



The Lorien Trust — A Fair Game For Fair Players

## Event Dates and Hosts

Event	Dates	Hosts
Spring Moot	3rd to 6th May 2019	The Harts Faction
Great Erdrejan Fayre	24th to 27th May 2019	The Jackal Faction
Summer Moot	2nd to 4th August 2019	The Bears Faction
The Gathering	23rd to 26th August 2019	The Viper Faction

All of these events can be booked online at [lorientrust.com](http://lorientrust.com) and include special deals and discounts for early and multiple event deals. If you have any problems or questions regarding booking events please email [enquiries@lorientrust.com](mailto:enquiries@lorientrust.com)

Additionally there are also a whole range of Sanctioned events throughout the year. For more details visit [lorientrust.com](http://lorientrust.com) for links and booking details.

You may prebook online using your debit or credit card or by Post using a debit/credit card or postal order. Pre-booking early allows for cost discounts and additional OSPs.

**Please do not send cash in the post, or credit/debit card details via email.**

There are a number of booking periods:

**Winter Booking:** You may book for all 4 or individual events at the cheapest price. Winter Booking will run from Saturday 1 December 2018 to Sunday 3 Feb 2019.

**Spring Booking:** You may book for all 4 or individual events. This is slightly more expensive than during Winter Booking. Spring Booking will run from Monday 4 February 2019 to Sunday 31 March 2019.

**Summer Booking:** You may only book for the remaining events of the year. This is slightly more expensive than during Spring Booking. Summer Booking will run from Monday 1 April 2019 to Sunday 30 June 2019.

We are unable to accept bookings for events which fall outside of these booking periods. If you are unable to prebook, the at the gate price must be paid on the day. We are ONLY able to accept cash payments for entry on the gate in 2019.

The Lorien Trust  
Clarendon, Chesterfield Road,  
Oakerthorpe, Derbyshire DE55 7LN

T: 01773 294 429  
W: [lorientrust.com](http://lorientrust.com)  
E: [enquiries@lorientrust.com](mailto:enquiries@lorientrust.com)

# The Lorien Trust ~ 'Run by Live Role-Players, for Live Role-Players' A fair game for fair players

## Booking for 2019

There are a number of ways to book events with the Lorien Trust. Postal bookings, which accept payment by credit/debit cards and postal orders. Online booking accepts payment by Credit / Debit card via Sage Pay, allowing for fast and secure online payments. Please do not send cash in the post. We are ONLY able to accept cash payments at the gate for 2019. No debit/credit card facilities are available while purchasing at the gate.

## Online booking for existing customers

Once you attend a Lorien Trust main event you gain a customer record. This is held securely off line. We have no method of providing you with your full customer record via the website.

We can offer you a character preview of the active character on your customer record. This will show the current skills which are on your current character and it should show your OSPs. This may also show over winter learnings which may not be used as a pre-requisite for learning. If there are any issues, please email enquiries@lorientrust.com.

If you find that your OSP's are incorrect or missing or your character does not show, please email enquiries@lorientrust.com. Changes made to your character should appear quickly on the website. Please consider that there may be a delay in your request being processed during busy times. We are a small office team who are working hard to assist you in the best way we can.

## Online Booking for New Customers

If you are new to the LT system the New Customer Guide can assist with your character creation which is available to download on the publications page of the website. If you are still unsure on any creation details you can email the Lorien Trust office on enquiries@lorientrust.com and we will gladly assist you. In order to book for events either

send the booking form to the address indicated on the front of the New Customer Guide or visit the website and click the "New Customer: Click Here" button on the right hand side. Follow the instructions to create your account. Once you have registered you can create a character.

## Offers and Discounts

We will continue with our multibuy discounts and our special offers for New Players (discounts for first event). More info can be found in our New Customer Guide. We confirm we are still continuing with our Introduce A Friend Offer. For every new player you introduce we will credit you 10 OSPs (max 50 OSPs total per year) when they give your name during the booking process. We are often asked for a comprehensive list of items customers should bring to our events. As such, the following pages contain everything we reasonably believe you could bring, in order to allow the maximum enjoyment at our events.



## Volunteering for setup and takedown

We are looking for enthusiastic new or former set up people to assist with set up and takedown before and after each main event. Any assistance is valued, and can range from a day to the duration, food is provided and welfare facilities are available for use. OSPs, In-character game tokens and other rewards are available to those who volunteer, these rewards depend on amount of time volunteered. If you are interested in volunteering, please contact the team on enquiries@lorientrust.com.

## Character Cards

Don't forget your character card is only valid from the day of card arrival, until this is replaced by a future version, or of a card of the preceding year. You may notice that Occupational Skills now contain information on the source of the OS in relation to the method or manner of purchase. These are mostly for administrative purposes and provide no role play benefit.

## Here to Help

If you have any questions or experience any issues with anything Lorien Trust related please do not hesitate to contact enquiries@lorientrust.com where we will gladly assist you. We do our best to answer all emails as rapidly as possible. There may be a slight delay before (and during) the events when we are busy on site.

## Lost Property

All lost property that has been handed to Event Support / Main Security has been securely stored on site during the winter period and will be available to collect during any of the main events. Property is retained for one year and then may be disposed of by either destruction or donation to charity auction.

