
Health & Safety

Safety at MGS LARP events is of paramount importance. There are several aspects of safety, including physical and mental considerations; both of which are addressed in this document.

Risk Assessments

All events will have a dedicated risk assessment written for them, ensuring risks are calculated and mitigations are in place for encounters across the span of our events.

First Aid

MGS will ensure trained first aiders are at our games at all times in order to ensure that if accidents and incidents happen, our participants are properly provided for.

Weapons

This relates to all forms of weaponry, cored and non-cored latex weapons of any size, bows and crossbows.

What we will do:

- Ensure the rule that all weapons must undergo safety checks during the course of events.
- Most Refs at an event will have the capability to be able to perform weapons checks. Alternatively, they will be able to contact one if they cannot perform weapons checking themselves or require a second opinion.
- Ensure checkers do not check their own weapons/ armour or any weapon/ armour they have assisted in the construction of. This is to remove possible bias and provide a fair check.
- Ask participants to stop fighting if a weapon they are using is perceived to be unsafe.
- Remove weapons from the immediate combat altogether if subsequently deemed to be unsafe, ensuring the safety of all players involved.

What we expect our participants to do:

- Get your weapons checked when prompted to do so: for example, prior to time in, prior to battle, etc.
- To report problems with their weapons by getting them checked as soon as they can after something happen, to ensure they are safe to use.
- Stop using a weapon that has been deemed unsafe by a weapons checker immediately. If a player or crew member is caught using the unsafe weapon after being asked to remove it from the game, this will be classed as a Safeguarding issue, and Sanctions may occur.

We will provide an additional Weapons & Armour Checking Guide, expanding on the parameters that are checked for each type of weapon.

Armour

This relates to any type of armour worn. What we will do:

- Ensure the rule that all armour must undergo safety checks during the course of events.
- Most Refs at an event will have the capability to be able to perform armour checks. Alternatively, they will be able to contact one if they cannot perform armour checking themselves or require a second opinion.
- Ask participants to stop fighting if any piece of armour is perceived to be unsafe.
- Remove participants from the immediate combat altogether if their armour is subsequently deemed to be unsafe, ensuring the safety of all involved. Condemned armour must be removed, before the individual re-joins combat.

What we expect our participants to do:

- Ensure equipment is kept to a standard ensuring armour is safe and of sound construction.
- Remove any sharp edges from armour that may cause harm
- Make sure the construction of armour is at a standard where it will not come apart, which can cause harm as it detaches.

Combat

Where there is fighting at MGS events, there are safety considerations that must be adhered to. No matter how much planning is done, or how skilled you are with weapons, we recognise that accidents and mistakes can happen. The following guidelines are an aid to minimise the risk of combat accidents happening.

What we will do:

- Competency tests for:
 - projectile weaponry, where the weapons ammunition – the arrow or bolt, leaves the control of the wielder,
 - Claws,
 - Collapsible-tip weapons (a.k.a. 'Stab-Safe')

What we expect our participants to do:

- Do not engage in combat where it is potentially unsafe to do so, either as a result of personal or environmental circumstances (e.g., intoxication, heightened emotional state)
- Pull your blows! This is the practice of making a weapon swing look good but not putting power behind the strike. LARP weapons are not made of steel, but they can still do lasting damage when used with full force.
- Do not aim for the face or neck. Head hits are permitted, but this is referring to the cranium area only.
- Do not aim for the groin. No matter what gender you are, this is debilitating; do not do it.
- Do not use a weapon that requires a competency test if you have not received the appropriate training.

- Do not hit with the pommel of weapons.
- Do not grip and restrict the movement of other player's weapons with your hands, or hook weapons with your own.
- Use 2-handed weapons with a wide grip only. For example, no 'fishing poling' or 'snooker-cuing' to the end of polearms, or hands together in the middle wildly swinging the weapon side to side.
- All must adhere to the grappling, non-combat and non-contact rules outlined for the event.
- If participants are perceived to be doing any of the above, they may be removed from the fight, or the event. Sanctions may be applied, depending on the circumstances.

Fire

Fire is one of the most dangerous things to contend with on site, as its movements are unpredictable and changeable. At an outdoor venue there is the natural environment to consider, which provides fuel for fires and can very quickly escalate. At an indoor venue, or within tents there is the flow of air and the element of being trapped that can make it very dangerous for all involved. The following are the rules and procedures in regard to fire that must be adhered to at all times.

What we will do:

- Provide water and sand, and where required, extinguisher equipment.
- Provide in game fire procedures for instances where fires have got out of control: i.e., the 'FIRE FIRE FIRE' call.
- Provide communicated fire assemble points on site.

What we expect our participants to do:

- Do not leave fires unattended at any time; this includes candles and gas stoves.
- There are to be no ground fires set by participants unless specifically stated in an individual event brief that this is allowed. In these instances, places where ground fires are allowed are also restricted, but will be clearly marked.
- Make sure there is clearance between your fire pits and the ground beneath them, and trees above them. This both prevents damage to the sites we use and prevents the ground/foilage drying to a point where it can spark a lasting flame outside of your fire pit.
- Do not argue with any member of the MGS or Ref team who tells you to put a fire out.
- Make sure any campfires are outside of personal tents, at a distance on 1.5 meters away.

Pyrotechnics

This is in reference to flashbangs, fireworks, smoke use, and gunpowder to create other effects.

What we will do:

- Provide warning prior to events where large uses of flashbangs, or other uses of gunpowder may happen at events outside of designated areas.

- Provide warning prior to encounters if smoke is being used outside of the designated area.
- Provide warning prior to events where fireworks are being used.
- NB: If a ritual circle is present, it may frequently use loud noises, smoke, and flashbangs in the course of the rituals being performed. The ritual circle will be positioned where participants can exit from the immediate area easily. All participants will be made aware of this, as this can happen at any point.

What we expect our participants to do:

- Do not use any pyrotechnic without the express permission of MGS personnel.
- Inform the ritual referee (if applicable) within the ritual paperwork if you want to include the use of flashbangs and/or smoke in your ritual. The ritual referee reserves the right to refuse.
- Inform the ritual referee (if applicable) within the ritual paperwork if you have a condition which means you are unable to be in the close vicinity of smoke or flashbangs, e.g., smoke causing asthma to worsen.