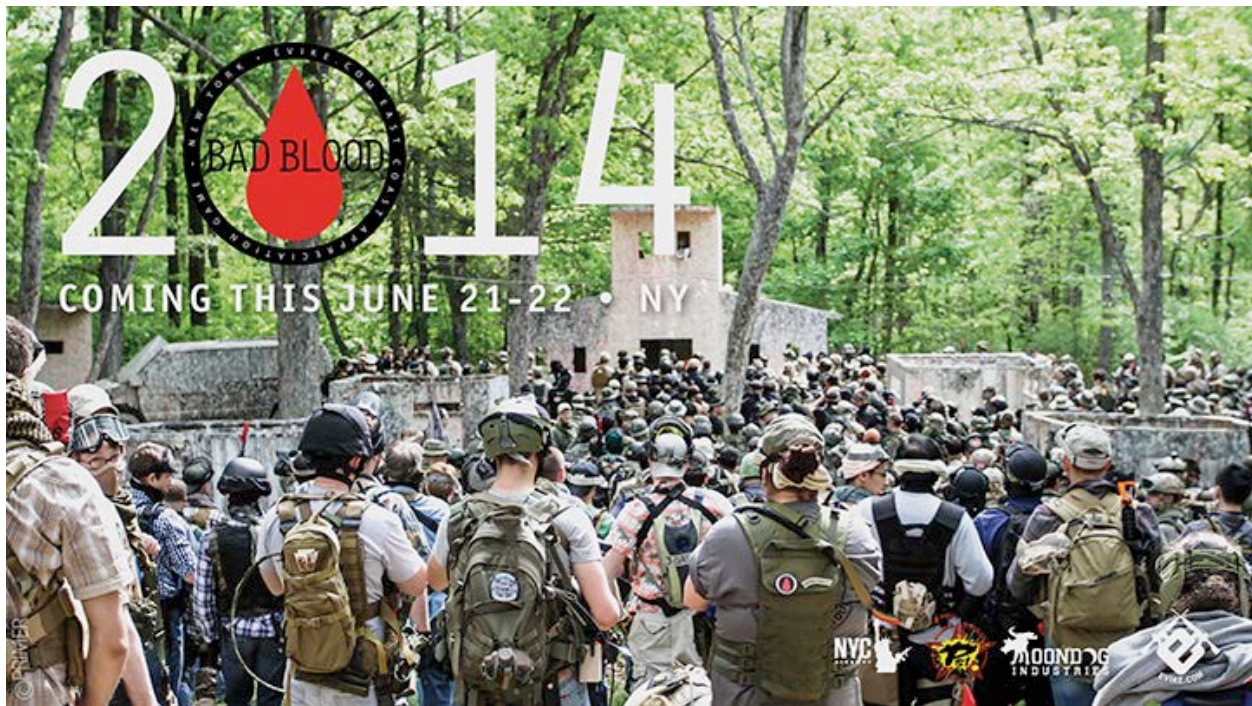




ABOUT

Evike.com is coming to the East Coast to hold their annual customer appreciation game, co-produced by Moondog Industries and PSI. We'll be bringing tons of give-a-ways and prizes to all of the players. Come and meet the EvikeTV crew and support the Leukemia Lymphoma Society.

INTEL

In the aftermath of an outbreak of Ebola, a third of Congo's population is dead and the country is in open civil war. The country is split into 7 factions. The CDC (U.S. Centers for Disease Control) has put out a bounty for fresh virus samples from the effected regions to try and isolate the new Ebola strain. Each faction has sent armed medical teams into the hot zone to find them. (For update INTEL briefings, go to the NYC Airsoft forum:

<http://nycairsoft.com/forum/viewtopic.php?f=31&t=1733>

MAJOR CHANGES IN 2014 vs. 2013

- Tribal Militia is an invite-only team
- Addition of a 7th faction: The Blue Bloods
- No designated lunch break in game (non-stop from 11:00-1500). Players may take a break the staging area as needed but it is the player's responsibility to maintain radio contact with their command and coordinate a means to rejoin their unit.

