

RSLC Rules Testing Policy

General Marshal Test:

1. The General Marshal Test is 30 written (may be partially verbal) questions proctored by an approved Rules Marshal or Rules Team Member.
 - a. The questions come from a cycling test bank prepared by the Rules Team
 - b. Bonus points are available for some questions based on the quality of the response
2. This test focuses on safety, basic rules, character creation, and interpersonal conduct.
3. You are given an hour to complete the test. If desired the proctor may walk through your answers on the test after completion but is only required to notify you of a Pass/Fail.
4. In order to pass a score of 70% or above is required
5. If Pass, the proctor will discuss what it means to be a Marshal and the responsibilities of a General Marshal. If the tester still wants to be a Marshal they will be accepted and given access to Rules resources, group chats, and shared email.
 - a. They will remain in training for a period of 6 months after which the Head of Rules or the Rules team will decide if they are officially a marshal or if they will be let go with some feedback and told that they can retest after another 3 months to a year.
6. If Fail, the tester can request to take the test an additional time but will typically be asked to wait three months before testing again
 - a. Multiple failed tests may result in a longer waiting period
7. All tests will be kept for record purposes irrelevant of a pass or fail on the test
8. If you are interested in testing to become a General Rules Marshal please email rules@refugelarsaltlake.com or reach out to a member of the Rules Team
 - a. Please note that all testing requires a green light from the Owner/General Manager and the Head of Rules, and is typically given consideration by the Rules Team.
 - b. If selected the Rules Team will reach out to you and organize a time to meet (before an event or at mutual convenience) for the General Marshal Test.

Rogue Marshal Test:

1. The Rogue Marshal Test is 20 written (may be partially verbal) questions and a skill test proctored by an approved Rules Marshal or Rules Team Member
 - a. The questions come from a test bank prepared by the Rules Team
2. This test focuses on the Refuge Code of Conduct (Including the page 7 code of conduct and the core values), Relevant Local Policy (and laws), Trap Rules, and Marshal Notes

3. You are given 30 minutes for the written portion of the test, then as long as necessary for determination in the skill section of the test. The Proctor may walk you through your answers after completion but cannot make a Pass/Fail determination
4. A Pass is determined through a conversation between the Owner and/or General Manager and the Proctor or a briefed head of rules
5. If Pass, The proctor will notify you and discuss the responsibilities of a Rogue Marshal. If the Tester still desires to become a Rogue Marshal, they are formally recognized and given access to relevant Rules Materials and group chats.
6. If Fail, The proctor will notify you and may explain why such a determination was made. The tester can request to retest but will typically be encouraged to wait 3 months before retesting.
 - a. Multiple failed tests may result in a longer waiting period
7. All tests (and relevant writings) will be kept for record purposes irrelevant of a pass or fail.
8. If you are interested in testing to become a Rogue Marshal please email rules@refugelarpstl.com or reach out to a member of the Rules Team
 - a. Please note that all Rogue Marshal testing requires a green light from the Owner/General Manager, the Head of Rules, the Accountability Team and is typically given consideration by the Rules Team.
 - b. If selected the Rules Team will reach out to you and organize a time to meet (before an event or at mutual convenience) for the Rogue Marshal Test.

Ritual Marshal Test:

1. The Ritual Marshal Test is 20 written (may be partially verbal) questions and a brief skill test involving the mock casting of a ritual.
 - a. The questions will be pulled from a cycling test bank prepared by the Rules Team
 - b. Bonus points are available for some questions based on the quality of the response
2. This Test focuses on Formal Magic Casting, Ritual spells and Interplay, and High Magic
3. You are given an hour to complete the written test and as long as necessary for determination in the skill section of the test. The proctor may walk you through your answers after completion and is required to notify you of a Pass/Fail
4. A Pass is determined by a score of 80% or greater.
5. If Pass, the Proctor will discuss with you what it means to be and the responsibilities of a ritual marshal. If the tester still desires to become a Ritual Marshal they are given access to the appropriate materials and authority in addition to any relevant group chats.
6. If Fail, the tester can request to take the test an additional time but will typically be asked to wait three months before testing again
 - a. Multiple failed tests may result in a longer waiting period
7. If you are interested in testing to become a Ritual Marshal please email rules@refugelarpstl.com or reach out to a member of the Rules Team

- a. Please note that all testing requires a green light from the Owner/General Manager and the Head of Rules, and is typically given consideration by the Rules Team.
- b. If selected the Rules Team will reach out to you and organize a time to meet (before an event or at mutual convenience) for the Ritual Marshal Test.

To join the Rules Team:

1. Rules Team Members are nominated by Members of the Rules Team or the Owner/General Manager
2. Nominations come from expressed interest, dedication to the game, and deep rules knowledge
 - a. Rules Team Members are expected to have an understanding of Rogue, Ritual, General, Edge case, LCS, Character creation, RRC rulings, and to develop knowledge of the Refuge Database's uses for Character Developments and Magic Item Tags Building
3. After being nominated, the Rules Team discusses the nominee with inclusions from other staff.
4. If approved the rules team will reach out to the individual and ask to organize a time for a short conversation about the rules team and the responsibilities of being a member of the Rules Team.
5. The person is then invited to join the Rules Team and will be added to relevant chats and given all rules resources

RSLC Rules Structure

The Refuge Salt Lake City Rules will consist of the Rules Team led by the Head of Rules and the Marshals, organized with three qualifications– General, Rogue, and Ritual. Members of the Rules Marshals must test for the appropriate qualification as outlined in the Testing Policy. Members of the Rules Team will be selected according to the “to join the Rules Team section.”

Rules Expectations

1. General/Rogue/Ritual Marshals: Only at RSLC events will Marshals be expected to actively act as a marshal: clarifying rules, marshaling appropriate acts, and evaluating weapon safety. Between games, marshals are not expected to but are highly encouraged to review the forums and actively support players in character creation, clarification, and overall actively promoting understanding for our community.
 - a. Marshals are expected to retest at least every 2 years or after any significant rules update
 - b. Marshals are also expected to stay reasonably up to date on any playtest information, RRC rulings, and other significant rules additions between games.
2. Rules Team: The RSLC Rules Team is expected to engage in activities both at games and outside of the game. The Rules Team is expected to respond to emails, review or write LCS rules errata, and anything else deemed as appropriate by the Head of Rules. The Rules Team Members are expected to stay up to date on all Refuge Rules errata. Rules Team Members are expected to settle conflicting rulings by marshals.
 - a. Rules Team are expected to retest at least every 2 years or after any significant rules update

Rulings (or Significant clarifications):

- Overkill:
 - If multiple skills or abilities are used in quick succession before the target has time to respond, they are always used as soon as called. This means that if a defense is called that causes the rest of the attacks to miss or the target goes down meaning the attacks were used while the target was bleeding out, then the attacks are still used and after the initial attack can be meditated back if appropriate.

- Window to call defenses:
 - An individual has 2 seconds to make use of defense after an appropriate trigger but exceptions can be made in circumstances when many abilities are used at once and a global or local pause is necessary to resolve them all.

- Disputes:
 - When a player is negatively impacted in a significant way during and because of a playtest, or by use of LCS and nonstandard rules. The player can make a formal dispute by sending an email to the Rules Team at rules@refugelarpsaltlake.com. If the response there is dissatisfactory to the player then they can appeal to the Refuge Accountability Committee.