



The Rochester Kink Society's Guide For Dungeon Monitors

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This guide was written as a training aid for Dungeon Monitors in general, no matter which Dungeon they may be asked to monitor. There may be sections and specific items that do not apply to the current RKS Dungeon. These sections will be noted.

Thank you for volunteering as a Dungeon Monitor. We appreciate your support. Please take a few moments to read this orientation, so that you can monitor our Dungeon and help keep it safe.

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What is a DM's purpose?

A DM (Dungeon Monitor) is a LIFEGUARD whose primary purpose is to monitor the play space with an eye toward assistance, intervention, or instruction in the unlikely event that stepping in is needed.

You are also a GUIDE. As a DM, people will be asking you where to find the bathroom, Band-Aids, cleaning supplies, etc. You will probably direct more people to the restroom than you hand out Band-Aids, and hand out more Band-Aids than you will have scene interventions.

You may also be called on to be a COP in enforcing the Play Rules as well as the miscellaneous safety rules contained in the "Danger Signs" section of this guide. This guide was developed to support the concepts of Safe, Sane, and Consensual play, and to improve BDSM education at all levels.

Section I – Dungeon Monitor (DM) Duties

The DM Crisis Situations:

There are five categories of common crises that DM must be able to resolve. Familiarity with crises situations improves our abilities to manage such difficult situations, by allowing us to make educated decisions. Thus, please familiarize yourself with the five crises, so that you can quickly identify crises when they occur and act accordingly.

- 1) Rule/Responsibility Violation :** A situation in which a member or guest knowingly or accidentally violates a RKS rule, an etiquette/safety guideline, or a personal responsibility.
- 2) Personal Conflict :** A situation in which two or more people engage in a verbal or physical dispute, or a situation in which a person experiences an emotional break-down .
- 3) Uncomfortable Environment/Play space :** A situation in which one person's action or inaction affects the play space environment in a negative manner.
- 4) Unsafe Play or Unsafe/Unhygienic Equipment :** A situation in which dungeon equipment is compromised or player(s) are engaging in overly risky BDSM behaviors.
- 5) Medical Emergency :** A situation in which a player sustains an injury or is medically compromised.

Your DM Duties:

The five crises situations, listed above, create a need for DMs, and thus are the root of our duties and responsibilities, which are necessary to keep the dungeon running smoothly. All duties and responsibilities are united by our mission statement and can be divided into five categories.

Mission Statement: The DM's purpose is to ensure a safe, enjoyable play environment in which individuals can express their preferred play and lifestyle.

Remember: Your attitude should be one of service, not enforcement. Do not let your DM training or your shift responsibilities go to your head.

Remember: Even if not on schedule, a DM is ALWAYS on duty, and should strive to be vigilant and helpful.

DM Duties Categories:

1) Rule Enforcer : The primary duty of rule enforcement is to monitor the dungeon for rule violations (RKS rules, etiquette guidelines, personal responsibilities) and to correct said violations.

- Attend all necessary orientation and DM training sessions.
- Be familiar with general BDSM etiquette, specific play rules, and RKS policies that apply to play, and to enforce these rules and policies.
- Monitor play area for rule violations and substantial breaches of etiquette.
- Be discrete, fair, polite, & firm, when enforcing said rules.
- If problem persists, intervene again and notify Board Member.
- Ensure that play rules are available to all players.

2) Conflict Resolver : The primary duty of conflict resolution is to attend to complaints and mediate any disputes that may arise.

- Attend concerns and complaints.
- Report critical complaints to the Board.
- Listen, be empathetic, calm and patient.
- Monitor playspace for substantial breaches of scene etiquette.
- Mediate disputes between players.
- If very disruptive, isolate and remove disputing players from play space.

3) Play Space Manager : The primary duty of play space management is to keep the dungeon clean, quiet and comfortable for all players.

- Be friendly and courteous.
- Provide Orientation and Assistance.
- Help maintain a clean and orderly play environment.
- Check expendable Supplies and Report Shortages to Head DM.
- Know where supplies are kept.
- Ensure that players clean vacated stations.
- Direct Traffic away from scenes.
- Keep conversation in play space to a minimum, and keep music playing.
- Debrief the next DM upon shift change.

4) Safety Monitor : The primary duty of safety monitoring is to observe play and to intervene when safety protocols are not being observed.

