

Mischief Matters

Wristband Policy

- ◆ **What is the wristband system?** At Mischief Manor's play parties we have implemented the practice of using paper wristbands to denote your level of participation at the party. The wristband system itself is a variation on the "flagging" system whereby attendees would wear different color bandanas or flags to denote participation levels. Basically, the color of the wristband indicates *how interested you might be in being asked to play*, loosely, it designates how interested you are in finding **pick-up play** (spontaneous play with someone you do not have an established relationship with) at the party.
- ◆ **What do the different colors mean?** The colors basically correlate to the colors of a stoplight.
Important: wristbands are only guidelines for interactions with strangers. If you have a scene set up in advance, or you're romantic partners or regular play partners with someone, they may operate outside the designated colors. We expect you to police yourself according to the color you've selected.
 - ◆ **GREEN ~ "I'm ACTIVELY looking to play."** Green band wearers are open to finding someone to play with. Don't be shy, if they seem cool, ask away! It's still recommended that you talk to them first, however the green wrist band means that they are open to the conversation. They are also more likely open to welcome hugs hello and direct contact too.
 - ◆ **YELLOW ~ "I'm NOT ACTIVELY looking to play."** Yellow band wearers aren't there to find pick-up play. They might consider it, if something sounds especially interesting, but it isn't their first priority. A yellow wristband means "socialize first." Don't approach a yellow band wearer if your only goal is asking to play; if you hit it off, maybe they'll ask you. Yellow wearers will more than likely prefer to be asked before you hug them hello and may prefer a fist bump.
 - ◆ **RED ~ "I'm NOT looking to play."** Red wristband wearers might be new, spoken for, tired from an earlier scene, or just not interested in pick-up play. *Either way, they DO NOT wish to be asked to play.* It does not mean, however, don't talk to me", it just means "don't ask me to play". Chat with them, become friends, get to know them. Red wearers *probably* do not want to be touched at all when greeting them, so don't!
 - ◆ **PURPLE ~ DM or Dungeon Monitor.** If you need a person in an authority position, find a purple wearer, **IN THE MOMENT**, and allow them to help you navigate what is needed with you or for you. It's much harder to deal with issues after the party then during it.
- ◆ **Rules Summary:**
 1. Don't ask a **RED** wristband wearer to play and don't touch them.
 2. No matter what the wristband color is, only ask someone to play once, unless they specifically mention to you to ask again later. Badgering someone for play is never a good time for anyone.
 3. No matter their wristband color, **DO NOT PUSH when someone says no**, or gives you a non-answer (i.e. "I dunno", "I'll think about it, etc.). If they didn't mean that as a no, or if they change their mind later, they can ask you. Always look for an **EXPLICIT YES** before you go forward.
 4. Wristband choices are not law, if you change your mind during the night, change your band.
 5. **NO, YOU DO NOT HAVE TO WEAR ONE!** We do encourage it because it makes interacting easier for all. Let's face it, rejection sucks, we believe that the wristband system will make our parties safer for our most vulnerable attendees, and more comfortable for *everyone*.
 6. If someone is not wearing a wristband, treat them like they're wearing yellow.
 7. What to do if you think someone has crossed a line? Find a **PURPLE** wristband wearer.

Inquire further with your hosts,

Mistress Schari & catnip