

2020

We Are
Roleplayers

WAR ACCELERANT 2020 LOCAL POLICIES

Contains local chapter policies. (last modified 03/2020)

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Body Contact

2/25/2010

Physical Roleplaying

WAR restricts “physical roleplaying” which includes, but is not limited to shield bashing, tackling, slapping, kicking, punching, carrying another player, dragging another player, tying up another player, or any other, similar action.

Inappropriate Contact

Players may not engage in any type of inappropriate contact with other players. This includes kissing, excessive hugging, or physical flirtation. This policy applies to all players, even those who may be involved with each other in a relationship and couples who are married. Players may NEVER sleep in the same bed together – staff people will perform regular random bed checks at all hours. If you feel threatened by someone’s touching, please do not wait – let a WAR Owner know the first time you are uncomfortable so it can be handled right away.

Drugs and Alcohol

2/25/2010

We Are Roleplayers (WAR) will not tolerate the possession or use of any illegal drugs or alcohol at the site of any WAR-sponsored event. This also includes the possession or use of tobacco by any persons under the age of 18 years old.

Any person or persons found possessing or using illegal drugs or alcohol on the site of any event will immediately be asked to leave the event by whatever safe means are available. In addition the offending person(s) will be banned from attending WAR-sponsored events indefinitely, and may be subject to further disciplinary action up to and including prosecution. Any individual under the age of 18 will also have their parents and/or guardian contacted to remove them from the site of the event immediately.

Illegal drugs are defined as any substance that is illegal to be possessed by law, any prescription drug for which a person does not have a prescription, and any tobacco product that is possessed or used by persons under the age of 18.

Any person(s) that have a legitimate prescription for medicine or prescription drugs should report their situation to a member of staff or ownership at the time that they arrive for a WAR-sponsored event.

Event Pricing

03/03/2020

**all prices subject to change*

Standard Rates - 2020

- PCing with a good NPC Ratio (33% and above) = \$15 per day
- PCing with a bad NPC Ratio (below 33%) = \$25 per day
- NPCing regardless of ratio = Free
- Pre-Registration Fee = \$5 per weekend if you fail to pre-register for the event.

Standard Rates – Beginning in 2021

- PCing with a good NPC Ratio (33% and above) = \$20 per day
- PCing with a bad NPC Ratio (below 33%) = \$30 per day
- NPCing regardless of ratio = Free
- Pre-Registration Fee = \$5 per weekend if you fail to pre-register for the event.

Discounts

- ***NPC WAR Events for Free!*** As a WAR NPC you play for free.
- ***New Players Play for FREE!*** Any new player that has never played at a WAR Event gets into a WAR-sponsored event for free.
- ***Bring a Friend!*** Any WAR player who brings a ‘new player’ will be awarded up to two free game days per ‘new player’. The free game day(s) will be able to be redeemed when the same ‘new player’ the game day was awarded for, attends and pays for their second event. One game day for one game day paid, two game days per two game days paid.
- ***NPC Ratio!*** Members of WAR get discounts for maintaining a good NPC Ratio. In order to receive this discount, the player must NPC at least one-third of the time. Any player whose NPC Ratio is 33% or higher will receive a discount per game day when they PC as outlined above.
- ***Visiting Chapter Ownership:*** If you are an owner of a LARP Chapter, please contact WAR ownership to discuss the possibility of payment discounts.
- ***Promotions!*** WAR will occasionally run promotions that will allow players to cash in on even more savings. Watch warlarp.com for details.

In-Game Theft

2/25/2010

Any person that enters a cabin, tent, or other sleeping quarters that is NOT theirs and does not have a coherent resident of that sleeping area present MUST have a Game “Watcher” accompany them into that area. No matter whether the player’s intent is to steal an in-game item or not, a player must NEVER enter an unsupervised sleeping area that is not theirs unless they are accompanied by an appropriate watcher. This rule is intended to prevent the theft or accidental taking of items or money that are not related to the game.

