

## **Dragons Faction OOC Meeting 2010**

(with agenda in Ogham – next year... ELVEN!)

### **1. Welcome & Introduction**

### **2. Thank You**

The NPCs extended their thanks to all the refs and marshalls for their hard work over the past year, particularly to Darren for his hard work as Faction Plot Rep. Further thanks were given to Michelle for the minutes of the OOC meetings over the years, and to Zoe and Phil for stepping in to assist and take the stress off the team with logistical help. Mark finally thanked Ian Heeley for everything during his time as an NPC.

### **3. Format and Rules Of The Meeting**

JC and Mark stressed that points would be kept brief and to the point. The NPCs will keep track and provide updates on action points on a thread on the faction forums ([muster.dragonsfaction.org](http://muster.dragonsfaction.org)).

### **4. Overview of the Previous Year**

Chris gave a brief overview of the year. Phil commented that the new layout for the mainline events was very refreshing and made people feel that they really were in a different location each time. He did point out that the pathway by the Guilds did end up as a “plot vacuum” but the NPCs noted it is hope that this will not happen in future. The multiple transport circles were very useful in terms of moving people around and bringing in monsters.

Attention was brought to the fact that due to the high Guild interactivity the path by the lake became very boggy and treacherous during at least one event.

Darren commented that the “makes” system could be very long and this has been fed back to the LT. Wellspoken Dave said that the new “tick box” makes were well received.

Andy Mac highlighted that the Monday battle was a badly planned waste of time. JC said this has been brought to the LT's attention at great length.

Feedback to date has generally been positive for the October Campaign event. The event was held on a very boggy site and this site will not be used again. JC said that some feedback was received regarding the set piece on the Saturday night was only witnessed by a linear party, and therefore only a small portion of the players.

### **5. Overview of Current Plot and Plot Going Forward**

Chris said that currently the fomori plot was still running, Hafgan has been dealt with (everyone agreed the big mosh at the Gathering was great) although there will still be repercussions. Regarding the Akari, Chris pointed out that although Lord Rone had been

dealt with, the unliving were still there, and lands such as Clare and Pryddein were still under unliving control. The Crippled Man plot is still escalating – keep watching ;).

There are many subplots and anthills from the various plotlines to be trodden on/in; there are another THREE plotlines out there for the players to engage with and Chris encouraged people to go out, explore and play with things. But beware that there will be repercussions for you actions. You have been warned...

There will be a number of linears at the mainline events; Chris has plotted some already. Chris is more than willing to let people initiate linears if they want, but the Plot Team do need prior notice to set things up with the LT. If people want to initiate linears based on old plots, this may be better raised by way of research requests. Please contact Chris if you have any requests (plot@dragonsfaction.org).

Chris will be specifically targeting some linears at newer players.

## **6. Outline of Events 2010**

12<sup>th</sup> March will be the Spring Parliament; fully catered and possibly with a bar as well. The mainline events will be in the same format as last year, with a Spring Moot (early May Bank Holiday), The Great Erdrejan Fayre (end of May Bank Holiday), A Summer Moot (early August) and the Gathering (August Bank Holiday).

Should it become apparent that there will be the majority of Dragons at one or other Moot (as was apparent last year), we may be able to arrange an “on” and “off” Moot. Phil suggested this was raised as a poll on the forum.

It was reiterated that the “new” event format saves the LT a vast amount of money.

Mark said that with reference to the faction's Spring event this year, the NPCs felt that it was unfair to expect our players to pay out for the LT prebook and our normal 5-day Easter event within the same financial month. CJ asked whether it was easier to open bookings for our events earlier. JC replied that as a trend, most people book for our sanctioned events within the final month before the event takes place.

Although the NPCs acknowledged that the booking period for the Parliament was very short, in future they promise to commit to the event flyers and booking forms being available eight weeks prior to the event date. As part of the notification it will be made aware whether the event has a Cymrijan or Erin theme so that people can book to play or monster accordingly. Chris said the NPCs will take responsibility for making sure that the dates of our faction's events will be available so that people can cross-advertise and “shamelessly plug” our events to other Factions and Guilds. Mark asked that people doing this copy and paste text in the same format.

The Dragons WILL be having a campaign event in October, preferably the last weekend of the Half Term subject to the LT availability.

