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www.TaskForceDelta.co.uk
www.AmbushPaintball.co.uk





Takur Ghar part III: Insurrection

See what those dirty double crossing Columbians think when they meet
triple crossing Somali pirates....

With the region freefalling into turmoil after the deceit from the Columbians and the insurgency
nearly crushed by the cartel...

Who wants control of the narcotics trade?

With cold blooded assassinations and indiscriminate car bombings from both sides the kinetics
of the Special Forces rapid reaction group has changed.

The cartel has now focused its attention on forcing the SFRRG out and having full control of all
illegal trading with attacks on re-supply convoys and airdrops while still eliminating their
enemies.

Meanwhile Somalian pirates have started to make bandit raids on anything they can steal, with
their close proximity to the coastline and ability to hi-jack nearby ships or make trade lines with
whoever is the highest bidder, these ruthless fighters have their sights set on the cartels drugs
and the SFRRG hardware and technology.

With an insurrection inevitable can the Rapid Reaction Group survive the onslaught of two
enemies and still maintain peace on both land and sea?

Whoever's side you fight on you can guarantee the kinetics will be fierce and the fate of the
whole world is in your hands.

Bookings:

Contact the Ambush booking office on 07836 762787,
online at <http://www.ambushpaintball.co.uk/takur-ghar.shtml>
or e-mail christine@ambushpaintball.co.uk

This is a "Bring Your Own Paint" game or you can purchase from a selection of good quality paint on site at reasonable prices by pre-order or on the day.

Preorder paint from a choice of:

Game fee plus 2000 Formula 13 from Kee Action Sports £60

Game fee plus 2000 Mirage/Claymore from Powerball £62.50

Game fee plus 2000 Dark Sports Ice from Manic £65

Game fee plus 2000 Commando from Dye/Proto £70

**If you would like to be quoted for other paintballs, please call Ambush on 07836 762787
Paint paid for before 31st December is guaranteed not to go up in price. Later purchases
may be subject to variation due to VAT / supplier price variation etc.**

We will make every effort to accommodate you in your preferred team but to ensure a level playing field we reserve the right to move players to even the sides.

Play will be continuous with no break for lunch. The opposing forces will be vying for control of the field whilst also attempting to complete a range of mission-orientated objectives, which will fall into one of two categories; *PRIMARY OBJECTIVES* and *SECONDARY OBJECTIVES*.

Primary objectives are central to the core mission and must be attempted. Secondary objectives are not compulsory but may yield extra points, special equipment, bonus supplies or useful intelligence all of which may help you to complete your overall mission.

Primary Objectives

Although the game will be continuous for the play will fall into key phases.

- At all times each key locations are available for capture, bonus TG Dollars will be scored on capture. To "capture" a flag station zone a live player must raise your team's flag
- Order based missions – Game staff will issue orders to commanders with time sensitive missions
- Intelligence based missions – Gathered objects may provide intelligence on bonus objectives
- Money is everything – Every team begins the day with an allocated bank balance and will gain TG Dollars by achieving objectives. Commanders will be provided with cheque books which will be required to purchase certain items. Cheques can also be used within negotiations between teams to trade in props, intelligence or alliances.
- *Note to Commanders – TG Dollars are virtual! As Southampton University Paintball Club know – not even Student Union bars accept TG Dollars.*

Secondary Objectives

All teams will also be able to undertake a range of secondary objectives. These include the completion of optional tasks and the collection of bonus items.

Chain of command

A number of bonus objects are available throughout the site. All of which provide bonus TG Dollars, some of which are required for primary or secondary mission objectives.

Any player eliminated whilst in possession of an object must drop the object immediately.

When items are collected it is recommended that the finder contacts the command chain for instructions. Taking the right object to the right place at the right time will gain more points, keeping an item in your pocket does not win points. (*No names mentioned...*)

Any player acting within a formal or informal command structure is likely to find a notebook and pen/pencil essential. We recommend other players also carry the ability to make notes should you find a piece of intelligence or are tasked on an intelligence based mission. Copies of the map at page 14 will be available on the day of the game.

Surrender of entire team

Should primary objectives be overrun by one team the commanders have the option of calling a surrender. Either commander may offer surrender by contacting game staff, the opposing commander need not accept the surrender. The 'losing' commander may consult with their players as to whether to surrender. An eliminated commander normally cannot communicate with players, but is authorised to discuss surrender with players. e.g. An eliminated commander can ask players whether they wish to decline surrender and attempt to capture a flag station, but cannot discuss tactics of capture. Should surrender be accepted by both commanders play will be stopped by game staff and teams will regroup at the original start positions, and game play resumed when called by game staff.

