

**RELEASE OF LIABILITY, WAIVER OF CLAIMS,
ASSUMPTION OF RISK AND INDEMNITY AGREEMENT**

Please note that by signing this agreement, you give up the right to sue for any injury or damages, howsoever caused.

TO: Northern Strike Paintball/Airsoft Association ("the Company") and its directors, officers, employees, representatives and agents (collectively called "the Agents").

I, _____ hereby sign this agreement on behalf of myself, my personal representatives, heirs and assigns.

1. I agree as a precondition to my participation in all events organized by "the Company" and/or "the Agents" including, but not limited to "Paintball" (collectively referred to as "the Activities") and in further consideration of "the Company" allowing me to do so, that I will be strictly bound by the terms of this Release of Liability, Waiver of Claims, assumption of Risk and Indemnity Agreement ("the Agreement").

2. I acknowledge that "the Activities" involve **inherent risks and dangers that may cause serious injury and possible death to participants.**

3. I fully understand the risks and dangers associated with my participation in "the Activities" and **accept same entirely at my own risk.**

4. I hereby **waive any and all claims** which I may have against "the Company" and "the Agents" and release "the Company" and "the Agents" from **all liability** for injury, death, property damage or any other loss sustained by me as a result of my participation in "the Activities", **due to any cause whatsoever; including negligence, breach of contract, or breach of any statutory or other duty of care** by "the Company" and/or "the Agents".

5. I appreciate that "the Agreement" limits the liability of "the Agents" to the same extent as it limits the liability of "the Company", even though "the Agents" are not formal parties to "the Agreement".

I AM 19 YEARS OF AGE OR OLDER, AND I HAVE READ AND UNDERSTAND "THE AGREEMENT". I UNDERSTAND THAT THIS DOCUMENT CONTAINS A PROMISE NOT TO SUE "THE COMPANY" AND/OR "THE AGENTS" AND THAT IT CONSTITUTES A RELEASE OF LIABILITY AND AN INDEMNITY FOR ALL CLAIMS.

Signature of Participant

Witness signature & name Date

IF I AM THE PARENT AND / OR GUARDIAN OF THE PARTICIPANT, I HAVE READ AND UNDERSTAND AND AGREE TO EXECUTE "THE AGREEMENT" ON BEHALF OF CHILD /WARD. I HEREBY AGREE TO INDEMNIFY AND SAVE HARMLESS THE COMPANY AND AGENTS FOR ANY AND ALL CLAIMS, BY OR ON BEHALF OF OUR SAID CHILD IN RESPECT OF, OR ARISING OUT OF, ANY NEGLIGENCE, BREACH OF CONTRACT, BREACH OF STATUTORY DUTY OF CARE AS IT RELATES TO ALL THE EVENTS ORGANIZED BY "THE COMPANY" AND/OR "THE AGENTS".

Name of Child _____ Signature of parent/guardian _____

Print Name _____ Date _____

NORTHERN STRIKE AIRSOFT **SAFETY REGULATIONS**

The purpose of these regulations is to outline all safety for players and staff to apply and adhere to during regular days of operation and special events. Safety is of the utmost concern at Northern Strike Airsoft. Repeated violation of the rules may result in being removed from the game or being removed for the day without refund. Continuation of violations will result in a ban from the premises. This also includes the willful destruction of property and equipment that is provided by Northern Strike Airsoft. These rules are to be enforced to ensure that safety is to be conducted and applied to at all times.

NOTE: THESE RULES WILL BE UPDATED ON A REGULAR BASIS AS TO CONFORM WITH THE CHANGING POLICIES OF NORTHERN AIRSTRIKE AIRSOFT. THESE RULES ONCE UPDATED WILL BE ON THE OFFICIAL WEB PAGE ([link](#)). IT IS THE RESPONSIBILITY OF ALL NORTHERN STRIKE AIRSOFT STAFF AND PLAYERS TO READ AND UNDERSTAND THE DOCUMENT PROVIDED. ANY QUESTIONS CAN BE DIRECTED TO THE NORTHERN STRIKE AIRSOFT RSO (RANGE SAFETY OFFICER) IN THE SAFETY SECTION ON DISCORD.

PERSONAL PROTECTIVE EQUIPMENT (PPE)

This section covers PPE that is required for staff and players.

1: Personal Protective Equipment (PPE): PPE is a requirement for staff and players on the field which protects and lessens the chances of injury. If staff are not satisfied with the player/s having adequate mandatory PPE, Northern Strike Airsoft reserves the right to not allow player/s onto the field.

- i): ANSI Z87.1 rated goggles with all around skin contact are to be used. These can be purchased from any reputable Airsoft retailer. Shop goggles and glasses that are purchased from box or hardware stores are not permitted. Be careful when buying online, you think you are getting a deal but ask yourself "Is it worth my eyesight?"

