

# TACTICAL ACTION GAMES

## CODE OF CONDUCT

### RESTRICTIONS:

- Do not touch another player or his/her equipment.
- Do not brandish your infrared transmitter at any person not participating in the game.
- Do not climb trees. Players may use trees as cover.
- Do not run except on well-lit, open (20ft clearance in all directions), groomed, terrain.
- Do not jump on to, off of, over, or under any obstacle.
- Do not climb.
- Do not leave the boundaries of the designated playing area.
- Do not go within 50 feet of a public street.
- Do not go within 10 feet of other players, parked vehicles, windows, gardens/flower beds, bodies of water, or any other damageable property or possible hazard.
- Do not bring alcohol or any other illegal substance to the game.
- Do not bring real or fake weapons to the game, including but not limited to knives, firearms, pepper spray/mace, stun guns, and batons.
- Do not bring any other foreign objects to the game. Binoculars, FRS radios, and flashlights might be permitted under certain circumstances. Necessary personal items such as cell phones, wallets, keys, etc. can be left with the instructor in a small safe.
- Do not wear a hood or any gang-related paraphernalia.
- Do not behave in any other unspecified way that might cause risk of injury or damage to self, others, or surroundings.

### REQUIREMENTS:

- Players must complete the Waiver and Release Form before participating.
- Players must be properly dressed for conditions of weather and terrain, and must have closed-toed, athletic shoes with good traction.
- Players must follow all instructions given by the instructor.
- Players must always hold the infrared transmitter with two hands.
- Players must immediately report injuries, hazards, or breach of rules to the instructor.
- Players must return all equipment before leaving the game.
- If encountering a member of the public in the game area, players must stop and explain what they are doing, answer any questions, and inform the instructor and other players nearby of the bystander's presence.

### SPECIAL INSTRUCTIONS:

If a player encounters a police officer or if the instructor blows the whistle three (3) times, players must immediately:

1. Stop moving. Do not shout.
2. Immediately DROP infrared transmitter to the ground.
3. Do not move hands, arms, or bend over to place infrared transmitter on the ground.
4. Hold still and wait for instructions. Do not put hands in the air or on head unless instructed to do so.
5. Follow instructions exactly
6. Explain in a calm voice that you are playing Laser TAG with TOY guns and other players are still in the area.

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### **Encountering an officer continued...**

**What to expect:** Event organizers are required to notify local law enforcement of your game in advance. In the rare event that police are called to the scene, they should contact the organizer of the event before responding. If officers do respond, they will not likely have weapons drawn; however, they might draw weapons if they perceive a threat. Our infrared transmitters are marked with blaze orange tips and do not resemble real guns. Officers have been trained to look for the orange marking and identify targets before engaging. They are also trained to give instructions to armed assailants before taking further action; however, accidents can happen under even the best circumstances. If players follow the instructions above, they will minimize the risk of alarming an officer. Even after identifying the infrared transmitter as harmless, do not be alarmed if you are placed on the ground, searched, and questioned before being released. This is simply standard procedure.

**What to know:** Laser TAG is neither illegal, nor is it restricted or regulated by any law or code. Legally, the activity of Laser TAG must be treated the same as using a remote control, and even less severely than using a water gun, which is classified as a projectile weapon. Unlike Paintball and Air-Soft, our Laser TAG guns are not classified as firearms, nor are they classified as imitation firearms since they are not replicas of any firearm produced since 1898. All toy, look-alike, and imitation firearms must be marked with a blaze orange marking covering a minimum of six millimeters from the end of the barrel. Our infrared transmitters are properly marked; however, pointing any toy, look-alike, or replica firearm at an officer or armed civilian may be considered a threatening gesture. Many police officers have taken an interest in our sport and participate on a regular basis. They have been kind enough to help us develop the guidelines for safe operation of our business. With that in mind, we urge our customers to understand that all of the RESTRICTIONS and REQUIREMENTS of our Code of Conduct are extremely important and must be followed exactly to ensure a safe and enjoyable experience. Thank you for your cooperation, and for your business.