Surrender will yield TG Dollars to the 'winning' team, and deduct TG Dollars from the 'losing' team.

Character players

Other than team commanders and any team roles they may allocate, a number of special roles will be allocated to players based on the outcome of objectives. This may be a secondary objective allocated to those player(s) or the player characters may themselves become an objective.

A single medic is available to each team (where appropriate objectives are gained), (see 'Elimination and respawn'). The medic role may be reassigned to an alternate player at any time.

Non-combatants

Remnants of the United Nations peacekeeper force remain in the region but refuse to interfere in conflicts. These UN personnel will however assist individuals in distress and enforce the rules of warfare. UN personnel respond to the call sign 'MARSHALL' and are clearly identifiable in bright uniforms.

The international press are operating in the region on a freelance basis. They are to be permitted freedom of movement and are encouraged to be clearly identifiable as non-combatants with the use of fluorescent vests etc.

At certain points in the game it may be appropriate for non-combatants to remove fluorescent vests either to conduct character roles or to avoid unfairly highlighting the positions of players.

Elimination and respawn

Eliminations will not be counted against scores, though they deny the opposition of troops on the field are obviously critical to capturing objectives.

Any burst paintball on a player or equipment in their possession is an eliminating hit. Discarded equipment such as empty pods on the ground are no longer deemed in possession of the player.

Initial respawn points are each of the team headquarters, and remain live while the zone is held. Medics may operate throughout the game zones. It is a matter of choice & tactics whether they go into the heat of battle or sit safely in a quiet area.

To avoid impenetrable strongholds eliminated players must exit their defensive position to respawn – or be healed by a medic. *At marshals discretion the point of respawn may be relocated to a safe point away from battle hotspots.*

Normal players can respawn in one of 3 ways:

- If your team has captured a flag station you can proceed to this point and reinsert from there. Your team's flag must be displayed for you to reinsert.
- Alternatively you can reinsert after being touched by a medic. There is no limit to how many players may be "healed" by a medic. If there is no medic available you must proceed to the nearest flag station in your team's possession.
- By exiting to a safe zone and re-entering the field of play after a short delay

Commanders and medics have additional respawn options:

- Should commanders be unable to respawn by medic or flagstation they may either remain eliminated and not communicate with players until recapture of a flag station or buy back their life from game staff.
- Medics are players and can be eliminated but may only respawn at a flagstation. Should no flagstation be held the medic may either remain eliminated until recapture of a flag station or respawn in the safe zone with a 5 minute delay. *The medic duty may transfer to any other player on respawn but cannot re-enter the game zone for 5 minutes.*

Please note that the safe zone areas are to be considered neutral, and are open to all players. On respawn opposing players are to separate to a reasonable distance before resuming play.

Game Information & Rules

- The chronograph limit for this game is 280 fps for air powered markers and 250 fps for CO2 markers. All markers will be chronographed before the game starts and some will be chosen at random throughout the day. Once game on is sounded any player found in possession of a marker found to be above this limit will be asked to leave the game and turn their marker down. Additional sanctions may be imposed if malice has been judged to be present.

Additional chronographs will be available at the game, so take the time to make sure your markers are all “game legal” BEFORE checked by the chrono marshal, as this will prevent bottlenecks before game on.

Marshals will be making spot checks on the field throughout the game, if you are found to be firing “hot” (over 280 fps) you will be asked to leave the field and will not be allowed back on the field until your marker is firing at 280 fps. If you are found to be consistently firing over 280 fps, you will be removed from the game. CO2 markers will be checked for 250 fps compliance, but with a reasonable ‘spike’ allowance of up to 280 fps.

