



Crystal Razor II

Players Packet

February 18th, 2023

Wayne's World of Paintball, Ocala FL

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

MindGame Productions 2023 Basic Rules Summary

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.
- Please read the player's pack and be familiar with the game rules!

Personal Protection

- Full sealing eye-protection required (Impacted rated with gasket seal)
- Mesh goggles should be worn in combination 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 or you may be changed to a different team.
- All players must have at least one canteen or hydration pack
- Radios are recommended.
- A driver's license or other form of ID should be always kept on person in the event.

Weapon Rules

- RIFLE / SMG – Up to 400 fps with 0.20g BBs (10' minimum engagement range)
- DMR – Up to 450 fps with 0.20g BBs (50' minimum engagement, physically locked to semi)
- Support – Up to 450 fps with 0.20g BBs (50' minimum engagement, no firing indoors)
- Sniper – Up to 550 fps with 0.20g BBs (100' minimum engagement, bolt-action or manual cocking only)
- HPA weapons must have regulator locks.
- "Milsim" rules in effect. Semi-auto fire ONLY except for support weapons / LMGs
- 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) YELL it! It's not a stealth kill.

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.
- A BB hit or burst leaves 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 teammates.
- Any other player may administer first aid.
 - The medic takes an ACE bandage or tourniquet from IFAK and wrap it fully around casualty's arm (or body part)
 - When the bandage is wrapped and secured, the casualty is back in play
 - You may be wounded and return via first aid TWO TIMES ONLY
 - If you are shot again after being healed twice, you are dead and go to a respawn point.
- If you are shot again or knifed while wounded, you are dead and must establish/move to a nearby respawn point.
- You may "buddy-carry" a casualty with one hand must be on casualty's shoulder. Both may move at a walk
- Each player should carry at least two ACE bandages in a personal IFAK
- Keep your dead rag visible walking to respawn point. Drink water. Reload. Remove bandages and replace them in your IFAK before respawning back into play.

Pyro/ Smoke

- Due to fire concerns, only pull-ring (cold-burning) pyro may be used.
- Stay in the general area after throwing smoke until it has fully burned out.
- Don't throw smoke grenades into buildings.
- 40mm Tagin rounds should not be used against personnel.

Don't stop here! Be sure to check next pages for specific information on this game!

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"The days of drug cartels are over. I am not a drug dealer, and what I command is not a cartel. What I have can only be referred to an empire....and I am its emperor" - *Alberto Villa Lobos, head of the Mano del Dios drug cartel*



For decades the Revolutionary Armed Forces of Colombia (FARC) financed operations through the illegal drug trade, kidnapping, and ransoms. The Colombian military, strengthened with US Counter-Narcotic support, gradually weakened their ability to wage war, and FARC leadership signed a historic peace treaty with the Colombian government in 2017. The networks of drug production, smuggling, and arms shipments were already in place, and several thousand FARC dissidents remained loyal to the organization's doctrine and continued their drug trafficking and struggle against the government.

A former FARC commander, Alberto Villa Lobos is now the most powerful drug lord in Colombia, after ruthlessly eliminating rival leadership within the disrupted Urabeños Cartel. Now he leads one of the largest and most heavily armed cartels in the history of South America, with production spanning from Venezuela to Peru. They call themselves Mano del Dios (the Hand of God).



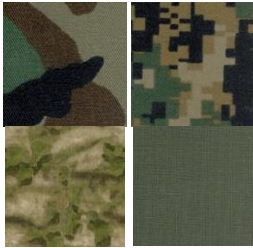







Mano Del Dios wasn't the only cartel to step into FARC's power vacuum. The Urabeños, born from the members of Colombia's Popular Liberation Army (EPL) rapidly rose to a significant share of Colombian drug market. The Urabeños suffered a significant setback two-years ago with the capture of kingpin Dairo Antonio Usuga, which allowed for Mano Del Dios to seize portions of the Urabeños network. Finally from the streets of Bogota, comes the Mama Gallo cartel, a stylish new player, seemingly more at home in the city than in the depths of the Colombian jungle. The members of Mama Gallo have become known as risk-takers, working aggressively between the larger cartels, and trying to win over popular support of the people, much like Escobar's Medellin cartel of the 80s.



