



# Players Packet (Minor)

## April 6<sup>th</sup>, 2019

### Wayne's World of Paintball, Ocala FL

### \$45 online pre-registration / \$65 onsite registration

Registration Opens: January 15<sup>th</sup>, 2019

Registration Closes: March 20<sup>th</sup>, 2019

Tickets can be purchased online at: <https://ticketbud.com/events/e6988b16-0dc3-11e9-ba6a-5f60e771b8d4>

#### Event Details:

Event CAP of 300 Players

REGISTRATION fee of \$45.00 per player. Player must register from January 15<sup>th</sup> to March 1<sup>st</sup>, 2019.

REGISTRATION fee of \$50.00 per player if the player registers from March 2<sup>nd</sup> to March 20<sup>th</sup>, 2019.

REGISTRATION fee of \$65.00 per player for Walk-ons. (Only if online tickets don't sell out.)

PLAYER AGE LIMIT: 14+

**All DOOMSDAY AIRSOFT events are BIO BBs ONLY.**

#### Helpful Links:

Doomsday Airsoft Event Ruleset

2019\_Rules: <http://nebula.wsimg.com/48b74a571f121332baac77772353fae0?AccessKeyId=BA9AB02>

## Operation Details:

### Storyline:

With the looming threat of extermination becoming a reality, the Sovereign States are desperate to strike a blow against the Federal Coalition that will suppress or even stop the growing influence they have in the South East region. The aftermath of the fight for control of Training Grounds has left the Sovereign State with little option, but a strengthened resolve to survive. With growing control of the region, the Federal Coalition's focus has become a pointed effort to eradicate the SS insurgency permanently with Commanding Officer Ron Weber at the helm of the effort. The Sovereign States regional CO Gary Garcia has deployed a heavy attachment of ground forces to the Federal Coalition black site known as HOMELAND in a desperate effort to cut off the FC supply line and seize any and all assets that remain. Aware of the effort to disrupt operations the Federal Coalition has also dispatched a force to help defend the vital location. Will you stand with the Sovereign States and fight for your future or take a stand against all dissidence and secure order with the Federal Coalition.....

### Entry:

Included in the entry fee all players will receive the following at check-In:  
Operation HOMELAND PVC Event Patch  
Ticket for Game End Raffle  
Player Kill Card  
Emergency Contact Card

TAN FACTION (Federal Coalition): 150 SLOTS

Allowed Camo Patterns for Tan - DCU, 3 color Desert, Multicam, Desert Marpat Solid TAN, Tan Flight Suit, AOR1, Kryptek Highlander, A-TACS AU, Multicam Arid.

GREEN FACTION (Sovereign States): 150 SLOTS

Allowed Camo Patterns for Green - M81 Woodland, Woodland Marpat, AOR2, Kryptek Mandrake, Tiger Stripe, A-TACS FG, Solid OD, OD Flight suit, Multicam Tropic, Caiman.

Headgear must match faction camo or base color (OD Green), TAC Gear color DOES NOT MATTER.



### \*\*\* REFUND POLICY \*\*\*

**All Event Ticket purchases or reservation deposits are NON-REFUNDABLE!**

### **All event Ticket SALES ARE FINAL!!**

All event Tickets are transferable. Bring a letter to the check-in table from the original purchaser stating that they have sold their ticket to you.

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## Event Schedule: (Tentative)

\*\*\*Times are EST\*\*\*

Times and Events are subject to change, please check our website or event page often for any updates.

