



**High Harthay Outdoor Pursuits  
High Harthay Farm  
Thrapston Road  
Brampton  
PE28 4NJ**

### **MadDog Airsoft Site Rules**

All participants must read and sign a disclaimer to confirm their full understanding of the following site rules: All persons must book in on site at arrival. If you need clarification on any of the rules there will be a number of Marshalls around the site, they are there to help and make sure you enjoy your event as much as possible. Marshalls can be identified by their yellow or orange high viz vests stating "MARSHAL" or "MARSHAL FIRST AID" on the reverse or player marshals wearing a yellow high viz armband.

#### **Clothing & Protective Wear**

- MadDog Airsoft advise that Full Face protection is worn in order to prevent any injuries to the eyes or face
- Safety goggles that conform to a minimum of BS EN166 standard can be used at your own risk, but MadDog Airsoft will not be held responsible for any injury sustained as a result of not wearing a full face mask
- Under 18's are not permitted to wear just goggles and MUST wear a full face protection at all times
- Eye protection is to be worn at all times during game-play. Failure to comply will result in removal from the game
- You are advised to wear long sleeved tops and full length trousers, MadDog Airsoft will not be held responsible for any injury sustained as a result of not following this advice.

#### **FPS Rules**

- AEG's: 350 FPS & GBB's: 350 FPS - avoid full auto at close range where possible
- DMR Weapons: 450 FPS - 20 metre minimum engagement rule, no double tap
- Sniper / Bolt Action: 500 FPS - 30 metre minimum engagement rule, snipers must have a secondary/back up weapon
- You must take all weapons that may be used during the event to the indoor range next to the site office for chronograph after checking in
- Pistols: 350 FPS
- For anything not listed above please contact the site manager at [info@maddogairsoft.co.uk](mailto:info@maddogairsoft.co.uk)

MadDog Airsoft reserve the right to chronograph any weapon at any time. Any weapons found to be operating above the site limits will be removed from play. If the owner of the weapon does not agree to cease its usage then that person will be asked to leave the site with no refund given.

### **Rules of Engagement**

- You must aim your weapon, no blind firing, 2/3 second bursts only
- When you are fired upon and a BB makes contact with you it is classed as a hit, no matter how hard it hits you.
- When hit you must put your weapon in the air and shout "hit" and make your way to the designated dead zone or to respawn as per game instructions
- Short-range engagements can be dangerous, please take caution
- No shooting at players with their weapon in the air
- Ricochets DO NOT count
- Friendly fire DOES count
- No shooting into dead zones
- Dead Players CANNOT talk! Do not communicate while making your way to your dead zone
- Players not accepting hits will be sent back to respawn, if this persists they may be asked to leave the event
- Marshalls can take honesty shots at players at any time to spot check for players taking hits.
- If you suspect cheating do not shout out at another play, please report this to a Marshall who will deal with the situation
- When leaving the game play area you must remove your magazine and fire 2 shots to clear your weapon before entering the safety zone
- Any abusive &/or aggressive behaviour will not be tolerated. Anyone behaving in this manner will be sent back to the safe zone. They will be allowed to rejoin the game after a suitable "cooling off" period but any repeat of this behaviour may result in that person being told to leave the site

### **Pyrotechnics**

- No under 18's are permitted to use pyro's
- Any pyro's not purchased on site must be declared and approved by site owners when checking in
- Do not approach any pyro once it has been thrown

### **Wildlife**

We have a zero tolerance for anyone aiming at/shooting at wildlife. It is simple; do NOT fire at anything that cannot fire back at you, any players seen attempting to shoot at any wildlife will be told to leave the site.

## **Equipment hire**

- You will be shown how to correctly use, reload and carry your hire weapon, anyone seen deliberately misusing the equipment will be removed from game play for another demonstration and will have to sit out until the following game.
- Repeated misuse will result in the equipment being withdrawn from your use
- Loss or damage to any equipment hired from MadDog Airsoft must be paid for by the person(s) causing the loss or damage, to the full value of either the repair or replacement of the hired item.

## **General rules**

- Safe areas will be identified to players by the Marshalls, if you are in doubt please ask
- When in a safe area all weapons must be unloaded, magazines removed and made safe.
- If you wish to use the target practice area please check with a Marshall prior to using the area
- We advise no running anywhere on site
- Green lasers are not permitted for use on site
- You must stick to the designated play areas marked in the map, do not cross any ropes or barriers and do not stray into the crop fields
- Do not intentionally point an unloaded weapon or point/fire a loaded weapon at another person's head
- All weapons and equipment are the sole responsibility of the person who owns said equipment. MadDog Airsoft is not responsible for the loss or damage to any personal equipment or weapons
- No alcohol is permitted on site

## **Covid-19 site rules and procedures**

Please visit our website [www.highharthay.co.uk/maddog-airsoft](http://www.highharthay.co.uk/maddog-airsoft) for the latest information. This must be read through and understood before attending any airsoft event. The covid rules will override any existing rules if they crossover.