

WSNW Player Handbook - Version 10.0 / April 2017

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REGISTRATION

AGE RESTRICTION

Players cannot participate in the event under the age of 18 without event waivers co-signed by your parent or legal guardian containing emergency contact information. Minimum age requirement is 14.

REGISTRATION FEE FORFEITURE

Participants will forfeit their fees if they are ejected from the event for poor conduct, breaking rules or actions deemed inappropriate by event staff or if you decide to leave for any reason once the event has started.

REFUNDS

In the event a game is called off while in progress beyond our control due to weather / safety concerns, etc there are no refunds. If you pre-pay and can no longer attend the event, there are no refunds however you can transfer your ticket to another player or use it towards a future event [one time use].

WAIVERS

Every participant will be required to sign event Waivers during registration. Color paper, sometimes double sided. There at times maybe also be a House Rules form to sign as well. If you are a minor, you will be required to have waivers with emergency contact information filled out and signed by your parent or legal guardian.

REGISTRATION / CHRONO PROCESS

Step 1 - You will turn in your waivers at registration area

Step 2 – You will then provide your ammo to show proof that its bio and have it tagged as checked.

Step 2 - You will then pay your entry fees and purchase bio ammo and/or any other items available (if needed). A wristband will then be given to you to be placed on your wrist to show proof of purchase to the chronograph staff.

YOUR MUST WEAR SAFETY GLASSES AT CHRONOGRAPH STATION

Step 3 - You will then proceed to the chronograph station, where you will show the admin your wrist band as proof of paid entrance. You will then chronograph your replica. Any prior zip ties will be removed before we place ours onto your replica. We will then put one colored zip tie on to show you passed the MAIN chronograph process. We do reserve the right to have random inspections throughout the event.

EVENT MARKETPLACE

Located next to the registration table is an area where food consumables and airsoft related items are available for purchase. This is also where you will pick up any PRE-PAID / RSVP'd items. Cash is the only acceptable form of payment unless another form is being offered. Event Marketplace items will only be available before gameplay and during break times.

EVENT RULES

FIREARMS

Real steel firearms are not allowed to make a "Public Appearance" while at airsoft events. Make sure to stow away any firearms inside your vehicle when you arrive onsite and keep it there until after the event and you have left the property.

ALCOHOL & DRUGS

Our events are drug free regardless of any state or federal laws permitting so. There are no exceptions to this rule. Alcohol is permitted for those that can drink responsibly and age eligible.

BLIND MAN

This is called whenever a non-player or player is in the battlefield without eye protection on. All players are expected to echo blind man so that everyone on the field hears it, and upon hearing it, each player is expected to sit down and wait until "Game On" is called to continue the game.

EYE PROTECTION

All eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact. Steel mesh eye protection is allowed but not recommended.

FACE PROTECTION

Metal Mesh Masks or Mouth Guards are required to be worn over the lower portion of your face or Mouth Area. Mouth guards must have upper and lower lip protection. Cloth based is no longer allowed.

REAL WORLD MEDICAL

Any real-world medical emergencies should be reported immediately to ADMINS through the participant chain of command or the ADMIN channel. "Cease-Fire" should be called out. All event activities stop and participants should respond to the situation accordingly. "Event On" will only be called by EVENT STAFF MEMBERS when can resume activities.

FIGHTING & DISPUTES

We need to treat everyone with respect and handle things reasonably. There is a zero tolerance policy towards acts or threats of violence towards any person. If needed, local authorities will be called. If you have a dispute, please refer to an admin and allow them to take care of the issue. Do not handle it yourself.

FIRING YOUR REPLICA

Firing your replica in a manner which you are NOT visually seeing where you are shooting at is considered "blind firing" and will not be tolerated. Do not fire your replicas from or into or through regen areas (or designated "safe-zones"). If you must test fire your replica, take it to the appropriate areas designated to do so.

REPLICA HANDLING

All replicas in parking lot (not in play) must have magazine out, safety on and *muzzle cap fixed (*if available). Side arm's must be holstered and on safe. Carry replicas in boxes, bags, or carrying cases while transporting gear on or off the field

SCHEDULE

We will be adhering to the schedules posted online. We will not babysit you or wait for you. Please respect your fellow players and be on time.

