



PLAYER GUIDE

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INTRODUCTION

Hello players! Welcome to the second tournament of the QuiddichUK 2019/2020 season! It's shaping up to be an exciting year, and we're excited to kick things off with the 2019 Northern Cup. This player guide should tell you everything you need to know to have the best possible tournament.

What is Northern?

Northern, along with Southern, forms the regional aspect of the QuidditchUK season. The results filter into many other aspects of the season, you can find out more about that in the Gameplay section. Crucially, at this tournament teams have the opportunity to qualify for the British Quidditch Cup, and European Qualifying Tournament. Northern is host to a wide variety of teams from Leicester northwards. We look forward to seeing you all there!

The Committee & Volunteers

Whilst QuidditchUK officially run the event, it'd be nothing without our fantastic volunteers who bring the event together. Volunteers (who are not committee members) will be wearing light blue 'Tournament Staff' hoodies, so make sure you say hi to them and let them know if you need help with anything! Tournament Committee will be in red tournament committee high-vis.

As well as volunteers there is the committee, through the weekend they will be on site to answer your questions. Never seen them personally?! Many will also be spending the majority of their time in the Main Base / Ops Tent.



Tournament Director

Fran Morris

Current team: Oxford Mammoths

Years playing: 4

Assistant Tournament Directors



Declan Ramsay

Current team: LQC

Years playing: 2



Emma 'Jandels' Humphrey

Current team: Werewolves of London

Years playing: 4.5

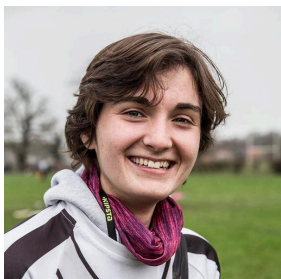


Matthew Fenton

Current team: Olympians QC

Years playing: 4.5

Scheduling Coordinator



Alix Marie d'Avigneau

Current team: Cambridge

Years playing: 7

Gameplay Officers



**Gabri
Hall-Rapanotti**

Current team:
Velociraptors

Years playing: 4



Claire Purslow

Years playing: 3

Media Officers



Caitlin Riley

Years playing: 2

Not at Northern?

Not to worry. We'll be live-updating scores using **quidditch.me**. Visit <http://quidditch.me/live.html> to keep up-to-date with all the goings on at Northern Cup 2019.

TOURNAMENT VENUE

This year Northern Cup is being held at **Sheffield Hallam University Sports Park; Bawtry Road; Sheffield; S9 1UA**. Find it on Google Maps <https://goo.gl/maps/H8GTadHrZHt>.



This venue boasts a great range of facilities such as: six pitches for our use, including two artificial 3G pitches, floodlights, changing rooms, indoor toilets, and a cafeteria.

PLEASE NOTE that unfortunately no dogs (other than assistance dogs) will be allowed in the venue. Those who bring non-assistance dogs on site will be asked to leave immediately.

Getting here

By rail

The nearest train station is Meadowhall Interchange, which is approximately a 30 minute walk from the venue. The nearest mainline station is Sheffield. Taxis are available from Sheffield station.

The nearest tram stop is Meadowhall South - Tinsley, served by Yellow Route (between Sheffield and Meadowhall) and TT Route trams (between Sheffield and Rotherham). It is possible to get a tram from Sheffield station to Meadowhall South using a Yellow Route tram.

By bus / coach

Sheffield Hallam Sports Park is served by several bus routes. However, they generally do not start early enough in the day to arrive on time, so please use alternative modes of transport if you wish to arrive by the first game.

If you are taking a taxi:

City Taxis: 0114 239 3939

Union Taxis: 0114 246 5577

S1/Apollo Taxis: 0114 278 8877

Express Taxis: 0114 243 0430

Uber are also available.

Parking

There will be parking available at the venue, with around 80 car spaces. If you are travelling in a coach or minibus, please be advised that you should park in the first car park as you enter the venue (the 'bottom car park') and please heed the sign that says "no coaches beyond this point" after this car park.

If space runs out in this car park, feel free to park on local streets as well. Street parking in the area is often used as overflow parking for visitors to the venue.

Please be aware of potential weather warnings and flooding and always check before you travel for any road closures or delays.

Pitches and buildings

We have six pitches available this weekend. Matches will be played on all six pitches at points throughout the day. They will be numbered from 1 to 6 according to the layout illustrated below.

