembling your Mutant Vehicle and related support. Please limit your requests to the *minimum* number of core people required to get your vehicle up and running for the event, for the smallest reasonable amount of time necessary.

If you have any questions please e-mail dmv@burningman.org. Please make sure to put "MV Work Access question" in the subject line.

Describe Tasks*

Please provide a DETAILED description of the tasks required to (re)assemble your vehicle, the amount of time each task will take, and how many people are required for each specific task.

For example:

"Unload MV and materials from trailer – 3 hours – 5 people", "Attach skin panels to MV – 4 hours – 3 people", etc.

Number of Work Access Passes*

How many Work Access Passes are you requesting in total? Note that this full number may not be approved.

Arrival Day*

What day would you like your Work Access to be for? (WAPs are valid from the date specified ONWARD, so if people will be arriving on different days, please choose the earliest day so everyone is covered)

Choose a day between Monday (6 Days before the event opens) and Saturday (1 Day before the event opens).

WILL CALL OPENS at NOON ON THE MONDAY BEFORE the event opens (during Build Week). There are no exceptions, so please make sure your build crew has their tickets in hand if they plan to arrive before then.

- | | |
|---|--|
| <input type="checkbox"/> Monday, 6 days before the event opens | <input type="checkbox"/> Thursday, 3 days before the event opens |
| <input type="checkbox"/> Tuesday, 5 days before the event opens | <input type="checkbox"/> Friday, 2 days before the event opens |
| <input type="checkbox"/> Wednesday, 4 days before the event opens | <input type="checkbox"/> Saturday, 1 day before the event opens |

Reserved Placement | Mutant Vehicle Camp Information

Burning Man reserves a portion of Black Rock City for Camps and Villages that have applied for and been approved for [reserved placement](#).

If you are applying for Work Access Passes and to arrive early, we STRONGLY suggest you apply for Placement as this will help you avoid having to search for available space in the "Open Camping" areas [outside] of the reserved spaces.

If you are not part of a theme camp or village that is already requesting placement, you may apply for placement as a Mutant Vehicle Camp.

Criteria for Mutant Vehicle Camp registration:

1. You must fill out *BOTH* a Mutant Vehicle Application with the DMV *AND* a Placed Camp Questionnaire with Placement. These forms must both be submitted by their respective deadlines.
2. Your Mutant Vehicle must be invited by the DMV and you must receive Work Access Passes from the DMV for early site access to the event. Placement checks directly with the DMV after they issue Mutant Vehicle invitations to ensure this is the case.
3. Mutant Vehicle Camps must be neighborly. This includes keeping sound within set limits, controlling where camp generators vent exhaust, and easily resolving any boundary disputes that arise.
4. Mutant Vehicle Camps must have a good previous MOOP record (for returning camps).
5. Mutant Vehicle Camps must follow safety protocols designed by the organization, including traffic management on the streets, proper handling of fuels, and any other areas defined by the organization's production team.

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As noted above, your Mutant Vehicle Application is separate from your Placement Questionnaire. You will need to fill out a Placement Questionnaire to be considered for Mutant Vehicle Camp placement.

The DMV and Placement work together to try to place mutant vehicle camps in appropriate locations (access to streets/the open playa).

Mutant Vehicle camps should be proportional to the size of the vehicle.

Placed camps are located between Esplanade and G, and land grabbing is frowned upon. Violating Placement guidelines (deliberately wrong classification, leaving moop, land grabbing, complaints from neighbors, etc.) as a placed Mutant Vehicle camp can jeopardize not only your placement in future years, but potentially your Mutant Vehicle licensing in future years.

The Placement camp questionnaire is due on the last Thursday of April at Noon Pacific Time. You can fill out the questionnaire [here](#). The questionnaire includes questions about your camp infrastructure and preferred camp location in BRC. Register before the deadline and Placement will work with us later to confirm your Mutant Vehicle has been invited and received WAPs from the DMV.

Do you plan to request reserved camping?*

- No, we don't want reserved camping
- Yes, we are already part of a registered/registering Theme Camp/Village
- Yes, we are already part of a registered/registering Mutant Vehicle Camp

Camp Name*

Please tell us the name of your camp.

If you will be applying for camp placement, please enter the name exactly as it will appear on the Placed Camp Questionnaire.

Camp Lead Name*

Who is the lead contact for your camp?

Camp Lead Email*

Please describe, in general, your camping plans for this year. What kind of camp infrastructure are you setting up?*

How many people will be in your camp?*

Prior Year Camp Information

Were you part of a camp last year that was placed by the Placement Team or did you camp in open camping?*

- Placed camp
- Open camping
- Neither, this is my first time at the event or I didn't attend last year

Prior Year Camp Name*

What was the name of your camp last year?

Mutant Vehicle File Upload

ATTENTION! If you do not have your final Vehicle Image ready to upload or if you are on a mobile device, please Save and Continue at the top of this page and come back later to complete your application on a computer.

NOTE: No application is complete until we have received your images.

Vehicle Image

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A diagram, drawing, or plan for the Mutant Vehicle and any trailers must be submitted. These should be as complex as your design requires and are meant to be complements to the description. With both the description and these plans the DMV should have a crystal clear picture of your intent.

If you have indicated that you want your info listed publicly, and if your vehicle is licensed by the DMV, the image(s) you upload may be included in public listings on the Burning Man website and beyond.

If you are applying for a night license, you MUST include an image showing the vehicle at night with lighting.

This is required in order for your application to be reviewed.

