Headquarters United States Army Europe Wiesbaden, Germany Army in Europe Regulation 215-144*

United States Army Installation Management Command Europe Sembach, Germany

Headquarters United States Air Forces in Europe Ramstein, Germany USAFE/AFAFRICA Instruction 34-105

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Morale, Welfare, and Recreation

Paintball Programs and Events in Germany

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For the Director:

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Summary. This publication prescribes administrative procedures for recreational paintball activities in Germany.

Summary of Change. This revision—

- Changes proponency from the Business Management Branch, Office of the Assistant Chief of Staff (OACoS), G9, IMCOM-Europe, to the Hunting, Fishing, and Sport Shooting Program Office, OACoS, G9, IMCOM-Europe.
- Provides additional specifications in subparagraphs 7e, f, and k.

Applicability. This policy applies to all U.S. Forces military personnel, civilian employees, and their Family members who participate in recreational paintball activities in Germany. This policy does not apply to paintball activities within the context of military training by military units.

Supplementation. Organizations will not supplement this publication without approval by the Hunting, Fishing, and Sport Shooting Program Office, OACoS, G9, IMCOM-Europe.

Suggested Improvements. The proponent of this publication is the Hunting, Fishing, and Sport Shooting Program Office, OACoS, G9, IMCOM-Europe (mil 544-9888). Users may suggest improvements to this publication by sending DA Form 2028 to IMCOM-Europe (IMEU-MWR-R), Unit 23103, APO AE 09136-3103.

Distribution. This publication is available only electronically and is posted in the Army in Europe Library & Publishing System at http://www.aepubs.eur.army.mil.

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1. PURPOSE

This publication provides policy and procedures for the safe and legal operation of recreational paintball activities by U.S. Forces military personnel, civilian employees, and their Family members in Germany. Garrisons outside of Germany should use this publication as a guide when developing their paintball policy and programs.

2. REFERENCES

- a. Waffengesetz (German Weapons Law).
- b. AR 215-1, Military Morale, Welfare, and Recreation Programs and Nonappropriated Fund Instrumentalities.
- c. AE Regulation 190-6/CNE-CNA-C6F Instruction 5300.15S/USAFE Instruction 31-205, Registration and Control of Privately Owned Firearms and Other Weapons in Germany.
 - d. AE Regulation 190-16, Installation Access Control.
 - e. Paintball Europe—NXL Europe Rules (https://www.nxlpaintball.com/europe-rulebook-xball).

3. EXPLANATION OF ABBREVIATIONS

ASTM American Society for Testing and Materials

fps feet per second ID identification

IMCOM-Europe United States Army Installation Management Command Europe

J joule

MWR morale, welfare, and recreation

U.S. United States

USAFE/AFAFRICA United States Air Forces in Europe/United States Air Forces Africa

USAG United States Army garrison USAREUR United States Army Europe

4. RESPONSIBILITIES

Any person who suspects or knows of deficiencies or safety hazards with respect to paintball fields, equipment, or other personnel present at a Family and Morale, Welfare, and Recreation (MWR) or USAFE/AFAFRICA Services -organized or -sponsored event will immediately notify the supervisors of the event. Unsafe and defective equipment must be removed from the game and inventory until repaired or replaced.

- a. United States Army garrison and USAFE/AFAFRICA installation commanders will ensure that—
- (1) Guest access to paintball activities sponsored by Family and MWR or USAFE/AFAFRICA Services is strictly controlled and in compliance with AE Regulation 190-16.
- (2) Garrison directors of Family and MWR programs, emergency services, and other related support services and USAFE/AFAFRICA installation support squadron flight chiefs are fully familiar with and comply with the prescribing publications.
- b. Employees and volunteers who help supervise Family and MWR or USAFE/AFAFRICA Services paintball events will—
 - (1) Check the ID cards and ages of participants.
 - (2) Use a guest sign-in roster to document bona fide guests.
- (3) Check the functionality and safety of all equipment before issuing it to users and when it is returned by users.
- (4) Ensure all required safety equipment is provided to customers before the game and all customers understand the purpose and proper use of required safety equipment.
- (5) Inspect the paintball field before and after paintball games for safety hazards, unsafe changes to the field, poles, netting, barricades, refuse, and lost or forgotten items.
- (6) Ensure fired paintballs cannot leave the playing field, range, or chronographing (velocity-checking) station.

