

Freeman's Wood

the game

Freeman's Wood is an open area of trees, scrubland and meadow on the edge of town.

For many years the land lay abandoned and was used only by local people as a place to play football and cricket, build tree houses, adventure grounds, walk their dogs, for teenagers to be teenagers and generally enjoy as an open space. However that land belongs to someone.

Recently, the landowner decided to develop Freeman's Wood and citizens are divided about it.

Freeman's Wood, *the game*, will see the arguments between the different actors of the town influence the decisions and actions on this disputed land. Will the landowner get their way? Will the locals manage to keep the place fully open? Will the home owner get the place tidied up but not private? Or will the outcome land somewhere in between?



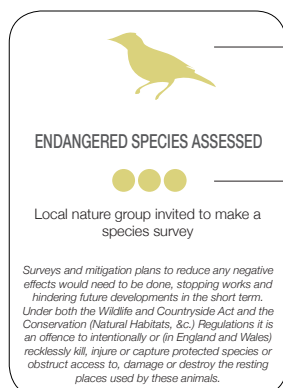
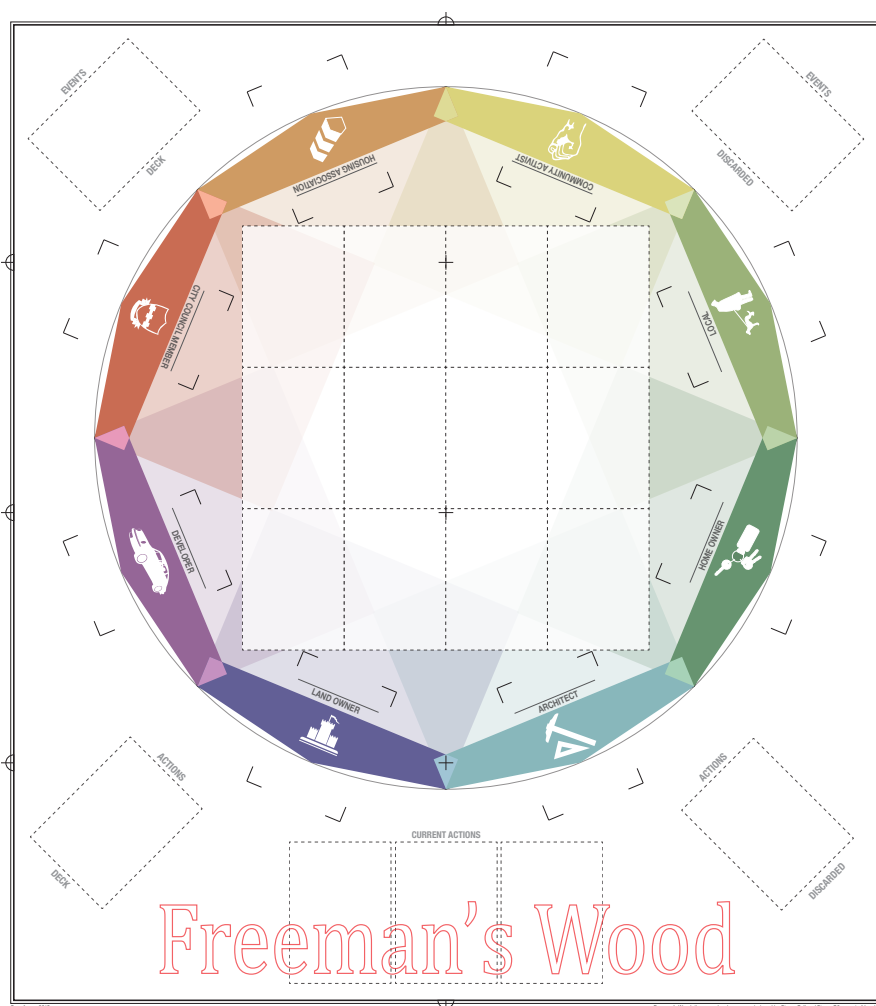
SET-UP

- 18 **ACTIONS** cards. Active cards used to occupy the centre of the board
- 20 **EVENTS** cards. Passive cards revealed at each turn.
- 8 **FOR** and **AGAINST** voting cards

- **INFLUENCE TOKENS** (similar value coins or match sticks can be used as tokens).

One token only is distributed to each player at the beginning of the game.

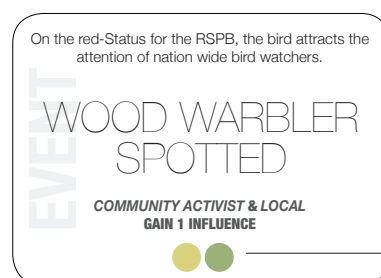
A total number of approximately 8 tokens per player will be needed. The remaining tokens not distributed at the beginning are placed in a Bank on the table beside the board.



ACTIONS card example

The colour used in each card indicate which player will benefit from this Action

Maximum cost in Influence tokens to buy off the Action



EVENTS card example

Number of influence tokens gained or lost for each named player

OBJECTIVE

Freeman's Wood is a game of strategy, influence and compromise.

The goal of the game is to occupy the centre board with **ACTION** cards that represent your character's interests. The **ACTION** cards are colour-coded, bearing a player's colour, to identify these interests. At each turn, the **ACTION** that are voted in get to be placed in the center of the board.

This game involves verbal negotiation between the players.

It is intended to encourage players to consider the points of view of the various stakeholders with an interest in a plot of land. Individual players take on the role of a designated stakeholder, and have to inhabit the point of view and interests of this stakeholder, even if they do not personally share those views.

A player role-plays the stakeholder and has to 'pitch' an argument to support their position on their choice of **ACTION**, possibly in reaction to the **EVENT** card recently revealed. The player tries to influence other players, and tries to gain their support. As a last resort he/she may use **INFLUENCE** tokens to buy another player's vote on that action.

