

RULE SET

ZERO TOLERANCE

- *Drug*
- *Alcohol*
- *Theft*
- *Damage to the field (graffiti, littering, etc)*
- *Aggressive physical contact with another player*
- *Disrespect of any kind towards other players, field/event staff.*

WEAPON SAFETY

General Safety

- *Do not point a replica at anything you don't intend to shoot.*
- *Do not discharge a replica in any location other than designated shooting areas (ie: On-Field, Chrono Station, Shooting Range, etc)*
- *Keep your finger OFF the trigger & trigger guard until you are On-Field, ready to shoot.*

Safe Zone

- *(Mags out, Weapon on safe) Safe Zone locations are defined as areas that are NOT in-play (ie: Regens, The Booth, Cars, Restrooms, etc)*
- *No magazines in pistols, AEGs or Rifles.*
- *Weapon safety on ALL pistols, AEGs and Rifles are ON.*
- *Pistols must be holstered.*
- *AEG & Rifles being carried must be pointed at the ground at all times.*
- *Shooting inside a Safe Zone is strictly forbidden.*

On-Field

- *(Eye protection on) On-Field locations are defined as areas that are considered in-play.*
- *Forbidden: Blind Fire – Shooting without the ability to see what you are shooting at. The most common form is this is sticking your gun over or around cover and firing without looking at where you are shooting.*
- *Forbidden: Hosing – Unnecessarily long sustained bursts of more than 15-20 rounds at a time. Even for support weapons this is not allowed. Short controlled bursts should be used to allow opponents to call themselves out.*
- *Magazines must be removed, weapons cleared and then placed on "safe" before entering a Safe Zone.*

EYE PROTECTION

Should your goggles not meet the below standards, you will not be able to use them in-game:

- *Full-Seal goggles ONLY. No shooting glasses, shop glasses, etc.*
- *A "Full Seal" consists of a rubber or foam seal that conforms to the features of the player's face.*
- *ANSI Z87.1 Rated lenses OR stamped steel mesh, 20 gauge or thicker.*
- *Adults (18 and over): Full-face protection is recommended but not required.*
- *Minors (17 and under): Full-face protection is required.*
- *"Full Face Protection" is defined as a rigid metal or plastic mask which covers both cheeks, chin, nose and mouth.*
- *Game control reserves the right to: 1. Inspect players eye & face protection at will. 2. Ask for photo ID as proof of age.*

RED RAGS

A Red Rag is any cloth material no smaller than 10-inches by 10-inches in size. Red Rags symbolize that a player is not in play and is to be treated as if they are not alive. Once a player is out of play (hit, observing, etc), they are to immediately secure a Red Rag on their head to symbolize that they are not a target/objective.

HITS

Please observe the follow rules of conduct for hits:

- *Hits are defined as any BB strike on your person or gear.*
- *Friendly Fire counts! Check your targets!*
- *If two players fire simultaneously and both are hit, BOTH players are out, not the player who says "hit" first.*
- *Gun hits to the barrel of the gun DO NOT count.*
- *Gun hits to the body of the gun COUNT.*

- Knife kills are **ONLY** allowed with a rubber training knife.
- Knife kills are a gentle tap on the shoulder. No jabs, stabs, swipes or throwing.
- Ricochets through brush count as a hit (in order to simulate bullets making their way through). Brush provides concealment, not cover.
- Ricochets off rocks (or other hard cover) **DO NOT** count as a hit if fired from a rifle or pistol.
- Ricochets off rocks (or other hard cover) fired from a shower grenade, claymore mine or other “booby trap” **DO** count as a hit in order to simulate flying shrapnel.
- When hit, immediately cry out ‘Hit!’ as loud as you can and place your red rag in a visible area. This will prevent you from being lit up a second time.
- **DO NOT** call players out on the opposite team
- If you see a player get hit on your team, but he doesn’t feel it, let him know.
- Dead men do not talk, give away positions or do anything other than lie dead.
- Observe the regen rules for the mission set.

MINIMUM ENGAGEMENT DISTANCE

- Pistol – 5 feet • AEG – 15 feet • Sniper – 100 feet

FPS LIMITS

BB Weights-

Fields may use the BB weight of their choosing to chronograph players replicas but must adhere to the below Joule guidelines.

NOTE: It is recommended that fields use .25g BBs to chronograph replicas for increased FPS accuracy.

Our field

- Pistols, Shotguns & AEGs: 1.5 Joules — 6mm: 400fps w/0.20g, 360fps w/0.25g — 8mm: 310fps w/0.34g, 300fps w/0.36g
- Semi-Auto Only Rifles (Sniper Rifles): 2.3 Joules — 6mm: 500fps w/0.20g, 450 w/0.25g — 8mm: 380fps w/0.34g, 370 w/0.36g

ROCKETS, MINES & GRENADES

Rockets

- Defined as: Zocker Darts or Nerf Vortex Footballs • **CLEARLY LABEL YOUR ROCKETS**
- 15' kill radius from the point of impact.
- A rocket impact in a room of a house kills everyone in the room.
- Rockets are a 1-time-use weapon per mission and are considered ‘Spent’ once they have been used.
- If you find a rocket in the field, pick it up and return it to the event staff.

