NZLARPS South Island

Monthly Branch Committee Hui

Mon 12th Oct 2026 | 7:10 PM | Discord

Attended by: Val, Ciaran, Meadow, Jayden, Alex, Ben	
Agenda	**Notes**
1. President's report	• Good year! Phoenix went well, Cerberus imminent, campaign LARPs in both Dunedin and Christchurch (new and exciting) • Downturn in one off LARPs (in Christchurch) • Main job approving payments: not a ton of LARP organising done this year, is looking forward to step down to have more time to run things • Accepted as an accurate report
2. Treasurers report	• We have gained $1096.35 (payments for this year still to go out), but should come to around $1000 so we have broken even • Including reimbursements for those not visiting Phoenix, deposits for spaces, and purchases of rapiers and throwing knives, and Ben's homemade weapons for the year locker • Phoenix only costed around $80, with Declan having future plans to make it self-sustaining • Accepted as an accurate report
3. Red Garden LARP report	• Three games so far, with a fourth this weekend • Around 14 players, going up to 15 • The venue is good, all is going well! • At some point it would be good to have a cost overview, as Val does not have access to the bank account • Will skip December but continue through January/February, ending before Phoenix next year
4. Dunedin LARP report	• Feyliens has ended and went largely well, with many new LARP

	members. Some issues with GM burnout, but overall went very well • LARP anarchy! We would like to run more short-form campaigns and one-offs, to allow for more specializations in style and to give players more options in terms of what they want • We are looking at more NZARPS run games to add to ORBS games, including something like the Wellington Sunday series • Summer workshops, including Boffer combat training and LARP writing • West Marches style roleplay/boffer mixed game in the works • Running City Of Hound's Teeth (horde style larp) at HobbyCon in a fortnight • Current plans for new projects are to be largely free, but looking at costing options in the future to allow for things like different venues • Could look into some of the box/card style LARPs, as good options to have on hand
5. Returning officer and results	• Ciaran returning officer • Regional Director: Meadow • Regional Secretary: Jayden • Regional Treasure: Ben • Regional Gear Officer: Brittany • Marketing remains empty (fine for now, but not ideal) • General Officers: Alex and Audrey

6. Gear locker	• We have acquired a bunch of stuff!
	  ○ 6 handaxes
	  ○ 2 maces
	  ○ 2 orc cutters
	  ○ 3 bucklers
	  ○ 3 round shields
	  ○ 5 throwing knives
	  ○ 2 rapiers
	  ○ 8-10 wands (on loan)
	• Repairs to do:
	  ○ Handel refit on an orc cutter
	  ○ Longsword latex has become sticky + is cracked
	  ○ Most old weapons need to be resealed and painted
	  ○ Some pommel replacements needed as well
	• Is all in Dunedin currently, but can be bought to Christchurch during Phoenix

	• Looking at running a working bee, teaching people how to make weapons as well as allowing them to keep the made weapons for an extra fee
	• Hiring fees?
	  ○ We want to keep it accessible
	  ○ North Island primarily charges due to storage costs
	  ○ Deposit model so we are covering damages without making money is favoured
	  ■ Refunds would be a pain but we can do it
	  ■ Especially since Ben is both National and SI Treasurer
	• Christchurch has some gear through Red Garden
	  ○ Val will discuss with Brittany making a spreadsheet of gear now that we have a Gear Officer (yay)
	  ○ Trello board is suggested

7. Cerberus	• We are trialling ticket variants
	  ○ 2 people have flagship only tickets
	  ○ 3-4 single day tickets
	  ○ Around 27 full day attendees
	• Several games filled to max, all have enough to run
	• Improv and combat workshops Sunday morning
	• Flagship running Saturday afternoon instead of evening (only 2 people so far have chosen not to be in it)
	  ○ Casting questionnaire for flagship should be out in 6 days
	• Self catered
	• Good amount of Christchurch people traveling down
	• Did have to rearrange games to fill LARPs appropriately, but we got there thanks to a Christchurch influx + side tickets

8. Discord merger	• Would make communication clearer • Could survey members • Would want clearly labeled roles of who is where

Meeting finished 7:57