

Amtgard Risk Management Plan

Kingdom Of Blackspire

1. Purpose

This Risk Management Plan outlines the safety procedures, emergency protocols, documentation requirements, and operational standards for all Amtgard parks operating under Blackspire. It is intended both for internal guidance and for presentation to insurance providers.

The goal is to reduce the likelihood and severity of injuries or property damage while providing a clear, repeatable response to any incident that does occur.

2. Scope

This plan applies to all sanctioned Amtgard activities held by Blackspire parks, including but not limited to weekly park days, tournaments, special events, demos, and roleplay gatherings. It covers all participants: players, officers, volunteers, and guests.

3. Participant Waivers

- All participants must have a completed and signed liability waiver on file before engaging in Amtgard activities.
- Waivers for minors must be signed by a parent or legal guardian. Additional language acknowledging the risks of combat with adults may be used in line with Amtgard policy.

- Each park is responsible for maintaining an up to date waiver file (physical or digital) and for producing waivers upon request by Kingdom leadership.

4. Emergency Contact Information

- Each park must maintain a current emergency contact roster for all regular participants and guests.
- A copy of the roster must be physically present at every practice or event (printed or on a device with offline access).
- At minimum, the roster should list: player name, emergency contact name, emergency contact phone number, guardian contact for minors, and optional notes for volunteered medical concerns.
- The park's designated safety officer, reeve, or other officer is responsible for ensuring the roster comes to site each day and is kept in a known location (e.g., reeve table, gate box).

5. Safety Roles and Responsibilities

Monarch / Park Leadership

- Ultimately responsible for enforcing this Risk Management Plan at the park level.
- May remove unsafe individuals or suspend activities to protect players.

Champion / Field Marshal

- Ensures all equipment used on the field has passed a safety inspection.

- Oversees combat safety and may remove weapons, shields, or armor that are unsafe or used unsafely.

Reeves

- Act as referees during combat and battlegames.
- Enforce the rules of play, contact rules, and safety calls.
- Have authority to stop play on part or all of the field when they identify a safety issue.

Designated 911 Caller

- At each event, a specific person is assigned as the primary emergency caller, with a backup if possible.
- Must keep a charged cell phone on hand and know the exact address or GPS location of the park.
- In a serious incident, this person contacts emergency services, coordinates meeting the responders at the park entrance, and relays information to officers.

All Participants

- Are expected to behave safely, follow the rules of play, report hazards, and respect calls from reeves and officers.

6. Equipment and Field Safety

- All weapons must be inspected and passed by the Champion or a designated reeve before use each day.

- Weapons that are worn, damaged, excessively hard, or otherwise unsafe are removed from play until repaired and reinspected.
- Shields and armor must be structurally sound, free of sharp edges, and appropriately padded.
- Hydration and shade should be available during hot weather; players will be encouraged to take breaks.
- The play area must be checked for hazards such as holes, exposed roots, broken glass, rocks, or other tripping or impact risks.

7. Conduct and Combat Safety

- Players must follow all Amtgard combat rules at all times.
- Any player who becomes angry, frustrated, or otherwise emotionally compromised is encouraged to remove themselves from the field until calm.
- Harassment, threats, or repeated unsafe conduct may result in ejection from the event or longer term bans under Amtgard Code of Conduct.

8. Injury and Incident Response

Minor Injuries (e.g., small bruises, minor strains)

- Player is encouraged to step out, rest, hydrate, and self assess.
- If the player returns to play, they do so at their own discretion.

Moderate Injuries (e.g., visible cuts, suspected sprains, dizziness)

- Player is removed from combat for the remainder of the day unless cleared by a medical professional.
- Basic first aid may be applied if trained personnel are available.
- An incident report is completed and filed with park leadership.

Severe or Potentially Serious Injuries

- Examples include loss of consciousness, suspected fractures, head/neck trauma, chest pain, uncontrolled bleeding, or any situation where a reasonable person would call 911.
- The nearest reeve or officer calls “HOLD” and all nearby players immediately stop movement until directed otherwise.
- The Designated 911 Caller or backup calls emergency services, giving location, nature of injury, and any known conditions.
- One person is assigned to meet emergency responders and guide them to the scene.
- Players not directly aiding should clear space around the injured person.
- The injured person should not be moved unless remaining in place poses immediate danger.
- An incident report is completed at the earliest practical time.

9. Documentation

The following records should be kept by each park:

- Waiver files for participants.

- Emergency contact roster (current).
- Incident Report forms for all moderate and severe incidents, as well as any event that results in outside medical treatment or insurance claim.
- Weapon and equipment check logs, if used.

Records should be retained for at least three (3) years or longer if required by Kingdom policy or insurance agreements.

10. Youth Participants

- Children under the minimum combat age may participate only in non combat activities or in youth specific activities that comply with Amtgard's youth policy.
- Children allowed into combat under any policy must have an additional waiver or acknowledgement signed by a guardian, and the guardian must be on site and within line of sight of the child during combat.
- Youth participants must be able to understand and follow safety instructions and must be removed from combat if they cannot maintain safe behavior.

11. Weather and Environmental Conditions

- In periods of high heat, parks will encourage frequent water breaks, provide shade where possible, and shorten battlegames as needed.
- In lightning or severe storms, all combat will cease and players will seek shelter away from trees and open fields until conditions improve.
- In freezing or extreme cold conditions, park leadership may cancel or shorten activities if they believe conditions are unsafe for prolonged outdoor play.

12. Review and Continuous Improvement

- This Risk Management Plan should be reviewed by the Blackspire Board of Directors at least annually and after any significant incident.
- Parks are encouraged to provide feedback and suggest improvements based on their local experience.
- Updated versions will be redistributed to all parks and made available to insurance providers upon request.