All pitches will be clearly marked and pointed out to players and volunteers at the beginning of the weekend. Pitches 3 and 4 are the 3G pitches.



Contingency plans

Please be aware, recent weather conditions may affect the quality of the pitches so matches may be moved around. This will be publicised as much and as soon as possible but captains please take responsibility for making sure your team all know where and when to turn up for matches.

Bathroom/Changing Facilities

The venue have kindly agreed for us to be able to use six changing rooms for this tournament, plus an extra 'officials' changing room. Please be advised that these will be kept open throughout the weekend, from 8am until 6pm when they will be locked. Two of the changing rooms will also be used for overnight equipment storage.

Each changing room is equipped with toilets, sinks, and showers, plus space for storage of kit. Lockers are also available to store valuable items. Please speak to reception to organise getting a tokens to use them.

Extra toilets are available in the reception area and upstairs near the cafe/bar. Please note that **players may not wear muddy boots inside the reception and upstairs**. If you do not wish to remove your boots and muddier layers, please enter the changing rooms only via the side entrance, adjacent to pitches 1 and 2.

Changing room allocations are detailed below.

Changing Room 1	Changing Room 2	Changing Room 3
Stirling Dumyat Dragons	Sheffield Squids	Bangor Broken Broomsticks
Velociraptors	Sheffield Steelfins	Chester Centurions
Megalodons	Holyrood Hippogriffs 1sts	Manchester Minotaurs
	Holyrood Hippogriffs 2nds	

Changing Room 4	Changing Room 5	Changing Room 6
Leeds Griffins	St Andrews Snidgets	Nottingham Nightmares
Liverpuddly Cannons	York Horntails	Leicester Thestrals
Loughborough Longshots	Olympians	Durhamstrang
		Glasgow Grim Reapers

There will also be a **separate changing room for non-playing volunteers**.

Food and Drink

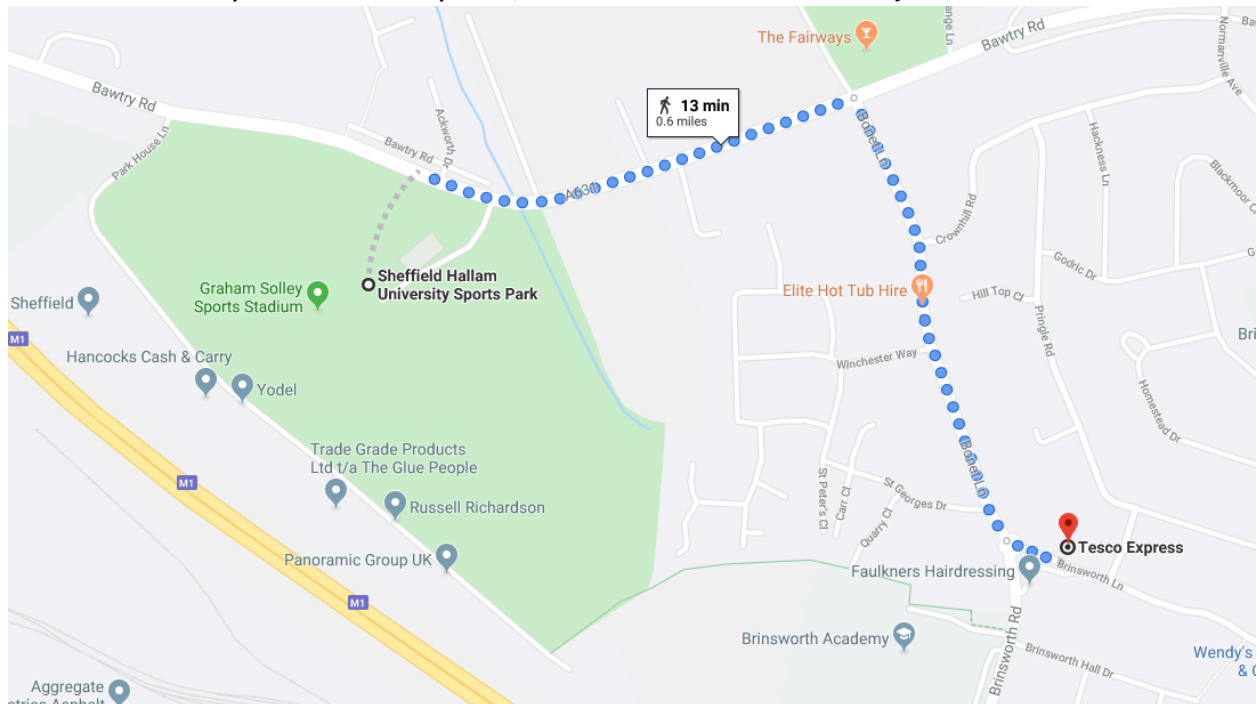
We recommend bringing snacks with you to the venue to ensure that you've always got something on hand, however, please ensure you dispose of packaging respectfully.

