

Castle Wall Production Rules of Conduct

General Rules and Regulations

- All members will sign and understand all of the required documents for C.W.P. before being trained.
- Set up is must for ALL members of C.W.P. (practice or show).
- The C.W.P. Manual of Arms will be given to each member. It will be returned upon the member leaving C.W.P.
- Read, familiarize and learn the C.W.P M.o.A.
- Any medical concern will be brought to the Lead Medic and the Senior Officers and eventually the medical team.
- A CWP member must choose a status and be familiar with the commitment level involved with that chosen status.
- You may have loan of C.W.P. costume or equipment and will be responsible for that property and to return it when appropriate.
- Raising a weapon or fist (a threat of violence) to any member of CWP during any CWP function in not permissible at any time.
- Any injuries, RX drugs use must be reported to the appropriate individuals.
- Those individuals in CWP that are CPR/First Aid/Responder will be the first line of help for an injured CWP member.
- No member, under any circumstances is permitted to discuss the business workings, past, present or future of C.W.P. with anyone outside of C.W.P. Only senior officers are permitted to do so.
- Tear down is a must for ALL members C.W.P. (practice or show).

The statuses for CWP are the following;

The following are the status and commitment requirements for CWP.

Status	Practice/ Month	Run Through	Season Practices	Main Shows	Other Shows
Full Time	All	All	All	All	75%
Swing Shift	3	All	3	All	50%
	2	All	2	All	50%
	1	All	1	All	50%
Auxiliary	0*	2	0	All	25%
Extra	0*	1	0	1	10%
Support	2^	2^	1	All	50%
Reserve	0	0	0	0	0%

Practice/Month is number of practices per month

Run Through is done prior t the start of the CWP show season April - May

Season Practices are practices during the show season

Main Shows are our one/month for six month active season.

Other Shows are any that we do not have forecasted that we may obtain.

* Must attend one practice prior to run through's for admin purposes.

^ May attend more practices than the min amount.

Practice Rules and Regulations

- Safety FIRST
- Be on time for practice (the designated time).
- Gloves, closed toe shoes and a water bottle will be brought to practice by each participant.
- No weapons will be held during practice except during and for CWP use.
- Weapons will be used for what they were made for; theatrical combat.
- We will begin practicing our fights and our run through **after** warm up, and stretching.
- It is important to remember to stay hydrated even in cold weather.
- Any practice for CWP outside of scheduled times must be cleared by the Senior Officers and Lead Trainer
- It is important to remember to stay protected from the sun, even in cold weather.
- Please be respectful of others. If there is a disagreement, take it to a Senior Officer.
- There will be no violence that is not part of the practice (i.e. staged).
- While at practice, work, do not simply socialize but continually work on your skills attempt to learn things you would not normally try.
- Professional attitude is a must, CWP is, so should you.
- Improvised moves should only be done during fight choreography and only with the knowledge of your fight partner(s) and or a trainer and then brought to the director.
- Any injury you received before or during practice must be reported to the lead medic and then VPO.
- Any medication taken before practice must be reported to the lead medic and the VPO.
- Cool downs, if decided, will be done after practice.
- Black Out (B/O) dates for practices will be projected monthly at minimum or longer, unless it is an emergency.
- Emergency B/O will be handled telephonically with the VPO, VP, or Pres. with at least one hour notice prior to practice (with limited exception).
- 5 weeks prior to the opening of the first show is a NON Black Out time i.e. no B/O allowed during this time this is the final preparations for our show season.
- Swing Shift practices schedules will be handled on a case by case basis by the senior officers and the swing shift participant(s).

The following will happen if you are late for practice.

- 1st infraction; 20 minute warm up / stretch, normal intensity.
- 2nd infraction; 25 minute warm up / stretch, hard intensity.
- 3rd infraction; 30 minute warm up / stretch, very hard intensity.
- If you do not do warm up / stretch you will NOT practice that day.
- These are not punitive but for your safety and your body's health.

The following things could cause you to be *suspended* from C.W.P. during practice.

- Continual laziness, not practicing, or not advancing your skills.
- Disrespecting the property we are practicing on, or allowing friends or family to do so, causing C.W.P. to be seen a negative light.
- Allowing non-C.W.P. members to hold freely or play with weapons.
- Disrespecting any C.W.P. officer, using foul language in anger or simply ignoring their leadership.

