

Wing and a Prayer Design Document

Chapter 4: Practical Information



Travel

Players are permitted to arrive onsite at any time after 1pm on Friday 27th September. Briefings and workshops will start at 4pm. Expect to leave site at lunchtime on Sunday.

BY CAR

DO NOT Navigate to the postcode using Sat Nav! It will take you down a private track to a locked gate which doesn't have access to the site. Google Maps or similar will get you there if you ask it to navigate to "Stow Maries Great War Aerodrome".

A130, travelling north: Take the exit for the A1245 towards the Rettendon Turnpike and Battlesbridge. At the first roundabout take the A1245 to the second roundabout, then take the fourth exit onto Burnham Road (A132) towards South Woodham Ferrers.

After 2.5 miles take the second exit on both the first and second roundabouts, crossing straight over. After 1.5 miles take the third roundabout take the first exit onto Woodham Road towards Cold Norton, and follow Woodham Road sharp left and then sharp right.

After 4 miles, just after the Three Rivers Golf & Country Club, take the first left onto Hackman's Lane towards Cock Clarks. After just over 1 mile, take the second left onto Flambird's Chase down the edge of a field, and follow the lane and follow the road round to the left past Flambird's Farm until you reach Stow Maries Aerodrome car park.

A12, travelling south: Leave the A12 at junction 18 following signposts for Maldon Road and Danbury. At the roundabout take the second exit onto Maldon Road, and continue for 2.24 miles until you reach Danbury.

Cross the two mini roundabouts, taking the second exit with the park and pond on your left. Continue for 1.5 miles until you reach a roundabout. Take the second exit onto the B1010 towards Cock Clarks, and then the first right onto Marlpits Road.

Go straight over the crossroads onto Hackman's Lane. After 1.5 miles turn right onto Flambird's Chase down the edge of a field, and follow the lane and follow the road round to the left past Flambird's Farm until you reach Stow Maries Aerodrome car park.

BY PLANE

London Stansted Airport is the closest international airport

If you are arriving after Friday midday (or considerably before) it is possible to get to South Woodham Ferrers (near site) by public transport but it is an inconvenient route, probably via London Liverpool Street. To plan your journey and book tickets, visit maps.google.com and www.thetrainline.com. See below for taxis on from South Woodham Ferrers.

BY PUBLIC TRANSPORT

The nearest station is South Woodham Ferrers, served by Greater Anglia trains. To plan your train journey and book tickets, visit www.thetrainline.com.

Stow Maries Aerodrome is a 10 minute drive from the station. There is a taxi office located in the station car park, but we advise you book a taxi in advance. Local companies are as follows:

CM3 Cars 01245 328818 www.cm3cars.co.uk	SWT Private Hire 01245 322262	South Woodham Ferrers Taxis www.southwoodhamferrerstaxis.co.uk (online booking only)
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Accommodation

PLEASE NOTE: Smoking and naked flames such as candles are NOT permitted on site. Smoking is ONLY permitted inside the Fuel Store. (We appreciate the irony.)

ON SITE

As Stow Maries Aerodrome has only just been pressed into service as a temporary sector control station, the bunk rooms are not yet operational. There will be space for bell tents if you wish to camp In Game, and a concealed area for modern tents if you want to camp Out of Character.

There is limited indoor space for camp beds, etc. in the crew room. If you need one of these for mobility/medical reasons, please contact the organisers with your requirements.

If you would like to request space in an In-Game bell tent, and have not already made the request, please contact the organisers as soon as possible.

OFF SITE

WAAF were often billeted with local families near the base, travelling in for their shifts. There will be no Time Out call on Friday night, but nor will any plot events be scheduled between 00:00 and 08:00 on Saturday. The organisers cannot offer a pick-up and drop-off service and recommend you either book a taxi or arrange for a lift with other players.

Catering

All meals on Friday and Saturday will be In Character, which means rationing is in effect! The menu from Run 1 was as follows; expect similar for this run.

	MAIN	DESSERT
Friday supper 1930	Stuffing fritters, mashed potato, vegetables	Bread pudding
Saturday breakfast 0800	Potato hash with gravy	
Saturday lunch 1300	Roasted vegetables, salad, bread	Leftover bread pudding
Saturday supper 2000	“Mock goose” (potatoes, apples and sage in vegetarian stock), mixed beans, vegetables	Stewed fruit cobbler, vegan scones
Sunday breakfast 0900	Sausages (meat and veggie), bacon, scrambled egg, scrambled tofu, hash browns, potato cakes, beans, tomatoes, toast	

There will be period-appropriate cakes and biscuits available at any time in the Mess, along with tea and coffee. Both cow’s milk and rice/oat milk is provided.

If you wish to bring additional snacks, drinks or any alcohol, you are welcome to do so. We ask that only period-appropriate food and drink be brought into in-game areas. And remember that being drunk on duty is a serious offence!

DIETARY REQUIREMENTS: If you have any dietary requirements, please contact Harry at wingandaprayerlarp@gmail.com with the details.

Photography

Tom Garnett (tgarnett.com) is the event photographer for *Wing And A Prayer*. He will be in character for the duration of the game as RAF photographer (and pre-war movie director) Jonathan Massey. If you don’t want to appear in photographs during the game, please ensure you speak to Tom prior to Time In.

All photos will be made available to players and crew after the event, via Tom’s website. He will be available for taking portraits on request on Sunday 23rd September after breakfast.

Video will also be recorded during the game, in part for the purposes of enabling the game. No footage will be released outside the *Wing And A Prayer* community without permission from those featured.

First Aid / Medical

We have several qualified First Aiders on site. If you or another player in your vicinity suffers a minor injury, please come straight to the Crew Room and we’ll get you seen to.

If you or another player in your vicinity suffers a serious injury, call ‘**STOP THE GAME**’. Play will stop, and the first aiders will come to you. They will treat what they can and arrange for an ambulance if necessary.

If you have any health conditions that may impact on your play, if you carry your own emergency medication (e.g. an EpiPen), or if there is anything else we need to know to help you in case of an emergency, please make yourself known to the first aiders before play starts. There will be a short safety briefing before the game on Friday where they will be available.

Toilets & Bathrooms

There are Men's and Women's toilets in the Mess, and in the office block in front of the White Hangar. There is a Disabled toilet in the main offices/museum, accessed via the Crew Room.

There are no showers on site.

What Happens When?

Friday is taken up by out-of-character training, in character training, and then supper and a dance, where everyone gets to let their hair down a little.

Saturday, however, is all about the defence of the southeast of England and the dramas of the lives of those at Stow Maries. Time out will be called at some dramatically appropriate moment around midnight. After Time Out, there will be a short comfort break. Please do not talk to each other during this time.

Ten minutes later, please assemble in the Mess for hot drinks, cake and perhaps a drop of alcohol. During this time, we'll present the impact of your actions on the course of our imagined version of the war and run a short wrap-up exercise.

On Sunday, breakfast will be served at 9am. After breakfast, you'll have the opportunity to experience the game element from the other side - WAAF players can fly, and RAF players can run the ops room. After that, we'll finish the game with a de-brief covering how our game differed from the historical reality, and any final player questions.

Players must be off-site by 1pm.

A more detailed timetable will be shared soon.

A Live Action Roleplaying Game
produced by Allied Games

Nick Bradbeer, Harry Harrold, Andy Knighton, Liss Macklin,
Lauren Owen, Thorsten Schillo & Ian Thomas

