

HELL SURVIVORS®

(734) 878-5656 - HellSurvivors.com Fax: (734) 878-7FAX

ASSAULT VEHICLE APPLICATION AND RULES

CHOOSE THE GAME:

12 HR The Day of the Rangers Global Conquest Monster Game Tippmann World Challenge

OWNER INFORMATION (fill out completely):

OWNERS NAME: _____ Drivers License No. _____
ADDRESS: _____
CITY: _____ STATE: _____ ZIP CODE: _____
PHONE NUMBER: _____ OTHER: _____
The name of your liability Insurance Company: _____
Policy Number: _____ Phone Number: (____)____-_____
Attach a copy of your insurance showing Global Franchise Development Corp. (DBA) Hell Survivors as additional insured to this application. If you want us to insure your Assault Vehicle attach \$100.00 to this application for each event that you are attending.

TYPE OF VEHICLE:

PLEASE CHECK THE ONE THAT APPLIES:

Base of Vehicle: Golf Cart Argo ATV Go Cart

Other Type: (Describe) _____
Describe Your Vehicle: _____

How many players can ride in your vehicle (Including Driver): _____

What types of guns are mounted on your vehicle: _____

Brand: _____ Model: _____ Modes of Fire: _____ Rate of Fire: _____

(All guns must be radared and tagged)

(Nerf®-Rounds do not apply to Hell Survivors® games)

RULES

- * No vehicles originally manufactured for road use may be used. No Vehicle may exceed ¾ ton (1500lbs) G.V.W.
- * **All Owners/vehicles must complete/pass a vehicle inspection sheet having management's approval prior to game participation.**
- * Any vehicle will be removed from play if a game official finds the driver driving recklessly or the vehicle is endangering any players.
- * All Assault Vehicles must stay on the designated road and must move in a counter-clockwise direction.
- * The speed limit is no faster than a fast walk or no faster than 5 miles per hour.
- * **The "GAT # ID Tag" must be displayed on the drivers side (left front) of the vehicle at all times.**
- * **All guns must be radared and tagged each day.**
- * Assault Vehicles will be shot at but they cannot be eliminated. This applies to vehicles and gunners.
- * **All passengers including owner/driver must have a player tag.**
- * Assault vehicles and gunners are not worth any points however; the vehicle must fly the flag of the team that hired them.
- * Owners must check-in at CIA 15 minutes before each mission, 10:15, 11:15, etc.
- * Assault Vehicles may be purchased at CIA; if they are not purchased, they are neutral and may shoot at anyone.
- * Any vehicle that breaks down will be abandoned and pushed off the road until games are over.
- * See rules on Assault Mission Descriptions sheet for more detailed rules on Assault Vehicles.

I have read and agree with the above rules: _____

Signature

Date

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ASSAULT VEHICLE INSPECTION SHEET

OWNER'S NAME: _____ Cell Phone # _____

To be completed by management only:

Yes No

Physical inspection: did vehicle pass the visual inspection?

Road inspection: did vehicle pass the Field Managers road test?

Gun inspection: are all mounted guns radared and tagged?

Owner/driver player tag number: TAG# _____

Yes No

Date: _____

FIELD MGR'S APPROVAL:

Time: _____

Signature _____

CIA USE ONLY:

Tank # _____

Playing: Saturday Sunday

IMPORTANT INFORMATION FOR OWNERS:

- One case of paint will be provided to you **AFTER** you have completed 3 purchased missions through CIA. (MAXIMUM 1 CASE PER DAY)
- Purchased missions run every hour on the half hour each day; 10:30, 11:30, 12:30, 3:30, 4:30, & 5:30. Each mission is for 10 minutes.
- You **MUST** report to CIA 15 minutes prior to each scheduled mission; 10:15, 11:15, etc.

Let's play safe and have fun!