RULES OF PLAY

- Shuffle the **ACTION** and **EVENT** cards separately and place them face down on each appropriate area of the board.

The players choose their character and sit in front of the corresponding colour on the board, there must be a Landowner. The Landowner is responsible for replacing **ACTION** cards, collecting votes, and flipping new **EVENT** cards each turn.

Minimum 3 players.

If you are playing with a small group of people it makes for a better game if you choose characters across from each other.

- Each player starts with only 1 **INFLUENCE** token.

The spare **INFLUENCE** tokens are stored in a bank on the side of the board.

The Landowner plays first.

- | | | |
|---------------------------|----------|---|
| START OF THE ROUND | 1 | - A turn starts by turning an EVENT card face up and making sure 3 ACTION cards are placed face up on the board on the CURRENT ACTIONS . |
| THE CURRENT EVENT | 2 | - The landowner reads aloud the current EVENT card and gives or takes the influence tokens as stated in that card. These Influence tokens come from and go to the Bank. The card is then placed on the discard pile. |
| THE ACTION CHOICE | 3 | - One of each FOR and AGAINST voting card is distributed to each player. |
| | 4 | - The player whose turn it is chooses an ACTION from the 3 CURRENT ACTIONS displayed. The action chosen does not have to relate to the current EVENT but can be related. |
| THE PITCH | 5 | - The player places the ACTION card on the marked space on their own character icon and the ACTION is then discussed.
A pitch can be made to help gain support, firstly by the player, then by anyone else who wants to influence the voting. A good pitch may help sway undecided voters or create alliances. |
| INFLUENCE | 6 | - A player's vote can be bought with INFLUENCE tokens by another player as a tactical move. The required amount of INFLUENCE tokens needed to buy off someone's vote for the current ACTION varies between action cards, the maximum value is indicated by the number of dots on the card, this may be bartered.
If a vote is bought, the purchased voting cards are given to the buyer for them to use additionally to their own voting card.
The player whose turn it is initiates using INFLUENCE tokens if they wish to use any.
A player can counter a proposed buy off of their vote by matching the amount of influence tokens paid. In this case all influence tokens used in that transaction are removed from play and are placed in the bank of spare influence tokens.
The player bringing the action forward cannot be influenced. |
| THE VOTE | 7 | - The voting is done anonymously by each player by putting the chosen voting card faced down and gathered in one pile by the Landowner. Unused voting cards are set aside face down in another pile. |
| THE RESULT | 8 | - Voting cards are revealed. If the ACTION is voted FOR (majority wins) the action card is placed on the centre of the board. If the action is voted AGAINST it is placed in the ACTIONS DISCARDED pile. The voting cards are given back to the landowner ready for next turn. If there's a tie, the vote is carried by the player with the most remaining influence tokens. |
| END OF THE ROUND | 9 | - Next turn. |

The game finishes when there are no **ACTION** cards left to play, or when the site is full with 12 **ACTION** cards and no more cards can be played.

The winner is assessed by the dominant colour of the cards occupying the board combined with their neighbour's cards. Each card bearing a player's colour counts for 2 points, each neighbour's card (on each side of the player) counts for one.

Majority wins. If there's a draw, the player with the most points and the most influence tokens remaining wins.

CHARACTERS



Landowner

Wants to clear his or her land of any activities and develop it.
Might set some small compromises in order to achieve his goal.



Developer

Wants to develop the site to the maximum to have the best return for their investment.
Compromises lose them money.



City Council member

Wants to increase business development and employment opportunities, but also needs to consider constituents' interests, housing needs, recreation, green space.



Housing association

Wants to improve conditions for local residents, keeping the facilities the site provides for the community.
They also would like to clean it up and make it an official public space



Community activist

Is fighting for the site not to be fenced off and wants it turned into a Village Green.
They do not want to lose the use of the site as a community facility and a natural area.



Local

Lives in the vicinity and regularly uses the site but not affected by noise or other disturbances from the site. Dead set against any changes that would limit their use of the site.
Active user of the site in its condition.



Homeowner

Lives next to the site and enjoys the use of the site, but doesn't appreciate noisy youths.
Would rather the site become a nice clean park than more housing, and that would raise the value of their property.



Architect

Will need the developments on site to go ahead for their own architectural practice, but has an inclination to appreciate some community issues.

Freeman's Wood, *the game*, does not pretend to be a real reflection of the processes involved in land ownership and land use but intends to generate discussions on these issues using actual facts and informations.

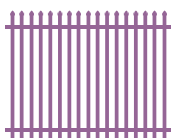
Additional information in the cards are taken from the Laws and Land Registry of England and Wales, correct at the point of going to print, January 2015.

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Freeman's Wood, the game, has been commissioned by Storey G2 as part of *Landed*

www.sansfacon.co.uk
www.storyG2.org.uk

ACTIONS CARDS 1/2



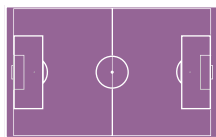
FENCING UP



A portion of the site is fenced to mark property lines and stop uses before future developments.

Under section 15A of the Commons Act 2006, a landowner can deposit a statement and map which bring to an end any period of recreational use of the land which was 'as of right'. Once such a statement is deposited, local people have only one year in which to apply for village green status.

Previously they had two years from the date of challenge.



ALLOCATION FOR FOOTBALL PITCHES



The developer proposes to use 'section 106' compensation money to include two football pitches in exchange for building on the rest of the site

The section 106 relates to money paid by developers to Local Planning Authorities in order to offset the costs of the external effects of development



ALLOCATION FOR PUBLIC ART



The City council proposes to use 'section 106' compensation money to install a public art work in exchange for building on the rest of the site

The section 106 relates to money paid by developers to Local Planning Authorities in order to offset the costs of the external effects of development



ENDANGERED SPECIES ASSESSED



Local nature group invited to make a species survey

Surveys and mitigation plans to reduce any negative effects would need to be done, stopping works and hindering future developments in the short term. Under both the Wildlife and Countryside Act and the Conservation (Natural Habitats, &c.) Regulations it is an offence to intentionally or (in England and Wales) recklessly kill, injure or capture protected species or obstruct access to, damage or destroy the resting places used by these animals.