In October a group of DEA agents stopped a truckload of fruit crossing the border between Ecuador and Peru. Search of the vehicle revealed over 6 million dollars in cash and five hundred kilos of cocaine. One Cartel member was killed in the seizure. Two days later, cartel commandos firebombed a DEA safe house in Venezuela. 4 agents and 5 civilians were killed. Violence between government troops and cartel members spiked across Colombia, Venezuela, Ecuador and Peru. To stop the bloodshed United Nations diplomats were sent to Colombia to start negotiations. Alberto ignored the UN personnel until his son, Miguel, was gunned down in Cali. Alberto ordered the diplomats captured and released a video on the Internet showing their torture and murder.

American response was clear. The cartels had gone too far. Federal Agents and combat troops gather in neighboring Panama to deploy into Colombia, while surgical airstrikes pound known cartel factories and training camps. As the conflict escalates, the combatants ready themselves for the worst. The next drug kingpins wait in anticipation of scavenging the ruins of the Mano del Dios empire.



<i>Counter-Narco Force Uniforms</i>			
<u>MultiCam</u> US SOCOM		<u>Black and Tan</u> DEA FAST Foreign-deployed Advisory and Support Team	
<i>Colombian Cartel Uniforms</i>			
<u>Green-Based Camo</u> Mano Del Dios Cartel		<u>Tan-Based Camo & Civilian Clothing</u> Urabeños <i>(No MultiCam!)</i>	   
<u>Civilian Clothing</u> Mama Gallo Cartel No Camo but suits or tropical shirts encouraged	   	To aid team identification, in addition to the uniforms presented here, we recommend a strip of brighter colored cloth to be worn around upper arm or as a bandana around neck of cartel forces. Green – Mano Del Dios Blue – Urabeños Yellow – Mama Gallo	



Reporting Onsite

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

- Wayne's World General Release and Waiver
- NSERA Release and Waiver
- MindGame Productions Release and Waiver
- Payment for walk-in players

Waivers are at the back of players pack and also online.

Online Waiver Link: [2022 - 2023 Waivers \(smartwaiver.com\)](https://www.smartwaiver.com)

Chrono Procedures

Weapons will be chronographed using bio .20 gram BBs. **Weapons using an external gas source must have locked regulator to prevent field adjustments.** 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.

- RIFLE / SMG: Up to 400 fps
- DMR: Up to 450 fps (must be physically locked into semi-auto only / 50-foot minimum engagement)
- Support Weapons: Up to 450 fps (50-foot minimum engagement, no SAW firing indoors)
- BOLT / SINGLE ACTION SNIPER WEAPONS: Up to 550 fps (100-foot minimum engagement)





Timeline

Saturday, February 18th

- 0700 - Gates open.
- 0745 – Chrono and Registration open.
- 0945 – GAME BRIEFING
- 1000-1015 – GAME START
- 1300 – Lunch
- 1800 – ENDEX



RADIOS

There are some excellent and very affordable radios easily available for players. Players who spend hundreds of dollars on a weapon, and hundreds more on uniform, gear and magazines, should absolutely 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!!!

Radio Channels for FRS and UHF Radios (e.g. BaoFeng)

Radio Net	FRS	UHF Freq	Radio Net	FRS	UHF Freq
Unassigned Channel	1	462.562	American Command Net	8	467.562
Mano Del Dios Cartel Net	2	462.587	US SOCOM Internal Net	9	467.587
Unassigned Channel	3	462.612	DEA FAST Internal Net	10	467.612
Urabenos Cartel Net	4	462.637	Unassigned Channel	11	462.637
Unassigned Channel	5	462.662	Unassigned Channel	12	462.662
Mama Gallo Cartel Net	6	462.687	Contact Admin	13	467.687
Unassigned Channel	7	462.712			

First Aid and Medic Rules

All players should carry at least two ACE-style medical bandages or “milism tourniquets” on their person in an individual first aid kit or IFAK. When a player has been shot, he takes a knee or goes prone, displays a dead rag and calls for a medic. Another team member moves to the wounded player and pulls one of the bandages from an IFAK, ideally the wounded player’s IFAK. The player applying first aid wraps the wounded player’s arm and tucks in the end of the bandage securely. The wounded player may now re-enter the action. A player may have **two** first aid treatments, before another hit sends them to the respawn area.

We will have some ACE bandages available at the registration area for sale if you lost or forgot your own. Hang on to these! We use these as our standard medic rules for the majority of MGP events.

Game Overview

Victory points will be accumulated in the form of “drug money”. Cartels earn drug money from completed drug sales. Counter-Narco forces earn drug money from shipments intercepted and destroyed. Cartels that capture drug shipments from rival cartels are welcome to sell those drugs as well, to increase their profit and deny it from rivals.

Each cartel will be randomly assigned a starting location on game day. They may find a packaged drug shipment already waiting for them, or they may be notified of a shipment being ready soon and the pick-up location for the drugs.



