



# SUPPORT FLOWER FOR TABLETOP

A non-verbal communication tool for support, comfort and safety during play, adapted by Tayler Stokes from *Support Signals* by Jay Sylvano.

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On the back of this sheet is a flower with red at the center, yellow circling that and green at the border. In order to use this pattern to communicate in play, participants reach over and tap a color while making eye-contact to signal to other players what they would like them to do.

Tapping **green** is a request to push farther into what is happening in the scene. Tap green because you think that this scene has the potential to be more impactful than it is right now. Tap green after you do something dramatic to signal you are still playing and nothing is wrong. But please, use green to go deeper into the subject matter and not simply for going more dramatic or over the top. Green can also be used to indicate you really enjoyed what just happened, or that are comfortable with where things are going.

Tapping **yellow** signals that things are good right where they are, but require caution; be careful not to escalate but don't shy away either. Tap yellow when you are getting what you want but require the care and attention of the other players, or if you think that going too far might compromise the game.

Tapping **red** signals that you don't want to go there. Tap red when you want navigate away from a situation.

**Flicker between two colors** to ask another player if we are good where we are, or if they want more (**yellow-green**) or less (**yellow-red**). Make eye-contact until they clarify by tapping the color that tells you what they need.

**Not tapping a color** - which is going to be most of the time - signals that everything is okay right now. Remember that even though something was okay before doesn't mean it's always going to be okay, so make use of other signals as people's needs change.

If signals just aren't working and more communication is needed, halt the game by **tapping and holding** the appropriate color. All other players should stop talking and listen to what the holding player has to say. Explain how we are mis-communicating and let the other players know what you need. While **holding** you can ask for just about anything. If you don't feel comfortable talking or making requests in front of a group, ask for a break and speak with a facilitator. Use a hold when you need to explain in detail, and especially if you think something might be dangerous, risky, or otherwise unsafe. Once an understanding had been reached **release the hold** by acknowledging that you are ready to continue by releasing your hold. If an understanding cannot be reached, proceed to the debrief.