TRASH

You pack out, what you packed in unless alternative resources are available.

CAMPFIRES

When allowed, are in designated areas only.

QUIET TIME

During this time, we need to bring the noise level down to a reasonable level to accommodate those that are trying to sleep or relax. We ask that you refrain from making loud noises and bring your voices to a low level.

SPEED LIMIT

While entering, and leaving event property, the speed limit is 5MPH or less at all times unless otherwise posted.

BIO AMMO REQUIREMENTS

We only accept two brands of BIO AMMO at our events: ELITE FORCE & LANCER TACTICAL BIO AMMO due to facility requirements placed on us by insurance companies, field owners or government agencies. We must not only furnish MSDS sheets for the ammo used but also use a bio ammo that has been scientifically lab tested for biodegradation and have fast biodegradability rates. The two brands above meet that criteria.

We proudly sell LANCER TACTICAL brand BIO Ammo in .25g & .30g weights. All ammo must be shown or purchased during registration. No exceptions.

VELOCITY LIMITS (Measured w/ .25g BB)

-Any replica that shoots over the FPS limits posted will be subject to a 3 shot average. If the average is over the FPS limit, that replica will not be allowed. We chronograph with a .25g bb weight / .32g for all HPA

UNIFORMS

These are defined in the online event posting. Camo matching Shirt / Pants are required unless a mercenary team is allowed. If a participant cannot meet the basic uniform requirements, that player will not play.

Tactical gear on a player's body is the only exception to the rule, as it's not required to match

DEATH RAG

Each player is required to provide a "death rag" that acts as an easily identifiable measure to ensure you are not engaged while moving back to the dead pool, or while bleeding out.

HEAL RAG

Each player is required to provide a "Heal Rag". These allow you to respawn in the field with an assistance from another teammate (wrap around your upper arm & tied off). If you happen to find yourself in an unsafe situation, you are allowed to move yourself to the nearest suitable/safest area to be healed away from any objectives. Heal Rags must be white in color and can be of any type of fabric that can be tied around your upper arm.

SPECIALIZED ROLES

COMMANDER

- A. Prepare a plan of action PRIOR to the event date. (Operations Order to his team)
- B. Organize units down to the single asset level to better achieve victory.
- C. Develop an INTRA-FACTION comms plan.
- D. Prepare FRAGMENTARY ORDERS for specialized roles within the faction to better facilitate victory.
- E. Execute and maintain plan of execution during event

MEDIC – ASSUALT WEAPONS

- A. May operate in FULL-AUTO but CANNOT shoot in excess of 20 rounds per second
- B1. No Highcap / winding magazines
- B2. Can carry up to 8 [Midcap / Realcap] magazines on your person.
- C1. 370 FPS max @ 6mm x .25g [Electric]
- C2. 320 FPS max @ 6mm x .32g [HPA]
- D. No minimum engagement distance
- E. External gas sources [HPA] must have a tournament lock to prevent field adjustment.
- F. Medic: These players are responsible for reviving players who are currently bleeding out. Can move/capture Mobile Regens

RIFLEMAN – ASSUALT WEAPONS

- A. SEMI-AUTO ONLY
- B1. No Highcap / winding magazines
- B2. Can carry up to 8 [Midcap / Realcap] magazines on your person.
- C1. 370 FPS max @ 6mm x .25g [Electric]
- C2. 320 FPS max @ 6mm x .32g [HPA]
- D. No minimum engagement distance
- E. External gas sources [HPA] must have a tournament lock to prevent field adjustment.

DMR - DESIGNATED MARKSMAN RIFLE [Electric / HPA]

- A. SEMI-AUTO ONLY and must be physically incapable of firing in full-auto.
- B1. No Highcap / winding magazines
- B2. Can carry up to 8 [Midcap / Realcap] magazines on your person.
- C1. 425 FPS max @ 6mm x .25g [Electric]
- C2. 376 FPS max @ 6mm x .32g [HPA]
- D. Minimum engagement distance of 100 feet.
- E. External gas sources [HPA] must have a tournament lock to prevent field adjustment.
- F. DMR operators are required to carry either a standard AEG or sidearm to engage targets within the minimum engagement distances.

RECON - BOLT ACTION RIFLES [Green Gas / CO2 / Spring]

A. Single Action Only

B1. No Highcap / winding magazines

B2. Can carry up to 4 [Midcap / Realcap] magazines on your person.

