



King & Country Players Packet

May 14th, 2022

Wayne's World of Paintball, Ocala FL

\$35 online pre-registration / \$40 onsite registration

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Overview

Welcome to King & Country, a unique Florida milsim experience set in an alternate history in which the New World colonies never achieved independence from Europe. It is the early 21st century, and the militaries of the British Empire, and the Kingdoms of Spain and France still fight for control of the colonies, and to preserve the steady flow of trade and riches from the New World.

If the setting is well received, we hope this may be the first of a new series of alternate history milism events exploring a unique take of the history of Florida and the Caribbean.



Setting

For centuries, the colonies of the New World have been cornerstones to the great empires of Europe. They are a source of mineral wealth and abundant agriculture to ship back across the Atlantic. Fine universities have been established in the colonies, providing a strong base of science and technology. Skilled craftsman design wonders of artistry, while the factories of the Americas drive industry and critical goods back to Europe. The power and prestige of the European courts are heavily reliant upon their colonies.

Maintaining control over the New World colonies can be difficult from across the Atlantic. The crowns of Europe defend their colonies fiercely against one another and have been known to ruthlessly quash colonial attempts at independence. Governors, bolstered by sizable military garrisons, enforce the law, and ensure that trade and taxes flow unimpeded. Sea power

reigns supreme. There have been promising developments in self-powered flight, but these craft are still small and typically limited to military reconnaissance or wealthy dilettantes. Some nations field rigid airships, notably the dirigible fleet of the Kaiser in Europe. But sea power remains critical for sustaining trade and extending military might into the New World.

The colonies of the New World are dominated by Spain in the south and far west, England to the north, and France even further to the north and into the central continent. The Caribbean and Gulf of Mexico have remained a contested region for centuries. While Spain controls the gulf and maintains the largest number of Caribbean colonies, the English and French maintain a sizable presence across the islands. Even the Netherlands and Portugal hold a limited colonial presence, although they largely try to stay out of the sporadic conflicts in the region and focus on trade. In addition to the warring colonial powers, piracy threatens the shipping lanes and coastal ports. Deserters, criminals, or those unwilling to earn an honest wage under the crown have been known to join these ruthless crews marauding the Caribbean aboard captured military vessels or armed cargo ships.

Welcome to San Marcos

The Spanish colony of San Marcos occupies a strategic location in the eastern Caribbean. Considered one of the “gateway” islands, it is a popular port for refueling and resupplying vessels preparing for the Atlantic crossing. It is part of a communications relay chain in the region, facilitating broadcasts between colonies and to ships at sea. It is currently ruled by Don Monzon, Governor of San Marcos and Viceroy of Navarra. Bolstered by his private guard and a regiment of infantry from Navarra, he protects the port, communications post, and key overland routes for trade, taxes, and riches minded from the San Marcos highlands. Don Monzon has occupied his post in San Marcos for three years of relative calm. But that is about to change with the landing of Royal Marines on the northside of the island.



Uniforms and Units



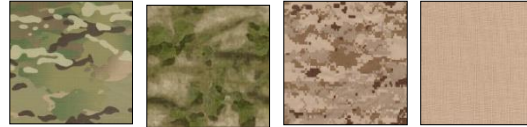
Players are expected to comply with uniform rules. Unless stated otherwise in the uniform description, top and bottoms of uniforms are expected to match (e.g., no black shirt worn with multicam pants). Gear may be of any color, uniform guidelines are focused on shirts and pants.

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 white arm-band in the woods to properly designate your team affiliation... wear the proper uniform!**

<p><u>Spanish Infantry</u></p> <p>The Regimiento de la infantería de Navarra is garrisoned on San Marcos to defend the colony and the wealth mined from the highlands. They are based in the fortress La Roca, dominating the port of San Marcos. A detachment has also been moved to Vila de las Torres in response to the recent English incursion on the island.</p>	 <p>Green-Based Uniforms: <i>Woodland, MARPAT, Flecktarn, Olive, etc.</i></p>
<p><u>Governor’s Guard</u></p> <p>The Governor of San Marcos is cousin to King Carlos X. As such, he commands a formidable private guard, augmenting the Spanish regulars as required.</p>	 <p>Black or Urban Camouflage.</p>
<p><u>Spanish Levies</u></p> <p>In times of conflict, able-bodied men and women may be pressed into militia service to help defend the colonies against a foreign threat. While not as well equipped as the regular troops, they can still be dangerous (although sometimes used as cannon-fodder by the regular armies).</p>	 <p>Players without at least an effort at a respectable uniform may be given white armbands and deployed as Spanish levies.</p>