Food and drink will be available on site at the cafe inside the Graham Solley Pavilion well as through our external caterer, Steve Bromley, who returns to work with us after enjoying BQC so much last season. Volunteer food vouchers may be used with our external caterer but not in the onsite cafe inside the building.

Volunteers may also help themselves to hot drinks (tea and coffee will be provided) at the ops tent if they bring a reusable mug.

Nearby Shops

The nearest shop is a Tesco Express, less than 15 minutes away on foot.



Meadowhall is a 30 minute walk away and has lots of shops and restaurants.

Alcohol and illegal substances will not be tolerated in the venue. Possession of such items may result in match or tournament suspension.

PLEASE NOTE in the case of fire or similar emergency, all personnel will evacuate to the car park. Captains please account for your teams and wait for further instructions.

WEEKEND LOGISTICS

Logistics are important for the tournament to run smoothly so please make sure to read all sections that apply to you and refer to this page.

Timings

All timings are best estimates and games may overrun. Please be prepared for this. The tournament committee will endeavour to keep

PLEASE NOTE

Lateness as a result of misunderstanding times or travel issues will be treated as any other lateness would, up to and including forfeiting games.

Bringing ID

All participating players must bring valid identification with them. This can be a provisional or full driving licence, a university photo-card, or passport. All teams may be subject to random ID spot-checks throughout the weekend, and most importantly three random members of every team will have their IDs checked on Saturday morning. Failure to present an ID upon EMT or committee request may lead to a player being unable to compete.

Team Registration and Captains' Meeting (Day One)

The Captains' Meeting will be held at 8:20. Captains, or another appointed team representative, should meet at the ops tent promptly at this time.

This will give the tournament committee an opportunity to brief the captains about any particular tournament rulings that should be passed on to their teams and to distribute team packs. After the meeting, captains will inform the tournament committee as to which players are present. Any late arrivals will be required to sign in as they arrive. The tournament committee will also select three random members of each team's roster and ask them to report, with their ID, to the Ops tent before playing their first match.

First Aid Meeting

This will be held by Epione at 8:30, and will be held near the First Aid gazebo. Anyone who is first-aiding at the tournament **must** attend the First Aid Meeting, where you will be briefed on specific procedures for checking injuries and reporting to Epione.

Referee Meeting

Everyone who has volunteered to referee or snitch at the tournament must attend this meeting. This will be held by Eamonn, our Gameplay Director, as well as our Gameplay officers at 8:40.

Snitch Meeting

The Snitch Meeting will follow directly after the Referee meeting. This will be held by Kieran Newton, QuidditchUK's Snitch Development Coordinator.

Team Registration (Day Two)

On Sunday, captains should bring a list of all players on their roster confirming their attendance and informing the committee of any dropouts due to injury. No further sign-in is needed for the second day.

Announcements may well be made throughout the day on the QuidditchUK Facebook page and Northern event page. Please can all captains be sure to check the pages regularly. Announcements for the Day 2 schedule will be made by 23:00.

TOURNAMENT SCHEDULE

Day One

The full schedule, complete with volunteers, can be found [here](#).

Time	
8:20	Captains Meeting / Team Registration followed by random player ID checks
8:30	First Aider Meeting
8:40	Referee Meeting
	Snitch Meeting (directly after referee meeting)
9:00	First Matches Begin (group stages)
9:55	Second Matches Begin (group stages)
10:50	Third Matches Begin (group stages)
11:45	Fourth Matches Begin (group stages)
12:40	Fifth Matches Begin (group stages)
13:35	Sixth Matches Begin (group stages)
14:30	Break (30 mins)
15:00	Seventh Matches Begin (ranking bracket stage)
15:55	Eighth Matches Begin (ranking bracket stage)
16:50	Ninth Matches Begin (ranking bracket stage)
17:45	Pack up Packing up is a big job and any help from players and supporters will be greatly appreciated.

