

## Site Rules

The playing area is defined by the marshals and players should not play in any other areas.

Eye protection should be worn at all times in the playing area and should only be removed when outside the playing area e.g. in the safe zone or if advised by a marshal.

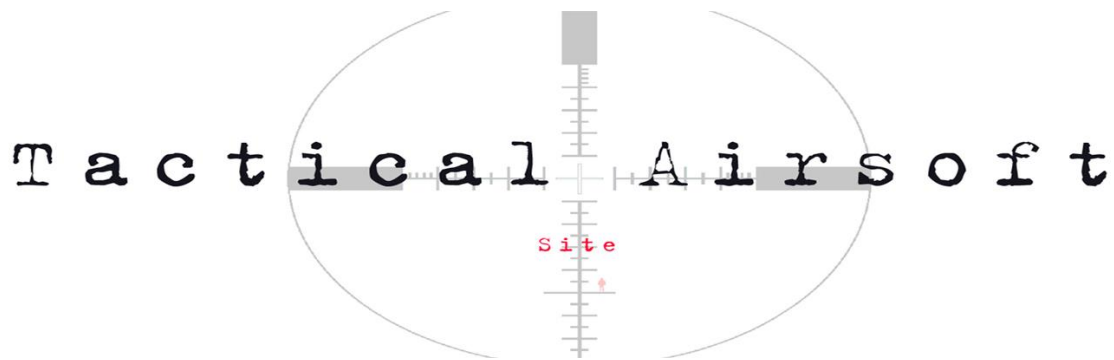
Full face protection is advised and should be worn in all areas of the site except the safe zone. Any player under the age of 16 MUST wear a full face mask.

Do not climb up on trees, do not deliberately damage shrubs, trees, plants or structures. Do not climb down the "The Pit" or around and DO NOT fire from the top of "The Pit"

This is not a public woods but the public could enter by crossing the nearby fields. 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.

Magazines must be removed and gun chambers cleared before entering the safe zone or leaving the playing area by the red netting.

All weapons which are not rented are required to be tested using a chronograph prior to entering the game area. **Tactical Warfare Airsoft site limit is 350fps using 0.2g bb's for AEG's, 500fps for DMR's, lock on semi and bolt action rifles using 0.2g bb's. When chronographing bolt action rifles we will use 0.2g bb's. MINIMUM engagement distance for bolt action rifles and DMR's is 30 meters. HPA Airsoft weapons are not allowed.** 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 Warfare's decision relating to guns being permitted for use is final. Tactical Warfare reserves the right to perform random chronograph tests throughout the day on any gun being used on site.



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.

Structures have been built to enhance the playing enjoyment but are not permanent and adequate care should be taken not to interfere with them so as to render them unsafe.

**Pyrotechnics cannot be purchased or used by under 18 years old. Proof of age may be requested before we sell you pyrotechnics.**

If a smoke grenade is activated then do not attempt to pick it up as it will be very hot and could cause serious burns if touched.

If thunder flashes or BB grenades are used, and do not detonate after you have thrown them - **LEAVE THEM ALONE - DO NOT ATTEMPT TO PICK THEM UP!** They still can detonate in your hand and cause serious damage. They are not available to anyone under the age of 18.

**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.

Overkill – avoid overkill at all times, it only takes one round to eliminate someone - there is no need to continue shooting, although a certain amount of BB's may still be in flight after the initial hit.



# Tactical Airsoft

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 behaviour and if it continues will be asked to leave the site.

**Marshals:** All marshals are classed as professional players. The marshal's word is final but if you feel you have been misjudged, you may appeal to the organiser of Tactical Warfare Airsoft Site.

**All players must sign an insurance waiver before the start of play.**

**Players under the age of 18 must have insurance waiver form signed by their parent or guardian before they will be allowed to play.**

You are not allowed under any circumstances to shoot at any native wild birds or animals that may be present in the woods. Anyone found doing so will be banned from the site for life!

**We don't refund walk-on fees if you decided to go home half day and paid for the whole day unless TWA decides to cancel. This is TWA policy. However we do half day walk-on fee.**

**All cars are parked at owner's risk.**