Royal Marines / Irish Commandos

England recently deployed a sizable contingent of Royal Marines and a small detachment of the Irish Commandos on the northern shore of San Marcos. They have established operating bases within the jungle and begun a series of raids against the Spanish colony. Royal Marine forces wear multicam and other tan-based camo. A small contingent of Irish Commandos, wearing solid khaki/coyote uniforms, are attached to the Marine force.



Tan-Based Uniforms: *Multicam, ATACS, Coyote, Desert Digital, etc.*

East India Company

The British East India Company has operated under Royal charter across the farthest flung colonies for centuries. Its commercial enterprises have developed the EIC into one of the world's largest corporations, while often acting as a direct representative of the crown in the absence of formal government. The EIC has fielded military contractors to protect its interest across India and the Middle East and has been increasingly used to augment British regulars in the New World.

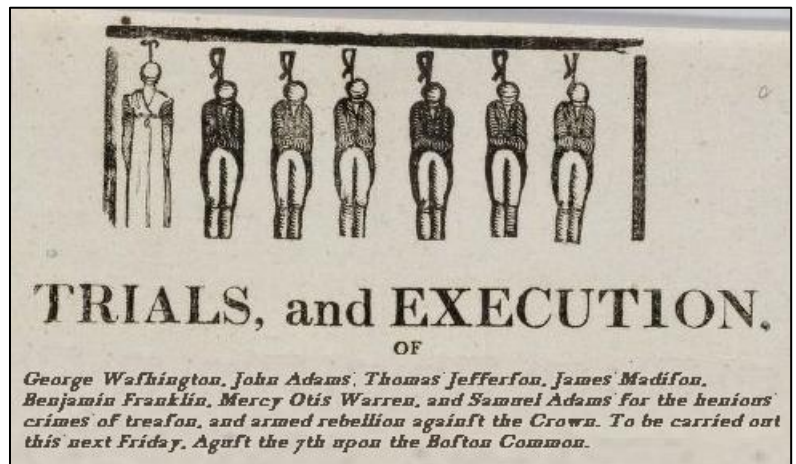


Black & Tan: *Black shirt with tan/khaki/coyote/FDE pants*

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. **Driver's License or other form of photo ID**
5. **Payment for walk-in players**



All 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 paperwork is complete **before** coming to the registration desk. Also note that you can complete your waivers online in advance by going to <https://waiver.smartwaiver.com/v/2022to2023waiver>

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 0.20 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.



We will be running a modified chrono program to better accommodate current social distancing concerns. Non-sniper weapons will be chronographed using bio **.20 gram BBs**.

RIFLE / SMG

OK < 400 fps

DMR (must be physically locked into semi-auto only / 50-foot minimum engagement)

OK < 450 fps

Support Weapons (50-foot minimum engagement, no SAW firing indoors)

OK < 450 fps

BOLT / SINGLE ACTION SNIPER WEAPONS (100 Foot minimum engagement)

OK < 550 fps



Players caught with hot guns 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 tagged from the morning chrono test. This is all to help protect players on the field.

HPA weapons should have tournament locks on their gas regulators.

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 firefight, 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 squad to be able to coordinate internal fire-teams and have one dedicated to the command net if a team is large enough to field multiple squads.