- (7) Account for all equipment and inspect it for damage and cleanliness when it is checked out and returned.
 - (8) Conduct an inventory of all equipment after a game day.
- (9) Complete marker maintenance and servicing by checking air bottles for safety and keeping accurate maintenance logs.
 - (10) Conduct safety briefings before opening a playing field.
 - (11) Brief all participants (referees and players) on the rules of the game.
- (12) Ensure all playing participants have signed a "Release and Hold Harmless Agreement" (app A).
- (13) Ensure all markers (personal and those issued by the organizer) have been chronograph-checked. To be allowed on the playing field, paintball markers may not exceed 7.5 joules (J). No exceptions may be granted to this requirement.
 - (14) Ensure all paintball markers bear the German inspection mark (para 7g).
- (15) Ensure participants use barrel-safety devices (for example, barrel socks) except when playing, firing, or chronographing.
 - (16) Ensure paintballs used are permissible, not modified, and environmentally safe.
 - (17) Enforce safety rules at all times.
- (18) If they observe players violating safety rules, stop play and suspend violators until they comply with the rules.
 - (19) Know all first-aid procedures and provide assistance when appropriate.

c. Referees will—

- (1) Be required to know the policy in this publication and ensure that participants comply with it at all times.
- (2) Make decisions in a sportsman-like and unbiased manner. If a referee is found to be biased for or against any team, group, or person, Family and MWR or USAFE/AFAFRICA Services authorities will review the referee's actions before the individual is allowed to continue serving as a referee.
 - (3) Wear a mask or goggles and bright-colored shirts to distinguish them from the players.
- (4) Immediately stop the game for emergencies or safety concerns. The game will resume only when the emergency or safety concern is taken care of.
 - (5) Stop play and eject or suspend players who are found to be using prohibited equipment.

- d. Participants will—
 - (1) Use barrel-safety devices any time a game is stopped.
 - (2) Pay all participation and equipment checkout fees in full before playing a game.
- (3) Wipe all issued equipment free of paint and other contamination, then swab out the barrel before turning in the equipment. Customers who return dirty equipment will be charged a cleaning fee. Excessive damage or damage due to negligence will be charged according to repair or replacement costs.
 - (4) Not bring tools or any other prohibited devices or equipment onto the field.

NOTE: All authorized equipment is listed in the stated rules for the paintball program Paintball Europe—NXL Europe Rules (https://www.nxlpaintball.com/europe-rulebook-xball).

- (5) Carry all paint needed for a game on their person.
- (6) Be disqualified for all games if their equipment is not chronographed.
- (7) Be permitted to use barrel swabs or squeegees on the field during game play.
- (8) Wear full face protection on the field and when working on a marker.

NOTE: Players must wear goggles manufactured for paintball games. The goggles must be in good and unaltered condition with undamaged lenses. All goggles must be approved by the American Society for Testing and Materials (ASTM). No modifications are permitted, unless they are approved after-market add-ons. Before leaving the field, players must have their barrel-safety device in place. After leaving the field, players may remove their masks or goggles.

- (9) Not wear camouflage clothing regardless of pattern, color, origin, or purpose.
- (10) Not wear multicolored or patterned clothing (such as Hawaiian or tie-dyed shirts) that makes it difficult to see or distinguish a splat mark.
 - (11) Not wear open-toed footwear or sandals.
 - (12) Wear long-sleeve shirts or jerseys, pants, and sturdy shoes.

5. MISSION

The spirit and intent of the policy in this publication and the duties of the enforcing officials are to ensure safe play; to promote fair, unbiased competition; and to sustain the level of organization and good sportsmanship necessary to keep recreational paintball a positive activity.

6. OPERATIONAL AUTHORITY

The senior or designated Family and MWR or USAFE/AFAFRICA Services employee on duty will be the onsite authority for enforcing the policy in this publication.

7. PROHIBITIONS

The following are prohibited:

- a. Any form of incendiary or smoke-producing devices.
- b. Camouflage clothing, regardless of pattern, origin, or purpose.
- c. Listening or communication devices.
- d. Not wearing required safety equipment.
- e. Paintball markers that exceed 7.5 J (214 feet per second (fps)) of projectile energy. Paintball markers or other shooting devices that accelerate a projectile with a velocity and energy not to exceed 0.5 J are not considered weapons under the German Weapons Law. They are considered toys. Consequently, the restrictions in subparagraphs g, k, and l below do not apply to these low-velocity devices. The marking requirement for paintball devices that produce up to 0.5 J is a "CE" mark instead of the F-stamp described in subparagraph g below.
- f. Paintball markers that resemble weapons of war (for example, M-16 look-alikes). Carrying any look-alike gun in public (outside of playing fields) is generally prohibited by the German Weapons Law, paragraph 42a.
- g. Paintball markers without the German inspection mark (so-called "F-Stamp" inside a pentagon) as shown below (except as stated in subpara e above):



- h. Paintballs with red paint.
- i. Participation of non-ID cardholders (unless they are bona fide guests).
- j. Unapproved paintballs (for example, modified to have a shell or filling that has been altered or augmented, not environmentally safe, toxic, not biodegradable).
- k. Participation of U.S. Forces Family members who are younger than 16 years. The age restriction for paintball and other shooting devices that produce up to 0.08 J is 3 years and older; for up to 0.5 J, 14 years and older.
 - 1. Participation of guests who are younger than 18 years.

