

**RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OR RISK, AND
INDEMNIFY AGREEMENT (“AGREEMENT”)**



Date _____

In consideration of participating in the **SPORT OF PAINTBALL** I represent, that I understand the nature of this Activity and that I am qualified, in good health, and in proper physical condition to participate in such Activity. I acknowledge that if I believe event conditions are unsafe, I will immediately discontinue participating in the Activity.

I fully understand that this Activity involve risks of serious bodily injury, including permanent disability, paralysis and death, which may be caused by my own action, or inactions, those of others participating in the event, the conditions in which the event takes place, or the negligence of the “Releases” named below; and that there may be other risks wither not known to me or not readily foreseeable at this time; and I fully accept and assume all such risks and all responsibility for losses. Costs, and damages I incurs a result of my participation in the Activity.

I hereby release, discharge, and covenant not to sue **907 PAINTBALL**, it’s respective administrators, directors, agents, officers, volunteers, and employees, other participants, any sponsors, advertisers, and if applicable, owners and lessors of premises on which the Activity takes place, each considered one of the “RELEASES” herein) from all liability, claims, demands, losses, or damages in my account caused or alleged to be caused in whole or in part by the negligence or the “Releases” or otherwise, including negligent rescue operations; and I further agree that if, despite this release, waiver of liability, and assumption of risk I, or anyone on my behalf, makes a claim against any of the Releases, I will indemnify, save, and hold harmless each of the Releases from any loss, liability, damage, or cost which any may incur as the result of such claim.

I have read this **RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT**, understand that I have given up substantial rights by signing it and have signed it freely and without any inducement and assurance of any nature and intend it to be a complete and unconditional release of all liability to the greatest extent allowed by law and agree that if any portion of this agreement is held to be invalid the balance, notwithstanding, shall continue in full force and effect.

Printed name of Participant

Date of Birth

Signature of Participant

Email Address (optional)

PARENTAL CONSENT

AND I, the minor’s parent and /or legal guardian, understand the nature of the above referenced activities and the minor’s experience and capabilities and believe the minor to be qualified to participate in such Activity. I hereby release, discharge, covenant not to sue and **AGREE TO INDEMNIFY AND SAVE AND HOLD HARMLESS** each of the Releases from all liability, demands, losses, or damages on the minor’s account caused or alleged to have been caused in whole or in part by the negligence of the Releases or otherwise, including negligent rescue operations, and further agree that if, despite this release, I, the minor, or anyone on the minor’s behalf makes a claim against any of the above Releases, I **WILL INDEMNIFY, SAVE AND HOLD HARMLESS** each of the Releases from any litigation expenses, attorney fees, loss liability, damage, or cost any release may incur as the result of any such claim.

Printed name parent/guardian

Signature of parent/guardian

Emergency contact number (optional)

907 Paintball Rules



Liability Waiver

You must have a current waiver on file. By signing the waiver, you agree to these rules.

No Fighting.

No arguing or fighting will be tolerated from adults or children.

Wear Masks at all Times.

When you are in the 907 Paintball arena or Chronograph area, you must wear your mask at all times. There are no exceptions to this rule. This is for your safety. If you are asked more than 3 times to put your mask back on, you may be asked to leave the premises without a refund.

Use Barrel Covers.

Whenever your gun is in the common area that is not the paintball arena, you **MUST** have a barrel cover attached to your gun, covering the tip of your barrel. Areas that you must use a barrel cover include, but are not limited to the parking area, staging area, viewing area, and any other area outside the arena and chronograph station.

Field Paint Only

Only paintballs sold by 907 Paintball are approved for use at this facility.

Age

You must be 10 years of age or older to enter the 907 paintball arena. If you are ages 10 to 17, you must have a parent or legal guardian sign your Liability Waiver.

Do not Drink and Play

Alcohol is not permitted at 907 Paintball. If you are under the influence of alcohol, illegal drugs, or prescription medicine, **DO NOT PLAY PAINTBALL**. Keep yourself and others safe by playing only if you are fully coherent.

Stealing

If you steal anything from other players or 907 Paintball, you will be prosecuted.

Gun Settings

1. Your gun shall not shoot over 300 fps (feet per second). Use a chronograph to adjust your gun to a suitable setting.
2. Paintball Guns with mode settings should be set to Semi-Automatic only. (One trigger pull and release will fire only one paintball).

Referees

907 Paintball Referees and employees make the final calls and enforce the rules at this facility; they have the authority to eject players from the field or premises at their discretion.

Clothing

Long sleeve shirts and pants are recommended. Cleats are useful, but metal-type cleats are prohibited

On-Field Rules

1. If a paintball hits you, and breaks, you are out of that game.
2. Saying "hit" or "out" or raising your gun in the air signifies that you are eliminated. This is not reversible and you must leave that game.
3. No Blind-Firing. Shooting out of a bunker without looking can cause injury to other players, staff, and spectators.
4. If a game is not in session, **DO NOT** shoot the bunkers for target practice.
5. Do not jump on or run into the Air bunkers.
6. If you are using a rental, **DO NOT PICK UP PAINTBALLS OFF THE GROUND** and use them. They can damage the equipment.
7. If the referee stops the game early, point your gun down and await further instruction.
8. Do not shoot players after they have signified that they are out.