## Traders

A message from your Traders' Liaison: We are proud to host a large selection of traders selling a large variety of wares, from bespoke handmade furniture to everyday LRP essentials. If you are interested in trading at Lorien Trust events and wish to get in touch please contact us at enquiries@lorientrust.com. We can discuss your requirements and suitability, and email you the Traders' Guide.

**The basic versions of our Rule Book V3.1.1, Guide to Occupational skills V3.1.1, are available for you to download directly from the publications section of www.lorientrust.com. The website also offers a brief online history of Erdreja and an introduction to the various factions and guilds.**

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## What to bring to an event

All Lorien Trust main events are camping-based weekends generally running from Friday to Monday (Sunday at Summer Moot). As such it is important that you bring the correct equipment, clothing and money with you.

### Personal Clothing and items

Don't forget to bring any medication you require, contact lenses (including spares), wash kits, towels, sun lotion, insect repellent and sufficient funds for the event. Although we provide toilet rolls, a pack of your own isn't a bad idea. We would advise you to bring spare clothes along with warm and weather proof items, extra socks are always useful (even in the summer it can get quite cold and damp during the night). We recommend suitable footwear be worn due to uneven ground. A torch and tent lighting (including spare batteries) are advised.



### Character costume

Every character needs a costume. This does not have to be expensive. Charity shops are a great way to pick up a bargain bit of kit, curtains can be recycled as cloaks. Your character race may affect your style of dress. Your character may also want some weaponry. All weaponry and armour must be LRP usable. Every item gets checked at the beginning and during each event. It is advisable to check items that have been stored. If you have any issues or queries on the suitability of your LRP weapon you should visit Weapons Check at the main gate or Event Support at any time during the events.

**Should you forget your ticket, please bring some ID along with you. We will be able to grant you access to the event from a list of those who have prebooked.**

### Camping

We are a camping based, outdoor event. You will need a sturdy waterproof tent to sleep in, along with enough bedding to keep you suitably warm. Your tent should be big enough for yourself and any kit or equipment you bring. Spare tent pegs and guy ropes are useful. Ensure that you are not camped too close to others, block any entrances or place your tent in any camp ambulance runs (if you are unsure, please ask your Camp Security volunteer).

### BBQ

Barbecue equipment is allowed, but must not sit directly on, or cause damage to the ground. If you are using the 'instant' tray type you must place the tray on a sand pile or stone slab. If you are unsure please check with either your Faction Security or the Event Support Team. Once used, BBQ waste should not be disposed of until it has been doused with water and left for a minimum of 24 hours before bagging and disposal.

### Gas Canisters

Customers with canisters must store and dispose of them as per the manufacturers' instructions. Do not dispose of gas canisters in the site skips. Customers must take these to a Recycling Centre or return your empties to your gas suppliers.

### Caravans/Camper Vans

If you want to bring a caravan, camper van or trailer tent to the events, there may be limitations to where you can park and camp. Please see the Gate Staff for details on suitable locations. No electric hook-up is available.

### Forgotten something?

If you do forget anything ASDA Supercentre is a ten minute drive away. Its postcode is DE21 7LW. There are also many local stores in the village of Spondon offering a wide range of products including pharmaceutical, clothing stores and emergency repair services.

## When you arrive

### Have your ticket ready

Upon arrival you must visit the entry gate before going to your Faction camp. At the gate you must produce your ticket to check in and your ticket stub will be collected. If you have not pre-booked, please pay at the gate. You will then receive your wristband, which must be worn at all times during the event. The gate will also have a site map indicating the layout of the event and the direction of your faction camp. At the gate you can find the main weapons check point. They will inspect your items for suitability of use. Items that fail this check must be returned to vehicles and are not permitted for use at any time during the event. We try to keep the Gate open as long as possible for your convenience. Should you arrive when the gate is closed please check the notice/map board and report to Event Support (see map) who will be happy to book you in and issue your wristband.

### Arriving/Leaving via Public Transport

Please ensure you are dropped off at the Lorien Trust event gate (and not Locko Park entrance gate). If you are arriving/leaving by train or bus into Derby there are Taxis at the station. We recommend 75 Taxis, they are offering all Lorien Trust customers a £10 fixed fee when travelling between Derby Station and Locko Park. If you wish to contact them, to book in advance or order a minibus call 01332 757575 or visit [www.75taxis.com](http://www.75taxis.com). Prices with other Taxi firms may vary.

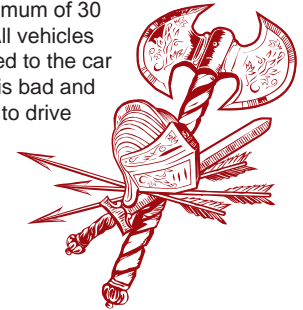


### Speed limits/signs

There is a speed limit for all vehicles of 10 m.p.h. on Locko Park roads and 5 m.p.h. while on gravel or grass tracks. You must obey all site direction signs.

### Dropping off kit at camp

You may, weather permitting (ground in good condition) drive onto the camping field for up to a maximum of 30 minutes to unload. All vehicles must then be returned to the car park. If the weather is bad and we do not allow you to drive onto the camping field we will try our best to provide a trailer service / fun bus to ferry your kit to your Faction.



### Parking

Parking is only permitted on short grass within the car parks. Park sensibly and use caution whilst in the car park. Leave plenty of space around marked or obvious roadways and do not block other people in. Parking is at your own risk and we advise that you remove valuables and ensure your car is safe and secure. If you have any problems please visit Event Support.