C. 492 FPS max @ 6mm x .25g

D. Minimum Engagement Distance of 100 feet

E. Operators of a Bolt Action Rifle are required to carry either a standard AEG or sidearm to engage targets within the minimum engagement distances.

SUPPORT - SUPPORT WEAPONS [Electric / HPA]

A. May operate in FULL-AUTO but CANNOT shoot in excess of 25 rounds per second.

B. Can carry [Highcap / Box magazines] with no more than 3000 rounds loaded among them on your person.

C1. 370 FPS max @ 6mm x .25g [Electric]

C2. 320 FPS max @ 6mm x .32g [HPA]

D. Support Weapons have a Minimum Engagement Distance of 60 feet.

E. External gas sources [HPA] must have a tournament lock to prevent field adjustment.

F. SW operators are required to carry a standard AEG or sidearm to engage targets within the minimum engagement distances.

G. Acceptable Models include: M249 / M240 / M60 / MG42 / MG36 / ETC

PISTOLS / SHOTGUNS

Pistols must be within the same requirements as the Rifleman class regarding FPS and Minimum Engagement Distance

REQUIRED PACK LIST

Below are the minimum required items a player "MUST" bring to participate at an event / You should bring enough to sustain yourself 12hrs straight in the field without resupply.

- Picture ID
- Correct Camo for team you are playing on
- Primary / Secondary Replicas
- Extra Batteries
- Wrist Watch / Time Piece
- Death Rag / Red Color
- Heal Rag / White Color
- Bio Ammo
- Eye Pro
- Lower Face Mask Protection or Mouth Guard
- Cash for Incidentals (Food, Ammo, Glow Sticks, etc)
- Food / 1 Gallon of Water (MRE's, Snacks, Protein & Carbohydrate Edibles, etc)

OPTIONAL PACK LIST

Below are some recommended items a player should bring to participate at an event

- Weapon Light (Night Game Requirement)
- Radio
- Tracer Unit (Optional for Night Game)
- BIO Tracer Ammo (Optional for Night Game)
- Extra Pair of socks
- Extra set of uniforms
- First Aid Kit
- Prescribed Medications
- Lock for personal locker – Rilea Event
- Personal Hygiene Items
- Bed Sheet – Rilea Event
- Pillow – Rilea Event
- Bath Towel – Rilea Event

NOT ALLOWED LIST *

Homemade Pyro / Smoke

Any NON Enola Gaye Smoke Grenades

Fireworks

TLSFX / TAGINN Plastic fragmentation "HAND GRENADE" products

*If you do not see it placed here, then we allow it. This list may change from time to time, so make sure to always check this area before attending to see if we are excluding something before you bring it.

GAMEPLAY MECHANICS

STARTING POSITIONS

All teams will start in their respective areas designated by Command or Event Host.

OBJECTIVES

This will vary from each event. Some events may have an objective list while most will have beginning objects

for each team to start the game and during the course of the event. Objectives then will be relayed from command to players with radios and posted in team bases for those that do not have radios.

HIT CALLING

Airsoft is a sport of honor and integrity. Always call your own hits, do not call other players hits. "When in doubt, call yourself out". Any player struck by a BB while in game (including Friendly Fire) is considered hit. GUN HITS & RICOCHETS - DO NOT COUNT.

- A. You may never self-heal.**
- B. An individual's Heal Rag is considered that player's property and cannot be shared among teammates.**
- C. Wounded / Dead players do not talk.**
- D. Only ONE heal rag per person**
- E. Acting out deaths is purely optional however makes it more identifiable that you have been shot.**

1ST HIT (Buddy Heal)

When you are shot (1st time), you will raise and place a Red Death Rag on top of your head to symbolize you are shot and out of play, you MUST wait 5 minutes for a bleed out while yelling for a "TEAMMATE" to buddy heal you via your personal heal rag, if you are not revived within the 5 minutes, you will then walk back to your team base or a mobile regen area under your control and regen according to the clock. TAKE OFF THE HEAL RAG BEFORE GOING BACK IN.