- ii): ballistic prescription eyewear can be used if there is all round protection and proof of documentation, if none is provided upon request staff/player must have approved eye protection as backup.

- iii): footwear must have good ankle support, tread and in good repair. No open toe footwear is permitted ie sandals etc.

iv): clothing such as long sleeves and pants are recommended to protect against insects, brush and bb's.

v): face and ear protection is recommended to protect against bb's.

vi): head gear such as hats, helmets and other head garments are recommended to protect against the impact of bb's and serious falls.

vii): knee and elbow pads are recommended to help protect joints from high impact falls.

viii): gloves are recommended to protect hands from bb's and other hazards.

GENERAL RULES AND SAFETY ON THE FIELD:

This section is to cover safety on and off the field of play for staff, players and guests.

2: Common Area: The common area is used for staff and players to utilize for a safe space where PPE can be used in a relaxed state and where it is protected from any possible injections from the playing field.

i): in this area members can have their PPE removed for comfort and rest or maintenance.

ii): standard weapon handling safety will be adhered to at all times in this area. No magazines or mock rounds will be inserted into replicas at any time while in this area.

iii): HPA (High Pressure Air) fitted replicas will not be connected to their source.

iv): staff and players that bring guests must apprise them of all safety guidelines as put forth by Northern Strike Airsoft.

v): underage child/s that are required to be attended by an adult brought onto Northern Strike premises it is the sole responsibility of the parent/guardian to ensure of their safety and made aware of the safety guidelines. Under no circumstances be allowed onto the field during game play.

vi): pet/s will be required to be leashed and picked up after their pet/s if brought onto Northern Strike Airsoft property during regulated game days and events. It is the sole responsibility of the owner to adhere to this. If the owner does not have the required means to follow this, they will be asked to leave the premises. If pet/s are brought to the premises and require a "run" area there will be designated areas for this. When using designated area, it is the owners responsibility to be monitoring their pet/s and not to be left unattended.

vii): under no circumstances will replicas be pointed at anyone in the common area even in jest. When carrying replicas in the common area will be slung, holstered or carried with the muzzle pointed at the ground and the fire selector on safe.

viii): under no circumstances will there be no physical altercations allowed on Northern Strike Airsoft premises. If there is a discrepancy between players, it is to be brought to the staff's attention to be resolved.

ix): all personnel are responsible to put all garbage and food waste into the garbage provided or to be taken with them as to not attract unwanted wildlife in the area.

x): no unauthorised replicas or accessories will be brought or used on Northern Strike Airsoft premises.

xi): it is everyone's responsibility to dress for the weather and to have the appropriate seasonal accessories ie. Bug spray, sunblock, etc. It is also everyone's responsibility to bring their own rations and drinks as Northern Strike Airsoft will not provide. It is highly recommended to bring lots of water during the hotter times in the year to combat dehydration.

xii): under no circumstances is alcohol permitted on Northern Strike Airsoft premises. Any person/s that is under or suspected that is under the influence of alcohol or controlled substances, staff will notify the local authorities and have the person/s removed from the premises.

xiii): if player/s have any medical conditions that may impact themselves on the premises bring them to the attention of staff members so they may accommodate or allow for the person/s to participate or not. Northern Airstrike Airsoft will be very discreet and professional in these matters.

xiv): all players and guests will sign a waiver that is provided by Northern Strike Airsoft. NO EXCEPTIONS.

xv): all lasers used must conform to ANSI Z136.1, and must belong to Class I, Class II or Class IIa. Unlabelled lasers or lasers belonging to Class IIIa, IIIb or IV are prohibited. Under no circumstances will any lasers operating outside normal visible wavelengths (400-700nm) be permitted. Lasers with an output of more than 1mW (one milliwatt) will not be accepted on the premises.

xvi): only gas powered and citric acid powered grenades are to be used. Pyrotechnic grenades are prohibited.

GAME SIGNALS AND ENVIROMENTAL

3: Game Signals: This section covers signals used by staff to coordinate operations on the field. NOTE: THESE SIGNALS ARE TO BE USED BY STAFF AND TO BE MADE CLEAR AND UNDERSTOOD FOR PLAYERS. NO MODIFICATION TO THESE SIGNALS ARE TO BE MADE UNLESS APPROVED BY THE RSO.

i): one blast: made by airhorn, whistle or verbal "game on" signifies the game start. Players can take replicas off safe and commence playing.

ii): two blasts: made by airhorn, whistle or verbal "game over" signifies end of game and replicas are switched to safe.

iii): three blasts: made by airhorn, whistle followed or verbal "Range Emergency, No Duff" players will cease gameplay immediately and put replicas on safe and repeat verbally "No Duff" in acknowledgement and wait in place for further directions.

