

Conduct policy/Code of conduct for attendees

This policy applies at all Curious Pastimes Ltd. events and all Curious Pastimes Ltd. official online spaces. All attendees are responsible and accountable for their own behaviour. Curious Pastimes provides a framework of rules and policies; attendees are expected to adhere to these.

- At Curious Pastimes all attendees should treat each other with respect at all times.
- All attendees should feel able to challenge other attendees regarding their OOC behaviour in relation to any Curious Pastimes policy, when they feel it is safe to do so and only if they feel confident enough to do so, otherwise please do ask for help from a member of staff.
- If an attendee is challenged they should consider their behaviour and apologise if appropriate.
- If an attendee feels unable to challenge another attendee's behaviour, they can approach a member of staff for advice, assistance or to raise a concern/make a complaint.
- All attendees MUST wear an ID card visibly/accessibly AT ALL TIMES during events, for example around their neck in a character card holder. ID cards tucked in a pouch or left in a tent is not allowed. These cards are to help identify an attendee and also to assist us with medical emergencies.
- All attendees must adhere to the rules of the game at all times, including the equality & diversity, safeguarding and accessibility policies, and should comply with all reasonable requests from staff members.
- As per UK law, the possession and/or use of illegal drugs is not permitted at Curious Pastimes events; this includes during the 'set-up' and 'take-down' periods of an event.
- Real weapons of any type are not permitted at Curious Pastimes events. This includes swords, knives, etc, intended as decorative objects. Bringing a real weapon onto site may result in you being asked to leave and/or banned from CP events. Tools for use in cooking/woodcutting/craft, etc, are permitted. For the purposes of this policy, a tool is a simple piece of equipment that you hold in your hands and use to do a particular kind of work. For example, spades, hammers, chisels and cutlery are all tools. These tools should be very carefully used and stored to ensure everyone's safety. They should never be left unattended and must always be returned to a safe place. They should also not be carried in a belt pouch or similar, to avoid any confusion with latex weapons.
- Pyrotechnics and smoke effects are used at Curious Pastimes events. These effects are used outside of camp areas and so you can expect there to be explosive bangs and smoke during battles and skirmishes. During battles and skirmishes, the FX team are identifiable by their high visibility orange waistcoats. If you are affected by these types of effects please let us know on your booking form under 'medical conditions'.
- Sometimes smaller effects are used in and around camp areas, for example incense, smaller explosions or smoke effects at the ritual circle. If you are affected by these types of effects please let us know on your booking form under 'medical conditions'.
- Those attendees wishing to use stage type pyrotechnic devices/materials for rituals or similar must store them at the Event Hut securely until they are needed. Permission to have these on site must be obtained in writing prior to an event from the office at info@curiouspastimes.co.uk. Any restrictions or conditions attached to approval by Curious Pastimes must be followed for permission to remain valid. Bringing pyrotechnics onto site without explicit permission, in advance, may result in you being asked to leave and/or banned from CP events.
- As per UK law, firearms and explosive devices (including props or replicas) are not permitted at Curious Pastimes events for players. Bringing a firearm or explosive device onto site without permission may result in you being asked to leave and/or banned from CP events. Those attendees wishing to use stage type pyrotechnic devices/materials for rituals or similar must store them at the Event Hut securely until they are needed. Permission to have these on site must be obtained in writing prior to an event from

the office at info@curiouspastimes.co.uk. Any restrictions or conditions attached to approval by Curious Pastimes must be followed for permission to remain valid.

