

What is AgePlay?

I. What AgePlay Isn't!

1. AgePlayers never involve, condone or tolerate anything involving real children! In fact because most ageplayers are so in touch with their inner children, that the concept that anyone would or could do anything harmful to a child is abhorrent.
2. Ageplay is about adults PLAYING different ages. If your inclination is to "PLAY with real kids" then you need counseling.

II. What AgePlay Is:

1. As children we experience emotions and sensations more intensely than we do as adults. If you have ever seen a small child see her first butterfly or throw a tantrum at not getting a lollipop you know this is true. As we grow older we become jaded and suppress the emotions and reactions of childhood.
2. AgePlay is roleplay that allows you to role back the emotional clock and experience once again the different emotions and sensations from adolescence or childhood.
3. In Ageplay there are two primary roles the parent/uncle/ teacher or authority-figure role (the guardian) and the child role (the little)
4. AgePlay can include many combinations of these roles. It may include the classic Parent/Child (Guardian/little or Top/bottom), some larger mixture of Guardians and Littles or even just some number of littles. Littles can just "play" together and get into the headspace or role without someone having to take a Dominant or Top role.

III. AgePlay is D/s?

1. Yes! It allows you to fully experience the first D/s relationship that we are all exposed to, the Parent/child relationship. You don't think that is D/s? Then you don't remember the authority and control your parents had over you. The parent/child relationship is the precursor for all we feel about D/s as adults.
2. Much of what we associate with a good scene in D/s is related to the "fantasy" or "head-space" that is attained. If a Top is able to capture the mood of a scene he or she is able to convey feeling and emotion that is profound. The more believable the scene the more intense.
3. AgePlay is therefore a natural backdrop for D/s since it ties into some of our most vivid and strong emotional currents. It is also a script that we all have in our heads since we all know both roles having lived it growing up. We know the scowl on mom's face and the look on Dad's that made us hide. We know what it means when Daddy takes his belt off.

IV. Discipline in AgePlay

1. I once read an article about playground design. In this article they related that in playgrounds that were wide open with no boundaries the children tended to stay close to the school buildings or individual play-stations. In playgrounds that were fenced in the children tended to play and run all over the playground. The point was that the children with boundaries felt safer and able to play.
2. By imposing boundaries parents provide a safe place for children to grow and explore. By enforcing those boundaries we show the child that they are safe and being cared for.
3. Enforcing boundaries means discipline. By disciplining a child we not only show them wrong from right but that we care enough to protect them even if it is from themselves. If we do not discipline the child then they begin to believe that you do not care what they do, and that they are on their own.
4. In order for the child to feel safe the parent must be consistent. A wall isn't any good if it is only there sometimes. If you know a lock only works some of the time then it isn't a very good lock is it?

V. Caution (There be dragons!)

1. As we grow up one of the things many of us do is suppress events that we can't deal with. By suppressing them we are purposely not dealing with them many times because we are either not equipped to deal with them or we do not feel safe doing so.
2. In the parent role as any Dominant role you are taking on responsibility for the play. Since at some point during AgePlay you are bound to trigger a memory or feeling that digs up and emotional land-mine you had better be prepared to handle it.
3. How do you handle it? First realize that although the scene may be effectively over that the feelings and head-space aren't. Just as you need a nurturing cool-down period after an intense scene in BDSM you also need to be prepared to nurture the person who has just hit a land-mine. Be there in any capacity they need including continuing in the nurturing parent role.

VI. Precautions: Littles (and Adults) shouldn't play with Strangers

1. AgePlay deals with intense emotions that can trigger land-mines on either side of the relationship. You should know the person you are playing with fairly well. Communication and trust are extremely important
2. In the child role do not play with anyone that you do not trust. You must know they have a nurturing as well as Dominant side.
3. As the Parent always take time to ask what problems the person may have had as a child and what bad memories there may be. Try to stay clear of areas that are traumatic. If you do not feel safe playing, DON'T!