8. RULES

a. Equipment.

- (1) Referees and authorities will conduct a daily chronograph session. Each player's marker (personal or issued) will be inspected and chronographed.
 - (2) All paintball markers in Germany are legally restricted to a maximum of 7.5 J.
- (3) For safety and legal reasons, the velocity rating of 7.5 J (214.79 fps) will be rounded down to 214 fps. A velocity rating of 214 fps may not be exceeded by any paintball marker used during paintball activities sponsored or conducted by Family and MWR or USAFE/AFAFRICA Services activities. If measuring equipment is able to determine velocity in increments of only 5 fps, a rating of 210 fps may not be exceeded.
- (4) All paintball markers must bear the German inspection mark. "Unstamped" markers will not be permitted, purchased, issued, accepted as donations, or in the possession of any MWR facility or program in Germany.
- **NOTE:** Paintball markers without the German inspection mark are considered real firearms. Legal possession of these firearms requires a *Waffenbesitzkarte* (German weapons possession permit). Firing such a marker at individuals is strictly prohibited.
- (5) All markers must have a trigger guard firmly mounted on the marker and an internal safety device.
- (6) Marker firing capability will not exceed 15 balls per second (no consecutive shots timed less than 65 milliseconds apart). For each trigger action, no more than one paintball may be fired (no fully automated firing). Double-action triggers are prohibited. Markers with electronic firing systems must be locked in tournament mode. Players may not be able to adjust (without tools) the dwell, debounce, or shooting mode while on the field.
- (7) Local facilities or program operators will determine if paintballs must be purchased onsite or if they may be brought by the players. Red paint is not permitted at any time because it looks like blood. All paintballs used must not be modified and must be environmentally safe (biodegradable).
- **b.** Game Rules. All games will be played according to international or national paintball industry or paintball association standards. Modification of these standards to suit local conditions or situations is permitted with the exception of velocity ratings of paintball markers, the requirement for the German inspection mark, and the following:
- (1) Players climbing trees, barricades, or structures will be disqualified by referees and authorities for the remainder of the day.
- (2) Players who deliberately tamper with or alter terrain, structures, or barricades will be disqualified by referees and authorities for the remainder of the day.
- (3) Players who deliberately shoot other players who have signaled their elimination will be eliminated from the game. Repeated infractions will result in more serious penalties.

(4) Players who shoot at anyone not on the playing field or engaged in playing paintball will be disqualified from the next three games.

NOTE: MWR authorities will not issue refunds to penalized or suspended players.

c. Procedures.

- (1) The referee at the chronograph station will inspect markers, tanks, and participants for the following:
- (a) Markers must be .68 caliber with a single barrel and single trigger system. Marker barrels may be equipped with porting, slots, or rifling, but may not have a sound suppressor attached or integrated into the construction of the barrel.
 - (b) Safety.
 - (c) Functionality of equipment.
- (d) External velocity adjusters. These are not permitted unless they are covered or fixed in place (without using tools). The referee will make a note of all players who have equipment with external velocity controls, inform the other referees of these players, and monitor these players, especially for "hotshots."
- (e) Any other device, part of a device, or item that would enable a player (without resorting to the use of tools) to increase the muzzle velocity of the marker on the game field.
 - (f) All valves are placed in the fully open position to ensure a valid chronograph check.
 - (g) All markers have a valid German inspection mark clearly visible.
 - (h) All pressure systems have a valid test or inspection date.
- (2) Players whose markers and equipment meet the requirements in (1) above will go to the chronograph station. The chronograph referee will chronograph the marker. The customer will fire three shots or more over the chronograph.
- (3) Authorities will allow markers to pass inspection only if the marker can fire three shots in a row that are equal to or less than 7.5 J.
- (4) The chronograph referee will chronograph the marker with all tanks the player will be taking into play. All tanks must meet the standards in (3) above.
- (5) Players whose markers do not pass inspection will be given an opportunity to remedy the situation and be reinspected.
- (6) Chronographing on the field may be done at any time and at the discretion of any field referee to determine if a marker's muzzle velocity has risen above the field maximum. Referees will seek to perform on-the-field chronographing in a manner that will least interfere with play. Referees will seek to chronograph the markers of players on both ends of the field equally to avoid penalizing only one team.

