

Staples High School AP Assassination 2010

Rules and Regulations

Revised 05/01/2010

Eligibility, Registration, Payment, and Assignments

1. All participants must have completed or be enrolled in at least one Advanced Placement course and must be members of the Staples High School Class of 2010.
2. All participants must register at <http://www.multizea.com/apassassination> by May 13 at 2:15 pm.
3. The cost of AP Assassination is \$20.00 USD, payable in cash or check (All payments and registrations must be completed by May 13 at 2:15 pm. All payments are final and cannot be refunded. Please see the "Payment" page at <http://www.multizea.com/apassassination> for more information.
4. All assassins and targets will be paired randomly. The name of your first target will be e-mailed to you prior to the first round of AP Assassination, and your subsequent targets will be e-mailed to you before subsequent rounds. A target is not told who his or her assassin is; only the assassin is told who his or her target is. Targets and assassins will be randomly reassigned after each round.

Dates

Deadline to register and pay: May 13th at 2:15 pm

All assassinations must take place during the following times:

Round 1: May 16th at 11:59 pm through May 22nd at 11:59 pm

Round 2: May 23rd at 11:59 pm through May 29th at 11:59 pm

Round 3: May 30th at 11:59 pm through June 5th at 11:59 pm

Round 4: June 6th at 11:59 pm through June 12th at 11:59 pm

The coordinator has the authority to add and change rounds as necessary with advance notice.

Immunity Days

No assassinations shall take place on the following immunity days from 6:00 am to 11:59 pm:

Senior Skip Day: Friday, May 28, 2010

Senior Prom: Saturday, June 5, 2010

Senior Class Trip: Monday, June 7, 2010

Graduation: Wednesday, June 23, 2010

Definition of Assassination, Equipment Restriction

1. An assassination is defined as hitting a target with the dart of a Nerf (non-expanding recreational foam) dart gun or similar foam projectile/dart gun ("Nerf" hereafter refers to any Nerf-brand or similar brand dart gun). All projectiles must be propelled by something other than your body itself (i.e. you may not use a Nerf football or sword). Only Nerf and similar brand guns and darts/pellets may be used.
2. Modified dart guns (i.e. modified air restrictors, barrels) must be approved by the coordinator in person. Please make arrangements to have your modified Nerf gun approved.
3. Nerf balls and rubber rings used in a Vortex blasters or other blasters are not allowed.
4. Do NOT paint your Nerf gun black; in the past, police have drawn guns on participants whose Nerf blasters closely resembled real weapons.
5. High-pressure devices (i.e. CO₂ cartridges) are strictly prohibited.

Safe Zones, Shields, Retaliation

1. AP Assassination-related activity MUST NOT occur on Staples High School property or at any school-sponsored activity. If a target is participating in a school-sponsored activity that is off campus, he or she is safe (i.e. attending an off-campus Staples tennis match). An assassin may not

shoot a target in the parking lot of a school-sponsored activity. No players should be on Staples property between the hours of 11:59 PM and 4:00 AM, as this is considered illegal trespassing. No assassinations shall take place on the grounds of any Westport Public Schools facility, including, but not limited to, buildings, parking lots, and athletic facilities. SENIOR INTERNSHIPS ARE CONSIDERED SCHOOL-SPONSORED ACTIVITIES AND ASSASSINATION ATTEMPTS MUST NOT TAKE PLACE ON THE GROUNDS OF INTERNSHIP SITES (INCLUDING PARKING LOTS OF INTERNSHIP SITES). Pasta dinners and dinners at restaurants for sports teams or school clubs are not school-sponsored events unless directly funded by the Westport Public Schools.

2. The parking lots, buildings, and grounds of the Westport Police Department, Westport Emergency Medical Service, and Westport Fire Department are safe zones. Any AP Assassination activity that takes place in any of these locations will result in immediate disqualification and criminal charges by the Westport Chief of Police.
3. A person is safe while inside his or her OWN house (including the garage); the lawn and surrounding property are not safe. Participants may be assassinated inside their own houses if they or a member of their immediate family invite an assassin inside. It is legal to shoot INTO a target's house (i.e. from outside a doorway or through an open window) as long as you do not ENTER uninvited. Garages may be shot *into* but not entered (unless permission is given, as with a house). Please take care to respect the property and the landscape of your target's house if you are planning a stakeout. Intruders can be prosecuted at the property owner's discretion.
4. All hospitals and hospital parking lots are no-kill zones. Doctor's offices and their parking lots are NOT no-kill zones.
5. The interior and exterior of all places of worship are no-kill zones, regardless of whether religious services are in session.
6. When participants are at their places of work, during their shifts/signed in/on duty, they are safe (both inside and outside their places of work). However, if the assassin is working and his or her target walks into the assassin's place of work, that target is not safe. If the target is on break and he is OUTSIDE the building of his place of work, he is vulnerable (but if the target is on break and inside the building of his place of work, he is safe). If the target's job does not take place within an actual building, such as paid lawn work, pizza delivery, or EMS, the target is safe while on the job. AP Assassination participants are not safe while performing under-the-table jobs such as personal tutoring. Targets can be assassinated in the parking lots of their jobs while off duty. Job interviews are not safe zones.
7. It is illegal to physically take someone from a safe zone by force (i.e. target's home, school campus, church/temple, place of work). Assaulting a target or assassin is illegal, and use of excessive force may be grounds for the disqualification of a kill or ejection from the game.
8. Bodyguards can block a shot for a target if they wish to do so. Bodyguards cannot assassinate an assassin's target; the assigned assassin must commit the assassination.
9. Inanimate shields are not allowed (i.e. deflecting Nerf pellets with an inanimate shield). If you or anything you are holding or wearing is struck by a Nerf pellet, you have been assassinated.
10. If an assassin shoots at his or her target and misses, a target can fight back by shooting the assassin with a weapon that is approved by the earlier stated rules. If the retaliatory shot makes contact with the assassin's body (according to the target assassination guidelines), then the assassin is frozen for one hour (i.e. no assassination attempt may be made on that target for one hour). In order for a target to attempt to freeze his assassin, the assassin must first attempt to shoot the target. If a shot is fired by the target BEFORE the assassin shoots, the target can still be shot. If an assassin has been frozen for one hour, the assassin must again fire a shot at the target in order to be frozen by the target a second time.

Safety Restrictions

1. An attempt made on or by someone in an automobile must not put the safety of the occupants, the vehicle, or any cars or people in the surrounding area in danger. Therefore, anyone in a car with its engine running, whether a driver or passenger, is safe, and assassination attempts from a moving car or a car with its engine running, whether by passenger or driver, are grounds for immediate disqualification. If the engine is not running, an assassin can shoot at a target inside the vehicle.
2. Tailing a target is illegal. Car chases, at any speed, are ABSOLUTELY illegal. A car chase is defined as a situation in which the target is driving in order to consciously evade the assassin and the assassin (and/or accomplices) is driving in order to continue to tail the target. All parties involved in a car chase can be immediately disqualified from the game, though car chases are evaluated on a case-by-case basis.
3. Lying underneath a car or behind the wheels of a car is strictly prohibited.
4. The same rules as apply to cars apply to motorboats and aerial vehicles. Shooting at human-powered boats is legal only if the boat is not in motion. Shooting at sailboats is legal, but only from land or another sailboat.
5. Underwater shootouts are not allowed unless both parties have appropriate SCUBA equipment.
6. Shooting from a horse, bike, or Segway is illegal, and a target is safe while riding a horse, bike, or Segway.
7. Shooting at or from a moving skateboard, human-powered scooter or pogo stick is legal.
8. Breaking state, federal, or local laws is not against the AP Assassination rules unless previously mentioned, but it may result in criminal charges.

Notification

In the event that an assassin successfully assassinates his or her target, he or she must send an e-mail to 2010apassassination@gmail.com as soon as possible, preferably within a few hours of the kill (notification and confirmation emails must be sent by 6:00 am on the day after the round ends). The names of the assassin, target, place, and weapon used must be cited in the kill confirmation e-mail. The target MUST confirm the kill via e-mail. If there is no confirmation of the kill by the target by the end of the round, the assassin will not move on to the next round. If you have been confirmed as killed or if you fail to assassinate your target, you will not move on to the next round. It is the assassin's responsibility to ensure that the target confirms the kill. If the target refuses to confirm the kill, the assassin must submit a dispute claim to the coordinator before the end of the round.

Dispute

1. In the event there is an argument about a kill, both parties should e-mail the coordinator with their detailed accounts of the incident, which will be passed on to an independent Council of Appeals, consisting of four Staples alumni who have participated in AP Assassination in the past. They will decide the outcome of the event and institute new rules if necessary.
2. The more information provided in the dispute e-mail, the better the situation can be assessed. We encourage witness input as well.
3. You are encouraged to bring cameras with you on your assassination attempt, but in no way are they required. Cameras can be used to provide additional evidence should there be a dispute.

Prize

1. If a winner is declared, that assassin will receive 90% of all entry fees collected. The coordinator will retain 10% of entry fees.
2. Anyone entering a prearranged agreement needs to produce a signed contract with all parties involved present. This contract needs to be signed by both parties AND the coordinator (i.e. an

agreement can be made to split the prize money between the last two standing assassins). The coordinator can refuse to sign any contract.

Other Guidelines

1. By participating in this game you are agreeing to obey these rules. The coordinator is not to be held responsible, liable, or accountable for any violations of these rules or the law or any accidents that occur relating to the game. The coordinator's role is strictly limited to collecting entry fees, making target assignments, developing rules and regulations, and ejecting participants from the game who violate the rules. The coordinator is not responsible, liable, or accountable for any actions committed by AP Assassination participants.
2. Use good judgment. If you are not sure if something is against the rules or if it is covered by the rules, ask the coordinator.
3. Changes or additions to the rules will be posted at <http://www.multizea.com/apassassination>. It is your responsibility to check for regular e-mail updates and changes to the rules.

AP ASSASSINATION MISSION STATEMENT

Advanced Placement Assassination is a long-standing tradition at Staples High School. It is a highly competitive game in which students have a chance to use critical thinking, interpersonal skills, and strategic planning. It is designed to give hard-working seniors enrolled in AP classes a constructive, creative, and fun way to spend their free time after AP testing is completed.