



Diamond Dogs 2 Players Packet

May 19th, 2018

Waynes World of Paintball, Ocala FL

\$30 online pre-registration / \$35 onsite registration

Diamond Dogs 2

March 19th, 2018

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Nambia is a small country on the west-central coast of Africa encompassing some 1,100 square miles. It's seen the Portuguese, English and French flags flown over its soil during the era of colonization, achieving independence in 1968. A geographic flyspeck on the continent, it's been a Petri-dish of tropical disease, a link in the slave trade, a crossroads of tribal wandering and territorial wars, and it's government has achieved one of the worst human rights records in the world today. Nambia ranks 136th on the UN's 2014 Human Development Index, it is a source and destination for human trafficking, less than half the population has access to clean drinking water and 20% of children die before reaching the age of five. All in all, Nambia is a tiny, miserable excuse for a country that most would just as soon ignore or forget completely if not for one significant detail... since the mid-1990s it has become one of the largest producers of diamonds and a significant source of uranium. It has the highest Gross National Income per capita of any sub-Saharan African country, however these vast riches are concentrated among a handful of ruling political elite.

President Obiang ruled for three decades and survived over a dozen coup attempts. Despite his abysmal record with Human Rights Watch and Amnesty International, Obiang was hailed as a "friend of the United States" and very much a friend of the half-dozen international mining corporations with holdings in Nambia. Two months ago, Obiang's luck finally ran out in a military coup that left the pieces of dismembered corpse dangling from piano wire at the corners of the presidential palace.



While the capital of Windhoek is a whirl of intrigue and infighting as the former coup allies fight for control of the government, the countryside has become a dystopian blood-bath as tribal rivalries resurface and local militias exact revenge on neighbors for offenses both real and imagined.




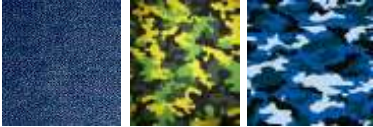
The multi-national corporations have long used private military companies to safeguard their properties in Namibia. In the past month they have tripled this mercenary presence, ostensibly to protect their investments against rampaging militia. With so much international attention focused on the capital, however, some corporations are using this time to conduct military operations against their business rivals.

Welcome to one of the darkest places in Africa!

Uniforms and Units

Players are expected to comply with uniform rules. Unless stated otherwise in the uniform description, top and bottoms of uniforms are expected to match (e.g., no black shirt worn with multicam pants). Gear may be of any color, uniform guidelines are focused on shirts and pants.

All units will have an assigned “arm-band color” players will be required to wear if they fail to meet uniform guidelines. **If you don’t want to be wearing a bright blue or yellow arm-band in the woods to properly designate your team affiliation... wear the proper uniform!**

<p><u>Stormborn Solutions</u></p> <p>A UK-based private military company. Members are drawn heavily from former SAS and Royal Marines augmented by a large number of former American military personnel.</p>	 <p>Tan-Based Uniforms: <i>Multicam, ATACS, Coyote, Desert Digital, etc.</i></p>
<p><u>Black Rhino PMC</u></p> <p>A South-African based private military company. Members are primarily recruited from former SADF personnel, with a large number of former East European and Russian military among their ranks.</p>	 <p>Green-Based Uniforms: <i>Woodland, MARPAT, Flecktarn, Olive, etc.</i></p>
<p><u>Ravenwood PMC</u></p> <p>An American-based private military company. Most members are recruited from the US SOCOM community, with numerous British and West European former military members augmented their overseas contracts.</p>	 <p>Black & Tan: <i>Black shirt with Tan pants</i></p>
<p><u>Tribal Militia</u></p> <p>While disorganized and undisciplined, Nambian militias are extremely dangerous, psychotically brutal, and usually drugged up on brown-brown (a mixture of cocaine and gunpowder) or from chewing khat leaves.</p>	 <p>Chaotic African Militia: <i>Civilian clothes, camouflage in strange colors, soccer-team jerseys, American rapper t-shirts from the '90s, etc.</i></p>

Reporting Onsite

When reporting to the registration table, you will be asked to present the following items:

1. **Waynes World General Release and Waiver**
2. **NSERA Release and Waiver**
3. **MindGame Productions Release and Waiver**
4. **Drivers License or other form of photo ID**
5. **Payment for walk-in players**

All three waivers are included in this player's packet. Please complete them and bring them to the event. Additional copies will be available onsite but completing this information in advance will speed the process. Please be sure your paper work is complete **before** coming to the registration desk.

Chrono Procedures

Take all of your weapons, INCLUDING back up weapons or 'emergency' weapons, to the Chrono station. Go through chrono and registration as early as possible to give you ample time to prepare your gear and link up with your squad mates.

