

AIRSOFT HAWAII 2009 Summer Smash Waiver/Registration

NOTE: THIS FORM MUST BE READ AND SIGNED BEFORE THE PARTICIPANT IS ALLOWED TO TAKE PART IN the 2009 SUMMER SMASH EVENT.

In consideration of being permitted to participate in any way in the sport and activities of airsoft under the auspices of ASH BASH Productions, I acknowledge, appreciate, and agree as follows:

- 1 – Significant risks and dangers exist in my use of airsoft equipment and my participation in airsoft activities.
- 2 – My participation in such activities and/or use of such equipment may result in my injury or illness including but not limited to bodily injury, disease strains, fractures, partial and/or total paralysis, eye injury, blindness, heat stroke, heart attack, death or other ailments that could cause serious disability.
- 3 – These risks and dangers may be caused by the negligence of ASH BASH Productions, its owners, agents, officers and employees, the owners and lessors of the premises used to conduct the airsoft activities, their officers, officials, agents, and/or employees (hereafter referred to as "RELEASEES") the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes. These risks and dangers may arise from foreseeable or unforeseeable causes.
- 4 – By my participation in these activities and/or use of equipment, I hereby assume all risks and dangers and all responsibility for any losses and/or damages, whether caused in whole or in part by the negligence or other conduct of the RELEASEES, or by any other person.
- 5 – I have read, understand, and agree to obey all safety regulations, game and club rules, and to obey all club directors and referees. Any failure to comply with the rules, regulations, and event instructions will result in penalties ranging from a warning or suspension to expulsion from further ASH BASH Productions activities and revocation of rights and privileges by the directors of the club.
- 6 – I, on behalf of myself, my personal representatives assigns, next of kin, and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify the RELEASEES from any and all claims, actions or losses for bodily injury, property damage, wrongful death, loss of services or otherwise which may arise out of my use of airsoft equipment or my participation in airsoft activities, I specifically understand that I am releasing, discharging and waiving any claims or actions that I may have presently or in the future for the negligent acts or other conduct by the RELEASEES.
- 7 – I permit the use of my name, pictures, and interviews for use in any telecast, broadcast, advertisements, books, films, videos, newsletters or any other account of any ASH BASH Productions activity with no compensation to me.

I understand and agree that this Waiver and Release of Liability covers each and every ASH BASH Productions activity and event in which I participate hereafter. I HAVE READ THE ABOVE WAIVER AND RELEASE OF LIABILITY, FULLY UNDERSTAND ITS TERMS, UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT, AND SIGN IT FREELY AND VOLUNTARILY WITHOUT ANY INDUCEMENT.

FOR PARTICIPANTS UNDER AGE 18 AT TIME OF REGISTRATION

This is to certify that I, as parent/guardian with legal responsibility for this participant, do consent and agree not only to his/her release of ASH BASH Productions and all other RELEASEES but also to release and indemnify the RELEASEES from any and all liabilities incident to his/her involvement in these programs for myself, my heirs, assigns, and next of kin.

Parent/Guardian's Name (print) _____

Parent/Guardian's Signature _____

Relationship _____ Date Signed _____

PLEASE PRINT

If we cannot read your information you cannot be registered

Participant's Name _____

Date of Birth _____ Date Signed _____

Participant's Signature _____

Address _____

City _____ State _____ Zip Code _____

E-mail _____

Phone Number _____ Pager/Cell _____

Please list any existing medical conditions you may have:

In case of emergency, contact one of the following people.
Registration will be void if no emergency contact is listed.

DO NOT USE PAGER NUMBERS

Name	Relationship	Phone #
1. _____		
2. _____		
3. _____		

Registration fee received by _____ Date _____

AIRSOFT HAWAII 2009 Summer Smash

Presented by Impact Games

Registration Confirmation form

Keep this form as your receipt for registration
Please bring this form with you on the game day

Game Day: August 1, 2009
Meeting time: 8:00 at the field for check in
First game starts at 9:30

Registration fee: \$30 (cash only)

Registration fees are non-refundable

Directions to Hawaii All-Star

Get on Nimitz Highway, East bound (from the airport towards downtown). After Lagoon Drive and Ahua Street will be the Waikiki cut off on the right. Take the cut off and stay in the right lane. Go past the tennis courts and Disabled American Veterans Hall (DAV). Immediately after the DAV will be a steel ranch style gate on the right. Turn in and you will be at Hawaii All Star. You can find more information at <http://www.hawaiiallstarpb.com>

When you get to the field, there will be a check-in table set up for pre-registered players. At check-in, please be sure to get your team assignment, and ticket for prize drawing.

As soon as you are registered proceed to the chronograph station. Once your guns have passed the chrono, please gear up and be ready for the first game. Any last minute information will be announced in a briefing before the first game.

Due to limited parking space, it is highly recommended that players carpool. When entering and leaving the game site, please be sure to observe the site speed limit of 5 (five) MPH.

Also, please respect the land and be sure to clean up after yourselves. Thank you.

