

Dark Colony

LRP

Safety

and

Code of Conduct

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# Safety

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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 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.

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.

## 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 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

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## In Character

Dark Colony 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.

## Respect

Show respect toward all property and possessions. If you bring expensive possessions to an event, DCLRP 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 if you can and bring it back to a rubbish bag for disposal.

Respect peoples sleeping habits. If you go to bed early expect some noise from those still in character, if you go to bed late try to move activity away from sleeping areas. Remember that sounds travel further at night.

## Smoking

Smoking is allowed, though we expect all smokers to bring with them a portable ashtray 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.

## Drugs

Drugs are not permitted at any DCLRP event.

## Bad Behaviour

Out of Character physical abuse, discrimination, or verbal abuse is not tolerated.

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.