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. By 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		-	7	462.7125
-	2	462.5875		British Command	8	467.5625
Spanish Command	3	462.6125		Royal Marines*	9	467.5875
Regimiento de Navarra*	4	462.6375		Irish Guard*	10	467.6125
Governor's Guard*	5	462.6625		East India Company*	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				
*Optional channels if players want to use sub-unit coms. As a minimum, however, please be sure representatives from every squad are monitoring your Spanish or British command net as appropriate						

Timeline

Saturday, May 14th

- 0700 - Gates open.
- 0745 – Chrono and Registration desk open.
- 0945 – GAME & SAFETY BRIEFING
- 1300 – Lunch
- 1730 – (Approximately) ENDEX

PLEASE be onsite no later than 0830. It takes time to check-in and chrono players. Please take advantage of online pre-registration and online waivers to speed the check-in process on game day. You will still need to check in at the registration desk, even if you have pre-registered online to get your wristband and meal tickets.

Wayne's World of Paintball

4841 S. Pine Street

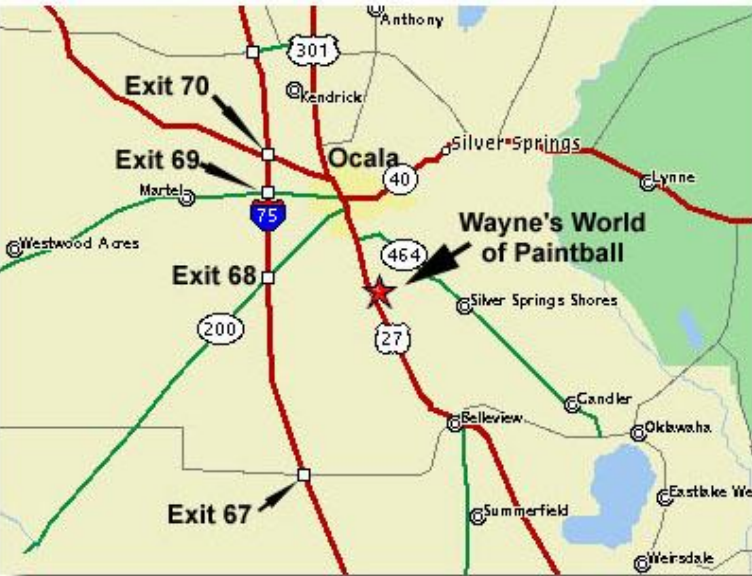
Ocala, Florida 34480

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 (a few options... many more are in Ocala)

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

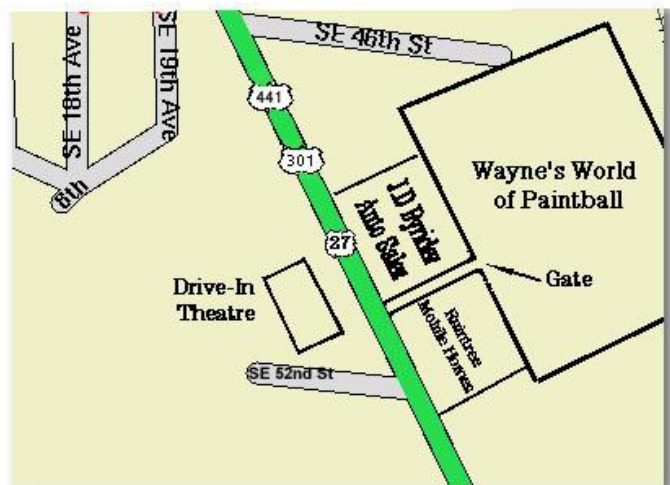
2900 S. Pine (352) 732-3575

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*****

MindGame Productions

Isla San Marcos



Survey by Aramis Madrid
by appointment of his
Royal Highness Carlos X

SCALE 1:100
0 50 100 200 400
FEET



Additional Event Notes

We will take a lunch break at approximately 1300hrs. 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 1730 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 late afternoon.

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

Wayne's World of Paintball requires the use of bio-degradable or earth-friendly BBs.

Check list for King & Country

- 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 2022 Event Rules

General

- We reserve right to revoke play from players who break our stated and in-game rules during the event.
- Players under 18 must have waivers co-signed by a legal guardian.
- Read the player's 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.
- 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.
- Driver's license or other form of ID should be kept on person at all times.

