

LARPwest Boddington Site Development Plan

July 2022

Located at 139 Castle Rock Way, Bannister, the LARPwest site is intended to be developed primarily to allow it to be used for Live Action Role Play events.

This document outlines the plan for that development including how members may contribute to that development in the construction of facilities on site.

Management Plan:

The site is approved for up to 6 multiday events each year with up to 500 attendees.

It is the goal of LARPwest to develop the site to allow such events to be run easily and relatively cheaply on site.

Further it is intended that the site be developed also with consideration of the neighbouring properties so as to minimise the impact of events on their residents and functions. We are also keeping in mind working with the local community and seeking to engage with businesses and community groups locally in order to assist with the development of the site while mutually benefiting the community as a whole.

LARPwest is committed to developing the site to be increasingly accessible for people of all capabilities and sorts. We have a strong focus on healthy, accessible and safe communities and wish to ensure that all of our development projects keep this in mind where possible.

Projects:

Anything done to alter the appearance and/or nature of the site in an ongoing way is a project that will require approval. This can be as simple as a sign post that is sunk into the ground or as complex as a multi-room cabin or tavern.

We absolutely encourage as many projects to be completed on site as the more that we improve it the more it helps enrich the LARP experience for everyone. The purpose of the Boddington LARP Site Subcommittee is to assist in every way possible to get more done on site and we want to help all members interested in doing so to get projects completed.

Completing a Project: A Guideline

Completing a project can seem a daunting process. To assist with this we outline how to get a project you have in mind completed on site.

1. An Idea

All projects start with an idea. The more fully formed your idea the better it will be. Talk to others about it, talk to members of the build team, event organisers, friends who want to help, others who have projects. Refine your idea into something you feel is likely to be possible and which will suit the site, taking into account the needs of all users.

2. A Design

Any structure to be completed should follow Australian Standards. Start with rough designs and sketches but work on making these more complete. Obviously if your project is not a structure per se, but something else such as a mural, a tree planting, a landscaping or other similar projects, you will not need engineering certification, but for any other project, particular any that it is possible people will be able to be within or under in some way (buildings mostly, but some others), we will require engineering certification.

We have some contacts we can direct you to for that certification but the engineer will need quite well drawn plans as well as notes about technical aspects of the design such as materials, dimensions, footings, nature of fixings etc. Again, we will do all we can to help you in this part of the process.

Thought should be given to the Zone (section below) and Aesthetic (section below) of your design so that it suits the overall development intentions of the site.

3. Committee Submission

All development projects will require approval by the Boddington LARP Site Development Committee. Please complete the form at <https://forms.gle/hNDoJHLca6KAtJmw8> once you are ready. You can absolutely contact any of us before that point to ensure the submission is as complete as possible. We will review the submissions we get and work with the person/s submitting to make their submission able to be approved if there are any adjustments required. The application for approval should be relatively brief but contain all necessary information for the committee to make its decision.

At a minimum the files to be added should include a building plan (including diagrams of facings from all sides and floor plan), a materials list, and the location and orientation of your building on the Map, as found as a downloadable link on this page. Any communication with the developers of neighbouring structures providing approval (ideally any within 5m of your new construction) should be included as appropriate.

New private structures should be placed to be in cohesive alignment with pre-existing structures and in the area marked "available area" on the Map. Structures that are neighbouring existing ones are more likely to be approved. Gradually roads and alleys will form and be added to the map as they are defined through the construction of new structures. Consideration towards what future structures may be built should form part of the planning of any project.

Structures for communal use may be placed anywhere but again within the general guideline of town. In general it should be noted that no structures will be approved to be built under any of the trees on site.

4. Council Approval

Assume that all projects will require council approval before submission. If your project does not then we will let you know at the committee submission stage.

We have a good working relationship with the Boddington Council and they want this development to succeed. The best way to do that is to get everything done properly. This will make the Site Development much smoother and less anxiety driving.

We can provide the appropriate documentation and advice about making your submission to Council. Importantly the council planner has advised that it is more economical for multiple projects to be submitted concurrently as well as more efficient. As such we will try to team up people who are developing project applications to allow for group Council Approval of the plans.

Zones:

There are 4 general development zones on the LARP site.

1. Organiser area.
2. Facilities area
3. In Character Village
4. The field

Structures to be constructed in the organiser area include storage containers, mustering points, and accommodation units for organisers. This area is intended to be developed to make organising and managing events and the site more comfortable and easier. All projects developed in this area are to be available for all site approved events to utilise. These projects do not need to adhere to a specific aesthetic, though as much as possible should be developed so as not to stand out from the rest of the scenery and if they do should consider some attempt to disguise them to suit a LARP theme.

The Facilities area includes the water storage and ablutions block at the moment and other facilities for this area are those that will be used for necessary amenities such as showers, washing facilities, food preparation areas, out of character rest areas, etc. All projects in this area are to be communal in use. Similar to the organiser area projects do not need to have a full fantasy LARP aesthetic but some effort to prevent them standing out from their surroundings should be considered.

The In Character Village is to be constructed with a mind to providing facilities that will allow a vibrant and varied fantasy LARP in character settlement. The Tavern, Inn, Library, Noodle House and Blacksmith are already under construction here as well as some small residences. Structures built in the village will need to follow the aesthetic guidelines in appendix 2 and can include multiple options, including personal cabins built by members for their use, multi-use shop fronts, feature buildings like the clock tower, gathering buildings etc. These structures will usually be owned by the primary builder and use of them will be able to be negotiated with them. Some structures will be constructed by event organisers and will be deemed communal use. Some structures may attract a fee for use in order to assist with maintenance and upgrades.

The required aesthetic guideline can be found below.

The field is generally open but development of this area is intended to be undertaken so that there are points of interest that can be used by multiple events, to beautify the area and to simply improve the area for use as a setting for LARP. These projects must look a part of the in character world and should not be developed unless they can be made to fit that requirement except where they are necessary facilities for the function of site.

Development of the site must always take into account the dual use of the site as a both Entertainment: Other and Agricultural. The property is a working sheep farm and the paddock will be utilised for that purpose. Respecting that function is essential.

Aesthetic Guidelines

Projects should be developed with a view toward the creation of a fantastical village with a general feel similar to tudor era structures but without strict adherence to all features of that sort.

With that in mind structures should be a half timbered look in contrasting colours. In general most buildings' exteriors will consist of 2-3 colours. Exposed heavy timber frames should be prominent to some degree at least in door and window framing. A mixture of stone/brick/render in lower sections of wall with timber and panel in upper sections would be ideal. The timbers and the other elements should contrast in colour. The colours are up to the project developer but very garish colours should be considered in the context of other structures on site.

The method of construction will be up to the project developer and the team are happy to offer suggestions including converted shed frames, timber and panel construction, etc. Effort should be made to ensure that the roof is of a uniform colour (which can be painted over patchwork recycled tin) and that tin edges are disguised in some way with, for example, timber framing or gutters.

Personal structures constructed by members for use as accommodation or storage of personal gear should fit on a maximum 6x6m area. They must be at least 1m from other structures unless specific approval has been given by the developers of those structures.

Feature buildings constructed by event organiser groups for communal use may deviate from this guide with specific approval.

MAP

Below is a map of the site with existing structures indicated. Private projects should be placed in the blue "available area" as described above.

