

SITE SAFETY BRIEFING

- 1) WELCOME TO **POWERPLAY PAINTBALL**.
- 2) INTRODUCTION TO THE STAFF - **MARSHALS - FIRST AIDER - GAME MANAGER**
- 3) WHO HAS PLAYED BEFORE?
SORRY ALTHOUGH YOU HAVE PLAYED BEFORE YOU WILL HAVE TO LISTEN TO ANOTHER SAFETY BRIEFING. THIS IS A CONDITION OF OUR INSURANCE AND UKPSF MEMBERSHIP.
- 4) PAINTBALL IS ONE OF THE SAFEST SPORTS AROUND. WE HAVE VERY STRICT RULES AND YOU MUST ADHERE TO THEM. IF YOU BREAK THE RULES YOU WILL BE WARNED (1 WARNING) AND MISS GAMES - IF YOU CONTINUE TO BREAK THE RULES YOU WILL BE EXCLUDED FROM THE SITE. **ACCIDENTS ONLY OCCUR WHEN PLAYERS IGNORE RULES.**
- 5) **GOLDEN RULE NUMBER ONE** GOGGLES MUST BE WORN IN THE PLAYING AREA AT ALL TIMES, EVEN IF THEY STEAM UP!! PAINTBALLS EXIT A MARKER AT 204 MPH IF IT HITS YOU IN THE EYE YOU WILL BE BLINDED. *EXPLAIN HOW TO ADJUST THE STRAP CORRECTLY AND CLEAN MASKS USING TISSUE AND CLEANER. EXPLAIN WHERE AND HOW TO APPLY ANTI-FOG SPRAY.*
- 6) **GOLDEN RULE NUMBER TWO**, NO MARKERS IN THE SAFE AREA. (EXCEPT THIS ONE AS IT HAS BEEN CHECKED BY A MARSHAL) *EXPLAIN THE NUMBER SYSTEM AND WHAT TO DO IF A MARKER IS FAULTY.*

IF YOU BREAK EITHER OF THE GOLDEN RULES INJURY COULD OCCUR - IF YOU BREAK THE RULES YOU WILL BE WARNED – ONE WARNING YOU MISS A GAME – TWO WARNINGS YOU PAY YOUR BILL AND LEAVE THE SITE.

THE OTHER RULES

- 7) **AVOID HEADSHOTS** REPEAT OFFENDERS WILL BE WARNED AND MISS GAMES. *EXPLAIN WHY HEAD SHOTS COUNT ON THIS SITE*
- 8) HOODS ARE ISSUED FOR YOUR SAFETY PLEASE WEAR THEM
- 9) NO SMOKING IN THE PLAYING AREA (DIFFICULT WITH A MASK) NO ALCOHOL, DRUGS, OFFENSIVE WEAPONS OR FIREWORKS ALLOWED ON SITE. PLEASE DISPOSE OF SMOKING MATERIALS IN THE BINS PROVIDED.
- 10) NO CLIMBING TREES, BARRICADES OR OTHER FEATURES.
- 11) YOU ARE IN NATURAL WOODLAND THERE ARE SLIP AND TRIP HAZARDS - PLEASE BE SENSIBLE WHEN RUNNING IN THE WOODS
- 12) CARS ARE PARKED AT YOUR OWN RISK; IT IS NOT A SUPERVISED CAR PARK.
- 13) SPECTATORS ARE WELCOME BUT **MUST ADHERE** TO THE RULES AND DIRECTIONS GIVEN BY THE MARSHALS AND MUST SIGN A WAIVER.
- 14) ONLY PAINTBALLS SUPPLIED BY POWERPLAY PAINTBALL CAN BE USED ON THIS SITE AND PYROTECHNICS SUPPLIED BY POWERPLAY. (INSURANCE)
- 15) IF PYROTECHNICS ARE BEING USED PLEASE ENSURE YOU READ AND UNDERSTAND THE INSTRUCTIONS PRINTED ON THE DEVICE AND NOT THROW THEM WITH 5 MTS OF THE OPPOSITION
- 16) PLEASE STORE VALUABLES IN YOUR VEHICLES, IT WILL BE IMPOSSIBLE TO FIND A LOST WATCH AT THE END OF THE DAY. WE WILL LOOK AFTER YOUR CAR KEYS BUT WILL ACCEPT **NO RESPONSIBILITY FOR VALUABLES** LEFT WITH THE GAME MANAGER.
- 17) PAINTBALL IS A NON CONTACT SPORT. ANYONE THREATING VIOLENCE WILL BE EXCLUDED FROM THE SITE.