### Setting up your tent

Please leave a space between tents. Tents must not block any paths, access points or emergency roads. Do not pitch tents near a fire container (risk of fire) or cross your guy lines with those around you. If you are unsure where to pitch tents, check with your faction command team or other LT staff. Tents blocking any of the above-mentioned areas/outside of an allowed camping will have to be moved.

### Please do not camp under trees

Please be aware that many of the trees in Locko Park are old, and in bad weather are prone to shedding branches unexpectedly, for your own safety, do not camp beneath them.

### Toilets and Washing facilities

We provide toilets (Tardis style) and a limited number of showers. We try to place these as practically as we possibly can. To ensure they are on even ground, and serviceable throughout the event. Please keep these facilities clean and leave them as you find them. If using a chemical "tardis" toilet, use the flush/pump handle before and after use. Due to the placement of some tardis units we will be unable to light them at night. Previous attempts at improving our toilets have been hampered by both theft of equipment and vandalism of units. Standpipes can be found in the main field and around the edge of the camping areas. The water comes direct from the water mains.

### Catering and Bar

A range of catering units provide a good selection of hot & cold food and drinks, some serve vegetarian food. A fully licensed bar marquee will provide a range of alcoholic and soft drinks, during licensing hours each day and until 6 pm on the last day of the event. Alcoholic beverages will not be sold to any person under 18. Please help us keep the bar area tidy.



### Traders

A selection of traders selling a wide variety of goods attend our events. These range from bespoke handcrafted furniture to LRP clothing, armour, costumes, masks, face-paints, LRP usable weaponry, trinkets, leatherworking materials and much more. Some traders will take custom orders. Why not take the opportunity to have a truly personalised one of kind weapon or costume made at the beginning of the year ready for The Gathering?

### Waste Diposal

Bins are located though the main areas and skips are located around the site. Event Support will gladly provide you additional bin bags free of charge if you run out. Locko park is a wonderful country estate, please keep it rubbish free.

### Campfires and Firewood

A number of campfire containers will be provided within faction/camping areas (subject to the LT site rules). A stock pile of firewood (used pallets) is available. Please be careful of nails. Firewood must be broken into lengths less than 2 ft. long, please do not overfill the containers and always keep a full bucket or container of water nearby.

### Lost Property

The Lorien Trust handles lost property according to the policy below:

Any lost property found must be taken to the Event Support/Main Security, (please inform them where you found it). Items will then be stored in a monitored area until claimed. Any items of clothing/weapons that are found to be broken or wet/soiled, will be disposed of after that event if they not collected. Any small valuable items, such as rings, watches, phones etc. will be taken back to the Lorien Trust office between events. Any other items such as weapons, tankards, and the like will be put into storage and will be available at the next event. All lost property will be kept for one year, if they are unclaimed, they will be disposed of or sold with the proceeds going to charity. Our referees and other volunteers scour the battlefield after large fights checking for lost items - however, given the size of the area being searched we recommend allowing an hour or so before heading down to see if your lost item has been handed in.

### British Weather

We can be at the mercy of the weather, it never seems to stop play though. In the event of a shower long enough to rust your armour we do provide covered areas; our theme and guild marquees are 150ft long and will shelter you. Alternate shelter can be found in the bar, faction command or group tents.

### Games Control

Games Control is where you go for any in-game, rules or character related issues. Their staff will assist in solving or answering your questions.



### Event Support and Safety

Event Support can be found next to Game Control. Support staff, both male or female, are available 24 hours a day for the duration of the events. If you have a non game related problem or issue, this is where you should go. Event Support have a number of different vehicles for use on site as emergency and site work vehicles. Please keep an eye out for them, and give them right of way.

### First Aid

Qualified First Aiders, male and female, are available 24 hours a day as part of the Event Support staff. Medical information given to Event Support Team will be treated in the strictest of confidence, unless needed by Ambulance or other medical personnel. The First Aid Post is part of the Event Support team but is situated in the same area as Game Control.

Event Support Staff also deal with:

- All of your lost and/or found property.
- The issuing of supplementary bin bags
- Customer feedback
- Any site, facilities or service issues
- Any fire or other site safety issues
- Reporting Out-Of-Character (Real Life) incidents
- Missing children (all children should be aware this is the meeting point if they get lost).

### Reporting Emergencies and Response Vehicles

Your personal safety and wellbeing at LT events are our highest priorities. LT staff have to be able to respond to any emergency as quickly as possible and may involve the use of an Emergency Response Vehicle, such use is rare. Please clear a path to allow them access to any part of the site. (Flashing lights and sirens may be used).

### Children at Lorien Trust Events

We pride ourselves on running a family friendly event. Lorien Trust Kids' Plot is run by a qualified social worker and teachers. All Kids' Plot team members are either DBS (Formerly CRB) checked by ourselves or supervised directly by those who are. In addition we have a Child Protection Policy in force which extends to all staff who come into contact with children. This Child Protection Policy is registered and approved by Derby County Council and is available on written request.

Kids' Plot is an integral part of the overall World Plot, and as a result of this family interaction is highly encouraged. Children can relate to adult World Plot, just as adults can relate to children's plot. We accept kids of all ages, with reduced rates for under 16's and under 10's are admitted free of charge. We also have a quiet camp available for parents with new-born, or younger children if requested.



