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OP FALLOUT WEST

ARC AIRSOFT • CA • AUG 23 2014



PLAYER RULE BOOK

by Moondog

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OP:FALLOUT CHEAT SHEET

Game Objectives

Collect RADX Boxes
(DO NOT damage or open boxes)

Hits & Body Armor

- Body, weapon or gear hits count
- Friendly fire counts
- When hit, seek cover first, then wave your red rag
- NPCs require (3) hits: Super Mutants and Enclave

Bleedout (CRITICALLY WOUNDED)

- **Players:** (3) minute bleedout
Sit or lie down
- **STIMS** heals a bleeding player

Looting

- Players may ask wounded players for their BBs, STIMS, Bottle Caps, RADX or Quest Items
- Looting players may take BB's from mags but must return mags
- Dead Players must 'drop' RADX boxes or scenario ITEMS on top or next to a man-made object or structure. If none are present, ITEMS must given to the nearest player (enemy or friendly)
-

Phridum's HiCap Rule

Magazines must be ejected to wind.

- If a player is caught winding their mag while inserted in their gun, they will be called out as if hit.

Radio Channels

1: Central
3: Coastal
6: Staff/NPC
9: Wasteland
16: Alt. Staff/NPC
20: *Reserved for Emergency Use

Operation schedule

12:30-13:30 Player Chrono/Sign In (bring all rifles, waivers and safety gear)

13:30-14:00 Briefing and Deployment

14:00-15:30 Phase 1 "Level 1"
Semi-Only. No SMGs or Assault Rifles

15:30-17:00 Phase 2 "Level Up"
Semi-Only. All guns available

17:00-18:30 Phase 3 "Advanced Mode"
Full-Auto and personal BB's available

19:00-20:00 Raffle

Key things to Remember

- Do not yell at enemy players for not calling hits (notify your Embed Ref)
- Act like an adult and you will be treated like an adult
- Play to have fun. Don't be a douche.

LOCATION

ARC Airsoft
2120 San Benito St, Hollister, CA 95125
831-435-5055

DATE

Saturday, August 23, 2014 (rain or shine)

ABOUT

Inspired by the video game series, FALLOUT®, this event will feature unique rules designed to simulate the experience of leveling up and survival/scrounging in a post-apocalyptic world. Each team will compete to earn donations for their designated charity.

WHAT TO EXPECT

OP Fallout is a sci-fi variant of a MilSim airsoft game. All teams start with only the ammo in their mags and may not bring reload BBs. Instead, they must find ammo on the field or trade bottle caps for ammo from the CARAVAN. Teams must find RadX Boxes and hoard them in their HQ. The team with the most RadX Boxes at the end of the game will be the winner. Teams are encouraged to raid other team's HQ for their boxes.

REGISTRATION CHECKLIST

Be sure to bring ALL of these key items with you to the Chrono/Sign-In line

- Game ticket/wrist band
- Both ARC and Moondog Waiver/Release forms
- Required safety gear, eg. goggles, red rags, etc.
- Bring a full magazine to chrono. But you must empty that magazine afterwards

Official Game Information

<http://www.nycairsoft.com/forum/viewtopic.php?f=31&t=2998>

TEAMS

Uniform requirements will be strictly enforced. Team uniforms are defined by shirt/top color and pattern.

THE COASTAL MILITIA (CO: BNK3R)

<https://www.facebook.com/groups/515585405236085/>

Uniform: Green camo (no black vests)

A paramilitary army the Cascade Confederacy

Charity: My Brighter Tomorrow

THE CENTRAL UNION (CO: Tanaka)

<https://www.facebook.com/groups/708763449182724/>

Uniform: Tan camo (including Muticam, ATACs FG and AU, and ACU/UCP) (no black vests)

A paramilitary army of the Central Valley States

Charity: Team Rubicon

THE WASTELANDERS (CO: Bait)

<https://www.facebook.com/groups/325257764317150/>

Uniform: Black tops and vests with any pants

Survivors and raiders that have formed heavily armed gangs

Charity: The Intrepid Sea, Air and Space Museum

NPC

<https://www.facebook.com/groups/1434929623436903/>

EQUIPMENT CHECKLIST

Players must bring all of these required items to sign-in. Players lacking any item will NOT be allowed to play. *No exceptions.*