MARKER DEMONSTRATION

- 1) WORKINGS OF A MARKER - *EXPLAIN*
 - GAS BOTTLE - BARREL - HOPPER - SAFETY - COCKING PIN - RATE OF FIRE
- 2) IF YOU HAVE A PROBLEM DURING THE GAME CALL FOR A MARSHAL, THEY WILL FIX IT OR REPLACE IT.
- 3) PROBLEMS AFTER THE GAME - LEAVE THE MARKER IN THE RACK AND GIVE A MARSHAL YOUR PLAYERS NUMBER - THEY WILL THEN FIX THE MARKER.
- 4) DO NOT PICK UP USED PAINTBALLS AS THEY JAM THE GUNS AND SMEG HOPPERS

THE GAMES

- 1) APPROX. 8/10 GAMES (6 GAMES ½ DAY) IN A FULL DAY LASTING 10-20 MINUTES EACH DEPENDING ON THE OBJECTIVE. EACH GAME WILL BE EXPLAINED TO YOU BY THE MARSHAL IN CHARGE - *KEY AREAS PLAYING, BOUNDARIES AND DEAD ZONE*
- 2) WHEN YOU ARE ELIMINATED PUT YOUR HAND AND MARKER IN THE AIR AND PROCEED TO THE AREA DESIGNATED BY THE MARSHAL. (DEAD ZONE). *EXPLAIN ABOUT BONUS BALLING*
- 3) ELIMINATION:- PAINT SPLAT ON ANY PART OF YOUR BODY FROM TOE TO HEAD HITS ON THE MARKER AND HOPPER DON'T COUNT - *EXPLAIN ABOUT BOUNCERS*
- 4) PAINT CHECKS ON YOURSELF OR THE OPPOSITION - PAINT SPRAY
- 5) EXPLAIN ABOUT THE NEUTRAL PLAYER RULE AND CHECKING PROCEDURE. YOU CAN NOT ADVANCE ON A NEUTRAL PLAYER.
- 6) **SURRENDER RULE – NOT OPTIONAL**
- 7) **AS A CUSTOMER YOU WILL SUSTAIN BRUISES PARTICULARLY IF YOU SHOOT PLAYERS AT CLOSE RANGE THEREFORE DON'T DO IT !!! THE RECOMMENDED SHOOTING DISTANCE IS A MINIMUM OF 15FT**
- 8) EXPLAIN WHAT THE ON FIELD EMERGENCY PROCEDURES ARE IN THE EVENT OF AN INCIDENT
- 9) DO NOT SHOOT THE MARSHALS, THEY GET UPSET.

FINALLY - GENERAL INFORMATION

- 1) PAINT IS ISSUED FROM THE KIT ISSUE; YOU CAN EITHER PAY AS YOU PLAY OR RUN AN ACCOUNT. YOU HAVE BEEN GIVEN A NUMBER THIS IS YOUR ACCOUNT NUMBER. ALSO AVAILABLE ARE DRINKS AND CHOCOLATE TO PURCHASE
- 2) FAILURE TO PAY AN ACCOUNT WILL INCUR A £10 CHARGE IF WE HAVE TO CHASE YOU FOR MONEY. YOU CAN PAY BY CASH, CHEQUE OR CREDIT CARD.
- 3) CATERING (ASK IF THERE ARE ANY VEGETARIANS)
- 4) ASK IF ANY PLAYERS HAVE ANY MEDICAL CONDITIONS THAT MIGHT REQUIRE THE USE OF MEDICATION DURING A GAME - *EXPLAIN WHAT TO DO*
- 5) PLEASE KEEP THE TOILETS CLEAN, PARTICULARLY YOU MEN, LADIES HAVE TO SHARE THE LOOS SO KEEP THEM CLEAN. IF THERE IS A PROBLEM, PLEASE REPORT IT TO A MARSHAL.
- 6) **FINALLY, I APPRECIATE THIS WAS A LONG SAFETY TALK BUT AT THE END OF THE DAY IF YOU FORGET EVERYTHING I HAVE SAID BUT REMEMBER THE TWO GOLDEN RULES YOU WILL HAVE A SAFE DAYS PAINTBALL.**

WHAT ARE THE TWO GOLDEN RULES? HAVE A SAFE ENJOYABLE DAYS PLAY.
FIRST GAME 5 MINUTES SPLIT INTO TWO TEAMS, RED AND BLUE.