

The World of Allegora Policy Statement

This document is to express the way leadership, disciplinary action, and other upkeep of the TWOA is done. We require all participants to know and acknowledge this in order to help keep a peaceful mind when a problem may arise, how we uphold/represent our rules & values, and better understand how TWOA tries to avoid any/all drama in/out of game for our community between players.

First and foremost, we want all players to understand that this is a **game** and to show respect towards TWOA's leadership & their sole decisions to uphold the game. TWOA does not recognize itself as a professional business and understands it sometimes doesn't portray a family friendly environment for all ages. Our values include: Offering a place for self-expression, safe stress-free fun, to innovate the LARP community, and keep a constructive, helpful, fun, & welcoming community. Anything or anyone that breaks this or otherwise goes against these values will not be permitted to participate in TWOA.

TWOA allows crude language and expression to a tolerable degree (**ONLY** in a joking-fun manner). We want to have/keep a community of understanding, amiable, & humorous people, those in which aren't so easily offended. Thus, this representation of TWOA can sometimes be borderline offensive to some people. We accept this as a term of self-expression and do not demonize it as long as its leadership and other players do not deem it as intolerably offensive/inappropriate. If a player is being offended by someone or something in TWOA, we ask that it is reported immediately to your Group Leader to be reconciled. However, if your region's Group Leader decides/explains the issue as acceptable under TWOA's terms and you still disagree, we suggest you leave.

The World of Allegora is head ran by its creator and founder, Zachary James Steele (LARP name as Zire). This position is labeled as "Grand Master" (as our titles come from our lore). He is solely in charge of making any and all final changes over safety terms of the game and the policies that enforce over things outside of the game, such as (but not limited to) leadership requirements and ways to handle disciplinary action. Before changes are made by The Grand Master, there will be community discussion to gather input before making any final decisions, to insure all our players' voices/input are heard.

The Grand Master resides over all Group Leaders, this position is also known as "Knight Commander". Knight Commanders wear a purple band (either on their wrist, head, or arm) on the field to show their leadership position. Each Knight Commander will help maintain their respected group by enforcing TWOA's policies, rules, and values- ensuring a fun and safe game for all players. A Knight Commander may call upon senior players (known as "Knights") to help out and enforce these in-game rules. A Knight (only when acting as a Herold/referee, which is designated by wearing an orange band) can **ONLY** carry out disciplinary action in the form of current/one game-removal. In a Knight Commander's absence- a Knight may be personally chosen to **temporarily** take on all Knight Commander duties/responsibilities with the title of "General", until the Knight Commanders return or say so. When this is needed/done, a General should wear the purple leadership band during an event.

This also means they handle all disciplinary action, if/when needed in person over a player in their respected group. This, and any other private matters, will/should be done in isolated areas privately. Other than privately to a Knight Commander (or affective General) when reporting an issue, it is completely against our policies to bring up another player's short-comings **unless they are present** to defend themselves. As this causes unneeded drama, if found doing this- it will mean immediate removal from TWOA.

TWOA believes in trying out new ideas from its players in order to better grow- giving each player a voice over their game. Community meetings will be assembled every so often (preferred at least once a month) to discuss any changes players want to make to how the game is played or suggestions they may have towards TWOA's policies.

In order for these community changes to the game to go into effect, a majority vote must be made, a trail period must be done, and a unanimous vote made to put the change into effect. When a unanimous vote can't be made or persuaded (rather for or against the idea), it's suggested to wait and bring back up the idea next meeting, so on and so forth, until either a unanimous vote can be made either for or against the idea. TWOA feels it is important to give time for a disagreement to be thought about and help players build a better constructed argument over this time period. Unless all players can agree, a change will normally not be made. When a change is made, it's the Knight Commander's job to inform Grand Master Zire of it or any suggestion to safety/policy brought up by a community meeting. If a topic is becoming restless, both the Knight Commander and Grand Master may decide a majority vote is only needed.

When drama arises between two or more players that is outside of the game, it is the Knight Commander's job to assess the situation. TWOA will **not** enforce picking a side and banning one player over another. Terms to resolve the conflict are as follows: Help settle the difference to a point where both players can act civil at a TWOA event, mutually decide on a shift rotation for each player to come while the other isn't there, or ban the player(s) refusing to agree on either of those terms until one can be met.

