
BURNING CASTLE TEAM DOCUMENT

How to use this document:

1. Check if your name is already on the team you wanted when signing up, if not add it
2. After adding your name to a team please go to the [#team-selection](#) channel on [Discord](#)
3. Check what activity is going on, then post a hello or ask about what there is to do

Team leads will have an understanding of what needs to be done and help direct their groups and they will also be given priority on low income ticket requests. Not every team has its own lead position, but worry not, you can still request a low income ticket either way, and we will honor people who put in a lot of work!

Some teams will be more active than others, and some will do a lot of planning in Discord while others will prefer doing their organization during meetings. You can remove yourself from a team if things have somehow changed- feel free to edit this document

Small tips:

- ★ **Try to join the team which feels the least like work to you- this should be fun**
- ★ If you don't know what to do, help your lead by organizing availabilities of your teammates for a meeting - this can be the hardest part of being a lead
- ★ **We advise that you try not to stretch yourself too thin and join more than two teams**
- ★ If you notice the team you're in has a lot of people, check and see if your skills are useful elsewhere
- ★ **We will not tell you how much to contribute nor chase you if you don't help, but this is a collaborative project and we can only achieve it together**

You will find a more detailed description of the teams, what tasks they are in charge of, and what skillset they are looking for here: [MI Event Structure](#)(this is only 80% done but we are working on it!)

scenography

BC 2025 Teams

Team & Size	Practical Responsibilities	Details	Team	Lead
Event Committee (3 people)	Manage the event and be responsible for teams doing their job/having the resources they need	- Creative Director - Logistics Director (=Logistics Lead) - Finance Director (=Finance Lead)	Carnelian Alex, Fox Lu, Ben	
Build Team (3 people) - event critical	Coordinating arrival of deco and volunteers	- Must arrive two days early. - Can be divided into onsite and pre build lead - Works closely with Transport, Strike and Deco	Zephyr, Marshano D, Teppich, Janek, Alex, Magnolia, Nemmie, Shuyao, Phil, Carla	Teppich
Strike Team (1-2 people) - event critical	Making sure we leave the castle clean and we have a team to pack up	- Required to be up early on Sunday to coordinate build - Works closely with Transport and Build	Spoon, Eren, Jo	
Transport Team (1-2 people) - event critical	Work closely with the build and strike teams to pick up and bring back any items that get taken to location	- Can be combined with either build or transport lead if one of the 3 positions can't be filled - Could potentially coordinate rental of a bus from Berlin	Julia (can drive)	
Logistics Team (5 people) - event critical	Communication, sending out emails to players. Having an overview	- Player Communication (email, discord), needs people for reviewing comms	Janek, Raymond V., Ben, Rianne, Carnelian	Alex

	of what tasks need to get done and helping find people to do them	- Working in spreadsheets, managing player data - Update Players Handbook for this event	(advisor), Geli, Julia, Nieve	
Outreach Team (3-4 people)	Helping make posts and gathering more players	- Instagram, tiktok & facebook. Maybe also visiting conventions/panels	Alkaaios, Carnelian, Raymond V.	Subset of the Logistics team
Schedule & Workshops (2 people)	Coordinate the schedule (would work closely with plot as well as gather workshops & plan meal times)	- Gather all possible in character workshops, help plan the opening workshop & team building activities - Create a form and ask people want to give workshops or if there will be a coordinated performance this event	Raymond V., Julia	Subset of the Logistics team
Onboarding Team (1-2 people)	Welcoming players who are joining us for the first time and helping them understand how to participate	Check ins, calibrating and helping. Helps if you have been to previous larps		Subset of the Logistics team
Deco Team (10 people) - <i>event critical</i>	Types of help needed - organization - crafting - ideas (picking up decorations could use a car too)	- Includes placement of structures and Layout of rooms with Creative lead - includes signage/navigation	Alkaaios, Alli, Sammy M, Rowan, Niels L, Shuyao Blanka	Carla + Mika (dark lord) for room sketches
Music Team (2-3 people)	Creating soundscapes for during play	- can include as sceneography well as live performances	Fox, Chris/Crow, Dani	Subset of Deco Team