NOTE: ANY STAFF OR PLAYER CAN CALL A "NO DUFF" RANGE EMERGENCY. In the event of Range Emergency, staff will ascertain what the emergency is and act according to the situation.

4: Environmental: This section covers the areas of weather and the environment.

i): in the event of a lightning/thunder storm, all gameplay is to cease immediately. This effectively ends the game day. Staff are to direct players/guests to the common area in a quick and safe manner to collect their belongings and exit the premises. Once staff can verify all players/guests have left, staff can finish lock up procedures. NO EXCEPTIONS. During large events, gameplay will cease and personnel under the direction of staff will seek appropriate shelter till the weather passes.

ii): during any fire ban that is issued or if the RSO decided that the field is to dry, no pyrotechnics will be used under any circumstances. Smoking areas will be out of bounds. If personnel want to smoke, they can do it in their own vehicles.

iii): no open fires or briquette bbq's are permitted to be used on the premises. Other devices will up to the direction and approval of the RSO in accordance to Environment Canada's guidelines. Failure to comply with staff directions will result in removal off the field with no refund.

iv): personnel are not permitted under any circumstances to shoot their replicas at wildlife.

GAMEPLAY AND SAFTEY:

5: Game Field: The Game Field is the designated area/s where game scenarios are played out ranging in player base and game engagement zones. This is where most accidents and injuries will occur. This is where players and staff have to be vigilant about safety.

i): when entering the field all staff and players will have their goggles on at all times. The only time you can remove your goggles is at the designated safe area. Do not remove your goggles at any time to wipe them down or reduce fogging. If fogging is too bad where your vision is impaired ask for assistance from a staff member and they will escort you to the safe area to resolve the issue and you can re enter the game without consequence.

ii): magazine/s will only be inserted once past the safety field marker that is pointed out by staff. This includes when HPA can be connected to source. This is only when replicas can be test fired away from players in a safe direction at a 45 degree angle to the ground then put selector on safe until the game start indicator.

iii): players are to be reminded of their replicas safe engagement distances.

iv): staff on the field are to wear high vis vests to differentiate from players and to carry a PRC for communications at all times.

v): players are to be aware of their surroundings while playing. The field is in a wooded area that has many obstacles that are hidden and visible. Players are strongly advised not to dive or roll through brush or structures. If a player wilfully destroys or damages a structure through gameplay, they will be held responsible for damages.

vi): players are not permitted under any circumstance to jump off any structure.

vii): intentional head and groin shots are not permitted. Players caught doing this will be removed from the game or the day with no refund.

viii): when exiting the field, players are to remove magazine/s, dry fire their weapons at a 45 degree angle towards the ground away from other players and put on safe. HPA is to be disconnected from source.

ix): to use other game fields rules and regulations to circumvent or subvert gameplay will not be tolerated. Northern Strike Airsoft has it's own rules and regulations that will be adhered to. If personnel have any suggestions or points of concern are to be brought to the attention of staff members. We value our commitment to our players and the fairness in our games.

x): if there is a disagreement between players whether it is about rules or gameplay staff will resolve the situation and the staff's decision is final and not up for debate.

xi): finally, sportsmanship is the fundamental building block that builds trust and camaraderie with new and existing players alike. Remember play safe and have a good memorable experience.

CHRONOGRAPH RANGE SAFETY:

6: This section covers general rules and safety of the Chronograph Range. The Chronograph (chrono) Range is where replicas will be chronographed to test the power of the replica and to meet the safety parameters as to not cause bodily harm. The range is also used to test the accuracy of the replicas with targets provided where personnel can use the different fire selection settings in a safe and uninterrupted setting. All replicas will be tested every game day and events at specific timings. NO EXCEPTIONS.

i): eye protection will be used at all times by staff and players while utilizing the range.

ii): a maximum of 2 staff members and 2 players may use the range at one time to chrono players. Players waiting to be chronoed will wait in a designated area until called upon in the queue. Players waiting shall not have magazine/s fitted or HPA hooked up to source. Standard weapon handling safety will be adhered to at all times at the range.

iii): once personnel have finished using the range, magazine/s will be removed and replicas will be dry fired down range and selector put on safe and HPA will be disconnected from source.

iv): it is the replicas owners responsibility to remember the safe engagement distances of their replicas and adhere to.

v): once chronoed, HPA's will be fitted with an antitampering tag as to prevent accidental valve adjustments. If any adjustments that have to be made or during gameplay or the tag is removed out of players control, it is the players responsibility to notify the RSO or staff to re-chrono and retag the replica and the replica cannot be used for the remainder of the current game. If staff notice there is no tag on the HPA replica, it will not be allowed onto the play field. Player/s caught tampering with the tag will be removed from the game or day without refund.

Name(Print)_____ Signature_____