

DuelingSolution.com

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DUELING PEERAGE REGISTRY

My Good and Honorable Fellow Peer,

Welcome to the growing ranks of **The Dueling Peerage Registry**. You are now a force to be reckoned with. You are empowered to settle your own civil differences and mete out your own brand of personal justice in the time-honored fashion according to the **Code Duello de Pistols** as conducted by the DuelingSolution.com.

These are the perquisites and privileges of membership:

- Assigned **Lifetime Dueling Registry Identification Number** - Duels are arranged and scheduled online.
- Sporting shirt - black or white with DuelingSolution.com logo (Let's Get It Settled) Sizes M-L-XL
- **License To Duel** with Assigned Registry Number (suitable for framing)
- DuelingSolution.com automobile window decal (proclaims your dueling status and signifies your willingness to take to the field in defense of your honorable driving habits)
- The complete printings of the **Code Duello de Pistols Sections I & II, Introduction and Illustration**, The Duel as a **Judiciary Supplement** with an example of the **Dueling Solutions Binding Resolution**, **Poltroon's List** Posting Procedure, **Preparations for The Duello de Pistols**, and the current Price List for Goods and Services.
- The Dueling Solution.com **Challenge Card Packet** for initiating and inviting challenges through the **Dueling Peerage Registry** (see below for usage guidelines)

GUIDELINES FOR USAGE OF THE DUELING SOLUTION CHALLENGE CARDS

Firstly, remember that the purpose of the DuelingSolution.com is to settle civil differences in a non-violent, non-litigious manner while providing entertainment. This works well between civilized people with a similar mindset towards resolving personal or business situations, namely: your friends and peers. Recognize, and avoid dealing with unbridled ruffians and those devoid of civilized and social restraints.

We make grants to people and organizations who help victims of wanton physical social violence. Default reactive violence with little provocation seems a prevalent and growing social problem. The idea behind DuelingSolution.com is to provide a powerful yet harmless, inexpensive, and non-life altering means of settling civil differences and letting off social pressures while celebrating the mischief of human vitality. Therefore, our DuelingSolution.com challenge cards are intended to be used within your peer group of friends, family, acquaintances, business associates and the like. We do not recommend passing them to anyone you do not know

There are two types of cards within **The Dueling Peerage Registry** card packet:

CHALLENGE CARD #1 (single card)

BLACK CARD

The first is a DuelingSolution.com 'statement of purpose' business card with the Dueling Peer's Lifetime membership number imprinted on the back. These can be given to anyone to remove

yourself and diffuse or deescalate situations where you are the less affected party. Also, they can be used to forestall importunate or vexing people who you may find yourself dealing with. In these cases, there may be no issue to be settled other than to regain your peace of mind. Once you have passed off this card, notify DuelingSolution.com that a challenge may be forthcoming. Include name and any information to identify your potential challenging adversary.

The same card without your Registry Number can be given to others around you that you observe to, perhaps, have reason to need the services of DuelingSolution.com. (~~SILVER/GRAY BUSINESS CARD~~)

***** Do not give out these cards unless you are prepared to defend your standing within the Dueling Peerage Registry. *****

All **Dueling Peerage Registry** Members are pledged to participate when called out by a Challenger. Once a challenge card #1 is given out and comes back as a formal challenge with one half dueling fees paid, the member who first passed the card has 5 days to complete the application and pay the other one half of the dueling fee and schedule their **Trial by Combat** lest they find themselves in breach of their DPR membership covenant. If this occurs, there are two consequences:

1. For the DPR member who gave out the card but did not respond to the forthcoming challenge: **He will be stripped of his DPR Number and banished from the world of dueling and may end up relegated to The Poltroon's List. (bad form indeed!)**
2. For the person who received the DPR card and followed through with the challenge and paid their share of dueling fees: They, in good conscience, are entitled to the duel. The duel will be scheduled, and they will stand and deliver three shots at an effigy of the dishonored **Dueling Peerage Member**. The paperwork will be completed by the **Director of Combat** and the duel will be awarded to the Challenger and recorded into **The Dueling Ledger** as a standing victory.

CHALLENGE CARD #2 (double card)

SERIOUS BLACK CARD

The second card is a folded double card. It will be given out when a member finds him/herself to be the more interested party in a social situation with "something to be settled" and a wish to initiate a '**Trial by Combat**'. Preferably the card will be served out by your '**second**'. In this case, you or your '**second**' will hand off the card to the person you wish to challenge. If they also are a registered member in **The Dueling Peerage**, that person will likely hand you a Dueling Solution.com business card with their own DPR number (Card #1).

All that remains is for each party to enter DuelingSolution.com website to complete the **Application to Duel**, pay their portion of the dueling fee, and enter onto the **Dueling Schedule...**

- The DPR member giving out Card #2 will be the initiator (**Challenger**). He/she will complete their part of the application and pay their one half of the dueling fee. Should the **Challenged party** be a DPR member as well, the numbers have, most likely, been properly exchanged. Then, as pledged, both members will carry out their registry obligations and the duel will be scheduled.
- If the challenged party is a **non-entity** (not a DPR member) and does not come forward on the Dueling Solution.com website to complete their side of the application and pay their one half dueling fees within 5 business days to be entered onto the Dueling Schedule nor can they be identified or located, the Duel is thereby nullified and the challenger's

prepaid fee is returned to him. The Dueling community needs not to deal with common riffraff.

- However, should the challenged party be a **Dueling Peerage Registry Member** or is otherwise identifiable, the Duel will proceed with the challenger delivering his three shots to the effigy of the shirking would-be challenger, whereupon the **Dueling Certificate** will be awarded to the Challenger and entered as a victory in the **Peerage Registry Record**. The disgraced challenged principal will be stripped of his DPR membership and/or banished from the dueling community and may be entered onto the **Poltroon's List**.

In the event that the would-be challenged party resurfaces and takes issue with their forfeiture and subsequent occupancy on the **Poltroons List**, they may initiate a challenge for their redemption. The entire dueling fee will be borne by the original recalcitrant duelist. This challenge must be accepted by the original principal who was awarded the victory and, thus, the new duel will be scheduled.

Whatever the outcome, should the former shirking duelist perform with new-found honor, such person will be adjudged to be redeemed and granted to rejoin the ranks of the **Dueling Peerage**.

**DUELING SOLUTION
BUSINESS CARD**

YE WHO ARE ABOUT TO DUEL...

Preparations for the CODE DUELLO de PISTOLS

What Duelists and Their '**seconds**' Should Know...

- Choose a friend to be your '**second**'. Choose wisely. They will stand by you, upon the dueling ground. You must trust them to control your purse so you will not be distracted with money matters. Most importantly, they may need to stand in and continue the duel in your behalf should the outcome of your duel be inconclusive (**a moot shoot**).
- Dueling costs are generally shared between the participants. There is a flat rate for from one up to three volleys. Duels must be prepaid, and waivers must be signed to lock in scheduling.
- If the '**seconds**' are asked to continue the original unresolved duel for the principals, it is entered as a new duel with the standard fee applicable. It will be conducted immediately following the original duel.
- Assemble your gallery. Besides your chosen '**second**', DuelingSolution.com will admit two of your friends to witness and support you during your moment of judgment.
- The projectiles are standard issue paintballs. We provide protective dueling 'aprons', 'skirts', and 'headgear', which covers most participants almost completely. This reduces the "sting of defeat". However, some spatter may occur. Wear expendable clothing. Shoes should be sturdy and stable, preferably boot type with heavy socks. Some participants sport an extra sweatshirt worn under.
- Show up one half hour early to register in. Some lucky shots may have us running ahead of time so arrive in plenty of time, if just to observe the people and the methods. If you are absent when called, your match is forfeit (you lose) and you may suffer the ignoble fate of being relegated to the '**poltroon's list**'.
- Remember that in a duel you need 'cool' instead of 'heat'. Any dealings or social representation on your behalf will be attended to by your chosen '**second**' while you focus on the outcome.
- DuelingSolution.com '**second**' assigned to your corner is there for your 'survival' and to aid you towards a successful outcome. They will get you into your dueling attire and place the pistol into your hand. They will also advise you, if asked, on the technique of delivering your shot to the greatest effect. You may gratify them with coin once you go on to gain your satisfaction.
- Familiarize yourself, to the greatest extent possible, with DuelingSolution.com Code Duello de Pistols Exchanges and Outcomes... *It is to your advantage to know the process!*

AN INTRODUCTION

CODE DUELLO de PISTOLS

"Modern man's struggle is a drama of self-restraint."
-Unknown

For a thousand years man has had the right to settle his civil differences by a ritualized **Trial by Combat**. It gave men a personal power not to be trifled with. As a result, "rude tongues feared to wag"; as was a saying of the time. There was a prevalent and heightened cordiality and civility throughout people's dealings from knowing that you may be "called out" by your peers.

Now we live in an age without a means to express the mischief of human vitality. There is no outlet to release social tension, no provision for man's natural tendencies to embrace and pursue personal justice or achieve satisfaction for wrongs committed by others upon his person or property that does not involve public censure... or devolve into the woefully unsatisfactory, inadequate, and expensive experience of becoming further victimized within the legal system.

DuelingSolution.com has put together a non-harmful, entertaining way for a person to now settle their own civil differences. Silly or serious, man to man, woman to woman, or any mix thereof. All manner of disagreements having to do with politics, contracts, money, opinion, rivalry, work, sports, vengeance, insult, gossip, courage, rude clerks, neighbor disputes, or whatever imaginable... we can help you settle it dramatically and, most often, with finality.

THE GREAT EQUALIZER

DuelingSolution.com conducts one specific controlled dueling format... paintball packed pistols at ten paces. Just about anyone who has the spirit to "**stand and deliver**" will have a fair chance of success against any younger, healthier, wealthier, mightier opponent.

A pencil pusher can defeat an iron pumper.

The frailest female can take down the mightiest man.

And, of course, the opposite is just as likely.

Now, with a measure of resolve, a steady hand, a little luck, and perhaps a bit of providence together with the convincing power of gunpowder, you...now by your own hand, have the power to...

"Get it Settled"

CODE DUELLO de PISTOLS

Section One -- Rules of Engagement

"It would be nice if Christian forbearance ruled the world. It would be nice if everyone stopped having disagreements...In the meantime, here are the rules."
-Anonymous.

ARTICLE 1. All persons who consider themselves as a person of honor (male or female) may engage upon the **Field of Honor**. There are no gender, class, or rank distinctions. Those persons who are physically or mentally incapable of adhering to these articles will not, of course, be able to participate. *Minors may be allowed to duel given parental consent.*

ARTICLE 2. Certain circumstances allow a '**champion**' to be appointed or substituted to fight or defend another person's call to arms:

- A person may issue a challenge in the event of personal offence taken as a result of witnessing injustices perpetrated upon innocent or defenseless persons.
- A female may, if she chooses, designate a '**champion**' to fight in her behalf but only when challenged by a male considered by her to be importunate.
- A physically impaired person (unable to stand and deliver) may employ a '**champion**' to answer or initiate a challenge.
- Where a court order is in place prohibiting such a meeting, a champion may be employed on one side or the other.

ARTICLE 3. Once scheduled, a dueling encounter may not be called off honorably until after the first exchange of fire and a subsequent public apology is given by the challenged party and accepted by the challenger. In these cases, the duel is then ended, and the challenger is declared the victor and satisfaction is achieved. Otherwise, the duel continues to the second **volley**.

ARTICLE 4. The giver of the offence and the subsequent challenger (**the principals**) must both take the ground with a particular friend or associate to act as their '**second**' (spokesperson, supporter, and money handler) standing with them at their respective station. The '**seconds**' must be prepared to take the ground themselves in the event satisfaction was not achieved between the principals after three volleys (without an apology or a conclusive strike). The '**seconds**' may step in to continue the original duel in place of their '**principals**'.

ARTICLE 5. The duelists must face each other with a full-frontal presentment at ten paces (30ft.). Toes must be at the firing line and pistol pointed vertically upwards with elbow fully bent. (It is permissible for one foot to be positioned up to 8 inches behind the firing line). The non-shooting arm must be placed behind the back and the knee cannot be bent. This stance is held until both pistols have been discharged and/or secured by DuelingSolution.com personnel.

ARTICLE 6. Neither principal may advance or retreat from the firing line until both personnel have discharged their pistols and then relinquished them to DuelingSolution.com personnel.

three) until their set of three pistols have been discharged.

ARTICLE 8. DuelingSolution.com personnel will perform dueling pistol handling, charging, loading, and cocking. Principals will relinquish pistols to DuelingSolution.com personnel upon discharge after every volley.

ARTICLE 9. The challenger's 'second' shall have the opportunity, just before the commencement of hostilities, to deliver a short statement (15 seconds) as to the nature of the grievance whereupon the challenged principal's 'second' shall be able to respond in kind.

ARTICLE 10. Principals are required to lower their pistols and fire upon voice command from DuelingSolution.com Director of Combat executed as "Present (arms) Fire!". As a point of Honor, pistols should be aimed and discharged without hesitation. However, should your opponent quick fire and miss you, you make take up to 10 seconds while your opponent must stand their ground awaiting your return fire. After 10 seconds and only if your opponent's first fire does not strike you the DuelingSolution.com personnel will be moving to secure your pistol and your shot will be forfeit.

ARTICLE 11. Once the pistols are placed in the hands of the principals, there should be no utterance or distraction from the principals, their 'seconds', or their galleries.

ARTICLE 12. In all cases, a misfire is equivalent to a shot, and a snap or non-cock is to be considered a misfire.

ARTICLE 13. No dumb shooting or firing into the air is admissible in any case. The challenger ought not to have challenged without provocation, and the challenged ought, if he gave provocation, to have made his apology before he came to the ground. Therefore, 'children's play' must be dishonorable on one side or the other and is accordingly prohibited.

ARTICLE 14. DuelingSolution.com reserves the right of final and binding interpretation of all the Articles and rules in the two sections of the Code Duello de Pistols. All matters and clarifications not herein put forth will be decided by application to DuelingSolution.com Director of Combat via the website.

ARTICLE 15. Any principal not abiding by these articles and rules or exhibiting behavior not consistent with that of a Member of the Dueling Peerage may be declared "unfit to duel" by the DuelingSolution.com Director of Combat. Upon which, the malefactor will be barred from these proceedings forfeiting all associated rights, privileges, and monies for DuelingSolution.com services. The duel will be awarded to his/her adversary. Upon which, the person declared "unfit to duel" may be summarily '**posted**' to the '**poltroon's list**'.

ARTICLE 16. The duel is conclusive if so judged and certified and stamped with the seal of DuelingSolution.com **Director of Combat**. Challenges may not be re-issued nor the same civil difference be revisited should the defeated principal be unhappy with his defeat and dispatch. However, in the rare case where both the principals and their SECONDS have dueling honorably one after the other without a victor according to OUTCOMES and EXCHANGES-SECTION II, the principals may come back another day seeking satisfaction regarding the same offence but only if the original challenged party is in agreement.

ARTICLE 17. A deflected or ricocheted shot which leaves a mark is judged to be a true and valid strike.

CODE DUELLO de PISTOLS

Section Two -- Exchanges and Outcomes

*"How Chances Mock,
and Changes Fill
the Cup of Altercation"*
-Shakespeare

BEFORE THE DUEL

- Once scheduled and the participants take the field, there must be a first exchange of fire. If there is a dishonorable withdrawal on one side or the other, the duel will be awarded to the remaining and more willing principal. The dishonored principal may be entered onto DuelingSolution.com 'Poltroons List'.

THE FIRST EXCHANGE

- 1) **Both parties miss each other.** At this point, an apology may be asked for from the challenged party. If given, and accepted by the challenger, the duel is ended honorably, and the challenger is proclaimed the victor. If apologies are not forthcoming, there must be a second exchange. Go to SECOND VOLLEY.
- 2)
 - a) **If one party be hit at all and the other is not**, the duel is ended honorably with the un-struck principal proclaimed the victor. DUEL ENDED. VICTOR PROCLAIMED.
 - b) **If both parties be hard-hit by each other (head or torso)**, the HEADSHOT PREVAILS. If both strikes are torso shots, the shot placed closest to the heart (as measured by the director of combat) prevails. In both cases, DUEL ENDED. VICTOR PROCLAIMED. In the rare case of equal measurement, the Duel constitutes a MOOTSHOOT and may be taken up by the principal's 'SECONDS'.
 - c) **If one party be hard-hit (head or torso) and the other be light-hit (arm, leg, or upper shoulder)**, the duel is ended honorably, and the light-hit principal is proclaimed the victor. DUEL ENDED. VICTOR PROCLAIMED
 - d) **If both parties be light hit (arm, leg, or upper shoulder)**, and no apologies are forthcoming, the duel must continue for a second exchange. A duelist light- hit in an arm must use the un-struck arm to wield the pistol for the second exchange. A duelist light-hit in a leg will be given a crutch so that his struck leg bears little weight for the second exchange. Go to SECOND VOLLEY.

THE SECOND EXCHANGE

- 1) **Both parties miss each other.** If no apologies are forthcoming, there must be a third and final exchange. If it is the second miss for both duelists, the distance will be reduced by two paces (6 ft.) Go to THIRD VOLLEY.
- 2)
 - a) **If one party be hit at all and the other is not**, the duel is ended honorably with the un-struck principal proclaimed the victor. DUEL ENDED. VICTOR PROCLAIMED.
 - b) **If both parties deliver a hard-hit to the other (head or torso)**, THE HEADSHOT PREVAILS. If both strikes are within the torso, the shot placed closest to the *heart* (as

PROCLAIMED. In the rare case of equal measurement, the Duel is proclaimed a MOOTSHOOT and may be taken up by the two dispatched principal's 'SECONDS'.

- c) **If one party be hard-hit (head or torso) and the other light-hit (arm, leg, or upper shoulder),** the duel is ended honorably with the light-hit principal proclaimed the victor. DUEL ENDED. VICTOR PROCLAIMED.
- d) **If both parties be light-hit yet again (arm, leg, or upper shoulder)** where a participant suffers a light-hit in both legs or both arms, that person can no longer stand and deliver, and his opponent is declared the victor. DUEL ENDED. VICTOR DECLARED. If the combination of strikes still renders a leg and an arm of both principals able to operate then the duel must continue to the third exchange (a very bloody affair indeed). Go to THIRD VOLLEY.

THE THIRD EXCHANGE

- 1) **Both parties miss each other a third time at reduced distance.** DUEL ENDED. NO JUDGEMENT. MOOTSHOOT declared. If no apologies are forthcoming, the principal's 'SECONDS' may take to the field as a separate duel to resolve the same conflict.
- 2)
 - a) **If one party strikes and the other misses,** the party who has scored the hit is declared the victor. DUEL ENDED. VICTOR PROCLAIMED.
 - b) **If both parties be hard hit (head or torso),** the HEADSHOT PREVAILS. If both strikes are within the torso, the shot placed closest to the *heart* (as measured by the Director of Combat) prevails. DUEL ENDED. VICTOR PROCLAIMED.
 - c) **If one party scores a hard-hit and the other a light-hit,** the victory is awarded to the principal who inflicted the hard-hit. DUEL ENDED. VICTOR PROCLAIMED.
 - d) **If both principals again be light-hit** and the combination of strikes still enable one of the principals to "stand and deliver" then that principal is declared the victor. DUEL ENDED. VICTOR PROCLAIMED. But if both principals are unable to "stand and deliver" (strikes to both arms or both legs) DUEL ENDED. NO JUDGEMENT. MOOTSHOOT DECLARED. The duel may then be taken up by the principals 'SECONDS.'

ADDENDUM I (affecting 2B)

An outlined *heart* emblem is now affixed to each duelist's protective apron signifying the anatomical position of the heart. In the case of simultaneous torso strikes (mortal) by both principals in the same exchange, the position of each strike point shall be measured (by the Director of Combat) to the heart emblem. The principal whose mark is measured to be closest to his opponents' heart emblem shall be declared the victor. DUEL ENDED. VICTOR PROCLAIMED. HEADSHOTS ARE REAFFIRMED TO PREVAIL IN ALL EXCHANGES.



Trial by Combat • Duel of Record



This is to certify the resolution of a meeting held upon the Field of Honor

Location

Date

Time

Record No.

For the purpose of settling a civil difference in the time-honored fashion between

Challenger

DPR#

VS

Challenged Party

DPR#

Challenger's "SECOND"

DPR#

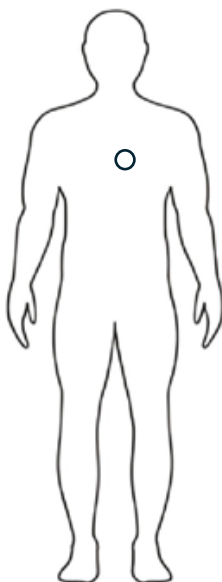
Challenged Party's "SECOND"

DPR#

First Fire

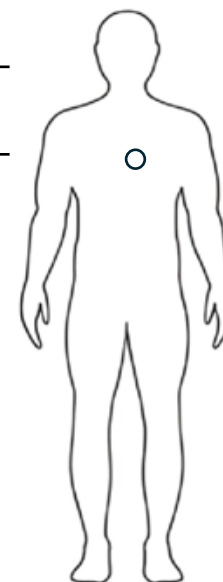
Second Fire

Third Fire



Notes

Official Stamp



Notes

BINDING RESOLUTION

The Duel as a Judiciary Supplement

“The Duel: a judiciary supplement, an outlet for social tensions, or simply a bloody celebration of man's vitality and temper.”
-Anonymous

Your duel, as conducted by the [Dueling Solution.com](http://DuelingSolution.com), can be your true **Trial by Combat**. When a civil difference needs to be settled and both parties agree beforehand to abide by the outcome, our [Dueling Solution.com](http://DuelingSolution.com) **Binding Resolution** can make your victory on the **Field of Honor** also honored in a court of law.

The **principals** will draft an understanding of the civil difference to be settled to be entered onto our standard **Binding Resolution** form and all will put to it their signatures whereupon the issue will be decided by the outcome of the duel.

ABOUT "POSTING" TO THE POLTROONS LIST

“All persons are subject to the Code Duello, answerable for their conduct upon the Field of Honor with the exceptions of lunatics, children, and the old in their dotage.”
-Anonymous

Historically, there have never existed any laws directing men to accept challenges to duel; rather the opposite was true. Nevertheless, traditionally, most men did accept. It has been a custom from the earliest age for men to decide differences and avenge injuries through the means of a structured, ritualized **'Trial By Combat.'**

But there have always been those who, on some pretense, have been hesitant to give a gentleman the satisfaction to which he was due. In the heyday of dueling such men were branded as **'poltroons'** and found themselves shunned from society. A practice developed in America of **'posting'** the reluctant duelist in newspapers for the public information and possible public disapprobation as well.

DuelingSolution.com will carry on that deserving tradition by **'posting'** those of that ilk to the DuelingSolution.com website **Poltroon's List** for the public to pass what judgment they may. In any case, they will *“fill the columns in no enviable light”* as was the saying of the day.

Examples whereby a person may be posted onto the **Poltroon's List**:

- The ignoring or refusal of accepting a DuelingSolution.com **challenge**.
- Behavior not in accordance with DuelingSolution.com **Code Duello**
- Failure to abide by an agreed DuelingSolution.com **Binding Resolution**
- Failure to appear for scheduled meeting upon the **Field of Honor**

Proclamation

Hear Ye, Hear Ye... Take Notice All Ye People!