Image Upload

In order for us to get a good sense of what you are creating, we need to see what it looks like. Please upload a photo or sketch of your vehicle.

- File Type: JPG, PNG or GIF
- Preferred file size: 1-3 MB
- Preferred image size: 1024 x 768 pixels or smaller
- Remove spaces from your filenames
- Try to limit file names to 20 characters
- You must have JavaScript enabled. If you need help with that, see: enable-javascript.com.

You may load up to 5 images to your application.

Work in Progress

If your vehicle is a work in progress, or you have additional photos that you would like to share, those should be at the URL you have provided.

Night License

If you are applying for a night license, please include an image showing the vehicle at night with lighting.

DMV Fire Safety Agreement: Fuel and Hazardous Materials Storage

Since you have indicated that you will be storing combustible fuels in the camp where your Mutant Vehicle is based, you must read and agree to the following Fuel and Hazardous Materials Storage agreement before continuing on to your Fire Questionnaire.

Please Make Sure You Completely Read and Understand the Following Information Before Proceeding! Your application is NOT complete until you accept any and all Fire Safety related Agreements.

DMV Fire Safety Agreement: Fuel and Hazardous Materials Storage

All participants using combustible fuels in an art installation (or for other purposes) at Burning Man must educate themselves about and comply with appropriate practices for storing and handling these materials.

General Fuel Storage Requirements

Separation and Emergency Egress

A distance of 10' or greater must be maintained between any stored fuels (liquid fuels and compressed or liquefied fuel gases) and tents, equipment, public areas, RVs and all camp structures. A fire lane of 20' shall be kept free of obstructions to provide emergency access for fire vehicles if needed. No fuel storage area shall be closer than 100' from another fuel storage area.

Vehicle Protection

All fuel storage areas must be protected from vehicle collision. A safety area of 10' around the stored fuel should be marked as off limits using caution tape or other equivalent measures.

Storage Area Safety and Security

All fuel and flammables must be stored in approved containers which must remain closed except when filling or dispensing.

Tanks and barrels should be secured to prevent tampering.

Proper signage of "NO SMOKING - FLAMMABLE" shall be visible from all four directions.

At least one hand-held portable extinguisher with a 40-B rating is required for any fuel storage area per 55 gallons of fuel capacity.

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Extinguishers rated as ABC, AB, or BC will have a separate value for the B rating, which indicates the square footage of a class-B fire that a non-expert user should be able to extinguish with it.

Example: [First Alert 5 Lb. 3-A:40-B:C Heavy Duty Plus Fire Extinguisher](#)

The fire extinguisher must be placed 8' – 10' from the fuel storage area and be easily visible.

Liquid Fuels

Quantity Limit

No more than 110 gallons or two 55-gallon drums may be stored in a camp at one time. Note: Nevada law prohibits transportation of more than 110 gallons of fuel in any vehicle without proper permitting, signage and required insurance. Arrangements can be made to have fuel delivered daily to larger generators or in drums through independent vendors with prior arrangement. Those providing transport of fuel should read these fuel delivery and transport guidelines.

Containers

Fuel must be in stored in appropriate containers, which include 55-gallon fuel drums and approved 5-gallon or smaller containers.

Fuel containers shall not be overfilled. Most fuel containers are designed to be filled to 80% in order to allow expansion caused by temperature change.

Fuel containers must remain closed except when filling or dispensing fuel. Proper seal must be ensured on all lids, caps, bungs, or valves to prevent spills or leaks. All containers shall be securable to prevent tampering.

Fuel must not be stored in close proximity to any sources of artificially-produced heat which could cause the fuel to ignite, and must never be stored inside or under a living area such as a camper or RV.

Secondary Containment

A secondary containment device or structure capable of holding 110% of the largest single container in the device is required. For example, a single containment device holding two 55-gallon drums need a capacity of at least 60.5 gallons.

[Example Spill Containment Pallet](#)

Collections of small tanks or containers, in total quantities exceeding 20 gallons, also need secondary containment. For collections of small fuel cans, this can be as simple as a fuel-resistant tarp with a raised frame placed beneath to create a containment area.

Handling and Transfer

When filling or dispensing flammable or combustible liquids, open flames or other ignition sources must be kept at least 50 feet away.

No gravity-fed tanks are allowed as fittings can break and cause large-scale spills. Electric pumps are preferable.

Note: Use proper electrical connections to reduce chances of spark and ignition. All electric pumps must be UL-rated with proper ground bonding.

Example: [Fill-Rite Fuel Transfer Pump](#)

Hand pumps are not recommended as fuel can leak out due to gravity. Always keep hose heads above the level of the tank when not in use. Fuel containers are only to be opened when dispensing or receiving fuel.

Fuel spills are most likely to occur at the point of transfer. Take precautions to protect the playa surface by transferring fuel over a secondary containment or absorbent material. Burning Man recommends the use of a spill mat or appropriate tarp laid underneath the fuel-dispensing point when fueling vehicles or performing other transfers, to prevent any spills or overfills from contacting the playa surface.

Example: [Oil/Fuel Spill Mat](#)

Spill Control and Response

Preventing spills on the surface of the Black Rock desert is essential to our continued use of this resource for our Event. It is also important to be good stewards of public lands and to leave no trace. The Playa surface itself adds to the challenge because of its absorbent nature. Spill response and containment control materials should be kept on hand to deal with any spill quickly. Basic fuel spill kits should include a shovel and a sealable container for storage until disposal. Spill control measures shall be proportional to amounts of fuel stored.

