

CODE OF CONDUCT

By attending ConTingency you agree to abide by this code of conduct.

WHY DO WE NEED A CODE OF CONDUCT?

People come to ConTingency with different experiences and ideas of how to behave and how they expect others to behave. This Code of Conduct outlines what everyone, including organizing team, traders, gamesmasters and players, can expect from others and what is expected from all of us during ConTingency. The organizers will try to deal fairly and respectfully with any issue brought to us. We may also make reasonable requests that are not specifically included here. People are responsible for themselves, their actions, and their own health.

You do not have to stay in any situation you feel uncomfortable in. You can leave at any time.

Our code of conduct can be summarized as “be excellent to each other”.

CHILDREN

Children and families are very welcome at ConTingency, however due to child protection requirements we are unable to offer any child minding services. If you bring under 18s they remain your responsibility at all times. Children under 13 must always be accompanied by a parent or guardian.

PETS

Pets are welcome in some of the accommodation including the Woodside Inn, however if you bring pets they remain your responsibility at all times and you must ensure that they are properly supervised, not dangerous and do not cause a nuisance or threat to anyone. The site rules require that dogs are kept on a lead at all times when outside your accommodation.

DISABILITIES and SPECIAL NEEDS

We want ConTingency to be a fun time for all attending. Please let us know if you have any additional requirements that will affect your enjoyment of the event.

ACCOMODATION

Accommodation bookings are coordinated by ConTingency but the contract is between you and Sandyballs Holiday Village. You are responsible for complying with the standard terms and conditions for the venue.

VOLUNTEERING AS GAMESMASTER

If you are interested in running a game, thank you! If you know in advance what you want to run and when please email 2017contingency@gmail.com so we can advertise your game. If you decide to offer a game during the event please speak to the admin desk who will arrange a sign-up sheet. If you want to

run but don't know what/when please let us know so we can try to match you up with players looking for a game.

SIGNING UP FOR GAMES

There are two ways you can sign up for games. If you want to book your games in advance please visit <https://warhorn.net/events/con-tingency>. There will also be paper sign-up sheets at the event. You may only sign up for one game in any slot. Any person found to be signed up to multiple games will have their names removed from ALL games for that slot. Game sign-ups are on a first come first served basis, with a waitlist that will be used to fill spaces if people drop out of games. If you cannot find a game with spaces please speak to the admin team who will try to find you a GM.

TICKETS

Taking part in games at ConTingency requires the purchase of a ticket. The profits from ticket sales at ConTingency will be donated to charity. Tickets may be purchased from the admin desk. Unused tickets can be returned for a cash refund. Tickets cost £3.

REWARD TICKETS

All staff and GMs at ConTingency are volunteers. People running games or working for the convention are essential to the running of the event. ConTingency will recognize these efforts with Reward Tickets. Reward Tickets can be used in place of player tickets or may be used as £3 credit on the trade stalls, bring and buy or raffle. Reward Tickets are issued at the rate of one per game if there were between 4 – 9 players. For larger and smaller games Reward Tickets will be earned on a pro rata basis, at the rate of one per 5 players.

PUBLIC BEHAVIOUR

ConTingency should be a place where people feel comfortable and relaxed. We appreciate that some games will include adult material and may include topics that are not within what is normally publicly acceptable, we ask that any such games are played in private in the accommodation areas and identified as such on the sign-up sheets. Any games played in the public areas must be suitable for a PG13 audience, this includes in character behaviour and comments.

Everyone at ConTingency should feel safe and no one should be shouted or sworn at or made to feel threatened. Also be aware that people may have health issues that react to flashing lights (e.g. flash photography) or certain substances. If in doubt, ask.

Please abide by the smoking zones which will be clearly marked. It is illegal to smoke anywhere indoors including on-site accommodation, including out of windows.

HARRASSMENT: NO MEANS NO. ASK EVERY TIME.

No one at ConTingency should be put under any pressure to join in with things they do not want to do, this applies to both people and any character they are portraying.

This includes:

- Any sexual behaviour or comments
- Hugs or touching
- taking part in a activity
- disclosing information
- discussing topics which are sensitive or personal
- Or even having a chat.

It is fine to ask someone once if they would like to do something. For example, "Would you like a hug?" If they refuse, continuing to ask is pestering them and will be viewed as harassment. If someone asks you to leave them alone, do so.

In public, "no", "stop", "don't do that" or similar words and phrases will be taken at face value by the ConTingency organizers and volunteers, regardless of context.

Any games where non-consensual behaviour may be included must be identified as such on the sign in sheets and played in private.

DISCRIMINATION, RESPECTING DIFFERENCE

ConTingency should be a safe space for all attendees, regardless of ethnicity, class, gender, sexuality, disability, religion and belief, age or lifestyle. Bigoted behaviour of any kind will not be tolerated.

Do not make negative comments or assumptions, or stereotype people on the basis of their skin colour, physical features, race, accent or religious belief. Negative comments about any aspect of a person's culture or race, or fetishisation of cultural markers and physical features should be avoided.

ConTingency understands that some games are set in times and places where discrimination is a valid factor, if this is the case please ensure that this is made clear on the sign in sheets so people can choose whether to opt in. Any such games must be played in private and not in the public areas.

CONFIDENTIALITY

Please respect people's privacy. Ask permission before identifying anyone publicly. 'Public' includes write-ups on personal websites or on social networking sites such as Facebook or UKRoleplayers.

Do not take any photographs or recordings of people without their express permission. It is your responsibility to make sure everyone in shot is happy to be photographed.

If you give permission for your photo to be taken, assume it may end up online linked to you by name as people may not remember your preferences after ConTingency.

If you believe someone has taken your photograph without your permission you may ask them to delete the image or ask the desk or a volunteer to do so for you.

GETTING HELP TO DEAL WITH OTHER PEOPLE AND INCIDENTS

If you want support in challenging anyone's behaviour or anything they've said, please come and talk to the desk or the organizers who can assist you or speak to the person for you.

The organizers very much want to know about things that make people at ConTingency less likely to attend another event. If anything happens that makes you feel uncomfortable or unwelcome – even if you do not want us to do anything about it, or feel it is your fault – please let us know.

BREACHES OF THE CODE OF CONDUCT

If any of this happens to you at ConTingency or you have witnessed inappropriate behaviour, we want to know so we can improve your experience.

You can tell us

- In person, there will be someone at the admin desk
- By phone or text to 07934 349148 (Carol) 07710 680762 (Chris) or 07713 003204 (Dave)
- By email to 2017ConTingency@gmail.com

THINGS WE CAN DO TO HELP

If something has happened that makes you uncomfortable we can talk to anyone else involved. We are happy to do so, even if you haven't communicated this to them, since that is not always easy to do. We will listen to what you think would help. You don't have to know what would help.

Examples of things we can do

- communicate to others that there is a problem.
- ask for an apology
- ask them to leave you alone
- require them to not be where you are
- exclude them from the rest of ConTingency
- ban them from future events

These will be implemented at the discretion of the ConTingency team.

Breaches of this Code of Conduct or reasonable requests will, in most cases, be met with a warning from a member of the organizing team. The organizers decision is final.

If warnings are ignored, or in the event of serious misconduct, we reserve the right to ask anyone to leave all or part of ConTingency. If you are asked to leave you will not receive any refund. We reserve the right to pass on details of complaints to other convention organizers.