



General Code of Conduct and Safety Regulations for Live Role-playing

1. General

All participants must read and adhere to these regulations and guidelines. For insurance and legal reasons, you must be a member of Terror4Fun (Hereinafter referred to as The Club). Membership to Terror4fun comes as standard and is covered by event application fees to Terror4fun events and lasts for one year.

No persons under the age of 18 years may take part in Terror4Fun events.

2. Conduct

As a participant in The Club's activities you are responsible for your own good conduct and that of your fellow participants, during both transit to and from the event and during the event itself. When dealing with the public at any club events be courteous and polite at all times. Go out of your way to explain what you are doing, so as to allay any fears or suspicions, and never intimidate, alienate, threaten or be abusive to them.

Remember also to treat your fellow players with respect and goodwill. Remember that zombies, monsters, strange creatures and opposing forces are all other club members. Do not get carried away in trying to neutralise the threat. Have respect for other player's equipment and never touch, use or remove their personal equipment or effects without their express prior permission.

No weapon is to be displayed outside of the event site and all weapons must be packed away during transit.

When at the event site, have respect for the surroundings, whether they are a privately owned site or simply local woodland. Do not drop litter and always ensure that all of your gear and rubbish is taken away with you. Do not remove, damage or sabotage any of the site's fixtures and fittings or property, and in the case of woodland and open areas, do not cause damage or harm to the surrounding countryside.

Please respect and obey the requests and rulings of the officers of The Club and the organisers of the event. Abide by the rules of the game and the law of the land.

These regulations are to be considered to be always in force, unless otherwise stated. Under no circumstances indulge in actions, which may bring The Club or the hobby into disrepute.

Failure to comply with these regulations may result in the person or persons concerned being either warned, asked to leave the event site or being temporarily or permanently banned from future events. Gross misconduct will be dealt with severely.

3. Safety and First Aid

Your personal fitness is your own responsibility. However, it would be appreciated if you would advise the organisers on the application form of any special needs or problems that you may have. If you have any up to date first aid qualifications we would appreciate you letting The Club know so that you can be called upon in an emergency. A comprehensive first aid kit will be placed in an easily accessible location and all first-aiders will be identified either in a game briefing or at the event site. Also, the location of the nearest phone or aid station will be indicated.

4. Prohibitions

Drugs are not permitted on site and anybody under the influence of either will not be allowed to take part in the event. Whilst alcohol will be available to purchase on site, we ask that alcohol is drunk in moderation.



5. Weapons Props/Replica Weapons

It is forbidden to carry or use any kind of missile weapon, i.e. crossbows, bows, catapults, air guns, soft air weapons, paintball guns, blank firing guns, firearms and shotguns. Melee weapons such as knives, daggers and other edged weapons are also forbidden at the event site. Utility knives, penknives and sharp tools must be securely packed away when not in use. Event safe replica weapons that have been approved for game use and LRP safe melee weapons may be used, but should be checked by the event organiser prior to use.

6. Emergency Procedures

As mentioned above, it is the responsibility of the event organiser to ensure that there are sufficient emergency procedures in operation. In the event of physical injury to a participant, an ambulance should be called immediately. The first-aider at the event should be notified and should administer first-aid, as he deems necessary. In the event of a fire, all participants should make their way by the quickest route possible and in an orderly and unhurried fashion, to the pre-determined assembly point, which will have been pointed out by the event organiser. Do not stop to collect your personal belongings.

7. Game Play

When you are taking part in a Terror4Fun event you are immersed in a totally active environment. Everywhere is 'live' except for one area declared to be the Monster Hut. There are no spectator points or places for the dead to sit and watch. If you are 'killed' on a game, unless you have been told otherwise by the event organiser or are being carried along by the rest of your group, once the group you were with has moved on you should make your way straight to the Monster Hut. When you leave the event site, for whatever reason, please do so without attracting too much attention. Do not pass through the middle of a fight or 'tag along' behind the rest of the group. Finally, when you are dead and there are live participants in the area, you should not talk, sit-up and hold conversations with the other 'corpses'.

If you decide to leave an event early or even for just a trip to the shops, please let the event organiser (or one of the group whom you know to be returning the same way) know this. Your absence will not then delay or alarm the rest of the group.

8. Cancellation of Bookings

If you are cancelling a booked and paid for place at a Terror4fun Event, then please let us have as much notice as possible. If the notice period is less than 1 calendar month then a refund will not be possible. If the notice period is less than 3 calendar months a small charge will be incurred.

9. Final Remarks

This code of conduct has been prepared by Terror4Fun. They are a set of guidelines and regulations that make playing at Terror4Fun events safer and more enjoyable. They are written for your benefit and the benefit of those people who allow us to use their premises and property. Remember that the object of it all is to have fun. Enter into the spirit of role-playing and don't spoil it for other people by cheating or losing control. Play safe and enjoy yourself. Details of insurance for individual events is available from Terror4fun but is generally third party insurance.

If you attend a Terror4fun event and your picture is taken, it may be used on the website and other Terror4fun promotional material.

Many thanks to Dean Wayland for the original document upon which these terms and conditions are based. They are being used here to promote the Safety and Enjoyment of LRP and LARP.