Leaving Site

2/22/2012

No players under the age of 18 may leave site at any time unless they are taken or accompanied by a parent or legal guardian. Players under the age of 18 will be required to sign a “check in” form upon arrival on the site. If that player needs to leave the site they must check in with the plot shack so that they may be checked off of the list. If a player under the age of 18 leaves site without “checking out” with the plot shack, then they may be banned from attending future events. This is to ensure the safety of younger players!

Any players ABOVE the age of 18 are asked to please check in with the local Plot team to let them know you are leaving, when you are coming back, and when you return to the site. This not only ensures that any plot that is related to your character will not be carried out in your absence and help the Plot Team to accurately gauge the strength of the town, but in the event that there is an emergency you are able to be located.

Medics and Medical Conditions

2/25/2010

Medics

There are always medics on site at every WAR larp event. If anyone ever becomes injured, please call for medic immediately. Anyone needing medical attention or anyone that sees someone needing medical attention is strongly urged to hail a medic by simply yelling “EMERGENCY!” until appropriate help has arrived. If you become injured at a WAR larp event, we reserve the right to remove you from combat. If a medic suggests you be taken to a local hospital and you refuse to go for further medical care, you will be asked to leave site.

Medical Conditions

Any player that has a medical condition requiring prescription medication or any type of condition such as allergic reactions to bee stings should notify a staff member or owner as soon as they arrive on site for an event. Anyone who carries medicine, inhalers, Epi-pens, or similar treatments that are needed in an emergency situation should leave said items with a Medic so that they may use them in case of an emergency.

Participant Age Policy

2/22/2012

- Children under the age of 14 are not permitted to participate under any circumstances.
- Young adults age 14 to 17 are permitted only with a Legal Release signed by a Parent or Legal Guardian and are not permitted to leave site during the event without parental accompaniment.
- Adults age 18 and over can attend as normal after signing a Legal Release.
- In some very rare exceptions an individual under the age of 14 may be permitted to be present at an event, but may not participate in the game activities in ANY manner. WAR ownership must be contacted no later than two weeks before the event for a decision to be made. Without permission from WAR ownership, the underage individual will not be allowed on site. In these special circumstances, a parent or legal guardian must be with the underage individual at ALL TIMES and must sign a release form stating that the underage person is completely the responsibility of the parent or legal guardian.

Returned Checks

2/25/2010

Checks returned to us for any reason will require the check writer to pay a fifty dollar service fee in addition to the original amount of the check. Until this balance is paid in full, the player will not be allowed to attend any WAR-sponsored event.

A second incident of a returned check within a one-year time period will effectively revoke the player's ability to pay us by check.

Rules and Adjudication

03/01/2013

Watchers

A Watcher is a player that will help to move the game forward by overseeing closed modules, checking stat cards at the request of other players, overseeing in-game thefts that he or she is not affiliated with, and in general refereeing any dispute. These folks are typically veteran players with the wherewithal to render fair, accurate, and unbiased rulings.

Rulings in the Field

Any Watcher that makes a ruling in the field will have that ruling stand at the time. Please do not contest a ruling while still in play – give your opinion calmly and roll with the Watcher's call. Afterward, if you wish to contest (aka 'adjudicate') the call, follow the process outlined below. Please see the WAR Accelerant Rulebook for more information on Watchers.

Adjudication

The Head of Plot can adjudicate rulings at the event, but only after the players have left the field of play. In all cases the Head of Plot will determine when it is appropriate to adjudicate, and a player can never

demand adjudication on the spot or otherwise stop the action in order to find the Head of Plot to resolve an issue. The Head of Plot's ruling will stand until the end of the current event.

Once the event is over a player may petition the Rules Committee for an over-riding ruling. This must always be after the event, in writing, and cannot be brought to Rules Committee members on site. In these rare cases, the Rules Committee will review the rulings made and will effort to provide clarifications and/or policies to be implemented going forward if these are deemed necessary.

