



RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OR RISK, AND INDEMNITY AGREEMENT (“AGREEMENT”)

In consideration of participating in the SPORT OF PAINTBALL I represent, that I understand the nature of this Activity and that I am qualified, in good health, and in proper condition to participate in such Activity. I acknowledge that if I believe event conditions are unsafe, I will immediately discontinue participating in this Activity.

I fully understand that this Activity involves risks of serious bodily injury, Including permanent disability, paralysis and death, which may be caused by my own actions, or inactions, those of others participating in the event, the conditions in which the event takes place, or the negligence of the “releases” named below; and that there may be other risks either not known to me or not readily foreseeable at this time; and I fully accept and assume all such risks and all responsibility for losses, costs, and damages I incur as a result of my participation in the Activity.

I hereby release, discharge, and covenant not to sue XDRENALIN™ ZONE OR “Walk on Water, Inc. dba Camp Wow.” their Respective administrators, directors, agents, officers, volunteers, and employees, other participants, any sponsors, advertisers, and if applicable, owners and lessors of premises on which the Activity takes place, (each considered one of the “RELEASES” herein) from all liability, claims, demands, losses, or damages on my account caused or alleged to be caused in whole or in part by the negligence or the “releases” or otherwise, including negligent rescue operations; and I further agree that if, despite this release, waiver of liability, and assumption of risk I, or anyone on my behalf, makes a claim against any of the Releases, I will indemnify, save, and hold harmless each of the releases from any loss, liability, damage, or cost which any may incur as the result of such claim.

I have read this RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT, understand that I have given up substantial rights by signing it and have signed it freely and without any inducement and assurance of any nature and intend it be a complete and unconditional release of all liability to the greatest extent allowed by law and agree that if any portion of this agreement is held to be valid the balance, notwithstanding, shall continue in full force and effect.

REQUIRED: Please fill out

Printed Name: _____
Waiver Date: ___/___/___ Participant Date of Birth: ___/___/___
Address: _____
City: _____ State: _____ Zip: _____
Phone: _____ Cell: _____
Email: _____
PARTICIPANT SIGNATURE: _____

PARENTAL CONSENT

AND I, the minor’s parent and/or legal guardian, understand the nature of the above referenced activities and the minor’s experience and capabilities and believe the minor to be qualified to participate in such activity. I hereby release, discharge, covenant not to sue and AGREE TO INDEMNIFY AND SAVE AND HOLD HARMLESS each of the Releases from all liability, claims, demands, losses, or damages on the minor’s account caused or alleged to have been caused in whole or in part by the negligence of the releases or otherwise, including negligent rescue operations, and further agree that if, despite this release, I, the minor, or anyone on the minor’s behalf makes a claim against any of the above Releases, I WILL INDEMNIFY, SAVE AND HOLD HARMLESS each of the Releases from any litigation expenses, attorney fees, loss liability, damage, or cost any Release may incur as the result of any such claim.

Printed name of parent/guardian

Please read and sign the back.

Signature of parent/guardian



I have heard and/or read and understand these agreements at orientation and agree to follow these rules at all times.

Signature

Date

Thank you for coming to the Xdrenalin™ Zone. Please pay attention as I review the rules of the park to help keep everyone safe and have an enjoyable time. Referees will also go into more detail about these rules and answer any questions raised by players/guardians during safety speech.

QUESTIONS? ASK AT ANY TIME.

First of all, it is a Federal offense or crime to shoot your paintball markers outside of designated areas.

In addition, it is in violation to shoot your marker above shoulder level or directly in the air. Also, it is in violation of rules to shoot at wildlife or at the lake for any reason. Violators may be ejected from the park without refund and subject to prosecution. Also, you may be in contact with "nature" which may include snakes, animals, insects and poison ivy. Protective clothing is advised and we ask you to stay alert, STAY SAFE, and stay clear. Here is a quick rundown of the additional rules:

FORMAL PLAYER SAFETY BRIEFING

When played correctly, Paintball is extremely safe. Please pay close attention to these rules, which have been designed for your protection. But remember, before you play... Be sure to have someone who is familiar with the equipment you will be using, show you how to use it properly. You should know how to load and unload your marker, and how to use the safety. You must also be sure that your goggles fit properly, and are in good condition. Have someone help you adjust the goggles if they feel loose. They should fit snug and should not have any paint or scratches on the lens. And above all, they should be made specifically for paintball.

1. KEEP YOUR GOGGLES ON: The single most important piece of equipment is your goggles. Paintballs travel at up to 200 miles per hour! This makes for impacts, which feel like a hard thump or being popped with a towel. These shots may leave a welt on your body, and they WILL permanently remove an UNPROTECTED eye! Any time you are on or near the playing field, you must have your goggles on. Keep them on at all times while on the field, unless you are in a designated safe area or the ref calls an all clear. Do not remove them for any reason while on the playing field or target range. Do not partially lift your goggles or pull them away from your face. If you do attempt to or do remove your goggles, the game will be ended immediately, another safety speech will be given and you will sit out the next game. In the event that your goggles come off during a game, you will immediately cover your eyes with your hands, drop to the ground and shout "CEASE FIRE! MY GOGGLES ARE OFF!" Everyone is to stop shooting, place his or her markers on the ground and remain in place. The nearest referee will come to you and assist you in putting your goggles back on. The referee will shout, "GAME ON!" to restart the game when it is safe. Just because you are eliminated from a game does NOT mean that you can remove your goggles! You must not take off your goggles until you are well off the playing field area and in a safe area where barrel plugs are required.