Day Two

The full Day Two schedule will be released via the Northern event page after Day 1.

Time	
8:30	Day 2 Team Registration and Captains Meeting
9:00	First Matches Begin (ranking bracket stage)
9:55	Break (30 mins)
10:25	Second Matches Begin (ranking bracket stage)
11:20	Break (30 mins)
11:50	Third Matches Begin (ranking bracket stage)
12:45	Fourth Matches Begin (play-in bracket stage)
13:40	Fifth Matches Begin (play-in bracket stage)
14:35	Break (30 mins)
15:05	Sixth Matches Begin (play-in bracket stage)
16:00	3rd-place playoff
16:55	Final
	Pack up Packing up is a big job and any help from players and supporters will be greatly appreciated.

PLEASE NOTE that failing to sign in or arrive on time may result in player or team penalties dependent on the situation. If the captain and an eligible starting six are not present at the match start time then you will forfeit the match unless cleared by a committee member.

GAMEPLAY

Tournament Structure

Group Stage (Stage 1)

The first stage of the tournament will be a round-robin group stage. The results of this stage will result in each team in the group being ranked within the group according to the QUK tiebreakers. For the 20 team format with 5 groups, this means there would be 5 first-placed teams, 5 second-placed teams, and so on.

The groups are listed below.



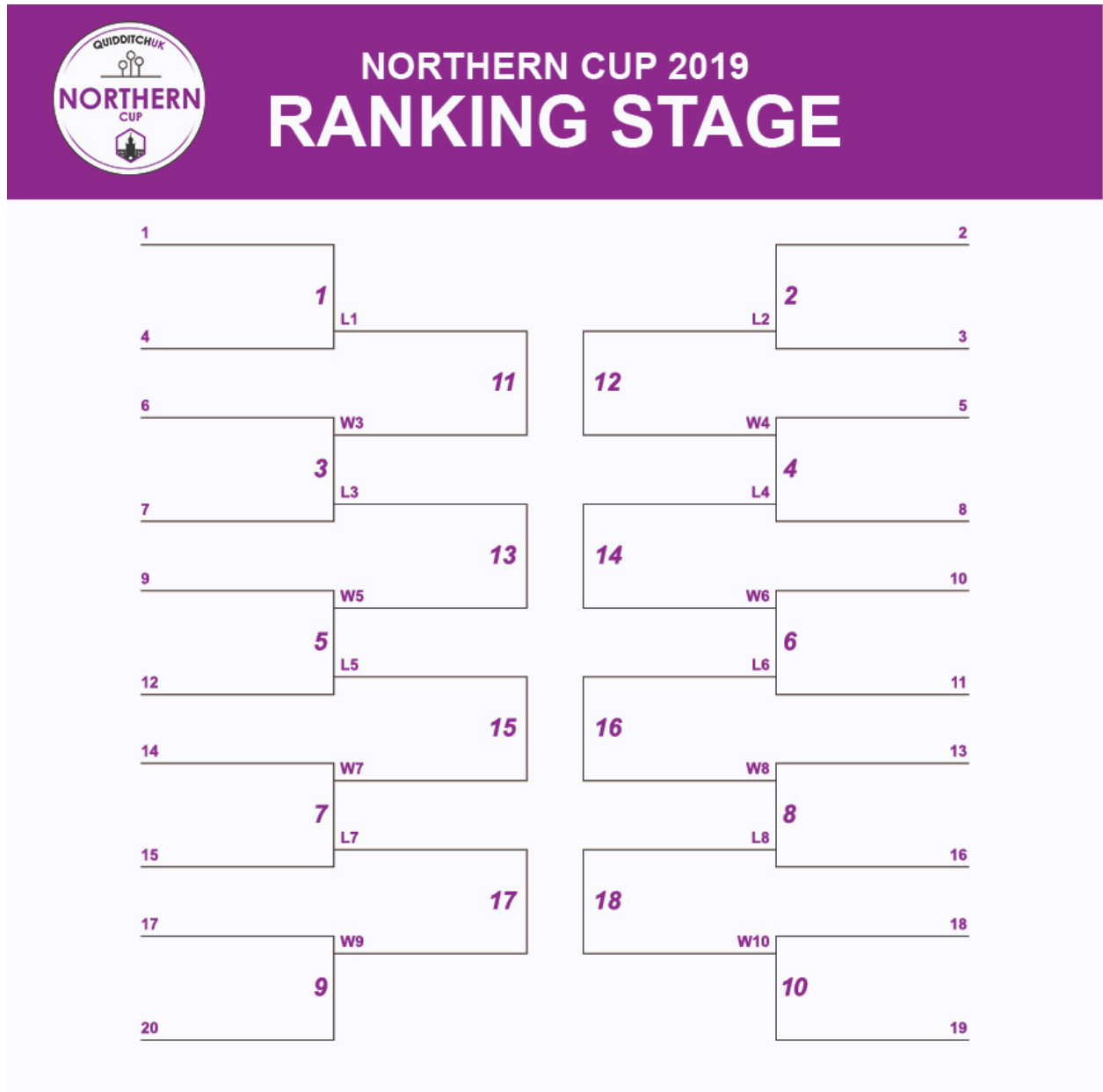
NORTHERN CUP 2019 FINAL GROUP DRAW



GROUP A	GROUP B	GROUP C	GROUP D	GROUP E
Megalodons	Holyrood Hippogriffs Firsts	Velociraptors	Liverpuddly Cannons	Glasgow Grim Reapers
Leicester Thestrals	Durhamstrang	Holyrood Hippogriffs Seconds	Sheffield Squids	Chester Centurions
Nottingham Nightmares	Olympians	York Horntails	St Andrews Snidgets	Leeds Griffins
Manchester Minotaurs	Stirling Dumyat Dragons	Sheffield Steelfins	Bangor Broken Broomsticks	Loughborough Longshots

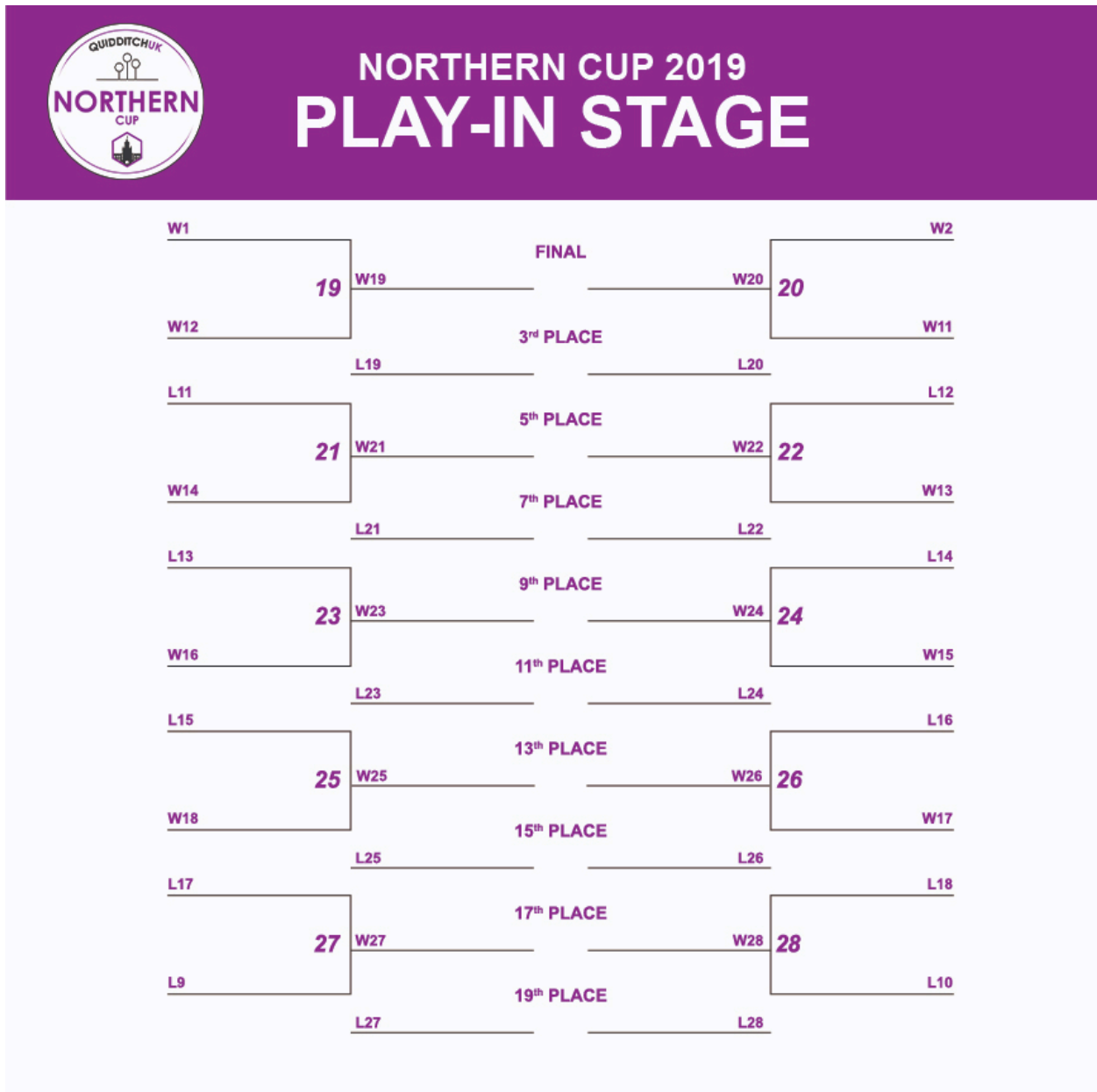
Ranking Bracket Stage (Stage 2)

