

Peninsula Senior Nerf Wars Assumption of Liability and Acknowledgment of Rules

This agreement, dated _____, is entered into by _____ (team name) and the coordinators Peninsula Nerf Wars and all participants, is effective at the signing of this agreement for the duration of Nerf Wars.

In consideration of the terms and conditions contained herein and attached and made a part of this agreement, the participant agrees as follows:

- I. I remain legally responsible for any personal actions I may take.
- II. I understand that this event is in no way associated with Peninsula High School. Administration or law enforcement are not to be contacted in regards to Nerf Wars, this applies to parents as well.
- III. I agree on behalf of myself and my family, to hold harmless and defend Peninsula High School, its administration and its representatives, from any and all actions, claims demands, damages, costs, expenses and all consequential damage arising from or in connection with my participation in Nerf Wars or in connection with any illness or injury or cost of medical treatment in connection therewith, and I agree to compensate the school, its administration, or its representatives for reasonable attorney's fees and expenses arising therewith.
- IV. I understand and agree to all of the rules as outlined in the following:
 - i. It is the responsibility of all of the players on the participant's team to know the rules stated herein, if any player on the team violates these rules, the entire team is in jeopardy of disqualification.
 - ii. Teams will consist of 6 or less players, without exception. Herein, a hunter refers to a player who is attempting to 'kill' a member of his assigned team, a victim refers to a player who is in proximity to a member of the team assigned to hunt his.
 - iii. Each week, each team will be assigned a specific team to hunt. Assignments will not be public, so teams will not know who is hunting them.
 - iv. A 'kill' is defined when a victim is hit by a nerf bullet fired by a hunter, a shot to the gun is not considered a 'kill'.
 - v. The player 'killed' is out for the rest of the week and cannot 'kill' or be 'killed'.
 - vi. If a victim shoots a hunter before being 'killed', the hunter may not make any 'kills' for 3 hours.
 - vii. A player has the right to recover his own ammunition, but if left, any other player may pick up the darts. Please don't leave darts laying around.
 - viii. All 'kills' must be reported to Brett Shelley at brettshelley03@gmail.com or (253)820-8075 by the team captain within 12 hours of the 'kill'. Kills not reported within 12 hours will not be counted. Include the following information in your report:
 - Name of who made the 'kill' and their team name
 - Name of who was 'killed' and their team name
 - Location and time of 'kill'
 - You must cc the victim in an email, or add them as part of a group text to Brett so reports can be verified
 - ix. Every week, Nerf Wars will conclude at 5p.m. on Sunday and resume at 5a.m. on Monday, team captains will receive hunting assignments Sunday evenings.
 - x. Nerf guns cannot be seen on the campus of Peninsula High School, including parking lots. If they are seen, security will confiscate them and you may be subject to disciplinary action, as well as disqualifying your team for the week.

- xi. Peninsula High School and any PHS related events, on or off campus, are nerf free zones. No exceptions; this includes away games, events where PHS has chaperones, coaches or teachers, and any sporting event.
- xii. Athletic activities, school-related sports, club activities, “select” activities, community service, etc. are all nerf free zones.
- xiii. Players cannot shoot or be shot while driving, passengers may shoot and be shot.
- xiv. While someone is “on the clock” at their place of work, they are unable to be ‘kill’ or be ‘killed’, before or after work are fair game.
- xv. Places of business (stores, restaurants, etc.) are nerf free zones, parking lots are fair game.
- xvi. Churches, holy places, and places of worship are nerf free zones. Including but not limited to the following: churches, synagogues, cemeteries.
- xvii. Players cannot be ‘killed while naked, defined as wearing only underwear.
- xviii. In the event that there is a discrepancy in a 'kill', it is the responsibility of the two teams to sort out the issue. If the teams cannot come to a mutual understanding/agreement, the two teams are expected to submit an explanation of the situation to brettshelley03@gmail.com or (253)820-8075. After review, both teams will be notified of the decision. If there are more than three discrepancies with team over the course of Nerf Wars that require a formal review, the team will be disqualified.
- xix. In the event of a tie, the team captains are to meet at an arranged time and place, before the following week ends, to participate in a ‘duel’ which will serve as a tiebreaker.
- xx. Unless the player is explicitly welcomed into someone’s house, car, garage, or other place which is of their or their family’s ownership, entry is not permitted. Players may not climb over or otherwise circumvent barriers in place to prevent entry. Entering open doors or gates (open, not just unlocked) or unlocked cars without permission is allowed. Shooting through open doors or windows is allowed. Participants are subject to criminal prosecution.
- xxi. Nerf guns and modified nerf guns are acceptable, however modified guns that are paintball guns, BB guns, or propelled by anything that is not a spring or air is NOT allowed. The only requirement is that the weapon must shoot nerf darts (or off-brand foam darts) and must NOT be a paintball gun, ‘BB’ gun, or a gun with a propulsion mechanism besides spring, air, or electrical, nor can it be black (resemblance of an actual gun). No swords, axes, or shields are allowed.
- xxii. If the participant is in a car accident, detained by police, or in any other trouble as a result of Nerf Wars, the participant's team automatically loses for that week. If this happens more than once, the participant will be disqualified.
- xxiii. Each week, every team will have the opportunity to earn up to 600 points.
- xxiv. BE SAFE, BE RESPECTFUL, BE HONEST. Lying could result in disqualification.

Signature _____

Signature _____

Signature _____

Signature _____

Signature _____

Signature _____