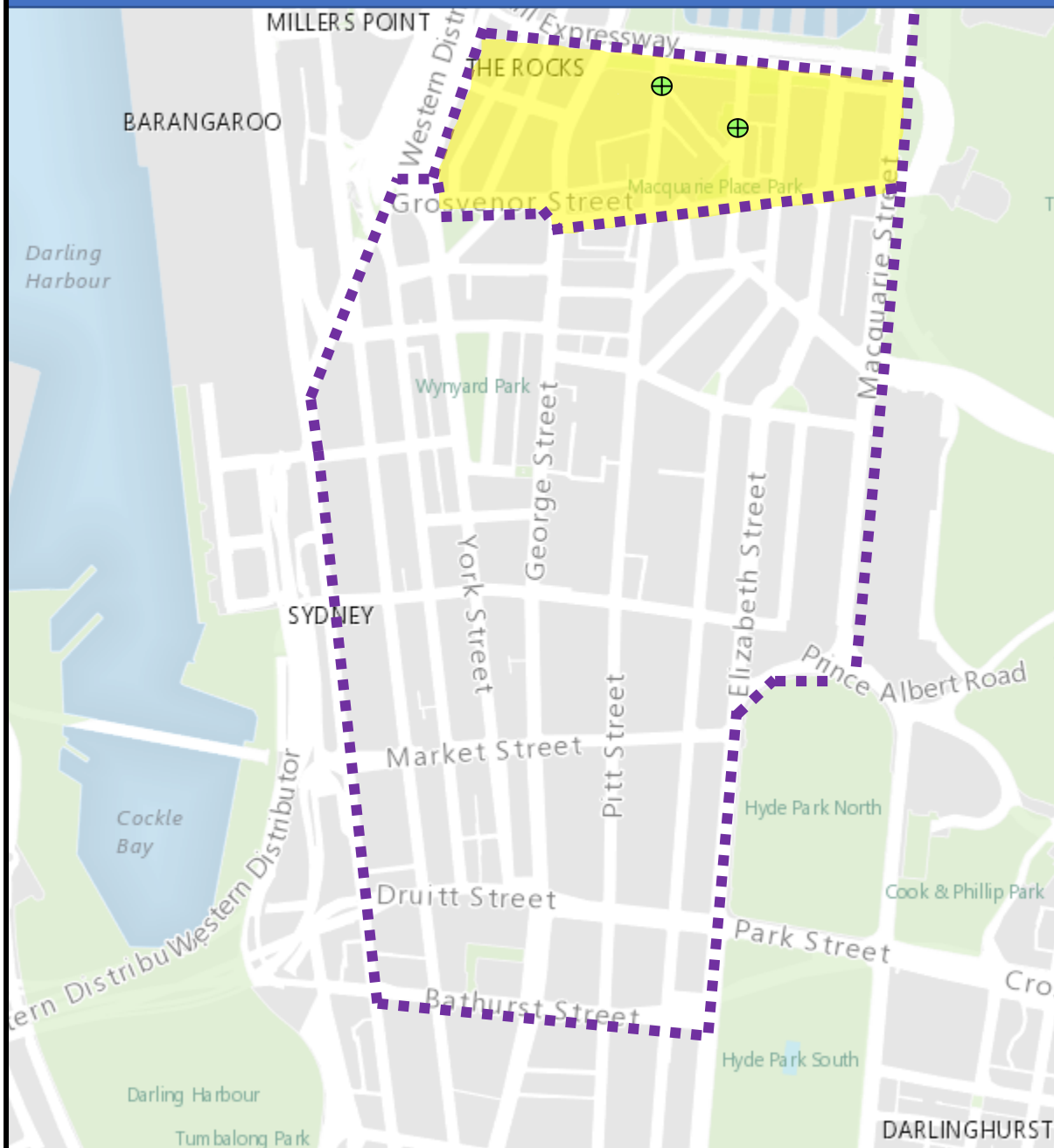


Vivid Sydney Event Area – Busking

Event Dates: 27th May – 18th June: 17:00pm – 24:00am



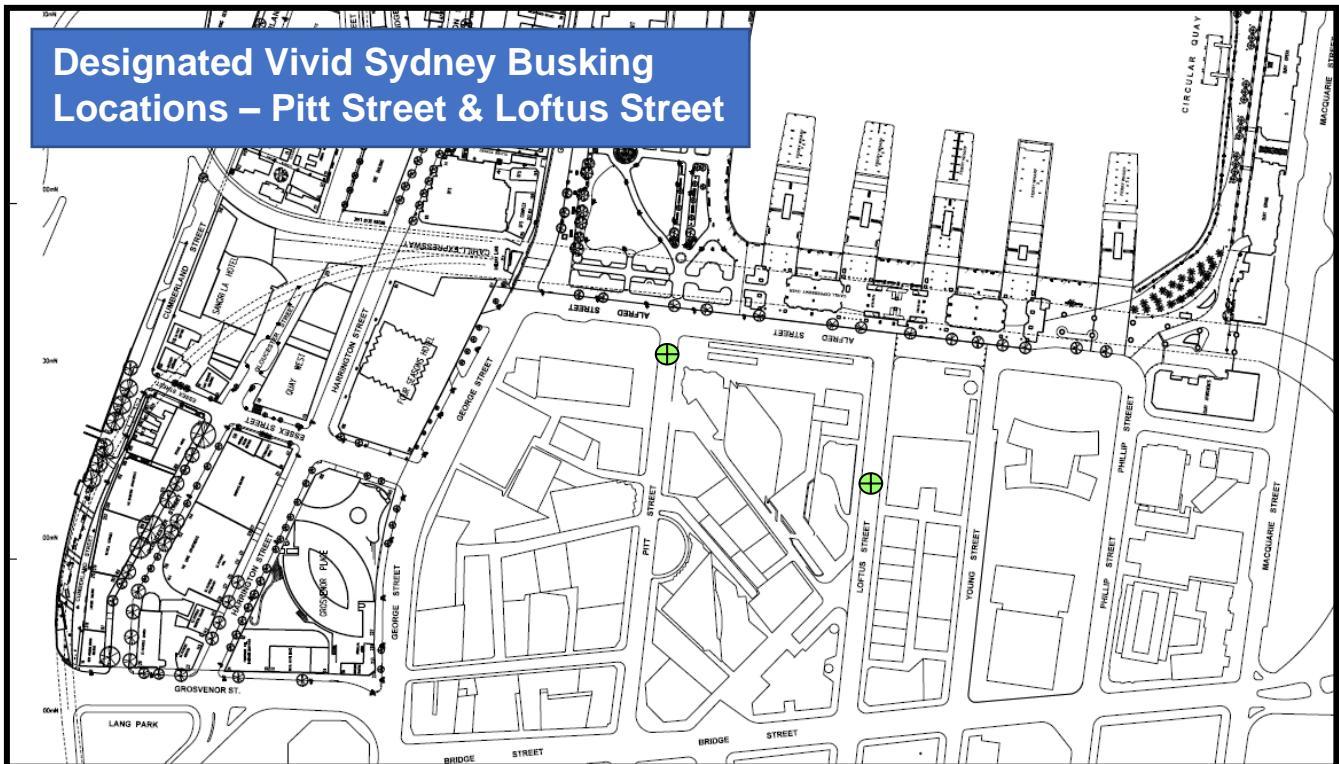
■ ■ ■ Vivid Event & Pedestrian Management Area - 17:00pm – 12:00am 27th May – 18th June

■ Busking Restricted to designated busking spots only

⊕ Designated Vivid Busking Spots (*see Circular Quay Map*)

- **No Circus/Ring Acts Permitted within the Vivid Event Area**
- **Only Walk-by busking acts (WBA) permitted within the Vivid Event Area**
- **Busking prohibited in the yellow area, other than the two designated busking pitches**
- **Permitted Buskers must maintain safe pedestrian access around their area, at all times**
- **Busking must be conducted in line with the City's Busking Code and Busking Policy**
- **Buskers within the Vivid Event Area can be made to stop or move by an authorised officer at any time, where required**
- **Light Rail operating to Circular Quay on Level 1 Nights (Monday – Thursday)**
- **Light Rail will not operate between Town Hall & Circular Quay on Level 2 – 3 nights (Friday – Sunday, Plus Public Holiday Monday)**

Designated Vivid Sydney Busking Locations – Pitt Street & Loftus Street



City of Sydney Designated Vivid Sydney Busking Spots

⊕ Loftus Street, opposite Jessie Street Gardens

⊕ Pitt Street, north of road bollards

- Each busking spot is identified by a Destination NSW Vivid Sydney Busking Floor Decal
- The designated Vivid Sydney Busking Spots are to be 'self-managed' and there is no prior booking system.
- Equipment cannot be left unattended in the public domain at any time due to safety and security risks. Unattended equipment will be confiscated by City Rangers or NSW Police
- All buskers must be respectful of each other, not busk for longer than is normally permitted under the City's Busking License and not hinder any other buskers' performances who are performing under the rules of an eligible performance.
- Only 'walk-by acts' are permitted on the designated busking pitches.
- High risk, circus or circle type performances are not permitted within the Event Area.