Following the group stage, we will enter the first section of the bracket stage. After the group games, teams will be ranked from 1-20 based on the QuidditchUK inter-group ranking criteria. In this section of the structure, the top 4 ranked teams will play each other (1v4 and 2v3), then 5th to 8th-ranked teams will play each other, etc. This round allows teams to move up and down the rankings to establish their position for the next 'play-in bracket' stage.



Play-in Bracket Stage (Stage 3)

Finally, teams will play 2 more games to determine their final position in the tournament - effectively a 'semi-final' and a 'final' and 'consolation' match for each group of four rankings (1-4, 5-8, etc.)."



Quidditch UK tiebreaker criteria can be found here:

<https://www.quidditchuk.org/about/our-policies/quidditchuk-ranking-criteria/>

EQC and BQC qualification

The 2nd- to 7th-ranked teams at Northern Cup 2019 (as per [this policy](#)) will qualify for the European Qualifying Tournament in February, where teams will have the opportunity to compete for one of the UK spots at the European Quidditch Cup, Division 1 or 2, in summer.

The top 15 teams at Northern will also qualify for the British Quidditch Cup in April. This is calculated according to [this allocation](#). Note that this could still change subject to dropouts.

Rules, Regulations, and Equipment

Rules

Full Quidditch UK information for refereeing can be found [here](#). The current IQA Rulebook can be found at this [link](#).

Equipment

All teams in attendance will be subject to equipment checks at the beginning of their first games, and at any other point during the day where a HR deems a pre-game equipment check appropriate. Any equipment which has the potential to violate tournament policy should be confirmed for use with a Head Referee before playing any games. If equipment is not deemed legal by the referee team before the game begins then a card for use of illegal equipment may be given by the HR at their discretion.

Please note that at this tournament, boots/studs/cleats are required. Spikes are not permitted, but either moulded plastic OR metal studs are acceptable on ALL pitches - including the 3G.

Teams are allowed, but not required, to supply their own brooms, as long as they are confirmed as legal equipment with the Head Referee before a game. Teams are, however, expected to provide their own headbands.

Important changes this season:

Mouthguards: mouthguards now form part of the mandatory equipment list for all players in line with changes to the International Quidditch Association's updated rule book linked above. You will not be allowed on pitch without one but there are no restrictions around colour or style.

Jersey Numbers: for this season individual player must have a unique integer on their jersey between 0 and 99. Full QUK policy on jerseys can be found [here](#).

Ref respect

QuidditchUK highly prioritise offenses which concern referee disrespect, and as of the 2018-19 season have introduced a policy: two separate yellow card offenses for referee disrespect will result in a match ban, and a third will result in a tournament ban. Pitch managers will be reporting any cards for this reason to the tournament committee. Please respect the referees, and their decision, at all times.

Any team which refuses to play under a certain set of referees or asks for referees to be changed will automatically forfeit their game. If a team says to the referee in question that they will not play under them then this is also cause for forfeiting the game. This forfeit can be overruled by a member of the tournament committee. Unless playing would be dangerous, teams must play under the referees provided. Any concerns can be brought up with tournament committee after the game is over.

