

Orientation Outline

This is a guideline for the presentation of the pre-play orientation.

The Law (the four cardinal rules)

Safety Rules

Goggles (when to wear, how to clean)

Chrony (speed limit, why)

Players' Actions (common sense, non-violence)

Climbing Trees

Head Shots

Game Rules

Flag Games

Hunt Games

Capture Games (Objective Games)

Scenarios

Recycling (Two-hit means you can be elim'd twice)

Gun Operation

All Available Types

Waiver Explanation

What Can Happen (on and off the field)

Sign the Waivers