

Witcher School Bylaw

§ 1 Organizers

1. The organizer of the „Witcher School” event, onward called larp, is 5 Żywiołów agencja artystyczno-eventowa.

§ 2 Time and place

1. The larp is a closed attraction without a characteristic of a mass event, taking place on the grounds of Castle Moszna on the date 10-13.10.2019.

§ 3 Terms of attendance

1. A participant in the larp is any adult person, who made an earlier reservation, made a payment in the correct time and showed up on the castle grounds before the end of the first day of the event.
2. Reservation can be made by filling the form available at <http://www.witcherschool.com> , in the “Sign up” bookmark.

§ 4 Payments

1. The payment needed to participate in the larp differs depending on the venue it’s happening and the accommodation form chosen by the participant. It is always stated in the e-shop www.5zywiolow.com/shop in the “Tickets” section.
2. The payment should be done when purchasing the ticket at the online store www.5zywiolow.com/shop
3. Reservation is guaranteed by a correct filling of the accreditation form, payment on the mentioned bank account and sending a payment confirmation to an email address biuro@5zywiolow.com
4. In the sent email there should be included a full info for making an invoice (full name and an address of residence).
5. The organizers reserve a right to call off the larp up until 3 months before it starts if less than 85% of the tickets are sold.

§ 4 Concepts and terms

1. The organizer - Agencja 5 Żywiołów, represented by earlier mentioned persons. Full organizer squad can be found on the <http://www.witcherschool.com> website. Listed persons will be available on the game terrain as a background characters.
2. Actor - a person named by the organizer, specifically characterized and equipped, making contact with the participants in bounds of his role.
3. Caretaker - a person named by the organizer, serving as a counselor for a group during the classes and other activities. He is also a person, to whom the participants should firstly call for making inquiries and notices about the larp or the stay in the castle.
4. Teacher - a person named by the organizer to conduct classes on a given subject.

5. Participant - a person who fulfills all of the participation terms, adheres the orders of the organizers and the persons named by them and does not break any of the terms listed in regulations or bylaws.

6. Accreditation - the process of acclaiming a person as a Participant, filling the personal data, getting over the equipment and all the information regarding the participant's role in the larp and retrieving his personal belonging in a deposit.

§ 5 Larp process

1. The Participant has an obligation to check in in the event venue reception until 16:00 on the first day of the event, to receive a room, get through the process of Accreditation and attend on all of the workshops introducing into the internal rules of the larp.

2. Immediately after the end of the larp in the evening hours of the last day of the event there will be an evaluating meeting with all the participants.

3. After the evaluation meeting the Participant must show in the Castle reception until 11:00 on next day for retrieving his safety deposit, buying souvenirs and checkout.

§ 6 Laws and duties of the Participant

1. The Participant can attend in the Witcher School larp and benefit from all the attractions provided by the organizers.

2. The Participant can residence and sleep in the Castle during the larp.

3. The Participant can use all of the elements mentioned in the document Witcher School pdf available on <http://www.witcherschool.com> website.

4. The Participant can resign from attending the larp until up to 4 months before the event, with the permission of getting back half of the payment made.

5. The Participant can resign from attending the larp after the date mentioned above and also during the event itself, without the permission of getting back the payment made.

6. The participant has a right to withdraw from the ticket purchase contract within 14 days of the purchase, with a right for a full refund.

7. The Participant can mark his room in the castle as an element excluded from the game world.

8. The Participant can come up with any problems regarding the larp or his stay at the events' venue to the Caretakers or Organizers.

9. The Participant must cover for all the damages made by his fault.

10. The Participant must adhere to this bylaw and all other bylaws claimed in the events' venue.

11. In the event of breaking any of the rules, the Participant must call out to the closest Actor, Caretaker or Organizer. The same calls for any activities somehow breaking the Polish law.

12. The Participant must abide all of the orders of Organizers, Caretakers and Actors during the game.

13. The Participant must obey the Polish law.

14. The Participant breaking the rules or not abiding to the overall accepted norm could be excluded from the game and deprived of the Participant status.

15. The Participant committing a crime or a misconduct in accordance to the Polish law is automatically excluded from the game, deprived of the Participant status and his actions will be reported to the adequate services.

16. The participant agrees upon the usage of his/hers image in the form of pictures and/or videos from the event for the marketing purposes of the organiser or other entity indicated by the organiser.

17. The participant is aware that bruises, abrasions or muscle over strains are normal for any physical activity, and he/ she won't file a complain if any of those occur.

18. The participant is obliged to behave in a racional matter, without posing a threat for himself or anyone else, especially considering the uneven ground, bodies of water etc close to the venue and all of the potentially dangerous places like castle walls, stairs, towers, ruins etc.

19. The participant agrees to the processing and gathering of his personal information given at the time of making an order in the e-shop by the 5 Elements Event Agency. Those include: first and last name, home address, e-mail, age, gender, account number. The participant confirms that he understands that the 5 Elements Agency, being - in accord to Polish law - the administrator of said personal information will keep them in secret, will never pass them to any third party without his permission and will use them only for the purposes of communication with him as a client. The 5 Elements Agency promises to keep the data as safe as possible. The participant also knows that if any kind of unlawful attack would be made on his personal data by a third party he will be informed about that by the organizer, along with instructions on how to mitigate potential security problems. The participants understands that he can always access his personal data, as well as modify, delete or limit the usage of it in any matter as well as a fact that he could make a complaint to the adequate official Polish government agency - Urząd Ochrony Danych Osobowych.

§ 7 Laws and duties of the Organizer, Caretaker and Actor

1. The Organizer obliges to put all the possible efforts to assure the larp and stay in the Castle run without any problems.

2. The Organizer is the last one to interpret this bylaw.

3. The Organizer can deprive from the Participant status anyone who is disrupting the larp or otherwise obstructing its run.

§8 Final Statements

1. The Organizer does not provide a transport to or from the larp location.

2. All of the financial claims will be made in two weeks after the end of the larp.

§9 Clauses

1. These regulations stipulate the general conditions of participation in the event, and is part of the contract between the organizer and participant.

2. The idea, scenario, characters and the name of the event are the property of the Organizer. All content published on the Internet by the Organizer can be made available provided the source is mentioned in the form of a link.

3. All private belongings of the Participant shall be placed in deposit at the Organizer on the first day of the larp. Organizer is not responsible for items not listed in the deposits of the Participants.

4. The larp is a closed event. It's reserved exclusively for registered participants, after the administration of their data specified in the registration form. Sensitive data stored by the organizers to the conditions set by law (Act of 29 August 1997. On the protection of personal data Dz. U. Nr. 133, item. 883, as amended.)