Roleplay Gaming Camp
Code of Most Honorable Conduct

Roleplay Gaming Camp is designed to help facilitate a safe and fun experience for all. To further support that, we require that all participants (camp masters, presenters, adventurers, goblins, gnomes, and gnolls) respect our DICE policy.

Diversity:

- We are an inclusive educational community which welcomes all races, genders, classes, ages, and alignments.
- A diverse party is a stronger party. Respect the ways in which all adventurers are unique.
- Our differences are our strengths - and a stronger party is more likely to live to tell the tale.

Inclusion:

- All adventurers are here to have fun and have the right to feel safe and included at all times.
- Adventurers should conduct themselves so that everyone feels safe and included.
- Adventurers act nobly, even if their characters might not.

Communication:

- Conflict is a necessary feature of roleplay gaming. Disagree, debate, and discuss kindly and respectfully.
- Noble adventurers avoid excessively vulgar, sexual, or overly mature language and themes that could make others uncomfortable.
- We do not bully, shame, or intimidate other adventurers. This may include threats of physical aggression, use of racial, gender, or cultural-slurs, and body shaming.
- Listen more than you speak. Let other players speak, avoid talking over others and interrupting (especially your Gamemaster (GM)).
- Avoid cross-talk and off-topic conversations that are not relevant to the adventure being played.
- Strive to use the preferred names and pronouns of fellow campers both in-game and out.

Excellence:

- GMs, attend to all your players equally. Players, pay attention.
- Follow your GMs lead, avoid arguing with the GM or other players over rules.
- Be forgiving and kind with mistakes, both yours and others'.
- Be honest with your rolls.
- Allow other players to get attention from the GM.

What To Do?

- Adventurers who feel as though they are in an unsafe environment should notify a camp master or headmaster immediately.
- Adventurers who feel uncomfortable bringing concerns to the attention of the disruptive individual, notify your Gamemaster, camp master or headmaster immediately.
- The Gamemaster has the right to ask a disruptive player to leave the table and speak with a camp master or headmaster.