

Woodland Paintball Hold Harmless Agreement and Rules

Appointments by phone are necessary! (360) 225-9631

- **Hold Harmless Agreement:** Players are responsible for any injury and or fatality which may occur as a result of transportation to or from Woodland Paintball Action, and any associated or non associated act or condition resulting from playing paintball.
- The player or guardian agrees to pay any and all claims initiate against Woodland Paintball Action, its agents, assigns or heirs; as well as all court costs and attorneys' fees, or broken equipment a player has rented, and executes this as a promissory note for same.
- **Conditions while playing:** Masks will be worn properly every second on the field, entering the field, coming off the field, and while in the Safety Zone.
- A Player's right of passage into the safety zone is to have his gun un-cocked, or turned off if electronic, the gun safety on, and the barrel sock on the barrel.
- Every Gun will be Chronographed to shoot no faster than 270 FPS. Players who use their own guns must adjust their guns in such a manner as to make it impossible to change that setting while playing (tools to alter the speed of the gun will be left in the safety zone). The Referee(s) will be occupied with running the games, and will not have time to air-smith guns or repair personal equipment. We do not have or sell parts to or for personal guns on the field.
- Speed on all rented markers is pre-checked to be at or below 270 FPS, and if a malfunction occurs, a fresh rental gun will be supplied, by the referee who will transfer the balls from the old gun to the new gun so that minimal playing time is lost. Only the referee will remove or replace CO2 canisters.
- Only the referee(s) will clean **rented masks**, personal masks players will clean.
- Only **field paint** will be used on the field, Lingner Insurance Contract specifies that "only field paint may be used on the insured field, and said paint will conform to hardness not greater than 2mm deflection /100gr." Also, "fill, or break shall wipe clean, be washable, and non-staining on paint or fabric." We require that paint we buy for the field be no softer than 5mm deflection /100gr on our precision penitrometer, this has been found to work well in all classes of guns.
- Players will wear **clothing** that is loose fitting, and which covers their extremities, cups are recommended for males, and padded for ladies. Dress for the weather, it is about 10 degrees cooler in the wooded field than in the city.
- **RULES:** IPPA rules apply. If a ball breaks on a player or something he is holding (gun), if a player doesn't use *surrender or die*, shoots another player more than three times, shoots a dead player coming out, is talked to by a dead player, or if a player runs out of paint the player is **dead**. Splatter doesn't matter.
- If a gun malfunctions, a player calls for a paint check, or in any emergency, players are to call for the "Ref" who will blow the whistle **2 times** and stop the game and come in and help that player with what ever problem the player has.
- Do not shoot markers off the field, or in the safety zone, or during game set-up.

I agree to all of the Hold Harmless Agreement, the Rules and Conditions of Play, and that **I am in good health and do not suffer from any heart condition, or other ailment which could be exacerbated by physical exertion, or excitement, and will pay for any and all medical emergency expenses**, and do so under the laws of the state of Washington, or Oregon, and I so sign under penalty of perjury.

My name, address, phone, and Minor children are:

X _____