- We do not permit players to bring animals, including birds, to events. Some staff may be given permission to bring animals to site, as long as they are cared for and out of the in-game areas. Please see the Accessibility Policy for information about assistance animals.
- In Character (IC) events are events which affect your character and the characters of others within the game world. Out of Character (OOC) events are things which affect the individual person/people playing a character(s). Try not to blur the lines in terms of conflict or other strong emotions. For example: It is not permitted to make OOC accusations or criticisms about a person's behaviour IC; conversely OOC arguments or similar should not influence IC behaviours.
- In IC areas, attendees should be IC at all times during 'Time in' (with the exceptions of emergencies, those working, for example the Event Team, when under instruction from a staff member, those on their way to and from monster slots or engaged in necessary OOC activities, for example taking care of younger people). The bathrooms are always considered to be OOC, as are the Event Hut, GOD, the Medics tent, the Referee Hut and the OOC camping areas. If you are unsure whether or not an area is IC or OOC, or whether you are 'Time in', please ask a member of staff.
- IC costume, or 'kit', should be worn in all IC areas during 'Time in'. Costume should look as IC as possible: this means that players should endeavour to wear clothing that does not jar with the setting, for example modern training shoes would look very out of place, as would clothing with logos or modern prints, mirrored sunglasses or modern military items. We appreciate that new kit can be expensive and that attendees may not be familiar with CP's game world. If you would like advice on making your kit more IC or other support with costume, please contact a member of staff. Players are asked not to criticise the costume of other players. If a player has a legitimate criticism about another player's kit they should raise it with a member of staff.
- **Regarding kit: If a player needs to wear particular items to assist with their mobility or comfort, for example particular footwear or coloured lenses in glasses, this is specifically encouraged.** See our Accessibility Policy.
- Any attendee is encouraged to approach any member of staff if they have any concerns (please see the complaints and concerns policy). If for any reason an attendee would prefer to speak to a member of staff of a specified identity then please let us know and we will do our utmost to fulfil the request. Staff at Curious Pastimes include:
 - Game Team (identifiable by their white tabards with an R on the front/back and their Referee callsign (a nickname used to identify referees on the radio – not usually their real name) across the back) located at Referee HQ (marked on every event site map).
 - Faction Command Team members/mercenary liaisons, of which there are 3 in each faction who act as IC and OOC command teams (may be in IC kit or identifiable by their white tabards with an R on the front/back and their Referee callsign across the back)
 - Event Team/Medical Team (identifiable by their yellow high visibility waistcoats) located at Event HQ/Medical Tent (marked on every event site map) AVAILABLE 24 HOURS.
 - Game Organisation Desk (GOD) team, located at the GOD hut/tent (marked on every event site map).
 - Faction referees (up to 6 in each faction) are players who assist with refereeing duties.
- All participants are encouraged to report any concerns or complaints as soon as possible.
- We do not restrict profanity or swearing at Curious Pastimes, except for instances where its use relates to our safeguarding policies, for example use of language to harass another person or if the language used is contrary to our equality & diversity policy, in other words slurs are specifically not permitted at Curious Pastimes. If an attendee considers another attendee to be using inappropriate language, for

example sexist, racist or ableist slurs, they should feel free to challenge this behaviour as above or seek assistance from a staff member. We do ask all attendees to be consider their language while around young people and children, in the same way that they would in everyday life.

- We take the safety and wellbeing of our attendees very seriously, and we therefore do not allow dangerous play at Curious Pastimes. **The guidelines below outline some of what we consider to be dangerous play, but in general when fighting remember that everyone is playing a game and doesn't want to cause real injuries:**
 - No charging or leaping at shield walls with the intention to collide with full body-weight. This is considered dangerous to both the charger and the recipients, and should never be attempted.
 - No purposefully parrying blows with any non-padded weapons or items, for example bows, mobility aids.
 - Any and all forms of physical combat, for example kicking, punching or martial arts, are expressly forbidden during Curious Pastimes events, even among friends or with permission.
 - You may only ever make a thrusting blow with a suitable stab safe weapon (marked by a white ribbon as per the rules).
 - Head hits are permitted at Curious Pastimes, but extra care should be taken when aiming and striking, only hit this location if you are absolutely sure you can do it safely.
 - You may not engage in combat while under the influence of alcohol, this is exceedingly dangerous and will not be tolerated.
 - Above all, players are asked to remember to pull their blows. This is achieved by stopping a weapon swing before it contacts an opponent. The resulting tap from a weapon is sufficient to register a hit without causing physical injury. If a player is new to LARP or unsure of how to do this, they should contact a referee (for example Faction Command or Faction referees) for some basic weapon training. New players are also encouraged to attend the new player brief held each event on a Friday and sometimes Saturday mornings too (check signs and notices at GOD and event/front gate).
- Breaking the code of conduct/game rules or policies may result in a participant being asked to leave site and/or being banned from events.