

# Trader Pitches and Event Rules

*Version 1.1*

## **PD Crew**

Angel is the PD Trader Liaison officer and as such should be your first contact for all trader related queries. Non-trader specific questions can be directed to the relevant staff as usual e.g. Paul Wilder or Gimby (Head Referees) for event rules issues such as outlined in this document.

## **Characters**

We would encourage all traders to wear appropriate clothing and create characters and take as active a part in the game as they can, given the limitations of selling your wares to the players! If you are dressed in costume, but do not wish to take part in the game, then please wear a yellow armband to show you are OOC so that players know not to attempt to engage you in IC conversation or otherwise involve you in IC activities. The rules on yellow armbands can be found on page 6 of the Event Rules book and we would encourage you to read those rules if you are unclear on the terminology of being IC and OOC.

## **Role-playing and fighting**

We normally split the site into two main areas – the OOC park & pitch field and the IC area where the game occurs. Players are only allowed to place tents in the IC area if they are appropriately IC dressed on either the outside or inside, preferably both. Your trading pitch is in the IC area both to maximize the number of players who pass by and to enhance the IC atmosphere of our campaign. Every tent in the IC area, including all the traders, the bar, the caterers, and the LRP hotel, is considered to be IC during the whole of time-in, which means that players can roleplay normally in them.

Players must consider rule 7 at all times, however, so they don't fight in an area where there is a risk of injury or damage to property. Health and safety is everyone's responsibility so you must arrange your trading tent in such a way that the OOC need to respect other players and their property has the least impact possible on the IC options available to characters. This means, for example, that the furniture in your stall should be arranged so that it does not obstruct IC actions where reasonably possible.

It is possible to mark an entire tent as OOC, by using a significant piece of yellow ribbon at the entrance. You must not enter an OOC tent unless invited to by the owner. These tents are totally OOC and are covered by the normal restrictions on IC activities in OOC areas. For practical reasons, it is common for traders to have their personal sleeping tent as an OOC tent in the IC area, but we would ask that you place them behind your trading tent so as to be as out of view as much as possible. We would appreciate it if you do not designate your entire trading tent as an OOC tent, as we feel that many OOC trading tents would spoil the IC atmosphere we are trying to create.

## **Theft of items**

Any item in the IC area that isn't either obviously OOC (e.g. an asthma inhaler, real money) or yellow ribboned to indicate such, can be potentially stolen IC. However, it is obviously common sense under rule 7 that traders' goods for sale should be deemed as OOC items, unless you attach a lammy to them, or are otherwise using them in game. All players must always respect other players' property as if it was their own. The rules on stealing items can be found on page 57 of the Event Rules book.

## **Weapons checking**

All weapons and some other items must be examined by our weapon checkers and, if approved by them, a coloured rubber band attached to the item before it can be used by a player. Due to the number of items that traders bring, it would be impractical to check them all in advance. Consequently, when you sell such an item please inform the buyer that they must get it approved before they first use it. You will, however, need to get all weapons, etc., that you intend to use with your own character checked in advance, just like any other player. Please note that Angel is a qualified weapons checker. If you have made a new or unusual item and you wish to see if it would be approved then please approach a senior weapon checker. The weapon checking rules can be found on page 18 of the Event Rules book and the full weapon checking guidelines are online on our website.