DATE

June 21, 2014 OP:Bad Blood (Rain or shine)

June 22, 2014 Bonus zombie game OP:Dead Blood

LOCATION

Paintball Sports

230 Camp Sunset Rd., Plattekill, NY 12528

(845)691-1979

<http://www.paintballsportsny.com>

PARKING

CARPPOOL IS STRONGLY ENCOURAGED AS PARKING IS LIMITED AT THE A.O.

OPERATION SCHEDULE

Agenda may vary depending on the weather and field conditions.

07:30-08:00 Staff and Volunteer Meeting

08:30-09:30 Player Chrono/Sign In (bring all rifles, waivers and safety gear)

09:30-10:00 Greeting, Team Photos, Group Photos in Zaire City

10:00-11:00 Deployment and Faction Briefings

11:00-15:00 Game On!

15:00-16:00 All Faction Battle

16:00-17:00 Raffle

SIGN-IN CHECKLIST

Be sure to bring ALL of these items with you to the Chrono/Sign-In line

- Wrist tag (which is your raffle ticket)
- Evike and PSI waiver/release forms
- All required safety gear: goggles, radio, red rags, etc.
- All your guns with full magazines and barrel condoms

FRIDAY EARLY REGISTRATION

Early sign-in and chrono will be available Friday, June 20 at PSI between 1800-1930

LATE ARRIVAL REGISTRATION

Registration closes at 12:00 noon

SUNDAY GAME

11:00-15:00 Scenarios games including OP: Dead Blood, a zombie version of Bad Blood

FACTIONS

Uniform requirements will be strictly enforced. Team uniforms are defined by shirt/top color and pattern. Vest color does not matter.

The Black Shirts

Uniform: Black solid top with solid pants (NO camo patterns)

Background: Internal Security forces for former President Mobutu

Green's Army

Uniform: Green camo pattern top with camo pants

Background: Troops of the Congo Defense Forces loyal to General Green

OD MERCs

Uniform: Green solid top with solid pants (NO camo patterns)

Background: Private security forces of the former Minister of Finance

Marxists

Uniform: Tan/brown solid top with solid pants (NO camo patterns)

Background: Socialist guerillas and foreign advisors from Venezuela and Cuba

Deus X

Uniform: MultiCam top and MultiCam pants

Background: Armed Militia of a hardline Christian sect

Taskforce Kongo

Uniform: Desert camo pattern top and camo pants, including ACU/UCP and ABU

Background: Pan-African Union expeditionary force sent restore order

The Blue Bloods

Uniform: Solid blue shirt and any camo pants

Background: Loyalist forces for Congo's exiled Royalty

Tribal Militia (NPC Team)

Uniform: Civilian printed shirts preferred (i.e. plaid, island, etc.) except black, blue red, orange or yellow with any pants

Background: Farmers, regional police and deserters defending their villages from potentially infected outsiders. This NPC (Non-player-character) team will be under the direction of the GM and tasked with defending stamps and ambush missions against other factions

FACTION FORUMS

Evike will e-mail passwords (you may also PM your CO or EMBED for password) for you to enter your faction's secure subforum. There you will discuss plans and unit assignments.

<http://www.nycairsoft.com/forum/viewforum.php?f=97>

CHECKLIST

Players must bring all of these required items to sign-in. Players lacking any item will NOT be allowed to play. *No exceptions.*

- All airsoft guns you may use with filled magazines
 - Assault Rifle/SMG/Pistol power Limit: 400fps w/ .25g BB's
 - Sniper Rifle power limit (bolt-action & fixed semi-only): 500fps w/ .25g BB's
 - Polar-Star engine guns must lockable or have tournament regulator locks
- Full-Seal ANSI rated goggles with retention strap (No shooting glasses)
 - No mesh goggles without secondary eye protection
- Face protection mandatory
 - Minors: Hard masks e.g. paintball, plastic, mesh
 - Adults: Hard or soft face covering e.g. bandanna, shemagh, balaclava
- FRS/GMRS Radios are required for all players for Emergency/Injury signal use
 - Turn **OFF** your radio's VOX option (Voice activation)
 - Radios are primarily for communicating orders from your Command Leaders
- Barrel Condom/Blocker (socks and gloves are not substitutes)
- Red "dead" rag
- 1+ quarts of portable hydration (i.e. Canteen, Camelback, etc.)
- Field rations (players should carry food and snacks with them)
- Sturdy footwear (boots with ankle support recommended)
- Watch/Timepiece
- Signed and Completed Waiver (both PSI and NYC Airsoft Waiver must be turned in)
 - Adults must present valid photo ID along with waivers
 - Minors must have their parent or guardian sign their waivers in the presence of staff at sign-in or have both waivers legally NOTARIZED prior to game date
- Please stage at your vehicle and bring everything you need to play the game.