### Fire Precautions and Regulations

Keep a large container of water near to a fire in case of emergency. Fires are only permitted in authorised fire containers and when lit must never be left unattended. The last person to leave the fire container must make sure it has been properly extinguished. If you see any fires that are not within a proper fire container or barbecue, please report it immediately to any LT staff with a radio. Unattended fires will be extinguished.

In the event of a Fire, follow these instructions:

- Keep calm
- Raise the alarm with the LT, giving the location of the fire
- Alert other people in the area
- Evacuate the area where the fire is and move directly to your faction assembly point
- Do not collect any of your belongings
- Do not return to the area of the fire until informed by a member of the Lorien Trust Emergency Team or member of the Fire Brigade (if attending) that it is safe to do so

## Groups

The primary purpose of character groups is as an OOC aid to locating or contacting you in the field, usually via the group leader. It is therefore useful if you and your group leader are familiar with each other, and that faction commands and faction security are familiar with the group leaders in their faction. It also means that, in order to be worthwhile, groups need to contain a sufficient number of people for this to be a useful method.

We also believe that it is of benefit to the game to have known and recognizable IC groups or units; however, although it is preferable, there is no requirement that your group name matches that of any IC group that your character belongs to. Whether or not a given group exists on the database OOC does not affect whether or not that group exists IC.

In order to encourage the creation of groups of reasonable size, groups who prebook for the Gathering may receive reward packs. The content increases with the size of the group and may include (for example) OSP tokens, IC coins, lammies, and/or OS training vouchers. These packs are distributed at the Gathering to the group leaders, via the faction NPCs.

In order to qualify for a reward pack, of the minimum 7 group members, at least 3 members of the group (including the group leader) must prebook for the Gathering. Group members who do not prebook do not count towards the size of the group. Pre-bookings for other events do not count towards the size of the group pack.

If the group leader does not prebook for the Gathering then no reward pack will be received.



Groups that do not qualify for a reward pack over a period of years, may be deleted from the database. We have removed what we believe to be old and redundant groups.

Characters who do not select a group during their character creation or whose group is deleted, are placed in a default group for their faction. This default group is named "People of the <x>" (where x is the faction name). This group does not receive a reward pack; the nominal group leader is the faction command team.

A new group can either be created during pre-booking or by visiting Game Control. The process differs slightly for both.

During events, group creation requires 7 characters, including the group leader, who must either all be present in Game Control at the same time and must all join the new group. There is no OSP charge for creating a group.

Alternatively If you wish to create a new group outside of a main event then the nominated group leader should contact the LT Head Office at [enquiries@lorientrust.com](mailto:enquiries@lorientrust.com), details will be given along with further instructions for the remaining 6 members.

It should be noted that groups are linked directly to factions, therefore groups spanning multiple factions will require a new group creating and they will act as two separate groups. (Requiring the minimum number of persons to establish each new group)



## In Other News

### Charity Auction

Every year we look to the generosity and kindness of the LRP community to raise money for deserving Charities and Good Causes. The organisations that we have chosen to support for 2018 help to provide care and support for some of the most vulnerable and deserving people in your community. This year the auction raised an amazing total of £5785 that will be split between the three Charities below.

#### Rethink (Derbyshire)

<https://www.rethink.org>  
Rethink Mental Illness are a charity helping millions of people affected by mental illness by challenging attitudes, changing lives.

Directly supporting almost 60,000 people every year across England to get through crises, to live independently and to realise they are not alone

#### Spondon Scouts 66th Derby (1st Spondon Group)

<https://www.sites.google.com/site/firstspondon/>

The 66th Spondon Scout Group are a thriving scout group of 150 young people and over 20 leaders. The group focuses on young people reaching their life potential.

#### 175th Derby (1st Breadsall & Oakwood) Scout group

<https://www.facebook.com/175th-Derby-Scout-Group-10150122008895529/>

175th Derby 1st Oakwood and Breadsall Scout Group helps young people to enjoy new adventures, to experience the outdoors, interact with others and gain confidence.





## Lorien Trust Event Booking 2019 - Options and Prices

Bookings are best made online at [lorientrust.com](http://lorientrust.com)  
This form should be used only if you are booking by post.

All bookings must be received by the Lorien Trust (postal address can be found at the bottom of the next page), prior to the relevant event deadline you are booking for. Discounts for multiple events are shown below (Multi Event Offers). You do not have to prebook to attend, you can pay on arrival at each event (for price see Pay on the Gate prices). If you wish to arrive early on site (Thursday from 2pm) there is a £10 on the gate fee for the extra night (payable on arrival).

### 2019 Multi-Event Prebook Offers

#### • Winter Booking - Saturday 1 December 2018 to Sunday 3 Feb 2019

Pre-book all 4 events by this date and save £25 against the first deadline price (Save £80 against gate price). You will also receive a bonus of 20 OSPs added to your account if you pre-book before 3rd February 2019.

#### • Spring Booking – Monday 4 February 2019 to Sunday 31 March 2019

Pre-book all 4 events by this date and save £20 (Save £55 against gate price). You will also receive a bonus of 10 OSPs added to your account if you pre-book before 31st March 2019.

#### • Summer Booking - Monday 1 April 2019 to Sunday 30 June 2019

Both individual events can be prebooked. We no longer offer a multibuy for two events.