TREE PRESERVATION ORDER



Community activists are applying to legally protect the trees on site

An order to protect trees which bring significant amenity benefit to the local area. In general, it makes it an offence to cut down, top, lop, uproot, willfully damage or willfully destroy a tree protected by that order without the authority's permission.

The land owner will need to seek permission from the local planning authority by submitting an application form to do any works on these trees, delaying any future development on the site.



VILLAGE GREEN



Some local residents are applying to have the site registered as a Town or Village Green

Through the 1965 Act, and associated regulations, an area of land could be registered as a Town or Village Green if a significant number of the inhabitants of any locality, or any neighbourhood within a locality, indulged as of right in lawful sports and pastimes on the land for a period of at least 20 years.

Once registered as a Village Green the land becomes very difficult to develop.



BIKE RAMPS



Local youth want help to build jumps and obstacles amongst the trees, out of found materials, to practice their BMX skills.



TREE HOUSES



Local children are building new tree houses on the vacant site using found materials



COMMUNITY BONFIRE



Some local residents are proposing to organise a large community bonfire

There are no laws against having a bonfire, but there are laws for the nuisance they can cause.

ACTIONS CARDS 2/2



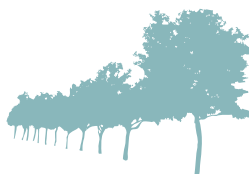
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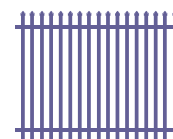


ALLOCATION FOR SMALL PARK



The architect proposes to use 'section 106' compensation money to build a manicured green space in exchange for building on the rest of the site.

The section 106 relates to money paid by developers to Local Planning Authorities in order to offset the costs of the external effects of development



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ANTISOCIAL BEHAVIOUR



Complaints against antisocial behaviour (drinking, menacing groups of youths, etc.) have been made.

TO BE PLACED ON TOP OF AN ACTION IN THE CENTER OF THE BOARD DEEMED "ANTISOCIAL"

The Anti-Social Behaviour Act 2003 (ASBA) gave police forces new powers to:

- disperse groups of two or more people from areas where there is persistent anti-social behaviour.
- take home any young person under 16 who is out in a dispersal zone between 9pm and 6am and not accompanied by a parent or responsible adult.



PUBLIC FOOTPATHS



Some local residents are putting together applications to register footpaths across the site.

The registration of footpaths across the site would mean any future development would need to take account of these paths, developing around them or apply for Footpath Diversions.



ANTISOCIAL BEHAVIOUR

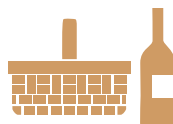


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COMMUNITY PICNIC



Some residents in the neighbourhood are organising a public picnic to take place on the site.

The Eden Project started The Big Lunch in the belief that we, as a society, are better equipped to tackle the challenges that we face when we face them together. The Big Lunch aims to show how the simple first step of sharing lunch together can start to change how people feel as part of their wider community.



FOOTBALL COMPETITION



The local housing association proposes to organise a football competition on the disused pitches on site.

Community Games are an opportunity to bring communities together to take part in sporting and cultural activities inspired by London 2012. "A catalyst for on-going community led activity to promote sport and active lifestyles and encourage local social action."



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EVENTS CARDS 1/3

The site is now considered as buildable

NEW FLOOD DEFENCES BUILT

**LANDOWNER & DEVELOPER
GAIN 1 INFLUENCE**



NEW HOUSES BUILT ON ADJACENT DERELICT SITE

**COMMUNITY ACTIVIST & LOCAL
LOSE 1 INFLUENCE**



On the red-Status for the RSPB, the bird attracts the attention of nation wide bird watchers.

WOOD WARBLER SPOTTED

**COMMUNITY ACTIVIST & LOCAL
GAIN 1 INFLUENCE**



The landowner's company is registered in Bermuda, children have been playing on that land for 10 years.

ABSENTEE LANDLORD

**COMMUNITY ACTIVIST & LOCAL
GAIN 1 INFLUENCE**



A new series of paintings by a famous artist has been inspired by his time spent exploring Freeman's Wood as a child.

PAINTINGS OF FREEMAN'S WOOD

**COMMUNITY ACTIVIST & LOCAL
GAIN 1 INFLUENCE**



The RSPCA was called on site to attend to a deer in distress due to the fencing off of Freeman's Wood.

DEER

**THE COMMUNITY ACTIVIST
GAINS 1 INFLUENCE**



By digging up the soil to install fences, asbestos has been found from the former use of the site as a dumping ground for the neighbouring industries. Any works have to stop and pollutants removed.

POLLUTANT FOUND

**LANDOWNER & DEVELOPER
LOSE 1 INFLUENCE**



A Land Registry error which resulted in land ownership being wrongly attributed to someone else. The process of rectifying will take time.

REGISTRY ERROR

**LANDOWNER & DEVELOPER
LOSE 1 INFLUENCE**



£36m in compensation for mistakes and fraud between has been paid out by the Land Registry between 2005 and 2009

EVENTS CARDS 2/3

HISTORICAL PICTURES OF PUBLIC USE FOUND

**COMMUNITY ACTIVIST, LOCAL & HOUSING ASSOC.
GAIN 1 INFLUENCE**



Under section 15 of the Commons Act 2006, land may be registered as a Village Green where a significant number of residents of a neighbourhood have used the land for lawful sports and pastimes for at least 20 years "as of right".