We will provide 0.25 gram BBs for the test. Several different types of magazines are available at the chrono station, but players are asked to bring one **empty** low or mid-cap magazine with you for each weapon you need to chrono.



Staff members fire several rounds with each weapon, taking the average score as the chrono result. If you feel the results of one chrono are inaccurate, you have the option of testing from a second chrono and averaging the results. Excortech Chronos are our standard chrono devices and have proven to be trusted and reliable by major event organizers. The chrono personnel have the final say if a weapon will be allowed onto the field.

Non-sniper weapons will be chrono'd using bio .25 gram BBs.

- RIFLE / SMG - OK < 366 fps
- SAW - OK < 390 fps
(50 foot minimum engagement, no SAW firing indoors)
- SNIPER WEAPONS - OK < 436 fps
(100 Foot minimum engagement - chronographed using .36 gram BBs – Semi or Bolt action only)

Note the figures above are with .25g BBs! If you have a weapon firing around 400fps with .2 BBs you should be perfectly fine!

Players caught with hot guns or guns that were not chronographed prior to the game will be removed from the game with no refund given. Please note that any weapon may be subject to a spot chrono test throughout the day, even if it is banded from the morning chrono test. This is all to help protect players on the field.

Restricted Full Auto

Fully automatic fire is limited to support weapons (SAWs and SMGs). Assault rifles and SMGs are limited to semi-automatic fire only. (This is typical of many mil-sim games to elevate value of support weapons)

Weapon Magazines



Support weapon

We do not consider a P90 with a 3000+ round reservoir magazine to be a squad support weapon. Support weapons include M249s, M240s, M60s, RPKs, and similar light and medium machineguns.

Assault rifles, submachine guns, DMRs, and sniper weapons should only be equipped with low-capacity or mid-capacity magazines. Mid-cap magazines come in different sizes so they cannot always be defined with a specific round count. Common mid-cap designs typically hold between 130-160 rounds.

We typically define a high-capacity magazine as having an internal reservoir and a feeding spring that is manually or electrically wound to feed BBs from the reservoir. That being said... there are some small winding magazines. M16 Vietnam style high-caps hold about 190 rounds. Vintorez short high-caps hold about 150 rounds. While both these examples have winding mechanisms... their total capacity is comparable to mid-cap magazines and we would consider them acceptable on the field. Although **flash mags** use a string instead of a winding mechanism to build spring tension, their reservoir capacity is double that of most mid-cap magazines and **would thus be considered to be high-capacity magazines.**



Not a support weapon

There are some uncommon airsoft weapon designs that may not have any mid-caps in production, or their mid-caps may be very difficult to obtain... a G3 or PPSH are examples. If you have one of these weapons... that's awesome. But if you don't have mid-caps for it... please leave it at home and bring a weapon for which you have mid-cap magazines.

Why do we do this? It is awesome to be engaged in an intense fire-fight, changing magazines, running short on ammo, tossing mags to your buddies. It's intense... it's fun... it makes players chose their shots more carefully and forces them to think more tactically than they would with an endless supply of ammo. It also adds more value to support weapons with a capacity to lay down a heavier base of fire.



Please comply with our magazine guidelines. If you are on the field and you see a player using a high-cap who shouldn't be... take note to be able to identify the player... notify an admin... describe the player in detail. Even better, specifically point him out to the admin so we can investigate the situation and determine why the player in question considers himself to be a unique snowflake for whom rules don't apply.

Radios

There should be several radios scattered across a 8-10 man squad to be able to coordinate internal fire-teams and have one dedicated to the command net.

Have at least one radio in your squad dedicated to the command net so you can hear intel and coordinate efforts with other friendly teams. It is very helpful for admins to be able to drop onto a command net and send out information and announcements to teams across the field.

There are some excellent and very affordable radios available for players. Players who spend hundreds of dollars on a weapon, and hundreds more on uniform, gear and magazines, should be able to drop about \$30 to obtain a BaoFeng dual-band radio. Buy yourself a radio. Program it for the common FRS and GMRS frequencies. Use some radio discipline... but use that radio!!!



Communications

Radio Channels are:

Radio Nets	FRS/ GMRS	UHF Freq	Radio Nets	FRS/ GMRS	UHF Freq
-	1	462.5625	Stormborm Solutions	7	462.7125
-	2	462.5875	-	8	467.5625
-	3	462.6125	Black Rhino PMC	9	467.5875
-	4	462.6375	-	10	467.6125
Nambian Militia	5	462.6625	Ravenwood	11	467.6375
-	6	462.6875	-	12	467.6625
-					
-	GMRS 1	462.5500	-	GMRS 5	462.6500
-	GMRS 2	462.5750	-	GMRS 6	462.6750
-	GMRS 3	462.6000	-	GMRS 7	462.7000
-	GMRS 4	462.6250	-	GMRS 8	462.7250
Admin Net	13	467.6875			

Timeline

Saturday, May 19th

- 0700 - Gates open.
- 0730 – Chrono and Registration desk open.
- 0945 – GAME & SAFETY BRIEFING
- 1330 – Lunch
- 1830 – (Approximately) ENDEX

PLEASE be onsite no later than 0830. It takes time to check-in and chrono players.

