

# Convention Code of Conduct & Content Consent Framework

*Adapted from Monte Cook Games' Consent in Gaming checklist and industry best practices.*

## Purpose & Philosophy

Our convention is dedicated to providing a harassment-free experience for everyone, regardless of gender, gender identity, sexual orientation, disability, physical appearance, body size, race, ethnicity, religion, or technology choices. We believe that mature or intense content can be part of engaging experiences, but only when all participants have given informed consent. This framework uses a **stoplight system** (Green/Yellow/Red) to help attendees communicate their boundaries clearly.

## Universal Conduct Standards

### Expected Behaviour

- Treat all participants with respect, dignity, and consideration.
- Communicate openly and thoughtfully; encourage others to do the same.
- Respect personal space and physical boundaries
- Critique ideas, not people, in a non-confrontational manner
- Follow all convention policies and staff directions.
- Report concerns promptly to convention staff.

### Prohibited Conduct

- Harassment, discrimination, or bullying based on any personal characteristic.
- Intimidation, threats, or aggressive behaviour
- Inappropriate physical contact or unwelcome sexual attention
- Sustained disruption of events, panels, or activities
- Invasion of privacy (including non-consensual photography/recording)
- Retaliation against anyone reporting violations.

# Content Consent Checklist

Use this system to indicate your comfort level with common convention content. This applies to panels, tabletop games, LARPs, presentations, and social interactions.

## How to Use:

- **GREEN:** Acceptable content; I'm comfortable with this
- **YELLOW:** Okay if handled carefully, referenced "off-screen," or requires prior discussion
- **RED:** Hard line; do not include or reference at all

## A. Horror, Gore & Violence

Topic	Green	Yellow	Red	Notes
Blood & gore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Body horror	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Bugs (spiders, insects)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Claustrophobic scenarios	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Eye trauma	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Harm to animals	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Harm to children	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Psychological horror	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Torture or mutilation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

## B. Relationships & Intimacy

Topic	Green	Yellow	Red	Notes
Flirting/romantic themes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Romance (fade-to-black)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Explicit romantic content	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PC/NPC relationships	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PC/PC relationships	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sexual themes (implied)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Explicit sexual content	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

## C. Social & Cultural Issues

Topic	Green	Yellow	Red	Notes
Homophobia/transphobia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Racism or racial slurs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Real-world religion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sexism or misogyny	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Slavery or forced labour	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Real-world politics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

## D. Mental & Physical Health

Topic	Green	Yellow	Red	Notes
Cancer/terminal illness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Gaslighting/manipulation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Genocide or ethnic cleansing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Paralysis/restraint	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Self-harm or suicide	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sexual assault themes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Terrorism or mass violence	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

## E. Convention-Specific Elements

Topic	Green	Yellow	Red	Notes
Cosplay contact/interaction	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Photography/filming	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Physical LARP combat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Surprise jump scares	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Strong strobe lights	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Fog machines/scents	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

## F. Additional Topics Not Covered

Please list any other sensitive subjects or triggers:

# Session-Specific Tools

## For Panel Moderators

- Announce potential content warnings at session start.
- Provide visual "X-card" signals for attendees to use if content becomes uncomfortable.
- Check in with Yellow-rated attendees before proceeding with sensitive topics.
- Respect all red ratings without question

## For Game Masters/Facilitators

- Collect completed checklists before play begins.
- Clearly describe potential problematic content during game pitches
- Establish "lines and veils" (what to avoid vs. what to fade-to-black)
- Use the "pause" rule: any player can pause the game for any reason.

# Reporting & Enforcement

## To Report Violations:

1. Contact any staff member.
2. Visit the Convention Safety Desk (Location: \_\_\_\_\_)
3. Text/call:
4. Email:

## Response Process:

- All reports will be kept confidential to the extent possible
- Staff will intervene immediately to stop prohibited conduct.
- Actions may include warnings, escort from premises, badge revocation, or banning from future events.
- No retaliation permitted; reports will be taken seriously.

# Acknowledgment

By attending this convention, you agree to:

- Respect the boundaries and ratings indicated by other attendees.
- Communicate your own boundaries clearly using this framework.
- Support others in maintaining their safety and comfort.
- Accept that convention organizers have final authority on all conduct matters.

## This framework is adapted from:

*Consent in Gaming* by Sean K. Reynolds & Shanna Germain (Monte Cook Games), The TTRPG Safety Toolkit by Kienna Shaw & Lauren Bryant-Monk, Conference Code of Conduct template by the Ada Initiative

*Print, complete, and carry your checklist. Share relevant sections with session organizers.*