THE LOCAL COUNCILLOR HAD A FIRST KISS IN FREEMAN'S WOOD

**COMMUNITY ACTIVIST, LOCAL & HOUSING ASSOC.
GAIN 1 INFLUENCE**



Groups of youth from the town held parties on site in the evenings. Lots of noise complaints made and large number of bottles left behind on the site.

YOUTH PARTIES

**THE LANDOWNER & HOME OWNER
GAIN 1 INFLUENCE**



A small bonfire set by youths on the site went out of control and the fire brigade had to be called in.

FIRES

**THE LANDOWNER & HOME OWNER
GAIN 1 INFLUENCE**



An important Roman artifact has been discovered ARCHAEOLOGICAL FIND

**LANDOWNER & DEVELOPER
LOSE 1 INFLUENCE**



The Planning Policy Guidance 16: Archaeology and Planning advises that archaeological remains are a finite and irreplaceable resource and that their presence should be a material consideration in applications for new development. It explicitly prefers mitigation method that involve preservation in situ whereby the archaeology is left untouched. The survey and mitigation methods are funded by the developer through an extension of the Polluter Pays principle.

LANDOWNER'S AGENT PLAYS POLO WITH ROYALTY

LANDOWNER GAINS 2 INFLUENCE



BROWNFIELD LAND FUNDING

**LANDOWNER, DEVELOPER & ARCHITECT
GAIN 2 INFLUENCE**



In June 2014, the Government announced plans to speed up the building of new homes on brownfield sites. Local councils will be required to create pre-approved planning permissions - or local development orders (LDOs) - on derelict sites in towns and cities to make it quicker for builders to start work.

Land previously designated as Green Belt and High Flood Risk have been changed to Residential use

LAND USE CHANGE

**LANDOWNER, DEVELOPER & ARCHITECT
GAIN 2 INFLUENCE**



In 2011 2% of dwellings were built within the Green Belt and 4% of land changing to Residential use was within the designated Green Belt. 7% of new dwellings were built within areas of High Flood Risk and 5% of land changing to Residential use was within areas of High Flood Risk.

