

Agreement



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1. General Provisions

Subject of the Agreement – a non-profit role-playing festival Baltic LARP Fest

Venue – private field “Balfest” located 20 km. away from the town of Trakai.

Agreement – is a set of rules for Baltic LARP Fest that all participants must follow. The Agreement is signed by participants upon arriving to the event during **registration** (see 2. *Schedule*).

Parties to the agreement:

- **Event Organizer** – the role-playing games association “Baltic Larp”. During the event all organizers can be identified by wearing a specific badge;
- **Participant** – adult and underage attendees of the event;
- **Guest** – accredited photographers, videographers, animators and other helpers that can be partially or completely not involved in the gameplay.

Responsibilities of the Parties:

- Event organizers are not responsible for any physical or mental injuries, or material damage, incurred by participants or third parties as a result of violations of this Agreement;
- Event organizers are not responsible for participants actions that contradict or violate laws of the Republic of Lithuania;
- Event organizers are not obligated to invite qualified medical personnel or possess medications beyond a standard car first aid kit. Therefore, participants with specific medical conditions must inform event organizers and provide specific first aid procedures required for themselves;
- Event organizers commit to providing first aid and arrangement of transport to nearest medical facility, if necessary, in case of injury, tick bites or other health issues;
- Participants and Guests must follow the event’s Schedule;
- Participants and Guests must maintain clean venue and dispose of any trash into trash containers;
- Participants and Guests are prohibited to set up campfires on the venue, excluding designated areas set up by event organizers;
- Participants and Guests are prohibited to store or use any firearms, traumatic weapons or pyrotechnic substances on the venue;
- Participants and Guests are prohibited to store or use any narcotic or psychotropic substances during the event;
- Participants and Guests are prohibited to consume alcoholic beverages during the gameplay across the entire venue;
- Participants and Guests are prohibited to bring pets or animals during the event;
- Underage Participants younger than 14 are prohibited to participate in the event;
- Underage Participants aged 14 to 18 are prohibited to participate in the event if they didn’t provide an original of parent (*guardian*) consent form. The consent form is sent via email provided in registration form;
- Foreign participants and guests must (*non-EU citizens*) carry a valid medical insurance;

- Accredited guests must provide a signed accreditation form upon arrival. The accreditation form is sent via email to the guest;
- Event organizers reserve a right to use all photo and video materials taken during the event to create promotional or informational media content.

In case of participant violating this Agreement event organizers have the right to ask participant to leave the venue without reimbursement.

2. Schedule

“Baltic LARP Fest” lasts 5 days. The core part of the event is a LARP game lasting 36 hours, with remaining time dedicated for various entertainment.

Wednesday. Arrival Day.

- 15:00 the venue is open. Participants settle in the camping area and set-up their game locations.

Thursday. Festival Day.

- 10:00 - 15:00 Workshops (*see below*) and photo session in game area;
- 14:00 - 17:00 Registration (*see below*) of the participants happens in the rest area;
- 17:30 - 17:50 Briefing (*see below*);
- 18:00 - 22:00 game time, combat allowed;
- 22:00 - 00:00 game time, combat prohibited;
- Quiet hours: you are only allowed to make noise in game area;

Friday. Game Day.

- 10:00 - 22:00 game time, combat allowed;
- 22:00 - 00:00 game time, combat prohibited;
- Quiet hours: you are only allowed to make noise in game area

Saturday. Game Day.

- 10:00 - 18:00 game time, combat allowed;
- 18:00 - 18:20 Debriefing (*see below*);
- Afterparty.

Sunday. Departure Day.

Meals – during the game part of the event the Tavern provides meals for participants, in exchange for game currency. First dinner served on Wednesday evening as an exception. After that the lunch and dinner will be cooked daily, excluding Sunday. **Lunch time** ~ 13:00-15:00. **Dinner time** ~ 20:00 – 22:00.

Rest area – part of the non-playable area of the venue. It is forbidden to make noise here from 00:00 to 06:00. Rest area includes:

- Car parking;

- Tent camp;
- Portable toilets and a well with drinking water;
- Recharge station;
- On-duty medic and first aid kit;
- Registration and check-in station – participants come here to get final equipment approval and receive **Game kit** (*see Rulebook*). Participants must return here if their character dies.

Game area – part of the venue where the role-playing game takes place. The boundaries of the game area are marked on both game and technical maps.

Workshops – a part of the event where experts share their experience and skills. Workshops take place in game area and have limited capacity. Therefore during registration participants must reserve the spot. Workshop topics include:

- **Stage fencing practice** – here the participants can learn the basics of combat improvisation and nuances of combat rules;
- **Stage play theory** – here the participants act to control emotions and stay in character;
- **Prop creation basics** – here participants will learn how to make in-game props or will be able to finish preparations for the game.

Briefing - is a meeting for all the participants where event organizers introduce the players to the plot. At the end of the briefing players go to their starting locations.

Debriefing – is a meeting for all participants where event organizers sum up the game events and it's outcomes. Participants share their emotions and impressions.