



Player & GM Conduct and Safety Standards

Game N Gather tables should be fun, welcoming, and respectful for everyone. These standards apply to every Game Master and player at every Game N Gather game, wherever it is played.

Everyone at the Table

- Treat every person with respect. Harassment, bullying, threats, or discrimination of any kind will not be tolerated.
- Always ask before touching another person or their belongings, including dice, minis, and character sheets.
- Do not attend a game under the influence of alcohol or drugs, and follow all venue rules.
- Show up on time, and communicate as early as possible if you need to cancel.
- Respect the venue, its staff, and its property. Leave your space as clean as you found it.

Game Master Standards

- Set expectations before play: the system, tone, content, and any mature themes.
- Use safety tools at every table and honor them without question or debate.
- Share the spotlight fairly and make new players feel welcome.
- Address problems at the table calmly and promptly; ask Game N Gather for help when needed.
- Keep all player contact and scheduling professional, and protect players' personal information.

Reporting & Enforcement

If something happens at a game that makes you uncomfortable or breaks these standards, contact us at gamemaster.grantr@gmail.com. Reports are taken seriously. Game N Gather may issue a warning, remove anyone from a game, or end their participation with Game N Gather.

ACKNOWLEDGMENT

☐ I have read and agree to follow the Game N Gather Player & GM Conduct and Safety Standards.

Signature (type your full name)

Date

Player Standards

- Respect the GM, the game, and your fellow players' fun and time.
- "It's what my character would do" never excuses behavior that makes a real person uncomfortable.
- Keep side conversations, phones, and table talk from disrupting the game.
- Play fair: no cheating, fudging rolls, or taking over other players' turns.

Safety Tools

- Lines & Veils: content that is off the table entirely, or kept "off screen."
- X-Card / Pause: anyone may skip or change content at any time, with no explanation needed.
- Open Door: anyone may step away or leave a game at any time, no questions asked.
- Check-ins: GMs check in with the table, especially after intense scenes.

Youth & Family Games

- Content stays age-appropriate, and a parent or guardian is informed of the game's content.
- Adults are never alone with a minor, and all contact goes through a parent or guardian.

Every member of the group will need to fill out the form to play.

Save this completed form and email it to gamemaster.grantr@gmail.com.
Include the name of the person that booked your session in the email.