Example: [XSORB Spill Kit](#)

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Fuel spills of more than 1 gallon should be reported to Black Rock Rangers or Emergency Services. Reports should include specific location and contact person at that location.

Fire Suppression Notes

A flammable liquid fire (including petroleum and other products) burns at the surface of the material, as it is vaporized by the fire or ambient heat. Do not use water on a liquid fuel fire. Applying water merely spreads the flaming liquid over a wider area, where it vaporizes more rapidly, intensifying the fire.

The best way to put out such a fire is to cut off its air supply or interrupt its chemical chain reaction. The smothering agents commonly used for petroleum fires are carbon dioxide (CO₂) and dry chemical powder extinguishers. Both are effective for flammable liquids, but dry chemical is better for outdoor use because it's not subject to wind, has a longer range and can extinguish pressurized leaks of gas and liquid.

Safety Reminders

- Store fuel away from any running generator.
- Do not fill the tank on a generator that is running.
- When transferring fuel, use a pump. Never try to start a siphon using your mouth. A mouth-full of gas or diesel could be fatal to you. For health reasons, wash hands after fueling.
- Keep all equipment used for petroleum storage and handling in good condition. Watch for leaks, deterioration, or damage.
- If fuel is spilled on your clothing, move away from any ignition source, and allow the clothing to dry. Use waterless soap for hands. If fuel should splash in eyes, use clean water to flush.
- Be aware of static electricity that can build up on you and/or a container. Any spark can ignite gasoline vapors. Always fill containers on the ground, not in vehicles.
- Always use a bonding strap when transferring flammables and combustibles between containers.

Compressed and Liquefied Fuel Gases

Conditions and Limitations

- LP-Gas tanks and cylinders of 101 gallons or more are not permitted within the camping area, except when installed as part of a Mutant Vehicle Flame Effect's fuel system.
- The Emergency Services Department (ESD) must be notified of the presence on the playa and locations of acetylene cylinders of any size.
- Acetylene cylinders must be stored away from Oxygen cylinders with a minimum separation of 20' or more, unless plumbed or in use on a cutting cart.

Cylinder Storage and Care

- All gas cylinders of any size must be stored in an upright position and secured to prevent tipping and potentially becoming an unguided projectile.
- All cylinder valve protection caps are to remain on the cylinder valve assemblies unless in use with plumbing or regulator set.

This information will help the Emergency Services Department plan for emergencies.

I Have Read and Understand the Above Information and Agree to these Conditions*

I Agree

DMV Fire Safety Agreement: Flame Effects

Please Make Sure You Completely Read and Understand the Following Information Before Proceeding! Your application is NOT complete until you accept any and all Fire Safety related Agreements.

DMV Fire Safety Agreement: Flame Effects

Flame Effect Definition

Flame Effect is defined as "The combustion of solids, liquids, or gases to produce thermal, physical, visual, or audible phenomena before an audience." This includes all flames that are automated, switched, pressurized or having any other action than simply being lit on fire; as well as projects using propane or other liquid or gaseous fuels.

Fire Art Safety Team (FAST)

Burning Man has developed a Fire Art Safety Team (FAST) whose mission is to provide experienced support for fire artists and to ensure the safe use of fire at the *Burning Man Event*. FAST comprises artists, fire safety personnel and industry professionals who will assist Artists in the safe execution of Open Fire, Flame Effects, and/or Pyrotechnics in their installations, theme camps and mutant vehicles. FAST will inspect artworks incorporating fire and issue the appropriate Burn License(s) once the artwork has been approved.

Two specific FAST positions will assist Artists in the success of their artwork: 1) A FAST Artist Liaison will work with Artists and Fire Safety Liaisons during the pre-Event evaluation process, and 2) A FAST Lead oversees any burns and/or pyrotechnic shows at the Event. Take advantage of their cumulative knowledge and experience in planning your artwork.

Fire Art & Event Stipulations

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Burning Man's agreements with the U.S. Bureau of Land Management are in the form of *Event Stipulations*, which state that for public safety reasons, artworks utilizing Open Fire, Flame Effects and/or Pyrotechnics require safety inspection and approval in the form of a Burn License (laminated).

FAST and outside authorities, including law enforcement, retain jurisdiction over all flame classifications. They have the right to request to see the Burn License and if not presented can override, stop, alter or cancel any artwork or performance with just cause. They have access to all areas of the artwork or performance at all times.

Safety Responsibility For Flame Effect Art

All artists and their crews are responsible for their own art. Because of the dangerous nature of Flame Effects, no one may operate a Flame Effect without the approval of FAST.

It is the responsibility of the Artist to secure FAST approval for their Flame Effect installation, initially based on submitted documentation, and ultimately based on a physical inspection of the construction and operating characteristics of the installation. Evidence of approval to operate a Flame Effect is in the form of a Burn License (laminated) issued and signed by a member of FAST.

Except for testing under the supervision of a member of FAST, no one may operate a Flame Effect within Black Rock City without physically possessing the license issued specifically for that Flame Effect.

Fire Art Approval Process

The approval process for your fire art project involves a number of steps, starting well before you depart for Black Rock City, and culminating at the Event. This multiple-step approval process is not meant to bog Artists down, but rather to ensure that all safety requirements are adhered to.