2ND HIT (Medic Heal)

When you are shot (2nd time w/ Heal Rag On) in the field, you will raise and place a Red Death Rag on top of your head to symbolize you are shot and out of play, you MUST wait 5 minutes for a bleed out while yelling for a "TEAM MEDIC". Medic will remove buddy heal rag. Once completed, you are considered back in play and healed. This process can repeat itself an unlimited amount of times as long as you have not bled out before the remove the heal rag.

DOUBLE TAP

At any time, a player is able to safely reach an opposing player bleeding out, they can say the words "Double Tap". This will immediately send the bleeding out player to their Mobile Regen or Team Base WITHOUT the option of being healed via Heal Rag / Medic.

REGENERATION

This is the term used when players are allowed back into the game from a timed release via clock at Mobile Regen Areas or their Team Base. This occurs every 10 minutes on or after the hour.

Please Note: Your Team Base is considered your fall back regen area and can never be captured.

Example (Clock): You're shot at 12:03pm and begin the bleed out process and/or Double Tapped. You then arrive at your Mobile Respawn or Base at 12:12. You can regen at 12:20pm

Each faction will also have Mobile Regens under their control. It is approximately an 8' tall plastic pole with a Medic flag of the color of the team that controls it. This is the area where the dead players go to regen after they have bled out or been healed and then bled out.

Only MEDICS can move/capture Mobile Regens under their commander's discretion. Refer to your time piece for regen times. These are capturable by opposing team's medic by inserting their colored medic flag into them.

SAFETY KILLS

When you are too close in range to be comfortable taking a shot per "Safety Kill Engagement Distances", you can call out "BANG BANG" on a player in your sights. Do not call it unless the kill is already a given. Always honor safety kills when they are called on you just like honoring a "HIT". You must be able to point your replica and call "BANG BANG" on every person if there is more than one as to simulate actually firing. EVERYONE WILL HONOR SAFETY KILLS!

PARLAY

When combat becomes too close for a reasonably safe engagement, either player may request for a parlay, (Usually performed at the request of an admin and under the control of an admin) Without an Admin, if both players accept the request, each will reset back a safe distance of 50 feet, and resume the engagement.

PLAYER SEARCHES

Bleeding out players may be searched. To initiate a search, the opposing player puts his hand on the shoulder of the player and will say "I am searching you". At that moment, the bleeding out player must relinquish any items they have in their possession at the time of the search (intel, kill coins, bagged loose ammo etc...) Players in possession of more than one item only has to relinquish one per search/per bleed out. Players cannot be searched after they have bled out and moving back to regen area.

GRENADES / ROCKETS

The following items listed below are permitted as acceptable to use as grenades / rockets. There is no limit to the amount a player can carry at this time.

Thunder B Grenades

Enola Gaye Smoke Grenades **(NO RED OR ORANGE COLORS / MOUT AREA AND ROAD AREAS ONLY)**

Nerf Vortex Pocket Rockets

TAGINN M203 Rounds

Airsoft Innovations Gas Grenade

Enola Gaye EG67 Grenades

- Anytime a hand grenade is thrown, you must yell "Frag out".
- Anytime a smoke grenade is thrown, you must yell "Smoke out".

Calling out helps everyone be aware what's incoming.

Smoke grenades cannot be thrown inside buildings or structures

EXPLOSIVE KILL RANGES

A. THUNDER B GRENADE

Has a kill radius of 10 feet from where it lands or room of building it lands in. If a wall separates you from grenade, you will still be considered alive. No cover or soft cover such as brush, trees or bushes you will be considered wounded

B. M203 GRENADE (Nerf Rockets / Taginn Rockets)

Vehicles only. One rocket per vehicle to destroy it / Second Rocket kills all occupants on/in vehicles

C. M203 GRENADE (BB Shell)

These can be shot through windows or doorways or fall from above and open play areas. A

D. - HAND GRENADE (Exploding BB Shell)

These can be thrown in all areas.

E. CLAYMORE MINE

BB's must hit a player's body to count as a hit.

F. LANDMINE

Has a kill radius of 15 feet from the mine or BB touches a player's body.

G. MORTAR / ROCKET

Has a kill radius of 40 feet from where it lands or building it lands in / designated for.