### Friday April 5<sup>th</sup> 2019

Gates Open for Camping  
1:00 PM

Check In / Chrono Opens  
1:00 PM

Vendors Open for Business  
1:00 PM

Check In / Chrono Closes  
6:30 PM / 6:30 PM (daylight is needed for chrono)

### Saturday April 6<sup>th</sup> 2019

AO Closed to Players prior to Startex

Check-in / Chrono Opens  
Check In: 6:30 AM - 8:30 AM  
Chrono: 7:00 AM – 8:30 AM

Safety & General Briefing (ALL PLAYERS MUST ATTEND)

\*Location: Check-In Pavilion  
8:45 AM

Factions move out to their CP's  
9:45 AM

StartEx Evolution 1  
10:00 AM  
EndEx Evolution 1  
1:00 PM

Raffle during lunch break  
1:45 PM

Factions rally up at their CP's for Evolution 2  
2:30 PM

StartEx Evolution 2  
2:45 PM  
EndEx Evolution 2  
5:45 PM

## Doomsday Airsoft Event Ruleset:

### EYE PROTECTION:

- All players must wear full sealing ANSI Z87.1 rated goggles, glasses or paintball mask.
- Full seal goggles/glasses must form a seal around the lenses that fully contacts the skin and will not let a bb inside the seal.
- NO safety glasses, shooting glasses, or mesh goggles.

### BLIND MAN:

- On the call of “**blind man**” players need to immediately remove the magazine for their weapon, clear the chamber and set the weapon on safe. Stand in your location and do not move until the “all clear” and “game on” is given. Only at that time may you reload your weapon and continue play.

### REAL WORLD EMERGENCY:

- Yell out **MISSISSIPPI** if you or another player is injured and requires immediate Admin/Medical attention.
- On the call of “**MISSISSIPPI**” players need to immediately remove the magazine for their weapon, clear the chamber and set the weapon on safe. Stand in your location and do not move until the “all clear” and “game on” is given.

### UNIFORMS:

- Tops should be a BDU/Combat Shirt type uniform top. Bottoms must be pants.
- Headgear color will be faction specific. Camo or Solid colors is Authorized. **Black is not authorized.**
- Gear color does not matter. You can wear any color gear you wish.
- Orange shirts may only be worn by Doomsday Airsoft Staff. Photographers or observers may wear lime green / yellow shirts.
- Photographers must not look like combatants. They may wear any type of clothing other than military type uniforms.

### RULE ON RELOADING:

- Players can only reload their mags at their CP / FOB.
- Players cannot reload at First Aid Outposts.
- Players can still carry their own ammo on them but again they can only reload at their CP / FOB.
- May carry 1500 rounds loaded in Magazines.
- Mid or Real Cap Magazines only for all roles besides Support.

### FPS LIMITS:

- Rifleman / Medic / Heavy Weapons: SEMI-AUTO / MED: None
  - 1.55 Joules with a .25-gram BB – AEG weapons
  - 1.55 Joules with a .32-gram BB – HPA weapons
- DMR: SEMI-AUTO / MED: 60'
  - 1.88 Joules with a .25-gram BB – AEG weapons
  - 1.88 Joules with a .32-gram BB – AEG weapons
- BOLT ACTION / SINGLE ACTION RIFLES: MED: 100'
  - 3.60 Joules with a .25-gram BB – AEG / Spring weapons
  - 3.60 Joules with a .32-gram BB – HPA weapons
- SUPPORT: FULL AUTO / MED: 60'
  - 1.88 Joules with a .25-gram BB – AEG weapons
  - 1.88 Joules with a .32-gram BB – AEG weapons
- SUBMACHINE GUNS (SMG's): SEMI or FULL AUTO / MED: None
  - 1.00 Joules with .25-gram BB – AEG weapons
  - 1.00 Joules with .32-gram BB – HPA weapons

### **BUILDING FIRING RULES:**

- Everyone must break the plane of a building on lower floors when shooting out of a building. You do not have to break the plane when shooting from upper floors.
- Support Guns / DMRs / Bolt Action Rifles may not be used in engagements from inside to inside (within a building)

### **OTHER WEAPONS:**

- **SUBMACHINE GUNS**
  - Gas and Electric Submachine guns such as the MP7, KRISS, KMP9 etc. fall under the same restrictions as the Rifleman Role if they are over 1.00 Joules.
- **PISTOLS**
  - Pistols must be within the same requirements as the Rifleman Role regarding FPS and Minimum Engagement Distance.

