

A Handbook for War of the Wings Land Agents¹

I. Welcome

If you are reading this, it is because you volunteered to be the Land Agent for your group, or someone talked you into the job and you have not gone through the process of Land Allocation at the War of the Wings before. Hopefully, this handbook will be able to answer many of your questions and help you to successfully navigate through the Land Grab process.

War of the Wings has adopted a Pennsic War style land allocation system. (While much of the process is the same, there are some differences.)

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1. Glossary of Terms

Block: Each section of land that can be camped on at War of the Wings has been divided into blocks. For your convenience, each block has a name and number assigned to it. The name includes a color for faster reference, for example the block named Black Horse (which is also #6). The map is located on the War of the Wings website (<http://warofthewings.com>) and will be featured in the event program available at Troll as well.

Land Agent: This is the person from each and every registered camping group who has agreed to be the person responsible for obtaining and holding land for their friends and fellow campers. There should only be one person responsible for each encampment. This person (or their proxy) is responsible for being at War of the Wings for the Land Grab process. The Land Agents are the people whom Land Staff will contact if there are any questions, issues or concerns.

Land Agent Proxy: As Land Agent, you have the option of assigning someone to serve in your place during the in-person troll process. To do so, you should e-mail the other Land Agents of your block as well as ElchenburgCastle@gmail.com that you are assigning a Proxy, and the identity of the Proxy.

¹ Great thanks go to Pennsicwar.org! This document is adapted from the one featured there. Thanks also go to Lady Audrey Brant, who led the adaptation process.

Land Allotment: This process is done after the War of the Wings pre-registration cut-off date. The final numbers are tabulated by the Land Staff and the exact square footage for each encampment is determined (# of Pre-Reg Campers x 250 sq. ft. each). Your group will be allotted 250 sq. ft. per pre-registered adult and youth. Children age 4 and under are not charged for attendance and do not receive land. Once the final determination of square footage is made, the Land Staff sits down and goes through the process of finding a place for each group trying to match up the space available and the requests made for particular blocks. In most cases you will find that the group's first or second choice will be assigned to them. (Note that ghosts should be registered as youth for the reduced price of land. To help in the estimation of porta-jon requirements, please include the name "Ghost" in such reservations.)

Pre-War Negotiations: The Land Agents will be sent the block assignments and the contact information for the other Land Agents on their assigned block. This notification will also contain, where applicable, the amount of single camper space that will be included in your block. Prior to arrival at Land Grab, it is up to the Land Agents to negotiate the exact placement of their encampments and any single camper space within the borders of the assigned blocks. Once mutual agreement has been reached, the block can be pre-certified by e-mail by sending evidence of each Land Agent's consent and the agreement to ElchenburgCastle@gmail.com.

Seniority: Each year that a group camps on the same block, each paid registrant will earn a point of seniority on that block. Groups are assigned to a block based on their accumulation of seniority points. Seniority applies only to the block assignment. No seniority is given to specific locations within a block.

Troll: The gatehouse where event check-in occurs. Land Agents are required to "troll in" prior to seeking in-person block agreement certification and vehicular passes.

Vehicle Passes: No one (including Land Agents) may drive onto the block until all of the groups on that block have signed off on an accurate map of their block and the map has been approved by the Land Staff.

2. What is your job as Land Agent?

- A. You must register your group on the War of the Wings website. **Land Agents are required to have web access and a working e-mail account.**
- B. You should be in contact with all of the people who are camping with your group, and have contact information for all of them. Inform them of the exact group name you have registered, so they can put it down when they pre-register.
- C. After the Pre-registration is closed and the final group lists are generated, your group will be assigned to a block according to your group's requests, availability of land, group seniority, etc. Each Land Agent will be given a list of the other Land Agents for the block and their email addresses. Negotiations can start for final placement of each camp on the block. If Land Staff has

determined that your block also contains single camper space, it will be noted, and you will be responsible for marking this area on your block map. The next step is to arrive at the site on time, the Wednesday morning of Land Grab at a time mutually convenient to all the Land Agents (or their Proxies) on your assigned block. Land Grab starts Wednesday at 9am. Remember to check in at Troll before coming to the Land Staff tent to check in.

- D. Optimally, all negotiations are made before arriving at War of the Wings. One final map of the block is required with all camp placements and dimensions. If this is not sent and approved electronically prior to the event, then this map can be presented in person to a Land Staff member. If presented in person, all Land Agents, (or Proxies), must sign the map in the presence of a Land Staff member.
- E. The actual set-up of each camp can start. It is your responsibility as Land Agent to mark all of the borders of your encampment. Some people do this with stakes and flags, others by using ropes, some use surveyors tape, or use spray paint to mark the borders. As long as demarcation is clear, the Land Staff will be happy. There will be spot checks made by the Land Staff once Land Grab itself is over.
- F. Other members of your camp may now join you. The Land Agent will be the point of contact for the Land Staff. If the Land Agents leaves the site, someone from the camp must be made available.

II. How to choose a block

1. Before you send in your request for a camping area:

- a. It is a good idea to talk to the others in your group who have camped before at War of the Wings.
 - b. Does your group already have a somewhat "traditional" spot? Many groups like to be in the same area year after year. Your group may already have built up seniority in a particular block. (Note that as the roads moved most years prior to 2018, past seniority data is currently limited at best.)
 - c. Where has your group camped in the past? There may be some areas that your group has camped in and they never want to camp there again.
 - d. Find out your group's history in terms of camping at War of the Wings. There may be reasons why your group only wants to camp in certain areas of the campground.
 - e. Noise considerations. The three blocks located directly between the castle and the ravine have quiet hours from 11pm to 7am. All other camps have the standard quiet hours, from 2am to 7am. (It is suspected that camps located in the prior battlefield may be the rowdier ones.)
2. You need to have five (5) choices of blocks your group can go on because, especially at first for this new system, blocks may vary widely in their request rates. It is better to think carefully and make five choices that the people in your group can live with.

III. Understanding block maps

The site for War of the Wings **does not** have a professional surveyor or cartography staff at this time but every effort is made to provide an accurate map to represent the block they are camping on. Please be aware that these maps represent a 'snap shot in time' of the block. Mowing, line painting, erosion, etc. may alter the final size and camping area of a block. The Land Office does not assign every square foot of space on a block to allow for these differences in mapped block size and actual map size.

IV. Assignment of seniority to the camps

1. Permanent camps: Receive the square footage they register, from their "guaranteed anchor point/line" and extending from there. No adjustments are made for inconveniences such as slopes or trees. (Exceptions: White Crescent, who receives the Flintstones Camp square footage for free. Honey Badger Tavern, who receives the western end of block Golden Honey, marked on the north by the Bog Troopers and on the east by the sidewalk edge. Black Horse, which is of fixed size regardless of details.) Rules pertaining to permanent camps (i.e., how to apply, responsibilities, construction rules, etc.) will be addressed elsewhere.

2. Seniority: Camps earn seniority for block choice. (Land agents assigned to the same block are tasked with working out the layout within the block.) Seniority is earned as 1 point per landed registrant (children 0-4 are not granted land; all others are "landed"). Seniority is cumulative across years. Following the Pennsic methodology, a camp will lose its seniority for a block if that camp has no (zero) landed registrants in that block for two consecutive years.

3. Seniority Tie-Breaking: When not all camps which request a block as their first choice will fit on that block, but are tied in seniority, there needs to be a tie-breaking methodology. (The same applies to camps denied their first choices but tied on their second choices, etc.) The list of tie-breaking qualifications are listed in descending order:

- a. The camp housing Atlantian Majesties
- b. The camp housing Atlantian Highnesses (under current schedule tradition there will be no Atlantian Highnesses)
- c. The camp of an Atlantian Barony
- d. The camp of an Atlantian Shire
- e. The camp housing non-Atlantian Majesties
- f. The camp housing non-Atlantian Highnesses
- g. The camp of an Atlantian Canton
- h. The largest camp.
- i. The camp whose land agent registered first that year.

V. Assignment of groups to the blocks

2017 is the first year that War of the Wings is adopting a Pennsic style camp space allotment where Land Agents will be given the right and responsibility of conducting location negotiations within the blocks.

1. Once you are assigned to a block and you may have a few questions. Why didn't we get our first choice? Your group might be too big for the block you requested, or perhaps your group was the smallest with the least amount of seniority. It may be that you are requesting land that you have not camped on before and other groups have requested to return to that land.
2. The biggest consideration for the Land Staff is group seniority. How long a group has been camping in the same block is the single largest factor to their retaining that block from year to year. If for some reason that group grows or shrinks enormously, it is possible that the Land Office might move them, depending on the seniority of the other block tenants.
3. Once the final land allotment is made, the assignments, the names of all the groups in a given block and any single camper space are made available to the Land Agents on that block. Depending on history, group size, and other factors that we have already discussed, there may or may not be new groups on your block.

