

Problem Player Policy

Reducing the Missing Stair in the Alberta LARP Community

Definitions:

- 1) Community:
People with common interests living in an area; broadly: the area itself the problems of a large community.
- 2) Missing Stair:
Term used to describe a sexual predator who many people know cannot be trusted, but who, rather than shunning, they work around by trying to quietly warn others. The analogy is to a structural fault in a house, such as a missing stair, that everyone who lives in the house has gotten used to and warns newcomers about, rather than fixing. This definition also now extends to any person who causes issues that go undealt with in the community.
- 3) LARP:
Live Action Role Playing
- 4) Libel:
(Section 611 Canada Criminal Code)
Written Defamation.
- 5) Slander:
Spoken Defamation.
- 6) Defamation:
(Section 296- 316 Canada Criminal Code)
Communication about a person that effects a person's reputation.
- 7) Problem Player/Problematic Persons:
A person who holds a reputation for committing sexual assault, or, a reputation for being racist, misogynistic, homophobic, destructive or violent. This reputation is based on victim account retelling, or larp organizer investigation.

Goal

To create a safe and inclusive gaming community that is free of problematic players who cause issues for LARP organizers and the Alberta LARP community based on Fair Comment and Public Interest.

To create a collaborative database to be shared with the LARP community in whole that is based on factual accounts and witness statements, and a non-legal investigation into events. (Fair Comment)

To reduce problematic person migration and an increase in Victims. These problematic persons tend to be banned from one game organization, then migrate to another organization creating new problems there and as a result: new victims in an unawares community. (Public Interest)

Anecdotal History:

The Alberta LARP community has been an atypical ungroomed hub for problematic persons, due to the niche of and persons interested in partaking in the hobby. Historically, this has caused LARP organizers to feel pressured to retain problematic persons going as far back as 1970 in Alberta.

As geek culture has increased into mainstream popularity and problems within gaming in general have come to the forefront, a preverbal dark underbelly was exposed of toxicity within the community that had been pandered to for decades.

This caused problems in the past 17 years (2000-2017) when an influx of new players would submit complaints against persons for criminal offences or indictable offences under Canadian Law, including Sexual Assault issues that went unreported to police out of fear of repercussion, or, persons who acted racist, homophobic, or misogynistic.

These issues would be brushed aside in favor of the income generated by the problematic person attending, the influence they provided or the services the problematic person could provide.

Some persons would utilize their authority and influence in the community to solicit sexual favors and bury evidence or complaints made against themselves or their friends.

In response to the lack of justice, many players would simply leave the community, or, try and endure the problematic persons due to the lack of choices available for gaming.

This would cause people who chose to stay to usually have to withstand a barrage of listed persons to avoid. It added to clique issues and culture issues within each subgroup of LARP games.

Proactive Practice:

Vicious Ambitious Events INC (VAE) and its production, Harvest LARP, will work to proactively reduce known problematic persons in the Alberta LARP community.

This means that VAE will:

- 1) Work collaboratively with other LARP organizations to reduce problematic persons, to increase the health of the overall LARP community.
- 2) Keep a list of banned/refused service persons and keep a file on each person with reasons for their refused service. This file will be shared with other LARP organizers so they may choose to admit service or deny service.
- 3) Deny service to known persons based on the listed criteria below.
 - a) Victim accounts & retelling
 - b) Written complaints against the individual
 - c) Reputation of the individual
 - d) Association of the individual, e.g., are they associated with/support a hate group or associate with other known problematic persons
 - e) Public Profile (online presence)

Actions:

VAE will protect the dignity of all persons involved and keep this information only to confirmed LARP organization owners. All VAE staff are trained to withhold information from the general community to protect the dignity of all involved. If this information is leaked, the staff member is banned from all future events.

VAE will surrender the list of known problematic persons and victims secured and given to volunteer staff on a need-to-know basis. Need to know is defined as: If the problematic person shows up at gate/expresses interest to attend an event.

In the event a known problematic person expresses interest in an event:

- 1) Staff will be alerted to the Identity of the person
- 2) Staff will be informed to refuse service to the person
- 3) Staff will direct the problematic person to speak to ownership
- 4) Ownership will inform the person they are not welcomed to attend the function
- 5) If the person asks, they will be informed for reasons and given those reasons, non-negotiable.

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