- Assist the Head DM in supervising all BDSM activities in play areas and take appropriate

steps to ensure the safety of all participants.

- Consult with the Head DM in all instances where unsure of the safety or advisability of an activity.
- Conduct safety inspections of play areas and equipment as required, and to take appropriate corrective action if unsafe conditions are identified.
- Monitor play activities for danger signs.
- Circulate regularly to effectively monitor each scene.

5) First Aid Assistant : The primary duty of first aid assistance is to assist with minor injuries by providing first aid supplies and to report significant injuries to the Head DM or Board member.

- To assist players with minor injuries as necessary. Contact the Head DM as soon as you encounter a medical emergency. If the Head DM is not available, contact a Board member.
- Provide medical supplies from first aid kit or direct player to first aid station
- Write incident reports for significant injury

Before Your Shift:

- Review posted Play Rules and this Guide.
- Familiarize yourself with the play space and supply locations (with special attention to the safety and First Aid equipment).
- Get a feel for the scenes in progress and the mood of the play space in general.
- Check in as needed with the Head DM, who may have changes to add to this Guide.
- Get a debriefing from the DM you are relieving.
- Find out about any key events of their shift.

During Your Shift:

- During your shift, patrol the space (with a partner, if applicable). The aim of your patrol is to facilitate a safe and enjoyable time for all. During your shift keep an active pattern of movement, maintain a minimum amount of social conversation, and mix once your shift is complete. As DM, you have access to every area in the play space unless the Head DM advises you otherwise.
- Look – Keep your eyes moving, focus actively but not exclusively on play. Watch for over-obtrusive voyeurs, drug use, drunkenness, or too-aggressive come-ons. Watch analytically, with an eye toward safety and effectiveness in play. There will be time for voyeurism after your shift.
- Listen – Be alert for trouble; you may hear something go wrong before you see it. Yelling, screaming, and sounds of equipment breakage or collapse should be investigated immediately. And remember that even happy screaming may disturb others. Loud conversation in play areas should also be discouraged.
- Be prepared to keep the music going in the space. Familiarize yourself with the stereo equipment.

Section II – DM On Duty Behavior

DM Values of Service:

DMs exist to provide a service to the organization and are trusted not to abuse their power. In order to accomplish this, all DM's must have a set of core values that unite us and create the foundation for our behavior with proper etiquette in delicate situations, such as enforcing policies. There are six core values that every DM should uphold.

1) Respect : DMs must act with respect for other people's choices.

- Accept all lifestyles and play activities.
- Do not make judgments other than RKS rules.
- Recognize that all players deserve a safe space to enact their lifestyle.

2) Courtesy : DMs must act with courtesy during interactions and interventions.

- Treat every individual with dignity and patience.
- Anticipate uneasiness, resistance, or anger during interventions, and act accordingly.
- Handle infractions in a firm yet polite manner.

3) Confidence : DMs must have the self-confidence to defend their own decisions.

- Make judgment calls decisively and quickly.
- Defend and justify judgments assertively by stating the breached rule or policy.
- Have the ability to admit and apologize when an incorrect judgment has been made.

4) Discretion : DMs must act with discretion in order to keep confidentiality.

- Respect other's privacy, especially health issues or accidents that occur during scenes.
- Intervene discretely to avoid embarrassment.

5) Cooperation : DMs must cooperate as best they can with all party attendees.

- Support your fellow DM's judgment calls.
- Listen to both sides of any dispute and suggest a compromise.
- Keep an open line of communication in all cases.

5) Fairness : DMs must treat all players fairly and equally.

- Apply rules to all players, regardless of status or your relationship (do not play favorites).
- Monitor every scene and answer every question, no exceptions.

DM Etiquette:

When a DM acts with all the core values in mind, a code of behavior becomes apparent that ensures polite interaction and a comfortable play space. This behavioral code, or etiquette, consists of 6 sections, listed below, and provides clear guidelines of how to interact with others, and intervene in the most unobtrusive, yet effective manner.

1) Communication : Communication is the foundation of all interactions. If DMs creates lines

of open communication between DMs, players and observers, then we greatly increase our chances of preventing crises.

- ☒ Always be polite in every single encounter; Please and thank you's are always suggested.
- ☒ Dungeons are loud, use active listening to ensure that you understand or move to quieter area.
- ☒ Open a line of communication with your fellow DM before your shift.
- ☒ Communicate before there is a major problem; warnings prevent emergencies.
- ☒ If there is an opportunity, talk to Tops before scene starts.