Grounds for adjudication are as follows:

- 1) The thing that is being adjudicated constitutes major cheating or misplaying of the rules.
- 2) The cheating/misplaying would have materially altered the outcome of the encounter
- 3) The player requesting the adjudication did not put themselves in the situation by their own misconduct. (If you miscount your vitality, you can't get adjudication).
- 4) Players will have no longer than 30 days to submit an official adjudication request for review to the Rules Council.

Rules Committee

The WAR Rules Committee can hear adjudications and make long-standing policy with regards to the interpretation and/or implementation of rules and clarifications.

2020 WAR Rules Committee:

Jay Rhoades, Bill Cromer, Don Weisal, and Mike Funkhouser

Camp Clean Up

03/03/2020

It is the responsibility of every player to participate in camp clean up both during and after the event.

During the Event

Players are responsible for cleaning up after themselves during the event weekend. This includes not leaving your empty plastic bottles, papers, or food trash on tables or other common areas of the camp. Trash should be taken with you and put in the proper receptacle as soon as possible.

For players over 18 years of age that smoke. Cigarettes must field stripped and disposed of properly in a trash can. Cigarette butts are not to be thrown on the ground or in a fire pit. Cigarette butts that are not disposed of properly will result in the banning of smoking at all WAR events.

After the Event

Wake up begins at 9am. Checkout starts at 10 am. Players are responsible for cleaning up their personal belongings and trash from their cabins or tents. If a broom/mop is available the floors should be swept/mopped. Bagged trash needs to be taken to the appropriate dumpster.

Players are also responsible for a “common” clean up after an event. There will be a designated Clean Up Marshall at every event. The Clean Up Marshall will assign every individual a basic clean up area or responsibility. Once a player’s common clean up is complete it is their responsibility to have their character sheet signed by the Clean Up Marshall. Failure to complete a “common” clean up and turning in an unsigned character sheet will result in your character receiving no experience for the event. Out of chapter players will have a letter sent to the ownership of their home chapter. Repeat offenders will be subject to possible suspension from WAR.

Logistics and Production

01/19/2013

Pre-registered production will be available to a player at check-in provided their request is sent to WAR Logistics (acceleranttransition@gmail.com) before the requested event deadline. It is highly encouraged that players pre-register their production to expedite the completion of their tags.

Tags requested for production, genie mark purchases, etc. at the event / during check-in will be completed by the event staff as quickly as they can be done. There will be no guarantee that tags will be completed for players by any specific time during the event, however all tags will be finished before the event ends. In the case that problem presents itself, i.e. printer issues, where tags cannot be printed for that event, players will receive double production at the next event that player attends.

Production logistics for all game days that a player pays to attend will be done at the beginning of the event or through pre-registration. Production logistics will be ongoing for players that make the event late. Please see above for the expected availability of printed tags.

WAR Vendor Policy

03/01/2013

Purpose:

1.) To establish the benefits, responsibilities, and limitations for anyone who wishes to set up a “shop” or table at any WAR event for the purposes of selling items or merchandise.

This Policy does not apply to Tavern Keepers.

Definitions:

Vendors – Vendors are individuals who come to an event with the sole purpose of selling merchandise to make an out-of-game profit or to promote their business. Tavern keepers are not classified as vendors for the purpose of this policy.

Merchant-Vendors – Merchant-Vendors are a mixed type of set-up where a person uses an established area, such as a table, to sell out-of-game merchandise for real money as well as their character’s in-game wares, such as production items or item tags.

Vendors

Any vendor that wishes to attend a WAR event to sell their merchandise or promote their business must meet the following requirements:

- 1.) They must comply with the genre of “Medieval Fantasy” or “Medieval Fantasy LARP” in terms of their merchandise or services. For example, a vendor who sells merchandise should sell boffer weapons, armor, or baubles that contribute to a medieval atmosphere. Examples of unapproved vendors would be selling video games, anachronistic t-shirts, or magazines.
- 2.) A vendor must not do their business in a way that disrupts the play of the game or the atmosphere of the game. Vendors should do their best to “blend” with the atmosphere of the game, as well. They should attempt to wear clothing that complies with the genre of the game. A vendor should not dress in a manner that obviously conflicts with the atmosphere of the game, such as wearing a shirt with a large corporate logo on the front.
- 3.) Vendors may not sell any item that is obviously unsafe, obscene, or illegal. Examples of disallowed merchandise are metal sword or dagger replicas, any items that display vulgar language or gestures, pornographic or suggestive items, alcoholic items, or any items that require a license from a local, state, or federal agency for which the vendor does not possess a license.
- 4.) Vendors may not sell tags for in-game items for out-of-game money. For example, a vendor may not sell a tag for a magic item for 5 dollars.