- All fire modes (with the exception of full auto & burst fire) are permitted however incidents of irresponsible use of fire will not be tolerated.
- A barrel bung or barrel condom must be in place and the marker de-gassed before entering the safe zone.
- There is absolutely no dry firing in the safe zones. All test firing or dry firing must be done at the chronograph station or on the field.
- Any unsafe, irresponsible or dangerous action, as deemed by the event staff, will result in the player responsible being excluded from the game.
- Pyrotechnics are permitted however, for insurance and safety purposes; these must be to a site standard. Home made pyrotechnics are not allowed. Any queries should be directed to the staff.
- Exotic equipment such as grenade launchers are allowed. Unusual equipment must be inspected by staff prior to use.
- Any shot that breaks on the body or equipment (including your marker), is deemed to be an eliminating shot.
- Surrender & barrel tags are deemed to be eliminations. Please note that for safety purposes it is recommended that players are ‘tagged’ by touching with the side of the barrel or by hand.
- Paint checks – If you are unsure of a hit you may call a ‘paint check’ from a marshal, either on yourself or on another player. On calling the check the individual ceases to be a game participant. Once a paint check has been called opposing players should cease fire in the area of the player under query any interim hits may be disregarded by the marshal. Abuse of the paint check procedure may result in a penalty infringement. e.g. Repeated calls to interrupt game play or attempts to make a marshal reveal the position of a concealed player.
- Once eliminated do not seek to advance play until you have respawned. Any props in your possession upon elimination must be dropped immediately. Eliminated players are to leave the area of play with one hand raised and marker facing up towards the air, or down towards the ground.
- There are no major doglegs in the game zone, though there may be minor doglegs remaining around the boundary and restricted areas. Fire across any such areas is allowed and all hits count as elimination.

- The full extent of the site is open for play. Players are not to exit to the fields surrounding the Ambush site.
- Red boundary tape marks areas that are out of bounds and cannot be crossed at any time.
- Blue boundary tape marks the 'sea' and cannot be crossed unless certain conditions are met:
 - You are a specified character or team member with the granted ability to cross the sea
 - You are in possession of game props enabling you the ability to cross the sea
- A number of areas of the site feature safety netting. Only the central safe zone and the secondary in game safe zone are active. Any other net is not to be used by players for protection, and goggles must be worn unless when in one of the two safe zones, or car park. Goggles must be worn **before** exiting safe zones.
- The immediate area outside the safe zones are neutral zones. Any firefights in these areas will be ceased by game control staff and players dispersed.
- Please adhere to all requests or instructions from the game control staff and treat them and other players with respect at all times.

Penalties

'Cheating' infringements) :

- Rule manipulation
- Wiping
- Dead mans walk
- Talking whilst out

'Safety' infringements:

- Firing over 280 fps
- Deliberate overshooting
- Violent/aggressive behavior towards players or staff

Severe breaches may result in ejection of the players concerned with no refund of fees.

The environment

To preserve the countryside and paintball for future generations please allow us to recycle as follows:

For drinks cans a crusher and recycling bin are provided by Ambush.
 A battery recycling box will be available.
 Please put other waste in the bins provided.

UK Scenario Paintball Community Event Guidelines

This event will be run in accordance with UKSPC guidelines, with the exception of 'uncapped ROF'. For further information on the UKPSC please refer to:
<http://www.ukscenario.com/forum/viewforum.php?f=77>

UKSPC Uniform Event Rules

- 280 Fps chrono limit
- 250 Fps chrono limit for markers run on co2
- 250 Fps chrono limit for indoor games
- No full auto or burst firing, for this event semi automatic, ramping and response modes are allowed
- Uncapped Rate of Fire – but stringent marshalling of over shooting
- Goggles must be specifically designed for paintball use
- No wiping
- No abusive language
- Barrel tag where possible
- Dead men don't talk
- No blind firing
- Definite segregation of "goggles on" and "goggles off" area with adequate signs used



Radio channels

The use of PMR radios by players is encouraged. Site & game radio traffic will be on licenced frequencies. PMR channels are open to teams less channel 8.8

Channels and all related CTSS sub channels are recommended to teams as follows.

Channels 1 & 2	Rapid reaction group
Channels 3 & 4	Columbians / local forces
Channels 5 & 6	Insurgents
Channels 7 & 8, less 8.8	Somali pirates
Channel 8.8	Reserved

Teams with licenced frequencies are welcome to use private radio frequencies.

General Information

All players are to complete and sign the event release form. For an efficient check in please complete and bring the form on page 19 when checking in. Additional forms will be available on the day, however it is essential that the form is fully completed for juniors with both player and parent / guardian signatures.