Individual Event Prebook Options (Adults aged 16+)	Winter Booking	Spring Booking	Summer Booking	Pay on the Gate Price	
Spring Moot	£65 <input type="checkbox"/>	£70 <input type="checkbox"/>	-	£80	
Great Erdrejan Fayre	£65 <input type="checkbox"/>	£70 <input type="checkbox"/>	-	£80	
Summer Moot	£60 <input type="checkbox"/>	£65 <input type="checkbox"/>	£65 <input type="checkbox"/>	£70	
The Gathering	£65 <input type="checkbox"/>	£70 <input type="checkbox"/>	£70 <input type="checkbox"/>	£80	
Child (11-15 yrs)	Moot 1	G/E Fayre	Moot 2	Gathering	Pay on the Gate Price
Children (11-15 yrs old)	£15 <input type="checkbox"/>	£15 <input type="checkbox"/>	£15 <input type="checkbox"/>	£15 <input type="checkbox"/>	£20

Children 10 and under are free. Please indicate which events the child will be attending.

### Multi Event Booking Options

#### Winter Booking

Spring Moot, Great Erdrejan Fayre, Summer Moot and Gathering £230 (save £25)

#### Spring Booking

Spring Moot, Great Erdrejan Fayre, Summer Moot and Gathering £255 (save £20)

Children (11-15 yrs) Multi Event Booking (all 4 events) £50 (save £10)

Savings shown are against the total price of events during each Booking Session

If you prebook in December 2018 you will receive an extra Gold in your return pack.

## Lorien Trust Event Booking 2019 - Payment Details

The person paying must complete the relevant section below. Please do not send cash via the post. Payments must be either a Credit or Debit Card or Postal Order made payable to: LORIEN TRUST.

**The Lorien Trust no longer accept cheques for pre-booking or on the gate entry. Payments for entry on the gate will be cash ONLY for 2019.**

### Credit/Debit Card

Card Number:

Full name on card:

Valid from:  Expiry date:  Issue No (if applicable):

House number:  Postcode:

3 digit security number:  I authorise a payment for the amount of: £

### Postal Order (Made payable to LORIEN TRUST)

I enclose a Postal Order for the amount of: £

### Declaration and Signature

(THIS FORM MUST BE SIGNED, unsigned forms will not be processed and will be returned)

**If you are under 16 years of age this form must be signed by your parent or guardian.**

The information I have supplied in sections of this form is an accurate account of my details and I have not falsely supplied any information on these sections. I have read and I agree to comply with and be bound by the Terms and Conditions, rules and regulations of the Lorien Trust and accept that the Lorien Trust organisers and their staff cannot be held responsible for any injury, damage or loss howsoever caused during, or as an incidental result of its events. A full copy of terms and conditions are available on the website.

Signed:

**All children under 16 must be accompanied and supervised by a paying adult**

Date:

Parent/Guardian Player ID Number (if known):

The completed form should be sent to:

**The Lorien Trust, Clarendon, Chesterfield Road, Oakerthorpe, Derbyshire DE55 7LN**

## Event pack information

### Your Event Pack

Once we have received your booking and payment we will process your order and will send you your event pack. We aim to dispatch this to you within 21 days but we will not dispatch any packs before 5th of January. Your event pack will contain your entry ticket with event stubs (dependant on events booked), character card and in-character money. Please note we arrive on site approximately 10 days before an event, are onsite during events and 10 days after, therefore the turnaround of packs in May could be delayed as we are operating from the event site and not the office. If after 21 days you have not received your event pack, please email [enquiries@lorientrust.com](mailto:enquiries@lorientrust.com).



### Transferring Event Tickets

Your tickets to Lorien Trust events are non transferable, if you are unable to attend a specific event, you may cancel your booking up to 4 weeks (28 days) prior to that event. This must be requested in writing and you must return your full booking pack (including ticket, character card and In Game Tokens) to the Lorien Trust office to qualify for your refund.

Your money will be refunded less a £10 administration fee. Cancellations within 28 days of that event will not be refunded. If you booked a Special Offer, the same 28 day rule applies for refunds and any discounted special offer price for the event combination will also be removed from the refund. Refunds will only be issued once we have received your returned booking pack via the post. Please note your ticket counts as proof of purchase.

### Arriving Early

Many of you prefer to arrive on the Thursday of an event to set up your camp. If you do arrive early please remember, the following applies:

- The gate opens from 2 pm on the Thursday of that event
- A fee of £10 will be charged on the gate for the extra night's camping at each event

