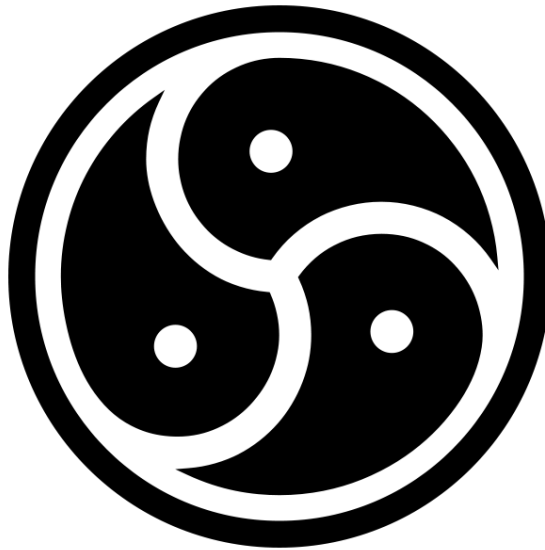


Dungeon Safety and Dungeon Monitor Training for BDSM Events

Developed by Switch_Jake for The Denver Sanctuary

SwitchJake on FetLife | @switch_jake | <http://www.switchjakethepresenter.com>



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Definitions:

Consistent terms and phrases will be used throughout the class. For example, TOP is used as a gender neutral term for the person performing the action. This is used instead of Dominant, Master, Mistress, etc. Likewise BOTTOM is used as the gender neutral term for person having things done to them. This replaces the terms submissive or slave. The term BDSM is used as the umbrella term for our lifestyle and is inclusive of all subcultures and special interest groups whom we normally encounter within our



community. Every effort has been made to avoid gender, gender identification, race, creed, cultural, or fetish driven biases. The hierarchy we will work with in this training will be as follows:

- Owner: This is the home owner, the club owner, or the event owner; the host. (LoveSlave in the case of the Sanctuary, or the house manager if she isn't there)
- Dungeon Master: The head person in the dungeon; the decision maker working on behalf of the Owner (may be the Owner). "Master" is non-gender specific and is the designation for the person ultimately in charge for the safety and integrity of the dungeon.
- Dungeon Monitor: The person working in the dungeon under the direction of either the Owner or the Dungeon Master.
- Participant: Anyone attending the dungeon party event, including volunteers in various roles.
- Top: The person in charge of a scene or activity; the "do-er".
- Bottom: The person submitting to the scene or activity; the "do-ee".

Safety:

Nothing in BDSM is completely safe! There is some element of danger in practically everything people do, from hiking in the mountains to simply walking down the street. Our goal is to minimize the risk. In most cases, that is about all we can ask. Most BDSM participants take every precaution for safety's sake. However, in the BDSM lifestyle, dangers lurk in almost every kind of play activity, from spanking to flogging and from piercing to branding.

In the context of BDSM dungeon play, “**safe**” means “***reasonably free from risk of causing harm which requires professional intervention***” for the players and for others sharing the play space.

Your role as a DM:

- Protect safety of:
 - Players
 - Observers
 - Venue
- Know and understand the intended use and limits of all equipment.
- Safe words: Generally accepted safe words are RED and YELLOW (and GREEN)
 - RED means stop now; the scene is over!
 - YELLOW means that something needs to change or be adjusted so the scene may continue.
 - GREEN means everything is fine.
- Trigger Scenes: These include any activities in which there is intense pain or may become loud or unusually violent. Safety precautions must be well thought out with the participants, DM and Owner having been notified so as to manage the possible concerns about consent and what was negotiated.
- Always have a knife or pair of safety/paramedic scissors with you.
- Know where the following are:
 - Bolt cutters
 - Fire extinguisher
 - First aid kit
 - Emergency exits
- Be aware of the dungeon
 - Trip Hazards
 - Fall Hazards
 - Traffic Flow
 - Locations of particularly dangerous scenes
- Know the emergency protocol for the dungeon you are playing in. Who calls 911 in an emergency situation?



Types of play:

No one expects you to know EVERY kind of play and what is safe and what isn't. Additionally, new kinds of play are being invented on a daily basis. When in doubt ask someone who DOES know about that kind of play.

