

AIRSOFT SAFETY SPEECH

- BEFORE WE START LET ME ANSWER A QUESTION WE GET A LOT... WE HAVE A RETAIL STORE IN KEARNY MESA THAT HAS EQUIPMENT FOR BEGINNERS TO ADVANCED, SO IF YOU WANT TO TAKE THE NEXT STEP PLEASE VISIT OUR STORE.
- A WOMEN'S RESTROOM IS PROVIDED (POINT OUT THE RESTROOMS). ASK FOR THE KEY AT THE OFFICE.

GENERAL RULES

VELOCITY FOLLOWS A STRICT SET OF SAFETY RULES THAT ASSURE A SAFE QUALITY EXPERIENCE FOR OUR GUESTS.
EYE/FACE PROTECTION

**FULL FACE PROTECTION IS REQUIRED
IN THE CHRONO STATION AND ON THE PLAYING FIELD.**

-FULLY SEALED APPROVED GOGGLE SYSTEMS MUST BE USED IN AREAS OF PLAY OR CHRONOGRAPH AREAS. **FULL-SEAL GOGGLES ONLY WITH STRAP. NO EXCEPTIONS.** NO SHOOTING GLASSES, SHOP GLASSES, GAS MASKS OR HOME MADE MASKS, ETC. PAINTBALL GOGGLE/MASK SYSTEMS OR APPROVED AIRSOFT GOGGLES THAT MEET OR EXCEED ASTM STANDARDS ARE ALLOWED. **A FULL SEAL** CONSISTS OF A RUBBER OR FOAM SEAL THAT CONFORMS TO THE FEATURES OF THE PLAYER'S FACE THAT CANNOT ALLOW THE SIZE OF A PENCIL TIP IN.

-**FULL FACE PROTECTION** IS DEFINED AS A RIGID METAL OR PLASTIC MASK WHICH COVERS CHEEKS, CHIN, NOSE, AND MOUTH. REGARDLESS OF AGE.

-EARS MUST BE COVERED EITHER BY A MASK SYSTEM OR BALACLAVA OR BANDANA TO PREVENT INJURY OR PENETRATION OF BB'S.

GAME CONTROLLER/FIELD MANAGER RESERVES THE RIGHT TO: INSPECT PLAYER'S EYE & FACE PROTECTION AT WILL

BARREL COVERS/HOLSTERS

MANDATORY "BARREL BLOCKING DEVICE" ENFORCEMENT IN ALL AREAS EXCLUDING THE PLAYING FIELDS WHEN IN PLAY.

A BARREL BLOCKING DEVICE IS EXACTLY THAT, AN ACCEPTED BLOCKING DEVICE DESIGNED TO STOP EXPELLED/DISCHARGED BB'S AND FIT ON THE END OR OVER THE END OF A BARREL AND ATTACHED TO THE REPLICA SO IT CANNOT FALL OR BE EXPELLED FROM THE REPLICA, NOT A GLOVE, A SOCK OR TOWEL! **PISTOLS** MUST BE IN A HOLSTER WITH MAGAZINE REMOVED

FPS AND MED'S

-MAX VELOCITY RIFLES, AEG, DMR'S, SAWS, HPA IS 400FPS W/ .20 BB MED 15FT

-MAX VELOCITY SNIPER 500FPS WITH .20 BB MED 100FT **A SNIPER IS DEFINED AS A RIFLE WITH NO FULL AUTO CAPABILITY REGARDLESS OF PLATFORM.**

NO BANG BANG; WE ALLOW "KNIFE KILLS" OR TWO HAND TOUCH WHEN WITHIN THE ALLOWED MED.

PISTOLS -MAX VELOCITY PISTOLS IS 350FPS MED 5FT- NO "KNIFE" OR TOUCH "KILLS."-**TOURNAMENT LOCKS ARE REQUIRED FOR HPA**

WE USE OUR OWN .20BB'S FOR CHRONO OF ALL AIRSOFT REPLICAS, IF YOUR GUN EXCEEDS FPS LIMITS YOU WILL NOT BE ALLOWED TO USE IT.

BLIND MAN

WHEN A PLAYER LOSES THEIR FACE PROTECTION OR THERE IS AN INJURY ON THE FIELD. PLAYERS MUST YELL **BLIND MAN**. ALL OTHER PLAYERS WILL CEASE PLAY AND MAKE THE SAME CALL TO ALERT OTHERS. PLEASE STOP WHERE YOU ARE AND WAIT FOR FURTHER INSTRUCTIONS.

GAME RULES:

A GAME BRIEF WILL BE HELD BEFORE EACH GAME PLAYED TO COVER RULES, OBJECTIVES AND TIME FRAMES.

PARKING LOT/SAFE ZONE

AT NO TIME IS FIRING YOUR AIRSOFT REPLICAS IN, AT, OR OUT OF THE PARKING LOT ACCEPTABLE. THIS INCLUDES TEST FIRING OR DRY FIRING YOUR REPLICAS. IF YOU MUST DO SO, YOU ARE TO GO TO THE DESIGNATED FIRING AREA WHICH IS THE CHRONO STATION. THE FIELDS AND THE CHRONO AREA ARE THE ONLY PLACES A PLAYER IS TO HAVE THEIR AIRSOFT REPLICAS LOADED WITH A MAGAZINE.

AIRSOFT RIFLES MUST HAVE THE MAGAZINES REMOVED AND CLEARED OF ANY REMAINING BB'S IN THE REPLICAS BEFORE LEAVING THE PLAYING FIELD OR CHRONO STATION.

PISTOLS MUST BE HOLSTERED AND MAGS REMOVED

SMOKE GRENADES ARE NOT ALLOWED ANYWHERE AT ANY TIME

OFFICIAL PARK RULES: REPLICAS / GENERAL SAFETY:

1. DO NOT POINT AN AIRSOFT GUN AT ANYTHING YOU DON'T INTEND TO SHOOT.
2. DO NOT DISCHARGE AN AIRSOFT GUN IN ANY LOCATION OTHER THAN DESIGNATED AREAS. SHOOTING AREAS ARE ON-PLAYING FIELD AND IN THE CHRONO STATION.
3. DO NOT SHOOT WHILE WALKING TO AND FROM THE PLAYING FIELDS. IF A PLAYER IS FOUND TO BE CONTINUALLY SHOOTING IN THE NON-DESIGNATED AREAS THEY WILL BE ESCORTED OFF THE PREMISES FOR THE DAY.
4. KEEP YOUR FINGER OFF THE TRIGGER & TRIGGER GUARD UNTIL YOU ARE ON THE FIELD AND READY TO SHOOT.
5. POINT ALL AIRSOFT GUNS AT THE GROUND WHEN NOT IN PLAY.
6. UPON ENTERING THE FIELD NO MAGAZINE WILL BE LOADED INTO THE AIRSOFT GUN UNTIL INSTRUCTED BY GAME CONTROLLER/STAFF MEMBER.
7. DO NOT MOVE OBJECTS FOUND ON THE FIELD OR INSIDE BUILDINGS TO CREATE COVER OR TO BARRICADE ENTRYWAYS.
8. BEFORE LEAVING THE PLAYING FIELD - MAGAZINES MUST BE REMOVED, REPLICAS CLEARED (SHOOTING ANY REMAINING BB'S OUT OF THE GUN) AND PLACED ON SAFE AND BARREL BLOCKING DEVICE ATTACHED AND PISTOLS HOLSTERED
9. MUST HAVE FULL GRIP ON REPLICAS AND NO FANNING OF TRIGGER
10. ALL POLAR STAR AND CLONES MUST HAVE AIRLINE DISCONNECTED IN THE PARKING LOT

DO NOT JUMP INTO OR OVER TRENCHES!

PLEASE OBEY ALL FIELD BOUNDARIES - STAY INSIDE THE PLAYING FIELD NETTING - USE WALKWAYS PROVIDED - DO NOT CLIMB OVER FENCES OR THROUGH WIRES MARKING WALKWAYS - DO NOT CLIMB TREES - DO NOT SHOOT AT WILDLIFE OR PESTER IN ANY WAY

IF A REFEREE ASKS YOU TO DO SOMETHING, THEY ARE SPEAKING FOR THE MANAGEMENT, PLEASE OBEY ALL RULES. A REFEREE'S NUMBER ONE PRIORITY IS SAFETY REFEREES ARE THE FINAL AUTHORITY IN ALL DISPUTES.

ANY TIME YOU SEE US TAKING PICTURES AND VIDEO YOU CAN FIND THEM ON OUR FACEBOOK OR INSTAGRAM PAGES.

SELF EQUIPPED PLAYERS PLEASE GATHER UP AT THE CHRONO