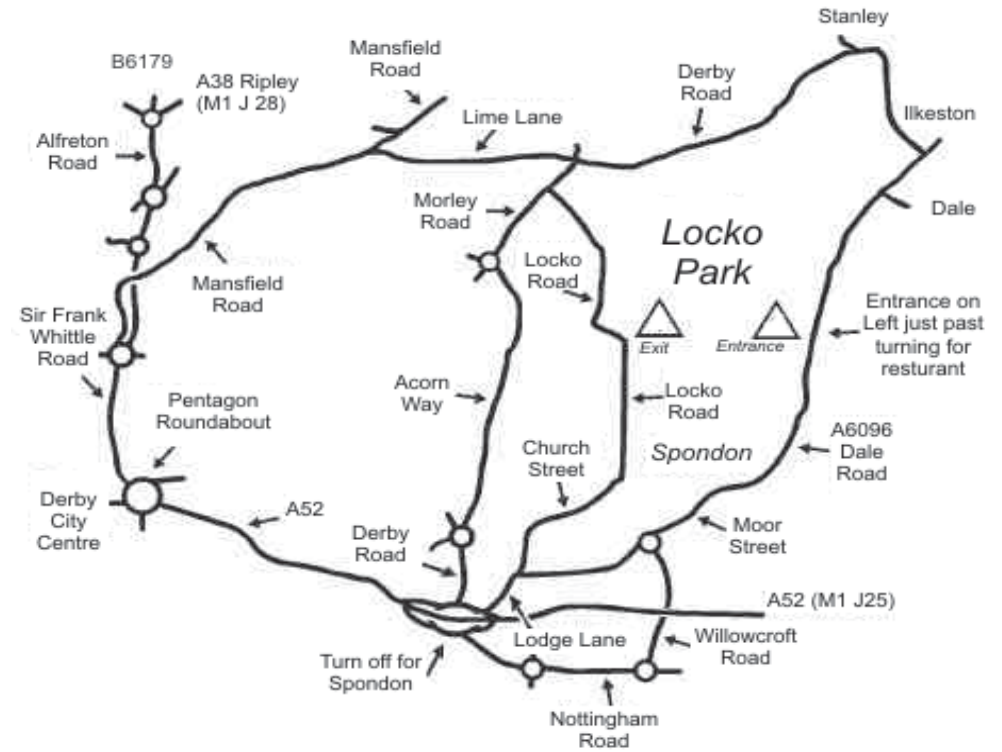
Please note children under the age of 16 will not be charged for the extra night's camping fee at any event. You are unable to pre-book your early arrival and the fee for this must be paid on the gate.

### Going Home

All event activities officially finish no later than 5pm on the last day of each of the events. All customers must then be off site by 8 pm. If there is considerable action still occurring you may not be permitted to relocate your vehicle on site to collect your belongings. Please make sure your camping area is left clean and tidy. We ask that all customers leave in an orderly and courteous manner. We wish you a safe journey home.



## Directions to Locko Park



### Directions from the M1 travelling North (Junction 25)

Come off M1 at junction 25 signposted Derby and take the first exit (A52) towards Derby. Follow the A52 until you hit a built up area then take the exit for Spondon - just prior to flyover. Then at the roundabout take the sixth exit towards A52 Nottingham and stay in the left lane. Follow the road to the left in front of the Methodist Church and continue onto Lodge Lane. Follow the road to the right onto Sitwell Street. At the first mini roundabout take the first exit and at the second mini roundabout take the second exit onto Moor Street. Go straight on this road until it turns into Dale Road and then continue straight on until you have left the village. Turn left just after the restaurant on right hand side of the road. There will be signs marking the entrance at this point.

### Directions from the M1 travelling South (Junction 28)

Come off M1 at Junction 28, signposted Ripley. Take A38 towards Ripley, Belper and Derby. At Little Eaton roundabout, take the first left onto Alfreton Road, to Derby. Straight over the next three roundabouts. At the Pentagon roundabout, take second exit up onto A52 towards Nottingham. Take the exit for Spondon and stay in the middle lane until you reach the roundabout. Then at the roundabout take the third exit towards A52 Nottingham and stay in the left hand lane. Follow the road to the left in front of the Methodist Church and continue onto Lodge Lane. Follow the road to the right onto Sitwell Street. At the first mini roundabout take the first exit and at the second mini roundabout take the second exit onto Moor Street. Go straight on this road until it turns into Dale Road and then continue straight on until you have left the village. Turn left just after the restaurant on right hand side of the road. There will be signs marking the entrance at this point.



## Rules and Regulations of the Game

1. You agree to comply with and be bound by the LT game rules. LT's decision is final in all disputes concerning the game rules.
2. The LRP (Live Role Playing) hobby involves the use of specially manufactured LRP weapons. All participants at LT events agree that LRP weapons may be used on them during participation. Do not play the game if you do not agree to be struck with such weapons. Anyone found using an LRP weapon in a dangerous manner will be warned of their actions and any further incidents of this may lead to them being expelled from the event. Metal or other non-LRP weapons Must Not be brought to LT events. Reasonable camping knives are permitted but can only be used in your camp and Must be kept in your tent. The LT reserve the right to confiscate/ban, any weapon or any item of equipment it deems to be unsuitable or inappropriate. Any confiscated item Must be collected from the Main Security Point, prior to you leaving the event. Any uncollected items will be kept for a maximum of one year after the event and may then be disposed of.
3. The LT will inform the authorities if anyone is discovered breaking the law.
4. The LT will charge you for the repair or replacement value of any LT or event location property that you have lost, damaged, vandalised or destroyed.
5. No child under 16 will be permitted to take part in any large battles.
6. Our gate issued security wristband must be attached to your wrist upon entry and then worn at all times during that event.
7. No pyrotechnics (fireworks/bangers) will be allowed to be brought into any LT event by customers. Any player found using/having them will be expelled from the event and banned.
8. No naked flames may be used under canvas or inside tents. The only exception to this would be the use of equipment specifically designed/ manufactured for this purpose, providing suitable safety precautions are taken and safety equipment is readily available i.e. sand/water etc. All cooking stoves must be at least 4ft away from any flammable surface or tent canvas. You must have your equipment and setup assessed by your Faction NPCs and/or Faction Security before use when camping. Please make sure the ground is not being damaged by your fire.
9. No radio transmitting equipment, scanners, or disruptive electrical equipment can be used without the prior written consent of the LT.
10. Any player caught cheating will be warned. If they persist in cheating they will be penalised and may, as a last resort, be expelled from the event. This includes failing to adhere to the spirit of the game.
11. Please remember that we are running family events, with children in attendance. As such, you are expected to maintain a reasonable standard of decency, both physically and verbally. Remember that Lorien Trust LRP events are there for everyone to have fun at. Intentionally disruptive behaviour may result in expulsion from the event.

## Spirit of the Game

All participants at Lorien Trust events are required to uphold the spirit, not just the letter, of the rules. Referees and Marshals can only make decisions based on the information at hand. The ultimate aim of live role-playing is to have fun. Role-playing a character in such a way as to deliberately upset others OOC is not within the spirit of the rules. The Lorien Trust would like to ask all participants to leave OOC disagreements with other people outside the event.

**Only use the Toilet Facilities provided. Do Not use the Woodland Areas. Anyone caught using the woodland areas will be expelled from the event and banned.**

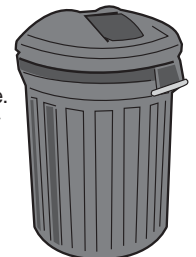


## Site Rules of Lorien Trust & Locko Park

1. Vehicles without official site access are restricted to the players' car parks only. Any vehicle obstructing access or found outside of the permitted areas may be removed. You may only use the camping drop off points for a maximum of 30 minutes. Ask gate staff before entering site.
2. Do not leave valuables visible in your vehicle. All vehicles are parked at the owner's risk, please leave a note and write just the driver's Player ID number and Faction (found on your character card) in a visible place on the dashboard of the vehicle.
3. Caravans and motor homes may be brought to the events. However owners must get prior permission from the Lorien Trust and may have certain restrictions on where they can park. Ask gate staff before entering site.
4. The LT staff area is Out of Bounds to customers unless accompanied by an LT staff member.
5. No combat may take place in OOC areas (Toilets, Event Support, Game Control, Monster Room and Car Parks). No mass combat may take place in these In Character areas: Trade stands, Guild tent, Bar, Caterers and any area displaying a sign stating this rule.
6. The backs of the Trade stands and traders' car park are Out of Bounds to players unless accompanied by a trader or a Lorien Trust staff member.
7. No trading/peddling will be permitted without a valid Lorien Trust trading licence.
8. Be Aware. At LT events, special effects are regularly used which include (but are not limited to) loud sounds, strobe, stage and UV lighting, smoke and snow/foam machines. These can be hazardous to you if you suffer from a medical condition that may be affected by these effects. Also please note pyrotechnic effects that create very loud output are occasionally used. These may cause you a sudden shock or surprise.

## Site Specific Rules to Locko Park.

1. Remember Locko Park is part of the countryside and Must be treated with respect. Use common sense, keep it tidy and leave it as you found it.
2. No animals are permitted at events, except for Guide Dogs with prior permission from LT.
3. Weather permitting, a set amount of fire containers will be provided per faction/camping area. Braziers and barbecue equipment can be brought to the events but Must Not damage or burn the ground. Ground fires are not permitted. Don't empty fire remnants onto the grass. Fires Must Never be left unattended and Must have a large container of water nearby.
4. Areas marked 'No Entry' or 'Out of Bounds' Must Not be entered by any person. If for any reason you need to retrieve something from these areas, you must first find a member of Lorien Trust staff. They will then retrieve it or accompany you into the area.
5. Locko Hall, the surrounding buildings and ornate gardens are strictly Out of Bounds. Do not enter any of these areas under any circumstances. Should you enter, you will be removed from the event.
6. The lake is strictly Out of Bounds. This area is very dangerous. Stay out!
7. Do not damage the plant life, climb or damage trees or collect any loose fire wood. No posters or flyers may be attached to any tree, fences or structure on Locko Park.
8. Any fields containing livestock or growing crops are Out of Bounds unless you are crossing them whilst accompanied by a Lorien Trust staff member.
9. When driving through the site you must obey the 5 M.P.H. speed limit and one way system which is in effect for all non-emergency vehicles and all road signs and instructions from Lorien Trust staff. Only use the marked site entrances and exits that are allocated for your use.
10. You Must clear up, bag and tie your rubbish before you leave the site. Keep the site, especially the camping and main field areas, tidy during the event.



## General information of how to use poisons OOC

**Important Poison Use Safety and Information:** You must NEVER drink or allow others to consume the contents of ANY physrep. Only appropriate role-play for using alchemical potions or poisons is acceptable. A referee is always required when using a poison of any kind, there are no exceptions to this rule. For details of Weapon Oils see next page. If your character has lethal intent when using a Weapon Oil, a referee must be present.

Identifying a Poison requires concentration, as does applying a poison to a weapon or projectile, activating a vapour or administering an ingestive poison. Once applied/activated/administered it does not require concentration to carry, wield, or shoot the poisoned weapon/projectile etc.

When you declare that you intend to use a poison, the referee must perform a character card skill check and check that the lammie is valid and in date. Once this has been performed, the referee will remove the lammie from your poison physrep and observe your role-play actions. When the appropriate action has been taken (see applications of poisons below) the referee will adjudicate the effects necessary.