Waynes World of Paintball

4841 S. Pine Street

Ocala, Florida 34480

Field Location

Wayne's World of Paintball is located just south of Ocala. As you can see from the map, the field is easily accessible from Interstate 75.

From the south - **Exit 341 (Old 67)** - make a right turn and travel east approx. 5 miles until you reach Hwys. 441/301/27, turn left (we are located about 10 miles north).

From the north - **Exit 350 (Old 68)** - make a left turn onto Hwy. 200. Travel east until you reach 441/301/27. Turn right, and travel about 3 miles south. (If you turn right at the Walgreen's/Target Stores **YOU ARE NOT ON** Hwys. 441/301/27. You **must turn right again** when you reach the Popeye's Restaurant - Pine Street.)



The entrance to the field is located at 4841 S. Pine Street, directly across the street from the Ocala Drive-In Movie Theater screen. Located between Factory Direct Mobile Homes and Raintree Mobile Homes the entrance drive will be clearly marked. Follow the entrance drive through the gate at the top of the hill. You will be in the camping and parking area.

Lodging

Country Inn and Suites

I-75 Exit #350

3720 S.W. College Road (352) 237-0715

Motor Inn

3601 West Silver Springs Blvd. (352) 629-6902

ask for Lahni or Kay

Royal Inn

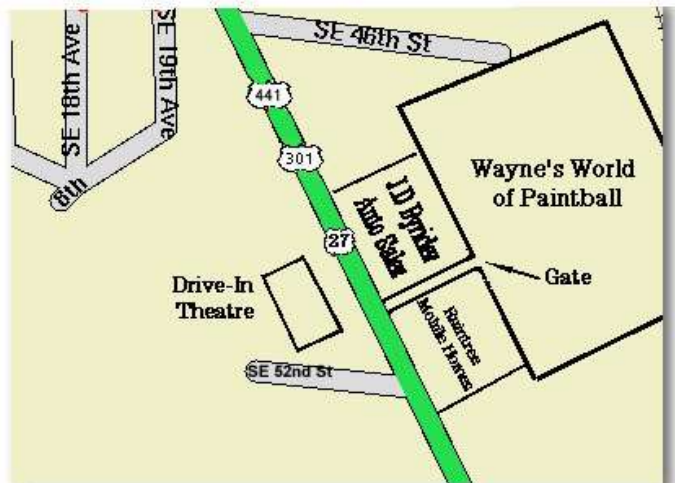
2900 S. Pine (352) 732-3575

Travel Lodge

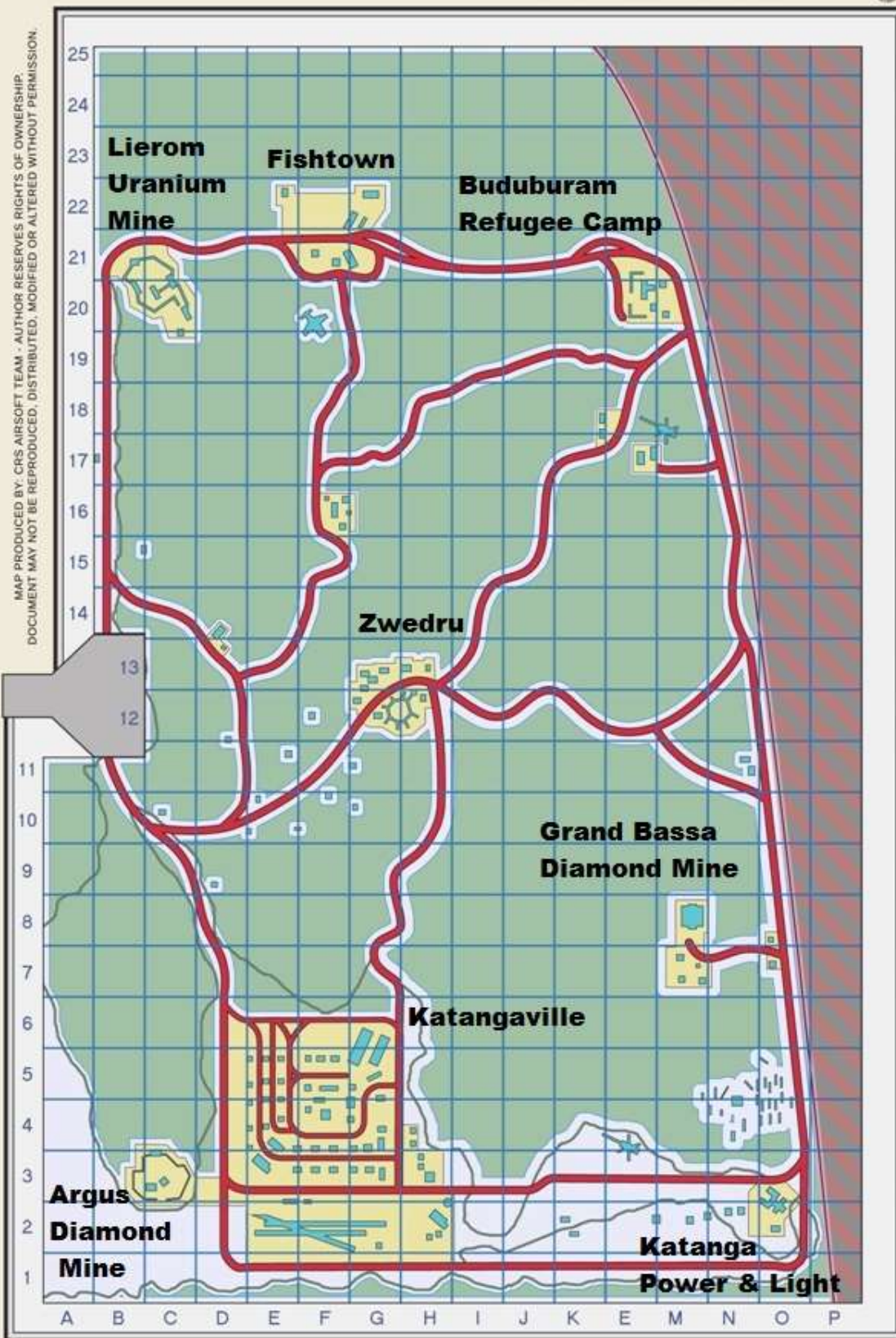
1626 S. Pine (352) 622-4121 ask for Lesley or Steve

Holiday Inn Express

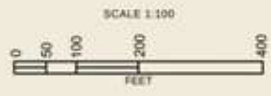
1212 S. Pine (352) 629-7300



***** Camping Onsite is Available – clean up your area and no open fires*****



MAP PRODUCED BY CRS AIRSOFT TEAM - AUTHOR RESERVES RIGHTS OF OWNERSHIP.
DOCUMENT MAY NOT BE REPRODUCED, DISTRIBUTED, MODIFIED OR ALTERED WITHOUT PERMISSION.



Additional Event Notes

We will take a lunch break at approximately 1330hrs. Hotdogs, chips and sodas are included with your admission fee and may be obtained at lunch by presenting your lunch ticket to the attendant at the refreshment stand. Players are also recommended to bring powers bars, trail mix, MREs or other fast and easy food. We will not be taking a dinner break. The game is planned to run until approximately 183 depending on the energy and interest level of the players. Pace yourself, drink plenty of water... and you should be good to go into the night.

