

VALHALLA AIRSOFT

Below you will find the full site rules for Valhalla Airsoft. Many of these points will be covered in the safety briefing before each day of gaming begins. However it is advisable to read the rules before arriving to avoid any confusion or disappointment.

Safety is of paramount importance. All of our rules are in place to ensure safe fun.

GENERAL MEDICAL:

Anybody with a condition requiring medication (such as inhalers), or those who are concerned about their health, should make themselves known to the marshals. This can be done discreetly if you wish. Your medication should be carried in your top right pocket where possible or, at the very least, on your right hand side.

IN AN EMERGENCY:

In case of emergency during a game, cease fire immediately and shout the site safe word (which is PINEAPPLE). All players must cease fire upon hearing the safe word. One player must then seek out a Marshal whilst shouting PINEAPPLE to any other players they encounter. Upon locating a marshal, inform them of the emergency. They will then suspend the game with short, sharp blasts on their whistle/air horn. Upon hearing the whistle/air horn or the word PINEAPPLE players must place their guns on floor (or sling/holster them) and remain still while the problem is sorted out - UNLESS staying still would put you in harm's way.

IN CASE OF FIRE:

If a fire breaks out the rally point is the car park by the Nook.

Upon discovery of a fire you are to shout **FLAME, FLAME, FLAME** as loud as you can. Please do not shout FIRE as it confuses people with guns!

NOBODY is to leave the site until all players have been accounted for. Marshals checking burning buildings for players/attendees that have left to go to the pub may have a sense of humour failure!

EYE PROTECTION:

Eye protection **MUST BE WORN AT ALL TIMES IN THE GAME ZONE**. The only place you may remove your eye protection is in the safe zone.

- If you are over 18 you may wear ballistic-rated eye protection only, but you will NOT be covered by our insurance for facial injuries (such as shot out teeth).
- If you are under 18 you **MUST** wear full face protection.
- If you rent our equipment you **MUST** wear full face protection (provided by the site).
- If you have any problems with your eye/face protection in game you must make yourself known to a marshal who will take you to a safe place to resolve the issue.
- **AT NO TIME MAY YOU REMOVE YOUR EYE/FACE PROTECTION IN GAME.**

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REAL LIFE WEAPONS:

- Under no circumstances are real life weapons allowed on site.
- Any knives must be of the soft training variety and easily bend through 90 degrees to be allowed in the game zone. ANY other knives must be left in your car.
- Multi tools are acceptable as we know that sometimes your pride and joy lets you down, but they are only to be used as a tool and not in the game.

INSIDE THE SAFE ZONE:

As the name suggests, this is the only area on site considered “safe”. This is the only place you can remove your face protection.

All guns must be cleared BEFORE entering the safe zone: safety on, mags/shells removed, and chambers emptied. Pistols may remain loaded if in holsters. Moscars may be stored face down in sealed bottom pouches. Guns that are complicated to clear (such as LMGs) may be left loaded but magazines must be switched off and fired till they dry fire before entering the safe zone. If the magazine is not battery operated it must be removed.

SAFETY INFRACTIONS:

Any safety infraction will result in you being removed from the current game. Continued infractions will prove you are not sufficiently safety conscious, or too daft, to play at our sites and you will be sent home with no refund.

THE NOOK:

The site toilet is located in the Nook.

No weapons of any kind are permitted inside.

Please be courteous when using the facilities: if your footwear is dirty please remove it before entering the Nook, and wipe up any mess you leave behind. To be safe, why not just sit down for everything?

At times the Nook may be unavailable. You will be informed upon arrival if this is the case.

ALCOHOL, DRUGS, SMOKING:

- No alcohol or recreational drugs are to be taken whilst on site. Offenders will be sent home immediately without a refund. Additional penalties may also be applied
- The site reserves the right to refuse participation to any person deemed intoxicated or under the influence of alcohol or drugs (recreational or prescribed).
- Smoking is not permitted in the safe zone, game site or the Nook. There is a dedicated smoking area outside the safe zone entrance.

RENTAL WEAPONS:

We have a small collection of rental weapons available.

Any damage or loss to these weapons must be paid for.

Rental equipment is reserved for new players first.

If you are a regular player you are expected to have your own weapons and equipment.

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GUN USE AND FPS LIMITS:

At our site we encourage people to use their guns in the roles that their real steel counterparts are designed for. All weapons are placed in the category their outward appearance represents. In the event of dispute as to a weapon type the decision lies with the management.

The FPS limit for a weapon is shown in the Chrono area. Weapons over these limits will not be permitted in the game area.

Magazine Capacity

- All weapons, with the exception of Support Weapons, are limited to Real, Low or Mid Capacity magazines.
- Players may carry as many magazines as they wish. No winding hi-cap magazines, automatic or otherwise, may be used.
- Extended Pistol mags are NOT hi-caps. The clue is in the name. Double stack GBB Mags are not Hi-cap either.
- Certain game modes may limit the amount of ammunition that can be carried or used.
- Any player found to be using hi-cap magazines (except on already specified weapons) on the site will be removed from gameplay.
- If you don't have real/lo/mid cap magazines for your weapon you cannot use it. (Everywhere is out of stock is not a valid excuse. No real/lo/mid cap no use). It is your responsibility to ensure you have suitable magazines for your weapon.
- If buying a new gun it is advised to ensure real/lo/mid cap magazines are available for your weapon and buy them at the same time as the weapon.
- If you cannot find magazines for your weapon our staff can usually help track some down for you.
- In the rare case when no real/lo/mid cap magazines exist for your weapon we can help modify your magazines into an acceptable type.

REUSABLE GRENADES:

- The use of reusable grenades is permitted within the game area.
- Once readied for use any reusable grenade must be securely stored in a sealed pouch. Under no circumstances should they be affixed to loadbearing equipment until you enter the game area.
- Grenades should be clearly marked with the owner's name.
- Any grenade without a name will be held for 2 weeks but if unclaimed becomes the property of Valhalla Airsoft.
- Do not pick up any grenade that does not belong to you even if retrieving it to return to the owner. This will be viewed as attempted theft.
- BFGs must be 9mm or lower.
- The use of Airsoft Innovations 40 Mike Grenades are not permitted on any site operated by Valhalla Airsoft, However the Mini Mike grenade may be used.

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SMOKE GRENADES:

- Smoke in the open is for screening purposes only.
- Certain game modes will use smoke as a toxic gas – In these game modes all players have 10 seconds to vacate the room.
- Toxic smoke rules only apply to the room the grenade was used in not other rooms it travels into.
- Wearing P3 or better safety-rated NBC gear/gas masks (eg S-10, GSR or a 3M Particulate filter) will save you from “toxic” smoke indoors.
- If the smoke becomes too thick indoors and you don’t have a mask. Please leave the room. Your lungs cannot be replaced by respawning. It’s not worth the risk to your health just to “stay alive”. Marshals may tell players to leave a room if the smoke is too thick.

PYROTECHNICS:

- Pyro of any description may only be used by those aged 18 years or older.
- Only pyro manufactured by reputable companies may be used on site (TLSFx, EG, etc).
- Under no circumstances are home-made pyros allowed on site.
- If it goes bang, it must be of Mk5/9mm or lower.
- Cardboard-housed pyro may be thrown as you see fit (but not directly at players) when outdoors and under arm when indoors.
- Metal-cased pyro must be posted, thrown underarm or rolled.
- Booby traps are acceptable but must be below head height.
- If a pyro fails to detonate – leave it alone and alert a marshal.
- Do not interact with a thrown pyro to kick, throw back, etc. at the enemy.
- Do not jump on a pyro to save the team.
- Do not “cook off” grenades – there is potential to lose fingers.

BB KILLS:

- A strike by a single BB anywhere on the body or holstered gun counts as a kill shot. Cheaters will face a “sin-bin” penalty. Persistent cheaters will be sent home and suspended or banned.
- We appreciate that if you are hit at the extent of a BB’s range onto kit you may not feel the shot. Your team mates are expected to play fairly and call you out if they see you hit
- Ricochets do NOT count as a hit.
- Some games operate a medic rule so you can be “healed” in-game without having to go to respawn. Once hit, raise hand and clearly shout “hit”, then start the bleed-out clock (time varies depending on game scenario).
- Team mates may medic you by holding onto you and counting to 5.
- Team mates may pull you 6 feet/2 metres/the length of a typical door into cover.
- If you are hit during medic, go to respawn.
- If the medic is hit, they require a medic themselves, or will have to respawn (depending on number of hits they have taken).
- Through kills count – try to medic at arm’s length.
- **Dead men DON’T talk** – even covertly through their comms equipment! Batteries will be removed.

KNIFE KILLS:

- Only soft LARP or training weapon are permitted – they must easily bend 90 degrees.
- Mars Bars, fingers, sex toys or any other analogue are NOT considered knife kills.
- A tap anywhere on the body of another player counts as a kill.
- There is no requirement to “stab” or “slash” a critical part.
- If you have been knife-killed, be considerate: a quiet acknowledgment is sufficient.

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SURRENDER RULE:

- The surrender rule should to be employed at close range when your enemy is at a disadvantage and a hit is guaranteed (usually 1 - 2 metres).
- Under no circumstance should you shoot. If you are close enough to the enemy say “bang” in a clear voice.
- The hit player can choose to take the “hit” as normal without being shot.
- If the player in question refuses, be prepared to fire. You should use semi-auto only in this situation.
- If you get the drop on a player with a history of not accepting surrender then you may shoot without offering the option.

BLIND FIRING:

Blind firing is the act of firing your gun without being able to clearly see your rear sight, front sight, flight path of ammo to target, and the target. You cannot simply poke your gun around a corner or over a wall and pull the trigger without exposing your head to see what is there.

OVERSHOOTING:

Overshooting is not tolerated on the site. Players are expected to fire only as many times as is need for a target to call the hit. Players who fire at another player more than is needed will be removed from the game and risk a “sin-bin” penalty. Persistent offenders will be sent home and suspended or banned.

BUILDINGS:

If you are within a building you are restricted to semi-auto only. Support weapons may be used indoors on full auto using a short burst lasting no more than 2 seconds per pull of the trigger – if you let a gunner in, it’s your own fault. If you are outside a building you may use fully automatic. Players are expected to exercise common sense when moving around the exterior walls and obstacles. If you suspect there may be an enemy hiding round the corner use semi-auto fire.

Do not interact with any doors in the buildings. If a door is open it should remain so. Players on the other side of a closed door do not have x-ray vision (though they may have snake cams) and do not know if you are on the other side of it.

Under no circumstances should you post a smoke grenade into a room and shut the door.

GAMES:

- Some games will be time-limited, others are objective-led.
- Each game will have its own briefing, so listen in.
- Each game will have its own play area boundaries.
- Team re-gen points will be pointed out, as well as re-gen timings.
- Games will start and stop with blasts of a whistle/air horn.

RADIO COMMUNICATIONS:

- Radio channel 12 is strictly reserved by Valhalla Airsoft for our radio network of staff and marshals. For team comms please use channels 1-11.
- If there is a situation that you wish to report or an important question you want to ask, please nominate someone in your team with a radio to speak to us on channel 12.
- Deliberate disruption or jamming of this channel will lead to you being told to leave for safety reasons.

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WEAPON / EQUIPMENT TECHNICAL SUPPORT AND ADVICE:

If you require any advice about what weapons or equipment to buy and where to buy them feel free to ask any senior staff member who will be happy to advise you.

We will usually have a couple of experienced airsoft techs on site who can conduct repairs or tune-ups and offer advice on upgrades.

CONDUCT ON SITE:

Do not fire your weapon into a non-gaming area such as adjoining fields or businesses.

We do everything we can to ensure the site is as safe as possible but there are still natural and man-made hazards on the site. Every care has been taken to clear up any broken glass, protruding "spikes" and sharp edges. If you see anything you consider to be unsafe it is your responsibility to inform a member of staff.

- As we are in Scotland please be vigilant of the general public exerting their right to roam. If this happens please call for a Marshal and make them aware of the situation immediately.
- No physical aggression toward other players or staff.
- No verbal aggression towards other players or staff.
- No shooting at non-combatants: marshals, reporters, photographers, observers, etc.
- No deliberate shooting at point-blank range: surrender rules apply.
- Stay within gaming boundaries for each scenario.
- Out Of Bounds areas are clearly marked – don't be daft!
- Walls over 2 pallets tall are considered "to the roof" – no climbing over them and dropping over the top.
- Respect the wildlife: no deliberate damage to plants or shooting at animals.
- No climbing on or over the pallet walls
- Please leave furniture and props where placed. They are there for a reason.
- No camping on or near a respawn. If a marshal sees you camping you will be shot. Our marshals are armed.
- The site has uneven surfaces, and trip and fall hazards. Suitable footwear is to be worn at all times.
- Areas can get wet underfoot and become slippery.
- Lasers are allowed as long as they are red and of a low power output. Do not point them into others players' faces. Green lasers are ONLY permitted at night time events.
- Whilst on the site you agree to being photographed or video recorded. These images may be published and distributed via the internet or in any other medium for promotional purposes.
- Marshals' decisions are final and are based on safety and good intent.
- Minimum age is 12. Young gun players up to 16 years of age (ie. between 12 and 15 years) must be accompanied by an adult guardian and a waiver signed on their behalf.
- If you are unclear on any of these rules, or if you have any questions about them, ask a marshal.
- Please put safety above any game constraints. If you or the marshals would see what you are doing as dangerous, then simply don't do it.

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MARSHAL ZONE:

Entry to the Marshal Zone is not permitted without permission.

FIRST AID:

We have at least one registered first aider on site during games. If you require medical assistance locate a marshal or first aider.

FOOD AND DRINK:

Food and drink is not permitted in the game zone. However water may be carried if in a sports water bottle or a camelback.

Attendees are permitted to eat and drink (non-alcoholic drinks only) in the safe zone.

We also offer a range of chilled food and drink items along with hot beverages for sale inside the safe zone. Warm food may be available on occasions.

VALUE FOR MONEY:

Our aim is to ensure you get maximum value for money - meaning more time "in the field" shooting each other and less in the safe zone admiring your latest purchases. Please be prompt for any game briefs and ensure you pay attention. Don't be surprised if you are "encouraged" by a marshal if you are dragging your backside and holding up the day for everybody else!