- 400fps limit w/0.20g BB's for full-auto capable weapons
- 500fps limit w/0.20g BB's for weapon that CAN NOT fire in full-auto (no selector)
- Full-Seal goggles with elastic retention (No shooting glasses)
- No mesh goggles without secondary eye protection
- Adults must wear face protection (eg. shemagh, balaclava, mesh mask, etc)
- Minors must wear a hard or neoprene face covering (ie. PB mask)
- Barrel Condom/Blockers for all rifles (socks and gloves do not count)
- 2 red "dead" rags
- [Nametape with your name/callsign](#) or duct tape your callsign to your vest or helmet
- A minimum of 2 quarts water/hydration
- Field rations (to maximize playing time, you should bring snacks to eat during the game)
- Boots or sturdy footwear with ankle support
- Watch/Timepiece
- Adults must present valid photo ID along with both signed waivers. Minors +13 years old must have parent or guardian sign waiver at the field or before the game
- FRS/GMRS Radios are required for player safety

SPECIAL REQUIREMENTS

- Players must use in-game .25g Matrix BB's supplied to you free of charge for P1 and P2
- In the Fallout world, ammunition is in short supply and guns are old
- Player MAY carry multiple guns

PROHIBITED ITEMS

- Pea grenades or other pyrotechnics
- Fuse lit smoke grenades
- Velocity reducing flash-hider to lower FPS
- Personal BBs until Phase 3 (Staff will randomly spot check players mags)

GENERAL RULES

1. CONDUCT

- 1.1. Airsoft is a game of HONOR. Please call YOUR OWN hits!
- 1.2. Do NOT call opposing team players out. Calling opposing players out is poor sportsmanship and your side will be penalized.
- 1.3. Do not assume opposing players are cheating. Give them the benefit of the doubt
- 1.4. Players caught attempting to cheat will incur penalty points for their side, and may be ejected from the game without refund and barred from future events.
- 1.5. Players who attempt to steal, cause bodily harm, or otherwise break the law, will be referred to local law enforcement officers and barred from future events.
- 1.6. Players should observe and respect game ranks/positions such as Squad Leaders, Platoon Leaders and your Commanding Officer.
 - a. Rank is a tool to provide structure for an enjoyable game. Ranking officers should always remember this is just a game.

2. SAFE PLAY

- 2.1. Eye protection (See EQUIPMENT) must be worn at all times while in a playing area.
- 2.2. If a player loses their eye protection or has a medical emergency, they should immediately call "Blind Man." Field Refs or Game Staff should be contacted immediately to pause the immediate area of the game until the affected player pronounces "All Clear", at which point supervisors will signal the game to continue. In the absence of game supervisors, nearby players should wave their red rags in the air to indicate a blind man call. Once the affected player pronounces "All Clear", players should return their red rags to their pockets and yell "All Clear."
- 2.3. NO blind firing. You must be able to see along the barrel of the gun you are firing with your own eyes (no using mirrors or devices to shoot around obstacles).
 - a. NO firing through gaps or holes smaller than your head. This allows you to adequately see your target and allow your opponent a fair way get a gun hit.
- 2.4. At NO time should any player ever hit another player from an opposing team with his own body or in anger with anything other than an approved MELEE weapon
- 2.5. Exercise good sportsmanship and refrain from over firing your target (excessive firing) especially at close range
- 2.6. When possible aim for the plates or padded areas of your opponent
- 2.7. Respect the Minimum Safe Distance rule below (#14)

3. EVENT STAFF ROLES

- 3.1. Embedded Referee (EMBED): A game staff member that is embedded with factions and plays as a normal player when not occupied with their Referee duties:
 - a. Observing and enforcing compliance with game rules of all the players in their faction. All players, including the faction CO must comply with Embed rulings.
- 3.2. Commander (CO): The overall leader of a faction who will issue orders and assign tactical goals and missions

4. GAME OBJECTIVES

- 4.1. Find RADX boxes and horde them at your team's HQ
 - a. Additional bonus missions will be broadcast over FRS/GMRS radio
 - b. Find bottle caps or loot them to trade from the CARAVN

5. GAME PHASES

The game will be split into 3 distinct phases to simulate the “leveling up” in an RPG video game. This provides a unique spin on normal airsoft game play and requires a higher standard of maturity and intelligence.

