

Darkon Wargaming Club, Inc. Campout Policy

The following rules will be in effect for all campout events hosted by the Darkon Wargaming Club, Inc. The failure of any player to abide by these rules may result in disciplinary action, including possible ejection from the event, suspension, or expulsion from the club.

Members Only

- Darkon campouts are open to members of the club only.
- All persons in attendance must pay appropriate dues to the Treasurer and record their personal information with the Secretary. This is applicable even for those not participating in the game.
- Persons who are not eligible to be members (e.g. persons under 16 years of age) are not allowed on site during the event (the Family Campout Area Policy being the exception).

Family Campout Area Policy (Bellum Aeternus Events Only)

- Members who are the parent or guardian of a child under the age of 16 have the option to bring children with them to Bellum to camp in the designated family camping area.
- Vendors may be granted an exception that allows the child to camp with the parent or guardian near the vending area, this will be considered by the Board of Directors on a case by case basis.
- Take note that children under the age of 16 visiting would not be able to engage in any field activities (which are for members only) as they would not be considered club members, but as “wards” under the care of their parent or guardian while they visit Bellum Aeternus.
- Wards are to be under the care and responsibility of their parent/guardian at all times.

- During daylight hours wards can enjoy spectating everything Bellum has to offer while also being able to camp in the designated family area. From 7PM to 6AM daily, certain grounds of the park will be off-limits to wards who are non-members of the club, regardless of whether or not they are accompanied by a parent or guardian.
- To take advantage of this new family feature the parent or guardian must:

- Sign an acknowledgment of the family camping area rules, agree to abide by all federal/state/local laws, and site rules that would apply to the child, who at all times is not a member of the club but a ward under the responsibility and care of their parent or guardian.
- Complete a standard waiver (something all Bellum attendees must complete) on behalf of the individual under the age of the 16. The only difference with this waiver will be that the child would not be recognized as a member of the club, but as a “ward” entirely under the care, responsibility, and supervision of the parent or guardian whom would be a member.
- With any policy, the club reserves the right to discipline and/or send home from an event any member that violates our policies. The Parent/Guardian is also responsible (and is held accountable) for the actions of their ward.

Breaking the Law/Rules

- All U.S., state, and local laws must be abided by, including laws regarding illegal drug use, underage drinking, assault, etc., during Darkon campouts.
- No combustible chemicals, or pyrotechnics (including fire breathing) may be used without specific permission from the Executive Board.
- Players found breaking the law will not only face disciplinary action by the club, but also legal action by local or state authorities.
- All event site policies/rules are to be observed. The relationship the club maintains with our event sites is important and our members act as ambassadors of our club. Any player found to have violated a site policy will be disciplined.
- The policies of the event site always will supersede this document and are always to be observed. Any concerns should be brought to an active member of the Board of Directors. If a member of the Board cannot be found a Noble of the club should be approached.

Campfires

- Firewood must be brought, purchased, or gathered from fallen trees and branches. **NO STANDING TREES MAY BE CUT DOWN** unless specific permission is given from the site owner. Burning of chemically treated wood or plastic is prohibited.
- Some sites do not allow outside firewood to be brought on site,

- All campfires must be contained within a fire pit. As of 2020 all campout sites in use only allow for preexisting in-ground fire pits or above ground fire pits to be used.
- If using an In-ground Fire pit (even if pre-existing) it must be ringed with large stones, bricks, or cinderblocks. Grass and brush must be cleared around fire pit.
- NO accelerants may be used on campfires (e.g. alcohol, kerosene, gasoline, lamp oil, etc.). A reasonable amount of charcoal lighter fluid or commercially produced fire starter "logs" may be used ONLY to aid in starting a camp fire.
- Campfires must be completely extinguished by the player/country maintaining them once that player/country has left the event. All trash must be removed from the fire pits.
- No fire can be left unattended. When being the last person to leave an active firepit, the firepit must be thoroughly extinguished to where no visible embers can be seen after the stirring the contents of the fire pit with a stick.
- Players/countries found violating any of the above rules would face disciplinary action.

Pets

- No pets of any kind (dogs, cats, etc.) are permitted at Darkon campouts.
- Players who disregard this rule will be immediately asked to remove the pet from the campout site.
- Service Animals are not hindered by our pet policy and are allowed at all Darkon events so far as our club is concerned.
 - While Darkon Wargaming Inc. respects the law and the rights of our members, we cannot speak on behalf of the private site owners and their staff where we hold our events. Confusion has arisen in the past, so know that if an issue would ever arise we will speak up for and support our member and their Service Animal. This would be done by a Board member or designee speaking with the site owner or staff to review the law with them.
 - The handler is 100% responsible for the service animal at all times.
 - Emotional Support Animals are not Service Animals and are not permitted at Darkon Events.

Trash

- Players are expected to take ALL trash with them when they leave the campsite.
- Trash, regardless of how small it is, must be picked up and properly disposed of (this includes cigarette butts and bottle caps).
- Trash must be contained in country camps, preferably in trash bags, at all times.
- Trash is NOT to be left in the port-a-pots/bathrooms.
- Players who are found to be leaving trash behind, or countries that have left trash in their campsite, will face disciplinary action.