EVENTS CARDS 3/3

The new Ward boundaries changes
the political alliances

CHANGE OF LOCAL WARD BOUNDARY

**COMMUNITY ACTIVIST, LOCAL & HOUSING ASSOC.
LOSE 1 INFLUENCE**



NEW LOCAL GOVERNMENT

**COMMUNITY ACTIVIST, LOCAL & HOUSING ASSOC.
LOSE 1 INFLUENCE**



Regular illegal dumping of rubbish on the site

ILLEGAL DUMPING

**THE COUNCILLOR & HOME OWNER
GAIN 1 INFLUENCE**



NEW LOCAL GOVERNMENT

**LANDOWNER & DEVELOPER
LOSE 1 INFLUENCE**



VOTING CARDS

FOR

AGAINST

FOR

AGAINST

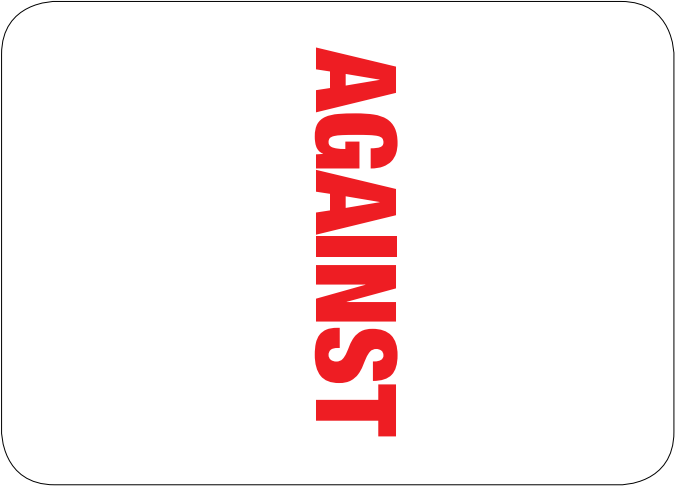
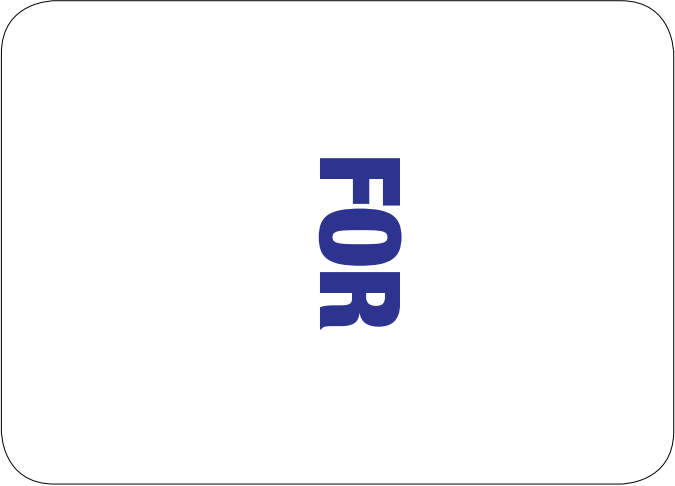
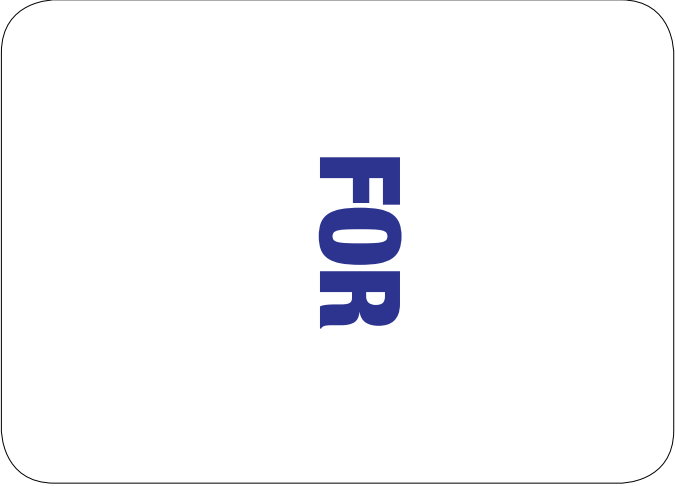
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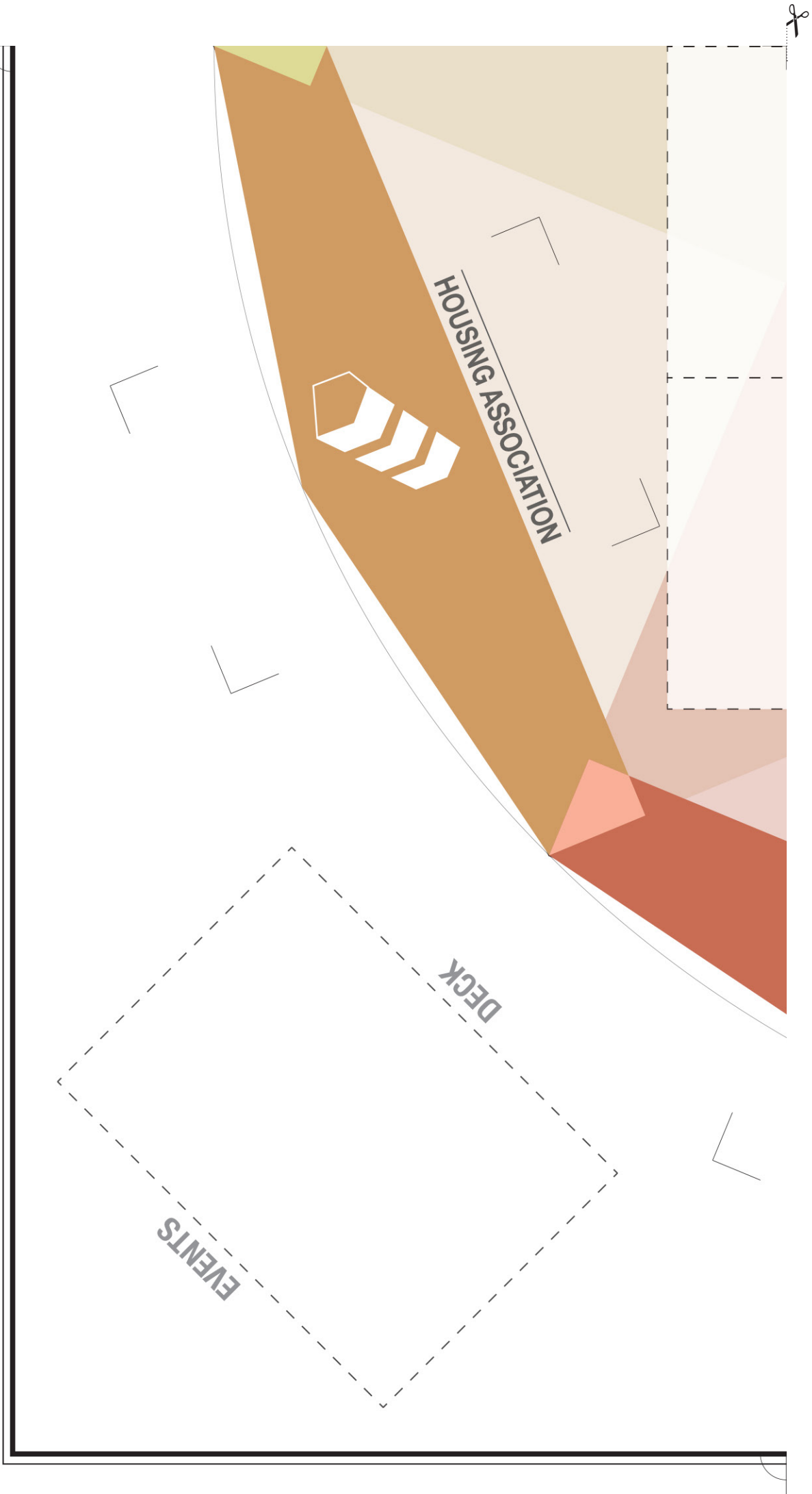
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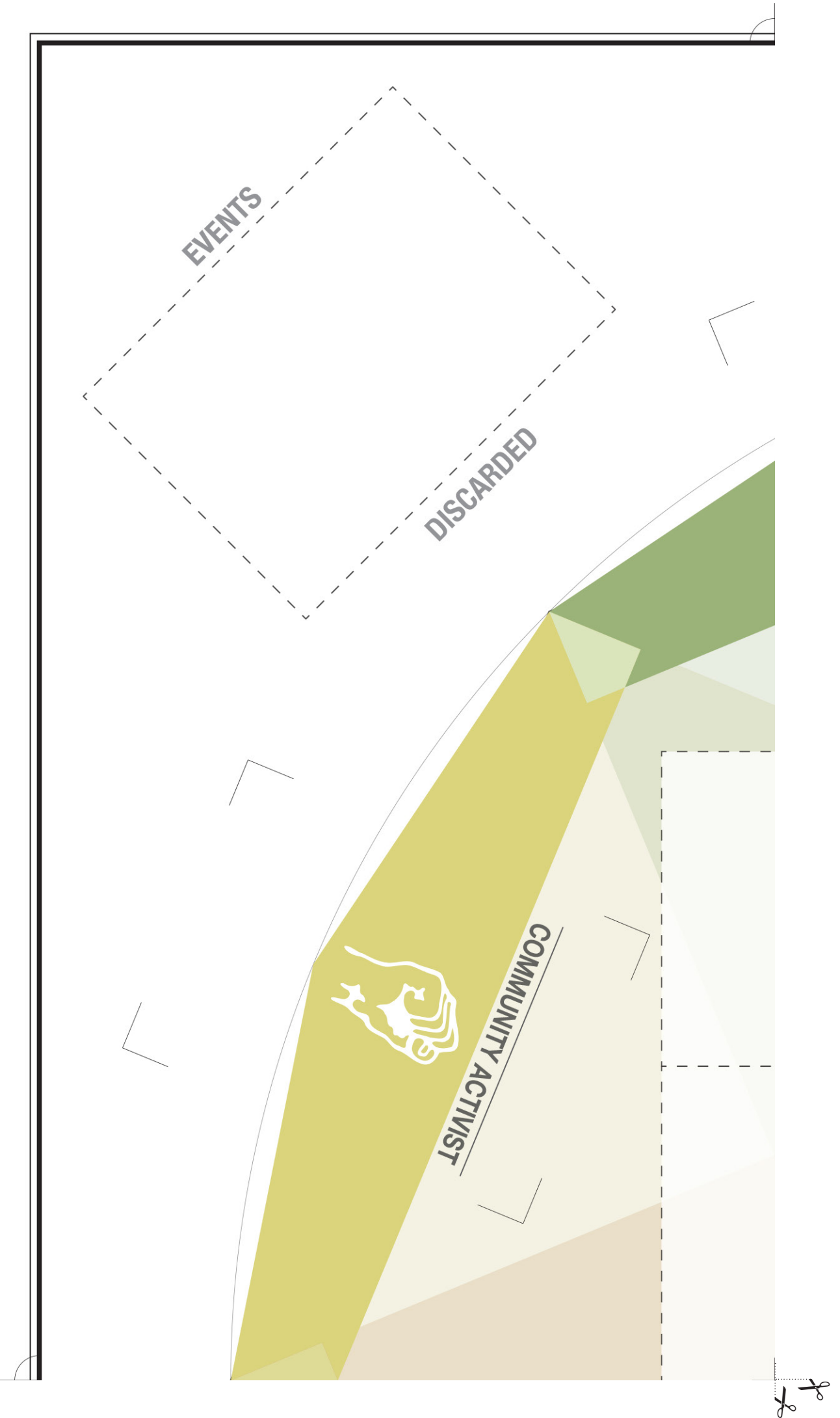
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VOTING CARDS



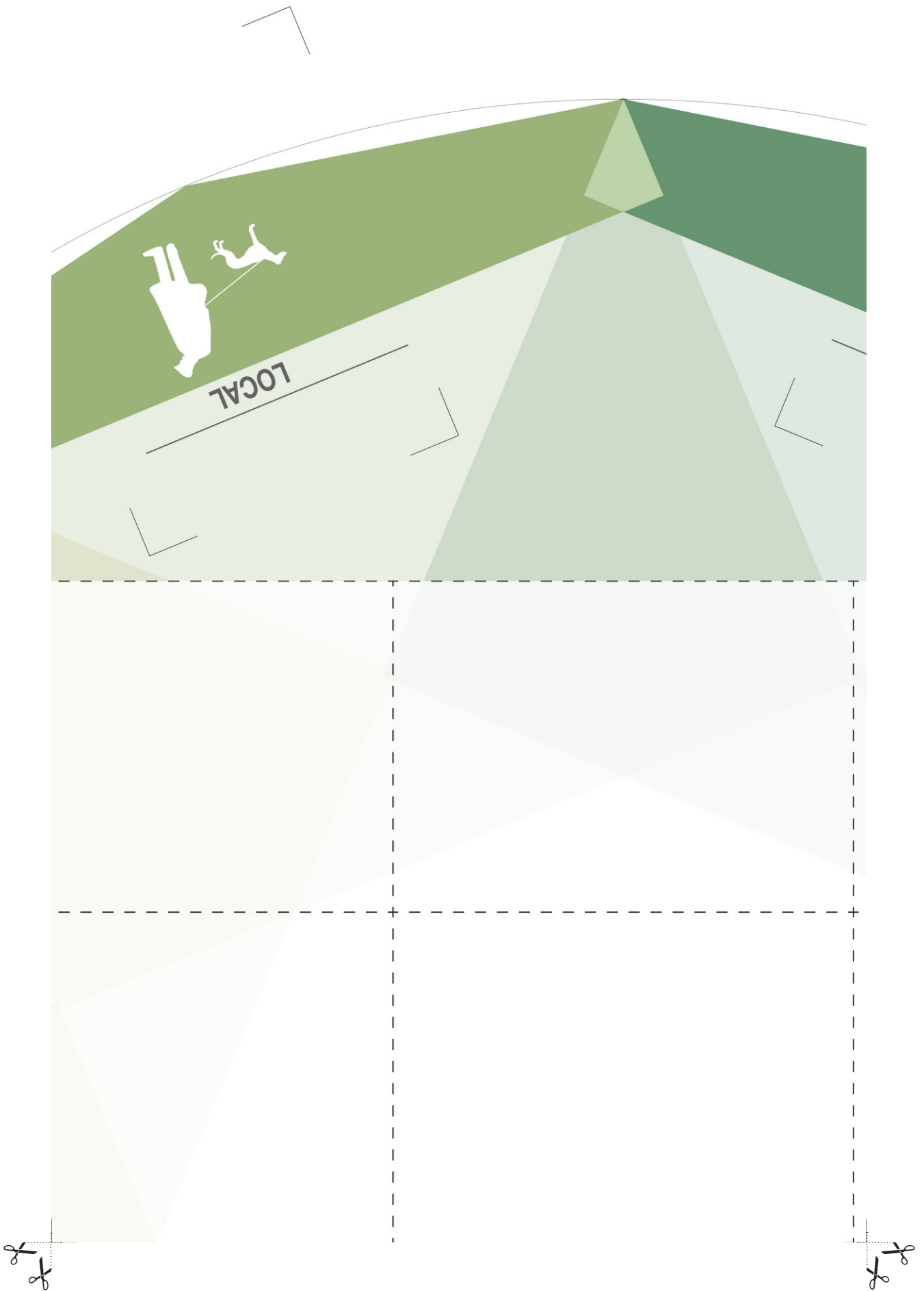


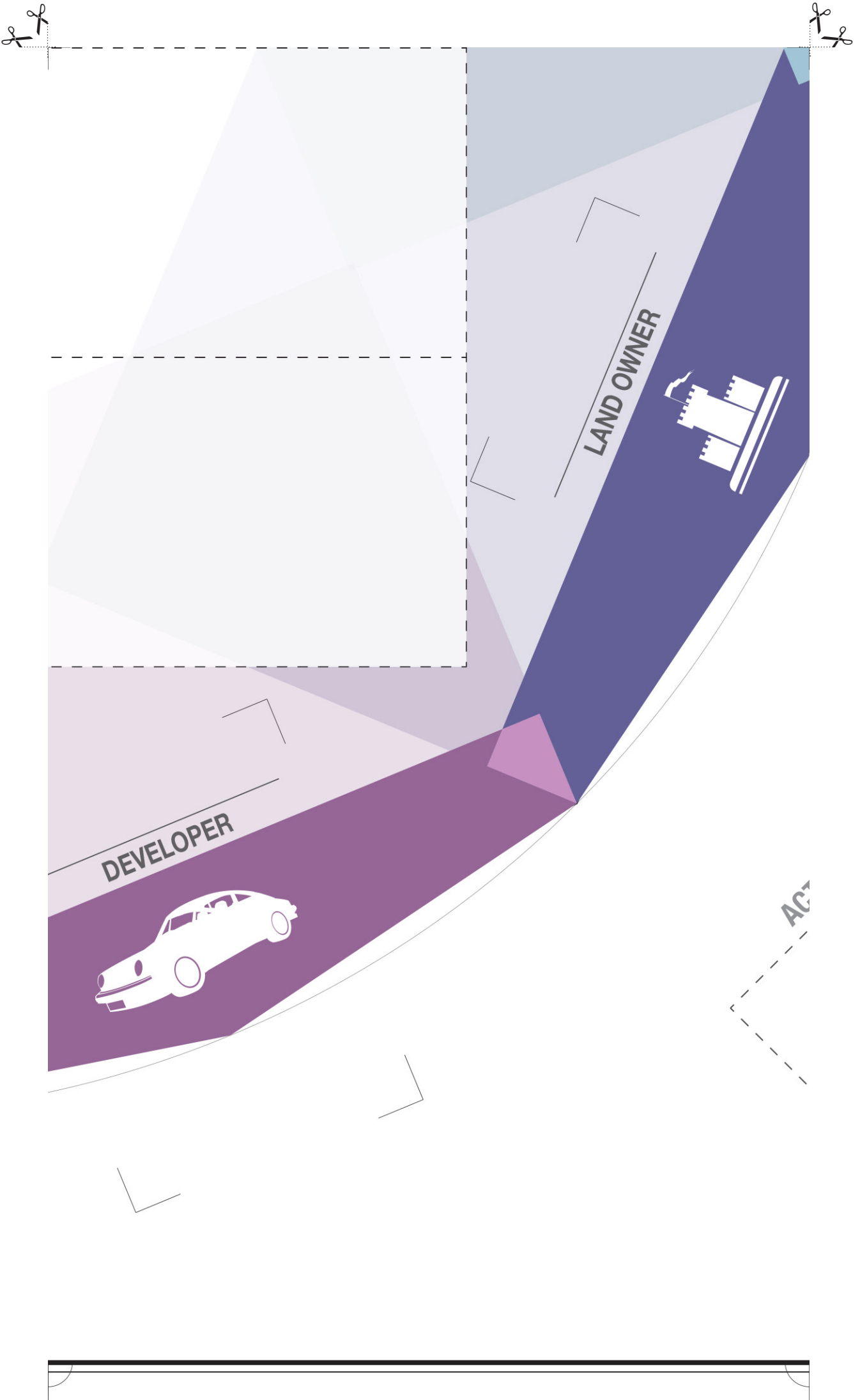


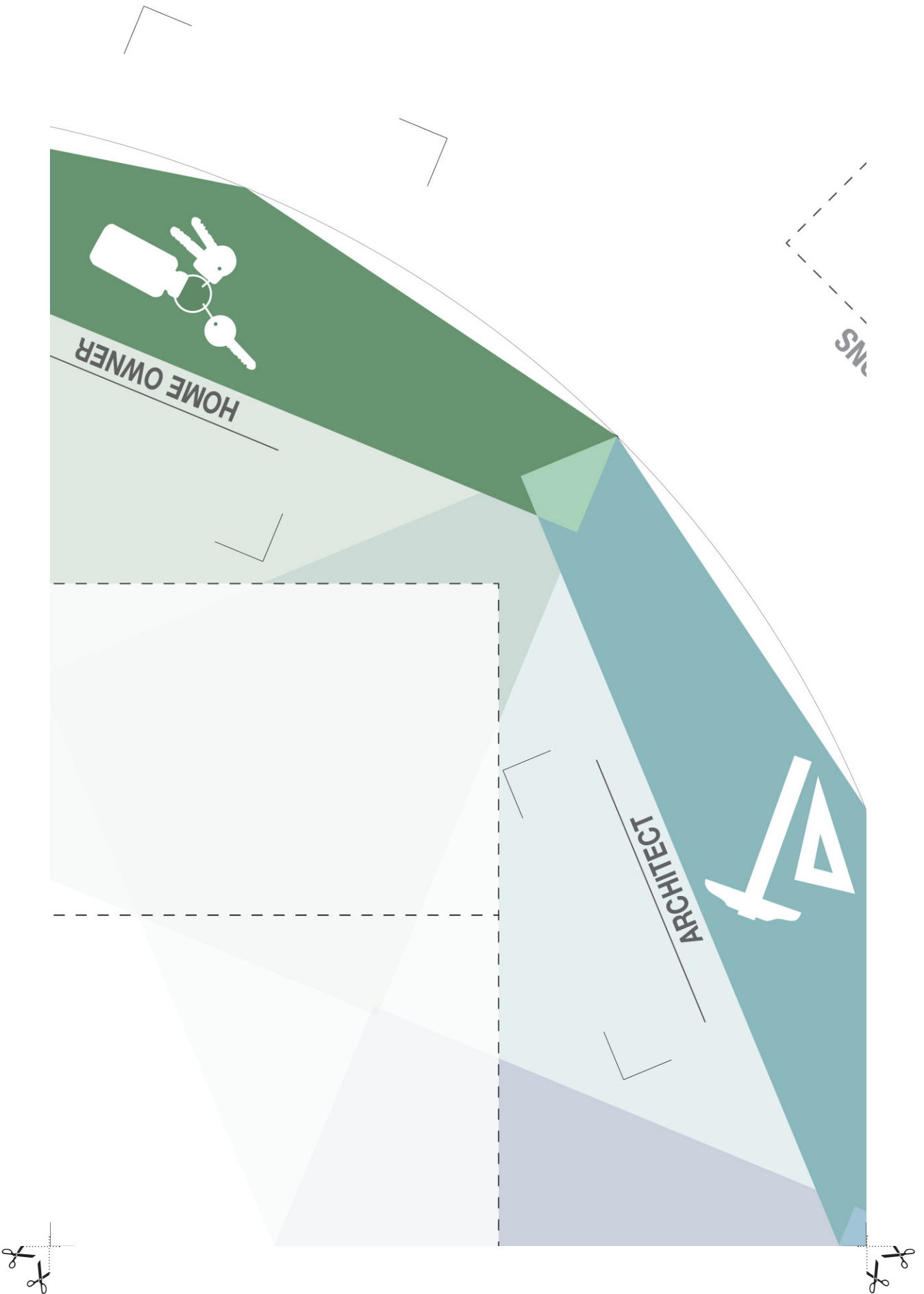


CITY COUNCIL MEMBER











CURRENT

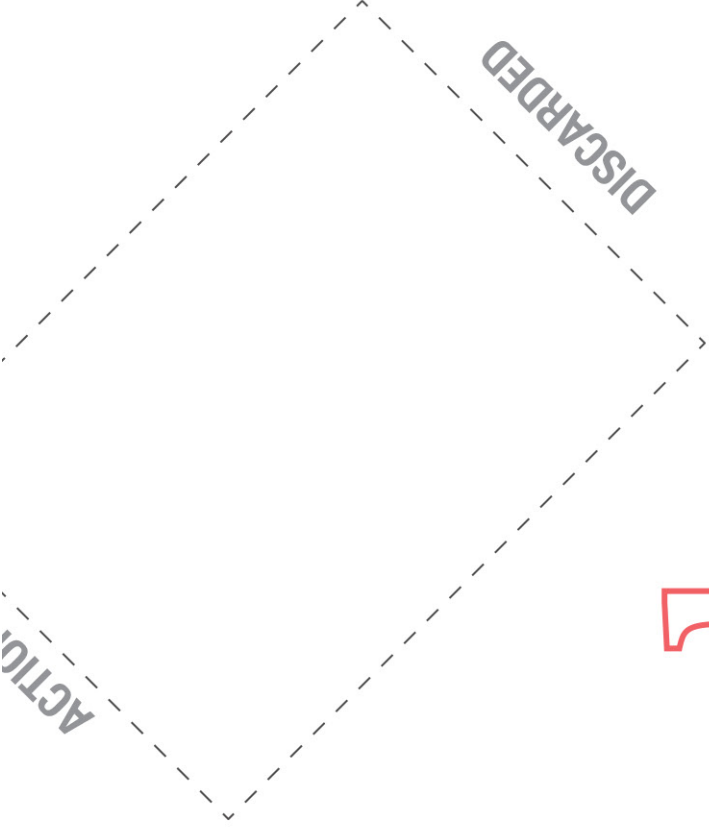
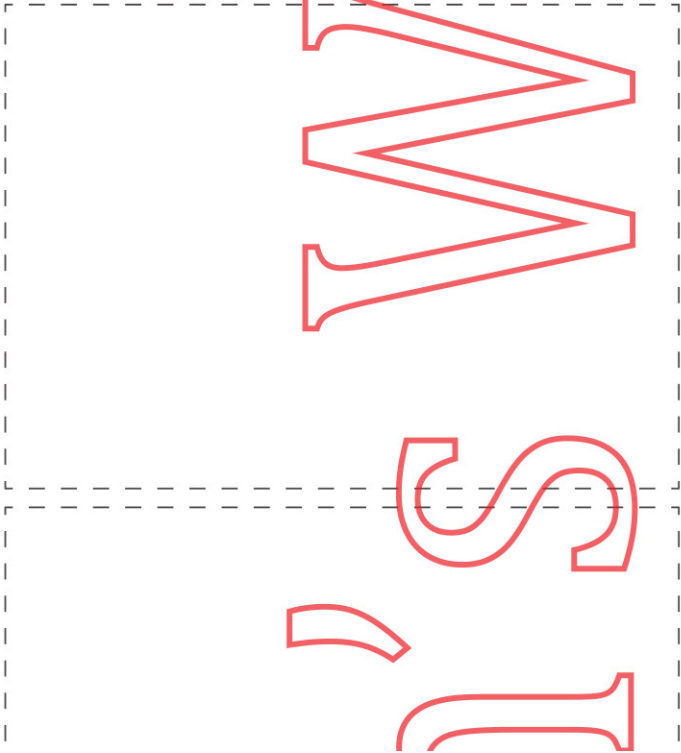
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ACTIONS



DISCARDED

ACTIONS