There is a lower initial price for booking early. It was suggested that the booking deadline was made earlier or that the event will be pulled. Wellspoken suggested that little “blessings” (perhaps a paladin's armour or some extra IC cash) could be given to those people booking early – this was something done by the LT in the past as random

“bonuses” included with peoples' prebook packs. The NPCs will think about this, and work out how this could be handled and raise it with the LT if necessary.

## **7. 2011 events**

Mark asked whether the players would like to continue with the early feast and OOC meeting, or whether they would prefer a Summer campaign event. Current thinking is that it would not be financially or logistically possible to have four sanctioned events in the year. The parliament event is sacrosanct as it is the main money making event for the year as everyone pays to play.

This could potentially lead to having two campaign events in the year plus the parliament – if it was, after investigation, deemed logistically and financially possible.

Darren said he was very much in favour of the Winter Feast in favour of the Parliament as it's a good time for everyone to meet, plot, and scheme for the coming year. It's our social event where we're not all busy. Phil agreed but said that the campaign event was his – and other peoples' – bread and butter as far as the event season was concerned.

Michelle suggested holding the campaign in summer for the better weather, and hold the OOC meeting and winter Feast in October when the year's events were still fresh in peoples' minds. Fergal pointed out that a summer event can cause problems with finding a suitable, available and financially feasible site.

Andy Mac said that there was a vast under-representation of various units at the meeting. JC responded that the OOC Meeting/Feast has been an open booking for a number of years, and it was the choice of the players whether or not they attended. Putting the OOC meeting at the end of a normal sanction event wouldn't work as people were usually tired (both physically and mentally) and were looking to head home; this might discourage people from attending.

Zoe said that the Parliament was the event that required the biggest shakeup, and everyone agreed.

Suggestions were made that the Meeting/Feast could be moved away from St. Briavels to save on costs. It was agreed that the players would be happy with this, but we want decent beds. :)

Doug suggested that event pattern could be rotated, so that the Feast/OOC meeting could be held every other year.

JC asked that if anyone wanted to run a player-led event, could they please speak to the NPCs first.

## **8. Website**

IT LIVES!!! There are things still needing work and a couple of articles still need to be put up. Webmonkey Pete said he was working on an integrated login for both the website and the forum. Online booking will be available but there are a few hidden extra costs for hosting an online payment system.

JC said that if he got 100 monster bookings, he would do a little dance whilst standing on CJ.

PLEASE BOOK TO MONSTER!!! :D

## **9. Background & Research Requests**

Chris invited people to submit their backgrounds to the plot team, but he also requested people to chat to the plot team if they're thinking of coming from areas such as Kappa that are traditionally in the hands of plot. There are ways to work around this type of thing, but the team would like to assist in figuring out how it works, particularly if it links back to past plotlines.

Please could anyone who put in research requests at either the Summer Moot or Gathering, or anyone submitting requests prior to that who have not heard anything back yet, please email the plot team ([plot@dragonsfaction.org](mailto:plot@dragonsfaction.org)) as some may have gone astray.

Hint: if you submit something, KEEP A COPY. The LT website suggests that they will be making an downloadable research form available.

On the faction website there is a page that offers hints and tips on how to raise a research request (<http://www.dragonsfaction.org/features/research/>). If you are going to involve another player in your request, please put their player name and preferably their player ID or their signature to form an audit trail.

Limitations to research requests: please please please could players consider the repercussions of entering war zones – the response to is likely to be a failed request. YOUR RESEARCH WILL HAVE IC RESULTS.

## **10. Logistics and Logistics team**

At events there are a lot of background things that happen to enhance the enjoyment of the players, for example manning the generator, tending the firepits, etc. JC would like a definitive list of who these people are. Anyone interested, please contact JC.

## **11. Camp At Main Events**

Use of command tents:

We currently have two large command tents; one normally closed for quiet meetings, and one open one. JC asked how the players would like to use this resource.

From observation last year, most smokers tend to congregate near the edges of the “open” tent; it was almost as though we have an “official” command tent and a “peoples” tent that provides a great communal area for people to gather. Wellspoken commented it was lovely to have an open tent which allowed a lit area for the musicians/entertainers to practice and play under shelter, and with the open sides it allowed the music to flood out into the field.

The “peoples” tent cannot be closed any more than on two sides due to legalities

regarding areas designated for smoking.

Doug suggested that it was made clear particularly to new players that the closed command tent was not an exclusive area, and it was available for anyone to use as long as it wasn't already occupied.

If people would like something more ornate surrounding our open gate, please speak to the command team (command@dragonsfaction.org).

#### "Family/quiet areas" at events:

JC pointed out that although he is aware that children can be noisy, despite a quiet area being fantastic in principle a specific area is not logistically possible to arrange. The LT does provide a designated area onsite for people who would prefer to camp in a quiet area.

#### Hospitality for quests:

In the past, the faction did provide drinks and refreshments for visiting guests. Darren said that this was a fantastic idea and suggested these were easily accessible to people. People should, however, make sure the levels are monitored to make sure they were being used appropriately.

Laura highlighted that when we have previously had a feast, the leftover apples etc have been a very nice invitation for our guests to "share our land's bounty".

#### Bards and entertainment:

Phil offered to coordinate and provide IC entertainment for people to enjoy at mainline events, and asked for suggestions of what people would like in terms of songs, stories, competitions, dancing etc. Please contact him or one of the other bards so that they can arrange things.

Fergal said that if you are a performer, it can be very hard to continue if people either do not appear to be listening or are not visible to you as they are sitting in tents, etc.

JC suggested that if people want to run a tournament at an event, that it is far more appealing to people if there is the possibility for something to win. Speak to him or one of the other NPCs.

Phil asked people to give him suggestions and anecdotes of typical "dragon-ish" things. Reasons why will become more apparent later in the year.

#### Set dressings:

The command tent set dressings, maps, unit banners etc are provided by people within the faction and look far better than just the throws currently being used. People need to take responsibility and contribute hangings and totems. Everything brought is valid and welcome, with no priority given to bigger or unit specific things. The faction are able to store banners and other dressings, but please let people know! Consider putting a name/unit on the back so we know whose it is. We have plenty of space to hang things – not just the command tents - think of the gate and walls...

#### IC Seating:

This has been a consideration for a long time now. The faction has tried to provide seating at the mainline events (normally garnered from things left behind at events that have been

stored in the lock-up). At some scout camps used for campaign events we are able to acquire hay bales for people to sit on, but people should try to provide their own items if possible rather than relying on the faction.

There are collapsible benches etc hopefully available soon. Items from reenactment fairs, etc, can be bulky and expensive. Fergal suggested keeping a look out for artists' stools in places like Lidl, etc, which are often sold very cheaply and are really durable.

Please could people bring sources of IC lighting in case the generator fails! There are "wax candle" effect LED lights currently available on the Darkblade website.

## **12. Bar & Shop**

Faction funds are currently low; to resolve this there are a number of ideas. One is an "off licence" style IC bar/booth at campaign events. As long as local County Councils agree we can have a weekend licence to have a token system with which to buy drinks. We would need to have someone responsible for the licence to run the bar for us.

Faction merchandise has been very popular in the past, but this has been very costly. The command team have been made aware of "Spreadshirt" - where we can host different designs in a variety of colours, sizes and variety of merchandise including wallets, mugs and shirts. The intention is to have a generic faction tshirt and an annual "tour tshirt". If a particularly appealing or amusing suggestion comes to light then these may be available as special edition designs as well, along with a "Monster Room" design. The designs do not, however, have the capacity to be personalised with free text.

Phil is working on a Dragons' faction CD or MP3 download of various songs. This will be available with the proceeds going to the faction.

## **13. AOB**

### Visitors at events:

A motion was raised regarding the number of non-Dragon visitors at our campaign events. The NPCs have, on more than one occasion, turned down NPCs from other factions or guilds. Players were encouraged to approach and challenge other characters should they not be satisfied with the reasons why they were there.

Juliette and a number of others said that they felt uncomfortable doing this as OOC the other person would have paid to attend and it was unfair to then expect them to either leave IC or monster the rest of the event.

In future, the event booking form will include a section to state the character's reason for attending, or the name of a Dragon faction sponsor.

### Inappropriate language:

The issue of the amount of swearing and blatantly OOC references at family events was raised, with particular attention drawn to musters and times when children could be present. JC said that although he agreed with the sentiment, Command could not dictate or marshal the content of language used by individuals at events although they would always encourage people to be respectful of those around them (in an OOC capacity at

least).