

TACTICAL AIRSOFT

- The playing area is defined by the marshals and players should not play in any other areas. Eye protection should always be worn in the playing area and should only be removed when outside the playing area. Full face protection is advised. **Any player under the age of 17 MUST wear a full-face mask.**
- Do not climb up or damage trees, shrubs, plants or structures. Do not climb down the “The Pit” or around and DO NOT fire from the top of “The Pit”. Do not shoot any native animals or birds.
- If you do encounter a member of the public in the woods, then cease all activities immediately until they have moved out of the area and advise a marshal of their location –3 whistles will inform you to stop playing if someone enters the game zone.
- Tag grenades are not allowed.
- **Magazines must be removed** and gun chambers cleared before entering the safe zone.
- **From January 2023 barrel socks must be used in the safe zone. Barrel socks can also be purchased for £5.00.**
- All weapons which are not rented are required to be tested using a chronograph prior to entering the game area. Tactical Airsoft site limit is 350fps using 0.2g bb's for AEG's, AEP's, HPA's and 500fps for DMR's, lock on semi and bolt action rifles using 0.2g bb's. When choreographing bolt action rifles, we will use 0.2g bb's. MINIMUM engagement distance for bolt action rifles and DMR's is 30 meters.
- If you cannot correctly identify 30 meters to a marshal, you will not be allowed to use a bolt action rifle or DMR on our site. Tactical Airsoft's decision relating to guns being permitted for use is final. Tactical Airsoft reserves the right to perform random chronograph tests throughout the day on any gun being used on site.
- **We highly recommend wearing boots that support your ankles due to the nature of the terrain.** Some areas of the wood may be slippery and uneven, and players should take adequate care when entering or playing in these areas, particularly in wet weather. Be aware that there are fallen trees, logs, brambles, branches that are at head height and other obstructions on the ground and great care should be taken when moving around.

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- **Players under the influence of alcohol or drugs will be refused entry and no alcohol or drugs are permitted on the site.**
- A mobile phone will be available to call emergency services in the event of an accident and there is a first aid kit provided on site as well as a qualified first aider.
When hit, shout hit, stand up and place your arm in the air (either arm) and go to the designated
- 'Dead Area' or safe zone. **Note: Dead Area is still a game play, so it is not safe to remove your eye protection. No dry firing in the safe zone.**
- Overkill – it only takes one round to eliminate someone, although there may still be BB's in flight after the initial hit.
- All buildings have roofs on them, so grenades must be thrown in via the windows or doors.
- We do not operate a bang, but this is up to the player's discretion. **(Put simply, if you bang kill someone, the opposing player has 2 choices; take the hit or try to fight)**
- **Violence and swearing are unacceptable – children may be present.** Anyone who is found to be swearing or acting in an abusive manner will be cautioned as to their behavior and if it continues will be asked to leave the site.
- **Marshals: The marshal's word is final but if you feel you have been misjudged, you may appeal to the organizer of Tactical Airsoft Site.**
- **The following are not allowed at this site: lasers, strobe torches, dual vent smokes, Reaper grenades, Tag grenades and 40 mikes.**
- **All players must sign an insurance waiver before the start of play. Players under the age of 17 must have an insurance waiver form signed by their parent/guardian before they will be allowed to play.**
- **We don't refund walk-on fees if you decided to go home half day and paid for the whole day unless Tactical Airsoft decides to cancel. This is Tactical Airsoft policy.**
- **All cars are parked at owner's risk.**