Altered Headspace Play

Examples:

Puppy Play	Pony Play	Kitty Play	Little's Play
Roleplaying			

Your responsibilities:

- Monitor the scene to ensure it stays contained and that physical boundaries (if applicable) are respected
- Ensure no dangerous objects enter the play area
 - Glass bottles
 - Knives or other sharp objects
- Prevent passersby from accidentally stepping into the space

As a DM it is not your responsibility to police the space. Different pets and players may have unique relationships and agreements. However, do your best to ensure that the players have a space to play.

Body Fluid Play

Examples:

Blood	Urine	Scat	Saliva
Semen	Vaginal Fluids	Sweat	

Your responsibilities:

- Ensure that participants have materials necessary
- Monitor containment of said scenes to ensure that no messes are made inadvertently.
- Ensure that cleanup is correctly and thoroughly done

Some of these types of play require approval of the Head DM, A DM or the Owner
Sanctuary rules: No approval needed; however, they have to make sure to take steps to keep messes contained



Bondage Play

Examples:

Rope	Shackles	Handcuffs	Chains
Leather Cuffs	Shrink Wrap	Barbed Wire	...

Your responsibilities:

- Monitor circulation from afar
 - Blue limbs
 - Might be hidden by various makeups and/or clothing or the ropes themselves
 - Unresponsive submissive
- Bondage ropes around the neck.
- Watch for wiggling fingers, shaking hands, or other motion indicating trying to get circulation or comfort
- Watch for rope or straps where there are nerve centers or bundles of nerves that could be damaged
- Ensure top has (if possible)
 - Keys to any restraints if applicable and that they are the correct keys
 - Safety Scissors in case of emergencies (you should have one as well)
 - If doing suspension, ensure that there is not a single point of failure

Electrical Play

Examples:

Violet Wands	Neon Wands	Tens Units	Cattle Prods
Stun Guns	Fly Swatters	Car battery?	

Your responsibilities:

- Ensure there is no water on floor
- Electricity is not going through heart
- Not using electricity on face
- Make sure wires to any devices are not frayed
- Ensure that electricity is not hitting metal
- Make sure that control units are in stable locations and will not be jostled.
- Ensure that extension cords (if applicable) are not trip hazards

Sanctuary notes: Sometimes the lights in the dungeon will start flickering. The main lights in the dungeon may have to be adjusted or turned off if it gets really bad. Or move people to different outlets.

Fire play

Examples:

Candles	Wax	Alcohol	Fuel
Fire cups	Flash Cotton		

Your responsibilities

- That the scene has all safety equipment they might need
 - Fire extinguisher (if applicable)
 - NOT TO BE USED ON BOTTOM
 - Wet towel(s)
 - Natural fiber barrier between any non-natural surface
 - Spotter (not all venues)
 - High traffic management
 - Distance from drapes or other flammable sources
- May need approval from Head DM, DM or Owner or fire may not be allowed whatsoever.

Sanctuary Notes: The Sanctuary requires a spotter. As a DM you also should have a fire extinguisher on hand or at the VERY LEAST close by. Attendees do not need to have one at the station. If they don't find a spotter, usually we can get a newbie who is fascinated by the scene anyways.

Impact Play

Examples:

Floggers	Whips	Paddles	Canes
Punching	Kicking	Boat Oars	...

Your responsibilities:

- Ensure proper traffic flow
- Ensuring Tops are not hitting
 - Joints
 - Spine
 - Back of neck
 - Kidneys



- Floggers and whips can cause blood to become “airborne”.
- Hard hitting instruments
 - (Recommendation) Sanitized between different bottoms
- Soft hitting instruments
 - (Recommendation) Used only with one bottom or fluid bound bottoms
 - (Recommendation) Given a three-week rest between different non-fluid bound bottoms

Resistance Play

Examples:

Wrestling	Take downs	Rape Scene	...
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Your responsibilities:

- Ensure space is:
 - Adequate for activities being performed.
 - Free of bystanders
 - No sharp, pointy or hard objects
 - Cushioned or carpet
- Ensure that vital organs are being respected
- May need to warn watchers

Sharps play

Examples:

Knives	Needles	Scalpels	Hooks
Swords	Scissors	Machete	(Blades)

Just about anything that you can “cut” someone with or have a reasonable expectation of drawing blood.