For up-to-date information regarding Summer Smash, please visit our web site at <http://www.airsofthawaii.org>

If you have any questions regarding the game or your registration status, please e-mail us at questions@airsofthawaii.com

Registration fee received by _____ Date _____

Rule reminders:

- Airsoft guns using 6mm BB's chrono 400 fps or less using .2 gram 6mm BB's.
- Bolt action spring powered airsoft rifles using 6mm BB's chrono 450 fps or less using .2 gram 6mm BB's.
- Airsoft guns using 8mm BB's chrono 300 fps or less with .34 gram 8mm BB's.
- Paintball face masks that provide full face and ear protection will be the minimum standard. Screen mesh goggles or masks will not be allowed.
- No drugs or alcohol allowed on the field.
- No air cannons or rubber/prop knives will be allowed on the field.
- No Green lasers
- All Li-po powered guns are required to have a fuse for safety.
- Hits anywhere count as an elimination. This includes gear and guns.
- Any player a ref feels deliberately ignored a hit (cheated) will sit out a game.
- Refrain from swearing and overly aggressive "trash talk".
- Minors under the age of 15 must have a parent or guardian present at all times.

1 whistle = Start game.

2 whistles = End game. All players stop shooting and head for the staging area.

3 whistles = Pause game. All players stop shooting, put their guns down, keep masks on and stay where they are. This is the whistle signal normally used when a hiker/non-player has entered the field.

Team Assignment

Teams will be assigned at the event during registration.

Each team will consist of 25 players. Positions on each team will be on a first come first served basis. Players cannot sign up on behalf of other players. Team positions cannot be reserved. Each team will be closed once a team is filled with 25 players. We advise you and all potential team members to come early.

The 2009 Sumer Smash is sponsored by

- **Impact Games**
- **Power Edge**
- **RedWolf Airsoft**
- **PDI**
- **Airsoft Extreme**
- **Guarder / Intruder Shop**
- **Airsoft Innovations**
- **NAM Magazine**
- **Airsoft Soldier**
- **Mil-Force**
- **Airsplat**
- **Airsoft International**

Airsoft Hawaii Rules

2009 Summer Smash

Safety:

1. Airsoft guns must chrono 400 fps or less using .20 gram 6mm BB's. A gun shooting 401 fps is over the limit. Airsoft guns using 8mm BB's must chrono 300 fps or less with .34 gram 8mm BB's. Three chronographed shots are used to measure velocity. Any airsoft gun that exceeds the velocity limit will not be allowed in play. Airsoft guns with adjustable hop-up must be set to a level flight path when chronographed.
2. Bolt action, spring powered airsoft guns using 6mm BB's have a maximum allowable muzzle velocity of 450 fps using .20 gram 6mm BB's. Players using this higher velocity limit may not shoot players within 50 feet or less.
3. Any guns opened, repaired or modified need to be re-chronosed.
4. Decelerators or any removable velocity reducers are not allowed.
5. Modified pellet/metal BB firing airguns or live firearms are not allowed. No metal BB's, metal or graphite coated BB's, or solid/foam/rubber head grenade projectiles will be allowed.
6. Gas powered airsoft guns that use an external air tank must have current hydrotest date on the tank. Tanks with expired hydrotest dates will not be allowed on the field. Note: We will not provide CO2 or HPA tank refills
7. All players on the field must wear a paintball facemask with ear protection. No player will be allowed on the field without proper head protection.
8. Players are allowed to add decorative items to the paintball mask that do not pose a safety hazard. Players are not allowed cut, remove parts or modify the mask or goggles in any way that compromises the protection provided. Lenses with holes drilled will not be allowed.
9. Screen mesh goggles will not be allowed due to the possibility of BB fragments causing eye injuries.
10. Head gear must not be removed before leaving the field, even if the game is already over. There may be players who did not hear the whistle and do not know the game is over.
11. Damaged head protection is not allowed.
12. If your face mask gets fogged while you are playing, **do not take it off!** Stop playing and call a referee over for help.
13. No shooting is allowed on the field before a game starts or after a game ends. You may test fire your guns only at firing zone.
14. No knives/weapons are allowed (including fake rubber or prop knives).
15. Covered shoes are required. Long pants and some sort of jacket are highly recommended.
16. No drugs or alcohol allowed at the field.
17. No open fires allowed.
18. No Green lasers.
19. No firearms, fireworks, smoke bombs, explosives or pyrotechnics allowed.
20. Guns using Li-po batteries are required to have a fuse.
21. No exposed or external Li-po battery packs unless the battery is enclosed in a rigid case such as a PEQ or battery box. Li-po batteries contained in soft pouches or anything that may be smashed, crushed or damaged are not allowed.

Game Play:

1. If you are hit anywhere, you are eliminated from the game. This includes hits on guns, equipment, or anything you are carrying.
2. Eliminated players can't talk or give equipment to other players.
3. Ricochets do not count.
4. Swearing and aggressive "trash talk" is not allowed.
5. Players may not feel hits if they're running or wearing heavy clothing or gear. Make sure you actually see the BBs hit before you say anything, then identify the player and tell them specifically where they were hit. Yelling "I hit you" or "you're hit" doesn't help since no one will know who you are yelling at and will be counted as bad sportsmanship.
6. Players who constantly yell "I hit you" or "you're hit" without specifying a player will be called out of the game.
7. Any player who continues to play after a ref has told them they are hit will be suspended two games.
8. Any player a ref feels deliberately ignored a hit will be out two games.
9. If someone thinks they hit you, go ahead and call yourself "dead" (you can always play in the next game). Remember, you may not feel or hear every hit.
10. When you have been eliminated, go to the staging area. While you are leaving the field, make sure to carry your gun over your head and call out something like: "Hit--dead man coming out" continuously until you are off of the field.
11. If you are sure that someone is deliberately not taking hits, let the referee on duty know.
12. If you get within 10 feet or so of someone, ask them to surrender before you shoot them. If they surrender, they are eliminated, so don't shoot them. If they don't surrender, you may then shoot them (be nice, full-auto shooting at point blank is not allowed). If you refuse to surrender to someone, remember that you are likely to be shot at very close range and it will probably sting. Surrendering is optional for the "victim".
13. If you get within arm's reach of someone, don't shoot them, tag them instead. **A tag is as good as a hit** (anyone tagged is eliminated).
14. Stay in bounds while playing. Boundaries will be marked.
15. Players must not scatter from their starting points before the game starts. (Unless the referee says they can.)
16. You must carry all of the ammo you want to use with you into the game. If you leave the field you may not re-enter the game.
17. Hand grenades must be thrown underhand and cannot be lobbed where the grenade is ever more than 10 feet high off the ground.
18. If you are wearing padding, armor or heavy clothing and a referee feels you may not notice hits you will be asked to remove such items.
19. The referee(s) on duty may change some of the minor (non-safety) rules listed above from game to game. There are several set game types that incorporate rules variations. If you aren't sure about what the rules are for the game about to be played, ask a referee.

Whistle signals:

- 1 whistle = Start game.
- 2 whistles = End game. Everyone stop shooting and return to the staging area.
- 3 whistles = Pause game. All players stop shooting, put their guns down, keep their mask on, and stay where they are. This is the whistle signal normally used when a hiker/non-player has entered the field.

Environment:

- 1. You **must** keep your guns (and other gear) concealed anytime you are in public. People have gotten into serious trouble for waving around toy guns where they shouldn't. It is illegal.
- 2. You must dress for play only when you get to the field, not before. You may wear clothes that someone would wear on the street normally. If you show up to the event wearing a tac-vest, facemask, holster, or other such equipment you will not be allowed to play.
- 3. Be nice to everyone at the field such as staff and tourists. Do not do anything that would alarm them.
- 4. Don't tear up the foliage, fencing, bunkers or do anything else detrimental to the area we play in.
- 5. Make sure you pick up any rubbish that you see. When we leave the field, it should be at least as clean as when we got there. Anyone who shoots the rubbish bag(s) will be required to carry it (them) out after the game.
- 6. There will be a designated area where players can shoot (for fun, to test guns, whatever). No one may shoot anywhere else if they are not on the field currently playing a game.
- 7. No fort building during a game.
- 8. No smoke bombs, flares, firecrackers, fireworks or other such items.
- 9. No fires, grills, stoves, or cooking devices unless approved by Airsoft Hawaii or ASH BASH Productions for the event.
- 10. No shooting at any animals.
- 11. No shooting directly or deliberately at the safety nets.
- 12. Anyone charging a Li-po battery pack on premises is required to have a Li-po rated charger, balancer, "liposack" fire containment device, and fire extinguisher.

Sportsmanship:

Airsoft is a recreational activity. Any bad sportsmanship will result in suspension from games or expulsion from the field. Referees may call people out for bad sportsmanship as they see fit. Bad sportsmanship includes but is not limited to cheating, verbal threats, physical threats, vandalism, defacing property, obscene behavior, sexism or racism, theft, constant complaining, slander, excessive shooting, deliberate point blank shooting, or any disregard for the rules.

Hikers/Non-players/etc.:

- 1. If you see a hiker, tourist, or any other non-player approaching the field, **immediately** yell out "hiker" loudly and clearly, stop shooting, and put your gun(s) down.
- 2. If you hear someone else call "hiker", repeat the call, stop shooting, and put your gun down.
- 3. The game will be paused as the hikers are allowed to pass through.
- 4. Do not in any way try to hinder their passing. (Not even by asking them to go another way).
- 5. There is no shooting permitted while a hiker/non-player is on the field.

Misc.:

- 1. Failure to follow the rules listed above will result in penalties ranging from warnings to being called out of a game.
- 2. Respect the rules. The rules are there to prevent accidents and injuries and to keep the game fair and fun.
- 3. For indoor/urban areas, make a point of remembering the surrender and tag rules. Make sure you check with the referees regarding rules.
- 4. Minors under the age of 15 must have a parent present at all times. The parent is not required to play but must be on hand to supervise.