5.1. Phase 1 “Level 1”

Players are restricted to the most basic weapons with lower firepower and ammo capacity. All guns must fire in semi-auto mode. Bonus missions will be announced on radio

- a. Gas pistols with standard length mags.
 - Auto capable pistols (eg. M9, Glock 18, M92) must be set to semi-only and without shoulder stocks and may not be used with EXTENDED magazines.
 - Machine Pistol SMGs are NOT allowed (eg. MAC11, MP7, MP5 PDW, MP9, etc.)
- b. Bolt action rifles
- c. Springers (pistols, shotguns, etc.)
- d. Players without the above guns may use AEGs without magazines: muzzle loaded.

5.2. Phase 2: “Level Up”

All players level up. Light guns become available, set to semi-only. No heavy weapons.

- a. SMGs and Assault Rifles (AEGs, GBBRs and Polar Stars)
- b. NO RPGs or Grenade Launchers
- c. No SAWs

5.3. Phase 3 “Advanced Mode”

Player's guns and armor are “upgraded” and most airsoft gear may be used

- a. All guns may fire in full-auto
- b. RPGs and heavy weapons may be used

6. BB HITS

- 6.1. Body, clothing, and gear hits count
- 6.2. Friendly fire counts (yes it sucks but you're hit)
- 6.3. Ricochets count (because ricochets can kill you in real life)
- 6.4. Gun hits disable the weapon (until the player RESPAWNS)
 - a. Hits on DISABLED weapons count as a body hit
- 6.5. When hit by gun, rocket, grenade, mine, etc. players should immediately:
 - a. Call “Hit!” and seek cover
 - b. When out of the line of fire, wave your red rag above your head vigorously, then tie it around the front sight of your gun.
 - Expect to be hit multiple times while getting your red rag - don't get mad, GET BEHIND COVER.
 - Please keep in mind most players cannot hear you while firing their weapon. Your red rag is the primary signal of being hit.
 - Red ball-caps are not acceptable substitutes for red rags.

7. BODY ARMOR

- ~~a. Hard Helmets will absorb (1) BB hit for the player~~
 - ~~• Subsequent hits to the helmet will count as a direct hit to the player~~

- ~~b. Plate Carriers will absorb (1) BB hit for the player

 - ~~Subsequent hits to the PC will count as a direct hit to the player~~~~
- ~~c. NERF and plastic shields will absorb (1) BB hit but subsequent hits count as arm hits~~
- ~~d. The player will get back behind cover, wave their hand and yell "Hit: Helmet!" or "Hit: Vest!"~~
- ~~e. The player will simulate being STUNNED and refrain from action for 30 seconds and then return to play~~
- ~~f. Hits to vest straps, belt, neck, face or other areas not fully covered by body armor count as a normal hit.~~
- ~~g. When hit by multiple BB's in a burst, the armor will take only (1) of the hits, so the other hits count~~

8. BLEED OUT

- 8.1. After waiving your dead rag, sit or lay down in the field for a 3-minute BLEED OUT period simulating a CRITICALLY WOUNDED soldier.
 - a. CRITICALLY WOUNDED may not stand. They must sit down or lie prone.
- 8.2. CRITICALLY WOUNDED players may either yell or radio for a STIMPAK
- 8.3. CRITICALLY WOUNDED players may warn teammates they have been shot but may not engage in detailed communication (ie. "I got hit. He's in the next room." Is O.K. but "There's a sniper 100ft to the left of that tree. Flank him to the right." Is NOT)

9. LOOTING

- 9.1. During BLEED OUT a wounded player may be looted by an enemy players (simulated).
- 9.2. Enemy players must approach the wounded player, shake their hand and ask them for their BB's, STIMS, RADX boxes, Bottle Caps or Scenario Items.
- 9.3. If asked for BB's the wounded player will hand the enemy player any bagged BB' and filled magazines or speed loaders, one at a time, so that they may remove BBs and return the empty mag.
- 9.4. Enemy players MUST return magazines and personal gear to their owner
- 9.5. Enemy players must be physically adjacent to the CRITICALLY WOUNDED player while they loot. Enemy players may not ask the wound to toss items or mags, while the looting player hides behind cover.

10. STIMPAKS (STIMS)

STIMS are adrenalin/endorphin boosters, which negate the effects of a player's wounds. STIMS can be used to 'heal' CRITICALLY WOUNDED players when ingested.

