

## ***Laurel's Guide to Scene's Gone Awry***

By: Laurel Adams

### **1) Accept that there will be problems.**

No dom is omniscient. Every sub has buttons that can be pressed the wrong way. Every scene has the potential for disaster. D/s is fun and satisfying, and for many of us, it is part of who we are. But it is also riddled with risk. Accept that things will go wrong. If it hasn't happened to you yet, it will. It's normal. It's how you deal with it that makes all the difference.

### **2) Communicate before the problem gets to epic proportions.**

There's nothing so startling to a dom or a sub than to find out that there's this huge problem going on that they were utterly unaware of. Communicate early and often so that problems can be averted. Sometimes, even safewords can be averted with proper communication and cues.

Communication is a two-way street. I means you both have to express, and listen. Your partner may be giving you very valuable cues that you should take seriously. This is especially the case for the sub, whose subspace may limit her ability to communicate in the first place. She's going to underplay things, so try to ask questions that will give you more information.

### **3) Try to work through it in scene.**

This is somewhat controversial advice, but I think it's often better to try to push through a problem without breaking scene space when possible. If the problem is minor enough, you'll forget all about it by the time endorphins are rushing around you during the afterglow of orgasm. It's very hard for people to come in and out of subspace or even domspace. Starts and stops can ruin a scene, so if it's possible to deal with the problem without stopping, do so.

### **4) If it can't be resolved in scene, stop the scene and resolve the problem.**

If it isn't the kind of thing that can be dealt with in scene, you'll know it. The mood will evaporate quickly, someone might safeword, you'll feel an unresolvable tension between the two of you. If that's the case, stop the scene and talk about the problem immediately. Don't go off to brood.

Even if you're the kind of person that needs time to think things through, you need to reassure your partner. Words like, "I'm not sure how to express what I'm feeling right now, but I promise we will talk about this [in an hour, in a few hours, tomorrow, some other urgent time frame]" can go a long way.

Promise it, so that your partner knows you are mature enough to make a commitment, and keep your promise. That doesn't mean you have to bring the topic up, but it does mean that you have to be willing to talk about it when you said you would. And if you're the partner of someone who needs time to think it through, respect that need as long as it has a definite scope and ending time.

### **5) Re-assert the D/s dynamic.**

Dominance and submission are vulnerable places. And after a problem or disagreement, there's always going to be this little worried core in one or both partners that they have broken something by articulating a problem. This is especially the case for the submissive, who is likely to interpret any disagreement or problem as having stemmed from some kind of failure on her part. She's supposed to make her dom happy. If she failed to do that, even because she's pissed off herself, she's going to feel bad about it on some level.

But submissives are by no means the only ones who feel this way. Dominants often feel that they have failed their submissive, perhaps failed to protect her, and they worry about how she will respond to them in the future. It's best not to let these doubts linger. As soon as the problem is resolved, either try to finish the scene, or when that isn't possible, re-establish the dynamic.

Submissives can ask if there's some small way that they can serve before the night is through. Dominants can say things like, "Alright then. I'm glad that this is resolved. And before you sleep, you're to come for me thinking of X." Or something even smaller. "You're to whisper my name." Or "I'm going to pin your hands behind your back for five minutes." It doesn't really matter what it is, just that both parties are reassured that their status to one another has not changed.

Good luck and happy playing!