## Cherry Picked Games – Code of Conduct

Cherry Picked Games (CPG) fundamentally understands tabletop gaming is a social experience. Bringing people together over a game gives them new outlets and reasons to enjoy each other’s company. Games let people explore new worlds, ideas, and interactions. These interpersonal experiences need to be positive in order for the hobby to have value. In particular, tabletop gaming needs to be an inclusive activity everyone feels welcome to participate in. We need to foster a diverse community based on respect, tolerance, and fun.

To facilitate the kinds of experiences we value, CPG has established this code of conduct. It is expected everyone participating in gaming events (whether as a host, player, or spectator) follows this code and every CPG affiliate (owner, contractor, or volunteer) upholds and enforces this code when at an event. This applies to any event a CPG affiliate is hosting, promoting, or attending.

The CPG Event Code of Conduct consists of these tenets:

1. No verbal or physical threats or violence in any form.
2. No sexual harassment, either verbal or physical. This includes all unwanted touches, remarks, gestures, or other related actions. Also included is introduction of sexual content (images, dialog, etc.) that is unwelcome or unexpected. All of this applies to in-game content: sexual harassment of a character is equivalent to harassing that player.
3. No hate speech, derogatory slurs, or other verbal attacks on individuals or groups based on race, religion, gender, sexuality, ability, age, income level, or any other characteristic.
4. No disruptive or destructive behavior to the venue, games, players, or other attendees. Respect the space and others.
5. Follow any content safety mechanisms established by the space or hosting group. CPG will default to “The X” (a player crosses their fingers and asks for a problematic element or subject to be removed from the story; other players acknowledge and accept without question). These mechanisms will be explicitly explained before any story or role-playing games. Other games should have their content explained beforehand with any potentially unwanted content highlighted (e.g.: Archipelago players should understand the game is about colonialism).
6. The level of “adult” content in the games and player conversation should aim to be “PG-13” or lower. CPG affiliates should try to refrain from swearing, sexual innuendo, and other such things. This is subjective based on the group, but everyone should feel comfortable with what is being said. The attitude of the group does not excuse anything from other tenets.
7. Patience and tolerance will be shown to all people with regards to the rules and mechanics of a game.
8. Safety, comfort, and worldly obligations take priority over games. No one will be shamed for leaving or delaying a game because they need to leave temporarily or permanently.
9. Anything in the same vein of these tenets can be enforced by CPG affiliates. This is a living document subject to change and evolution as experience is gained.

Given the nature of gaming, particularly story and role-playing, there are distinctions made between reality and fiction. These should be blatantly clear to everyone involved. Any miscommunication is the fault of the person transgressing on the code of conduct. Ultimately, safety and comfort is far more important than gameplay and conflicts will be resolved with such a mentality.

Enforcement of the code is expected by affiliates to the best of their ability. No affiliate should be put in a threatening situation addressing conflicts. In these cases, they are expected to seek outside help from venue staff or other authorities.

Any questions, concerns, or reports of inappropriate conduct by CPG affiliates should be reported to CPG Founder, Alexander Jerabek ([alex@cherrypickedgames.com](mailto:alex@cherrypickedgames.com)). Issues involving Alexander should be reported to CPG Art Director, Jake Breish ([jake.breish@gmail.com](mailto:jake.breish@gmail.com)). If the issue cannot be presented to either for whatever reason, contact Dinah Juergens ([dinah.juergens@gmail.com](mailto:dinah.juergens@gmail.com)).