Your responsibilities:

- Ensure “sharps” are not left anywhere where people might step on them or touch them inadvertently
- Ensure bloody items are cleaned up as well as area they were in
- Ensure scene has sharps container “if applicable”
- Watch for cross contamination
- Gloves used (if applicable)
- Monitor traffic to avoid top or bottom getting bumped

- Adequate light

Sanctuary Notes: We have sharps containers for sale in the office. As of this update price was \$5. They can also go to Walgreens and get one

Cleaning:

It is NOT your responsibility to clean after scenes. However, if the players are negligent you may have to. In these cases, however, make every effort to educate the players in their error and get them to do it. Most people will take responsibility for inactions or inadequate actions. It could be a simple oversight. In the end, though, you may have to clean up a station here and there.

Always ensure that you take proper precautions. Wear gloves if applicable.

Chemicals:

Barbicide

Note, Barbicide has a 5 minute kill time. Therefore, simply spraying it on a surface and wiping it off does nothing. Spray it on a paper towel and use the paper towel to spread it around. If possible, do a second spraying after spreading. Finally, wait 3-5 minutes and wipe it off.

Barbicide is toxic and will turn skin blue. Good for cleaning things, NOT PEOPLE. You always should be using gloves while using barbicide, though in its deluded form, it should be safe. However, if you are going to do a significant amount of cleaning with it, slip on a pair of gloves.

Alcohol

Most immune systems can take care of whatever this doesn't kill. Safe to use on people.

Cavicide (not used at the sanctuary)

CaviCide is a convenient, ready-to-use, intermediate-level surface disinfectant that is effective against TB, HBV, HCV, viruses (hydrophilic and lipophilic), bacteria (including MRSA and VRE) and fungi. It can be used in the NICU, operating rooms, isolation rooms, patient care areas and laboratories. A lot of dungeons and conventions use this.



Notes:

- You cannot thoroughly disinfect porous surfaces because bacteria can live in the pores and cracks, thereby avoiding contact with the disinfectant.
- It is recommended that all participants clean equipment before and after each use.
- Nothing in the dungeon will EVER be 100% sterile.

Your role and function as a Dungeon Monitor (aside from safety)

- To provide support for the participants to help with the success of their scene(s)
- To debrief with your replacement at the end of each shift (if applicable)
- To debrief with the host at the end of each party (if needed)
- To always be respectful, courteous, gentle, and helpful. Handle each situation as diplomatically as possible
- Educate people as to what types of play are going on
- Enforce rules of the establishment
- Provide assistance with
 - Observers
 - Music
 - Party setup/teardown

NONE OF THESE DUTIES SHOULD EVER TAKE PRIORITY OVER DM SAFETY DUTIES

Here is how to make scenes go smoothly for others:

- Your best tool is a SMILE
- Keep spectators a safe distance from scenes
- Help keep conversations down and encourage spectators to move out of the dungeon with on-going conversations
- Help facilitate scenes by providing water, blankets, electricity, etc.
- Constantly patrol your area; look and listen to what is going on
- Be polite but firm when necessary
- Always picture what COULD happen and proactively take actions (that don't interfere with scenes)

A DM is not:

- Scene police – You are there to assist scenes, not to dictate what can and can't be done. In addition, unless something is UNSAFE or against venue rules, the scene can continue.
- Submissive or Master to anyone except the venue – While on duty, your role is one of safety. All other considerations come second.



When should I intervene?

When to interrupt or intervene is a judgment call and should be confirmed with the party host unless it is a critical situation. Such situations are often considered to be the most difficult decisions a DM will make while on duty. In the case of the sanctuary, unless the situation requires IMMEDIATE intervention, notification of the host is required. **If the situation is life threatening, intervene.**

When interrupting or intervening in a scene, it is important to:

- Intervene sooner than later
- Intervene diplomatically
- Consider how *you* would want to be interrupted by a DM
- Try to have a solution in hand or available before intervening
- Speak in a low, calm voice, verbalize exactly what your concern is; offer suggestions for a correction and if appropriate, offer to help facilitate a solution
- Immediately report any interrupted scene to the party host

Some scenes cannot be corrected and must be terminated; be polite, firm, and clear with the parties involved about why you have stopped the scene and about any clean-up required

Final notes

This is far from a complete list of everything you will face as a DM. However; it is a good foundation on which to lay additional knowledge. The goal of this class is to make you aware of what can happen so that you can spot issues before they happen.

Have feedback on this class? Something you feel I missed? Something I could have expanded on? Please contact me on FetLife (SwitchJake), via text or phone call at 970-614-5253 or via email jake@switchjakethepresenter.com