- Avoiding set up and clean up

The following things will cause you to be *dismissed* from C.W.P. during practice.

- A continual (4th offence) of any of the above rules.
- Habitual laziness, not complying with the work ethic of CWP.
- Raising a weapon or fist (a threat of violence) to any member of CWP during practice.
- Ignoring safety procedures and putting yourself or your partner(s) in danger.
- Becoming hurt and hiding it from an executive member to include medications.
- On purpose, disrespecting C.W.P. property (weapons, costumes, props etc.) to include fellow member's property located at the practice sight.
- Not telling a senior officer about an injury and or RX drugs received before or during a practice and it has an effects on a C.W.P. member.
- Use of ANY drugs, or any mind-altering substance before or while under practice status and or any evidence of such.
- Habitual tardiness
- Three situations of “no call no show”
- Perpetually avoiding set up and clean up.

Show Rules and Regulations

- Safety FIRST
- Be on time for the show (the designated time).
- Gloves, closed toe shoes, water bottle and costumes will be brought to or worn to the show.
- No weapons will be held during the show except during and for CWP use.
- Weapons will be used for what they were made for; theatrical combat.
- We will begin each day with warm ups, and stretching.
- It is important to remember to stay hydrated.
- It is important to remember to stay protected from the sun (sun block).
- Please be respectful of others. If there is a disagreement, take it to an executive officer immediately.
- There will be no violence that is not part of the show (i.e. staged).
- While at an event, work, do not simply socialize but continually be in character unless at a non patron site.
- Professional attitude is a must, C.W.P. is, so should you.
- Must maintain a professional attitude even when we are not show status we represent C.W.P. at all times while at events.
- Improvised moves should not be done as a norm but only to keep the flow of a show continued, both or all participants should be aware of this.
- Any injury you received before or during practice must be reported to the lead medic and all senior officers.
- Any medication taken before practice must be reported to the lead medic and the VPO.
- Cool downs if decided will be done after shows.
- AAR'S will be done after every presentation (show).
- Black Out (B/O) dates for shows are only on an emergency case ONLY.
- Emergency B/O will be handled telephonically with the President, and at least two hours before show time.

- No Full Time, Swing Shift, or Auxiliary personnel are exempt from main shows, unless on an emergency basis and notification is given in advance.

The following things could cause you to be *suspended* from C.W.P. during a show.

- Disrespecting the property we are practicing on, or allowing friends or family to do so, causing C.W.P. to be seen a negative light.
- Allowing non-C.W.P. members to hold freely or play with weapons.
- Disrespecting any C.W.P. officer, using foul language in anger or simply ignoring their leadership.
- Not telling a senior officer about an injury and or RX drugs received before or during a show.
- No call being late to show.
- Avoiding set up and tear down.

The following things will cause you to be *dismissed* from C.W.P. during a show.

- Raising a weapon or fist (a threat of violence) to any member of CWP during show / performance status.
- Ignoring safety procedures and putting yourself or your partner(s) in danger.
- Becoming hurt and hiding it from an executive member to include medications.
- On purpose, disrespecting C.W.P. property (weapons, costumes, props etc.) to include fellow member's property located at the event.
- Not telling a senior officer about an injury and or RX drugs received before or during a show and it has an effect on C.W.P. member.
- Use of ANY drugs, or any mind-altering substance (i.e. alcohol) before or while under performance status and or any evidence of such.
- A situation of "no call no show"
- Perpetually avoiding set up and tear down.

Definitions

C.W.P. - Castle Wall Productions

Show status - Begins when C.W.P. is represented in part or in whole by its members. This status includes travel to and from an event location no matter the mode of transportation whether public or private. ANY TIME YOUR BEHAVIOR CAN BE LINKED WITH CASTLE WALL is considered show status.

Performance status - The actual performances when you are "in character" this includes, demo's, street fights, and tournament performances.

Event - The location where we are in show status i.e. if we are at a Medieval Faire the entire grounds are included not just the fighting arena. After hours of faire at campsite is considered an event area.

Officers - Any individual that holds an office within C.W.P. (VP, Team Lead)

Senior Officers - President or Vice-president or Vice President of Operations

Suspension - Means you will be released for the day and may return the following week (if practice) or next day (if show).

Dismissal - Means you will be released permanently from C.W.P and arrangements made to retrieve C.W.P. property if needed.