



Blood Red Roses Code of Conduct

1. Policy Statement

1.1 The purpose of this document is to provide all members of the Blood Red Roses community with clear expectations and guidance as to how they are expected to conduct themselves at any of our events or in any other physical or virtual spaces pertaining to Blood Red Roses.

2. Definitions

- 2.1 Member – Any attendee of Blood Red Roses in any manner or role.
- 2.2 Ref/Referee – Any individual tasked with the running, administration and management of Blood Red Roses as a whole.
- 2.3 Player – Any paying member.
- 2.4 Crew – Any non-paying member.
- 2.5 IC – “In Character” – Any actions or interactions taken as a character, player or non-player, involved with the game.
- 2.6 OOC – “Out of Character” - Any actions or interactions taken “in real life” by a member of the community.
- 2.7 Uptime – Any period of live roleplaying
- 2.8 Downtime – Any period of non-live roleplaying by any medium.
- 2.9 Game space – The immediate uptime play environment in which live roleplaying occurs
- 2.10 Other space – Any other space where interactions between Blood Red Roses members takes place, including but not limited to online communication, forums and social media sites.
- 2.11 Site – The location hired or designated for the purposes of a Blood Red Roses event, be it Caddihoe for a weekend event, a pub or hall for a social-only event, or any other environment.
- 2.12 “Man Down” – A call used in Uptime to alert first aiders to an injured or potentially injured member.
- 2.13 “Stop the Game” – A call used in Uptime to alert members in the near vicinity that a potential personal boundary has been crossed, or that an aspect of the immediate roleplaying environment needs to change swiftly. A ‘safe-phrase’ intended to allow for rapid adjustment of environment without shutting down the entire game space or requiring a “Time Out” call.
- 2.14 Cheating – Any violation of the Blood Red Roses core rules, or violation of a rule given by a Referee.
- 2.15 Metagaming – The use of knowledge available to a member OOC in an IC context
- 2.16 The Plot – Any storyline for an event, or between characters. It is often divided into ‘Main Plot’ which is the primary plotline for an event, ‘Minor Plot’ which is smaller storylines aimed at or between smaller groups of characters, and ‘Personal Plot’ which is storylines aimed at one particular character.



3. Expectations of Members

3.1 Blood Red Roses expects that every member:

- 3.1.1 Will act by the “spirit of the rules” and the “spirit” of this document. It is impossible to cover every conceivable eventuality.
- 3.1.2 Regardless of their role in the community, will act in a mature and reasonable fashion at all times and that members will treat other members with respect, dignity and civility in all avenues of OOC discourse, be it in Uptime, Downtime, at events or in other spaces.
- 3.1.3 Will take personal responsibility for their own safety and the safety of others attending an event.
- 3.1.4 Will follow the rules defined on the website and in the rules documentation.
- 3.1.5 Remembers and appreciates the difference between IC and OOC interactions.
- 3.1.6 Will do their best to preserve the integrity of the game space as IC.
- 3.1.7 Will treat a Referee’s judgement as final during an event. Whilst every effort is made to predict necessary judgements, not everything can be accounted for. Judgements can be discussed with the Ref team outside of an event to establish a precedent for future judgements.
- 3.1.8 Will obey a Referee’s commands on safety matters promptly. Referees may have to use raised voices or a stern tone in heated moments to ensure the safety of members. This a regrettable necessity.
- 3.1.9 Will take personal responsibility for the enjoyment of other members at an event. They will act appropriately IC and take both their successes and failures with good grace.
- 3.1.10 Will discuss IC actions that may cause problems or discomfort for other members with the Ref team for approval and to ensure appropriate Ref coverage prior to acting.
- 3.1.11 Will, during the occasional interaction with people not involved with the game, treat the public with courtesy and respect and do their best to show LARPing in a good light and not bring Blood Red Roses into disrepute.
- 3.1.12 Will treat the site with respect: “Leave only footprints, take only memories.”

3.2 Blood Red Roses understands that its members of the community, in any capacity, are human, that mistakes can be made and should be rectified at the earliest possible opportunity.

4. Misconduct

4.1 Misconduct will lead to an immediate temporary removal from the game space, with the option in sever or repeated instances, of extending to an event or permanent ban from all Blood Red Roses community activities, events and environments. Removal from the game space is expected to be a temporary measure to ensure understanding of the rules in most cases. Additional sanctions may also be administered (see point 6).

4.2 In other spaces, outside of an event, misconduct will lead to censoring of offensive material, with the option reserved for temporary banning from Blood Red Roses controlled environments, and in severe or repeated instances of extending to a permanent ban from all Blood Red Roses community activities, events and environments.



