



AFRIKABURN

AFRIKABURN DMV SAFETY GUIDELINES

THINGS TO THINK ABOUT IF YOU WANT TO BRING A MUTANT VEHICLE TO AFRIKABURN

EVENT SAFETY REVIEW & SIGN OFF

In the interest of ensuring the best possible event for all involved by not having any vehicle-related accidents or injuries, S-A-F-E-T-Y here at DMV is always considered a priority for all involved. With this mantra in mind, any and all vehicles seeking DMV licensing must have the sponsor/driver(s) review and sign off on an on-site safety form. For those in doubt about what SAFETY means at AfrikaBurn DMV, here is a glimpse of what you should be thinking about discussing during the DMV on-site safety sign off:

DMV SAFETY SIGN OFF REVIEW

1. Explain the safety considerations you are making for your vehicle
2. How will passengers get on and off the vehicle?
3. Is there adequate lighting on your vehicle for driving at night?
4. What safety considerations have been made for Flame Effects?
5. What safety considerations have been made for Sound Effects?
6. What safety considerations have been made for Trailers?
7. How will you prevent unauthorized use of your Mutant Vehicle?

I, _____ shall (and shall ensure that my vehicle driver will):

Initials only:

- _____ Abide by all applicable national laws
- _____ Drive at a speed of 10 km or less to prevent dust and/or hazardous situations
- _____ Give the right-of-way to pedestrians, bicycles, official and emergency vehicles
- _____ Follow the reasonable and applicable vehicle laws for road safety
- _____ Stop immediately upon being hailed by Afrikaburn Staff member, or Law Enforcement
- _____ Not drive while intoxicated or drive under the influence of drugs or alcohol
- _____ Not drive in pedestrian walkways or designated areas, nor in the designated effigy/burn area
- _____ Stop in the event of an emergency, not flee the scene of an accident, and assist anyone in need of help
- _____ Abide by any additional guidelines forthcoming from the Afrikaburn staff, Ranger etc
- _____ Create a clear field of vision for the mutant vehicle operator at all time
- _____ Use ground guides/walkers if the vehicle is large, has a limited field of vision, and/or is dangerous
- _____ Clearly display the Mutant Vehicle License Sticker and/or Laminated Badge
- _____ Use ground conductors/walkers if the vehicle has a trailers



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_____ Abide and follow the Afrikaburn 2009 Sound Policy
_____ Ensure any and all Flame Effects are operated with safety in mind at all times

I, _____, agree to follow and honor all Afrikaburn 2009 Driving Commandments and Safety Guidelines signed off on above at all times.

If I (or anyone operating my licensed vehicle) do not adhere to the above points at any time, I fully understand that I may be ejected from the event and in addition my DMV license may be revoked at any time for any reason and that all operation of my vehicle(s) shall cease for the duration of the event or a specified length of time to be determined by the Afrikaburn representative _____

NOTE: MUTANT VEHICLES THAT WILL BE DRIVEN AT NIGHT MUST BE PROPERLY LIT FOR THE SAFETY OF OTHERS.

DMV COMMANDMENTS: HOW TO GET OFF (& ON) ART CARS

- 1) THOU SHALL make every effort to decorate/create/conjure your golf cart, truck, limo, etc.
- 2) THOU SHALL NOT steal, commandeer or "borrow" official golf carts, or any other official form of transportation.

IMPORTANT: THEFT or DESTRUCTION of ANY VEHICLE WILL NOT BE TOLERATED. AFRIKABURN RESERVES THE RIGHT TO EJECT ANYONE CAUGHT PERPETRATING/PARTICIPATING IN ANY SUCH ACT.

- 3) THOU SHALL NOT try to get on, impede, or stop a moving art car, mutant vehicle, plane, balloon, helicopter or any other flying or driving device.
- 4) THOU SHALL dance around, wave your arms, and ask politely to get on a passing mutant vehicle:
 - a) once the mutant vehicle has come to a complete stop
*if needed ask for assistance or hop on the vehicle in a safe, appropriate manner
(Remember: be sure to thank the driver in whatever boundary approved manner y'all choose)
 - b) If the mutant vehicle does not stop for whatever reason, do not attempt to run down, jump on, hog-tie, and/or flip-off the vehicle or its driver(s)
(Remember: when your barkin' on day three and it's a seemingly long haul back to camp, you'll wish you'd been nice :)
- 5) No rule 5
- 6) THOU SHALL NOT attempt to or attempt to get off a moving mutant vehicle.



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7) THOU SHALL NOT operate any mutant vehicle and/or its artistic additions without permission of its owner(s)/operator(s)

(e.g., fire cannons, pants cannons, attractive body parts on vehicle occupants, sounds and light systems,etc...)

8) THOU SHALL NOT hijack, hoodwink, harass, or harangue the driver whilst they are in command and control of the mutant vehicle.

Note, these helpful hints apply to occupants, too.

9) THOU SHALL have a good time.

10) THOU SHALL ask politely as well as wait patiently for a mutant vehicle to come to a complete stop before disembarking from it.

11) THOU SHALL help look out for the safety of your fellow freaks, aliens, and even passer-bys at all times.

12) THOU SHALL report any safety issues, violations, and/or problems to the AFRIKABURN Rangers immediately.