Forfeits

Should any team be forced to forfeit (barring exceptional circumstances) they will henceforth forfeit all remaining games with the opposing team being given a 120*-0 victory (for ranking purposes only) in group play and with the opposing teams being granted a bye in bracket play.

Snitch handicaps

Snitch handicaps will be the same as in previous seasons

- 18min (0min): the snitch runner is required to remain between the keeper zone lines.
- 23min (5min): the snitch runner is required to remain within roughly 1.5 yards of the midline of the field.
- 28min (5min): the snitch runner is required to use only one arm.
- 33min (5min): the snitch runner is required to remain within roughly 1.5 meters (1.5 yards) of the ball position farthest from the scorekeeper

QuidditchUK Policies

QuidditchUK's disciplinary and suspensions policy is detailed at:

<https://www.quidditchuk.org/about/our-policies/quidditchuk-event-discipline-and-suspensions-policy/>

Other policies that players and captains should be aware of include:

<https://www.quidditchuk.org/about/our-policies/quidditchuk-team-match-fixing-policy/>

VOLUNTEERS

QuidditchUK tournaments would never be able to happen without the phenomenal volunteers we receive. We greatly appreciate all the help we receive throughout the event. As such, perks for volunteers have been arranged - please see below for details.

General Volunteer Guidance

Our full volunteer guide can be found [here](#)

- Make sure you attend any relevant meetings on Saturday morning. If you cannot attend for some reason, please go to the Ops tent as soon as you are available and speak to a committee member.
- If you have questions, please do speak up. The committee are all happy to help. Their role is to make the tournament go smoothly, so work with them to make your lives easier.
- Please always arrive at the pitch 10 minutes before a match starts, if this will not be possible please pre-warn the pitch manager or a committee member if you are a pitch manager.
- If you are a float volunteer, then you should be ready to step in to any game as needed. Please report to the Ops tent at the start of the slot so we know where you are.
- If you're just free for a slot and want to help out, then please head over the Ops tent and we'll let you know where to go.
- Keep track of your schedule and carry it with you.
- If you are a pitch manager / general volunteer (i.e. not a ref / first aider / snitch) please collect a blue 'Tournament Staff' hoodie a little before you begin your shift and return it after.
- If you are volunteering, then please feel free to help yourself to tea and coffee in the Ops Tent - bring a reusable travel mug if possible so that we can avoid waste as much as possible.
- If you are volunteering as a non-qualified referee, eg. timekeeper, please read the unqualified volunteers code of conduct found at each pitch, before your slot.

Qualified referees

- Please attend the referee briefing at 8:40.
- Bring a shirt / coat / jumper of a different color (preferably black and white striped) to referee in.
- Head Referees are expected to bring their own whistle and referee cards (and arm bands to write scores on, if you prefer to use this), and snitch referees are

expected to provide a whistle. It may be useful to name/indicate that these are yours as they can be easily lost.

- All officials are expected to have re-read the rulebook and QuidditchUK's amendments recently before the tournament.
- If you are a float referee, then you should be ready to step in to any game as needed. Please report to the Ops tent at the start of the slot so we know where you are.
- Please note if a Float HR is ARing a game already, but a HR drops out in another game, the Float HR will take over as HR, and then a spare AR will take over their original ARing role.

Snitches

- Please attend the snitch meeting and the referee meeting. The referee meeting will start at 8:40 and the snitch meeting will follow directly afterwards.
- Please bring your own snitch shorts, socks and shirt. Snitches will be expected to have a yellow or gold top.
- Be at the pitch when the game starts - and not just before seekers go on!

Pitch Managers

- All pitch managers should attend the pitch manager briefing at 8:30 on Saturday. Here you will be given your pitch manager pack. This will include everything you should need for your pitch to run smoothly, including spare equipment for referees and snitches, pens and score sheets, and a checklist of everything that needs to happen before, during, and after a game.
- All referees and snitches have been notified to check-in with the pitch manager at the beginning of the game.
- If you have problems, please use the radio to notify an available committee member (please refer to the Radio Procedures document you will be given when you have your meeting). It is important that if you are struggling to sort a problem (for example, a volunteer drop out or lost equipment) that you let the committee members know as soon as possible so that we can try to stick to the schedule.

First Aiders

- Please attend the first aid meeting with Epione by the first aid tent at 8:30 on Saturday morning.
- Leave the first aid bags with the pitch manager on the pitch you are on.
- If you are a first-aider who must leave at a certain time (e.g. to warm up for an upcoming game), please inform your pitch manager of this before the game. This way if the game runs a long time and you need to leave before the end, your pitch manager can arrange for a first-aider whose game has already finished to come and take over for you.