2. KEEP YOUR BARREL COVER ON: Another important piece of equipment you have is the barrel sock or barrel cover (*pointing to sock or sleeve*). This safety device will supplement the marker's safety switch. At any time when you are not actually playing, or shooting at the target range, you must have the barrel sock on your marker. You must put on your goggles prior to walking out of a safe area. Safe areas are where players are required to have barrel plugs in their markers at all times. The referee on the playing field will tell you when you can remove your barrel cover. When you are eliminated from a game you should raise your marker above your head and yell "I'm Out!" which signals the other players that you are out. You will then immediately proceed towards the neutral zone and then put your barrel plug in your marker. **DO NOT LEAVE THE PLAYING FIELD WITHOUT YOUR BARREL SOCK ON YOUR MARKER; and DO NOT REMOVE YOUR GOGGLES UNTIL YOU ARE WELL AWAY FROM THE PLAYING FIELD IN A SAFE AREA!** Keep the barrel cover on your paintball marker at all times except while actually playing or shooting at the target range. When marked out, immediately put your barrel cover on your paintball marker before walking off the field. Treat your paintball marker with respect and never point it at anyone except while playing. Keep it pointed at the ground or up in the air when out of play. Anyone shooting or aiming a marker outside of approved facility will be ejected from the park and be subject to criminal prosecution. There are no exceptions!

3. START AND END OF GAME: The referee or whistle starts and ends the game. If you hear a whistle blow during the game **STOP SHOOTING AND PUT ON YOUR BARREL SOCK.**

4. ELIMINATION SHOT: A player is out whenever they are hit by a paintball that breaks anyplace on their body or equipment. Upon being marked out, yell out, immediately put on your barrel cover and quickly make your way off the field in the most direct way possible. Splats larger than a quarter anywhere, including on your equipment, count as an elimination. Remember if a ball hits you but does not break, you're still in the game, unless you call yourself out. If however you feel the impact and call yourself out, you ARE out. If you feel an impact but cannot tell if it broke, you should call "Paint Check". The referee will come to you and look for a splat. The referee will make every effort to check you without interrupting play. If the referee feels it necessary to stop play he will call you neutral. The referee will signal this by holding a hand straight up. He may then ask you to move around to allow him to thoroughly check you for splats. If the referee finds that you are marked he will signal that you are eliminated by placing one hand on his head and pointing with the other to the eliminated player. If he determines that you not marked, he will call you clean and will signal by waving his hands above his head and saying "Player is Clean" allowing you to resume play. Remember, after you are eliminated from the game, you cannot talk or assist anyone still in the game. .

5. RENTAL EQUIPMENT. "FIELD PAINT" ONLY IS ALLOWED in rental equipment. From this point forward if we catch you with any non-field paint in our equipment, you will be asked to leave with no refund. You cannot chrono with it either. **NO EXCEPTIONS! THIS WILL BE STRICTLY ENFORCED!**

6. NO FIGHTING: Absolutely no physical contact. You will be kicked off the field. This is a high intensity game, but it is just a game, don't fight over it.

7. NO ARGUING WITH THE REFS: Our CALL STANDS. The owners will back the refs 100%. It is just a fun game and they are there to insure your safety and fair play.

8. NO CHEATING: This is an exciting game, but just that, a game. If you get hit, you can be back in the next game. Most of the complaints from players are about others cheating. **DON'T BE THAT GUY.** So, if you don't cheat, there won't be any reason to complain or get angry. If we catch you cheating, you will be ejected from the game.

9. NO PROFANITY: If you slip we will warn you, but if you are swearing at someone, we reserve the right to eject you from the park. Remember that there are kids and women as spectators and playing here. Always set a good example. If you need to curse while playing, then The Xdrenalin Zone is not for you!

10. OVERSHOOTING: Please do not overshoot. Excessive shooting of a player will not be tolerated. If you shoot anyone more than two times, you will be called out and risk park ejection at the Referee's discretion.

11. SEMI AUTOMATIC MODES OF FIRE ONLY: No Full Auto's, Turbo's, or Round Bursts. 1 SHOT PER TRIGGER PULL.

12. NO MOVING BARRICADES AROUND THE FIELD or jumping on bunkers!

13. NO SHOOTING THROUGH CRACKS IN WALLS: All openings must be at least 4"X4" wide in any walls to shoot through them.

14. CHRONO SPEED IS 280 FPS on this field. Hot markers will not be tolerated and you will be chronoed numerous times on and off the field throughout the day.

15. SURRENDER RULE: No shooting within 15 feet of anyone without giving the person the opportunity to surrender.

When you are hit, put your barrel cover on, keep your goggles on and walk off of the field to the deadzone. Make sure you keep your goggles on in the deadzone *and* until the ref says it's alright to take them off.

16. NO TALKING TO OR COACHING OF PLAYERS from the dead-zone.

17. HAVE A GREAT TIME. Let us know how we can make your day the best possible
Play Safe, Play Hard, and Have Fun!