Soon after they have their drug shipment in hand, a cartel will be notified of the location of the drug buyer. They will need to transport their drug packages to the buyer, evading or fighting rival cartels and counter-narco forces. When they rendezvous with the buyer, they will conduct a brief negotiation and attempt to make a sale. Exact price of drugs might vary during the day, based on international supply and demand... and how successful counter-narco forces may have been intercepting shipments out of Colombia.

Cartels are welcome to develop strategies for transporting product. Some may want to run large, heavily armed caravans, others may move product quietly by small, evasive transport teams while combat teams run interception of rival cartels and counter-narco forces.

Between drug deals, cartels are welcome to attack rival cartel bases, rival cartel drug transport teams to steal product, or ambush counter-narco forces.

Occasional special missions will be issued to cartels that may result in extra drug-money from completion or may hamper the efforts of rival cartels.

Counter-Narco forces are almost certain to outnumber any single cartel, but they will be faced with the challenge of deciding how to deal with multiple cartels operating simultaneously. Counter-Narco forces may opt to divide forces to focus equally on the three cartels, deploy several small scout teams looking for cartel bases and transport teams in order to summon a larger strike force to intercept them, or take some other strategy to try and stem the continuing flow of drugs out of the country. Occasional special missions may be issued to counter-narco forces, which may hamper cartels or provide special intelligence information.

Please Note!!! Although it will still be cooler weather, there will be a LOT of movement and fighting across the entire field throughout the day. Be sure to select gear with an eye toward mobility and have comfortable boots or shoes.



WEAPON MAGAZINES



Support weapon

MGP limits hi-capacity magazines to squad support weapons. 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 choose 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.

