

UNDER 18s AND GUARDIAN POLICY

The management of Eventyr believe that children are the future of the hobby and we want to be able to allow them to take part, both as players and as crew. However, Eventyr is not a system designed specifically with children in mind. Guardians need to be aware that there will be some adult themes and potentially frightening content. There will be masked monsters portraying zombies, skeletons and demons amongst other things, and some scenes will be set in the dark. In addition, there may be harsh language used by adults around them. Therefore guardians should exercise their judgement on what their child will be ok with. That being said, the way Eventyr is written children could take part in the vast majority of plot and would be encouraged to do so. However, there will not be any child specific plot written and no additional system rules affecting only children. There are a few logistical changes that will apply to children.

DEFINITIONS AND RATIOS

- **Youths** are defined as being between 12 and 18 years
 - Youths need a specific ticket, this is full price as we consider they are able to take part in all aspects of plot at Eventyr, and are therefore as crew intensive as an adult.
 - Youths are able to spend XP, create characters and own equipment as per any other player in the system.
 - Guardians of youths can operate a ratio of three children to one adult.
 - The guardian of youths does not constantly need to be in the same place as the youths. However, youths must always have an adult supervising them. This should be agreed by both the guardian and the non-guardian adult as the youth's behaviour is always the ultimate responsibility of their guardian.
- **Children** are defined as being between 2 and 12 years
 - Children need a specific ticket, this is a half-price ticket as we recognise they may not be able to, or wish to take part in all aspects of plot as Eventyr.
 - Children are able to spend XP, create characters and own equipment as per any other player in the system.
 - Guardians of children can operate a ratio of two children to one adult.
 - The guardian of children must be with them at all times, unless in exceptional circumstances by prior agreement with the senior crew team.
- **Infants** are defined as being under 2 years
 - Infants need a specific ticket, this is free as we recognise they will not really be taking active part in any aspects of plot at Eventyr.
 - Infants cannot have XP spent on them and so do not have characters in the same way as other players. They do however grant benefits to their nominated guardians, as explained further elsewhere in this document.
 - Guardians of infants can operate a ratio of one infant to one adult ratio.
 - The guardian of infants must be with them at all times, unless in exceptional circumstances by prior agreement with the senior referee team.
- When you purchase a ticket for a youth, child or infant at an event you must state at least one named guardian who will also be present at the event; the guardian(s) take(s) ultimate responsibility for the youth, child or infant at the event.

SAFEGUARDING

It is the ultimate responsibility of the guardians to ensure the safety of the under 18s they bring onto site. Guardians need to be mindful that we are in a woodland site which means there are potential trip hazards and dangerous terrain. In addition there are many aspects of props, setting, armour and weapons which could be dangerous around under 18s.

The above includes supervising under 18s around other people. No background checks are required of any persons organising or attending this event and therefore it is your responsibility to supervise any under 18s and ensure their safety and well-being.

COMBATANTS

LARP is essentially a contact sport and combat is often an integral part of the experience. However, everyone must be aware of the risks of taking part in combat.

Under 18s are permitted to join in with combat if:

- They want to (and understand this will also include being hit, sometimes a little bit hard!)
- You (as their guardian) are happy for them to do so
- We (the senior crew) have tested their safe fighting abilities and are happy for them to enter combat

This can be revoked by a senior crew member at any time during the event if any under 18s are found not to be fighting safely or obeying the general rules of combat.

Non-combatants wear a high-visibility orange arm band; you are welcome to incorporate these into costume if you wish but they must be easily visible. Please refer to the non-combatants section of the Core Rules document for more information on this.

INFANTS

We recognise that caring for an infant at an event is a time-consuming process and may hinder the full experience of the event or prevent the nominated guardian(s) from taking part in as many activities as they wish. As such, an infant at an event provides a pool of 5 power points (OP, DP, MP, PP or SP) that can be used by a named guardian to top up their own power points once per day. The power points granted by the infant do not all need to be used as one particular type; they can be split into different types for one or more named guardians. For instance, an infant could supply 2 MP and 3 DP to their mage and warrior guardians, or 3 PP and 2 OP to their one paladin guardian. As with all power points, this pool refreshes at twilight.

The only caveat on accessing the power of the infant is that the guardian must be in physical contact with the infant when using their power. This means that infants can be useful when out adventuring, or provide the impetus to finally oust the invaders from the campsite.

CAMPING AND NIGHT-TIME

Eventyr has no official downtime and therefore both combat and in-character revelry can go on late into the night. However, once it is dark, children and infants are no-longer permitted to take part in combat and should adhere to the non combatant rules laid out in the player manual which includes the use of a high-visibility armband. It is also important to realise this also means it will be noisy in all areas of the site and guardians should exercise their judgement as to whether this will be a problem for their child to sleep.

In addition, whilst under 18s are asleep the ratios of supervision still apply and guardians are not permitted to put under 18s to sleep in a tent and leave them without adult supervision. Finally, children and infants are not permitted to camp in-character but can be temporarily asleep in an in-character area if they are to be moved later in the night.

CONSEQUENCES

In the event that any of these rules are broken the management reserve the right to remove the named guardian, and all under 18s they are responsible for, from the site. If the rules broken relate to safety, this may be without warning. No refunds will be given.