VII. What age am I?

1. Well that depends on where everyone feels most comfortable. Once again Communication is the key. There are different age ranges that come into play, and some folks may have interest in only one or a mixture of ages or ALL of them, both acting out in a certain age or reacting to a certain age. Discuss what age each participant desires and is comfortable with.
2. At different ages we develop more emotional maturity. This means that we are more flexible and less vulnerable. Because of this typically older the little role the safer the play.
3. Typical ages include:
 - a. Adolescent or older (12-18) Boys, makeup, rebellion.
 - b. Prepubescence (5-11) School girl outfit, play dress, pony-tail
 - c. Toddler/Preschool(3-5) Overalls, Mud, Coloring, tantrums
 - d. Infant/Toddler(0-3) Diapers, tantrums, cuddling, blocks
4. Whenever anyone is Ageplaying they are actually a mixture of many different ages perhaps ranging as far back as baby all the way to adult.
5. As a little becomes more adept at ageplay they also become more able to come in or out of different age spaces when needed. They can then start to integrate them into relationships.
6. Guardians also become more adept at reading the little's age space and what is needed in that context.
7. Each and every ageplay relationship is different and it rarely stays constant. Just as each person matures differently so do ageplay relationships. Each of has different needs at different times. Be ready to embrace this change and nurture it.

VIII. Take a Test Drive:

Just as you shouldn't buy a car without a test drive you shouldn't jump into ageplay without testing the waters. This is important not only from the perspective of getting to know what each of your limits are but also to explore the land mines that may be lurking nearby.

1. Sit down and get comfortable (Scene)

Before you rev the engine sit down see if you like the view and the fit. By having a short pre-negotiated scene you set the stage for safe exploration. By taking simple scenarios involving Teacher/student, Guardian/child, or Babysitter/little you can explore without worrying as much about emotions going astray.

2. Around the block (extended play)

If you both want to take things a bit further you can take a weekend or several days to explore. If you haven't scened several times don't try this. You both need to feel comfortable and trust each other. The payoff is a much deeper head space for both parties and a much better understanding of what makes this kink so compelling.

3. Buying In (As a Lifestyle)

No one can be in these roles 24/7 right? Well, not exactly. In ageplay as a lifestyle the little doesn't necessarily stay any one age, instead there is the ability to switch between different ages when needed. There is also an understanding that underneath the little is always a child and that the Guardian is always in charge and looking out for his or her little. To get to this level you need a lot of trust. This level is closest to a 24/7 D/s or Master/Slave situation.

I. The Kimmies Helpful Hints:⁽¹⁾

1. The most important thing you can do before starting any ageplay relationship is to talk, talk, talk and talk about what each of you are hoping to gain/accomplish from it. Also spend time talking about limits on both sides.
2. The Little headspace can be more emotionally vulnerable right from the word go. There is no build up to a "space". When you step into the role of "Little" you step off the ledge and fly. As the "Little" you are the 1st one who should look after your safety. Look out for yourself.
3. Keep in mind before playing in a group as littles; Don't just jump into the wade pool with both feet. When you first get together talk and share what age you will be playing and give some hints as to how you may react in certain situations. This helps everyone have a small idea of what to expect and makes the time together more stress-free.
4. Stand your ground Uncle Max, if you give a Little an inch they will take a mile and they'll take it on a tricycle, which will be even worse. Littles need concrete rather than abstract.
5. When a "Little" makes mistakes, disobeys they are handled in much the same way a bio child would be treated. BUT that's not to say a few "big girl/boy" things can't be thrown in for good measure. ~wink~ after all we AREN'T real kids. It all depends on your limits.
6. One difference between ageplay and other D/s type of play is this: Littles have to be dealt with. If a misdeed is left unattended for too long it becomes hurtful to a Little because the mind set is such that it is read as "they don't love me".

⁽¹⁾This section courtesy of "The Kimmie" from her Black Rose ageplay presentation 2002

We are currently starting an ageplay group in the DFW area. If you are interested in finding out more about ageplay, finding others to talk or play with then go to our web site at www.Ageplay.Net and sign up for our yahoo group.

-Uncle Marty (PapaBear)