

# DUNGEON ETIQUETTE

## RULES FOR PARTICIPANTS

- Do not make assumptions. Negotiate all scenes. Do not assume that the presence of someone at this party means that they are available for your pleasure. Do not involve yourself in a scene without an invitation. Respect limits.
- Privacy and discretion are to be respected. All information about party activities, attendees, etc., is to be considered confidential. Do not bring cameras or recording devices. Cell phone calls must be made and received outside of the play area.
- Treat everyone with equal respect – dom/sub, top/bottom, hardcore/vanilla, volunteer/staff alike.
- Try to agree on safe words for scenes. "Red" will be a default safe word.
- Limit conversation and screaming/shouting in the play area.
- Respect the play area. Clean up after a messy scene. Use a drop cloth, if necessary.
- No weapons (including pepper spray) or any facsimile of weapons can be allowed into either the play area or the premises.
- No smoking and no glass allowed in the play area.
- Visibly drunk or impaired individuals cannot be allowed into the play area for their and everyone else's safety. Enjoy yourself, but try to keep your drinking under control. Anyone selling or attempting to sell drugs will be asked to leave.
- Limit play to designated play areas.
- Try not hog play equipment. Others will likely want to use it, as well.
- Dungeon Monitors have the final word on all matters within the play area, including the right to stop an unsafe or abusive scene, as well as the right to eject any participant who refuses to abide the posted rules. Check with the Dungeon Monitor if you have any questions and/or concerns.

## RULES FOR DUNGEON MONITORS

- Be courteous to and respectful of all participants.
- The role of the Dungeon Monitor is to remain present, but to keep a reasonably low profile. Dungeon Monitors should not "stalk" the play area, or appear to be judgmental, superior, or disapproving.
- If there is a problem, intervene quickly but quietly. Do not shout across a room.
- Intervene only when a problem or a potential problem occurs. Do not intervene simply because you would "do it a different way." If participants are having difficulty or appear inexperienced, ask politely if you could make a suggestion.
- Do not play when acting as Dungeon Monitor. Avoid anything that can impair your judgment or ability to function as Dungeon Monitor.
- If a participant is acting irresponsibly, dangerously, or abusively, stop the scene as quietly as possible and ask the offending participant(s) to join you outside the play area to discuss the matter.
- If a participant needs to be ejected for any reason, get the support of other Dungeon Monitors and explain why the participant is being ejected, referring to the posted rules of conduct. Try to avoid a shouting match or any physical altercation. Do not allow any drunk or visibly impaired person to drive. Always try to resolve matters as amicably as possible in order to avoid any possible liability and/or legal action.