PACKING LIST

It's important to make sure you are bringing the right items to Northern to help with this we have arranged a helpful list, check it out below!

Player kit

Boots for playing in (*with appropriate studs*)
Player headbands
Trainers
Mouthguard (*mandatory this season*)
Goggles (*If you want to play with glasses*)
Sports braces/guards/supports
Spare change of clothes
Extra, warm layers
Hair ties
Waterproof layers
Warm layers (lots of thin layers are better than one thick layer)

Volunteer

Reusable travel mug (for free tea and coffee if volunteering!)
Rulebook (for referees)
Distinctive Jersey, Ideally Black & White (for referees)
Whistle (for HR and SRs)
Red, Yellow & Blue Cards (HRs)
Coin for calling sides (HRs)
Snitch shorts, tail & shirt (Snitch)

Overnight things

Toiletries
Sleeping bag (*if necessary*)
Clothes to wear while not playing
Chargers for electronic equipment

Food/ Drink

Water Bottle
Snacks
Lunch if you are not buying food

Miscellaneous

Personal identification (*needed to register at the beginning of the tournament*)
Money for merch & food
Bin liners/ tarpaulin (*to protect items from rain*)
Personal medical supplies (*including any regular medication you require*)
Personal FirstAid supplies (*foil blankets are recommended*)
Sunscreen
Schedules
Player guide
Warm-up/practice equipment
Blankets
Umbrella
Camera
Hand sanitizer
Phone

HELP SHEET

As with any tournament, things can go wrong, here's a handy guide to help you work out what to do in those situations.

I'm running late / am lost getting to the venue.

You're first call should be to your captain to let them know what is happening. They will then instruct you from there. If you ARE a captain and you are lost on your way to the Saturday morning session, send an email to northerncup@quidditchuk.org including your phone number and we will be in touch as soon as we can.

I've forgotten when/where I am meant to be refereeing/snitching/other.

Firstly, you should check your email account or the facebook event for the schedule, but failing that, we will be keeping a record of when and where people need to be in the Ops Tent.

I've seen someone behaving inappropriately.

If you are concerned about any inappropriate behavior on the pitch, it is up the referee or the pitch manager to handle it. If the issue is off the pitch, please report it immediately at the Ops Tent.

I didn't like....

If you have an issue with an official's behaviour or how you're being treated as a volunteer, please speak up whilst at the tournament and speak to a member of the tournament committee, otherwise email: northerncup@quidditchuk.org. You can find tournament committee members at the Ops base, and we'll be wearing red hi-vis.

I am ill/injured and need help between matches.

If this happens, please report to the Ops Tent and we will work out whether to refer you to Epione.

I have found someone's...

If you find something left that you don't know who it belongs to (or even if you do know who it belongs to but don't know where they are) please bring it to the Ops Tent where we can make a note of it.

I have lost my...

With any luck someone will have read the above and already handed it in! Therefore please come to the Ops Tent to check, if it is not there, there should be a form you can fill in describing the item and leaving a contact number so we can let you know when it is found.

Anything else....

If you have any other concerns and cannot find the information in here, please see a pitch manager or general volunteer. If they cannot help, then please come see someone in the Ops Tent where we will endeavor to solve your problem.

THANK YOU

On behalf of QuidditchUK and the Northern Cup 2019 Committee, we would like to thank all the players who are participating in Northern Cup this year.

Of course, there wouldn't be a Northern Cup for players to attend if not for the sterling work of all the volunteers so we would like to take this chance to let know how much we appreciate your efforts. A tournament of this scale would never have been possible without all your hard work - especially the non-playing officials, snitches, and pitch managers who are absolutely crucial in allowing the tournament to run.

In particular, we'd love to thank EMT - without the help, guidance, and equipment transportation of Gen Tyrrell, Matt Bateman, and Josh Fogg, this tournament would have been much more difficult to run. Special shout-outs also go to Dan Holmes, Em Stephens, Sam Instone, and Peter Stace, who have also taken time to contribute to logistics, media, and scheduling in order to make this tournament happen.

A huge thanks must also go out the staff of our venue as well, and to Sheffield Hallam University for giving us a venue so great that we've returned for a third time!