Please remember to **PACK OUT EVERYTHING YOU PACK IN**. In other words, **DO NOT LEAVE TRASH ON THE FIELD**. Put all trash in your pocket or pouches and throw away your trash where it goes... **IN THE TRASH CAN**.

A water station is located at the entrance to the field along with a misting system if you need to cool down. Do not allow yourself to become dehydrated on the field. When your squad leader or an admin tells you to drink water, then drink water. Even if you are not particularly thirsty, drink water. If you need water but have an empty canteen or hydration pack, do not hesitate to ask a squad mate or admin for water.

BBs and Weapons Magazines

Waynes World of Paintball requires the use of bio-degradable or earth-friendly BBs.

Check list for Diamond Dogs 2

- Airsoft AEG & magazines
- Spare AEG & magazines
- Sidearm & magazines
- Airsoft gas
- Batteries for AEGs
- Bio-degradable / Earth Friendly BB's
- EYE PROTECTION
- Correct uniform for your team
- Battle rig, chest rig, plate carrier, LBV, LBE
- Optional gas mask or respirator
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Belt
- Radio w/ spare batteries
- Spare radio w/ more spare batteries
- Weapons sling
- Ruck sack or other back pack item for carrying non-essentials
- Snack food or power bar
- WATER in a Hydrapak, canteen or similar
- Red Dead rag
- Anti-fog

- EYE PROTECTION... yes... it's that important
- Speed loader
- GUN BAG – don't carry your weapon out in the open
- Diamond Dogs Map
- MGP Waiver
- Waynes World of Paintball Waiver
- NSERA Waiver
- Admission fee
- WATER... again... it's important
- "OFF"... or other bug repellent
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera or disposable camera

This is a generic list that includes some of the 'basics'. You may find that you need more than the items listed, or less of the items listed. Be sure to plan for any possible outcome, good or bad and be prepared. Don't expect someone else to have the items you need. Get your gear in order so that you can be a self-contained entity.