2) Observation : A DM's primary activity is to monitor the dungeon and ongoing scenes, but this must be done in an unobtrusive, yet observant manner. Here, we provide guidelines of how to monitor the 'scene bubble,' which is the desired amount of personal space that each scene requires, without interfering into the privacy of the 'scene bubble'.

- ☒ Determine the 'scene bubble' for every scene.
 - How large are the toys being used?
 - Do you know the players' preference for scene privacy?
 - How do the players react to gawkers?
- ☒ Always stay outside of scene bubbles unless intervention is necessary.
- ☒ Guide 'traffic' away from 'scene bubbles'.
- ☒ When monitoring a single scene, try to give some polite distance, twice the 'scene bubble'.

3) Decision Making : When faced with a questionable situation, the DM must make an educated decision, for the best of the dungeon and it's participants. Below is a process to follow, which will provide a structure on which to base educated decisions.

- ☒ Try to decide quickly, but don't sacrifice accuracy.
- ☒ When faced with questionable activity, follow this process:
 - 1) First, refer to the RKS rules or safety policies.
 - 2) If needed, check the DM guide/rules or second DM for reference.
 - 3) If the situation is vaguely connected to a rule, try to determine the reason behind the rule, and apply it.
 - 4) If still unsure, check with Head DM or Board member.
- ☒ **Things to take into consideration:**
 - Do the players in question seem to know what they are doing?
 - How well do you know their play style?
 - Are they an established couple or two strangers playing for the first time?
 - Does the bottom seem to be in 'real' pain or experiencing true panic?

4) Mediation : Mediation may be required of DMs in order to help dispel disputes, glean information about delicate situations or run negotiations. Mediation is important, because it allows us to take control a situation before it gets out of hand.

- ☒ Listen to both sides with an open mind.
- ☒ Show respect for different opinions and empathy for delicate situations, but clearly state and enforce RKS rules and policies.

- ☒ Use positive phrases to reassure the individuals.
- ☒ Isolate the event, by politely asking the individuals if you can move to a quieter area.
- ☒ If possible, inform the other DM that you are mediating.

5) Intervention : Intervention is arguably the most difficult situation for DMs, as it requires all of our skills and values to be applied. Do not intervene indiscriminately, every intervention should be done (unless there is immediate danger) deliberately and delicately.

- ☒ Unless there is imminent danger, do not immediately break the scene bubble!
- ☒ An intervention should be:
 - Discreet and respectful towards the players' privacy and personal space.
 - Direct but with as little invasiveness as possible.
 - Helpful (try to have a solution ready, if possible).
 - Supported by the RKS rules and safety policies.

☒ **Intervention Process**

- 1) Make contact with Top:
 - Attempt visual contact outside of the scene bubble (eye contact, wave, wiggle flashlight).
 - Attempt verbal contact outside of the scene bubble.
 - Step into the bubble and retry verbal contact.
 - Tap the top on the shoulder.
- 2) Ask Top to step out of the scene bubble to talk.
 - Give them the option! This is for their comfort and preference.
- 3) Verbalize your concern.
 - State breached rule or safety policy.
 - If possible offer suggestions for correction.
- 4) Thank them for their cooperation.
 - Disengage and discretely monitor to ensure that they have acquiesced to the rules.
- 5) Report situation to a Board member.

6) Special Cases : At RKS, there are several special cases which merit consideration here, however even these special cases are subject to the general rules.

- ☒ 'Friend Violations' : While rules between friends are relaxed in social situations, these rules should be enforced in the play space, especially during scenes
- ☒ 'The Status Quo' : Do not be afraid to apply rules to those who are higher in status/more experienced than you. Even experienced players make mistakes
- ☒ 'High Protocol' : It is the players' responsibility to inform others of high protocol. Forgive once, but not twice.
- ☒ 'Newbies' : Delicately warn newbies of rule/safety violations. While we want to educate them, we also want them to not feel intimidated or disrespected.
- ☒ 'Puppy Piles/Group scenes' : Be particularly watchful towards these scenes, as they are prone to negotiation, consent, noise and traffic issues due to having multiple players

Section IV – RKS Play Rules and Regulations

Play activities and RKS' standing on each.