Air will be provided at 3,000psi in accordance with UKSPC & UKPSF guidelines. Self fills are only available to UKSPC/UKPSF air pass holders over the age of 18. A UKSPC air brief will be provided free of charge on the morning of game day, and is available on request for those visiting the site on Saturday. The UKPSF HPA 1 document handed to all persons completing air training is included at pages 15/16, plus notes on self fills using site air systems at page 17, all players are requested to familiarise themselves with this information.

Cylinders may not be filled prior to inspection and marking by site staff. Please note that inspection is for the clarification that only UK approved air systems with current hydro testing are filled.

Individuals remain responsible for the safety and condition of their equipment. Please ensure you are familiar with all relevant air systems and are comfortable with and understand operating procedures.

Persons under the age of 18, or not holding a valid air pass will not be authorized to self fill, supervising staff will provide fills to such players.

CO2 is not provided by the site but teams / individuals may supply their own CO2. Private CO2 fill rigs are subject to site approval for safety reasons.

Lunch & refreshments

Game play will not cease for lunch.

Catering is provided by external caterers at reasonable prices with a selection of hot food between 7am and 4pm.

Kiss and Bake up will be on site with a variety of cakes to keep paintballers going all day. Free tea / coffee all day is included in your game fee. Additional snacks and drinks will be available to purchase on site all day.

Dress code

We encourage dressing in costume to match the theme of the event. Footwear should be appropriate for UK woodland conditions.

Costume must not be deemed offensive.

It is recommended that you dress in layers to allow for potential changes in weather conditions. If you feel you are likely to take advantage of a river route then please consider that this event takes place in February and you would require changes of clothing and footwear!

Marshalls, photographers and other non-combatants will be on field in bright / high visibility attire. Players are not permitted to dress in high visibility clothing.

Teams allocated as below will be identified by coloured armbands.

Rapid reaction group	Commanded by Andy 'Tank' Cannon
Columbians / local forces	Commanded by Andy 'BraNewbs' Newberry
Insurgents	Commanded by Terry 'Invictus' January and his merry band
Somali pirates	Commanded by Chris 'BC' Russell of the Renegade Rebels with Zic Duncan 'The Decorator' Martin

Ghillie suits are permitted. Such players will be required to wear the team colour on their goggles and on their marker barrel or hopper. (e.g. a strip of electrical tape on the barrel)

Saturday access

The site will be open on Saturday 19th February and players are welcome for familiarization and site walking. UKSPC air pass training sessions will be available on Saturday upon request.

Event Schedule

06:30 Site open
07:00 Registration, chronograph & air available
09:00 Game / safety brief
09:30 Game begins
16.00 Game ends
17:00 Scores and presentations

Maps & directions

Site Address:

Botley Road, Shedfield, SOUTHAMPTON, SO32 2HL

GPS Co-ordinates:

Site entrance at N 50°, 55', 4", W 1° 13' 48"

Parking at N 50°, 54', 43", W 1° 14' 8"

Office address:

Ambush Paintball Ltd, 7 Hunts Pond Road, Park Gate, Southampton, Hampshire, SO31 6QB

<http://www.ambushpaintball.co.uk/paintball.shtml>

Local accommodation

There is no on site camping permitted, but local campsites are available in the area.

<http://www.ukcampsitesearch.co.uk/southeast-england/hampshire/search.html>

<http://www.caravanclub.co.uk/caravanclubapps/applications/uk%20sites/search.aspx>

Please note that many national hotel / motel chains offer advance discount bookings, e.g. Travelodge save rooms:

http://www.travelodge.co.uk/saver_rooms/

http://www.travelodge.co.uk/search_and_book/saver_search.php?action=search&tab=list&source=XX&search_for=PROM3&checkInDate=19%2F02%2F2011&locpostText=SO32+2HL

Travel from further afield

The nearest railway station is Botley Railway Station, SO30 2DY, and is approximately 1½ miles from the site.

<http://www.nationalrail.co.uk/stations/BOE.html>

Southampton Airport is approximately 9 miles from the site - SO18 2NL

<http://www.southamptonairport.com/>

Check the weather:

http://www.metoffice.gov.uk/weather/uk/se/southampton_forecast_weather.html

Plan your journey:

<http://www.transportdirect.info/Web2/Home.aspx?cacheparam=9>

From the M27 Westbound

Approaching from the West (Southampton, Bournemouth, etc):

Come off the M27 at junction 7 and take the first exit from the roundabout towards the Superstores, etc.

Stay on the main drag, going straight across the first roundabout.

At the next roundabout you need to take the second exit, but stay in the right hand lane as you come off. You are aiming to follow the A334 to Botley.

You will pass the Botleigh Grange Hotel on your left and will have to negotiate roundabouts, etc but you just need to stay on this road.

Pass through Botley Village. As you come out of the village you will cross a stream with Botley Mill on your left.

As you go up the hill you will have a petrol station and the railway station on your left and the Railway Pub on your right.

Stay on the main road which bears round to the right.

You will go up and down a couple of hills. At the bottom of one, on your left, you will see Silver Lake Garage- slow down.

Raglington Farm and the Ambush Site are now on your right.

There will be small red and white 'Ambush!' signs from the farm entrance to guide you to the car park

From the M27 Eastbound

If you are approaching from the East (Portsmouth, Chichester, etc):

Come off the M27 at junction 10 and pick up the A32 towards Wickham and Alton.

At the second roundabout take the left fork to Wickham.

Drive straight through Wickham village with the square on the right hand side.

Stay on this road. You will go straight across a set of lights and past a large farm shop on your right.

After passing the farm shop take the next left, the A334 towards Botley, passing the Animed Veterinary Hospital on your left

On this road you will pass Meon Valley Country Club (and Golf Course) and Wickham Vineyard on your right.

Raglington Farm and the Ambush site are on the left a little further on.

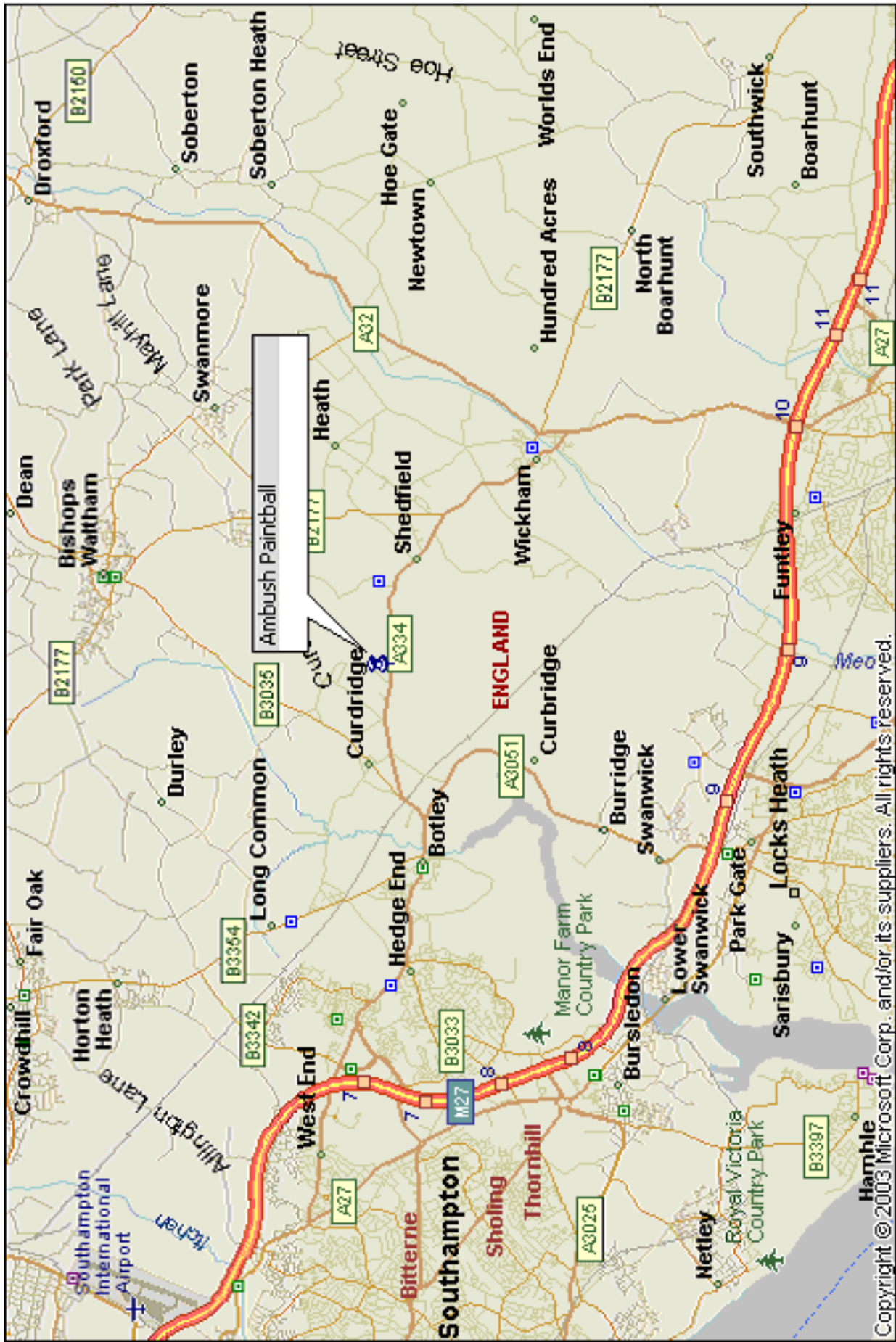
If you pass Silver Lake Garage on your right, you have passed us!

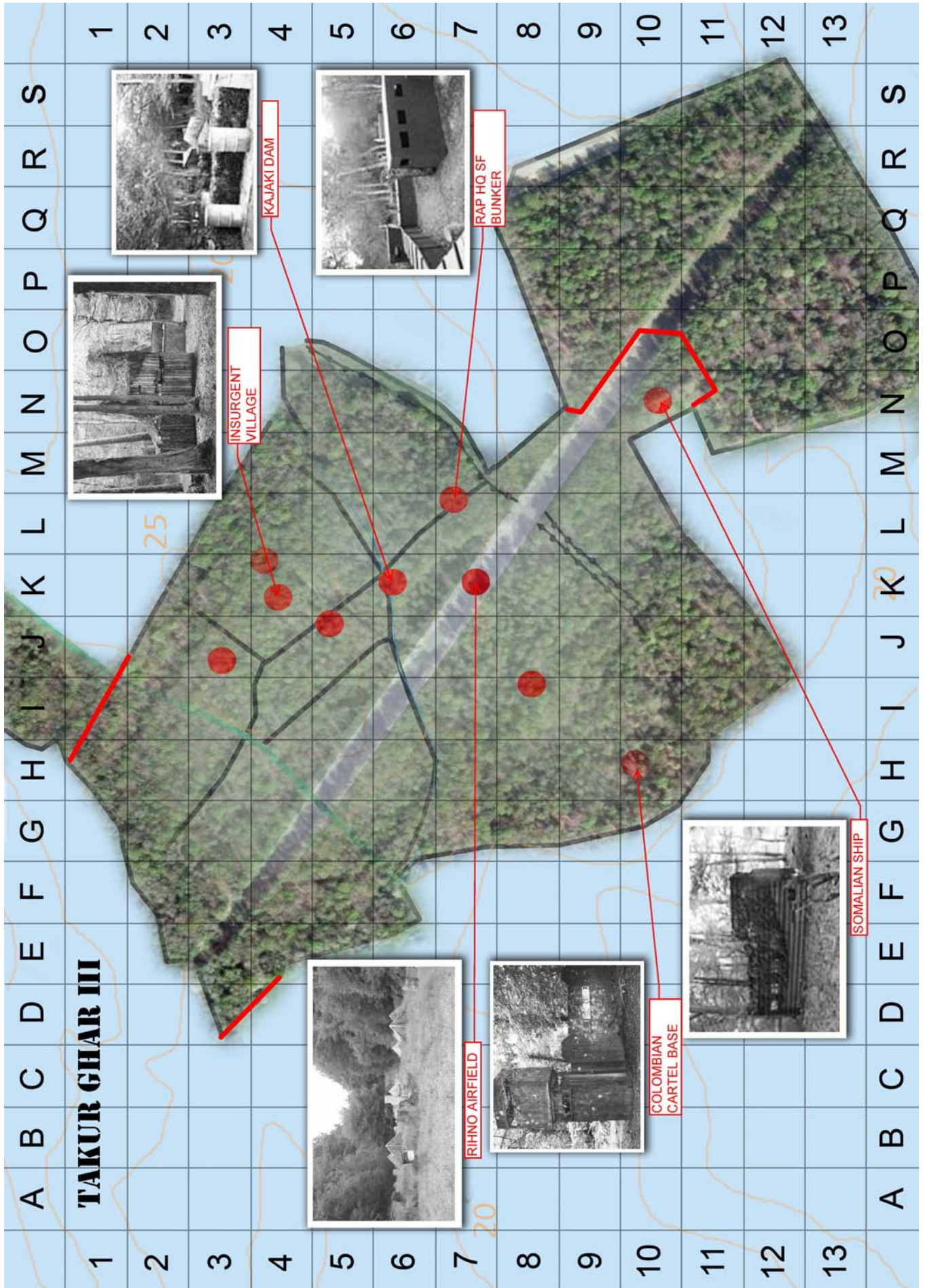
There will be small red and white 'Ambush!' signs from the farm entrance to guide you to the car park

Driving on the site access road

As with most sites Ambush is alongside a working farm and the access road varies from tarmac to dirt track.

Please drive with caution following the red and white 'Ambush!' signs to the car park.





High Pressure Air - Paintball Safety Information Guide (HPA 1) - Basic Guidelines

Never under any circumstances dismantle your bottle regulator.

Remember the test date on your bottle is not the be all and end all, just because your bottle is in date does not mean that it is safe. If you have tampered with the regulator you should not use or fill your cylinder until it has been inspected by a competent person approved by the manufacturer.

Pressure vessels should be inspected annually by the competent person approved by the manufacturer. Get in touch with the manufacturer to find out who they are. Although this may not be law, it is highly recommended.

People who have played for years are NOT competent people approved by the manufacturer. Competent is meant in the legal sense, not in the sense that someone is good at something.

Protect the fibre wrap on your bottle with a bottle cover, any nicks in the fibre wrap mean the bottle is useless and should be destroyed.

Always fit a dust cover on the fill nipple of your bottle to stop dirt getting into the regulator, or the filling station. Dirt is the number one reason for nipple "O" rings leaking and faults with the reg.

Never ever use oil or grease anywhere near the fill nipple. If your fill nipple is leaking, send it off to the manufacturer to replace, you are not qualified to change the "O" ring yourself.

Make sure that the source of air that you use to fill your bottle is set to deliver air slowly. Bottle fires require heat to occur, the slower the bottle fills, the less likelihood there is for heat to be generated. Your bottle should take around 30 seconds for a 0.8L 3000psi to fill, and much longer for a 4500psi 1.1 or 1.5. Be especially careful if you are using an unregulated fill station attached to a dive bottle.

If your regulator was thread locked on when you bought it, and for some reason you have removed the regulator from the bottle, maybe to fly to another country, the chances are that you have damaged the threads in the bottle and it could be useless. If this is the case, please contact the manufacturer of the bottle and ask them to give you the details for the person who can measure the threads for you to make sure they are still in tolerance.

Regulators should NEVER be screwed in hand tight to the bottle. All regulators must be torqued tight to the manufacturer's specifications; again these will be available from the manufacturer.

Never under any circumstances use oil or grease in or around your regulator. It is especially important to ensure that the fill nipple on your regulator is free of oil and grease. Oil or grease increase the risk of a bottle fire which can occur under certain conditions, especially when the bottle is being filled too fast and heat is being produced as a result of the high flow of air.

Your bottle has a date either stamped into it, or laminated under the surface. This date is very important. Bottles need to be hydrostatically tested at set intervals to be used legally in the UK. On the reverse of this guide are details of test dates specific to your bottle Please remember that it is YOU who is legally responsible for the maintenance and compliance of your pressure equipment, not the place you go to have the bottle filled or the manufacturer of the equipment.

Under no circumstances should you hold a stream of air against your skin. On/Off valves enable users to vent their cylinders, if you do vent your cylinder (for travelling etc), you must keep the air flow away from your skin. A medical condition known as an embolism could occur if the air flow travels through your skin and into your blood supply. An embolism can be fatal.

Test intervals

FIVE YEARS FOR FULL-FIBRE WRAPPED BOTTLES - EN12245 and Pi certified.

THREE YEARS FOR FULL WRAPPED BOTTLES - HSE-AL-FW2 manufactured before July 2003 then five years after re-testing for SCI and Luxfer cylinders

THREE YEARS FOR FULL WRAPPED BOTTLES - HSE-AL-FW1

FIVE YEARS FOR HALF WRAP BOTTLES

FIVE YEARS FOR ALUMINUM OR STEEL BOTTLES

Notes and amendments

The new European regulations (TPED) came onto the statute book in July 2003 and at that point the UK specification HSE-AL-FW2 became obsolete ie. No new cylinders could be produced to this specification for the UK market.