GATHER and begin preparation of ALL YOUR GEAR no later than Thursday night. This will allow for any last minute items to be found in time.

MindGame Productions 2018 Event Rules

General

- We reserve right to revoke play from players who break our stated and in-game rules during the event.
- We reserve the right to DENY any application from players we deem unfit to participate in our event.
- Players under 18 must have waivers co-signed by a legal guardian.
- Try to pre-register online... it's easier for us and cheaper for you!
- Read the players pack. Be familiar with the event rules!

Personal Protection

- Full sealing eye-protection required (Impacted rated with gasket seal)
- Mesh goggles worn only in conjunction with shooting glasses or prescription glasses
- Full face-protection recommended but not required
- Other Personal Gear
 - Red dead-rag mandatory
 - Red flashlight / red chem-light mandatory to signal "dead status" for night games
 - Uniforms appropriate for selected faction are required
 - All players must have at least one canteen or hydration pack
 - Radios recommended
 - Compass recommended
 - Driver's license or other form of ID should be kept on person at all times

Weapon Rules

- RIFLE / SMG - OK < 366 fps with 0.25g BBs (10' minimum engagement)
- SAW / LMG - OK < 390 fps with 0.25g BBs (50' minimum engagement, no SAW firing indoors)
 - High-capacity and box-mags for support weapons only
 - HPA weapons must have tournament lock
- SNIPER / DMR WEAPONS - OK < 436 fps with 0.36g BBs (100' minimum engagement)
 - Sniper and DMR weapons must have fully automatic feature physically disabled
- Biodegradable BBs required
- Weapons on safe with magazines out in the staging area
- No blind firing. Eyes should be looking down the barrel when engaging a target
- If target is within 10', please use safety kill and "bang" out the enemy (max 2x enemies)

Wounds and Medic Rules

- A hit anywhere on body or gear is a valid hit
- Ricochets are not counted, but if in doubt, call the hit
- Friendly fire counts as a hit
- Grenade casualty radius is 10', if in doubt, assume you're in the radius
- Knife kills are silent and they do not leave you wounded. You are dead
- The first hit or burst that hits you leaves you wounded
 - Yell "HIT!"
 - Go prone or take a knee
 - Display your dead-rag or red dead-light
 - You MAY crawl to cover (crawl... not walk... not run)
 - You MAY call for medical assistance, scream in pain, call for your mother, etc.
 - You MAY NOT relay enemy positions or actionable intelligence
 - You MAY NOT shoot or throw grenades
 - If you are not given first aid within 3-5, you bleed out and must go to respawn
- You may "buddy-carry" a casualty with one hand must be on casualty's vest. Both may move at a walk

- Each player may carry a maximum of two ACE bandages in a personal IFAK
 - You may not administer self-aid, but you may help a buddy (or enemy) from their IFAK or yours
 - Take an ACE bandage from IFAK and wrap it fully around casualty's arm (or shot body part)
 - When the bandage is wrapped and secured, casualty is back in play
 - You may be wounded and healed **TWO TIMES ONLY**
- If you are shot again after two previously healed wounds, you are dead and go to respawn
 - Return to the designated respawn location. Drink water. Reload. Return to play.
 - Some games *may* have special wound, medic or respawn rules in play.

Pyro/Smoke

- Due to fire concerns, only pull-ring (cold-burning) pyro may be used
- Players may bring smoke to the field but admins must deploy and keep eyes on the grenade
 - Plan your smoke ahead of time
 - Give smoke grenades to admin, tell them where you want it deployed
 - Coordinate deployment via signal/radio to time smoke with your assault!

Admins and Photographers

- At least three MGP admins will be on the field at all times during the game (usually more).
- Admins may be identified by red polo shirts or hunter-orange vests. Please do not shoot these admins
- Other admins will run "embedded" in player units, uniformed for that team
- Embedded admins may be shot at like any other player, but they will step into admin role as required
- Photographers may be on the field in yellow vests. Please do not shoot these photographers
- Other photographers may be "in-character" as embedded journalists and may be engaged

Mindgame Productions, Inc.
Indemnity Agreement & Release of Liability, Acknowledgment Of Risks And Hazards

This is an important legal document! By signing it, you are giving up certain rights!
Please read carefully before signing!

