



SAVE VS. HUNGER CODE OF CONDUCT

Save vs. Hunger wants all participants to be able to enjoy themselves and have a good time. To promote a safe and inclusive environment for everyone, all attendees are expected to adhere to the following Code of Conduct.

- ❖ Participants must conduct themselves in a manner that is conducive to the enjoyment and safety of all attendees of the event.
- ❖ Avoid excessively vulgar, sexual, or mature language and subjects.
- ❖ Let other attendees speak and avoid talking over or interrupting others.
- ❖ Avoid excessive cross-talk that is not relevant to the game being played.
- ❖ Allow other players to get the attention of the DM/GM/game leader.
- ❖ Discourage others from using social media to bully, shame, or intimidate other attendees.
- ❖ Avoid phone conversations during game play. If you must take a call during a game, please excuse yourself from the table until the call is completed.
- ❖ Theft and aggressive behavior are grounds for immediate dismissal from the play area and the premises.
- ❖ Aggressive behavior includes physical aggression; use of racial, gender-based, cultural, or other slurs against other attendees; harassment of attendees; or threats thereof.
- ❖ Sexual harassment of any kind will not be tolerated and are grounds for immediate dismissal from the premises. Sexual harassment includes, but is not limited to, the following behaviors.
 - Vulgar or sexual language, comments, gestures, or jokes
 - The display of sexually explicit objects or messages
 - Invasion of another attendee's personal space (e.g. inappropriate touching)
 - Derogatory commentary on a person's looks, dress, sexuality, gender, or gender identity
 - Persistent sexual or romantic advances without the other person's willing participation
 - Physical or sexual assault

IF YOU SEE SOMETHING, SAY SOMETHING

- ❖ Attendees who feel unsafe should notify a Volunteer immediately.
- ❖ Attendees who notice disruptive or unsafe behavior should attempt to make the person exhibiting the behavior aware of their actions (if they feel safe doing so).
- ❖ Attendees who feel uncomfortable bringing the behavior to the attention of the person exhibiting the behavior should notify a Volunteer immediately.
- ❖ Dungeon Masters/Game Masters/game leaders have the right to ask disruptive players to leave the table and speak with a Volunteer.
- ❖ Staff members have the right to remove a disruptive, aggressive, or disrespectful attendees from the play area or premises.