DM Action Definitions

- ☒ **Monitor:** Monitor refers to potential trouble where the scene in question needs to be closely watched.
- ☒ **Intervene:** Intervene means that either safety limits have been breached or that events have caused a Top to lose control over the scene.
- ☒ **Stop:** Stop means that a hard limit has been exceeded, and the DM is within his/her rights to demand that the activity in question stop immediately. In general these limits are due to safety constraints, a board of director's decision, or the local law. This will also apply when an individual invokes a recognized safe word.

General Play Space Behavior

Intervene/Stop	Any Violation of posted Dungeon Rules
Intervene	Disturbing others, causing complaints
Intervene	Individuals monopolizing play space/equipment
Intervene	High Heels on the leather or vinyl furniture
Stop	Play in the Social Area
Stop	Unauthorized people operating the sound system
Stop	Loud, non-negotiated, and prolonged disputes or discussion
Stop	Repeated Violation of a single RKS Rule
	File a Report with the Head DM or Board Member

Scene Behavior (Bottoms)

Monitor	Overly frightened/anguished expression, genuine fear – Check with Top for Bottom's mental conditions/state
Monitor	Bottom's head snapping back sharply when struck
Monitor/Intervene	Extremely loud screaming/weeping (Intervene if noise is upsetting other players)
Monitor/Intervene /Stop	Bottom becomes unresponsive (Intervene if the bottom does not respond to verbal requests, Stop if the bottom does not respond to pressure point, eye dilation or hand drop test)
Intervene	Bottoms having breathing difficulties: gasping, wheezing, unable to catch breath.
Intervene	Shallow breathing; cold, clammy skin; glassy eyes (poss. shock)
Stop	Unintentional Bleeding, more than spotting,
Stop	Player collapses or falls. Notify Head DM or Board Member Immediately!

Scene Behavior (Tops)

Monitor	Pushing the bottom's physical limits
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Monitor	Lack of knowledge on use and location of emergency tools: shears, Knife, bolt cutter, fire extinguisher, etc.
Monitor	Top is not regularly checking bound extremities for proper circulation
Stop	Ignoring Safeword (RKS' safewords are "safeword" and "RED"). If a bottom is gagged, a safe gesture should be established, and the DM on duty should be advised what it is.

Scene Behavior (Observers)

Intervene	Observers crowding a scene too closely; getting in the way or distracting players.
Intervene	Observers talking loudly
Intervene	Observers monopolizing couches/crash space that is needed by players

Inappropriate Behavior

Always notify Head DM, Board Member, or event organizer!

Monitor, Intervene/Stop	Drunkenness, belligerence, slurred speech. Watch for anyone who appears to be impaired due to substance abuse. Warn the Head DM and a Board Member immediately
Monitor, then Intervene	Persistent and aggressive stalker-like behavior, inappropriate touching or "puppy-dogging"

Play Equipment Safety

Always notify Head DM, Board Member, or event organizer!

Monitor/Intervene /Stop	Rope/equipment appears/is not strong enough to support the weight of the bottom (Monitor if does not appear strong enough, Intervene if obvious)
Intervene	Play area being vacated without equipment being cleaned
Stop	Play equipment appears structurally unstable, not up to the job. Stop the action, express concern, see if the piece can be made safe

Bondage

Always notify Head DM, Board Member, or event organizer!

Monitor	Hands/feet becoming discolored/gray/blue
Monitor	Top does not regularly check extremities for proper circulation
Monitor/Intervene	Noticeable redness (monitor) or swelling (intervene) from bondage or weights.
Intervene	Bound player left alone with no spotter
Intervene	Standing unsupported with ankles bound together (especially in high heels.)
Intervene	Collar too tight to allow free breathing (allow room to insert two fingers.)

Stop	Ropes tied around neck or collared fastened to an attachment point in a way that could result in strangulation
Stop	Standing bondage without a spotter or anchor point
Stop	Self bondage without a spotter.

Impact Play

Monitor/Intervene	Striking on pre-existing bruises: Intervene if heavy and repeated
Monitor/Intervene	Whip or flogger tips “wrapping” around body being hit.
Monitor	Flogger tips dragging on the ground
Intervene	Flogging or whipping, hitting unintended places without corrective measures.
Intervene	Paddles or canes in use that are cracked, split, or broken.
Intervene	Flogger or whip infringing on other scenes.
Intervene	Hard paddling on the ribs, back, knees, tops of feet, shins, etc.
Intervene	Hard striking on bones/organs, especially kidneys, spine, neck and head
Stop	Whip inappropriately long for space
Stop	Striking bleeding wounds, causing airborne blood droplets
Stop	Striking with the buckle end of a belt.