In consideration of MindGame Productions allowing (Print Name) _____ to utilize the event facilities and participate in airsoft tactical scenarios, training and related activities, (hereinafter referred to as 'activities covered by this Agreement), I agree that:

1. REPRESENTATIONS, WARRANTIES, & ASSUMPTIONS OF RISK:

I understand that participating in any of the activities covered by this Agreement will expose me to the risk of personal injury, property damage and/or death. I understand that the success and safety of my participation is dependent upon the proper functioning of proscribed safety equipment, vehicles and airsoft training weapons; and that neither the safety equipment, vehicles or airsoft weapons can be guaranteed to function perfectly. I understand that the safety equipment, vehicles and airsoft weapons are subject to mechanical malfunctions as well as operator error. I freely, voluntarily and expressly choose to assume all risks inherent in participating in the activities covered by this Agreement, including, but not limited to, risks of equipment failure, malfunction and/or failure to function, including those which may result from some defect in design, assembly, and/or manufacture as well as those risks arising from improper and/or negligent operation, training and/or use of the equipment. For and in consideration of the thrill of participation in this activity, and understanding full well that those risks may include personal injury, property damage, and/or death, I assume those risks.

(_____) Please initial when read and agreed upon

2. EXEMPTION AND RELEASE FROM LIABILITY

I exempt and release the following persons, corporations and organizations: MindGame Productions, Inc.; Guardian Centers of Georgia, LLC; Waynes World of Paintball; The owners and lessees, if any, of land upon and from which the airsoft event and related training operations are conducted; and including all of each person's, corporation's, and organization's officers, agents, servants, employees, representatives, lessors; (hereinafter collectively referred to as "Releasees"), from any and all liability, claims, demands or actions or causes of action whatsoever arising out of any damage, loss or injury to me or my property, or my death, while upon the premises or while participating in any of the activities covered by this Agreement, whether resulting from the negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause.

(_____) Please initial when read and agreed upon

3. COVENANT NOT TO SUE.

I agree never to institute any lawsuit or action at law or arbitration or otherwise against any of Releasees, or to initiate or assist in the prosecution of any claim for damages or cause of action which I may have by reason of injury to my person or property, or my death, arising from the activities covered by this Agreement, whether caused by the negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause. I further agree that my heirs, executors, administrators, personal representatives, and/or anyone else claiming on my behalf, shall not institute any suit or action at law or otherwise against any of Releasees, nor shall they initiate or assist the prosecution of any claim for damages or cause of action which I, my heirs, executors, administrators, personal representatives, and/or anyone else claiming on my behalf may have by reason of injury to my person or property, or my death, arising from activities covered by this Agreement, whether caused by any negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause. I hereby so instruct my heirs, executors, administrators, personal representatives and/or anyone else claiming on my behalf. Should any such suit, action at law, arbitration or otherwise be instituted against any of Releasees, I agree that such Releasees shall be entitled to recover attorneys' fees and costs incurred in defense of such suit or action, including any appeals therefrom.

(_____) Please initial when read and agreed upon

4. LIQUIDATED DAMAGES.

As part of the consideration for my being allowed to participate in the activities covered by this Agreement, I promise not to initiate any legal or equitable action or arbitration against any of the Releasees for any cause of action whatsoever. Furthermore, I realized that the damages to the Releasees for my breach of this promise are uncertain and difficult to establish and that in the event I breach this promise I agree that the liquidated damages I will be liable to pay to each of the Releasees named in a any legal action I may bring is \$100,000 for each named defendant.

(_____) Please initial when read and agreed upon

I agree that the amount of \$100,000 is not a penalty but is rather an estimate of uncertain damages. I further agree that this provision for liquidated damages shall apply to any action in which I am required to indemnify the released parties, such as a wrongful death action brought by my heirs. These liquidated damages shall be due and payable immediately upon filing any legal action or demand for arbitration and irrespective of the outcome.

(_____) Please initial when read and agreed upon

5. INDEMNITY AGAINST THIRD PARTY CLAIMS.

I will indemnify, save and hold harmless Releasees from any and all losses, claims, actions, or proceedings of every kind and character, including attorney's fees and expenses, which may be presented or initiated by any other persons or organizations and which arise directly or indirectly from my participation in the activities covered by this Agreement, whether resulting from the negligence and/or other fault, either active or passive, of any of Releasees or from any other cause.