This establishment will NOT abide unruly affrays nor disorderly disturbances upon these premises. We expect our patrons to hold themselves to a higher order of gentlemanly conduct. Therefore, the Lords of Management of these premises refer you to DuelingSolution.com to arrange for the settlement of your civil differences. All such disagreements are to be resolved through DuelingSolution.com in the time-honored fashion, according to the Code Duello with pistols at ten paces.

Contact the DuelingSolution.com for arranging a meeting on the Field of Honor to achieve your 'satisfaction' at the earliest convenience...

"Let's get it settled!"

The Lords of Management

DuelingSolution.com

FREQUENTLY ASKED QUESTIONS

1. What is the Dueling Solution?

The Dueling Solution presents a unique approach to resolving civil differences by reintroducing the concept of a Duel as an entertaining, effective, and non-harmful paintball competition. We provide an opportunity to “Get It Settled” with fun and finality without resorting to the court system.

(See Introduction form #9)

2. How does a paintball duel work?

The two opponents, known as “Principals” each with their personal associate, known as “Seconds” face off ten paces apart with paintball loaded pistols. On command, they aim and fire. Hits are marked by red paint, with various outcomes based on the Rules of Engagement to determine the victor.

(See Code Duello forms 11 & 12)

3. What does a duel aim to resolve?

A duel can address any civil matter, including personal and business disagreements to differences of opinion. And if the parties both agree beforehand, a signed Binding Resolution can enforce both parties to abide by the outcome.

4. Who is eligible to participate in a duel?

Anyone considering themselves honorable, regardless of gender, class, or rank. Physical and mental capability is necessary, and minors are permitted with parental consent.

5. Can I challenge anyone to a duel?

Ideally and, in theory, pretty much anyone can duel with anyone. However, we recommend that your challenges be issued and accepted within your group of friends, associates, or peers.

6. What does the Dueling Peerage Registry membership include?

Membership includes an ID number, a dueling shirt, a License to Duel, a window decal, printed Code Duello, Challenge Cards for initiating duels and MORE!

7. How do I officially challenge someone to a duel?

If you are a member of the DPR, use one of the Dueling Solution's Challenge Cards, follow the instructions for issuing a challenge, and ensure that both parties complete their application and payment on our website.

8. How are dueling costs determined and shared?

The cost is a flat rate for up to three volleys and is typically split between the participants. It must be prepaid to secure the duel's scheduling.

9. How are duels scheduled?

Duels are arranged online through our website, where participants must register, complete applications, and make necessary payments. *Please note: Mail in applications are included in every Dueling Peerage membership portfolio.*

10. How can I prepare for a duel?

Familiarize yourself with the Code Duello rules, select a trusted 'Second', assemble your gallery, and arrive early on the day of the duel for registration and orientation.

11. What attire is recommended for a duel?

Comfortable, expendable clothing is advised, with sturdy shoes. Additional padding such as a sweatshirt can be worn under the protective gear provided.

12. Can I witness a duel as a spectator?

Each duelist can bring up to two supporters to their duel, known as their "gallery", to observe the proceedings. Others may enter as a pay-per-view observer.

13. What happens if the principals don't achieve "Satisfaction" after the three volleys?

Their "Seconds" may take to the field in the original principal's behalf as a "new duel" continuing the quest towards resolution and closure of the original civil difference. At this point, statistically, it is extremely unlikely not to register a definitive victory for one side or the other, but it is still a possibility.

14. What's the significance of a 'Second' in a duel?

A 'Second' is a crucial figure who supports and represents a duelist, handles finances related to the duel, and may step in to continue the duel if needed.

15. What is the Poltroon's List?

This is a public registry viewable through the Dueling Solution.com website. It is on this list that individuals who act dishonorably within the context of The Dueling Solution's Code Duello, such as refusing a duel or failing to honor a resolution, are listed.

16. What is the role of the Directeur de Combat?

This individual is responsible for overseeing the duel, ensuring the rules are followed, and certifying the outcomes of the exchanges.

17. How often is the paintball duel decisive?

Principals are allowed up to three exchanges (volleys) to reach a determination resulting in an 85% chance of naming a clear victor. *(See Question 4)*

18. Can the outcome of a duel be legally binding?

Yes, with a Binding Resolution agreed upon by both parties, the outcome of a duel can be arguably admissible in a court of law as the resolution to a civil difference. Should either party renege upon the pledge to honor the outcome, they will be stripped of their DPR membership and relegated to the poltroons list.

19. How can I get started?

Visit DuelingSolution.com to learn more, register for an account, and become a card-carrying member of The Dueling Gentleman's Registry to get started.

DuelingSolution.com

GLOSSARY & SYMBOLOGY

Apology: (verbal) Asked for but rarely given from the challenged party after the first *volley* of fire without a strike. If forthcoming, DUEL ENDED, CHALLENGER VICTORIOUS. If apology not given, the Duel proceeds to 2nd *volley*.

Application Form: a fillable form for persons who wish to arrange a *Trial by Combat* or join the *Dueling Peerage Registry*. (*doc 7*)

Binding Resolution: an agreement between the dueling *Principals* that the outcome of the *Trial by Combat* will potential to be legally binding in resolving the dispute. (*doc 17- 18*)

Challenge: a call to take part in a *Trial by Combat* oftentimes via *challenge card*

Challenge Card: cards held by members of the dueling peerage registry used for inviting or initiating dueling challenges (*doc 6*)

Champion: a person who duels on behalf of a *principal* who is unable to participate due to a disability or other acceptable reasons.

Code Duello de Pistols: the set of rules and articles governing the conduct and procedures of the *duelingsolution.com* (*docs 11 & 12*)

Directuer du Combat: the official responsible for overseeing the adherence to the rules of engagement and honorable conduct of participants.

Duel of Record: the official chronicle of a completed duel with shot-by-shot summary of outcome, stamped and certified by the *Directuer du Combat*. (*doc 16*)

Dueling Peerage Registry: an association of like-minded individuals pledged to initiating and answering calls to *Trial by Combat*. (*doc 3-5*)

Dueling Peerage Registry Number (DPR): the lifetime identification number assigned to a member of the *dueling peerage registry* commonly referred to as *DPR*

Engagement & Outcomes Chart: A progressive visual map outlining possible misses and strikes together with their possible consequences affecting the dueling outcome (*doc 15*)

Field of Honor: the traditional dueling grounds located at *The Imperial Arena*.

Firing Line: Brass metal strip behind which the *principal* place their toes demarcating the official dueling 30 foot distance.

License To Duel: a formal and frameable document that certifies a registered dueling peerage member (*see front cover*)

Disfire: percussion cap detonates, but main charge does not...counts as a true shot.

Moot Shoot: an unresolved *Trial by Combat*. It can only be the result of three situations:

1. Double headshots in a single exchange, 2. Double body shots in single exchange with equal measurements to heart emblem (rare) 3. Three consecutive double misses in three consecutive volleys. (also rare)

Noncock/Snapfire: hammer not drawn back/ neither charge detonates...both count as true shot.

Poltroon's List: a list of individuals who have not acted in accordance with the articles of the *Code Duello De Pistols* or have otherwise dishonored themselves therefore banished from the dueling community. (*doc 18*)

Posting: process by which individuals are named and entered onto the *poltroon's list*.

Preparations to Duel: a helpful summation of preparations to take prior to *Trial by Combat* (*doc 8*)

Principals: the two opposing duelists, one the challenger and the other the challenged party.

Proclamation: frameable signage placed in communal spaces entreating patrons to take their quarrels to a more suitable location: *DuelingSolution.com*

Seconds: an individual selected by a *principal* to serve as their personal witness and advocate during a duel.

The Dueling Schedule: dates and times of upcoming 'trial by combat' meetings to be held on 'the field of honor' as posted on the duelingsolution.com website.

Trial by Combat: duel by pistols at 10 paces (30ft.)

Volley: each exchange of fire in a duel

DUELING SYMBOLOGY

Honorable



Individual duelist has displayed honorable conduct throughout the course of the duel

Victorious



Duelist is victorious



Duelist has been mortally struck

Moot Shoot

No Judgement

Unresolved Trial by Combat

POSTED

Poltroon's List

Registry of dishonored duelists

DuelingSolution.com

Price List of Goods and Services

Services

"The Solution" Pistol Duel Package*..... \$360

Go to Application on Page 7

"Trial by Combat" split equally between combatants unless otherwise agreed upon. Includes arrangement, scheduling, and execution of said duel, 100% cotton **DS logo t-shirt** or **DS logo hat** and **Certification Record** (suitable for framing).

***Add Binding Resolution..... \$40**

Prepared, official promissory document that is signed by both parties whereby the civil difference between them is decided by the outcome of the Duel (Trial by Combat)

Dueling Peerage Registry Membership Package..... \$125

Go to Application on Page 7

Includes a lifetime DPR number, logo tee or embroidered cap, **License to Duel** (frameable), Dueling Peerage challenge cards, hardcopy of Dueling Solution handbook

Goods

Proclamation..... \$45

Black framed notification suitable to be placed in businesses, mancaves, she-sheds, or public places requesting patrons to take their civil disagreements to a more suitable venue: ***The Dueling Solution***.

DS Tee Shirt (black or white, 100% cotton)..... \$24

Logo Cap (embroidered)..... \$28

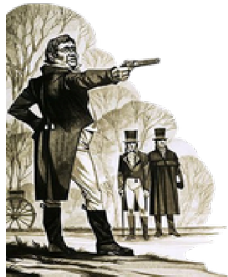
DS Bumper Stickers (3pk)..... \$12

Replacement Challenge Cards (10pk)..... \$12

Private Rental of the Imperial Arena..... TBD

Please visit DuelingSolution.com to view and order merchandise or mail in completed application/order form with check to:

Dueling Solution, 3246 Imperial Ave. San Diego, CA 92102



DuelingSolution.com

Trial By Combat Application



VS.

Challenger

DPR#

Challenged Party

DPR#

TO BE COMPLETED BY: ☐ CHALLENGER ☐ CHALLENGED PARTY

Principal

DPR#

First Name

Mid. Initial

Last Name

Weight

DOB

Address

City

State

Zip

Email

Phone#

Shirt Size

'Second'

DPR#

First Name

Mid. Initial

Last Name

Weight

DOB

Address

City

State

Zip

Email

Phone#

Shirt Size

By submitting this application, I agree to:

- ☐ Sign standard liability waiver prior to participation.
- ☐ Appear at designated location promptly on scheduled date and time.
- ☐ Conduct myself according to the directives of the DuelingSolution.com Code Duello

Do the principals of this engagement require a Binding Resolution?

YES (add \$40)
NO

Signature

Date

Trial by Combat – Duel by Pistols - \$360

(Principals may split the fee \$180/\$180)

Please proceed to payment ... And "Let's get It Settled!"

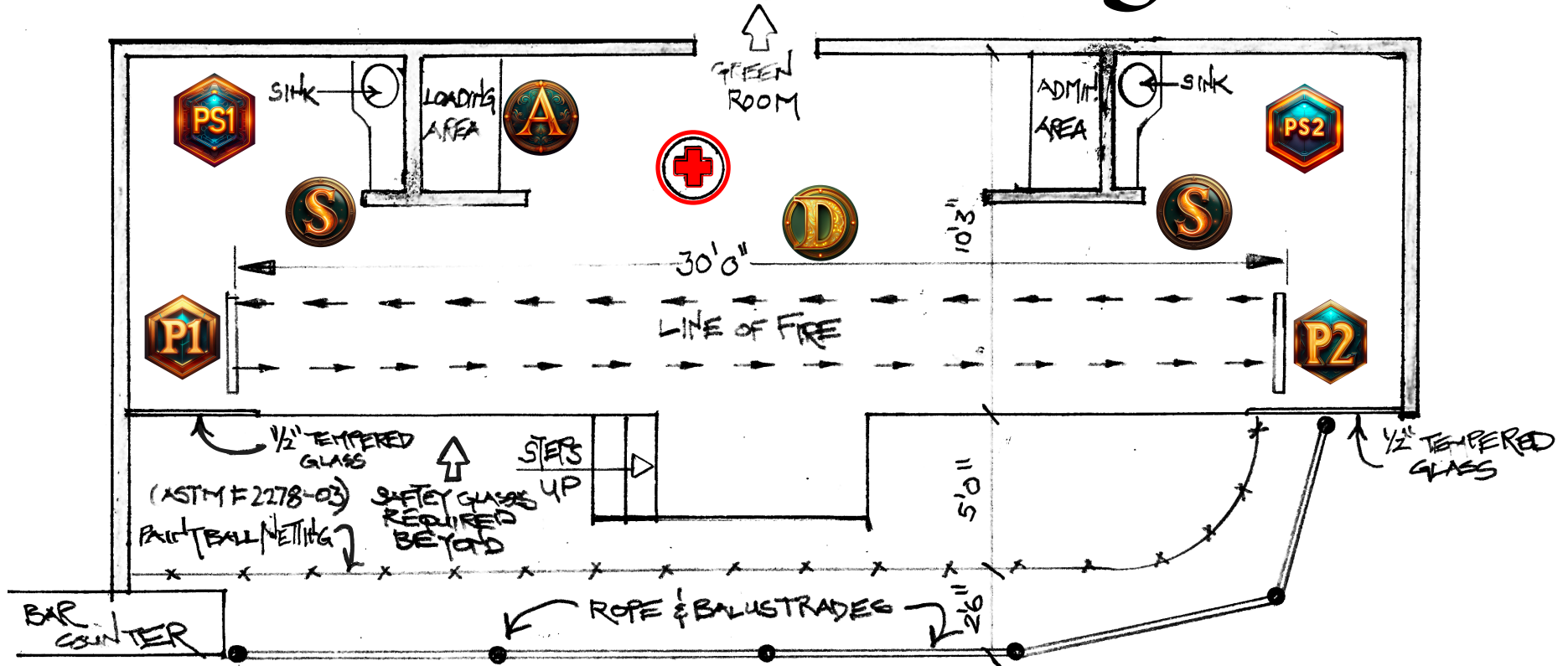
MUST submit completed application forms from BOTH Challenger and Challenged Party

Checks payable to DuelingSolution.com - Mail Checks to 3246 Imperial Ave. San Diego, CA 92102 or Venmo @DuelingSolution



venmo

Field of Honor Diagram



Dueling Personnel Legend

- | | |
|---------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|
|  Directeur of Combat |  Principal Challenger |
|  Acting Physician |  Challengers Chosen 'Second' |
|  Dueling Solution 'Second' |  Principal Challenged Party |
|  Armourer |  Challenged Party's Chosen 'Second' |

