

Negotiation in D/s Scenes



Negotiation is very critical, especially in the early stages of your exploration of the D/s world. Everybody, both Dominants and submissives, have limits.

It sets the stage for what is acceptable and what is not. It also helps to clearly define what is considered play, and what could be mistaken as abuse. Perhaps the most important, single point to consider when getting started in the D/s lifestyle is defining your own limits. All D/s play, whether light and informal, or a full blown "scene", will be based on what the participants limits are. Dominants should never do anything they're not totally of sure of or have experience in. Submissives should never agree to something they are not comfortable with. Submissives should not just give or be coerced to do something that they really don't want to do. To say NO is okay and should be accepted. We strongly suggest using a Negotiation Checklist to determine and define your limits. And it is good practice to continually update your checklist as you grow within the D/s community and in your understanding of what you want and what you need.

Let's take the time here to issue a few words of caution... If you play with someone once at a play party or public dungeon this does not mean that you now have a relationship with them. Playing with someone once does not give you special rights or privileges with them. Unless there is already a relationship in existence, hands-off after the scene is over. Getting too attached as the result of one scene is an ever-present danger in the D/s play scene. What we do is inherently intense emotionally and can easily skew one's perspective. If someone gets the wrong idea because of playing with you once, they need to be told immediately that no special relationship exists because of one play session. Being clear on this from the beginning can save problems later.