When kicking a player due to breaking a game rule, it's the sole responsibility of only the Knight Commander to escalate it to the point of banning. The normal 4-step process is (all with immediate discussion of breaking a rule): a warning, a ban from a few game(s) of the event day, a ban from an event(s), and then a permanent ban of that player. The Grand Master may give permission towards an immediate ban if requested by a Knight Commander. If a player needs to be banned for a non-game related cause, a community unanimous vote is needed before doing so.

No one is above the rules of the game or TWOA's polices, not even the Knight Commander. For further questions, concerns, or escalation please contact Grand Master Zire, all of his contact information is listed of our website (just google "Allegora" to find it).

Please sign below to show you have read, fully understand, and accept this policy statement. (If participant is under 18, only parent or legal guardian has to sign). Signature & date here:

_____ / _____

The World of Allegora Release of Liability

(Minors must have a Parent/Legal Guardian sign, with agreeance to our Policy's mature content warning. Minimum age requirement is 13 years old).

Full Name of Participant _____ Birth Day _____

Telephone Number _____ Email _____

Address _____

Emergency Contact Name _____

Emergency Contact Telephone Number _____

Health Issues and Problems _____

The World of Allegora: The World of Allegora is a physically challenging sport, full contact activity does takes place in outside and unpredictable weather/terrain. This is a Live Action Role Player activity, and therefore medieval personification and seriousness of the game and its rules are highly enforced. Allegora is based in the medieval era, and so all weapons and garb (when dressed up) must be based in that time period.

As with any outdoor, intense contact sport, the possibility for injury exists. The types and likelihood of injury are similar to those in soccer, football, rugby and lacrosse and, as in those sports, severe injuries can occur.

Signature & Character name _____ / _____

Complete this section if the participant is a minor:

Adult Point of Contact for Minor Participant: The following adult will serve as a point of contact regarding issues that may arise between the event organizers and the minor named above. The listed adult accepts all responsibility, liability or accountability for the minor named above.

Name of Adult _____ Signature _____

TWOA WAIVER:

In consideration of receiving permission from the TWOA leadership to participate in any Allegora-sponsored activity, event, tournament, contest or meeting, the undersigned assumes full responsibility for any bodily injury and/or property damage arising out of or related to my attendance and/or participation.

I fully release TWOA, its members, participants, observers, officers, officials, owners and/or administrators of land upon which the event/activity is being held, and/or anyone administering emergency medical assistance from liability to myself, my assigns, heirs and next of kin for any injury (or extreme cases of death) to myself or damage to my property arising out of my attending/participating in a Allegora event/activity.

I hereby agree that if at any time I feel any TWOA activity/event to be unsafe or if I observe any unsafe or offensive behavior on the part of other participants/observers, I will immediately notify the appropriate Allegora officials and refuse to participate in or observe any further activities/events until it is resolved.

The undersigned is aware of the risks and hazards inherent in participating in any activity, event, tournament, contest or meeting of TOWA and elects voluntarily to participate, knowing that participation involves significant physical contact by others to his/her person and that such participation may entail a risk of injury.

I agree to follow the rules, policies, and guidelines set by TOWA leadership and claim full knowledge of them. I also agree if caught cheating or otherwise acting inappropriately/disrespectful toward others/the rules deemed by TOWA leaders, that I can and will be banned from current and/or any future event. Making my presence anywhere in reasonable distance near any said event(s) intolerable even if on public property. I also agree to not be disruptive or otherwise a nuisance towards any TOWA member and/or event in any way once banned.

That if this so happens, that I will follow this sentence to its fullest meaning. In not doing so I understand it is a risk in breach of waiver/contract and that I can and will face legal action such as, but not limited to, restraining orders and legal fines.

In signing this release, the undersigned acknowledges and represents:

(a) That the game rules have been explained to you or have read them, understanding them, and know that they can be found on our website for reference if/when needed.

(b) That he or she has read the above policy and release, understands it, accepts it, and signs voluntarily;

(c) That he or she is over 18 years of age (or if under age has a parent/guarded permission as co-signer) and is of sound mind.

(d) That, if the undersigned intends to participate in TOWA activities, he or she has no known physical or mental defects that would increase the likelihood of serious injury from such participation;

(e) That, if signing on behalf of a Minor participant, the undersigned has the legal capacity to do so.

Undersigned (Sign name here)

Date

Undersigned (Print name here)

Complete this section if you are signing for a minor:

Undersigned (Sign name here)

Date

Print name & Relationship to Minor

Phone (if different from Minor)

Address (if different from Minor)

Email (if different from Minor)