VI. Arrival at the War of the Wings site

- 1. You should plan to arrive on the site sometime before noon on Wednesday.**
 - a. You will drive into the temporary parking area.
 - b. You will troll in.
 - c. Proceed to the Land Staff tent and wait for all Land Agents on your block, or their proxy, to enter the tent.
 - d. Unless you were electronically pre-certified, present your final block map to the Land Staff and sign off on the map.
- 2. After all Land Agents have signed off with Land Staff.**
 - a. The Land Agents will then be given vehicular passes which allow them to take their cars to the site and parcel out their camp.
- 3. Reasons to be on time:**
 - a. Do your best to check in early on Wednesday or have a Proxy designated to be there. Late Land Agents make their Land Agent block mates nervous, since no one will be allowed to go to that block until everyone is there.
- 4. In case of emergency:**
 - a. Land Staff cannot, except in the case of extreme situations, negotiate land on your behalf.
 - b. If you cannot be on site by early Wednesday, and did not designate a replacement Land Agent or Proxy, the Land Office will negotiate on behalf of an absent Land Agent, once a set amount of time has elapsed. Please attempt to advise the Land Office so that they may better negotiate on your behalf. You may not get the block location you had planned for. Once finalized, the Land Office will not renegotiate for late Land Agents.

VII. Official negotiation

1. Please remember that all Land Agents are **equal**. Every Land Agent has the right and the responsibility to a fair and equitable land distribution. Each person in a group gets 250 Sq. Ft.
2. Your group's rights include:
 - a. All of the land allotted to your group. Your group should not be required to give up any of its square footage. You may volunteer to give up square footage in order to fit on your assigned block. You may speak to the Land Office to request a different block assignment in order to assure you receive your entire land allotment.
 - b. Clear access from your encampment to a main road that borders your block. Additional roadways or pathways may be included on the map, however their square footage must be created from land donated by groups on the block. Single camper space on a block may not be used to create roadways for groups on the block.
 - c. Sharing the burden of land consumed by porta-jons.
3. Dispute resolution:
 - a. Land Staff will be available for disputes on the day of Land Grab.
 - b. If, for any reason, the Land Agents do not seem to be able to come to agreement, do not hesitate to call on one of the Land Staff representatives to help with the problem. Make sure the representatives have already had their morning nourishment; especially if they are coffee drinkers.

VIII. Finalizing the block map

1. Preparing Your Final Block Map

Once all the Land Agents have agreed to and location of their groups on the block, a single final block map must be created on the provided block map. The final block map must include:

- a. Clearly delineated boundaries for all groups
- b. The name and location of each group on the block
- c. Clearly labeled single camper space. Note that single camper space is not required to be the 'best' land on a block, however it cannot be land locked and must have access to a main road. Representatives from the Land Office will be checking single camper space on blocks to assure that final block maps are accurate. Groups with more than their allotted space may be required to re-adjust their borders to assure sufficient single camper space.
- d. The Modern and SCA signatures of all Land Agents on the block.

2. Approval of the Final Block Map

- a. Double check to assure you have completed all the steps to prepare your Final Block Map. Make sure that the dimensions are correct and that any single camper space is clearly marked and labeled.

- b. All Land Agents from a block must be present when the Land Office reviews the map. Stay together.
- c. The Land Office representative will review the map for completeness and assure that all Land Agents are present. Please be prepared to answer any questions the Land Office representative may have about the map.
- d. A Land Staff representative will sign off and retain the Final Block Map for the Land Office.

IX. Responsibilities at your campsite:

1. On the day of Land Grab you must:

- a. Clearly mark the boundaries of your camp.

2. After Land Grab day you must:

- a. Be available to discuss land issues if Land Staff visit your camp or have another member available.
- b. Ensure that your neighbors do not encroach on your property.
- c. Make sure that your campers in your group do not encroach on your neighbors.
- d. Contact the Land Office if a neighboring group is encroaching on your land.

3. If there are problems with your group:

- a. The Land Staff will talk to you as the representative of your group.
- b. Where applicable, the Land Staff will hold you to the borders on the Final Map Block that you signed off on.
- c. Land Agents or campers in your group who do not co-operate or break the rules may have action taken against them, up to and including removal from the property. This may jeopardize your groups' ability to camp on that block again.