



# **The Blood Games**

**July 2-3, 2010**

**Ye Olde Commons  
Charlton, Mass**

**<http://www.thebloodgames.com>**

## **WELCOME . . . .**

We are excited to prepare for the 2010 annual celebration of the **Blood Games** (the Event). We look forward to a fun and busy few days, filled with battle and adventure, stories and laughter, food and drink, and all-around good company.

### ***Event Theme***

The theme of our Event is a gathering of LARPerS for purpose of a grand competition consisting of many individual contests, ranging from battle, through puzzles, to performance. All attendees are expected to maintain their in-game persona at all times during the Event.



### ***Location***

The Event is located at Ye Olde Commons in Charlton, MA, located near Worcester. The site consists of 40 acres of open and wooded area, with a large Tavern Hall, period cabins, and decorative scenes and stages throughout the grounds.

Please feel free to visit the site online for information and directions:

**<http://www.yeoldecommons.com>**

Our site is conveniently located off Route 20, only minutes away from I-90, I-395, and I-84. This makes it readily accessible to travelers from around the New England area and beyond. Camping and food are available on site, but there are also numerous other restaurants within a short driving distance.

### ***Community***

Ye Olde Commons is a camp facility dedicated to games of all types, with particular emphasis on the support of LARP events. We are proud to be able to facilitate the expansion of our hobby, and provide a facility that LARPerS and gamers can call home. We are thankful to our customers who have over the years become our friends and make up our community. To us, this Event is about reinforcing that community, sharing the enjoyment of our hobby, and making new friends in the LARP community.

The Blood Games 2010  
Merchant Packet

## **MERCHANT WARES**

We welcome all items that fit a LARP theme, and can be used in-game. Our goal is to create an in-game fantasy market that will provide an offering of goods and services that that may be purchased by players, acting in character. Only items that fit within the framework of a medieval fantasy LARP setting will be allowed to be presented for sale.

## **YOUR BOOTH**

### ***Tent***

We highly encourage all merchants to use period pavilion tents that will enhance the atmosphere of the Event, as well as provide protection from the elements. We realize, however, that these tents are not always in a vendor's budget and an EZ-up style tent may be used. Aspects of a tent that are not period-style should be concealed in some manner with the use of fabric and décor.

### ***Costuming***

During the Event the merchant and any employees who are working for the merchant's booth should be dressed in appropriate costume, and maintain their in-game character persona. Please avoid jeans, sneakers, t-shirts or other obvious modern clothing.

### ***Booth Personnel***

Merchant registration includes Event admission for the vendor. Additional merchant booth staff will be required to register for the Event as any other attendee.

### ***Booth Hours***

Merchants have the choice as to when their wares will be available for sale, although we encourage you to consider the Event schedule in your decision.

### ***Anachronisms***

We understand that transactions must be handled in US\$, and also that many merchants use remote credit card machines to process credit card sales. While this is necessary for sales, we ask that all anachronisms are generally kept concealed from the view of attendees.

**Power**

Electrical utilities will in general not be available for your booth during the run of the Event.

**Setup**

Setup begins the Friday afternoon of the Event weekend and continues through 9pm Friday evening.

**Cleanup**

All merchants are responsible for keeping their sales area clean and presentable throughout the run of the Event. This sales area includes the tent itself, its interior, and a 5 foot radius around the tent. Please be sure to pick up any trash that may come into this area and dispose of it properly throughout the run of the Event. You are also responsible for cleaning this area on the last day of the Event after your sales area has been packed away.

**FINANCIALS****Merchant Registration Fee**

The nonrefundable merchant registration fee is payable by June 30, 2010.

**Insurance**

All attendees of the Event will be covered through Ye Olde Commons liability insurance, which covers injuries to attendees. It does not cover damages or theft of personal property. If you wish to have your wares insured, it is incumbent upon you to provide your own insurance for this.

**GENERAL INFORMATION****Vehicles**

Due to space limitations you may only have one vehicle at a time on site for loading/unloading. All non-load vehicles should be parked in an assigned parking area and not enter site. You are responsible for having your load vehicle off site no later than 9pm on Friday evening of the Event. Once you are done loading/unloading please park your vehicle in an approved lot to help alleviate potential traffic issues.

**Parking**

Parking at our Event is free. Please park only in approved merchant parking areas.

**Children**

Children under the age of 16 are not allowed at the Event. Children of age 16-17 may register for the Event as a player with signature of a waiver by their legal guardian.

**Bathrooms and Showers**

For your comfort, the Blood Games site has flush toilets and indoor showers available for participant use.

**Camping and Cabins**

Merchant registration includes camping on site in your own tent, or a cabin bunk reservation for slightly increased fee.

**Pets**

Pets are not allowed on site during the Event.

We look forward to working with you on the 2010 Blood Games. Your thoughts and comments are always appreciated and welcome. If you have any questions or suggestions, please feel free to contact us.

Best Wishes

Laura Lucsky

Merchant Coordinator

[register@thebloodgames.com](mailto:register@thebloodgames.com)

<http://www.thebloodgames.com>

## MERCHANT REGISTRATION for THE BLOOD GAMES, July 2-3, 2010

Please complete this form and returns with registration check to **Ye Olde Commons LLC** to:

Ye Olde Commons  
120 Northside Rd  
Charlton, MA 01507

or complete and e-mail this form to:

**register@thebloodgames.com (c/o Laura Lucsky, Merchant Coordinator)**

BUSINESS NAME		
OWNER NAME (Last, First)		
EVENT BUSINESS NAME		
ADDRESS		
CITY	STATE	ZIP
DAY PHONE	EVENING PHONE	
WEBSITE URL	E-MAIL	
INSURANCE AGENCY		

### Registration options:

<input type="checkbox"/>	Registration	\$50	Regular vendor registration, includes Event registration
<input type="checkbox"/>	Registration w/ Cabin	\$65	Includes Event registration and bunk space in cabin

**Application Due Date June 30th, 2010 – please make check payable to Ye Olde Commons LLC**

### MERCHANT WARES & INFORMATION LIST

Please list the items you are planning on offering. Examples are: *fairy wings, boffer or latex swords, chain-mail armor, cloaks, silver jewelry, period games, men's clothing, women's clothing, masks, period instruments, face painting, wind chimes, dream catchers, fantasy artwork, etc.*

For our merchant listing, please identify two items that you consider to be your main booth theme.

ITEM	DESCRIPTION

## MERCHANT CONTRACT

**I.** I, the Merchant, understand that the Event provides a setting in which I may sell my wares and that the Event is in no way responsible for a lack in sales I may incur for any reason. This includes, but is not limited to; inclement weather, attendance, location of site, location of sales area, etc. I understand the Event is willing to work with merchants and agree to speak with them if concerns arise while still holding the Event harmless if unable to react.

**II.** I, the Merchant, understand that I must provide my own sales area and costume and that it must be approved by the Event. I also agree to fashion my booth with fantasy of the late medieval to early renaissance age style that conceals exposed pipes, tables or modern looking implements.

**III.** I, the Merchant, agree to remain in costume and character throughout the Event.

**IV.** I, the Merchant, understand that anachronistic items such as wrist watches, cigarettes, neon colors, cell phones, tennis shoes/sneakers, modern print bandannas, spandex, jeans, or modern clothing should not be worn during the Event.

**V.** I, the Merchant, agree to keep my booth and a radius of 5' feet around my booth free of trash and debris during the run of the Event.

**VI.** I, the Merchant, agree to break down and remove my booth from the Event site by 4pm Sunday of the Event. Once my booth is removed I, the Merchant, agree to clean the space where my booth had been and a radius of 5' feet around it.

**VII.** I, the Merchant, understand that smoking is only allowed at designated smoking areas.

**VIII.** I, the Merchant, understand that illegal drugs will not be tolerated and will refrain from using any on the Event site at any time. Alcohol will only be allowed as sold by Ye Olde Commons Tavern.

**IX.** I, the Merchant, agree to have my vehicle and/or the vehicles of my employees off site no later than 9:00pm on the Friday of the Event. I will not attempt to bring my vehicle on site at the end of the Event until the Merchant Coordinator has authorized it. I will park my vehicle in an area approved by the Merchant Coordinator. I agree to pay any fees related to the towing of my vehicle or employee vehicles for not adhering to these rules.

**X.** I, the Merchant, understand that the Event is not responsible for damage to or theft of my property at any point for any reason and will not hold the Event or Ye Olde Commons accountable for such.

**XI.** I, the Merchant, understand that pets are not allowed on site during the Event.

**XII.** I, the Merchant, understand that I must pay the full registration amount in order to be considered registered for the Event. I understand that my registration fee is nonrefundable unless I am refused space or refused in a category of wares I wish to sell. If I am refused space or the ability to sell a particular ware I must notify the Event of my intent to withdraw within 10 business days of receiving my written refusal notification in order to have my registration returned in full. I understand that failure to contact the Event may mean forfeiture of this registration.

**XIII.** I, the Merchant, agree to hold harmless the Event, Ye Olde Commons, or any staff or person involved with the Event, for any and all damages to persons and properties resulting from acts of God, loss, theft, vandalism, injury or medical emergency. Further: the above mentioned persons, groups or organizations, shall be held harmless from any cause of action, claim or petition, filed in any court or administrative tribunal, arising out of said event, including all costs, attorneys' fees, judgments or awards.

**XIV.** I, the Merchant, understand that Event management reserves the right to make the final interpretation on these rules.

With my signature I, the Merchant, agree to adhere to all the rules of the above contract. I understand that failure to do so may result in the removal of my business from the Event immediately and without refund.

\_\_\_\_\_  
Business Name [Printed]

\_\_\_\_\_  
Owner Name [Printed]

\_\_\_\_\_  
Date

\_\_\_\_\_  
Owner Name [Signature]