() Please initial when read and agreed upon

6. ARBITRATION BOARD.

I further agree that in the event I or any other party have any claims whatsoever against any of the Releasees arising out of my participation in activities covered by this agreement including an action for personal injury or wrongful death, that it shall be a condition precedent to the filing of any legal action against any of the Releasees by myself or my heirs, that the matter first be arbitrated by an arbitration board appointed by MindGame Productions, Inc. and that the decision and finding of that board shall be final and binding upon all persons. MindGame Productions shall have absolute and unfettered license to choose whomsoever they desire as arbitrators and the decision of the arbitrators shall not be set aside for any reason whatsoever. Furthermore the filing of a demand for arbitration shall trigger the requirement for payment of liquidated damages specified in Paragraph 4.

() Please initial when read and agreed upon

7. VALIDITY OF WAIVER.

I understand and agree that if I institute, or anyone on my behalf institutes, any suit or action at law or any claim for damages or cause of action against any of Releasees because of injury to my person or property, or my death, due to the activities covered by this Agreement, I agree that this Agreement can and will be used as evidence in court. Should a court of competent jurisdiction rule that any of the provision(s) of this Liability Release Agreement is void or invalid, all remaining provisions hereof shall remain in full force and effect.

() Please initial when read and agreed upon

8. REPRESENTATION AND WARRANTIES.

I represent and warrant that (a) I have read, understand and agree to fully comply with all rules, procedures, safety guidelines and standards published online, in the players pack for this event and briefed onsite, (b) I assume fault and liability for injury of myself or other participants if caused by my failure to comply with all rules, procedures and safety guidelines published online, in the players pack for this event and briefed onsite, (c) I have notified the event staff of any physical afflictions, relevant past medical history details, medical treatment and medications which I am currently undergoing or taking, (d) I have made no misrepresentations on my age, health or understanding and agreement of all event terms, rules and conditions.

() Please initial when read and agreed upon

9. LIKENESS RIGHTS.

Any and all, included but not limited to; pictures, videos, electronic images, or drawings, regardless of origin, or author, may not be generated, created, used, distributed, or reproduced, in/on/within, any commercial, personal, promotional, advertisement, in/on print or electronic format, resulting in any financial, monetary, personal, promotional, or any other reason(s) unapproved by event organizers or any other party authorized by event organizers. Any and all, included but not limited to; pictures, videos, electronic images, or drawings, regardless of origin, or author, are the property of event organizers. Players and approved photographers may retain their photos and video, however MindGame Productions, Inc. requests the download of all images and video for our own use prior to leaving the event. By attending, you agree to allow us the unrestricted and uncompensated use of you, your likeness, name, voice, photograph (s) logo or trademark in such material..

() Please initial when read and agreed upon

10. EFFECTIVE TERM

This Agreement shall remain in full force and effect from the date and time of signing continuously for a period of 10 (ten) years.

() Please initial when read and agreed upon

IN WITNESS WHEREOF I HAVE CAREFULLY READ THIS DOCUMENT AND THE BELOW REGISTRATION FORM, FULLY KNOW AND UNDERSTAND THEIR CONTENTS, AND SIGN IT OF MY OWN FREE WILL.

Your Signature _____ Today's Date _____ Email Address _____

Printed Name _____ Date of Birth _____ Emergency Contact # _____

Signature of Legal Guardian (if under 18 years of age) _____ Today's Date _____

Printed Name of Legal Guardian _____

Witness Signature _____ Today's Date _____ Witness Name _____

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
PHONE _____ E-MAIL ADDRESS _____
DATE _____ TEAM NAME _____

**WAYNE'S WORLD OF PAINTBALL, INC. /
WAYNE DOLLACK
24 HOUR ROLE-PLAYING SCENARIO GAMES, INC.
Sparr, Florida
The United States of America
GENERAL RELEASE**

KNOW ALL MEN BY THESE PRESENT THAT THE UNDERSIGNED, being of lawful age, for the sole consideration of being granted the opportunity to participate in the below described event does hereby and for his/her heirs, executors, administrators, personal representatives, successors and assigns release, acquit and forever discharge in the United States of America and the Owner of any lands utilized by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. in the conduct of its operations and its or their agents, servants, successors, personal representatives, heirs, executors, administrators, assigns, and all other persons, firms, corporations, associations, or partnerships of and from any and all claims, actions, causes of action, demands, rights, damages, costs, loss of service, expenses and compensation whatsoever, which the undersigned now has or which may hereafter accrue or result from on account of or in any growing out of any and all known and unknown, foreseen and unforeseen, bodily and personal injuries and property damage and the consequences thereof resulting or to result or which may result from any accident, casualty or event which may or did occur for any reason in connection with or arising out of or on account of the undersigned's participation in simulated combat situations, whether as contestant or observer, held on the date of execution hereof.

It is understood and agreed that this release is made in order to induce Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and Scenario Directors to allow the undersigned to participate in the event herein referenced and that such inducement is material to Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. decision to allow the undersigned to so participate. Furthermore, the undersigned agrees to follow and abide by the letter and spirit of the rules of safety and play as defined by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives. Specifically, the undersigned agrees to wear at all times while on the playing field eye protection approved by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives.