From July 2003, the European standard EN 12245 became the only acceptable specification for new cylinders.

All cylinders manufactured and certified to the HSE-AL-FW2 specification prior to July 2003 and retested after July 2003 have their re test period extended from 3 to 5 years at their next re test. If you have a cylinder manufactured before July 2003 then you need to have it tested 3 years from the original manufactured date. The re-certified cylinder will then need re testing after a further five year period.

All cylinders manufactured to EN 12245 and Pi certified to comply with the TPED start with a re test period of 5 years from date of manufacture.

Steel and Aluminum cylinders

In March 2002, European standards for cylinder testing were changed. The familiar old BS 5430 part 1 (steel cylinders) & part 3 (aluminum) were withdrawn and replaced by new standards - BS EN 1968:2002 for Steel Gas Containers, and BS EN 1802:2002 for Aluminum Gas Containers.

It should be added that any other cylinders manufactured and certified to other specifications e.g. DOT are not legal in the UK

At the end of the cylinders working life, the cylinder should be destroyed as extensions cannot be made.

All air systems should be transported empty.

The filling of Paintball Cylinders should not be done by anyone under the age of 18.

Remember Safety Starts With YOU

Air system operation

Air fills will be available at 3,000psi from the fixed site systems at the primary safe zone and with regulated scuba fill rigs at key locations within the game zones.

1. Ensure the fill station is appropriate for your equipment
 - a. Note the fill station label / fill station pressure gauge
 - b. The Ambush fill system displays pressure gauges marked in 'BAR', 206 bar is equivalent to 3,000psi, 310 bar is equivalent to 4,500psi



2. Connect the air cylinder to the fill station hose
 - a. Pull back the hose collar and insert the regulator fill nipple
 - b. Ensure the connection is secure before proceeding



3. Ensure you can see your cylinder pressure gauge.
 - a. Pull the lever on to begin filling.
 - b. The fill station gauge will drop and display the current fill level
 - c. Monitor your cylinder pressure gauge whilst filling and make sure the pressure does not go over the allowable pressure of the cylinder
 - d. If you notice an air leak on any part of the filling system during the filling procedure push the filling lever back to the off position and immediately alert a member of staff
 - e. To stop filling when the cylinder is full, or at any time push the fill lever back to the off position. This will cease delivery, close the fill nipple and 'purge' pressurised air remaining between your cylinder and the fill hose. **Note when filling an empty cylinder please pause and purge the fill occasionally during the process to minimise heat build-up in your cylinder**
 - f. Wait for the hose to fully purge before disconnecting any equipment

Disconnect your cylinder by pulling the collar and remove the regulator fill nipple
Please attach the fill hose to the fill stations hose clip after use

It is recommended that you cover your regulator fill nipple with a dust cover to stop dirt getting into the regulator.



Ambush Paintball Ltd

Scenario Event Release Form

Please read and complete this document carefully. Print clearly in CAPITALS. This is an official document; you will be asked to complete another form if this one is not completed correctly. **If you are under 16 the form must be countersigned by a parent/guardian BEFORE you can play.**

I confirm that:

- (a) I am fully aware of the risks to myself and to others involved in paintball
 - (b) I am physically and mentally able to take the strain and exertion involved in paintball.
 - (c) I will wear my goggles and not remove them unless in the designated safe areas
 - (d) I am using my own equipment, which conforms to all relevant UK and EU laws, standards and requirements. If requested I will allow my marker to be inspected
- by an authorised marker technician.

Release:

I hereby release, remit and forever discharge from any claims and liability whatsoever without limitations Ambush Paintball Ltd, the owners of the property on which the game is being played, the marshals and other players in the game who might injure me howsoever arising. I make this release on behalf of myself, my heirs, executors and administrators.

Agreement:

I agree to pay all administrative costs, legal costs, interest and bank charges if I fail to lawfully pay my bill at the end of the day. (Returned cheques will be charged at £10 per cheque.)

I have read and understood all of the above. I am over the age of 16.
(Or signed by both player and parent / guardian for those under the age of 16)

Signed: Dated :.....

Full Name: UKPSF Membership No:

Home address:

.....

..... Post code:

Tel No.: Mobile:

Email address:

Date of birth (for ID confirmation):

Parent / Guardian Signature:
(If player is under 16 years of age)