### Ingestive Poisons

- If your character has the CS Poison Lore you may poison one item of food or drink in an In-Character area (minimum of 3 seconds of appropriate role-play). The poison will affect the first person to consume that food or drink. A target will not spoil or be affected by the poisoned food or drink by simply touching it, the food or drink must be clearly consumed by the target to the satisfaction of a referee.
- Alternatively your character may use an Ingestive to poison a target that is immobilised or unconscious. To do this you must appropriately role-play the target ingesting the poison by maintaining concentration and appropriately roleplaying for 10 seconds with the vial of poison on the target. At no point must the contents of a physrep be actually consumed (voluntarily or forcibly).

### Venom Poisons

- If your character has the CS Poison Lore, you may coat a weapon with the Venom (minimum of 3 seconds of appropriate role-play). This prepared blade may be placed in a weapon holster (obvious and/or purposeful role-play required). Applying a second Poison or Weapon Oil to a Weapon will spoil both immediately.
- Once coated the weapon may be used by a character with Poison Use to strike a blow to a location. Venom poisons need to penetrate or bypass armour (including Magical or Natural Armour) to affect a target and will be spoiled if they strike a location with an Armour Value of one or more (see the armour section of the Rulebook for details on armour values).

### Vapour Poisons

- If you have the CS Poison Lore you may activate a vapour poison (minimum of 3 seconds of appropriate role-play). Once activated a fuse time will begin and the vapour physrep (usually a small bottle or vial) can be placed in a suitably safe In-Character area. Once the fuse time has expired, the vapour poison will inflict its effect on everyone within approx 10ft (~3m) of the placed physrep. Once placed, an activated vapour poison in its fuse period can be spoiled by 10 seconds of appropriate role-play (usually tipping the bottle over and roleplaying spoiling the contents or otherwise physically disrupting the physrep bottle for 10 seconds) - if this happens the vapour is considered to be spoiled and will have no further effect.
- Alternatively you may choose to maintain control of the physrep during the entire process. This requires that the activated Vapour physrep is held with your main hand and requires concentration to be maintained. If during the fuse time, concentration is broken or the physrep is fumbled - then the vapour is considered to be spoiled and will have no further effect. You must remain stationary to avoid spoiling the vapour if you choose to maintain control of the physrep.
- A vapour poison that has been placed may be spoiled if it is still within its fuse period - see next page for details.

## Other Poison Use and associated skill information

### Weapon Oils

- If you have the CS Poison Use or OS Oiled Weapons/Oiled Arrows you may use a Weapon Oil to add a special effect or damage call to a weapon strike. This is done by coating the weapon or projectile with the weapon oil (minimum of 3 seconds of appropriate role-play). Once the weapon oil is applied you have up to 30 mins to use the coated weapon before the effect dissipates. Generally a weapon oil will allow a damage call to be used with the weapon for a period of time or strike for a number of blows using a special call or damage type. A Weapon Oil used on a projectile will only affect a single shot. Applying a second Poison or Weapon Oil to a Weapon will spoil both immediately.
- Weapon Oils may be used without the presence of a Referee or Marshal. If there is lethal intent (or a known chance of lethality) when using a weapon oil a Referee must be present. If you discover upon opening it that what you believed to be a weapon oil is actually a lethal poison then you must immediately inform a Referee (before using it - following the poison process above) or discard the poison as spoiled.

### Master Poisoner (Occupational Skill)

Requirements to use: CS Poison Lore. The use of the Master Poisoner skill requires the presence of a referee or marshal and they will determine a reasonable amount of time that the poison will linger (no longer than 30 mins when the poison will be spoiled).

- The character may place a venom poison or weapon oil upon an object or area no larger than 1 foot by 1 foot (approx 30cm) in size. The first person to touch this object or area will be affected by the oil or venom in all ways as if struck by a weapon (and if the location is armoured, the rules apply for that as well). This can include doors, weapons and shield grips, In-character objects or patches of floor, furniture or even drinking vessels (outside of). The referee or Marshall will determine if an item is unsuitable - this may include areas or items considered ineligible for health and safety.
- A venom or weapon oil may be directly applied to an immobilised or unconscious character by concentrating for 10 seconds with the primary hand held 2" (~5 cm) from the target area. If applied in this way, the armour of the target is considered to be bypassed.
- You may poison an item (such as a book, piece of A4 paper, item or part of an item they are holding - like the handle of a dagger) and pass this to another character to be affected. The item must be held in the off-hand and the Poison or weapon oil applied with the main hand. The master Poisoner must keep the item in the off-hand until passed on or placed. Once contact with the item has been broken the rules in the first point of Master Poisoner above take precedence.

### Spoiling a Poison (Placed Vapour Poison Physrep)

A vapour poison that has been set on a surface and is within its fuse time may be disrupted (spoiled) by roleplayed action. A character may concentrate for ten seconds whilst touching the placed physrep (usually a bottle of some description) to spoil the reaction and prevent the poison activation. Appropriate action for the same period (10 seconds) for example by roleplaying emptying the bottle on the floor would also be acceptable. If any character(s) moves a poison around for more than 10 seconds, or if it is placed in such a way that would cause it to be jostled for more than 10 seconds (i.e. in a bag that is carried), then the poison will spoil.

Actions such as kicking a physrep, throwing, poking with a long stick, hitting with a weapon, projectile or otherwise performing unsafe OOC action are not acceptable actions to spoil the poison.

If the character attempting to spoil the poison completes this roleplay the poison will be spoiled and considered harmless from that point onwards.

As with all poisons, a referee must be present. If you suspect that a physrep is an active vapour and there is no referee visible, you may be required to make your roleplay actions overt (referee may be hidden from your view for immersion reasons).

