



## Code of Conduct

### **Our Goal**

Everyone should be able to game safely and enjoy the D&D Adventurer's League event and the store environment as a whole. This means everyone's fun and happiness comes without compromising any other participant's comfort.

### **What Safe Gaming for All Entails**

Our event is no place for any forms of harassment – physical, verbal, or any other means. This includes, but is not limited to, harassment related to race, color, sexual orientation, gender identity, nationality, age, size, diverse needs, disability, religion, or any other part of one's identity.

Behaviors that include, but are not limited to, bullying, stalking, intimidating, hate speech, inappropriate physical contact, theft, and other aggressive behaviors are unwanted and unwelcome.

Any of the above instances of harassment or behavior can be reported to any of the event organizers or store employees as soon as possible.

### **What to Do if You Witness Harassment or Other Behavior that Makes Our Environment Unsafe?**

If you witness any form of harassment or inappropriate behavior at our event, please reach out to the event organizers on site.

They can be located either at the table clearly labeled "Admin Table" or will be wearing badges labeled "Event Organizer." You can also make your Dungeon Master aware of the incident and they will reach out to the event organizers if you are unsure how to find them.

### **What Steps will be taken once reported?**

The event organizers will alert the store manager or leading store employee of the incident and in coordination with them any of the following actions can occur depending on the severity of the incident.

- 1) Mediation
- 2) Verbal Warnings
- 3) Pulling from event for Discussion with the Store Staff who may determine the appropriate next actions based on Venue policy
- 4) Dismissal from event

If any law has been violated, necessary steps to contact law enforcement will be taken.

