

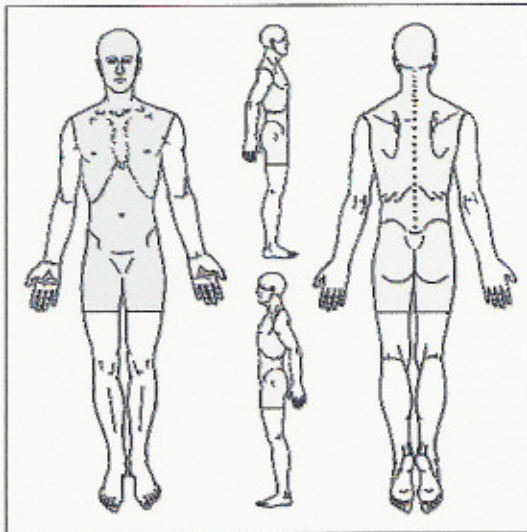
THE **NAM** NATIONAL AIRSOFT MAGAZINE

THIS FORM MUST BE COMPLETED TO PARTICIPATE!

In order to ensure safe and sane game play we ask all guests to fulfill the following 6 requirements:

1. Sign the release form at the bottom of this document.
2. All children 12 and under must wear a full face mask. All children 13 to 17 must wear sealed goggles and teeth protector that covers BOTH the upper and lower teeth.
3. Sign in on the game sheet.
4. Chronograph your airsoft gun. Your gun will be marked after passing the chrono.
5. Read and understand our safe rules of play as listed below and listen and apply the directions of the controllers.
6. Have a good time!

SECTION 1 - THE KILL AND WOUND ZONE



1) **The kill zone:** As illustrated above in gray, the kill zone consists of the head and trunk, front, back and sides of the head and trunk.

The outer boundary of the kill zone is where the distal portion of the clavicle (collar bone) meets the humerus (upper arm bone). The lower portion of the kill zone is where the tips of the fingers extend down to the sides of the legs about the level of the bottom of the groin of the players pants straight across to the lateral side of the player's leg front and back. This also includes any equipment on the body or gun being held that is hit by one bb in direct line to the kill zone. Being hit in the kill zone constitutes a player calling "OUT" as per Section 2.

2) **Wound zone:** Should the player receive one BB on the arm or leg or any equipment in direct line to those extremities outside the kill zone

Airsoft Magazine and all it's constituents from paying revenues or royalties which result from said publications.

The terms hereof shall bind my heirs, executors, administrators and assigns, and shall serve as an assumption of risk and general release for all members of my family, including any minor children, participating in such activity.

Signature: _____ Date: _____

Parent/Legal Guardian Signature: _____

Date: _____

PLEASE LEDGIBLY COMPLETE THE FOLLOWING EMERGENCY CONTACT INFORMATION:

(Name of Participant): _____

(Parent/Legal Guardian): _____

Address: _____

City: _____ State: _____

Zip _____

Age of Participant: _____

Home Phone: _____

Work Phone: _____

Emergency Contact Name: _____

Phone Number: _____

The information contained herein will not be used, sold or broadcast for the purposes of advertising, but will remain in the possession of The NAM: National Airsoft Magazine for the sole purposes stated above.

AGAIN, FAILURE TO COMPLETE AND SUBMIT THIS FORM TO THE NAM: NATIONAL AIRSOFT MAGAZINE PERSONNEL BEFORE THE PRODUCTION/EVENT WILL RESULT IN IMMEDIATE EJECTION FROM THE PRODUCTION/EVENT AND ESCORTING OFF THE PROPERTY WITHOUT REFUND OF FEES PAID!

Sincerely,

The NAM: National Airsoft Magazine Personnel

from the game and escorting off the property without refund of fees paid.

Check the appropriate line:

_____ I am not aware of any aspects of my health/injury history which would prohibit or complicate participation for me.

_____ I am aware that the following aspects of my health (including injuries) could prohibit or complicate participation for me in this event:

CHILDREN UNDER 18 YEARS OF AGE

- 1) All children ages 12 and under MUST wear full face protection at all times while on the playing field or in "live fire areas" of a MIKE Force Airsoft production.

- 2) All children ages 13-17 are required to wear sealed tactical goggles as well as mouth protection while on the playing field or in "live fire areas" of a NAM: National Airsoft Magazine production (teeth-guard must fully cover both the upper and lower teeth protecting them from impact).