Watersports

Stop	RKS does not allow watersports in the dungeon for sanitization and health reasons.
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Anal Play

Stop	RKS does not allow anal play in the dungeon because penetration is not permitted.
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Genital Play

Monitor	Prolonged and repeated twisting of testicles.
Stop	RKS does not allow genital penetration.
Stop	Forcing air into the vagina or anus

Breast Play

Monitor	Breasts bound tightly, causing ballooning. This includes suspension by the breasts. Intervene if if bondage is on over 15 minutes, or if ballooning appears severe.
Monitor	Hard impact play on the breasts.

Gagging

Note: Recommend use of a 'safeword equivalent' such as a droppable object or other signal.

Monitor	Gag not easily removable.
Monitor	Mouth stuffing is not attached to a strap to prevent blocking the throat.
Monitor	Use of a 'pump gag' (Can be over-inflated and block the throat)
Intervene	Bottom showing signs of difficulty breathing, attempting to form words. Intervene only to inquire whether this is genuine distress.

Temperature Play (Wax and Menthol)

Monitor	Mentholated ointments spread over the bound player without a wet towel at hand. (Note: It's okay to ask the people involved if they have used ointments in the past, without ill effects.)
Intervene	Absence of wet towel. (Provide one as needed)
Stop	Scene can not proceed without drop cloth.
Stop	Flames in the vicinity of curtains or other flammable materials.
Stop	Mentholated ointments placed on any mucous membrane (Including the vagina or rectum)

Other Play

Intervene	Placing clips or clamps around the eyes
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Edge Play

For all Edge Play activities below, Always notify Head DM, Board Member, or event organizer!

Edge Play is potentially dangerous! A Designated DM is suggested and the DM on duty should be informed of the activity beforehand. The DM should also ensure that all first aid supplies are available and nearby before starting play.

Fire Play

Monitor	Repeating striking on the same area
Monitor/Intervene	Dripping/Overly soaked baton
Intervene	Absence of wet towel. (Provide one as needed)
Intervene	Alcohol pools underneath bottom or in skin folds
Stop	Scene can not proceed without drop cloth (not plastic).
Stop	Flames in the vicinity of curtains or other flammable materials.

Electrical Play

Monitor	Violet Wand or static electricity used on metal for extended periods (generates heat)
Monitor / Intervene	Any direct current electricity (i.e. TENS) that runs trans-thoracically (i.e. Through the heart)
Intervene	Violet Wand or static electricity used near the eyes
Intervene	Strong current (cattle prod, stun gun) applied to strong muscle groups
Intervene/Stop	Water on the floor during electrical play
Stop	Violet Wand or static electricity used near flammable liquids or vapors (alcohol, perfume)

Suspension

All bondage danger signs apply here.

Monitor	Absence of panic snaps (Or other quick-release mechanism) at heavy load points.
Monitor	Limbs taut, especially from overhead suspension.
Monitor/Intervene	Lack of redundancy in suspension points (look for potential single point failures)
Monitor/Intervene	Wrist suspension bondage too tight or too loose, potentially causing nerve damage. (Room to insert a finger is ideal)
Stop	Suspension cuffs or equivalent not in use.
Stop	Suspension equipment must be rated for 2X the suspended person's weight. (5X recommended)

Cutting and/or Piercing

Intervene	Antiseptic wipes and dressings are not close at hand
Intervene	No sharps container being used for biohazard material (Provide if available)
Intervene	Area of skin to be played with has not been cleaned with antiseptic
Intervene	Glove change needed to to contamination
Intervene	Blood on floor/equipment not cleaned up promptly
Intervene/Stop	No first aid kit: provide if available. Otherwise, stop.

Breath Deprivation

Note: Extremely Hazardous, all activity must be monitored closely:

Monitor	Bagging or causing bottom to inhale carbon dioxide
Monitor	More than a 15 second deprivation of air
Intervene/Stop	Bottom faints and doesn't quickly revive. Notify Head DM or Board Member Immediately!

**Thank you for doing your share to keep
our play space safe, and the play hot
Baron Devon, Chief Dungeon Monitor.**