Weapon Rules

- RIFLE / SMG - OK < 400 fps with 0.20g BBs (10' minimum engagement)
- DMR – OK < 450 fps with 0.20g BBs (50' minimum engagement, physically locked to semi)
- Support – OK < 450 fps with 0.20g BBs (50' minimum engagement, no firing indoors)
- Sniper – OK < 550 fps with 0.20g BBs (100' minimum engagement, bolt-action or manual cocking only)
- Weapons with external gas tanks must have regulator locks.
- 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'-15', 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 leave you wounded
 - Yell "HIT!". Go prone or take a knee. Display your dead-rag or red dead-light.
 - You MAY call for medical assistance but don't point or call out enemy positions to team mates.
- If you are shot again or knifed while wounded, you are dead and must establish/move to a nearby casualty collection point.
- You may "buddy-carry" a casualty with one hand must be on casualty's vest. Both may move at a walk
- Each player should carry at least two ACE bandages in a personal IFAK
- Any other player may administer first aid.
 - The medic will take an ACE bandage from IFAK and wrap it fully around casualty's arm (or body part)
 - When the bandage is wrapped and secured, casualty is back in play
 - You may be wounded and return (via 5 Minute heal or bandage) TWO TIMES ONLY
 - If you are shot again after two previously healed wounds, you are dead and go to casualty collection point.
- Wait near the fighting at the casualty collection point. Keep your dead rag visible. Drink water. Reload. Wait for the local fighting to conclude and rejoin your squad leader to be respawned back into play.

Pyro/ Smoke

- Due to fire concerns, only pull-ring (cold-burning) pyro may be used
- Plan your smoke ahead of time
- Do not throw smoke into buildings
- Players should stay in the general area and continue to watch their smoke until it fully burns out.
- Watch for fires!!!

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 3/1/2023.

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: _____

Mindgame Productions Airsoft Event Hold Harmless/Personal Injury Waiver Form

Name of player/observer _____

Date of Birth _____

Email Address _____

Contact phone _____

As a prospective participant in the sport of Airsoft, it is extremely important that you have an understanding of the risks of personal injury and/or death that are associated with the sport. The following is intended to inform you of the general nature of those risks before your participation begins. The following is not intended to be an exhaustive discussion of those risks. Accordingly, should you have any questions pertaining to the nature and extent of those risks you should question the management of this field. Only after you have satisfied yourself as to the nature and extent of the risks involved as a participant in Airsoft should you sign below.

1. Airsoft is an inherently physical and potentially dangerous activity. The game involves the use of high-powered guns that fire plastic pellets at high velocities. Without adequate protection these pellets could break or penetrate the skin on impact. Should a pellet strike a person in the eyes, ears, nose or any vital area of the body that is not adequately protected, temporary or permanent injury, or in extreme circumstances, death, may occur.
2. Participants play the game on rough and sometimes hazardous terrain. Although this facility / site / organization has taken steps to minimize hazards, the risk of injury cannot be completely eradicated. There remains the risk that a participant could be injured as a result of the terrain.
3. The sport of Airsoft involves rigorous and strenuous physical activity. Accordingly, a person should not participate in the sport if he or she is not in good physical condition, or has any physical or mental illness or handicap which could be worsened by such participation or make the participant more vulnerable to physical injury or death. In some cases, players may be exposed to plants, insects or other elements that could cause serious injury from an allergic reaction.
4. The game of Airsoft involves simulated combat in which participants fire 6mm plastic BB projectiles (not exceeding the listed maximum safe FPS). These projectiles, while safe in most circumstances, may cause temporary discomfort, welts, bruising, minor bleeding or scarring. This facility / site / organization requires the participant to wear, at all times, MGP approved eye protection and highly suggests players adhere to the following suggestions to help minimize injury. All players are suggested to cover any exposed skin with a protective layer of clothing or other safety equipment. This includes the suggested use of full-face masks, gloves, long sleeve shirts, pants, lace up boots to prevent ankle injury, and knee or elbow pads (hard plastic).
5. It shall be the responsibility of each participant to obey all rules and utilize all safety equipment at all times. MGP has developed a formalized and standard rules set that is published on the website and is also presented in any Players Pack developed for an event. By signing below, the player acknowledges he or she has read these rules, understands them and agrees to comply with them at the event. Not having read the rules is no excuse for intentional or accidental violations. Safety equipment and event rules are designed to minimize the risk of injury and/or death, but even full compliance does not guarantee that such injury will not occur. All participants must have safety gear in accordance with MGP regulations and all weapons must be tested and approved for use by MGP regulations by a member of MGP or the event organizers. Participants with equipment that fails to meet these regulations will not be allowed to play and any player violating MGP regulations and safety guidelines may be asked to leave the event with no refund of any game day fees or donations.