- 10.1. STIMS are sugar-water packs and must actually be drunk by the player (unless the player is diabetic)
- 10.2. Stow you the empty wrappers. Please do not litter in the field

11. KIA (KILLED IN ACTION)

If not STIMMED, after 3-minutes a CRICALLY WOUNDED player becomes KIA

- 11.1. KIA players will assume a non-combative posture and quickly remove themselves from any direct fire, and proceed in the most direct route to their team's SPAWN
 - a. Players should put a red rag on their head and tuck it into their goggle strap
 - b. Players should sling or stow their weapons
- 11.2. DROPPING LOOT.
 - a. Any RADX boxes, bagged BBs or other scenario ITEMS must be dropped in or on the nearest structure or man-made object (eg. Barrel, crate, etc.)
 - b. If no man-made object can be found, the player must find the nearest live player (enemy or friendly) and hand over their LOOT and spare ammo.

12. RESPAWN

- 12.1. Players must wait a minimum of 1-minute at SPAWN before returning to play.
- 12.2. When 4 players are present at RESPAWN for a minimum of 1-minute, the 4 players may return to play as a SQUAD.
 - a. Players may only return to play in groups of (4).
 - b. If there are 6 players returning to spawn, 4 may RESPAWN but 2 of the players must remain at spawn until 2 or 6 additional players arrive to create a full SQUAD.
- 12.3. If after 10 minutes, there are less than 4 players are at SPAWN, the available players may return to play in a PARTIAL SQUAD.
- 12.4. Guns ~~and body armor~~ return to full function.
- 12.5. Player may not use SPAWN areas for cover
- 12.6. Players may not engage in combat within 30ft of SPAWN
- 12.7. Players may not CAMP an enemy spawn. Players must remain 100ft away from an enemy spawn (AEG distance)
- 12.8. Players may NOT bring RADX boxes, bagged BBs or other scenario ITEMS into their SPAWN; Scenario ITEMS must always be left in the field.

13. NPCs (Non-Playable Characters) SPECIAL RULES

- 13.1. Super-MUTANTS have extra stamina; ENCLAVE wear advanced armor. This allows them to take additional hits before expiring
 - a. NPC's take 3 BB hits before they BLEED OUT
 - ~~b. ENCLAVE POWER ARMOR takes (3) BB hits before overheating and player simulates powering down (bow) and will remain inactive for ≥30 seconds or more~~
 - ~~• After 3 POWER DOWNS the ENCLAVE player BLEEDS OUT~~
- 13.2. NPC players RESPAWN in the field after they BLEED OUT by moving away from sight of live players and returning to play
- 13.3. Players may not follow dead NPC players and must allow them space to respawn
- 13.4. Players must comply with an NPC's request to vacate a position, so that NPC's can set up mission objectives for the game.

14. MINIMUM SAFETY DISTANCE 15'

There will be no 'bang-bang' rules for close range engagements

- 14.1. Players should exercise good judgment and sportsmanship and refrain from shooting live players closer than 15ft
- 14.2. Players should move a few steps away to increase the distance to their target until they are over 15ft away.

15. SURRENDER

- 15.1. Players who catch an enemy unaware and 'Dead to Rights' may ask them to "SURRENDER" to let them call themselves hit without actually being shot.
- 15.2. Enemy players who agree to SURRENDER will raise both hands up and then conduct themselves as if they were hit and BLEED OUT
- 15.3. Players may NOT fake a surrender or change their mind once they raise their hands
- 15.4. Enemy players who do NOT SURRENDER may be fired upon with care

16. MUTUAL KILL

- 16.1. If two players surprise each other closer than 10 feet in their forward arc. To avoid close fire, both players should call MUTUAL KILL and recognize both would likely have been hit by the other and act as if hit.

17. GRENADES and RPGs

Grenades are problematic weapons in airsoft; players must exercise both caution and patience. Be prepared to remind/educate your target of grenade rules

- 17.1. Hand grenades must expel a gas or BB to 'explode' and have effect
 - a. Dud grenades that fail to go off, do NOT have an area effect
- 17.2. Hand Grenades used outdoors have a 15ft area effect. Players within 15ft of an exploding grenade are considered automatically hit.
- 17.3. Players with hard body sized cover between them and the detonated grenade are protected from the blast
- 17.4. Hand Grenades must be tossed under handed
- 17.5. Players must loudly yell "Frag Out!" prior to tossing their Hand Grenade, to reduce the chance enemy players getting hit in the face by a thrown grenade
- 17.6. BB Shower shells will be treated as BB shotguns against outdoor players
- 17.7. RPG Nerf warhead/BB Shower shells fired into the doorway of a 4 walled structure will be treated as a hand grenade going off in the center of the room
- 17.8. RPG Nerf warhead/BB Shower shells fired on POWER ARMOR or SUPER MUTANTS will cause an immediate KIA
- 17.9. If possible get an Embed to officiate your grenade attack

18. CLAYMORES AND MINES

- 18.1. Any player struck by a BB expelled by an airsoft Claymore is HIT
- 18.2. Any player sprayed by the dust cloud of an airsoft mine is considered HIT
- 18.3. POWER ARMOR or SUPER MUTANTS will count this as a KIA

19. MELEE WEAPONS

To keep with the FALLOUT® theme, padded Nerf weapons rubber knives and foam throwing knives may be allowed, but only by mature players as airsoft games are not SCA or martial arts competitions.

- 19.1. Items must be approved by GM or Field Safety Staff
- 19.2. A hit by a Melee weapon will treated as a BB hit in regards to HIT/WOUND rules
- 19.3. Nerf and Airsoft shields will absorb unlimited MELEE hits but only (1) BB hit
- 19.4. Players may not aim for the face
- 19.5. Players may not stab with or throw rubber knives
- 19.6. Foam weapons may not swung with full force

20. CARAVAN/GENERAL STORE

- 20.1. GM or staff member will periodically wander around the field and visit HQ's as the Arms Dealer Caravan. Players may approach the CARAVAN and trade Bottle Caps for BBs or STIMS
 - a. CARAVAN is an armed NPC and will fire back if attacked
 - b. If KIA, CARAVAN will drop a single item of loot
 - After respawn the CARAVAN will NOT trade with the attacker's team

21. SPECIALS WEAPONS, HEAVY WEAPONS, PROPS

Player wishing to use heavy weapons (heavy MG, rocket launchers etc.), steam punk props or other unusual airsoft weapons, should contact the GM for approval

22. CHRONO

22.1. Any un-tagged gun found in the game is grounds for immediate disciplinary action. It is the player's responsibility to make sure his/her gun is properly inspected and tagged before the game.

22.2. Players must report to the chrono station with a FULL magazine. The Staff Member will insert the testing BBs into your mag, so leave room for 6 test rounds.

a. Player will unload their personal BB's before the start of the game

22.3. Weapons will be chronographed using the staff's Matrix 0.20g BB's

- OK < 390 fps
- Caution 390-400 fps
- NO GO > 405 fps
- Fixed in semi-only, sniper rifle ≤500fps

22.4. All weapons are subject to staff spot checks throughout the event.

22.5. Velocity reducer flash-hiders are NOT allowed because they are not reliable

23. FACE PROTECTION

Face Protection is REQUIRED by ALL players

23.1. Minors must wear a hard type full or half-face mask

- Paintball Mask
- Metal Mesh
- Plastic (Save Phace, Cactus Hobby, Sensei, etc.)

23.2. Adults may wear any of the above hard masks or

- Balaclava
- Shemagh
- Sniper veil

24. EYE PROTECTION

ANZI Z87.1 rated eyewear is required to be worn by ALL players.

24.1. Eye protection must have a rubber/foam/soft material seal that closely conforms to your facial features.

a. Shooting glasses without a conformal seal will NOT be allowed

24.2. Eye protection must be secured against the head via tight elastic or adjustable strap that pulls flush against the head.

24.3. Players wearing mesh goggle must wear a secondary solid plastic lens type goggle under it to protect the player from BB shrapnel.

a. Wire mesh goggles should be made from stamped steel and not deform from repeated close range hits.

24.4. Eye protection will be checked as part of morning inspection during sign in. If your eye protection does not meet the above standards, you will not be allowed to play until you buy or rent appropriate goggles from the field's pro shop.

25. HYDRATION and RATIONS

Players are responsible for their own food and snacks during the game

25.1. A portable water storage device such as a camelback or canteen is mandatory gear carried by all players

a. Players should bring additional hydration to their faction's start point which will serve as your team's forward staging point

b. Players may refill their canteens at faucets at staging or portable water stations deployed by the field staff

25.2. Players should bring snacks or a small meal with their gear and should eat in the field when opportunity permits (i.e. While in Triage waiting to re-spawn)

26. And the most important rule of all: Have fun.

GAME PHASES

The overall game will be split into 3 Phases, which will simulate a Fallout player starting at XP Level 1 and progressing to higher levels, skills and equipment upgrades

- NPC's are equipped with advanced weapons and may fire full-auto at all times
- NPC's may drop LOOT if killed including bags of BBs and STIMS
- Found RADX boxes must be stored in blue HQ stasis bags which may NOT be moved

Phase 1 14:00-15:30

- Players are restricted to basic, semi-only weapons: gas pistols, bolt action rifles, shotguns, springers and muzzle loaded AEGs without magazines
- Teams must unlock a vault to claim it as an HQ (experience puzzles required)

QUEST: Vault Race

Claim a vault as your HQ. The Vault door can be unlocked by Hacking the Code and reading off key numbers to the GM over the radio. REWARD: 5000 BBs and 10 stims

Phase 2 LEVEL UP 15:30-17:00

- All players guns level up: SMGs and Assault Rifles become available
- Players are restricted to semi-only

QUEST: You Gotta Shoot Em in the Head

When announced by Fallout Radio, the teams must hunt down the CO of an opposing team and prove they have killed them with a photo or video. REWARD: 5000 BBs & 10 stims

SIDE QUEST: To be announced on Fallout Radio. REWARD: Guns are upgraded to full-auto

Phase 3 ADVANCED MODE 17:00-18:30

All player's guns level up and may be fired in full-auto

- Players may use their own BBs

PHASE QUEST: The American Dream

Raid the Enclave base at Raven Rock and deal with President Eden.

Part 1: Control Both Power Stations for 10 minutes to take down the electrical fence around the Raven Rock Fort

Part 2: Kill Col. Autumn, loot his Nuka bottle and safely return it to your HQ.

REWARD: 4 RadX box

Part 3: Hack President Eden and receive: 20 Stims or 5 RadX boxes



OP: Fallout 6

AUG 2014 by Moondog

TAG PAINTBALL - WAIVER AND RELEASE OF LIABILITY

In consideration of The Adventure Game (T.A.G.) furnishing services and/or equipment to enable me to participate in paintball games, I agree as follows: I fully understand and acknowledge that;

- (a) Risks and dangers exist in my use of Paintball equipment and my participation in Paintball 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 T.A.G.; the negligence of the participants/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 T.A.G., or by any other person.
- (e) I give permission to be filmed, video/audio taped, or photographed by any means and full use of my likeness, voice and words without compensation.
- (f) It is my responsibility to RETURN ALL RENTAL GEAR in same condition as it was given. Failure to do so may result in repair/replacement fees.
- (g) It is my responsibility to know and FOLLOW ALL SAFETY, ETIQUETTE AND GAME RULES.

I, on behalf of my personal representatives, my heirs, and myself hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify T.A.G. and it's owners, agents, officers and employees from any and all claims, actions or losses for bodily injury, property/equipment damage or loss, wrongful death, loss of services or otherwise which may arise out of my use of paintball equipment or my participation in paintball 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 T.A.G. In the event of litigation, the prevailing party can and will ask for costs.

MEDICAL PERMISSION AUTHORIZATION

If the participant is of minority age, the undersigned parent or guardian hereby gives permission for T.A.G. to authorize emergency medical treatment, as deemed necessary, for the minor named below while at T.A.G. I HAVE READ THE ABOVE WAIVER AND RELEASE AND BY SIGNING IT AGREE IT IS MY INTENTION TO EXEMPT AND RELIEVE T.A.G. FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.

First Name	<input type="text"/>	Last Name	<input type="text"/>
Email	<input type="text"/>	Verification & Free Specials...Events...Announcements	
City	<input type="text"/>	State	<input type="text"/>
		Zip Code	<input type="text"/>
Phone	<input type="text"/>	Date of Birth	<input type="text"/>
		Play Date	<input type="text"/>
Signed by	<input type="text"/>	OR	Signed by <input type="text"/>
PLAYER Signature (18 yrs or older)		Parent/Guardian Signature (If under 18)	

☐ This **WAIVER AND RELEASE OF LIABILITY** (the "Agreement") constitutes a legally binding agreement between TAG PAINTBALL, a California Company (TAG) and you ("You" or "Your"). BY CHECKING THE BOX STATING THAT YOU HAVE READ AND AGREE TO THE TERMS AND CONDITIONS OF THIS AGREEMENT AS PART OF YOUR REGISTRATION WITH TAG, YOU AGREE AND CONSENT TO BE BOUND BY THE TERMS AND CONDITIONS OF THIS AGREEMENT FOR AS LONG AS YOU USE THE TAG SERVICES.

