

## General Curious Pastimes Policies

Curious Pastimes (CP) aims to provide a supportive, collaborative roleplaying experience in a safe and welcoming environment. To ensure that it is able to do this, there are standards of behaviour and conduct which CP expects everyone attending to maintain. CP acting in its sole discretion retains the right to ask a participant to leave an event at any time, for reasons including but not limited to any of the following:

- Breaking the rules or policies they have agreed to by attending.
- Acting against our code(s) of conduct.
- Posing a safety threat to themselves or other participants.
- Refusing to follow instructions from Curious Pastimes staff that any person acting reasonably would be expected to follow.
- Appearing to break the law or being judged likely to have broken the law.

Curious Pastimes retain the right to refuse a booking to any person. If a person books for one of our events and we do not wish them to attend, we will issue a full refund including any fees. Curious Pastimes reserves the right to exclude any person from our events without disclosing the reason.

In cases where an individual and/or group is deemed to have acted in a way that is or may endanger the health, safety or wellbeing of attendees to CP events, either as an isolated incident or as part of a pattern of destructive/dangerous behaviour, they may be 'banned'. This means they have been refused the ability to book and/or attend any CP events in the future. This can be a temporary ban which lasts only for a stated number of events, or a permanent ban.

Curious Pastimes is under no requirement to disclose information regarding banned individuals or the circumstances of a ban. If you feel for any reason that you require information about something of this nature, please contact the office at [info@curiouspastimes.co.uk](mailto:info@curiouspastimes.co.uk).

We cannot resolve issues we don't know about – please do not assume we are aware of a situation. Whilst we strive to make our game safe and welcoming for all attendees, we are not legally responsible for their behaviour. If you have concerns about any aspect of the game or its participants (including staff), please let us know as soon as possible.

**All staff at Curious Pastimes are volunteers.** From full time Faction Command NPCs, Game Team referees and full time Event Team to players who kindly help out as Faction referees, Event Team for battles/skirmishes and build crew. **We ask our volunteer staff to work to a code of conduct and we are really proud of and humbled by the amazing work they do.**

**Individual referees and volunteers will not necessarily be able to resolve any issues immediately – especially where they concern breach of policy or potential illegality. They will be required to escalate to those with appropriate responsibility. While the safety of all concerned will be immediately addressed to the best of our ability, any final decisions may necessarily wait upon our processes and policies being followed.** Players should also be aware that it is impossible for an individual referee to immediately know everything that is going on in the game. Please do always ask, it just might take a bit of time to get an answer.