

## Minimum Game Standards

(For use by any group wishing to make use of IFGS insurance)

In the event that a group wishes to run a Live-Action Roleplaying game as an IFGS-sponsored event, the IFGS has established these standards as a minimum for access to IFGS support and player insurance.

To run a game as an IFGS sponsored event, all participants must be members of the IFGS and follow the rules of IFGS membership. Participants can participate in two sanctioned IFGS events before they pay their membership dues, but then must pay the dues for membership.

For each person that participates in an IFGS sanctioned event, a fee of \$2.50 must be paid to IFGS National to defray the costs of insurance and administration.

The Safety standard is required without exception; the other standards are strongly suggested and should be carefully considered when running any Live-Action Roleplaying game.

It should be noted that any such game that does not go through the standard IFGS sanctioning process would be considered 'closed world' with respect to all other IFGS games. Any IFGS full chapter wishing to use these standards for established IFGS game systems (such as the 6.8 Fantasy Rules) must place the designation 'Minimum Sanctioning Used' with 'Closed World' on the game flyer and title page. IFGS chapters are encouraged to use full sanctioning for established rules sets as defined by Society and the Chapter on all games to ensure the enjoyment of all participants.

### 1. Safety.

The game scenario should be checked for unsafe situations, including but not limited to the use of ropes courses, pyrotechnics, live-combat fights, and water-recreation facilities. In addition, all relevant safety procedures as defined by the Society Safety Handbook (available through the IFGS clerk) must be used for any game, including site approval, check of live-combat weapons and in-game player ability/item representations, and the availability of safety-trained personnel. In addition, no alcohol or illegal drugs are allowed at the game site during game play, and all participants must sign a safety waiver. Minors must have the written permission of their parents to participate. Why? Safe play is the paramount goal of the IFGS; we all have more fun when no one gets hurt. We keep out drugs and alcohol because we let minors play, and minors get written permission so their parents are warned.

### 2. Content.

Material considered objectionable (such as 'adult' references, religious references, or graphic depictions of violent material) should be kept to a minimum, and out of sight of the non-gaming public. Such games may also be noted as 'Adult Only', in which case minor children would not be allowed to participate. Why? Role-playing games have always had problems with public perceptions; the more we present an image of a thought-provoking, positive, real-time active experience, the more we help to dispel misconceptions. And the less likely we are to get the police called on us.

### 3. Consistency.

The game scenario or script should give an accurate and understandable accounting of the in-game events or encounters in the game. Why? If everyone involved in the production knows what's going on and what they have to do, they are less likely to royally screw something up.

### 4. Budget.

The event should have a budget, approved by a game-designated treasury officer, detailing game costs (such as props and site fees), game income (player fees and any sponsors), and number of participants. Why? Money is the root of all evil, and the one place where people have no sense of humor. Keeping track of who spent what keeps everyone happy and willing to spend money on another game. This also allows the IFGS to keep track of who paid for game insurance and thus who is covered.

### 5. Advertisement.

Proper and accurate flyers and other pre-game advertisements should detail any ratings of game difficulty, if used, and other information concerning the event. This would include method of player participation (solo or team, and if

team, the manner of team composition), event fees, event date, time and site. Why? People are less likely to complain if they know what they are getting into ahead of time. They are also more likely to be prepared mentally and physically. And they have a much shorter leg to stand on if they do throw a fit.

6. Record-keeping.

The event should have a method for accurate record-keeping, including information on players and the alterations to their characters during the game, and non-player and staff participation. Why? Everybody lies about sex...and gaming. Records help keep people honest. Plus, people like to compare, and seeing some physical representation of their participation in a game provides a comparison to others, and to their own past and future performances.

Amendments:

A.) Anyone who awards Character Applicable Points (CAP) for any IFGS sanctioned event must use the current IFGS registry policy on awarding CAP.

B.) For persons who want to run an event not affiliated with an IFGS chapter, to run an event under the minimum sanctioning standards, the producer must notify the Society Board or its representative (the Clerk) at least five business days prior to the event's start.