

Site Rules - Briefing Sheet

Age restriction

- To play Airsoft you must be over 12 years old.
- If you are 12 or 13 you must be signed in by an adult who must remain on site all day (they do not need to play)
- From 14 to 17 you must be signed in by an adult but they don't need to stay on site.

General Safety

- Can we remind you that you are here at your own risk. And that everyone who has signed in has signed a personal injury disclaimer. Airsoft is a full contact sport and there is a risk of injury.
- All players under the age of 18 must wear full face masks.
- Eye Protection must be worn at all times in the game zones, and must be impact rated.
- Over 18s can choose to wear shooting glasses but will not be covered under the site public liability insurance. We DO recommend full face protection, and will lend face masks out if anyone needs one.
- Long sleeves and trousers must be worn in the game zones in order to be covered under the site's public liability insurance. This is not a sterile environment so we recommend gloves and suitable boots are worn.
- Safety whistle - 5 short blasts. Keep eye protection on and wait for the marshals instructions.
- Medical Problems i.e. asthma, diabetes. Leave medication in a secure pocket and let a member of staff know.
- In case of an emergency such as a fire, the assembly point is by the main gate. Leave your kit where it is and go immediately to the gate.
- Marshals – we are here to help you. What we say goes with no arguments. We do test fire at random

FPS Limits & Gun Safety

- No mags in weapons in the safe zone and no dry firing, go to the firing range to test weapons. Eye protection to be worn, guns cleared before leaving
- The FPS limits on a 0.2g bb are as follows:
 - 450 FPS for DMR must be locked to semi, no trigger spamming
 - 500 FPS for bolt action rifles
 - 360 FPS for everything else
 - MED for DMR and bolt action is 20m
 - All equipment must be chrono'd and CE approved
- No Blind Firing, gun butts MUST be in shoulders.
- No slot shooting, if you can't put your head through it then dont shoot through it.
- No shooting at Wildlife

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Pyrotechnics

- Pyros can only be used by over 18s.
- No pyros other than pyros sold for the game of airsoft. No crow scarers.
- If you have brought your own pyro, they must be checked by a Marshal prior to use to ensure no modifications have been made.
- Absolutely no flash bangs or grenades in, or in doorways of the underground bunkers.
- Should a "bang" grenade land within 5 meters or in a room of a building then are out of play. Smoke grenades DO NOT count as a kill.
- Hard cover is protection. Your body must be fully behind cover.
- Reusable grenades must be thrown underarm only, single use grenades can be thrown overarm #yeet. Neither should be retrieved if they don't go off until after a game has ended.

Hits & Cheating

- All hits count including the weapon you are holding, friendly fire also counts
- Raise your hand, shout HIT and go back to respawn/dead zone.
- If you think a player is not taking hits call a marshal.
- No Head shots if possible, aim for the body first.
- No overkill
- We do not play Surrender/Bang rule.
- Dead Players don't speak. If you are caught all players within hearing distance will be sent to respawn/dead zone

Other

- Respect our site - No littering, use the bins and don't move cover in the gaming area
- Leave all valuables in the safezone
- Leaving the site no faster than 15mph.
- If you are waiting for a lift down by the gate, keep all weapons under cover as locals don't know they're fake.