1. Pre-Event

1. Designate qualified persons to fill the following *Project Team* roles (defined below): *Fire Safety Liaison* and *Leave No Trace Lead*.
2. Complete and submit the Art Installation questionnaire, including:
 - Fire Safety Liaison name and contact information
 - Flame Effect Scenario
 - Required Diagrams
 - Safety and Emergency Plans
 - Leave No Trace Plan
3. FAST reviews your submitted documentation.
4. Your Project Team, through the Fire Safety Liaison, engages in an ongoing dialogue with a FAST Artist Liaison to ensure that your plans are complete and in conformity with FAST guidelines.
5. Your Fire Safety Liaison maintains email contact with FAST to ensure that all parties are notified of updates and changes.

2. Event

6. Prepare your Mutant Vehicle and its Flame Effects for inspection.
7. Bring the vehicle to the DMV for inspection of all systems, including its Flame Effects. The Fire Safety Liaison and Flame Effects Operator must be present at this inspection. At least two FAST inspectors are on duty at the DMV inspection station during inspection hours. After the Flame Effects pass inspection a Flame Effects License (laminated) will be issued.

Project Team Roles

Artist must designate knowledgeable and capable individuals to fill the key roles listed below. Together, the individuals filling these roles, plus the artist him/herself, make up your Flame Effect Project Team.

It is the joint responsibility of the Artist and the Fire Safety Liaison to disseminate information and applicable deadlines to all Project Team members. The Artist registering the artwork and the Fire Safety Liaison can be the same person or two different people.

Each of the following roles is important and will require the full attention of the person chosen to fill it.

Fire Safety Liaison

The Fire Safety Liaison serves as the primary point of contact for all communication between your project and FAST, and is responsible for ensuring that the artwork's use of fire conforms to all applicable guidelines. This responsibility includes:

- Ensuring that all items of required documentation are complete and accurate.
- Receiving feedback and addressing questions and safety concerns raised by the FAST Artist Liaison assigned to evaluate the project's documentation.
- Promptly providing documentation updates to FAST, whether in response to FAST feedback or to design changes independently undertaken by the project.

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- Ensuring that the artwork is constructed and operated in accordance with the plan approved by FAST, and that the artwork will not be operated while any identifiable safety hazards are present.

Leave No Trace Lead

The Leave No Trace (LNT) Lead is responsible for organizing periodic clean-up around the vehicle as needed, and post-event clean-up after the vehicle is dismantled. The person selected to be LNT Lead should be adept at recruiting and organizing others to participate in clean-up efforts. Specific responsibilities include:

- Recruiting and organizing LNT crew and ensuring there are enough people for the task.
- Securing proper clean-up tools, including trash cans.
- Leading crew in both daily and post-event clean-up efforts.

The post-event clean-up includes pickup and removal of any materials left on the playa after dismantling the vehicle, including any fuel or chemical residue, loose parts, pyrotechnic debris and any other MOOP (Matter Out Of Place) on site. All MOOP removed must be packed out of Black Rock City.

Fire Art Safety Plan - Required Documentation

The following items of documentation must be submitted for review and approval by FAST.

Flame Effects Scenario

Your Flame Effects Scenario is a complete, detailed description of how your artwork incorporates and uses fire. It should include details such as:

- How your device operates
- The fuel(s) it uses, how its fuel is stored, and how fuel flow is controlled
- The types and rated capacities of the components it incorporates, including hoses, valves, solenoids, regulators (and the pressures you intend to set them to), pressure vessels, pumps, pressurization systems, fans/blowers, the pilot light or ignition system, and any other details you may have.

When writing your Flame Effects Scenario, please be as clear and concise as possible, while also being as detailed and technical as necessary, to fully convey how your fire elements will work and what will go into making them work that way. If you have not completed the design or construction of your artwork, just be as accurate and complete as you can. If we need further details or clarifications we will contact you.

Flame Effect Diagrams

You will be required to submit detailed diagrams or schematics showing all plumbing and electrical arrangements and controls, and any other relevant technical details. These diagrams should at a minimum illustrate the flow of fuels from the supply to the effect head(s), and all the components those fuels pass through along the way. In particular, you must indicate the locations of any shut-off or other control valves, regulators, pressure vessels, pumps, pressurization systems, fans/blowers, ignition systems and anything else that affects the flow or burning of your Flame Effect's fuels.

If you have not completed the design or construction of your artwork, just be as accurate and complete as you can. If we need further details or clarifications we will contact you.

Note: You will need to provide a final set of complete drawings by the last full work week in July.

Layout Diagrams

The following Layout Diagrams are required:

1. Vehicle Flame Effect Layout
 - Fuel Location & Protection: Location of fuel tanks and lines and how they are protected from damage by collision or participant actions
 - Safety Zones: Locations of flame heads relative to where participants are able to stand.
 - Fire Extinguishers: Types and locations.
 - First Aid Kit: Location of first aid kit with burn supplies.
2. Base Camp Layout
 - Storage location(s) for flammable liquids, fuel gases or other hazardous/flammable materials.
 - Storage location(s) for empty fuel containers, if different from above.
 - Safety perimeters and barriers, and distances to public areas and habitations.
 - 20' wide fire lane from street to storage location(s) listed above.
 - Fire extinguisher locations

Operational Plans

Safety Plan

Your Safety Plan should describe all the measures that your crew will employ to ensure that your installation will be safe for participants, performers and crew, both during and after construction, and during strike and clean-up. At a minimum, it should cover:

- Illumination and protection from vehicle traffic for all elements of the installation, including the artwork itself, fuel supplies and fuel storage, operating positions, generators, etc.
- Types, sizes and placement of fire extinguishers or other fire suppression means that will be kept on hand
- Location and contents of first aid kit(s)

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- List of Material Safety Data Sheets to be kept on hand
- Safety training your crew members have
- Safety-specific crew roles and responsibilities
- Safety procedures and protocols:
 - Fueling procedures: how do you ensure that fueling is done safely?
 - Daily safety check: what conditions do you check for?
 - Operating procedures: what conditions do you watch for while operating?
- Safety features, if any, built in to the installation
- Safety perimeters, and how they are enforced

Emergency Response Plan

No matter how comprehensive your Safety Plan, things still go wrong. Your Emergency Response Plan should list all the ways things may go wrong and expose your crew or other participants to potential injury, and how your crew will respond when they do. At a minimum it should cover:

- Emergency shut-off/shut-down procedures
- Response to fuel leaks
- Response to liquid fuel spills, small and large
- Response to unplanned fires, small and large
- Response to damage (or incipient damage) caused by wind, vehicle collision or other physical forces
- Response to hazardous material exposure of crew, performer or participant
- Response to injury sustained by crew, performer or participant

Leave No Trace Plan

The Artist, Leave No Trace Lead and crew are responsible for all clean up at the art installation site, both nightly and when the Burning Man event ends. Your Leave No Trace plan describes how you will accomplish this. At a minimum it should cover:

- Nightly clean-up procedure
- End-of-event clean-up procedure
- Emergency clean-up procedures (e.g., for liquid fuel spills)
- Clean-up tools and materials to be used

Safety Guidelines for Flame Effects

Please read carefully!

Failure to do so may result in your project not being permitted at Burning Man.

The majority of Flame Effects at Burning Man are Liquefied Petroleum Gas (LP-Gas) effects; LP-Gas is often commonly referred to as propane. Most of the guidelines below deal with LP-Gas as a fuel. Regardless of fuel type or technological basis, all Flame Effects must be constructed in such a way as to meet or exceed applicable laws, codes and industry standards.

The National Fire Prevention Association (NFPA) publishes numerous codes and standards for the construction and use of LP-Gas systems, including:

- NFPA 54 - National Fuel Gas Code
- NFPA 58 – Liquefied Petroleum Gas Code
- NFPA 160 – Standard for the Use of Flame Effects Before an Audience

NFPA documents are available for viewing and purchase on the [NFPA website](#) and should be reviewed by all Flame Effects artists.

Construction of Flame Effects

- All LP-Gas cylinders shall be designed, fabricated, tested, and marked in accordance with the regulations of the US Department of Transportation (DOT) or the ASME Boiler and Pressure Vessel Code.
- All LP-Gas cylinders must have an unexpired certification date stamp and be in good working order. Tanks in poor condition or out of date are a danger to fill and may cause injury to the fuel team, the artists, and/or participants.
- Each LP-Gas Flame Effect must have a single 1/4-turn shut-off valve as the primary emergency fuel shut-off. When closed, this valve must inhibit *all* fuel flow to the Flame Effect, regardless of how many LP-Gas cylinders are connected to the Flame Effect. This valve must be exposed and visible at all times, and must be clearly marked as the emergency fuel shut-off.
- All components of the fuel system (fittings, piping, valves, connectors, etc.) must be designed and rated for both the type and pressure of fuel being used. The use of improper fittings can lead to leaks and failures in the fuel system resulting in fires and or injury.
- All LP-Gas metallic piping and fittings that will operate at a pressure greater than 125 psi shall be schedule 80 or heavier.
- All LP-Gas Hoses that will be operated in excess of 5 psi shall be designed for a working pressure of at least 350 psi and shall be continuously marked by the manufacturer to indicate its maximum operating pressure and compatibility with LP-Gas.

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- Air or pneumatic line is not acceptable as fuel hose. LP-Gas degrades rubber hose not specifically designed for use with that fuel. This results in the hose cracking from the inside out, potentially leading to a catastrophic failure.
- Hose clamps are prohibited on LP-Gas hose at any pressure. All fuel hose connections shall be factory made, or constructed with a crimped fitting specifically designed for that purpose. Hose clamps are well known for cutting and chafing fuel lines or coming loose, possibly leading to catastrophic failure.
- All metallic tubing joints shall use flare fittings. The use of compression fittings or lead soldered fittings are prohibited.
- Accumulators, surge tanks and other pressure vessels in the system shall be designed, manufactured, and tested in accordance with the ASME Boiler Pressure Vessel Code or the Department of Transportation (DOT) for the pressure of the gas in use.
- Any welding alteration of pressure vessels, or alteration or fabrication of other system components that hold pressure, must be performed by an American Society of Mechanical Engineers (ASME) certified welder, and must be stamped and certified as such.
- If the fuel supply pressure exceeds the maximum allowable operating pressure (MAOP) of an accumulator or other pressure vessel, a regulator shall be installed between the fuel supply and the pressure vessel to reduce the pressure below the pressure vessel's MAOP. A pressure relief valve shall also be installed in the pressure vessel, with a start-to-leak setting at or below the MAOP and a rate of discharge that exceeds the maximum flow rate of the supply container.
- Fuel tanks for stationary Flame Effects must be protected from vehicle traffic and be well illuminated at night.
- Flame Effects should be constructed and sited in such a way that the flame head and/or hot components are at least six inches from the Playa surface, to prevent baking or scarring of the Playa.
- Any artwork, towers or other structures that incorporate Flame Effects should be secured from the wind and encircled with an appropriate safety perimeter to prevent injury to participants.

Special Considerations for Mutant Vehicles

- Absolutely no Pyrotechnics (fireworks) of any kind may be used on a Mutant Vehicle. There are no exceptions to this rule. Law Enforcement is quite strict on this policy and you will be cited and possibly removed from the event if you or anyone in or on your vehicle violates this prohibition.
- The use of wood fires or liquid-fueled flame effects on Mutant Vehicles is prohibited.
- Transporting open acetylene cylinders, and use of acetylene in Flame Effects on mobile art, is prohibited.
- Route your hoses inboard and away from hot exhaust pipes or manifolds. You will be moving and you could run into an unlit object on the Playa or another Mutant Vehicle. All fuel lines should be protected from potential damage due to a collision.
- It is possible that you may have participants on your vehicle. The routing of fuel and electrical lines should also be such that they cannot be damaged by someone grabbing them (say, while traveling over rough terrain) or tripping over them.
- Fuel and electrical lines should be run in such a way as to prevent rubbing, chafing, impingement or other damage that may result from normal use of vehicle.
- Fuel tanks must be mounted and secured within the vehicle so they are protected from damage caused by a collision with another vehicle or solid object, and where participants cannot step or stand on them.
- Fuel tanks should be well ventilated; LP-Gas is heavier than air and in case of a leak will collect in low unventilated areas, resulting in risk of explosion.
- The 1/4-turn main LP-Gas shut-off valve must be placed within easy reach of both the driver and the Flame Effects Operator.
- Flame should be well above the heads of participants: at least 10 feet (3m) above where any participant could stand, whether on the ground, or on your vehicle.
- Flame discharges should be vertical whenever possible; no flame shall be angled closer than 45° to the horizontal.

Maximum LP-Gas Quantity for Mutant Vehicles

In order to ensure the safety of participants and Emergency Services personnel, Burning Man imposes limits on the quantity of LP-Gas that may be carried on Mutant Vehicles. These limits are consistent with regulations imposed by the Nevada Department of Motor Vehicles and the Federal Department of Transportation (DOT), as well as National Fire Protection Association (NFPA) guidelines.

- The total Aggregate Gross Weight (weight of containers *plus* fuel when all containers are filled to their maximum permitted filling levels) shall not exceed 1000 lb.
- The maximum number of containers shall not exceed ten (10).
- The maximum size DOT cylinder shall be 1000 lb. water capacity (WC).
- The maximum size ASME portable container shall be 200 gallon water capacity (WC).
- ASME containers shall be designed for portable use, and shall have integral appurtenance protection.
- Containers shall be installed on the vehicle to allow adequate ventilation and access to their appurtenances for easy closure in an emergency situation.
- The containers shall be transported on the vehicle upright with the relief valve in communication with the vapor space preventing the venting of liquid LP-Gas.
- Containers shall be secured to prevent movement during transportation.

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The formula to obtain the aggregate gross weight of a cylinder is:

$$AGW = (WC \times 0.42) + TW$$

where:

- AGW = Aggregate Gross Weight
- WC = Water Capacity (marked on cylinder)
- TW = Tare Weight (the weight of the container when empty; marked on cylinder)

Note that Aggregate Gross Weight is only one consideration in sizing your fuel supply. Regardless of the size(s) of the cylinders you choose, you are limited to a total of ten (10) cylinders maximum.

Below are some examples of LP-Gas cylinder combinations that meet the requirements:

- Ten 20# cylinders (380 lb.)
- Ten 30# cylinders (550 lb.)
- Ten 40# cylinders (720 lb.)
- Five 100# cylinders (855 lb.)
- Five 100# cylinders and three 20# cylinders (969 lb.)

Operation of Flame Effects

Flame Effect Operators

Flame Effects operators and assistants must be 21 years of age or older and be trained in the use of fire extinguishers.

Operators and assistants must wear fire resistant clothing while operating Flame Effects.

Personal Responsibility

No carelessness, negligence, or unsafe conditions with Flame Effects shall be tolerated. Do not drink, take drugs, or smoke when working with Flame Effects.

Safety Perimeter

An appropriate audience safety perimeter (and performer's safety zone if applicable) shall be established well in advance of Flame Effect operation, and must be approved by FAST. Because of the variety of artwork that incorporates Flame Effects, a member of FAST will help you determine the correct perimeter distance.

In any case, a 20' zone around the Flame Effect must be kept free of all combustible or flammable materials, and nothing should overhang this zone.

Fueling

Only people familiar with the safety considerations and hazards involved are permitted to connect/disconnect LP-Gas tanks, or to do liquid fuel filling. Wearing personal safety gear (glasses, gloves, etc.) during liquid fuel filling is required.

Daily Safety Check

A daily safety check of all Flame Effect components and connections is mandatory before operation begins.

Never start operation of a Flame Effect until the daily safety check is completed. If a safety hazard is identified either during the safety check or during operation, the Fire Safety Liaison must delay or halt operation until the hazard is corrected.

Operating Guidelines

Never light a Flame Effect until all performers, safety monitors and participants are in place and ready.

Never operate a Flame Effect in such a way that it poses a danger to people or property.

As an operator of a Mutant Vehicle, you must be aware of your surroundings and playa conditions. There are many tall structures, participants on stilts, flammable costumes and unpredictable winds. Any of these factors could result in serious injury. Simply being aware of these conditions will go a long way in preventing an injury.

When bringing your Mutant Vehicle onto city streets within the camping area, exercise even more care when discharging flame effects, being aware of the limited clearance between your vehicle and participants, structures (including overhanging obstructions) and other vehicles.

When parking your Mutant Vehicle, park in a safe location away from sources of ignition. Shut down the Flame Effects, close down the fuel supply cylinders, purge your lines and lock out your controls if Flame Effects will be unattended while the vehicle is parked.

Attending to Flame Effects

Flame Effects must never be left unattended. The winds in the desert are highly variable, and may create havoc in a poorly monitored installation. Any Flame Effect found running unattended will be shut down. Egregious and/or repeat offenses will result in the confiscation and/or disabling of the Effect.

No Smoking or Open Flame

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ABSOLUTELY no smoking or open flame within 10 feet any storage area where flammable liquids or fuel gases are stored. All fuel and flammables must be stored in approved containers which must remain closed except when filling or dispensing, or when connected to a system for use.

Material Safety Data Sheets

MSDS for any hazardous chemicals used in the construction or operation of the Flame Effect must be kept at the installation, so they are available to guide clean-up activities in case of a material spill, and to provide to emergency medical personnel in case of accidental exposure.

Fire Extinguishers

Artist and Fire Safety Liaison agree to keep available at the art installation at least one dry chemical fire extinguisher rated 3A:40B:C, for use in case of any accidental fire at the art installation. Note that this is a *minimum*. You should plan to have on hand as many fire extinguishers as necessary for the size of your installation and the nature of the fire hazards it presents. If you are unsure how many extinguishers you should have, FAST can advise you.

Not all fire extinguishers work for fighting all fires. You and your crew should understand which type of extinguisher is appropriate for each type of fuel present at your installation.

Dry chemical extinguishers are required where fuel is stored, as they provide the best way to put out a fuel fire. They do make messes that must be cleaned up after use. Also, dry chemical extinguishers start to lose charge after a single discharge and must be serviced and refilled.

Water fire extinguishers are useful for putting out fires involving wood, paper, fabric, and performers' bodies. These extinguishers must never be used on liquid fuel fires, as they will spread the fire. Also water is a good conductor of electricity, so these extinguishers are a poor choice for fires where energized electrical equipment is present.

CO₂ (Carbon Dioxide) extinguishers are good responses to problems with fire props and fires involving electricity. They leave no residue and can be used repeatedly until they run out. But they work for small fires only. CO₂ extinguishers are also good for putting out fires on people's clothing, but use care near exposed skin, since the extinguishing agent exits the horn or nozzle at about -70°F/-56°C.

Wet towels must be available for response to accidental fire on a person (e.g., smothering fire on the face of a fire breather) or to extinguish fire props. Wet towels work better than duvetyn because (a) they both deprive a fire of oxygen and remove heat, and (b) they are more pliable and conform better to the contours of an object, making it easier to achieve an airtight seal. Wet towels can dry quickly in the arid playa environment, so be sure also to provide a closed container of water for re-wetting them, such as a cooler chest or a bucket with a lid.

First Aid

A basic first aid kit should be available and contain at least the following items for burn treatment and fuel exposure:

- Non-petroleum-based burn cream or aloe vera gel
- Several rolls of 100% cotton gauze and some large gauze pads
- A jug of clean water for cooling burns, or flushing liquid fuel from eyes
- Waterless soap for washing liquid fuel from hands

Cool a first- or second-degree burn right away with water, and continue cooling it for at least 15 minutes.

Severe burns, and fuel exposures to eyes, nose or mouth should be treated by Emergency Medical Services. Medical teams are available in Center Camp or in the plazas located at 3:00 and 9:00 in Black Rock City. In case of fuel exposure, be sure to provide a copy of the relevant MSDS to the responding medical personnel.

In case of fire on a person's body or clothing, remember this rule: Stop, Drop & Roll! Many people have saved their own lives by dropping and rolling when their clothes caught fire.

- STOP - Stop where you are and DO NOT RUN!
- DROP - Drop to the ground; cover your face with your hands to protect your eyes and airway.
- ROLL - Roll to put out the flames.

If you are near someone whose clothing catches fire, be sure to stop him or her from running and make them Stop, Drop & Roll!

Leave No Trace

The Artist, Leave No Trace Lead and crew are responsible for all clean up at the installation site, both nightly and when the Event ends. The area must be as clean as when you found it, and all MOOP you remove must be packed out of Black Rock City. This is what it means to LEAVE NO TRACE.

Think about Playa clean-up while you are creating your artwork, both in terms of the usual trash that accumulates and extraordinary situations such as fuel spills. How will you prevent these things from happening, and how will you respond if they do?

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You must have available at the installation all necessary clean-up tools and materials for both kinds of eventuality, such as shovels, rakes (including "magnetic rakes"), garbage cans (metal ones if you will be dealing with hot ashes), and sealable containers for storage and removal of spill-contaminated Playa dirt.

Any Concern Or Questions About Flame Effects on Mobile Art email: dmv-flame-effects@burningman.org.

I Have Read and Understand the Above Information and Agree to these Conditions As They Relate to Mutant Vehicles*
 I Agree

DMV Fire Questionnaire

Please fill out the following Fire Safety Questionnaire to complete the process.

Questions with an * are required.

Contact Information

Fire Safety Liaison Name*

Please give the name of the person who is assuming responsibility for the safety of this vehicle.