Toilet Facilities

- At a minimum Port-a-pots will be provided at all campout events; players are expected to use them.
- Some sites will have nicer bathrooms, toilets, urinals, sinks, etc. are to be respected and kept clean.
- Players may not use the woods, fields, trails, or anywhere other than a port-a-pots as a toilet facility and toilet paper may not be left behind in any of those areas.
- NO trash is to be left in the port-a-pots/bathroom area.
- Players found violating this rule will face disciplinary action.

Mundane Items

- Real world, or "mundane" items, such as radios, cell phones, etc. must remain hidden from view while on a player when he/she is outside of a country camp.
- Players are encouraged to drink from a period-style drinking vessel when outside of a country camp (this is to help minimize trash as well as add to the fantasy perspective of the game).

Music

- Modern music is not to be played during the event, and if played during off-hours, must be kept at a respectable volume level (should not be audible from other camps).
- Drumming of any kind is permitted only with special permission from the Executive Board.

- The Executive Board may regulate any live or recorded music, or excessive noise making of any kind.

Special Rules

- Special rules may apply to specific events or campsites. The Executive Board will announce additions to the campout policy as early as possible. Players must abide by any situational decisions made by any Executive Board or Noble Council member.
- It is the responsibility of all players to familiarize themselves with the Darkon campout policy. Ignorance of this policy will not be an acceptable excuse for violating it.
- Countries may be held accountable for the actions of its members and could face disciplinary action as a group.
- For rules concerning game play please consult the Darkon rulebook on Darkon.org. It is the responsibility of members to be familiar with the rules of game play. Ignorance of this policy will not be an acceptable excuse for violating it.
- As always, common sense and safety are paramount to a successful and fun Darkon event.

Harassment Policy (as taken from the Darkon Rulebook)

Article IX: Harassment Policy

1. Purpose: Darkon Wargaming Club Inc. (hereinafter referred to as Club) is committed to providing an environment for our members that is free from discrimination, harassment, retaliation and/or sexual assault/harassment. Discrimination or harassment based on (but not limited to) race, gender and/or gender identity or expression, color, creed, religion, national origin, ethnicity, disability, veteran or military status, sex, sexual orientation, pregnancy, genetic information, marital status, citizenship status, or on any other legally prohibited basis is unlawful and undermines the character and community of the Club. Members violating these rules may be expelled from the event at the discretion of the organizers and may incur additional sanctions from the Board of Directors.

2. Definition: Harassment can take many forms. It may be, but is not limited to, the following: words, signs, jokes, pranks, intimidation, physical contact, or violence. Harassment does not have to be sexual in nature. Sexual assault/harassment may include (but is not limited to) unwelcome/non-consensual (consent may be withdrawn by a person at any time) acts, sexual advances; requests for sexual favors; or other verbal or physical contact of a sexual nature when such conduct creates an intimidating environment, or when such conduct is made a condition of participation, membership, or compensation, either implicitly or explicitly. It is not the intent of the behavior by the offender that determines if harassment has occurred but whether the behavior is welcome by the receiver.

3. Responsibility: All members have a responsibility for helping to keep our environment free of harassment. If you become aware of an incident of harassment, whether by witnessing the incident or being told of it, you must report it to a member acting as a club official (meaning a member of the board of directors, member of the noble council, or an events Elder). A club official on receiving such information has a duty to act promptly (as soon as reasonably possible) to report that information to the board of directors, even if the reporter does not wish that information to be shared with the Board of Directors. To ensure the safety of the community, the Board of Directors is obligated to take prompt and appropriate action, regardless of whether the reporter wants the club to do so.

4. Complaint Procedure: Any member, who believes that they have suffered harassment in violation of the Harassment Policy, should take the following action:

a. If you are able to do so without conflict or danger, tell the harasser as clearly as possible that the behavior is unwelcome; if unable, proceed to take action b.

b. If the behavior continues, or unable to take action a.: report the problem immediately (with as much detail as possible) to a club official (BOD member, Noble Council member, or Elder).

Note: A victim, if they believe a violation of law has occurred, is welcome to and always has the right to contact the police. Our policies, while in place to promote a safe environment, are not meant to be taken as a substitute for the law where potential criminal activity may be involved.

5. Confidentiality: The Club, including all persons to whom a violation of this Harassment Policy has been reported and persons who have become aware of a complaint, must maintain confidentiality, to the extent possible given the need to investigate. All complaints shall be considered confidential to the maximum extent possible.

6. Retaliation: No member of the club may retaliate against any victim, witness, or reporter of an alleged violation of the Harassment Policy.

7. Any attempt to misuse or “weaponize” a club policy intended for keeping players safe to cause harm to another member will not be tolerated as this is a grave undermining of the spirit and intent of the rules, and jeopardizes the integrity of systems intended for maintaining a safe environment for our players. Any person found to have acted in such a manner will be held highly accountable for their actions, up to removal from the club