

A Message to Parents/Guardians:

If your 15, 16 or 17 year old is introducing you to Cottington Woods 2 LARP for the first time by showing you this waiver you probably have some questions about what Cottington Woods and/or LARP is. Cottington Woods is a Fantasy & Fairy Tale themed LARP - essentially a large game of make believe where every participant has agreed on the same setting for their imagination and rules to play by. Our game setting is fantastical, with wizards and warriors, heroes and villains, and a variety of races such as golems and goblins. Each player assumes a persona of a character that they have created, and pretends to act out actions as well as social interactions with other players as if they were that character. Non-Player Characters, or NPCs, are given scripted roles - think of it like being cast in a part in a play, except that you play many parts - that also pretends to act out actions and social actions with other characters. It is very similar to Improvisational Theatre. Cottington Woods does have simulated combat between characters using safe foam weapon props, as well as bird seed packets similar to bean bags. Every event, every single foam weapon from every player is checked and verified to be safe from defect that would noticeably impair its safe use. Despite the presence of combat the game is primarily a social experience with the majority of the event composed of interactions between characters all living in the same setting. Our setting does have mature themes such as friendship, loss, exploration of imaginary faiths, and morality. The game facilitates exploration of complex real world concepts through imaginary scenarios while maintaining careful separation from the player's real world beliefs. Cottington Woods strongly reinforces that the content of the game is imaginary and that there is a strong distinction between content such as the faith of the imaginary game world ("The Written Word") and faiths of real life, a distinction that should be maintained in either direction.

While the themes of Cottington Woods can be mature, certain mature behavior is strictly prevented. Alcohol and drugs may never be brought to game, and should a player violate that rule they will be escorted off the game site and prevented from future attendance. Depending on the legality of the substance law enforcement may also be contacted. Similarly, while the social nature of the game has introduced several players to their significant others in real life, sexual intercourse of any form is not allowed at game. Sexual, verbal, or physical harassment is not tolerated, and we have mechanisms and liaisons by which violations can be reported, investigated, and acted upon. We pride ourselves in having a welcoming, inclusive community. Finally, the only weapons that may be brought to game are the verified safe foam and latex prop weapons; any player bringing a real weapon to a game will be forced to leave.

Cottington Woods endeavors to provide a safe, supportive environment for all participants. No drugs or alcohol are allowed at any event, and high standards of courtesy and safety are required. Harassment of any kind is not tolerated. However, Cottington Woods does not provide supervision of any sort, and should not be thought of as a "camp" or daycare activity. Cottington Woods is primarily an adult organization. Young people that participate are expected to be mature enough to take care of themselves.

Like any contact sport, there are risks associated with live action role playing. Injuries are rare, but they do occur, almost always from falls in rough terrain. Good judgment in running and jumping is the most important safety skill.

The padded swords, properly constructed, are extremely safe. If your child trains at home, you should be sure that they are following Cottington Woods safety standards for sword construction and for sparring. No attacks to the head, no body contact, no pushing, wrestling, punching or kicking, no "baseball bat" type swings, and no more than 3 swings before a break. Sparring should take place on a level surface free from obstacles. Following these rules will help keep your child safe as well as ensuring that they properly prepared for Cottington Woods events.

There are numerous benefits for your child in LARPing: Live Action Roleplaying is an exciting and demanding activity that often brings great personal growth. The athletic challenge of sword fighting helps build fitness. Most live action roleplaying adventures require teamwork to overcome a variety of challenges, not unlike "Outward Bound" activities. There is also a great opportunity for social growth, as people of a variety of ages and backgrounds come together in a way that is all too rare today. The need to create one's costume and gear is a way to exercise artistic talents and craft skills. Every participant is valued for their contributions regardless of their age.

Success in a difficult battle, solving a complex puzzle, or leading others to victory are great self-esteem builders. Unlike computer gaming, live action roleplaying takes place outdoors, and has physical, social, and emotional benefits computers cannot provide.

Ultimately it is your responsibility as a parent to determine if your child is mature enough to participate safely. A good rule of thumb is "Would you be comfortable with your child spending a weekend camping with friends?" If the answer is yes, then they should be ready for Cottington Woods events.

If parents/guardians have more questions about the game, as the content here is brief, they are encouraged strongly to explore the Cottington Woods website (<http://www.cottingtonwoods.com>) where there is much greater detail, including a rulebook and a description of the imaginary game setting and an introduction for new players which contains content specifically for curious parents. Additionally, the Owners of Cottington Woods are always willing to answer any questions. They can be reached via email at owners@cottingtonwoods.com. If parents wish to speak with one of the Owners on the phone about the game they can email the Owners to exchange phone numbers and set up a convenient time to talk. Parents are also welcome to come to a Cottington Woods event and Participate to get a feel for what it is like.

The minimum age allowed at Cottington Woods is 15 years old, however all players under the age of 18 years of age must bring a signed copy of the Parental Release (below) to each game that they attend.

Parental/Guardian Waiver:

By signing this form you attest that you are the Parent or Legal guardian of the player listed below, that they are at least 15 years of age, and that you are allowing them to attend as a participant in the Cottington Woods live action role-playing game (LARP). Further you acknowledge that participation in the game exposes your child listed below to a possibility of personal injury or lost or damaged property, though due diligence on the part of Cottington Woods has been taken to minimize the likelihood of this occurring. You, being fully aware that participation in the game exposes your child to a possible risk of personal injury, hereby release Cottington Woods and its Owners, officers, employees, agents, licenses, and affiliates from any and all liability from property damage, personal injuries, or other claims arising from or in connection with your child's participation in the game including claims that are known and unknown, foreseen and unforeseen, future or contingent.

Player's Name (Your child):

Parent/Guardian Signature:

Parent/Guarding Name (Printed):

Date:
