

Cancellation and No-show Policy (CNP)

Introduction

In order to be the best we can be, we must ensure we arrive promptly for deployments and notify the operational chain of command of any issues with our attendance to allow proper planning. In order to maintain a fair and balanced system, heavy penalties are issued to those who arrive late, cancel late or fail to show up to deployments they have signed up for. These take slots away from other members and are heavily discouraged.

Late Cancellation Penalty (LCP)

If you need to cancel your attendance to a deployment you may incur a penalty for doing so. This depends on how soon the deployment starts. The Late Cancellation Penalty only applies when you cancel your attendance of a deployment within 24 hours of the start time. The LCP penalty comes in the form of global combat fatigue (that is fatigue that applies to all combat areas equally) and will get more severe the closer to the start time you cancel. The maximum penalty is 2 minutes, or 120 seconds.

Hours till start	Fatigue penalty
24h	+0s
21h	+15s
18h	+30s
15h	+45s
12h	+60s
9h	+75s
6h	+90s
3h	+105s
0h	+120s

*5s per hour

No-show and failure to cancel

If you fail to show up to a deployment you registered for before its official start time and without notice; either because you forgot to cancel it or notify the field leader that you could no longer attend, you will be reported as 'No-showing'. Because the LCP is automatic no leeway is given to exceptional circumstances and you'll incur the maximum LCP penalty of 120 seconds.

As a no-show without notification is also a reprimandable offence, you'll be reported to your chain of command - incurring a further penalty of 120 seconds meaning the total penalty for no-

showing without notice is 240 seconds, or 4 minutes of global fatigue.

Exceptional circumstances

If you were unable to cancel your deployment, or notify the field leader that you could not attend, before the official start time due to an emergency, you can contact your chain of command and request removal of the reprimand, if they approve then your total penalty is reduced by 120 seconds to 120 seconds, as the LCP penalty still applies as exceptional circumstances cannot be used to reduce or remove LCP fatigue. However you will have the reprimand scrubbed from your record, due to the effect of reprimands on future promotions, this is something to avoid.

Late Arrival Penalty (LAP)

To be on time to a deployment you must be present on the server and ready to move out at the official start time. If you are late to a deployment - for example you turn up after the official start time - a global fatigue penalty is issued. The minimum LAP is 20s of global fatigue, increased by 1 second for every minute late thereafter. For example, if you were 10 minutes late to a deployment, your LAP penalty would be $20+10=30$ s of global fatigue.

Length of penalties

Like other fatigue related effects, LAP and LCP fatigues apply for 30 days from the date they were issued.