

- 1 **WAIVER** - All players & observers must fill out a waiver.
- 2 **OPERATION OF YOUR PAINTBALL GUN:**
  - If you use your own gun – you are responsible for its operation & maintenance. We do not have a gun-tech available on-site, but we do offer some parts for sale.
  - If it is a rental, please let us know if something goes wrong with it.
- 3 **GOGGLES** – If the REFS have their goggles on, yours should be on! **NO EXCEPTIONS!** This means everywhere on & off the field. You will be asked to leave the field; & may be asked to leave for the day, if you do not follow these rules. It's for your safety & ours!
- 4 **BARREL PLUGS OR SLEEVES** – leave them in until the REF tells you to take them off. **NEVER** come off the field without your barrel plug in. If you lose your barrel plug on the field, unscrew the barrel before exiting the field.
- 5 **VELOCITY** – All markers must be chronographed under 280 feet per second. We will conduct random checks; if hot, you will be asked to leave the field for that game & maybe the next, & will be rechecked.
- 6 **SEMI-AUTOMATIC ONLY** – One pull of the trigger, one paintball. **NO RAMPING.** RT is acceptable. If we suspect anything, we'll test fire your gun. If there is a problem, you will be asked to leave the field & will be rechecked before playing again.
- 7 **HIT PROTOCOL** –
  - Anywhere on you or your gun. Nickel sized splotch of paint or more is a hit.
  - 
  - Once hit, yell "hit" several times, hold your gun in the air, putting your barrel plug in ASAP, walk or run off the field, yelling "hit" occasionally, keeping your gun in the air until you are off the field.
  - No break, no hit – as a courtesy, yell "no break" so the player who hit you knows that you are not cheating.
  - If you're not sure you are hit, yell for a paint check. If you want us to check a player you think you hit, yell for a paint check, tell us where the player is & where you think you hit him. Once you indicate that you are hit – there is **NO** changing your mind.
- 8 **GAMES** – What to expect on the field:
  - 2 games will be played.
  - Games will be started by REFS yelling, "Goggles on. Barrel Plugs out!" A countdown of 3, 2, 1, followed by a whistle.
  - Games will end with a whistle & REFS yelling, "Game over. Keep your goggles, put your barrel plugs in!"
  - After then 2<sup>nd</sup> game we will return to the staging area for a 5 minute break
- 9 **GENERAL FIELD RULES:**
  - **NO** blind firing.
  - Dead men do **NOT** talk.
  - If you want to question a REF'S decision, wait until we return to the staging area to discuss it with the ref.
  - 3 shot rule. You will be taken out of the game for overshooting.
  - Field Paint only. We will check. You'll be asked to leave the game immediately & checked upon return. Your shots will **NOT** count if you are **NOT** using Field Paint.
  - **NO** wiping. We expect integrity & honesty.
  - Out of bounds
  - **NO** profanity.
  - Do not shoot the signs, buildings, or vehicles.
  - Injuries can occur. Let us know immediately. If you have allergies, play accordingly. You are in the woods.
  - Splatter – some is ok, but being coated in paint or shell, is a hit. If it adds up to a nickel size or more, it counts as a hit.
- 10 **CLOSE RANGE** shots – Recommended options: Surrender or touch.
- 11 **LUNCH** – available on a first come, first serve basis. Sandwiches, chips, candy & drinks are available.
- 12 **STAGING AREAS** – Once back at your staging areas, clean, fix your equipment, get additional air or paint if needed.
- 13 **NO** dry firing unless you are in the Chrono Range.
- 14 Bathrooms are in the porta-johns. - They **ARE** clean.
- 15  
TABS – avoid long lines pay as you go if you're paying cash. If you are paying by debit or credit & expect to buy additional items throughout the day, you may wish to pay later in the day.
- 16 REFS are in bright shirts or jackets – orange, yellow or red. **DO NOT** Shoot them (us).