The undersigned hereby declares and represents that he/she acknowledges and understands that any injuries which may be sustained for any reason may be permanent and progressive and that recovery therefrom is uncertain and indefinite, or may be fatal, and in making this Release it is understood and agreed that the undersigned intends to assume any and all risks of loss, including property damage losses, and indemnifies and saves Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives from any damage, loss, claim, cost, and expense of any kind or nature.

The undersigned further declares and represents that no promise, inducement, or agreement not herein expressed has been made to the undersigned, and that this Release contains the entire agreement between the parties hereto, and that the terms of this Release are contractual and not a mere recital, and that it is made freely, knowingly and intentionally.

The foregoing Release and its conditions are understood to apply to all other individual players, as well as Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and the land owners or Scenario Directors and Promoters of events.

THE UNDERSIGNED HAS READ THE FOREGOING RELEASE AND FULLY UNDERSTANDS IT. THE UNDERSIGNED REPRESENTS THAT HE/SHE CAN READ AND WRITE THE ENGLISH LANGUAGE AND HAS SIGNED THIS RELEASE FREELY AND WITHOUT DURESS OR UNDER INFLUENCE OF ANY KIND.

THE UNDERSIGNED FURTHER ACKNOWLEDGES THAT THE EVENT ABOVE DESCRIBED MAY INVOLVE A HIGH DEGREE OF RISK OR PHYSICAL INJURY OR DEATH; THAT THE SIMULATED COMBAT SITUATIONS INVOLVE USE OF A GAS POWERED WEAPON SHOOTING PAINT-FILLED GELATIN PROJECTILES AND THAT IT IS HIGHLY PROBABLE THAT THE UNDERSIGNED WILL BE HIT BY ONE OR MORE SUCH PROJECTILES.

In witness whereof I have hereunto set my hand and seal and delivered this Release the day referenced above.

SIGNATURE _____ Date _____

**WE MAINTAIN THE RIGHT TO REFUSE PARTICIPATION TO ANYONE ON ANY GROUNDS
DEEMED APPLICABLE BY US.**

NATIONAL SPORTS ENTERTAINMENT & RECREATION ASSOCIATION

Industry Insurance Programs _ www.nsera.com/paintball

Wayne's World of Paintball, Inc.=WWP Fax: (352) 591-2210

RELEASE OF LIABILITY, INDEMNITY AND ASSUMPTION OF RISK

READ BEFORE SIGNING

IN CONSIDERATION of being permitted to participate in any Paintball and/or Airsoft activities including, but not limited to, playing, using the premises of, renting and operating equipment leased, sanctioned and/or operated by the above named vendor, I acknowledge and agree that:

I fully understand and acknowledge that; (a) risks and dangers exist in my use of Paintball and/or Airsoft equipment and my participation in Paintball and/or Airsoft activities; (b) my participation in such activities and/or use of such equipment may result in my injury or illness including but not limited to bodily injury, disease strains, fractures, partial and/or total paralysis, eye injury, blindness, heat stroke, heart attack, death or other ailments that could cause serious disability; (c) these risks and dangers may be caused by the negligence of the owners, employees, officers or agents of WWP; the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes. These risks and dangers may arise from foreseeable or unforeseeable causes; and (d) by my participation in these activities and/or use of equipment, I hereby assume all risks and dangers and all responsibility for any losses and/or damages, whether caused in whole or in part by the negligence or other conduct of the owners, agents, officers, employees of WWP, or by any other person.

I, on behalf of myself, my personal representatives and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify WWP and its owners, agents, officers and employees from any and all claims, actions or losses for bodily injury, property damage, wrongful death, loss of services or otherwise which may arise out of my use of Paintball equipment or my participation in Paintball and/or Airsoft activities. I specifically understand that I am releasing, discharging and waiving any claims or actions that I may have presently or in the future for the negligent acts or other conduct by the owners, agents, officers or employees of WWP. This waiver is good through 3/1/2019.

MEDICAL PERMISSION AUTHORIZATION

If the participant is of minority age, the undersigned parent or guardian hereby gives permission for WWP to authorize emergency medical treatment as may be deemed necessary for the child named below while participating in Paintball and/or Airsoft games.

I HAVE READ THE ABOVE WAIVER AND RELEASE AND BY SIGNING IT AGREE IT IS MY INTENTION TO EXEMPT AND RELIEVE WWP FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.

Print Name Age Date of Birth Phone

Signature Address City, State Zip

Signature of Parent/Guardian (if less than 18 years old) E-mail

Date: _____