		- includes organising speakers		
Lighting Team (1-2 people)	Planning and setting up cool lights	Set up the lighting and change it when the plot team asks	Carnelian, Daria	Subset of Deco Team
Plot Team (5 people) - event critical	Writing the event plot Balance character powers/magic, considering rituals, documenting mechanics	- Creating mechanics that will go on the character sheets and be taught in the workshop - Hosting a meeting every 2 weeks and helping organize the subgroups	Carnelian, Jye, Patsy, Sophia, Magnolia, Fox	Carnelian
Mechanics team (3-4 people)	Working with the plot team to make mechanics that complement our narrative	- This team is more active later in the production when plot has figured out somethings	Erik, Niki G, Chaos, Chris/Crow	Subset of the Plot team
Character Writing Team (10 people) - event critical	Organizing the character writing teams for each faction. Helps create the character survey.	- Working with plot team and showing up at the plot meetings to give information - Very active in the month leading up to the event	Leah, Marco, Celi, Chris/Crow, Bente A, Alice, Rianne, Fox +more	Jye (4 teams: Pirates, Wizards, Moss, Fae)
Character Editing (3-4 people)	Checking character sheets for grammar and lore flagging	- Relevant after the characters have been written - Requires prior knowledge of the Lore	Rianne, Raymond V., Celi	Subset of the Writing team
Onsite Logistics (1-2 people)	Make sure all the small things onsite work smoothly	- Coordinate the room division, any items that should be kept onsite (First Aid...), the Welcoming Station, and the Lost&Found	Geli, Alex, Daria	Subset of the Logistics Team

Welcoming Station Lead (2-3 people)	coordinating the name badges getting made and greeting people when they arrive with information	- Requires being early enough to man the welcome desk - Printing things and making badges ahead of time	Spoon, Leo	Subset of the Onsite Logistics Team
Food Team (2 people)	Create recipes for the castle catering to use, plan Build food	- Paying attention to food intolerances - Organizing groceries/cooking for Build food, possibly Strike	Karolina, Marco, Rowan, Jo	Marco
Discord/ Tech Team (1 person)	Handling our online platform and character writing app	- This role requires technical knowledge	Chaos	Chaos
Finance Team (3 people) - <i>event critical</i>	Finance team must figure out how much tickets costs	- Communicate with leads about their budgets - Follow up with players about payment - Arrange event insurance	Zephyr, Kate, Ben, Niki G	Lu
Community Care (3 people) - <i>event critical</i>	Ensuring Player wellbeing during the event, and leading up to it	- coordinating the off game space and angel shifts - designing a Community Care concept	Kate, Leah, Nemmie	Ele, Nate, Rianne
Fluffing (2 people)	Taking care of people at build and strike	- Organizing shifts for people who will prepare snacks and drinks for builders and strikers		Subset of Community Care

Afterglow Team	Coordinate the Evening after the end of Play	Coordinate the Firespace, Afterparty and Onsite Debrief/Decompression		Julia
Firespace Team (1-2 people)	Coordinating and bringing the fire space equipment as well as preparing the effigy performance	- If there is going to be people spinning fire, we need to coordinate equipment	Ele	Subset of the Afterglow Team
Afterparty Team (2-3 people)	Plan the party/fun part of the evening after play is over	- Work with the Food team about having snacks - Make sure there is music for the party space and speakers	Julia, Dani	Subset of the Afterglow Team
Decompression Team (1-2 People)	Coordinate decompressions onsite and after the event (can be separated into 2 teams/tasks)	- Onsite: figure out a small debrief either Saturday evening or Sunday - After the event: Requires figuring out a location, date and what we do to decompress (online can be an alternative)	Dani (host and coordinate offsite decomp), Nate (Debrief)	Subset of the Afterglow Team
Effigy (3 people)	Creating and building our effigy for the finale of the game	- Should coordinate with the fire space/Afterglow lead	Teppich, Spoon, Niki G	Niki G

Thank you for your collaboration! Can't wait to see what we build together

Is there something you could offer but we haven't thought of it yet?

Mention it below or on the Discord.

For example ('I'm really good at baking gluten free vegan, sugar free cheese cakes, can I be the cake lead?')

Or, I would love to create laser cut symbols for each of the factions to wear, can I be part of the fabrication team?)

If you think this event could use something cool that you can offer, that can be your gift to the burn. The first year we had someone play an electric guitar during the pirate mutiny- we want to help facilitate your collaborative art.

- Charion, contact juggling orb show- Could I maybe do a performance where I tell the whole history of the setting in pantomime ?

Are you interested in coming to build?

It means arriving two days before the event starts to help set up.

This does not cost extra but is also not compensated.

It involves arriving one or two days before to prepare the location.

There might be 10 to 20 people at build

Please write your name here and optionally which team you would be supporting:

- Carnelian- helping the build team and the deco team

