

~Safety Briefing Checklist~

This is to serve as a quality control tool and an added assurance of safe operation of the paintball field at Alliance Redwoods Conference Grounds. Please check off items as they are covered and sign the checklist at the bottom upon completion of the pre-game briefing. This checklist is to be put into the "Completed Operational Checklists" folder on the wall of the van for filing by the paintball manager. Reference the Paintball Manual with any questions, or list them in the comments section found at the bottom of this checklist.

DATE: _____

Preliminaries: Have participants divide up into two even teams upon arrival. If you are still setting up you can encourage the guests to pick out a mask and make sure it is cleaned up. Introduce yourself and the other referees and gather the troops to begin the briefing.

Rules Off Course:

- Barrel Plug/Sheath ON
- Keep Safety ON
- Gun/Marker pointed at the ground

On Course:

- Wear mask at all times – Properly Fitted. On before you enter and it NEVER COMES OFF!
- Barrel plug dropped in red bucket
- Do not fire until horn blows – ok to do a test shot into the woods
- Do not fire after game ends – horn will blow again, game end signal?
- Do not argue with Refs
- Do not climb trees
- Stay in bounds – orange fence and rope with pink ribbon – **POISON OAK**

Don't Fire Rules:

- At anyone within 10 ft. – "Surrender" rule
 - Whoever yells "Surrender!" first, wins, eliminating the other player
 - 3 Knocks on base, yell "Surrender!" – capture everyone inside
- At Referees (wearing the blaze orange jerseys)
- At player with gun/marker overhead
- At any wildlife
- After game ends
- Beyond course boundaries
- **No blind shooting****

Additional Information:

- Hailing a Ref -- stay put and yell until we come to you
 - Gun Check – for gun jams (hold gun in air)
 - Paint Check – If you don't know whether you've been hit (hand in air).
 - Referee in the line of fire – yell "Ref!" and then motion with hand to which side you would like us to move.

HEAD REF: _____

- Mask Defog – If you can't see through the lens and need a ref to act as a body shield while you wipe it off.
- What constitutes a hit?
 - Body, gun or hopper break
 - Paint splatter rule
 - No break, no hit!
- How to hold the gun so you don't lose your paint.
 - Never hold the gun upside down
 - Periodically check to make sure the lid is on good
 - Paint on the ground stays on the ground!
- When you are out...
 - Yell "I'm out, I'm out!" Put gun in air, stand up and move to road as quickly as possible. Walk off with gun overhead until clear of enemies.
 - Dead men tell no tale. No communicating with your team after you have been hit, except in a re-spawn game.
 - Begin clean up as soon as you are off the field and restock paint/air if a ref is out in the staging area.
 - Ref may call for nearby players to hold their fire to allow an eliminated player(s) to exit the field.
 - Safety & Barrel Plug on before you leave the field
- Clean up Procedures:
 - Paint cleaning table with barrel squeegees.
 - Mask lens cleaning table.
 - Keep track of your own equipment
 - Reference posted price lists
- Waivers (All players need to sign the waivers. If they are under 18 they need to have *their* parent or guardian sign the waiver as well.)
- Briefly describe nature of games (if you haven't already)
- Chronograph all personal guns

I, _____ (print your name) have thoroughly covered the above pre-game briefing information and warnings with the participants from _____ (Guest group name) in preparation for this paintball session.

_____ *Signed* _____ *Date* _____ *Session Time*

Staff Members Present:	Current Training Level: