

CROSSFIRE – SAFETY RULES

Preparation

Limber up. Remove jewellery, especially ear rings. Aside from handkerchiefs and tissues, take only what we distribute. Valuables will be kept safe under lock and key until you return

The Battle Zone

Rabbit holes, shifts in the ground, and tree roots can sprain unprepared ankles and knees.

There's a really stinky roped-off swamp that is waist deep at the edge, and much deeper in the middle. The ropes may not stop you from falling in, but can help you get out if you do...

Kit

Wear strong shoes or boots for the woods, which are often muddy. You'll be issued camouflage overalls, but dress for the season. Ideally wear old padded clothes

Please leave your kit as clean as you received it, and do not leave overalls inside out

The most important piece of equipment is your helmet or face mask, so check it thoroughly and make sure it fits comfortably

Helmets

Once on, **your helmet stays on** until you're given permission to remove it. *It doesn't come off for any reason otherwise*

HELMETS STAY ON is the single most important rule in paintball
If you only remember this one rule, you'll be safe

Helmets may come off only when permission is given by the co-ordinator. Taking off helmets at any other time may result in instant disqualification, with no refund

If you need to clean it, DO NOT REMOVE YOUR HELMET. See a marshal, who carries cleaning gear and water. If you urgently need to remove your helmet (e.g. a wasp is inside) either get into the Safe Zone or find a marshal. We get through over 10,000 rounds of ammunition in a day, and many will have your name on them...

Spectators must also wear helmets/masks, whether inside or outside the safety net. If you're spectating in the Battle Zone, you'll wear a yellow vest to show you're a non-combatant. This mandate also applies to those who are simply 'sitting out' the game

Rifles

Your rifle is based on the Colt M4 Commando, used by Special Forces worldwide for tactical 'close quarters' operations, and issued to the US military; who also use this exact model of paintball rifle for training purposes

It is semi-automatic, meaning it will keep shooting as fast as you can keep pulling the trigger. If your rifle jams, *immediately pull back the cocking lever*. If it's still jammed, don't attempt to clear a blockage; take it to a marshal. Keep your weapon free of dirt, to avoid jamming. Never put the barrel of your rifle in the mud, unless you *really* want it to jam on you. Do NOT look down the barrel! Do NOT put anything into the barrel that's not a paintball...

The magazines are cosmetic only, so please don't try to remove them. Rifles are held by the barrel, not the mag. The 5-position shoulder stock is adjustable to suit you

A soldier's only as good as his weapon. Don't damage it or get dirt in the mechanism. Don't shoot it when empty. Your opponent can tell the difference, and it also damages the mechanism, like kicking a football and missing...

Check your safety catch. If it's RED, it means that it's Ready to fire. Do NOT touch the trigger until the game starts

All rifles are numbered, so both we and you know who used them

Barrel sleeves

Each rifle has a yellow barrel sleeve, to keep the mud out. This stays on until permission is given, and goes back on again whenever we take a break. Look after it, and keep it deep in your pocket during games, because if any of it sticks out it will, for certain, snag on a tree...

Paintballs

Paintballs are fully biodegradable; so they're both clothing- and environment-friendly, and are not poisonous if you happen to ingest any paint spray. They do, however, taste foul...

Avoid using used paintballs that you find on the ground, as they may jam your weapon. If you drop any, only pick them up if they're spotless. Dirty, wet or damp paintballs will jam. Ammo must be kept dry

Paintballs are designed to burst on impact. As such, they're very fragile; so shaking your weapon, or storage pots, or banging them on trees or the ground can cause them to burst and dampen other paintballs, thus ruining them. This is why we don't accept any ammo back at the end of a session; so go nuts with everything you have

Hoppers and pots

An ammo belt holds up to three pots. Each pot holds 100 rounds of ammo. Used pots must be closed firmly to keep dirt out. Before and after a game, empty pots will be collected

Hoppers hold 180 rounds. Never fill them outside of the Battle Zone. When doing so, put your Safety on and keep your fingers away from the trigger. Make sure the hopper cap closes tightly with a 'click'. You don't want to lose half your ammo before you even begin...

The hopper must be vertically above the rifle to allow ammo to drop down into the chamber. Turning the rifle on its side, or upside down, will prevent ammo from feeding properly

Do NOT remove the hopper from the rifle

Safety and common sense

Paintball is safer than football or basketball; and injuries incurred during paintball games are just 20% of those sustained from fishing, bowling, golf and tennis. Paintballs travel up to 200mph, and can blind someone for life. However, the rules we have make it safe to play

Take the opportunity to have a drink during a break

Do NOT remove the gas bottle on your rifle. The liquid gas inside is extremely cold when released. Think liquid nitrogen! In the unlikely event that you break your gas line, and super-cooled gas starts rushing out, get the rifle away from you as fast as possible

Like any weapon, don't point it at anyone unless you intend to use it against them - especially when entering the Hospital...

There is NO physical contact with the opposing team. No fighting, no hostages, no kidnapping, no interrogations, and no summary executions...

Do not shoot at wildlife. Be aware of farm animals beyond the woods. No climbing any trees. Don't do anything that could upset a neighbour, or the farmer who lets us use the wood. Think smart – it only takes one thoughtless action to spoil it for everyone permanently

The netting keeps the paintballs inside the playing area. Do NOT go under the nets, nor touch them for any reason

Unless specifically stated that it's okay, do not bring your weapon within sight of Cleeve House. If you can see the house, then guests inside can see you

Marshals will be on the course, wearing yellow jackets. They'll be there to help, advise, clean your rifle and goggles, and warn you if you're breaking any rules. They're also looking out for cheaters. Marshals carry light rifles with increased muzzle velocity, and will punish cheaters appropriately. Arguing with a marshal will not win you any favours...

Anything construed as deliberately messing about, or endangering anyone's health, outside the rules and fair play of the games, can result in instant disqualification.

Finally, it took five years to get this project off the ground; and to raise the £5,000 needed, from the Grassroots Foundation, to get started. A lot of work, mainly by teenage volunteers, goes into keeping it running. We try to run it as cheaply as possible; and any profit, after maintenance, goes to buying more equipment. The ongoing goal is to have more kit, better facilities, more pyro's, and even more fun. Nobody is making any money out of it, so please respect the equipment and the staff

Thank you for taking the time to read these rules. We know there's a lot to remember but it's all important to avoid anyone getting hurt, and complaints being raised, which could invalidate our insurance. Also, injuries do not equal fun, so stay safe 😊