

The Gamers' Emporium Dungeon & Dragons Organised Play GM Policy

In order to ensure that everyone who wants to get an opportunity to run Organised Play (Encounters & Expeditions) games here at the Emporium, we've come up with the following policy.

The reason for this policy is that, as well as running games, GMs are also representing the Store by running Organised Play events on our behalf.

1. GMs must have a working knowledge of the D&D 5th Edition rules as covered by the Basic D&D rules available from <http://dndadventurersleague.org>. We would suggest that aspiring GMs participate in a few games as a player with an experienced GM before trying their hand at running a game.
2. A GM must have read and understood both the Basic Rules and Adventurers' League Players Guide, and be aware of the requirements and restrictions that Organised Play places on character creation, number of players etc.
3. A GM must be able to commit to regular attendance (at least 4 weeks in a row) for the sessions they sign up to run. We would expect a GM to arrive 15 minutes prior to a session starting in order that sessions can start promptly for players. (Current session start times are Encounters 19:00, Expeditions 11:00)
4. GMs are expected to comply with and actively enforce the store's family friendly ethos. They should ensure that their players keep the language and themes family-friendly and PG rated. People who are unable or unwilling to do this will be permanently excluded from GMing Organised Play events.
5. Access to Adventure Materials. Links to pdfs of the adventures will be provided by the Store Owner, via the co-ordinating GM (Alison Warren). A GM agrees not to disseminate, distribute or sell this material in any way and anyone found breaching this policy will be permanently excluded from GMing Organised Play events.
6. If there are more GMs available than player-groups (7 players max. per group), then a rota system will be operated. GMs will each get to run one Organised Play adventure and when they finish, the next GM in the queue will get the opportunity to run the next available session. Sessions will include both Encounters and Expeditions, but a waiting GM is only obliged to accept a session which they are able to attend. The waiting-list will be maintained on the Facebook Group.
7. Non-Encounters/Expeditions Adventurers League sessions. GMs are free to organise their own game sessions on days when Encounters/Expeditions aren't running. Provided that they comply with the restrictions of AL Organised Play and points 1-5 of this policy then these sessions will be reported to Wizards of the Coast as AL sessions by store staff.
8. DCI Numbers. GMs are required to ensure that all players playing in AL sessions (Organised Play, or otherwise) have a DCI number, and that these numbers are reported to store staff by the end of the session. Players without a DCI number should be directed to store staff to have a DCI number issued free of charge.