RADIO RULES

Due to the limited nature of radio channels that can be used. We do not allow players to monitor, disrupt or manipulate opposing team's radio channels. If caught, you will be asked to leave the event without refund. Channel assignments are listed in the event posting

VEHICLE RULES

Game hosts and/or field owners are not responsible for any damage vehicles that may incur, however you may be liable for any damage you may cause. Please use caution and use at your own risk.

Make sure to notify the event host if you intend to bring a vehicle as additional rules may apply.

Vehicles will sometimes display a colored flag to symbolize what team they represent.

Drivers cannot engage opposing forces unless they have removed themselves from the vehicle or have stopped vehicle with transmission put into PARK.

Vehicles can reach a maximum speed of 20 MPH unless passing a player then it will be 10 MPH and must remain on gravel/paved roads. You cannot leave these areas for any reason.

Most vehicles are vulnerable to only hand grenades or rocket propelled grenades if enclosed. Open area vehicles can be disabled via gun fire. Any crew located outside of vehicle cabin and stationed on or off vehicle can engage or be engaged by assault and small arms fire and will take hits according to game rules "Hits & Outs".

Hit vehicles will respawn at their faction base every 20 minutes on or after the hour.

RULES OF ENGAGEMENT

BUILDINGS

DMR / Recon / Support weapons must use their secondary (pistol) when entering into and engaging hostile forces inside of buildings / Structures. Once a building has been issued an "all clear", they can transition back to their primary weapon to shoot only from fixed positions from window / Door Opening openings with front of barrel exiting the building. Any acts of hostile forces being engaged "inside" a building must only use their secondary (pistol). If DMR / Recon / Support players DO NOT have a secondary (pistol) they are not allowed inside of buildings.

***If a window is shut, it stays shut and vice versa.

***If a door is open, it stays open and vice versa.

NIGHT GAME REQUIREMENTS

CHEM-LIGHTS / E-LIGHTS

Glow Sticks or LED Light Sticks are **MANDATORY** for every player for the Night Game participation. If you are going to use a glow stick, they must be purchased from the event host to ensure uniformity among the players. We only use a high-quality brand as they offer the best brightness and quality. Too many of the china / Dollar store brands are inadequate. If you are using a LED Light, they must be RED in color.

FLASHLIGHT / WEAPON LIGHT

A light source is **MANDATORY** for every player for Night Game participation unless otherwise stated. You will not be allowed to play if you cannot provide one.

TRACER UNIT

Tracer Units are always welcome at our night games however you must use BIO Tracer Ammo

SEMI-AUTO

All replicas must be capable of semi-auto fire to be used in the night portion of the event. Bolt Action, DMR and Support replicas are excluded and cannot be used.

Lasers

Green and Red lasers are authorized for use however do not shine them in player's eyes. Doing so will get you ejected from the event.

STAFF

ADMINISTRATORS

They will be monitoring your performance and following you around. Act as if they do not exist. Do not talk to them unless necessary to do so.

CAMERA CREW

If available, they will post themselves in the best places they can find to get good footage of the event, act as if they do not exist. If they're in the way, move around them. They are using expensive equipment that is easily damaged. Shooting or otherwise damaging the equipment will be the player's personal liability in the event player negligence is the culprit.

-WAR SPORT NW LLC- Event Waiver

RECREATIONAL RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT

This document affects your legal rights. Please read it before signing it.

I, the below named person being eighteen or older in age, or the legal guardian of the person named below who is under 18, in consideration of the facilities, services, equipment and activities offered by **WAR SPORT NW LLC**, its owners, partners, successors, assigns, employees, and agents (Releasees) I hereby acknowledge, agree, promise and covenant on behalf of myself, my heirs, assigns, personal representatives and estate as follows:

ACKNOWLEDGMENT OF RISKS: I UNDERSTAND AND ACKNOWLEDGE that participation in the activities and use of the premises, facilities, equipment and services offered by Releasees bear certain **known risks and unanticipated risks** which could result in INJURY, DEATH, ILLNESS OR DISEASE, PHYSICAL OR MENTAL, OR DAMAGE to myself, to the minor identified below, or my property. **I understand and acknowledge those risks** may result in personal claims against Releasees, or claims against me by spectators or other third parties. These risks include but in no way are limited to the following:

(1) The risks involved in use of the premises, facilities, equipment and services offered by Releasees; (2) the acts, omissions or negligence in any degree of Releasees; (3) latent or apparent defects or conditions in equipment, property or the facilities provided by Releasees or their agents or employees; (4) my own physical condition, or my own acts or omissions; (5) rescue, first aid, emergency treatment or services rendered or failed to be rendered by Releasees, or their agents or employees.

I UNDERSTAND AND ACKNOWLEDGE that the above list is not complete or exhaustive, and that other risks, known or unknown, identified or unidentified, **anticipated or unanticipated** may also result in injury, death, illness, disease, or damage **to myself, the minor identified below, or to my property.**

ACCEPTANCE OF RISK AND RESPONSIBILITY: I VOLUNTARILY AGREE, COVENANT AND PROMISE TO ACCEPT AND ASSUME ALL RESPONSIBILITIES, AND RISK FOR INJURY, DEATH, ILLNESS OR DISEASE OR DAMAGE to myself, the minor identified below, or to my property arising from my use of the premises, facilities, equipment and services offered by Releasees.

RELEASE: I, FOR MYSELF AND THE MINOR IDENTIFIED BELOW, VOLUNTARILY RELEASE AND FOREVER DISCHARGE AND COVENANT NOT TO SUE Releasees and their agents or employees, and all other persons or entities affiliated therewith, from any and all liability, claims, demands, actions or rights or action, which are related to, arise out of, or are in any way connected with my use of the premises, facilities, equipment and services offered by Releasees, **including, but specifically not limited to any and all negligence or fault of Releasees and their agents or employees, whether involved in an activity or not.** I FURTHER AGREE, PROMISE AND COVENANT, ON BEHALF OF MYSELF AND THE MINOR IDENTIFIED BELOW, TO HOLD HARMLESS AND TO INDEMNIFY Releasees and their agents or employees, and all other persons or entities **from all defense costs, including attorney's fees, or from any other costs incurred in connection with claims for bodily injury, wrongful death or property damage brought by me or on my behalf.**

I FURTHER ACKNOWLEDGE that I am in the best position to determine my physical ability or the physical ability of the minor identified below to participate in the activities contemplated in this agreement, and acknowledge that I am in good physical and mental health, and not suffering from any condition, disease or disablement which would or could potentially affect participation in the activity.

Myself or the minor identified below are aware that failure to follow the camping and safety rules set forth and enforced by the event host and/or field owners (which includes common sense) could result in temporary or permanent expulsion from the field and/or events. If such an expulsion occurs I forfeit any claim to a refund of monies paid for entry toward activity for which expelled from.

My signature below indicates that I have read this entire document, understand it completely, and agree to be bound by its terms.

Today's Date - _____

Name of Participant [PRINT] - _____

Signature of participant - _____

Participant Phone # - _____

Emergency Phone # - _____

*****FOR PARTICIPANTS OF MINOR AGE*****

Name of PARENT or ADULT LEGAL GUARDIAN [PRINT] - _____

Signature of PARENT or ADULT LEGAL GUARDIAN - _____

PARENT or ADULT LEGAL GUARDIAN Phone # - _____

-Camp Rilea Barracks- House Rules

- #1 No loading BB's inside or outside of the barracks. Authorized only in training areas
- #2 No firing replicas inside or outside of the barracks. Authorized only in the training areas
- #3 Cigarette butts will be disposed in orange containers, located at both entrances into barracks
- #4 Pick up after yourself / Don't be a slob
- #5 Adhere to posted times and schedules located inside the main entrance of the barracks
- #6 Park your vehicles in designated areas (Parking lot across from barracks)
- #7 Everyone who stays inside the barracks is responsible for helping clean up on Sunday. Your entire areas must be clean as you received it, when you checked in.
- #8 Quiet Time is 1 am – 8 am Saturday & Sunday Mornings unless otherwise specified
- #9 No Camping in the parking lot - Tents / RV's / ETC. Violation will be \$50 per vehicle. This is what Camp Rilea charges me.
- #10 Post speed limit is 20 MPH and is reduced to 10 MPH when driving by persons.

Failure to follow these simple rules can and will result in exclusion from this facility during or from future events without refund. We are guests and must follow these rules to have a safer, cleaner and responsible atmosphere for the enjoyment of everyone.

Signee agrees to and understands the rules listed above

Signature of participant: _____ Date: _____