LEGEND

NON-MORTAL → SHOULDER / LIMB

MORTAL → HEAD / TORSO



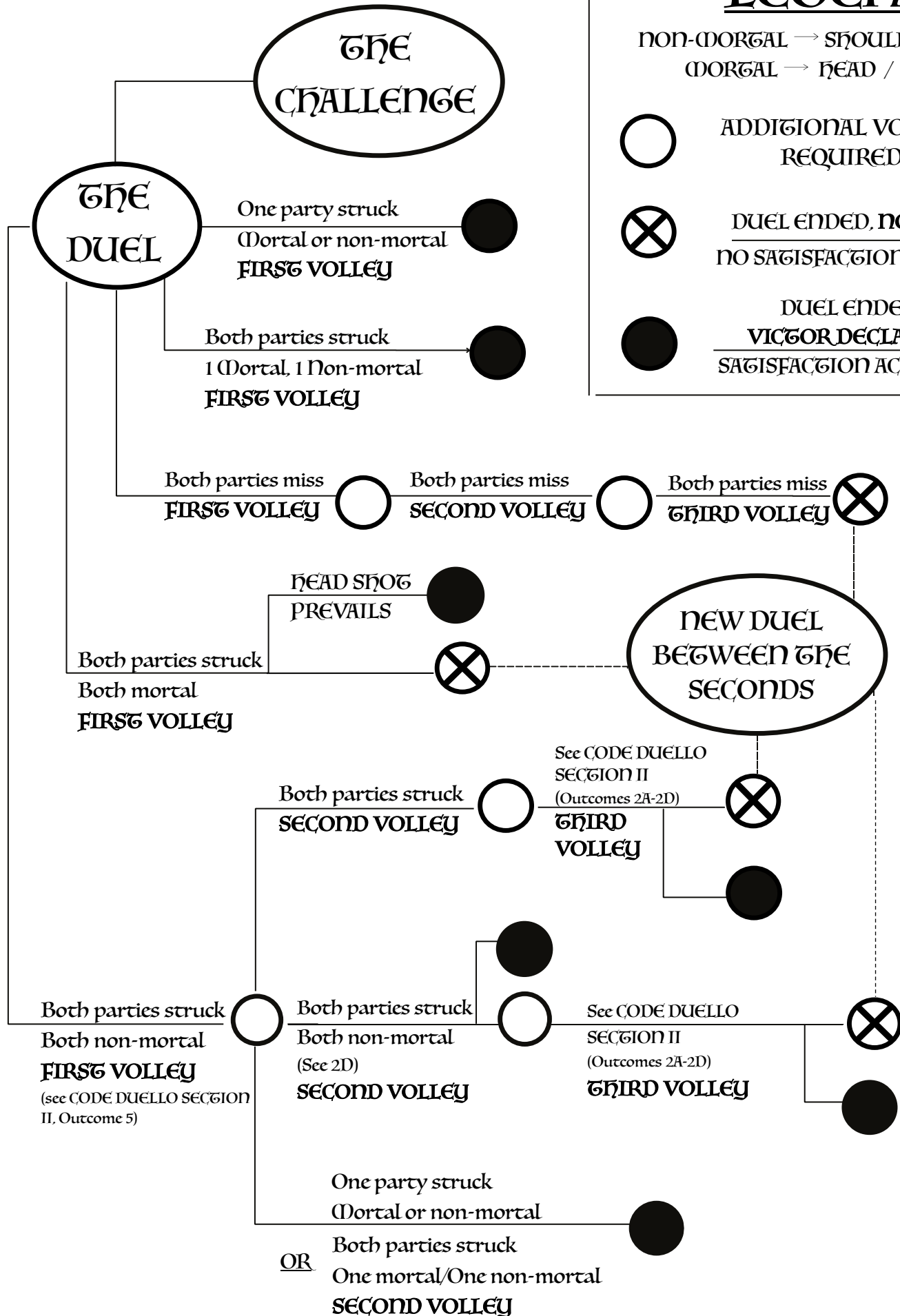
ADDITIONAL VOLLEY
REQUIRED

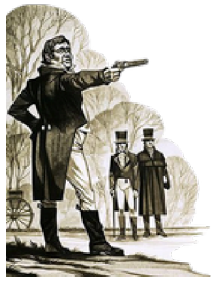


DUEL ENDED, NO VICTOR
NO SATISFACTION ACHIEVED



DUEL ENDED
VICTOR DECLARED
SATISFACTION ACHIEVED





DuelingSolution.com

Dueling Peerage Registry Application



First Name	Mid. Initial	Last Name	Weight	DOB
Address		City	State	Zip
Email			Phone#	

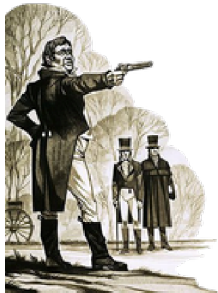
By submitting application I agree to:

- Sign standard liability waiver prior to participation.
- Appear at designated location promptly on scheduled date and time.
- Conduct myself according to the directives of the DuelingSolution.com Code Duello

Signature

Date

Proceed to payment please ... And **"Let's get It Settled"**



DuelingSolution.com

Dueling Peerage Registry Application



First Name	Mid. Initial	Last Name	Weight	DOB
Address		City	State	Zip
Email			Phone#	

By submitting application I agree to:

- Sign standard liability waiver prior to participation.
- Appear at designated location promptly on scheduled date and time.
- Conduct myself according to the directives of the DuelingSolution.com Code Duello

Signature

Date

Proceed to payment please ... And **"Let's get It Settled"**

DuelingSolution.com

Binding Resolution

Attachment to Trial by Combat

*(Not valid without attached corresponding Trial by
Combat-Duel of Record form of same number)*

*The undersigned parties have entered into this agreement with the intention to be bound by the outcome of their
DuelingSolution.com Trial by Combat. The Victor of this engagement, as so adjudged, certified, and stamped by
DuelingSolution.com. Director of Combat, shall have his/her wishes honored regarding the civil difference as described below:*

Challenger _____ D.O.B. _____ DPR# _____

Address _____

Signature _____

Position of Challenger:

Attached Exhibits List:

Challenged _____ D.O.B. _____ DPR# _____

Party

Address _____

Signature _____

Position of Challenged Party:

Attached Exhibits List:

DuelingSolution.com

WAIVER AND RELEASE OF LIABILITY

ACTIVITY: Recreational Paintball Dueling

PROVIDER: DuelingSolution.com

In consideration of being allowed to participate in any way in the paintball dueling activities and related events (the "Activity") conducted by The Dueling Solution ("Provider"), the undersigned, for themselves, and on behalf of their heirs, assignees, personal representatives, and next of kin, acknowledge, appreciate, and agree to the following:

1. Assumption of Risk

The risk of injury from the activity and weaponry involved in paintball is significant. While protective equipment and personal discipline can minimize risk, the possibility of serious injury does exist. The risks include, but are not limited to: bruising, muscle strain, sprains, broken bones, temporary or permanent paralysis, and death.

2. Acceptance of Risks

I KNOWINGLY AND FREELY ASSUME ALL SUCH RISKS, both known and unknown, EVEN IF ARISING FROM THE NEGLIGENCE of those persons released from liability below, and I assume full responsibility for my participation.

3. Health and Safety

I affirm that I am in good health and in proper condition to safely engage in the Activity. I understand the rules of play and agree to comply with all safety regulations and instructions during the Activity. If I observe any unusual or unnecessary hazard during my participation, I will bring such to the attention of the nearest official as soon as practical.

4. Release of Liability

I voluntarily release, forever discharge, and agree to hold harmless the Provider, the owners and lessors of the premises used to conduct paintball activities, their officers, officials, agents, and/or employees ("Releasees"), WITH RESPECT TO ANY AND ALL INJURY, DISABILITY, DEATH, or loss or damage to person or property, WHETHER CAUSED BY THE NEGLIGENCE OF THE RELEASEES OR OTHERWISE.

5. Scope of Agreement

I understand and agree that this Release of Liability Agreement covers each and every paintball activity in which I participate hereafter.

6. Media Release

I hereby grant the Provider the right to photograph, videotape, and/or record me and use my likeness in any media and for any purpose without payment, compensation, or notice to me.

Acknowledgment

I have read this Waiver of Liability, Assumption of Risk, and Indemnity Agreement and fully understand its terms. I understand that I am giving up substantial rights, including my right to sue. I acknowledge that I am signing the agreement freely and voluntarily, and I intend by my signature for it to be a complete and unconditional release of all liability to the greatest extent allowed by law.

PARTICIPANT'S NAME (PRINT): _____

PARTICIPANT'S SIGNATURE: _____

DATE: _____ DOB: _____

IF PARTICIPANT IS UNDER 18 YEARS OF AGE:

PARENT/GUARDIAN NAME (PRINT): _____

PARENT/GUARDIAN SIGNATURE: _____

DATE: _____ DOB: _____