Benefits of being a vendor:

Any vendor complying with the previously listed requirements will be assigned an area in which they can sell their merchandise or services if a space is required and if there is space available to do so. Vendors are not required to pay any entry fees, commissions, profit shares or any fees as long as those vendors are not participating in the game. Vendors who also choose to participate in the game will still be required to pay their event fees as if they are any other player. Vendors will otherwise receive no event discounts or credits. If a vendor chooses to donate items to WAR, they will be awarded with genie marks at the standard rate as laid out in the WAR genie mark policy.

Responsibilities of Vendors:

Vendors are responsible for fully cleaning up any area(s) that they use to operate their shop and must be “checked-in” and “checked-out” by the local event staff to be sure that they comply with the standards of cleanliness required for that camp. Vendors are also responsible for keeping their wares safe from damage or theft. WAR in no way will be held responsible for the damage or loss of merchandise or money while a vendor operates at any event. If a dedicated space is determined to be unfit for a vendor to operate, then they are expected to notify a WAR owner to make better arrangements.

Non-Combative Policy

03/01/2013

Individuals attending a WAR Accelerant Event do have the option of participating in a Non-Combative capacity. Participants playing under a Non-Combative status must wear an orange headband which must be visible at all times. The orange headband will not be provided to you by WAR nor will they be

available to borrow. Non-Combative players are not permitted to participate in any form of physical combat, including using and/or being hit with weapons or packets. Because of this Non-Combative players are asked to remove themselves from any direct combat situations. Non-Combative participants will take any in game effects that relate to environment, voice cast, or point cast and they may also deliver touch cast effects on other players after combat has been completed. For more information about the in game effects please see our current WAR Accelerant Rule Book.

Harassment Policy

07/01/2014

WAR forbids conduct that harasses, disrupts, or creates an intimidating, offensive, or hostile environment. Included within this prohibition is hostile behavior, which is verbal or physical conduct that, in WAR's judgment would be considered to be abusive, harassing, intimidating, disruptive, violent or threatening to persons or property, or conduct that actually causes harm to any person or property.

Sexual harassment, which includes, but is not limited to, unwelcome sexual advances, requests for sexual favors, and unwelcome or offensive touching and other verbal, graphic or physical conduct of a sexual nature, are prohibited. There are steps you can take if you feel you have been subjected to unwelcome, intimidating, or harassing behavior, sexual or otherwise. If you are comfortable doing so, you can talk directly with the person causing the problem. If you are not comfortable with this approach, or if the problem continues, you should contact an Owner for assistance.

Remember, WAR can only address problems that it is aware of, so it is your responsibility to immediately report any problems to an Owner who has the ability to address your concerns. WAR will promptly investigate any problem and take appropriate action, up to and including appropriate disciplinary action against the offending party; however, if you have knowledge of harassment and you do not report it to WAR, this remedy may be lost.

Due to the nature of these forms of harassment and the broad range of incidents that it may apply to, appropriate action will be determined on a case by case basis and may include suspension, permanent suspension, consultation with a legal professional, and/or involvement of law enforcement professionals. The WAR ownership are not law enforcement nor legal professionals.

If charges are brought against an individual, WAR will suspend the accused until the outcome of the trial, at which point we will make any final decision on further action.

If a Protection Order is issued, we will suspend the offending party until the Protection Order is lifted at which point we will also evaluate to determine if further action is necessary on our part.

Any individual that is a convicted and/or registered sex offender will be permanently banned from all WAR Events and/or gatherings.