By signing this Waiver/Release the undersigned (and, if applicable, his or her guardian) acknowledges that he/she has read the foregoing disclosures of the risks and, further, agrees that he/she assumes all such risks and will hold the MindGame Productions group, owners, operators, participants, and all of their agents and/or employees completely free and harmless from any and all damages from physical injuries and/or death which may result from the undersigned's participation whether outside or inside any of the field / site / event facilities. If participant is under 18 years of age, his/her legal guardians must also sign below:

I _____ state I am/have represented that I am 18 years old or older (if under 18, waiver must be co-signed below by legal guardian) and understand airsoft has the potential to be an injury causing sport and injury may be caused to myself or by me as a result of my actions at this event. I understand this form is a release from liability for the organizers, event staff, and property owners. This release includes indemnification for, but not limited to; liability/responsibility in the event of an injury to myself or an injury I may cause to another. I hereby relieve from liability, responsibility, legal action, mediation, arbitration, and hold harmless, from any event or occurrence including, but not limited to; personal injury and/or property damage, MindGame Productions Inc., Property Owners, Airsoft Event Organizers, Sponsors, any of their/its family, affiliates, owners, and/or employees or affiliates (hereafter referred to as event organizers) acting in any capacity of or on the event property, from any and all lawsuits, legal action, or financial compensation for any and all injuries to myself or physical damage to any of my property or the property in my possession or control. I further understand, state, and agree any damage I or equipment in my possession causes to any persons or property onsite or offsite of the above-mentioned property will, solely, and completely be the financial responsibility of myself. I understand in no way will event organizers defend me or compensate any person or company on my behalf or as a result of my, or any others, including event organizers actions. Any damaged personal property lost or stolen is solely my responsibility.

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. While players and approved photographers may retain their photos and video, MGP requests the download of a copy of all images and video for our own use prior to leaving the event. We may use photographs of our events and participants in promotional material via the internet, in print or on television. 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.

I HAVE READ AND UNDERSTAND THE TERMS AND CONDITIONS OUTLINED ABOVE. IN THE EVENT I DID NOT/DO NOT UNDERSTAND ANY PORTION OF THIS FORM, I HAVE/DID HAVE A REPRESENTATIVE OF THIS EVENT EXPLAINED, TO MY SATISFACTION, THE CONDITIONS OF THIS FORM, AND THE POSSIBLE REPERCUSSION(S) AND OR RAMIFICATION OF SIGNING THIS FORM AND ATTENDING THIS EVENT UNDER THE ABOVE MENTIONED CONDITIONS. I UNDERSTAND IN THE EVENT I AM NOT COMPLETELY SATISFIED WITH THE EXPLANATION OF THIS FORM PROVIDED, IT IS MY RIGHT, PRIOR TO THE SIGNING OF THIS FORM AND WITHIN TEN (10) MINUTES THEREAFTER, TO NOT PROVIDE MY SIGNATURE AND/OR DESTROY THIS FORM AFTER I HAVE SIGNED, RECEIVE A FULL REFUND AND NOT ATTEND THIS EVENT. I ATTEND THIS EVENT OF MY OWN FREE WILL, NO AGREEMENTS OR PROMISSES CONTRARY TO THESE TERMS HAVE BEEN STATED TO ME. IN ADDITION TO MY SIGNATURE BELOW, MY PRESENCE AT THIS AIRSOFT EVENT IS EVIDENT OF MY ACCEPTANCE OF THE ABOVE MENTIONED TERMS AND CONDITIONS. AFTER THE TEN (10) MINUTE GRACE PERIOD, NO REFUNDS WILL BE GIVEN UNDER ANY CIRCUMSTANCES.

Player Signature _____ Date _____ Printed Player Name _____

Legal Guardian (if applicable) _____ Printed Name of Legal Guardian (if applicable) _____