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

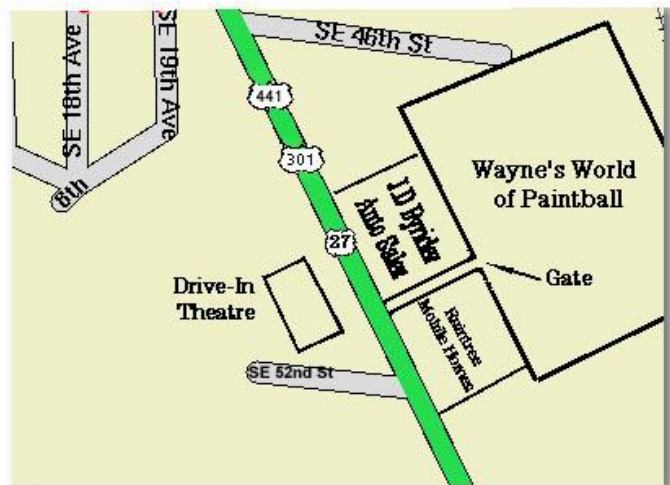
2900 S. Pine (352) 732-3575

Travel Lodge

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

Holiday Inn Express

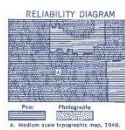
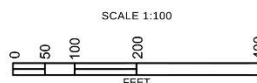
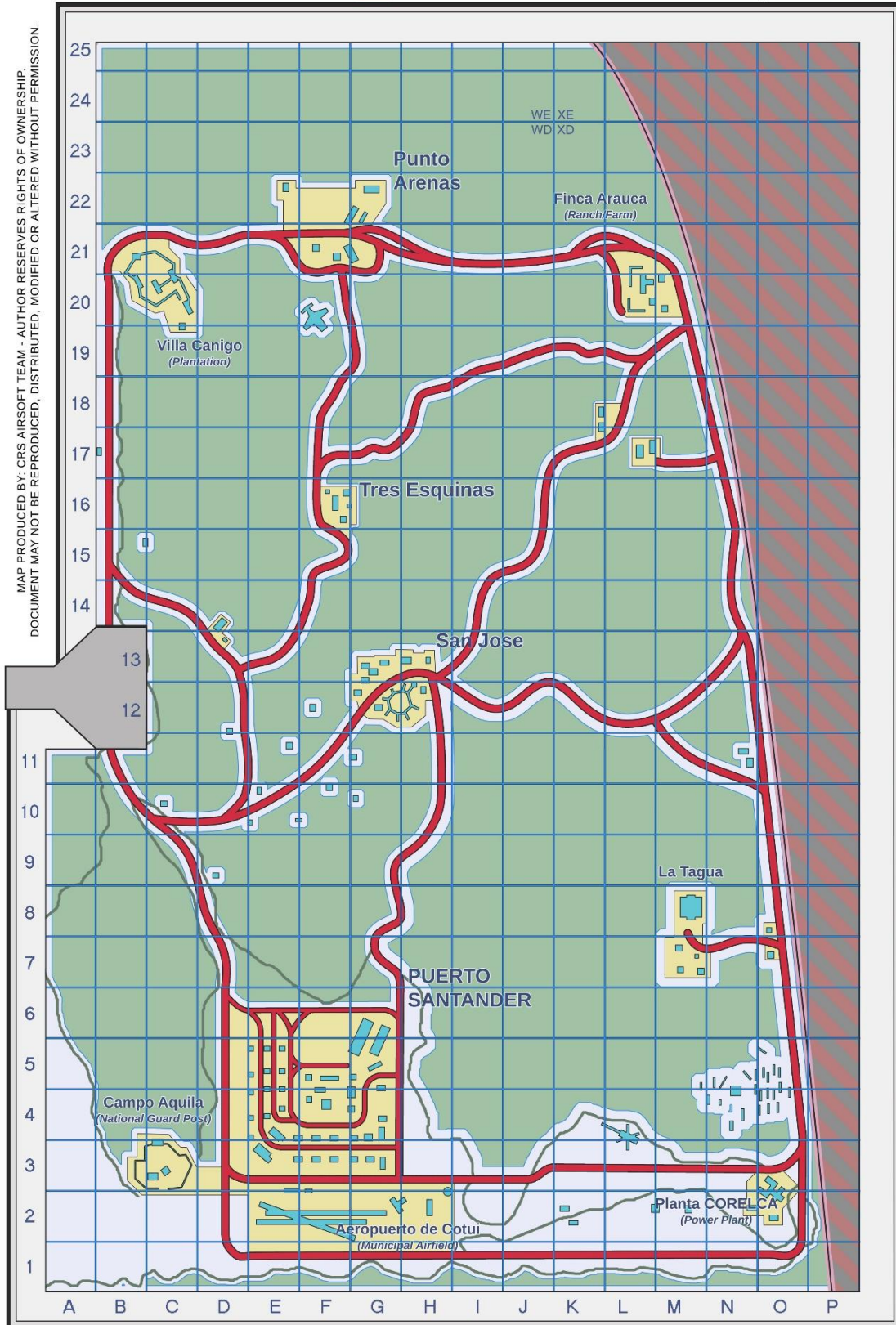
1212 S. Pine (352) 629-7300



***** 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.



SYMBOL	DESCRIPTION	SYMBOL	DESCRIPTION
	Villa Canigo (Plantation)		Aeropuerto de Cotui (Municipal Airfield)
	Punto Arenas		Planta CORELCA (Power Plant)
	Finca Arauca (Ranch/Farm)		La Tagua
	Tres Esquinas		San Jose
	Campo Aquila (National Guard Post)		PUERTO SANTANDER

Additional Event Notes

Hotdogs, chips and sodas for lunch 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. ***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, pouches or trash bags and throw away your trash ... IN THE TRASH CAN.***



Check list for the Crystal Razor II

1. Airsoft AEG & magazines
2. Spare AEG & magazines
3. Gas pistol and magazines
4. Springer Weapon
5. Milsim Tourniquets for IFAK
6. Ace bandages for IFAK
7. Green gas and Batteries
8. EYE PROTECTION
9. Correct uniform for your team
10. Battle rig, LBE, Wasteland Armor
11. Optional gas mask or respirator
12. Backpack for pre-war relics
13. White flag for approaching unknown factions
14. Boots
15. Socks and extra socks
16. Gloves
17. Knee pads
18. Cover (hat, boonie)
19. Foot powder and additional foot care products
20. Sleeping Bag
21. Belt
22. Radio w/ spare batteries
23. Weapons sling
24. Snack food or power bar
25. WATER in a Hydrapak, canteen or similar
26. Red Dead rag
27. Red Chem/Flashlight for dead signal at night
28. Anti-fog
29. Speed loader
30. GUN BAG – for transport
31. Event Map
32. MGP Waiver
33. Wayne's World of Paintball Waiver
34. NSERA Waiver
35. Admission fee
36. "OFF"... or other bug repellent
37. Allergy medication
38. General medication
39. Compass
40. WATER... still important
41. Camera or disposable camera

This is a generic list including some of the 'basics'. You may find that you need more than the items listed, or less. 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 are a self-contained entity. GATHER and begin preparation of ALL YOUR GEAR no later than Wednesday night. This will allow for any last minute items to be found in time.



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) _____