The only exception to the first rule is if the parent is/has been a participant in the sport and is familiar with the various risks and injuries involved. By initialing below the parent/legal guardian agrees to assume all responsibility for said risks and dangers, permitting their child to forfeit the full face protection in favor of the sealed tactical goggles and mouth protection as defined in rule 2. **There is no exception to rule 2!**

_____ (initial here)

I FURTHER RECOGNIZE THAT NO REPRESENTATIONS OR GUARANTEES ARE BEING MADE TO ME BY THE NAM: NATIONAL AIRSOFT MAGAZINE AS TO MY OWN PROFICIENCIES, LEVELS ATTAINMENT OR MY ABILITIES TO ENGAGE IN SIMILAR ACTIVITIES WITHOUT SUFFERING INJURY IN THE FUTURE.

Additionally, signatures on this release form clarify the understanding that this event is being presented for The NAM: National Airsoft Magazine and said signatures do hereby release the participant's likeness to be used for purposes of publications within or dealing with The NAM: National Airsoft Magazine and release The NAM: National

or radar device. All Airsoft guns exceeding the field limit are to be banned from the game until that particular gun has been deemed safe and well with specified limits by a controller

3) Marking Legal Guns: A controller shall mark the Airsoft gun which passes the chronograph test. This is done to prevent the dishonorable from bringing dangerous guns on the field.

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In order to participate in any National Airsoft Magazine production, it is important that all persons involved be familiar with all aspects, rules and safety guidelines established for game play. Be aware that there will be media coverage, photos, video, etc.. which will be covering this event. In addition, due to the nature of this activity, occasionally injuries and/or accidents do result from participation. In completing the information below, you not only agree to the release of all liability but also that you have reviewed all rules and safety guidelines presented above by The NAM: National Airsoft Magazine and will abide by said rules and safety guidelines. Failure to do so will result in immediate ejection from the game and escorting off the property without refund of fees paid.

ASSUMPTION OF RISK AND GENERAL RELEASE

I am aware that during this airsoft event in which I am participating or plan to participate in under the arrangement of The NAM: National Airsoft Magazine, certain risks and dangers may exist, including but not limited to, insect bites, allergic reactions to poison oak/ivy/stinging nettles, the loss of teeth, "impact welts" or "blood wounds," minor/serious eye injury or other serious risks and dangers caused by possible accident or illness in remote places without readily available medical attention.

I have read and understand this: _____ (initial here)

In consideration of, and as part payment for, the right to participate in such activity and the services of The NAM: National Airsoft Magazine, I have and hereby do assume all of the above mentioned risks and dangers and will hold harmless The NAM: National Airsoft Magazine and all or any of its owners, directors, officers, and agents (including property owners) from all actions, causes of action, suits and any and all claims, demands and liabilities whatsoever, both in law and equity, which against The NAM: National Airsoft Magazine and/or any of its owners, directors, officers, and agents (including property owners) I now have or may acquire arising out of or in connection with such activity. I further agree to use prudent safety rules as set forth by The NAM: National Airsoft Magazine. I understand that failure to abide by the aforementioned rules will result in immediate ejection

players while on the ground or while in movement to the **Come Alive Zone**.

SECTION 3 "BANG" RULE

1) Definition: The verbal act of shooting an opponent when there is a safety concern due to being too close of distance to the opposing player, approximately 4 adult paces or 12 feet.

2) Safety No Shoot Zone: When the shooting player is within four meters (twelve feet) and in order to prevent a point blank injury to the opposing player, the shooter instead of shooting calls out load, "BANG, BANG!" The first "BANG!" is the kill with the second just a courtesy. If two players both attempt a "BANG!" kill, then the winner is the first to call it. The receiving player must then acknowledge and call himself "OUT!" as stated in Section 2. You cannot "BANG!" kill extremities. It must be a Kill Zone shot as identified in Section 1.

3) Line of Fire: The player's gun must be loaded, charged by electric, cocked spring or gas, off safe, with no obstructions in front of the barrel, pointing at the intended player to score an "OUT." In other words, if you call the "BANG!" for all intents and purposes you should be all but firing that round!

.4 Face to Face Contact: Should opposing players meet at the same time the player calling "BANG, BANG!" first wins and the loser then is "OUT."