Fire Safety Liaison Phone Number*

Please provide a phone number at which the Fire Safety Liaison can be reached.

Please enter digits only, no parentheses or hyphens. For example: 2223334444

Fire Safety Liaison Email Address*

Please provide an email address for the Fire Safety Liaison.

Fire Safety Assistants

Please provide the names of any fire safety assistants, one per line. All assistants must be 21 years of age or older and trained in fire safety and suppression.

Flame Effects Information

Flame Effects Scenario*

In the space provided below please give a complete, detailed description of the Flame Effects you intend to use on your Mutant Vehicle. Please be as clear and concise as possible, while also being as detailed and technical as necessary, to fully convey how your project works and what goes into making it work that way.

We wish to know how your device operates, what fuel(s) it uses, how the fuel is stored, the components it incorporates (including regulators and the pressures you intend to set them to), the pilot light or ignition system and any other details you may have as outlined in the Fire Safety Agreement for Flame Effects.

If you have not completed the flame effects design or construction just be as accurate and complete as you can. If we need further details or clarifications we will contact you.

Flame Effects Fuels

Please list the fuels your flame effects use, and the amount of that fuel you estimate your Flame Effects to consume per 24 hours of operation.

Use flame-effects@burningman.org for all correspondence regarding this section of the form.

Flame Effect Fuels*

Please click all the fuel types you will use for your Flame Effects. You can enter an amount for each in the next question.

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Propane
 Compressed Natural Gas (CNG)

Hydrogen
 Other

Flame Effect Fuel Amounts*

Gallons of Propane per day*: _____

Cubic Feet of Compressed Natural Gas (CNG) per day*: _____

Cubic Feet of Hydrogen per day*: _____

Gallons of Other per day*: _____

Diagram/Schematics

For the Fire Art Safety Team to understand your safety arrangements, please create diagrams or schematics to complement the description of your project. These diagrams / schematics are critical parts of your application, and must be submitted before your application will be considered complete.

Please submit them via email: dmv-flame-effects@burningman.org

You may also upload documents directly into this application (below)

A. VEHICLE AND FLAME EFFECT LAYOUT

If your Mutant Vehicle has Flame Effects, please prepare a diagram showing the following locations and details in, on and around the Mutant Vehicle:

- Fuel Location & Protection: Location of fuel tanks and lines and how they are protected from damage by collision or participant actions.
- Safety Zones: Locations of flame heads relative to where participants are able to stand, indicating distances; note on the diagram how safe distances were determined.
- Fire extinguisher locations
- Location of first aid kit with burn supplies

B. FLAME EFFECT DETAILS

If your Mutant Vehicle has Flame Effects, please prepare one or more drawings showing all plumbing, electrical, pneumatic or other technical details of your Flame Effects.

C. BASE CAMP LAYOUT

Prepare a diagram showing the following locations and details within the camp where your Mutant Vehicle is based:

- Storage location(s) for flammable liquids, fuel gases or other hazardous/flammable materials.
- Storage location(s) for empty containers, if different from above.
- Safety perimeters and barriers, and distances to public areas and habitations.
- 20' wide fire lane from street to storage location(s)
- Fire extinguisher locations.

Fire Safety Diagram/Schematics File Upload

If you have completed fire safety documentation, you may upload those files here.

PDF files preferred, but you may use any of the file types listed below.

Image Requirements

- Maximum file size: 10MB
- Accepted file types: .pdf .jpg .gif .jpeg .png
- Filename must not have spaces.
- The file extension (i.e., .jpg) must be included.
- You must use a computer (not a phone or tablet) to upload your images.
- You must have JavaScript enabled. If you need help with that, see: <http://www.enable-javascript.com>.

Operational Plans

Safety Plan*

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Please provide the safety plan for your Mutant Vehicle's Flame Effects installation. This plan should describe all the measures that your crew will employ to ensure that your project will be safe for participants, performers and crew, both during and after construction, and during any exhibition and subsequent clean-up.

At a minimum, it should cover:

- Types, sizes and placement of fire extinguishers or other fire suppression means that will be kept on hand
 - Location and contents of first aid kit(s)
 - List of Material Safety Data Sheets to be kept with the installation
 - Safety training your crew members have
 - Safety-specific crew roles and responsibilities
 - Safety procedures and protocols
 - Safety features, if any, built in to the project
 - Safety perimeters, and how they are enforced
-

Emergency Response Plan*

No matter how comprehensive your Safety Plan, bad things still happen. Your Emergency Response Plan should list all the ways things may go wrong and expose your crew or other participants to injury, and how your crew will respond when they do.

At a minimum, it should cover:

- Emergency shut-off/shut-down procedures
 - Evacuation procedures
 - Response to gaseous fuel leaks
 - Response to liquid fuel spills
 - Response to unplanned fires
 - Response to damage (or incipient damage) caused by wind, vehicle collision or other physical forces
 - Response to injury sustained by crew, performer or participant
-

Leave No Trace*

Please explain IN DETAIL your Leave No Trace Plan. How will you ensure that your artwork will not result in litter? How will you [protect the Playa from damage](#)? Explain how you will clean up after your project and the participants it attracts, tear down your installation at the end of the event, and restore the Playa to its original condition (or better) when you first arrived.

Thank You!

Please allow at least 5 weeks after you complete your application for us to review it and get back to you. (Though we often will get back to you much sooner).

If you have not heard back from us by June 1, or if you have any questions, please contact us at dmv@burningman.org.

Thanks!

The DMV Hotties