### **SAFETY KILLS:**

Safety Kills with a Pistol or Rifle

- Players within a 10-foot engagement range may be "Safety killed".
- The player must yell out loudly "Safety" at the target and can only "safety" kill one player at a time.
- **Players DO NOT have to automatically "take a safety kill".**

### **RUBBER EDGED WEAPONS:**

- Players are allowed to "safety" or "Tap out" another player with rubber edged weapons.
- When a player is touched/tapped with the rubber edged weapon they are considered "hit".
- Player that have been "killed" by a rubber edged weapon cannot yell "hit" or "medic" they are mortally wounded.
- Doomsday Airsoft only allows approved purpose made rubber training edged weapons.
- No modified "real edged" weapons are allowed.

### **PLAYER HITS:**

- A BB that strikes a player is counted as a hit. This includes anything worn by the player including backpacks.
- Gun hits do not count as a player hit.
- Sportsmanship is expected! Please call YOUR OWN hits! DO NOT BOTHER TO CALL ANOTHER PLAYERS HITS – MIND YOUR OWN HITS!
- Dead players do not talk! Dead players may only talk quietly to other dead players. Dead players do not shoot their guns, doing so immediately makes you a live target. Dead players do not improve their position or indicate other players position while dead.
- **All Players MUST have a RED KILL RAG!**
- **Blind fire:** Shooting around corners and not being able to see where your BBs are going is not allowed. Devices that allow you to shoot around corners, such as weapon mounted cameras and mirrors are not permitted.

### **MEDIC RULES:**

- Each squad will be assigned up to two medics. (Subject to change with various Teams and Squads)
- A player may only be bandaged TWICE.
- Medic CAN NOT re-use bandages from "dead" players.
- A medic may not treat himself; only another medic can give them aid.
- Wounded players may be physically "dragged, carried, lifted, etc." to a medic by any means that is NOT UNDER THEIR OWN POWER. Wounded players are NON-AMBULATORY.
- All Players must have an IFAK on their person that contains TWO (2) ace type bandages for the medic to treat them with. (CAT or SOFT-T tourniquets are not acceptable)

- Medics must WRAP the bandages around the players arm, they are NOT allowed to TIE or have pre-made loops in which to tie the bandage onto a player.
- Bandages must be a MINIMUM of 4 ft (48in) in length each.
- Medics may be changed within the squad while at the FOB or between evolutions, but not while active on the AO.
- Players have a bleed out time of 5 minutes.
- Third Coast Airsoft (TCA) Tourniquet is the only tourniquet approved for Doomsday Airsoft events.
- **All Medics must have the 4"x4" medic patch on them, preferably on the upper arm so that you can be identified as a Medic.** You can pick one of these patches up at the Doomsday table for \$5.00.

#### **PLAYER SEARCHES:**

- Captured or killed players may be searched by an enemy player.
- To initiate a search, the enemy player puts his hand on the dead or captured player and will say "I am searching you". At that moment the dead or captured player must relinquish any intel items they have in their possession at the time of the search (intel, kill card, etc...)
- Players in possession of more than one "kill card" only has to relinquish their personal kill card. You keep all the kill cards you have collected!
- Players cannot be searched after they have bled out and moving to re-spawn.

#### **KILL CARDS:**

- If "Searched" player must ONLY give up THEIR personal kill card to the player that's searching them.
- The player doesn't have to give up kill cards they have obtained.

#### **EXPLOSIVE DEVICES, IED, ROCKETS:**

- **OUTSIDE** All simulated explosives used I.E. Tornado grenade must detonate and cause a BB strike to eliminate a player.
- **INSIDE** All simulated explosives used must simply detonate within 15 feet to eliminate a player. A BB strike is NOT needed inside. "Inside" is defined as having four (4) walls and does not have to have overhead cover.
- Rockets fired by a HWS will have a 15ft kill radius from initial impact.
- Rockets fired by a HWS are only effective on structures if they hit INSIDE the structure itself.
- Ricochets from player thrown grenades is treated as fragmentation and will count as a hit.

#### **SMOKE GRENADES:**

- **RED SMOKE IS RESERVED FOR DOOMSDAY STAFF ONLY**
- No explosives, open flame or hot burning smoke will be allowed for fire hazard/safety reasons.
- Smoke may not be used inside of buildings.
- Cold burning only!
- Enola Gaye or Sport Smoke are approved examples.

#### **FIELD PROPS:**

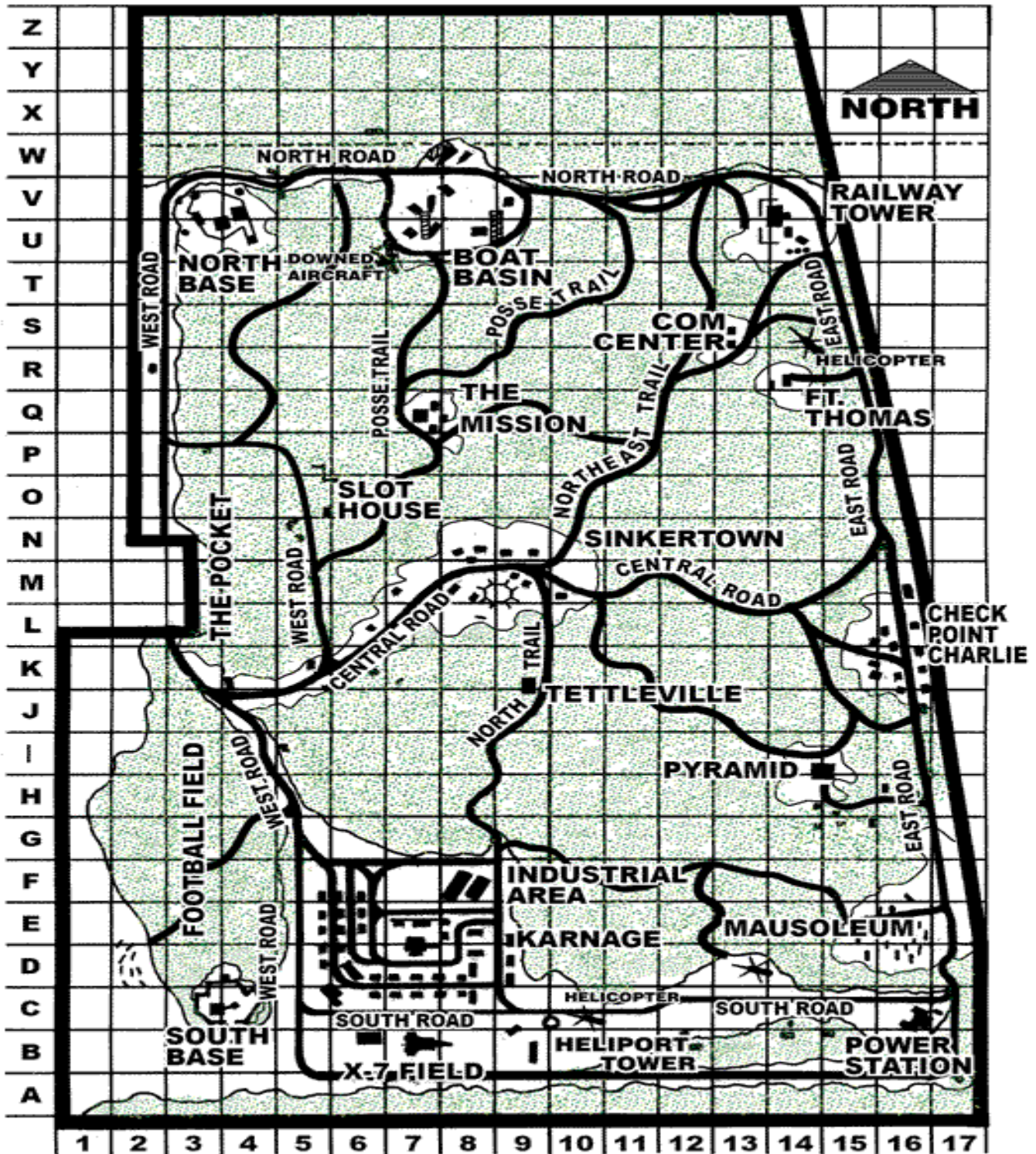
- Unless you have clearance from your CO/XO don't touch anything or move anything that looks important!
- Moving items that aren't assigned to your team can affect the entire event.
- If you do find something report the location to your CO/XO. That information may come in handy later.

**REAL STEEL** – No real steel firearms are ever to be present at any Doomsday Airsoft operation.

**DRINKING AND ALCOHOL** – Alcohol is prohibited during all Doomsday Airsoft operations within the AO.

**SMOKING** – Smoking is only allowed within the designated areas on the AO.

**TRASH** – Police your own trash at all times!!!



## WAYNE'S WORLD OF PAINTBALL

Each square represents approximately 100'.

### SOUTH TREELINE IS IN PLAY.

AREA BETWEEN THE NETTED FENCING AND THE CHAIN LINK FENCE IS A "DEAD MAN'S WALK."

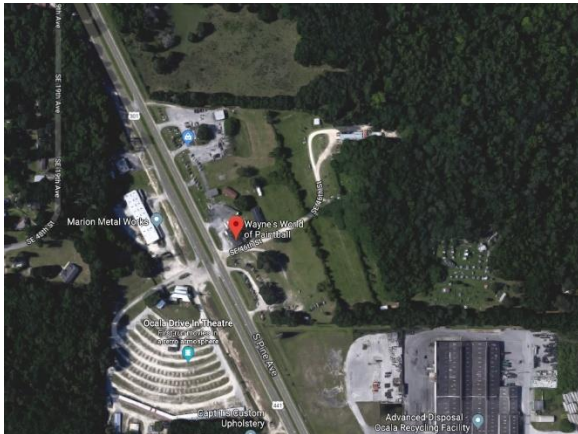
Note: The field is fenced in all four sides. The North boundary has four strands of barbed wire with white ribbon markers.

# Wayne's World of Paintball

## 4841 S. Pine Street

### Ocala, Florida 34480

Wayne's World of Paintball is located just south of Ocala. 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 areas.



#### Lodging:

Free Camping Onsite for Friday Night  
Police your trash and No open fires  
NO RV Hook Ups available  
NO POTABLE water on site

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

Royal Inn  
2900 S. Pine (352) 732-3575

Travel Lodge  
1626 S. Pine (352) 622-4121

Holiday Inn Express  
1212 S. Pine (352) 629-7300



# Indemnity Agreement & Release of Liability, Acknowledgement of Risks and Hazards

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

**Doomsday Airsoft  
Pepin Enterprises of SW Florida, Inc.**

**Christopher Pepin**

In consideration of Doomsday Airsoft, Pepin Enterprises of SW Florida, Inc. & Christopher Pepin (**Print Name**) \_\_\_\_\_ to utilize the property of Wayne's World of Paintball, located in Ocala, FL (the "Event Facilities") and to participate in airsoft tactical scenarios, training and related activities, (hereinafter referred to as 'activities' covered by this Agreement), I agree that:

## 1. REPRESENTATION, WARRANTIES & ASSUMPTION OF RISK:

I understand that participating in any of the activities covered by this Agreement will expose me to the risk of personal injury, property damage and/or death. I understand that the success and safety of my participation is dependent upon the proper functioning of proscribed safety equipment, vehicles, aircraft operating overhead, airsoft training weapons and the Event Facilities; and that neither the safety equipment, vehicles, aircraft operating overhead, airsoft weapons or the Event Facilities can be guaranteed to function perfectly. I understand that the safety equipment, vehicles, airsoft weapons and the Event Facilities are subject to mechanical malfunctions as well as operator error. I freely, voluntarily and expressly choose to assume all risks inherent in participating in the activities covered by this Agreement, including, but not limited to, risks of equipment failure, malfunction and/or failure to function, including those risks that may result from some defect in design, assembly, and/or manufacture as well as those risks arising from improper and/or negligent operation, training and/or use of the equipment or the Event Facilities. I understand and acknowledge that the Event Facility is a controlled environment and activities covered by this Agreement that are performed at the Event Facility are potentially hazardous to me and my property. I understand the risks of participating in the activities covered by this Agreement at the Event Facility, and I willingly and completely accept the conditions at the Event Facility. For and in consideration of the right to participate in the activities covered by this Agreement, and understanding full well the risks of participation may include personal injury, property damage, and/or death, I assume those risks.

(\_\_\_\_\_) **Please initial when read and agreed upon**

## 2. EXEMPTION AND RELEASE FROM LIABILITY:

I exempt and release the following persons, corporations and organizations: Doomsday Airsoft, Pepin Enterprises of SW Florida, Inc., Christopher Pepin and the owners and lessees, if any of land upon and from which the airsoft event and related training operations are conducted; in each case, including all of such person's, corporation's, or organization's owners, directors, officers, agents, servants, employees, representatives, lessors; subsidiaries and affiliates (hereinafter collectively referred to as "Releasees"), from any and all liability, claims, demands, actions or causes of action whatsoever arising out of any damage, loss or injury to me or my property, including my death, while upon the premises of the Event Facility or while participating in any of the activities covered by this Agreement, whether resulting from the negligence and/or other fault, either active or passive, of any Releasees, or from any other cause.

(\_\_\_\_\_) **Please initial when read and agreed upon**

## 3. COVENANT NOT TO SUE:

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

(\_\_\_\_\_) **Please initial when read and agreed upon**

## 4. LIQUIDATED DAMAGES:

As part of the consideration from my being allowed to participate in the activities covered by this Agreement, I promise not to initiate any legal or equitable suit, action at law, arbitration or otherwise against any of the Releasees for any cause of action whatsoever arising from my participation in the activities covered by this Agreement. Furthermore, I realized that the damages to the Releasees for my breach of this promise are uncertain and difficult to establish and that in the event I breach this promise I agree that the liquidated damages I will be liable to pay to each of the Releasees named in any legal or equitable suit, action at law, arbitration or otherwise that I may bring is \$100,000 for each named defendant. I agree that this amount is a reasonable estimate of the cost that the Releasees would spend defending such legal or equitable suite, action at law, arbitration or otherwise.

(\_\_\_\_\_) **Please initial when read and agreed upon.**

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

(\_\_\_\_\_) **Please initial when read and agreed upon**

**5. INDEMNITY AGAINST THIRD PARTY CLAIMS:**

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

( ) **Please initial when read and agreed upon**

**6. ARBITRATION BOARD:**

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

( ) **Please initial when read and agreed upon**

**7. VALIDITY OF WAIVER:**

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

( ) **Please initial when read and agreed upon**

**8. REPRESENTATION AND WARRANTIES**

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

( ) **Please initial when read and agreed upon**

**9. LIKENESS RIGHTS:**

Any and all pictures, videos, electronic images, or drawing of the event or the Event Facilities, regardless of origin or author, may not be generated, created, used, distributed, or reproduced in, on or within, any commercial, personal, promotional or other use, whether in print or electronic format, unless approved by event organizers or any other party authorized by the event organizers. Any and all pictures, videos, electronic images, or drawings of the event or the Event Facilities, regardless of origin or author, are the property of the event organizers. Players and approved photographers may retain their personal photos and video of the event, provided that upon the request of Doomsday Airsoft such persons shall provide Doomsday Airsoft with a downloaded copy of all images and video taken by such persons prior to leaving the Event Facilities, and I hereby grant Doomsday Airsoft and their successors and assign an unlimited, worldwide, perpetual, fully-paid license to use such photos and videos taken by or of me for any purpose at their sole and absolute discretion. By attending, I agree to allow the event organizers the unrestricted and uncompensated use my likeness, name, voice and photographs.

( ) **Please initial when read and agreed upon**

**10. EFFECTIVE TERM:**

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

( ) **Please initial when read and agreed upon**

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

Your Signature \_\_\_\_\_ Today’s Date \_\_\_\_\_ Email Address \_\_\_\_\_

Printed Name \_\_\_\_\_ Date of Birth \_\_\_\_\_ Emergency Contact # \_\_\_\_\_

Signature of Legal Guardian (if under 18 years of age) \_\_\_\_\_ Today’s Date \_\_\_\_\_

Printed Name of Legal Guardian \_\_\_\_\_

Witness Signature \_\_\_\_\_ Today’s Date \_\_\_\_\_ Witness Name \_\_\_\_\_

**PARENT MUST PRESENT COPY OF PHOTO ID**

**WAYNE DOLLACK 24 HOUR ROLE-PLAYING SCENARIO GAMES, INC. /  
WAYNE'S WORLD OF PAINTBALL, INC.  
MINOR WAIVER AND RELEASE OF LIABILITY (10 to 17 years of age)**

In consideration of being allowed to participate in any way in this athletics/sports event, and related activities, the undersigned:

1. Agree that the parent(s) or legal guardian(s) will instruct the minor participant that prior to participating he or she should inspect the facilities and equipment to be used, and if the participant believes anything is unsafe, he or she should immediately advise his or her parent or supervisor of such condition(s) and refuse to participate.
2. Acknowledge and fully understand that each participant will be engaged in activities that involve risk of serious injury, including permanent disability and death, and severe social and economic losses which might result not only from their own actions, inactions or negligence but the action, inaction or negligence of others, the rules of play, or the condition of the premises or of any equipment used. Further, that there may be other risks not known to us or not reasonably foreseeable at this time.
3. Assume all the foregoing risk and accept personal responsibility for the damages following such injury, permanent disability or death.
4. Release, waive, discharge and covenant not to sue The Scenario Directors, Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc., Wayne's World of Paintball, Inc. its affiliated clubs, their respective administrators, directors, agents, coaches, and other employees of the organization, other participants, sponsoring agencies, sponsors, advertisers, and, if applicable, owners and leasers of premises used to conduct the event, all of which are hereinafter referred to as "releases," from any and all liability to each of the undersigned, his or her heirs and next of kin for any and all claims, demands, losses or damages on account of injury, including death or damage to property, caused or alleged to be caused in whole or in part by the negligence of the releasees or otherwise.

I/WE HAVE READ THE ABOVE WAIVER AND RELEASE, UNDERSTAND THAT I/WE GIVE UP SUBSTANTIAL RIGHTS BY SIGNING IT AND SIGN THIS RELEASE FREELY AND WITHOUT DURESS OR UNDER INFLUENCE OF ANY KIND. I ALSO UNDERSTAND THAT BY SIGNING I AM STATING THAT MY CHILD IS ABOVE THE AGE OF 10 YEARS OLD.

\_\_\_\_\_  
PARENT OR GUARDIAN (Signature/Relationship) DATE

\_\_\_\_\_  
PARENT OR GUARDIAN (Signature/Relationship) DATE

Printed Name of Parent or Guardian: \_\_\_\_\_

Printed Name of Participant: \_\_\_\_\_

Address of Participant: \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_ Phone: \_\_\_\_\_

