

Greetings, dear participants of the 2016 Call to Arms in Bexbach,

it is great to have you with us again or for the first time – we are really looking forward to the 3rd Call to Arms with all of you.

Here is some important information:

Arrival & amenities:

- As before, we'll provide wood and straw
- Due to the improved sanitary situation on the Utopion site, all camps will have access to fixed sanitary installations
- This year, there will be a tavern on site in the fictional hamlet of Wyrffeln: starting on Thursday evening, cold beer and wine will be available at cost for you – as long as your camp duties allow a visit, of course, since we wouldn't want the weibel to club you back to your post ;)
- Camps may be set up in civilian gear until Thursday 16:00. After that, only period gear will be allowed on site even for arrivals etc.
- If you arrive late, there is always Rufus and his cart who can be hired for the right amount of, say, barley ..
- We will provide an adequate amount of garbage bags to all camps. If you need more, please ask us.
- Any sort of garbage **MUST** be disposed of in bags. **DO NOT, UNDER ANY CIRCUMSTANCE**, dispose of any sort of garbage anywhere else on the site. **NO, NOT EVEN THE MOST ORGANIC LEFTOVERS OR KITCHEN SCRAPS. NO, NOT EVEN AT THE SIDE OF THE FIELD OR IN THE WOODS OR IN FIRE PITS.**
- If you dig out a fire pit, make extra sure to save the dug-out sods so you can put them back in place on Sunday. Do not leave anything (burnt or unburnt firewood, trash, **CIGARETTE BUTTS**, etc) in the pits when you put the sods back in place. Afaik, we are still the one and only event to be allowed the privilege of digging fire pits on the Utopion site and we want to preserve this privilege for future events.

Fights

As before, we want to have lots of fun together in a safe and memorable way. This means:

- No headshots. To be sure, let us repeat **NO HEADSHOTS!**
- On the battlegrounds, only blunt weapons will be allowed. Sharp weapons may only be carried on Sunday at the market, when the fighting will be over. Whoever pulls a sharp weapon during battle – yes, even a little eating knife – will be banned immediately from the event. Leave that kind of equipment in your camp if you go out to fight.
- The Wyrffeln hamlet and the area in/around the tavern is not a battleground. Insults and collectively played-out fisticuffs are allowed.

Blackpowder

- We are officially allowed to fire blackpowder weapons during the following times **ONLY**: Thursday 14-20, Friday 8-20 and Saturday 8-20. Outside of these times, no blackpowder use is permitted.
- Please allow a safe enough distance (not forgetting eardrums) when firing, both as users and targets of blackpowder weapons

Bows & Crossbows

- When using these, shoot blunts during daytime. If you want to shoot at night, you may do so using LARP arrows or LARP bolts – we want to test if this is a valid option for making night activities more interesting by using ranged weaponry at night

Night fighting

- Darkness requires a greater eye for safety!
- Anyone starting a fight at night has to care for their opponents' safety first and foremost
- The only projectiles allowed at night (yes, we said so before) are LARP arrows and LARP bolts
- Only polearms (allowed striking area: from bellybutton to feet) and wooden training daggers are permitted for melee night fighting
- We hope that these rules will constitute a fair compromise between more night action and everyone's safety

Horses

- We are once again happy to welcome a sizeable amount of horses and their riders
- Being animals, horses need to be treated accordingly respectful. If anyone on horseback joins a fight, your target ALWAYS has to be the rider!
- To make it clear: NO STRIKING AT HORSES (or other animals, for that matter).
- Horses may not be shot at with projectiles, neither blunts nor LARP
- Any rider can at any time call an end to any fighting situation by calling „Stop“ and everyone involved has to stand down immediately to avoid and/or deescalate any dangerous or unsafe conditions
- There will be a separate horse camp which is neither battleground nor play area. For reasons of complying with husbandry laws, amongst others, there will be no fighting, blackpowder firing, attacks or similar actions in that camp.
- We hope that infantry and cavalry will have as much fun together as the previous times :)

On Sunday is the traditional Flee Market – this time nearby the tavern in the hamlet of Wyrffeln

End of event/ breaking camp

- Starting Sunday at 14:00, cars are once again allowed on site.
- Please deconstruct any wooden ramparts on Sunday and pile up the wood in one heap next to the road so we are able to finish the clean-up on Monday
- Please put all garbage bags in one pile next to the road for convenient collection
- DO NOT LEAVE ANY GARBAGE AT ALL IN THE FIRE PITS!!!
- We will provide straw for mattresses which we have to dispose of completely on Monday. We will also provide big plastic sacks for everyone to put the used straw in on Sunday – we do not want to fill big piles of wind-strewn straw into sacks on Monday :)
 - It shouldn't make a big difference for the individual participants whether you put the straw on a pile or fill a bag, but it makes putting the site back into its previous state a lot easier for us.

Norbert

This is Norbert. Norbert is the groundskeeper of the Utopion site in Bexbach and his word is law there. On site, Norbert can make things very easy or very difficult for us. We are usually on good terms with him and we would very much like to keep it this way.

So if you happen to see him, be on your best behaviour :)
If he is driving his car on site, he will usually have a sign reading 'Platzwart' behind the windscreen.



We are looking forward to a great event and can be reached via mail or FB even after Monday.

We'll see you in 1474!

Yours,

La IXème

How to get to the burgundian camp:

Saar-Pfalzpark
Bexbach Saar
49.361451;7.275942

From the gate on, follow the „B“ signs to the camp

After unloading, navigate to „Stockwäldchen“ in Bexbach and from there follow the „P“ signs to the parking lot. To return to camp on foot, follow the path marked „B“.

How to get to the imperial camp:

Set your nav to:

Stockwäldchen
Bexbach (Saar)

From there on, follow the „I“ signs to the camp

After unloading, drive back the way you came to the parking lot near the entry point. To return to camp on foot, follow the „I“ again.

How to get to the horse camp:

Saar-Pfalzpark
Bexbach Saar
49.361451;7.275942

From the gate on, follow the „H“ signs to the camp

After unloading, navigate to „Stockwäldchen“ in Bexbach and from there follow the „P“ signs to the parking lot. To return to camp on foot, follow the path marked „B“, then „H“.