SECTION 4 "COME-ALIVE ZONE"

1) Definition: The area where "OUT" players go and touch to return to the game (respawn point). Record your death (OUT) on the Death Record Sheet if provided.

2) Safety boundaries: There is to be absolutely NO FIRING within at least 10 meters (30 feet) outside of the come-alive. This means no camping on these sites by opposition whatsoever.

3) Returning to the Game: "OUT" players are to tag the Come Alive Zone and return immediately to the game. You must record your death (OUT) on the Death Record Sheet.

4) No Ambush Allowed: It is dishonorable to guard or to lay in wait to shoot players returning from the Come Alive Zone.

SECTION 5 "FEET PER SECOND"

1) Definition: The distance, measured in feet, a bb travels per second via energy generated by the Airsoft gun.

2) Limits: To avoid deep skin injury, it has been determined that a maximum feet per second (fps) allowed in NAM Airsoft games shall be 400 fps with .25 bb. The Airsoft gun fps will be checked by a chronograph

(as illustrated above as the white areas) constitutes a "wound" and the hit player will call "OUT!" as per Section 2.

SECTION 2 - THE "OUT" RULE

1) **Definition:** "OUT" is the term used when one minimum non-ricochet bb has hit a player in the body's kill zone as illustrated in Section 1.

2) **Equipment being hit** by one bb minimum in direct line in the body's kill zone constitutes an "OUT." (If a BB hits your AEG while it's laid across the front of your body, etc...)

Gun hits do not count! (If they shoot your AEG via a profile shot while it is out and away from your body, i.e.: the barrel)

3) **Upon being hit** by a minimum of one BB in the body's kill zone the shot player shouts out loud, "OUT!" so that all in the immediate area can hear that player is out of action. Upon declaring oneself "OUT!" the hit player falls to the ground imitating the act of being shot "dead" as in a "Hollywood" style movie. It is recommended that the "OUT" player insures his safety and prevents injuring himself and/or fellow players as he fakes his death. For the full effect the downed player is to lie still until the "Down Count" is completed as below.

4) **Friendly fire:** Any player being hit in the kill zone by players on the same team and/or side is "OUT." "Friendly fire is not friendly."

5) **Red Shop Rag:** When the player hits the ground that player immediately pulls out a red shop rag and waves it back and forth should there be combat action in the area. When the action has stopped or moved away from the "OUT" player, that player then places the red rag on his head. Make sure that it is highly visible to avoid being re-hit! Store your "Red Rag" in you left BDU map pocket or some place which you have quick access to.

6) **Watch with Second Hand:** When the player has declared themselves "OUT," The player then starts a **three** minute count while being down. Those players not having a watch must count out the time, one count per second (for a total of 180 seconds).

7) **Ending the "Down Time:"** The player upon ending his "Down Time" shouts out loud "OUT" so that anyone in the immediate area can hear that the player is "OUT!" Then the player raises and walks holding and waving the red shop rag until reaching the **Come Alive Zone**. Should a player walk through or near any firefights he must call "OUT" until he is safely away from such action.

8) **Dead Men Tell No Tales:** While the player is in the "OUT" condition, that player may not communicate by hand or verbally to any other player other than answering questions relating to that players safety to an assigned **Controller**.

9) **"OUT" Players May Not Be Used As Barriers:** Players in combat and/or motion may not use an "OUT" player as a combat and/or movement barrier. Likewise "OUT" players may not intentionally block the view of opposing

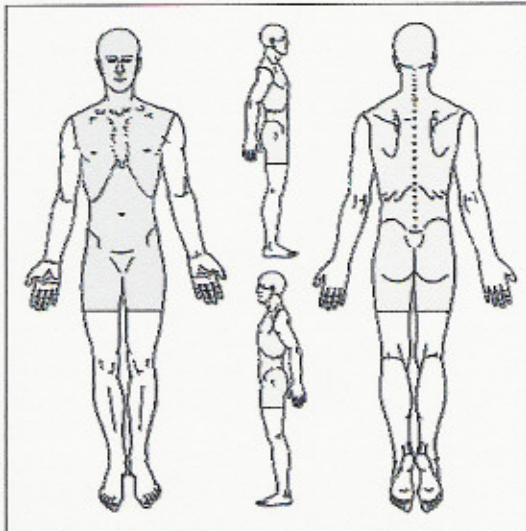
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