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RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT (AGREEMENT) Form 3742

Funtime Archery Attack is a division of Funtime Kids parties, and is operated 22 Britton St West Richmond, South Australia 5033

In consideration of participating in the sport of Combat Archery, I represent that I understand the nature of this activity and that I am qualified, in good health, and in proper physical condition to participate in such activity. I acknowledge that if I believe event conditions are unsafe, I will immediately discontinue participation in the activity.

I fully understand that this activity involves risk of serious bodily injury which may be caused by my own actions, or inactions, those of others participating in the event, the conditions in which the event takes place, or the negligence of the "releases" named below; and that there may be other risks either not known to me or not readily foreseeable at this time: and I fully accept and assume all such risks and all responsibility for losses, costs, and damages I incur as a result of my own participation in the activity.

I hereby release, discharge, and covenant not to sue Funtime Kids Parties, its respective administrators, directors, agents, officers, volunteers, and employees, other participants, any sponsors, advertisers, and in applicable, owners and lessors or premises on which the activity takes place, (each considered on of the "RELEASES" herein) from all liability, claims, demands, losses, or damages on my account caused or alleged to be caused in whole or in part by the negligence or the "releases" or otherwise, included negligent rescue operations; and I further agree that if, despite this release, waiver or liability, and assumption of risk I, or anyone on my behalf, makes a claim against any of the RELEASES, I will indemnify, save, and hold harmless each of the RELEASES from any loss, liability, damage, or cost which any may incur as the result of such claim.

PARENT CONSENT

I, the minor's parent and /or legal guardian, understand the nature of the above referenced activities and the minor's experience and capabilities and believe the minor to be qualified to participate in such activity. I hereby release, discharge, covenant not to sue and AGREE TO INDEMNITY AND SAVE AND HOLD HARMLESS each of the RELEASES from all liability, claims, demands, losses, or damages on the minor's account caused or alleged to have been caused in whole or in part by the negligence of the RELEASES or otherwise, including negligent rescue operations, and further agree that if, despite this release, I, the minor, or anyone on the minor's behalf makes a claim against any of the above RELEASES, I WILL INDEMNIFY, SAVE AND HOLD HARMLESS each of the RELEASES from any litigation expenses, attorney fees, loss liability, damage, or cost any RELEASES many incur as the result of any such claim.



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This list is an overview to help you ensure you arrive at any of the sites ready and able to comply with our rules. You will be given a site-specific briefing with full safety and rule clarification before ALL events at ALL locations.

- Please arrive on time as there will be NO extra time allotted for coming in late
- Recommended ages for targets is 6yrs+ and combat archery 10yrs+.
- To ensure the safety of players under the age of 11, those aged 8-11 must book a private arena to play in.
- Minimum players per booking is 10
- We recommend that suitable footwear should be worn at all times.
- While arm guards are provided long sleeve shirts do help to protect from bow burn.
- Players MUST remove any loose jewellery and cover any items that may cause injury or damage to equipment. Also long hair must be tied back.
- Do not move or run in to the bunkers.
- Face Masks MUST be worn at all times when playing, that includes when you're standing on the sideline after having been hit!
- No intentional head shots!
- Do not shoot anyone that is in the safety zone and no shooting while you're in the safety zone.
- No dry firing of the bows! (shooting without an arrow)
- Be honest! Nothing ruins a game faster than players not taking hits – help us to provide top quality Combat Archery games by being an honest player.
- A hit occurs when an arrow shot from a bow strikes a player anywhere about their person or attire – head strikes do not count.
- Ricochets do not count as hits.
- When you are hit, drop your arrow and raise your hand – depending on the game type you may stay in the game or must leave the playing field (most games allow for in game re-spawns)
- Dead players must not walk through hot areas – if the rules of the game allow re-spawns, you must move clear of any action before doing so.
- No fighting, verbal abuse or cheat calling. We don't mind some adrenaline fuelled aggressive shouting but if you have an issue with another player seek a referee.
- Funtime Archery Attack does not allow the use of outside bows or arrows of any kind. Only Funtime Archery Attack bows and arrows may be used.
- Referee's decisions are final and based on safety and good intent. Any repeated unsafe actions could result in time out, or worst-case scenario ejection from the game – Safety is key!
- If you are unclear on any of these rules, or you have any questions about them, just ask one of our friendly, experienced referees.
- Please put safety above any game constraints. If you or the referee would see what you are doing as dangerous, then simply don't do it!
- Safety and security will always take precedence over gaming!
- If the bow or arrow is broken due to negligence, misuse, dry firing, or overextending the draw length, a fine will be charged for damages.
- Funtime Archery Attack reserves the right to store and use the information provided by every booking.
- MOST IMPORTANTLY, HAVE FUN! Funtime Archery attack is meant to be enjoyable. The rules are here only to make sure everyone has fun in a safe manner.