- 4.3 Blood Red Roses recognises that misconduct may not be a single, clear event but may also take the form of a pattern of seemingly innocuous behaviours or low-level concerns, and is prepared to treat such instances as offences.
- 4.4 Misconduct includes any lacking in behaviours as defined under the expectation laid out in point 3 but also includes (but is not limited to) the following:
- 4.4.1 OOC acts of aggression
 - 4.4.2 OOC intimidation
 - 4.4.3 OOC bullying
 - 4.4.4 OOC harassment
 - 4.4.5 OOC ostracization or social censure
 - 4.4.6 OOC incitement to misconduct
 - 4.4.7 Failure to respect a call of “Stop the Game”.
 - 4.4.8 Failure to respect a call of “Man Down”.
 - 4.4.9 Failure to respect a call of “Time Out”.
 - 4.4.10 Abuse of misuse of any of the safety calls: “Stop the Game”, “Man Down” and “Time Out”.
 - 4.4.11 Cheating or Metagaming
 - 4.4.12 OOC personal attacks of any kind
 - 4.4.13 Failure to respect “the fourth wall” – the divide between IC and OOC interactions and actions
 - 4.4.14 Failure to preserve the IC integrity of the game space
 - 4.4.15 OOC intoxication during Uptime
 - 4.4.16 Failure to respect commands given by Refs during online interactions either in Downtime or in other virtual Blood Red Roses environments.

5. Gross Misconduct

- 5.1 Gross misconduct at an event will lead to an immediate banning from an event site pending a full investigation, with the option of extending to a permanent and complete ban from all Blood Red Roses community activities, events and environments.
- 5.2 Gross misconduct performed in other spaces will lead to an immediate ban from all Blood Red Roses community spaces pending a full investigation, with the option of extending to a permanent and complete ban from all Blood Red Roses community activities, events and environments.
- 5.3 Blood Red Roses recognises that gross misconduct may not be a single, clear event but may also take the form of a pattern of seemingly innocuous behaviour or low-level concerns, and is prepared to treat such instances as offences.
- 5.4 Gross misconduct includes, but is not limited to the following:
- 5.4.1 Any behaviours listed under section 4 can be considered as gross misconduct in repeat or persistent instances, or where OOC malice is considered to be a factor, or where the severity of the offence marks it as beyond simple misconduct at the Ref team’s discretion.
 - 5.4.2 OOC discrimination based on any of the Protected Characteristics: race, sex, sexual orientation, gender reassignment, religion or belief, marital or civil partnership status, pregnancy or maternity, age or disability.



- 5.4.3 OOC violence of any kind.
- 5.4.4 Wilful vandalism or destruction of any member's belongings.
- 5.4.5 Wilful vandalism or destruction of any of Blood Red Roses equipment or kit.
- 5.4.6 Wilful vandalism or destruction of the site and its property.
- 5.4.7 OOC theft.
- 5.4.8 Cheating or metagaming that leads to fundamental damage to a plot.
- 5.4.9 Cheating or metagaming that leads to the death of a character.
- 5.4.10 Wilfully causing a gross breakdown of the IC integrity of the game space.
- 5.4.11 Misuse or attempted abuse of the Code of Conduct.
- 5.4.12 Possession or use of illegal substances.

5.5 Grievances

- 5.6 In the event that a member experiences misconduct of any sort it should be reported to the Ref team at the first available opportunity.
- 5.7 The Ref team will enact an immediate response in accordance with parts 4.1, 4.2, 5.1 and 5.2, removal from the game space, event or other spaces respectively.
- 5.8 It is expected that in many, minor cases, counselling, guidance or a reprimand from the Ref team will be enough to resolve matters sufficiently. Additional sanctions may be delivered (see point 6).
- 5.9 In any case that results in an event ban, or more severe allegations, a team of a t least 3 Referees, or agreed independent parties will be convened within 14 days to investigate the matter, with the option of extending a ban indefinitely, or enacting additional sanctions.

6. Additional Sanctions

- 6.1 Additional punitive measures including but not limited to:
 - 6.1.1 Removal of experience points for an event
 - 6.1.2 Temporary removal from game space
 - 6.1.3 Worsening bead draws for injuries
 - 6.1.4 Worsening bead draws for taint or magic use
 - 6.1.5 Instant or retroactive loss of hit points or 'hidden injuries'
 - 6.1.6 Removal of the right to use weapons
 - 6.1.7 Removal of the right to wear armour

7. Responsibilities and Review

- 7.1 The Ref team are responsible for this Code of Conduct and will review it every two years or sooner if required.
- 7.2 Every member of the Blood Red Roses community is responsible for their awareness of this document. Every member is responsible for adhering to this Code of Conduct and for identifying and notifying instances of misconduct within our physical and virtual spaces.