(7) Players whose markers are chronographed on the field during play and are found to consistently shoot above 7.5 J will be escorted to the chronograph station for verification. If the marker fires above the maximum, an attempt will be made to determine the reason for the "hot marker." If the marker is shooting "hot" through no fault of the player, a field remedy may be instituted to reduce the velocity and return the player to play with increased observance.

NOTE: Players who deliberately adjust velocity will be disqualified from play for the day.

- (8) Markers consistently shooting over 7.5 J after repeated attempts to correct the problem will be removed from play. The player may return to the game only after obtaining an alternate marker that meets standards.
- (9) Barrel-safety devices (barrel socks) must be mounted properly on the barrel at all times to prevent accidental discharge of a marker. The barrel-safety device may be removed on the playing field only after the referee gives the appropriate signal, at the target range, or at the chronographing station.

9. PENALTIES

- a. The following penalties may be given to players by the referees, supervisors, or other officials:
 - (1) Warning.
 - (2) Removal from the game (reentry in next game is permitted).
 - (3) Removal from the game and disqualification from the next three games.
 - (4) Removal from the game and disqualification for the rest of the day.
 - (5) Being barred from playing games for 3 months.
- b. Negligence, severe offenses, or breaking the rules may result in the player being disqualified for the rest of the day or barred from paintball events throughout IMCOM-Europe and USAFE/AFAFRICA for a time determined by authorities after reviewing the infraction.

APPENDIX A SAMPLE RELEASE AND HOLD-HARMLESS AGREEMENT

Release and Hold-Harmless Agreement for Paintball Activities Sponsored by United States Army Garrison/USAFE-AFAFRICA Installation

Outdoor Recreation and Education Program on
1. On behalf of myself, my personal representatives, and my heirs, I hereby voluntarily agree to release, waive, discharge, hold harmless, defend, and indemnify USAG/USAFE-AFAFRICA installation, the Community Recreation Division, the U.S. Government, and any contractors, including their employees, instructors, agents, officers, referees, volunteers, and any other party involved from all claims, demands, damages, actions, debts, losses, liabilities, and attorney's fees arising from my participation in this event. (Please initial:)
2. I agree that I will never pursue litigation or in any way aid in prosecuting any demand, claim, or suit against the U.S. Government for any loss, damage, or injury to my person or property that may occur from any cause whatsoever as a result of my taking part in this activity. I also understand and agree that I may be held liable for any damage or loss to the U.S. Government that is caused by my own gross negligence, willful misconduct, or fraud. (Please initial:)
3. I understand that paintball is a hazardous activity. I also understand paintball has inherent and other risks of personal injury (including death) or property damage that reasonable care, caution, instruction, equipment, and expertise cannot eliminate. I further understand that injuries are common and ordinary occurrences during this activity (paintball). By my participation in this activity (paintball) or use of paintball equipment I hereby assume all risks and dangers and all responsibility for any losses and damages, whether caused in whole or in part by myself, other participants, or by any other person. I hereby agree to freely, voluntarily, and expressly assume and accept all risks of injury (including death) to my person or property resulting from this activity (paintball). (Please initial:)
4. I know that the game of paintball involves inherent risks and unpredictable weather. USAG/USAFE-AFAFRICA installation does not purport to guarantee weather or terrain conditions at any time and there will be no guarantee what the condition of rented or personal paintball equipment will be like after the play day. All participants will be playing paintball at their own risk. All participants are hereby advised that it is their duty to play paintball and participate in such activities within the limits of their ability. They should maintain reasonable control of equipment, speed, and course, heed all posted signs and warnings, listen to all Outdoor Recreation employees, stay within the designated (marked) areas, and play paintball carefully.

Ç .	der 18 years old,	, the signature of a p	parent or guardian is		
Signature Date If the participant is under 18 years old, the signature of a parent or guardian is required.					
				_	
Date of birth:		Telephone:			
Participant (print name):				_	
tr resulting from this event.	om liability for per	rsonai injury, property	damage, or wrongful death		
Division, and the U.S. Government free will. I understand this German law. I also understallationcosts that might arise (eith reason whatsoever. I have and, by signing this form.	A installationvernment, and I ad agreement affects stand that it is not to pay for emergency or e read the above \ I exempt and relies	, tl ccept all terms and co is specific legal rights, the responsibility of L for any transportation non-emergency) for r Waiver and Release a eve USAG/USAFE-AF	he Community Recreation onditions and sign it of my own whether under U.S. or USAG/USAFE-AFAFRICA fees, medical costs, or other myself and others, for any and Hold Harmless Agreement FAFRICA installation		
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6. I have read and unders	tand the USAG/U	SAFE-AFAFRICA ins	stallation		
(Please initial:)					