PROHIBITED ITEMS

- Pea grenades
- Fuse lit smoke grenades
- Pyrotechnic grenades

GENERAL RULES

1. CONDUCT

- 1.1. Airsoft is a game of HONOR. Please call YOUR OWN hits!
- 1.2. Do NOT call opposing team players out. Calling opposing players out is poor sportsmanship and your side will be penalized.
- 1.3. Do not assume opposing players are cheating. Give them the benefit of the doubt
- 1.4. Players caught attempting to cheat will incur penalty points for their side, and may be ejected from the game without refund and barred from future events.
- 1.5. Players who attempt to steal, cause bodily harm, or otherwise break the law will be referred to local law enforcement officers and barred from future events.
- 1.6. Subordinate players should observe and respect game ranks/positions such as Squad Leaders, Platoon Leaders and, of course, your Commanding Officer.
- 1.7. Rank is a tool to provide structure for an enjoyable game. Ranking players should recognize Op: Bad Blood is just a GAME. Have fun.

2. SAFE PLAY

- 2.1. If a player has a medical emergency, nearby players should wave their red rags and immediately call in Field Ref or and Embed.
 - a. Nearby Field Refs or EMBED should be called to pause the action around the immediate area of the player and radio the field office to evacuate the player.
 - b. Once the player has been evacuated, STAFF will call "All Clear" and resume play
- 2.2. Eye protection (See 18.0) must be worn at all times while in a playing area. If a player loses their eye protection they should immediately call "Blind Man."
 - a. Nearby Field Refs or EMBED should be called to pause the action around the immediate area of the player.
 - b. In the absence of game STAFF, nearby players should wave their red rags in the air and call out "Blind Man". Once the affected player pronounces "All Clear", players should return their red rags to their pockets and yell "All Clear."
- 2.3. NO blind firing. You must be able to see along the barrel of the gun you are firing. Mirrors or similar devices to shoot around corners may not be used.
- 2.4. At NO time should any player ever touch another player from an opposing team with his own body or any handheld object except an approved foam/rubber mock weapon. Never intentionally injure or hurt another player.
- 2.5. Exercise good sportsmanship and refrain from over firing your target (excessive firing) especially at close range

3. RANKS and ROLES

- 3.1. Embedded Referee (EMBED): A game staff member that is embedded with factions and plays as a normal player when not occupied with their special duties:
 - a. Observing and enforcing compliance with game rules of all the players in their faction. All players, including the faction CO must comply with Embed rulings.
 - b. Manage their faction's mobile re-spawn point "The Triage" (see RESPAWN)
- 3.2. Commander (CO): The overall leader of a faction who will issue orders and assign tactical goals and missions
- 3.3. Sample Collection Specialist (COLLECTOR): Carries their faction's sample collection kit and is the only player allowed to collect blood sample imprints

4. COMBAT UNITS

OPBB is a large formation, Army/Division-style war game. Players will form large 'regular' military units, under direct chain of command. This differs from typical airsoft games where players play independently in 'irregular' squads.

- 4.1. Factions will form two armies, lead by the CO or XO and be centered on a TRIAGE.
 - a. Each army will consist of 2 or more Divisions, each with specific tasks (e.g. Vanguard, picket, defense, reserves, etc.)
 - b. Each Division will consist of smaller units and squads
- 4.2. Player/Units will move with their division and will not range independently unless given specific missions from their Command.
- 4.3. Players/Units should stay within 200ft of their TRIAGE, to minimize travel time when killed and provide a defensive perimeter.
- 4.4. If a player becomes lost, they may use their radios to return to their unit
 - a. If a player can not communicate with their unit then they must seek the nearest field REF or EMBED for assistance.

5. STAMPS

The main objective of the game is for a faction to secure Ebola blood samples (rubber stamp impressions) in their sample kit.

- 5.1. Faction players may NOT move Sample Bags from its hiding location.
 - a. NPC players MAY relocate the Sample Bag location if directed by the GM or EMBED
- 5.2. Each Sample Bag will be hidden in a different location on the field and defended by its own squad of Tribal Militia
- 5.3. The Collector is the only member of a faction allowed to handle the Sample Bag.
- 5.4. The Collector must go to the stamp. A bag may NOT be taken to the Collector.
- 5.5. Once a stamp imprint is made, the stamp must be returned to its original state.
- 5.6. There are up to 8 different types of stamps available to be found.
 - a. The first team to collect all 8 wins
 - b. If no team collects all 8 then the team with the most wins

6. HIT RULES

OPBB hit rules are simplified to be easy to remember by all player levels

6.1. Body, clothing, gun and gear hits count

6.2. Friendly fire counts (yes it sucks but you're hit, there are no do-overs)

6.3. Ricochets count (because ricochets can kill you in real life)

6.4. When hit by gun/rocket/grenade/mine, or otherwise wounded/removed from combat, players should immediately do the following:

- a. Call "Hit!" and immediately seek cover.
- b. When out of the line of fire, wave your red rag above your head vigorously, then tie it around the front sight of your rifle or attach it to your goggle strap in a SECURE fashion.
 - Expect to be hit multiple times while getting your red rag - don't get mad, GET BEHIND COVER.
 - Please keep in mind most players cannot hear you while firing their weapon. Your red rag is the first and most important sign of being hit.
 - Red ball-caps are not acceptable substitutes for red rags.

7. DEAD TIME

After waiving your dead rag, assume a non-combative posture and quickly remove yourselves from the firefight area and return to your Triage or Embed

7.1. Dead players may not perform scouting or other active duties while returning to their Embed/Triage (see Re-spawn)

7.2. Dead players may NOT speak to live team members to pass along information until they re-spawn

a. Dead players may ask live players for directions to their Embed or team

7.3. If you cannot find your team or Embed, seek help from the nearest Field Staff member or enemy Embed.

8. RESPAWN and TRIAGE**8.1. The Embed will oversee your faction's mobile respawn the TRIAGE**

- a. The Embed will collect dead players together into a group with a player holding an identifiable Triage marker
- b. Triage players will wear their red rags prominently while in the Triage
- c. The Triage will stay well away from their faction's frontline and will follow their Embed at a discrete distance
- d. Triage players CAN NOT WARN team mates of enemy flank/sneak attacks

8.2. Players must wait for the Embed to give the respawn order.

- a. Embed will signal a respawn every 5-15 minutes
- b. Players will return their red rag to their pocket/pouch and return to play

9. RESPAWN CAMPING**9.1. Enemy players and Tribals may NOT follow enemy Triages with the intent to attack players immediately after they respawn.**

- a. Respawning players should be given a fair amount of time and space to seek cover.

10. EMBED RESPAWN**10.1. When hit, the Embed will immediately pull a red rag and function as full-time Referee and Respawn Officer. They will return to play with the other players in Triage.****11. TRIBAL RESPAWN****11.1. Tribal Militia players will wait a 3-5 minute bleedout time in the field where they were hit and wear their red rag on their head.****11.2. After bleedout, the Tribal player will loudly announce "Tribal Respawn" and retreat away from live players and seek a safe place away from sight.**

- a. The Tribal players will put away their red rag and return to play
- b. Tribal players should exercise fair-play and good judgment when respawning and may NOT engage in 'revenge' respawns.
- c. Tribals must wait until no faction players in their view before they may respawn (ie. if you have to wait 15 minutes for Faction forces to leave your spot, then please wait or move)

12. MINIMUM SAFETY DISTANCE

- 12.1. SNIPER Rifles (any gun shooting above 400fps) may not be fired at players closer than 100ft (typical AEG engagement range).
- 12.2. FULL-AUTO guns (shooting below 400fps) may not be fired at players closer than 15ft (SUV length). If you want to fire at an opponent at close range:
 - o step away until you are further than 15ft
 - o Or switch to semi-only
 - o Or use a sidearm/pistol

13. SURRENDER

If a player enters a close range situation where firing his weapon could result in unnecessary harm to an opposing player, AND he/she has the target "dead to rights," you may use the SURRENDER rule.

- 13.1. The shooter yells "Surrender!" and IF the target complies, they will raise both hands and are effectively 'hit' (see rule 3.4).
- 13.2. If your opponent does not surrender, you may open fire in a responsible manner
- 13.3. Players may NOT "pretend" to surrender. This will count as cheating and is not acceptable play.

14. PARLAY

If two players encounter each other at 15 feet or less in the forward arc, one should call "PARLAY" and back off until both players are behind cover. This is a safety call to avoid point blank exchanges.

Calling "PARLAY" means you have surprised an opposing player in a dangerous situation and should immediately back off.

15. GRENADES

Grenades are problematic weapons in airsoft, players must exercise both caution and patience. Be prepared to patiently remind/educate your target of grenade rules

- 15.1. Hand grenades that do not expel BBs or gas are distraction devices only
 - a. Grenades that fail to go off, are duds and do NOT have an area effect
- 15.2. Hand Grenades used outdoors have a 15ft area of effect
 - a. Any player within 15ft of an exploding grenade are considered automatically hit.
- 15.3. Players with hard, body sized cover between them and the detonated grenade are protected from the blast
- 15.4. Hand Grenades must be tossed under handed
- 15.5. Players must loudly yell "Frag Out!" prior to tossing their Hand Grenade to reduce the chance enemy players getting hit in the face by a thrown grenade
- 15.6. RPG/BB Shower shells will be treated as BB shotguns against outdoor players
- 15.7. RPG Nerf warheads may not be used on outdoor soft targets
- 15.8. Nerf and BB Shower shells fired into the doorway of a 4 walled structure will be treated as a hand grenade going off in the center of the room
- 15.9. If possible get an Embed to officiate your grenade attack

16. CLAYMORES AND MINES

- 16.1. Any player struck by a BB expelled by an airsoft Claymore is HIT
- 16.2. Any player sprayed by the dust cloud of an airsoft mine is considered HIT

17. TRIBAL BOOBY TRAPS

- 17.1. Tribal players are equipped with trip-wire triggered firecrackers, which are simulated Improvised Explosive Devices (IEDs).
- 17.2. Players who are within 15ft of the IED when it pops are considered HIT

18. CHRONO

- 18.1. Any un-tagged guns found in the game are grounds for immediate disciplinary action. It is the player's responsibility to make sure all of their guns are properly inspected and tagged before the game.
- 18.2. Players must report to the chrono station with a FULL magazine for each rifle or SMG. Staff member will top off your mag with our testing BBs.
- 18.3. Pistols will NOT be chrono'd
- 18.4. All weapons will be chronographed using the staff's Matrix 0.25g BB's
 - OK < 380 fps
 - Caution 380-400 fps
 - NO GO > 401 fps
- 18.5. Sniper weapons are any rifles that are physically or electronically restricted to one shot per trigger pull (semi-auto or bolt-action) and a limited to the following:
 - o OK < 450 fps
 - o Caution 450 - 500 fps
 - o NO GO > 501 fps
- 18.6. All weapons are subject to staff spot checks throughout the event.
- 18.7. Velocity reducer flash-hiders are NOT allowed because they wear out with use and do not reduce full-auto fire.

19. FACE PROTECTION

Face Protection is **REQUIRED** by ALL players

- 19.1. Minors must wear a hard type full or half-face mask
 - Paintball Mask
 - Metal Mesh
 - Plastic (Save Phace, Cactus Hobby, Sensei, etc.)
- 19.2. Adults may wear any of the above hard masks or
 - Balaclava
 - Shemagh
 - Bandana
 - Sniper veil

20. EYE PROTECTION

ANZI Z87.1 rated eyewear is required to be worn by ALL players.

- 20.1. Eye protection must have a rubber/foam/soft material seal that closely conforms to your facial features.
 - a. Shooting glasses without a conformal seal will NOT be allowed
- 20.2. Eye protection must be secured against the head via tight elastic or adjustable strap that pulls flush against the head.
- 20.3. Players wearing mesh goggle must wear a secondary solid plastic lens type goggle under it to protect the player from BB shrapnel.
 - a. Wire mesh goggles should be made from stamped steel and not deform from repeated close range hits.
- 20.4. Eye protection will be checked as part of morning inspection during sign in. If your eye protection does not meet the above standards, you will not be allowed to play until you buy or rent appropriate goggles from the field's pro shop.

21. HYDRATION and RATIONS

Players are responsible for their own food and snacks during the game

- 21.1. A portable water storage device such as a camelback or canteen is mandatory gear carried by all players
 - a. Players should bring additional hydration to their faction's start point which will serve as your team's forward staging point
 - b. Players may refill their canteens at faucets at staging or portable water stations deployed by the field staff
- 21.2. Players should bring snacks or a small meal with their gear and should eat in the field when opportunity permits (i.e. While in Triage waiting to re-spawn)

22. And the most important rule of all: Have fun.

OP:BB14 QUICK REFERENCE SHEET

Game Objectives

Factions: Collect 8 different blood stamps

Bleedout & Re-spawn

- **Faction:** None. Go to Triage
- **Commander:** None. Go to Triage
- **Embed:** 5-10 minutes between re-spawn calls
- **Tribal:** 3-5 min bleedout, then re-spawn out of sight of faction players

IF LOST seek a field Referee or nearest Embed for assistance

Radio Channels

19: Admin/Staff	1-2: Alt Ref Channels	3: Black Shirts
5: Green Army	7: Mercs	9: Marxists
11: Deus X	13: Taskforce	15: Blue Bloods
20: *National Emergency Channel (Do Not Use)		

Operation schedule

08:00-09:30 Chrono/Sign In
09:30-10:00 Greeting, Team Photos, Group Photos in Zaire City
10:00-15:00 Deployment and Faction Briefings
15:00-16:00 Final Battle
16:30-17:30 Raffle

Key things to Remember

- Body, weapon or gear hits count
- Friendly fire counts
- When hit, seek cover first, then wave your red rag
- Do not fire on anybody who is closer than 15ft
- Do not talk/warn team mates while you are dead
- Do not yell at enemy players for not calling hits (notify a PSI Ref if have issues)
- Move with your unit keep track of your nearest TRIAGE
- Don't use your radio unless requested by your Command or you are lost
- Act like an adult and you will be treated like an adult
- **Don't play to win, play to have fun**

GAME MAP JUNE 2014 REV. 4/21

★ START LOCATION

⊙ RIVER DOCKS



OP: BAD BLOOD 14

**MOONDOG INDUSTRIES LLC., EVIKE.COM INC. AND NYCAIRSOFT CLUB
ACKNOWLEDGEMENT OF RISK AND RELEASE AGREEMENT (“Agreement”)**

I or the Parent/Guardian executing this Agreement, hereby acknowledge that I or the Parent/Guardian executing this Agreement have voluntarily applied to participate and to engage in or to observe shooting and other activities during Operation Bad Blood (“Game”) at Paintball Sports Inc.’s field located at 230 Camp Sunset Rd., Plattekill, NY (“Field”).

I or the Parent/Guardian executing this Agreement acknowledge and agree that sponsors Moondog Industries LLC., Evike.com Inc. and NYCAirsoft Club (collectively “Releasees”) are guests and attendees of Game and are not and cannot be responsible for any injuries or damages occurring related to Game or arising from sponsorship.

I or the Parent/Guardian executing this Agreement acknowledge and agree that shooting activities are inherently hazardous and involve both known and unanticipated risks which could result in serious physical and emotional injuries including death, paralysis, partial or total loss of eyesight or hearing as well as damage or destruction to property. These risks include, but are not limited to: being shot by myself or others; falling or tripping; inhaling or other harmful contact with contaminants; and being struck by flying or falling objects.

I or the Parent/Guardian executing this Agreement further acknowledge and agree that the nature and condition of the Field facilities, premises, and environment is such that both known and unanticipated hazards exist which create or contribute to both known and unanticipated risks inherent in entering onto the Field, in using Field facilities, premises, and environment, and in engaging in or observing any activities at the Field. The hazards include, but are not limited to: loose or flying BBs; slippery, loose or falling soil and rocks; unimproved, unmaintained, or uneven terrain, walkways, steps and roads; poisonous or dangerous plants, reptiles, insects and other animals; and falling trees and tree branches.

I or the Parent/Guardian executing this Agreement further acknowledge and understand that Releasees make no warranty as to the design, maintenance, or condition for any purpose of any Field facilities or equipment.

I or the Parent/Guardian executing this Agreement agree that I, my next of kin, heirs, guardians, representatives and assigns hereby release and forever discharge and agree not to sue Releasees, their officers, directors, attorneys, agents, employees, contractors, volunteers, guests and affiliated individuals or organizations from and against any and all claims, demands, damages, expenses, causes of action, attachments of property, or liability of any kind related to my or my guests’ attendance of Game or engaging in or observing shooting and other activities during Game even if such claims, demands, damages, expenses, causes of action, attachments of property, or liability result partially or wholly from any act or acts, even any negligent act or omission to act, including negligent or omitted first-aid or rescue operations or procedures, by Releasees.

I or the Parent/Guardian executing this Agreement have carefully read this Agreement and fully know its contents. I acknowledge that no other inducement, assurance or guarantee has been made to me in consideration of my signing this Agreement, which I or the Parent/Guardian executing this Agreement sign voluntarily and of my own free will.

Signature: _____

Date: _____

Print Name: _____

Date of Birth: _____

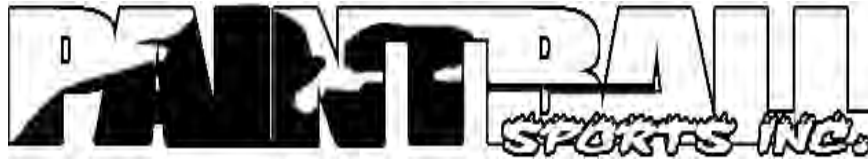
Address: _____

Signature of Parent or Legal Guardian of Minor: _____

Date: _____

Print Name: _____

Telephone: _____



Safety Waiver and Release Form Please Read

Name:

Street:

City: **State:**

Zip Code: **Phone:** () -

Email: **Age:**

Play Date: / / **Group:**

Need Rental Gear?

Yes or No

Rental Info

Paintball Sports, Inc and all related individuals and business entities (collectively the "Operator"), subject to the terms and conditions in this waiver and agreement, agree to permit the undersigned(the "Participant") to use designated facilities of the Operator for the purpose of participating in paintball games and related activities. In consideration and as a condition of the Operator agreeing to permit the Participant to use designated facilities of the Operator for the purpose of participating in paintball games and related activities, the Participant agrees as follows:

I fully understand and acknowledge that (i) risks and dangers exist in my use of paintball equipment and my participation in paintball games and related activities, (ii) my participation in such games and activities and the use of such equipment may result in illness, disease strains, heat stroke, heart attack, bodily injury, including without limitation, fractures, partial or total paralysis, eye injury or blindness, death or other ailments that could cause serious disability,(iii) these risks and dangers may be caused by my participation in these games and related activities or use of paintball equipment, by the negligence of the owners, employees, agents, officers or representatives of the Operator, by the negligence of other participants in the paintball games or related activities or unforeseen causes, including, without limitation, acts of God. I hereby assume all risks and dangers and all responsibility for any losses and/or damages.

I, on behalf of myself, my personal representatives and assigns and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify the owners, agents, officers and employees of the Operator from any and all claims, actions, losses, expenses, proceedings, and damages relating to or arising out of any illness, disease strains, heat stroke, heart attack, bodily injury, including without limitation , fractures, partial or total paralysis, eye injury or blindness, death or other ailments that could cause serious disability incurred by my participation in paintball games or related activities or my use of paintball equipment. I specifically understand that I am forever releasing, discharging and waiving any claims or actions that I may have presently or in the future with respect to the foregoing.

Player Signature: _____ **Parent Signature(Under 18):** _____

Emergency Contact Name:

Emergency Contact Phone Number:

