

ASCENDANCY

LBP

Safety

and

Code of Conduct

Version 1.0 dated 20-4-2015

Safety

Health and safety is everyone's responsibility at an event. Be aware of any potential hazards, particularly if a combat begins in an awkward area such as near tent guy ropes, glass bottles, candles and other hazards such as steep drops, awkward terrain, tables, chairs, and braziers. If you think the situation is dangerous and you can't get the attention of a ref, then don't be afraid to call a time freeze and move out of the area.

Weapons & Armour

All weapons & armour that may be used in melee combat should be checked by a ref or an experienced larper. We check for breaks in foam or fatigue where the hard core could come through, splits or cuts and look for loose items that might fly off into someone's eye. Armour should be checked for sharp edges, even leather armour may have rivets that could catch people. If you are not sure about a piece of kit in any way then please don't use it. Please be aware that responsibility for the safety of your kit ultimately lies with you.

Non larp safe items such as Black Powder Guns and other physreps should not be used in melee combat, even to defend yourself.

Crew weapons should not be picked and used, they are best left with crew member even if IC you have disarmed them. Not all crew kit is larp safe, sometimes we use items in an encounter to provide a visual rather than a fight.

Combat Safety

No thrusting with weapons, this is a general rule we use for everyone with every weapon, even if you have a 'stab-safe' weapon. Total coreless weapons such as throwing weapons may be an exception please talk to a ref.

Pull your blows. (don't know what this means ask a ref who will demonstrate)

Head, neck and groin hits don't count, so never ever aim for these areas.

This is a full contact system so you should expect to get hit and even get the odd bruise. If you are not confident about being hit or using a larp weapon, please ask and we will give you some basic instruction, however this is full contact larp system we don't pick and choose who gets hit.

Grappling is only by mutual consent, so no diving on crew and vice versa, particularly if you are heavy or wearing armour as you can easily injure others.

If your character has fallen over, or even died IC in a fight then you should crawl out of the way of the combat to avoid being trampled.

Terrain

Don't run headlong through the trees (especially at night) as there are lots of overhanging branches that can poke your eye, or stumps that can trip you, please try to be aware of your surroundings and be careful. Good boots might not always look in character but will help protect your ankles from sprains.

Candles

At some site candles are used to illuminate area, any candles should be placed in suitable holders to minimise the risk of them being knocked over or coming in to contact flammable materials. Most indoor sites do not allow candles, if you wish to set up candles inside please check with a ref.

Open Fires

Not all outdoor sites allow open fires please check with a ref if there are any site specific rules, unless you have been notified in the pre-event brief. Open fire should not be left unattended even a small fire can release a spark that could cause a fire in a nearby bush or tent, please use common sense particularly in long spells of dry weather.

Dehydration

Many a larper forgets to keep hydrated in hot weather (and even the not so hot weather!), please keep your fluid level up and if we are going to be away from the main camp (we will warn you if we plan to do this) ensure you have access to water just in case. Some sites we use have regular stand pipes for use.

Public

With most sites we use we should not have issues with members of the public walking through the site, however some locations are open to or next to areas that are open to the public, so please be polite and courteous to other people - we will call Time Freeze on encounters to allow people to travel past and then continue encounters when it is safe to do so.

If you do see members of the public on site that they should not be on, please let the ref team know so we can direct them immediately off the site.

Leaving site

If you leave site, let the ref team know where you have gone and when you are likely to be back. As well as the usual safety reasons it is also awkward if the crew have been set up for a personal/group encounter and find that they are no longer around. When you return to the site do your best to minimise any disruption of ongoing IC activity.

First Aiders

1st aiders will be pointed out in the pre-event brief.

Injuries

Anyone with any injuries or conditions they wish others players/crew to be aware of will be asked in the pre-event brief to let us know.

Medical conditions

If you have any special medical conditions we should be aware of that you don't wish other to know of please let the main First Aider know, they will keep the information confidential. If you have things like Inhalers or Tablets you may need at short notice, ensure at least one other person knows where to find them for you. Interventionist medication like inhalers is best kept in an IC pouch or pocket as we may move significant distances from tents.

Alcohol

If you have consumed alcohol at least above what would be considered the legal limit for driving then you are not fit to fight. Please try and avoid consuming so much alcohol that you make yourself ill, or forget to stay In Character.

Problems

If you have any problems with anything that was done to you, think behaviour inappropriate or dangerous, please don't take matters into your own hands, please talk to a ref and we will take any appropriate action.

Man Down call

Shout this only if somebody has received a real injury, do not use in play. When this is called immediately stop play so that we can identify and treat the injury.

Cooking, Toilets and Personal Tents and Beds

Please don't attack people while they are using the toilets, cooking or in their own tents or beds (for residential sites) etc., for such moments they are considered automatically Out of Character. We try to organise times in the plot for people to eat at the same time, so we should not be having combat encounters while people are cooking or eating. Personal Tents, unless brought specifically to be used as part of an IC camp, are out of bounds for IC activity. Likewise anyone who is in bed is classed as Out of Character, many people have to drive long distances to get to and from events and we want them to be able to sleep enough to do so safely.

Code of Conduct

Most of what we are saying below is common sense however we have found a few people don't have this.

In Character

Ascendancy LRP is a live roleplay system aimed at adults so expect adult themes such as mind-influencing magic, drugs and addiction, slavery, human sacrifice, racism and prejudice, prostitution, violence, robbery, torture, and murder. They do not include non-consensual sex or sex with minors and such subjects should be confined to backgrounds or if relevant to plot, referenced only as things that have happened off scene. It is not possible to know what real life experiences others have suffered, so please never feel obliged to roleplay anything you are uncomfortable with, if you find yourself in such a situation please withdraw either IC or OOC.

Try to stay In Character as much as possible. Even chilling around a camp fire with some booze is an excellent opportunity for IC interaction and allows refs and crew to interact and potentially bring useful information or contacts into the conversation.

Children

Ascendancy LRP does allow children to participate however anyone under the age of 16 should only come along with a parent who is also participating in the game, this system is aimed at a adult audience as such we will not normally provide encounters specifically for anyone under the age of 16.

Not all sites or events will be suitable for under 16's, generally we only allow them at the larger camping events. contact us in advance if you want bring along anyone under 16 so we can advise you accordingly for the event you want to attend.

All Children under 16 must be accompanied by a parent or guardian and they assume total responsibility for the child in assessing the dangers and what parts of the event they may take part in.

Respect

Show respect toward all property and possessions. If you bring expensive possessions to an event, Ascendancy LRP are not liable for any loss or damages, so it is up to you if you want to risk them.

Do not litter the site, make sure you keep an eye out for any small pieces of litter around your camp area, indeed if you spot litter around any of the site we use, pick it up if you can and bring it back to a rubbish bag for disposal.

Please do your best to keep the site tidy at all times, in particular clear away bottles, cans, packets to rubbish bags (even rubbish not yours) if possible keep out of character stuff hidden.

Please try to keep the pot wash sinks clear of your pots, wash your pots after use don't leave them in the sink for crew or other players wash up for you, if camping put them away back at your camp once they have been washed.

Try not to leave/store all your IC kit in the wash rooms, small things all help to keep the facilities free for everyone to easily use.

Bad Behaviour

Out of Character physical abuse, discrimination, sexual harassment and verbal abuse is not tolerated and should be reported at the earliest opportunity to a ref.

If you think behaviour inappropriate please don't take matters into your own hands, please talk to a ref and we will take any appropriate action.

Late nights and noise

We run core plot from approximately 10am to 12pm sometimes later, we also can run non core plot encounters after this time to 1 or 2am or even later in the morning so if you go to bed early there will be noise (combat, shouting, laughing, crying, singing, blood curdling screams etc.), all I can say is those that go to bed early please be patient with those that go to bed late they want their fun as much as you want your sleep and visa versa, earplugs can help and those that stay late try to be quieter or have encounters out the way, to help those who like sleep or need sleep perhaps because they have long drive the following day.

Smoking

Smoking is allowed, though we expect all smokers to dispose of cigarette litter into waste area so that the countryside that we LRP in is not damaged by our presence.

Smoking is not permitted in any buildings, so outside only please.

Smoking in in-game areas is counted as in character and you will remain in play. You should remain in character and are subject to the usual in-game risks of the world.

Photography

Photos taking at Ascendancy events are the property of the photographer, but unless agreed otherwise Ascendancy LRP have the right to use them for promotional purposes.

Before photographs are tagged with person's name on Facebook or other similar media, please check with the person concerned.

Anyone not wishing to be photographed during a event should let us know

Anyone taking photographs should do so in a manner which does not effect in character immersion, please try to use zoom functions and stand well back from the players as out of sight as possible. While holding a camera the person is considered OOC even if in costume, players should not use this as a defence against attack, we will notice.