In addition to any other rights or remedies afforded TAG under or otherwise in connection with this Contract, You agree and acknowledge that You have read and agree Below Line is for OFFICE USE ONLY:

Rntr SE Team Grp # LDR Tckt Parent Airsoft 241cpn S Event DLI \$5sun

Client Status: ☐ Accepted ☐ Eligible for membership ☐ BANNED (1year) ☐ BANNED (for life)

OP: Fallout West

PARTICIPANT AGREEMENT AND RELEASE OF LIABILITY

THIS FORM MUST BE READ AND SIGNED BEFORE THE PLAYER IS ALLOWED TO PARTICIPATE. In consideration for of being allowed to take part in any way in the sport and activities of airsoft ("EVENT") furnished/managed by TAG Paintball / ARC Airsoft ("FIELD"), I acknowledge and agree as follows:

1. I agree that MOONDOG INDUSTRIES LLC, NYC AIRSOFT members, and event sponsors: Evike.com Inc., AIM Sports, Elite Force, G&P, King Arms, WE USA, G&G, Polar Star, KWA, Matrix, CAA, AIM TOP, Eagle Peace, Echo1, Condor, Phantom Gear, ZShot, APS, Mission First Tactical, Salient Arms International, Valken, NcStar, Marui, Angel Custom, Palco Sports, and Propper (hereafter collectively referred to as "RELEASEES") are guests of the FIELD and attendees of the EVENT and are not and cannot be responsible for any injuries or damages occurring related to or arising from sponsorship or promotion of the EVENT.
2. Major dangers and risks exist in my use of airsoft equipment and my participation in airsoft activities and that these risks and dangers may arise from foreseeable or unforeseeable causes.
3. 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.
4. My participation in such activities and/or use of such equipment may result in destruction, damage or theft of my property.
5. These risks and dangers may be caused by the negligence of the FIELD, their facilities, their officers, officials, agents, employees, volunteers, RELEASEES, the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes.
6. By my participation in these activities and/or use of equipment, I hereby assume all risks, 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 RELEASEES, or by any other person.
7. I agree to obey all safety regulations, game and club rules, and to obey all event directors and referees. Any failure to comply with the rules, regulations, and event instructions will result in penalties ranging from a warning or suspension to expulsion from the event and further activities and revocation of rights and privileges to access future EVENTS.
8. Event/field fees/deposits required to participate are non-refundable, except at the sole discretion of the event producer or venue.
9. I hereby consent, without further consideration or compensation to the use (full or in part), to all video and photographs taken of me and/or recordings made of my voice and/or written extraction, in whole or in part, for the purposes of illustration, broadcast, or distribution in any manner, may be used by the RELEASEES for the purpose of promotion and marketing.
10. I, on behalf of myself, my personal representatives assigns, next of kin, and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify the RELEASEES 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 airsoft equipment or my participation in 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 RELEASEES.

I AGREE TO THE ABOVE WAIVER AND RELEASE OF LIABILITY: I HAVE READ, FULLY UNDERSTAND ITS TERMS, UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT, AND SIGN IT FREELY AND VOLUNTARILY WITHOUT ANY INDUCEMENT.

First Name Date of Birth

Last Name

Callsign

Signature Date

This agreement will be effective for 12 months of date of signing.

THIS SECTION FOR PARENTS of playing MINORS (under age 18)

I, as parent/guardian with legal responsibility for this participant, do consent and agree to release and indemnify MOONDOG INDUSTRIES LLC and all other RELEASEES from any and all liabilities incident to his/her involvement in these EVENTS for myself, my heirs, assigns, and next of kin. **WARNING: Any minor who signs this document falsely is committing fraud.**

Adult's Name

Relationship to Player : Parent ☐ Adult Sibling ☐ Legal Guardian: ☐

Signature Date Phone: