



Clubs & Societies

CODE OF PRACTISE

All clubs and societies are affiliated to Lancaster University Students Union and are therefore bound by the Union regulations and constitution.

Club/Society: LURPS

The Aims of the Club/Society

The society shall exist to:

- i. Support and promote role-playing within Lancaster University to the best of its ability.
- ii. Provide a social forum for members

The following constitutes the clubs/societies procedures which must be followed by all members so that all activities are carried out safely:

Area of activity: Live Roleplay

Procedures to follow

- The Exec member present will keep a check on the weather conditions and will call a halt to the adventure should the conditions become unsafe.
- The Refs will carry water which will be available to both players and monsters in case of dehydration.
- The Exec will check clothing before the start and those deemed to be wearing unsuitable clothing or footwear will not be allowed to participate without changing to something more appropriate and safe.
- Refs must ensure that they are familiar with the terrain before the adventure starts, and warn participants about unsafe ground. If the ground is unsafe, action must be halted and moved to somewhere that is safe. If participants notice unsafe ground they must notify the Refs and warn other participants.
- Experienced combatants appointed by the Exec will train all new participants in order to ensure that they fight safely. The Exec member present will also personally safety test all new participants before the start of an adventure.
- A present Exec member will deliver a safety briefing at the start of every adventure in order to remind people of the most common safety risks and how to avoid them. This will also include reminders of the

various safety calls that may be used, and how to respond to them.

- All weapons and armour will be checked by a present Exec member before the start of every adventure to ensure that all weapons meet accepted safety standards. Any equipment which is damaged or not safe will not be used until it is repaired.
- All participants in the adventure must keep their tempers in check in order to avoid becoming unsafe while agitated. If a participant becomes agitated then either, they themselves, the present Exec member, or the Ref(s) can call a halt to the encounter in order to allow the agitated participant to cool down or remove the participant from the adventure. A warning about this is given in the safety brief.
- Adventures are if possible held in places out of the way of the general public. If members of the public are present action is moved out of the way of them. If combat is taking place, it is halted until the public are at a safe distance. A warning about this is given in the safety briefing at the start of the adventure. All participants must be vigilant and take responsibility for noticing members of the public. Also, refs and present exec members will aim to be aware of other groups who are active in the same areas on the same day.
- Adventures cannot take place without at least one certified First-Aider present. All participants will be warned in the safety talk about the dangers of participating with medical conditions. Anyone with medical conditions must inform the First-Aiders of their conditions, including allergies, and carry their medication with them at all times. A fully-stocked first aid kit must be carried at all times.
- Adventures cannot take place without at least one Exec member present to be responsible for safety on behalf of the society. There will also be at least two experienced participants running the adventure.
- Any refs planning to use face-paints, food or drink as props on adventures must check with participants before the adventure starts in case of allergies and give warnings of where they will be used.
- Refs must keep the action away from areas with thorns or brambles in order to avoid participants becoming entangled.
- The First Aid Kit will contain antiseptic wipes and antihistamine spray in case of insect bites or stings.
- If an animal gets in the way of combat, combat is halted until it moves out of the way again.
- In order to avoid fighting in poor light, adventures are to begin as early as possible so that the adventure is completed in daylight. If the dark is unavoidable, combat must be restricted to well-lit areas. The Exec member present will end the session if the light or conditions make it unsafe.
- If there is a lack of experienced participants, the allocation of who takes what role will favour those with experience where safety issues may become a concern.

- A meal break is factored into every all-day adventure plan and participants can halt the adventure if they are feeling tired.
- At least one of the Refs or the present Exec member will carry a mobile phone to call for assistance if necessary.
- Different groups of participants must remain within visual range of one another in order that one group may call for assistance from the other in case of emergencies (for example, if only one first-aider is present and is not in the group where an emergency occurs).

Areas of risk assessment covered:
All

Area of activity: Social Gatherings

Procedures to follow

- Any food and drink which is provided must be clearly labelled with its ingredients in case of allergies.
- At least one Exec member on all socials will remain sober at all times to supervise the group and in case of emergencies.

Areas of risk assessment covered:
Allergies, Unable to call for help

Duty of Care

Please note that on top of the above procedures, all individual members of the society owe a Duty of Care to fellow members of the society and other societies, and where appropriate the public. Any society member who acts in such a way as to deliberately cause harm or injury to a fellow member and/or who displays open and persistent disregard for the societies Code of Practice will be disciplined by the society executive committee and may face expulsion from the society.