Hand Grenades

- Defined as: Commercially produced Rubber, foam or gas grenades designed for field use.
- **CLEARLY LABEL YOUR HAND GRENADES**
- **NO:** BB Carriers, pinecones, rocks, de-milled grenades.
- 15' kill radius from where the grenade comes to rest.
- A grenade impact in a room of a house kills everyone in the room.
- Grenades are a 1-time-use weapon per mission set and are considered ‘Spent’ once they have been used.
- If you find a grenade in the field, pick it up and return it to the event staff.

Mines

- Defined as: Command detonated, commercially produced Claymores.
- **ONLY BB impacts count as a kill.** • No trip wires or CO2 based mines.
- Mines are a 1-time-use weapon and are considered ‘Spent’ once they have been used.

BLIND MAN

Blind Man should be called to halt game play when:

- A player loses his/her eye protection.
- Anyone (player or non-players) is seen on the field without eye protection.
- In the event of a serious injury or other medical emergency. Any player observing any of the above cases is authorized to initiate a Blind Man call. Upon hearing the call, other players should immediately repeat the call and wave their red rags above their head to signal a halt in game play. All players must immediately halt play, sit on the ground, and put their

replicas on SAFE. Players will wait until "Game On" is called by Game Control to resume play or until further instructions are given.

BANG-BANG / SAFETY KILL

If you manage to sneak up on a player or a group of players, have a clear shot and are at a distance of 15' or less, point your weapon at the opposing player and yell out "BANG-BANG" for EACH player you are attempting to kill (this prevents 1 player from taking out an entire squad by just yelling "bang-bang" once). When you call "bang-bang", follow up with a short description of the player they are calling out in order to avoid confusion. Again, this is a safety measure and not to be used as a defensive or offensive tactic.

PARLEY

If two or more opposing players become aware of each other at a distance of 15' or less, they should call "parley" and back off to a safe distance (50 meters). This is to be used as a safety measure only, and not as a defensive or offensive tactic.

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RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK,
AND INDEMNITY AGREEMENT ("AGREEMENT")**

By participating in the Paintball Games or Airsoft Games at Ambush Paintball Park I represent that I understand the nature of this Activity and that I am qualified, in good health and in proper physical condition to participate in such Activity. I acknowledge that if I believe event conditions are unsafe, I will immediately discontinue participation in the activity. I fully understand that this Activity involves risks of serious bodily injury, including permanent disability, paralysis and death, which may be caused by my own actions, or inactions, those of others participating in the event, the conditions in which the event takes place, or the negligence of the "released" named below; and that there may be other risks either not known to me or not readily foreseeable at this time; and I fully accept and assume all such risks and all responsibility for losses, cost, and damages I incur as a result of my participation in the Activity.

I hereby release, discharge, and convenient not to sue Ambush Paintball Park or its parent company Warped Paintball Park, LLC, its respective administrators, directors, agents, officers, volunteers and employees, other participants, and sponsors, advertisers, and if applicable, owners and lessors of premises on which the Activity takes place, (each considered one of the "Releasees" herein) from all liability, claims, demands, losses, or damages, on my account caused or alleged to be caused in whole or in part by the negligence of the "releasees" or otherwise, including negligent rescue operations and future agree that if, despite this release, waiver of liability, and assumption of risk I, or anyone on my behalf, makes a claim against any of the Releasees I will indemnify, save, and hold harmless each of the Releasees from any loss, liability, damage, or cost, which any may incur as the result of such claim.

I have read the RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT, understand that I have given up substantial rights by signing it and have signed it freely and without any inducement or assurance of any nature and intend it to be complete and unconditional release of all liability to the greatest extend allowed by law and agree that if any portion of this agreement is held to be invalid the balance, notwithstanding, shall continue in full force and effect.

_____ Today's Date _____

Printed Name of Participant

Signature of Participant _____ Date of Birth _____

E-Mail _____ Phone _____

Address _____ City _____ State _____ Zip Code _____

Parental Consent

And I, the minor's parent and/or legal guardian, understand the nature of the above referenced activities and the minor's experience and capabilities and believe the minor to be qualified to participate in such activity. I hereby Release, discharge, covenant not to sue and AGREE TO INDEMNIFY AND SAVE AND HOLD HARMLESS each of the Releasees from all liability, claims, demands, losses or damages on the minor's account caused or alleged to have been caused in whole or in part by the negligence of the Releasees or otherwise, including negligent rescue operations, and further agree that if, despite this release, I, the minor, or anyone on the minor's behalf makes a claim against any of the above Releasees, I WILL INDEMNIFY , SAVE AND HOLD HARMLESS each of the Releasees from any litigation expenses, attorney fees, loss liability, damage, or cost any Releasee may incur as a result of any such claim.

_____ Date: _____

Printed name of Parent/or Legal Guardian

_____ Phone: _____

Signature of Parent/or Legal Guardian