

Permission Slip for Nerf Night at Westchester Public Library

****Please sign this permission slip. Teens will not be allowed to participate without one!****

PERMISSION SLIP MUST BE SIGNED BY A PARENT OR LEGAL GUARDIAN (ONE FOR EACH YOUTH ATTENDING). ONLY REGISTERED PARTICIPANTS CAN ATTEND THIS EVENT.

I give permission for my child, _____, to attend the Nerf Night sponsored by the Westchester Public Library on Saturday, May ____, 2016.

Please initial the following:

_____ My child is in good physical condition and has not had any serious illness or operation since the child's last health examination.

_____ I understand that the Westchester Public Library is not legally responsible for my child in case of injury or property damage.

_____ I understand that this program is for recreation.
Any damages or financial loss suffered by the Library that occur to the Library's space or equipment or to the gaming equipment and accessories will be the responsibility of the patron or patrons who are using the equipment at the time the damage occurs. Parents/Guardians will be held financially responsible for any loss caused by their children.

EMERGENCY CONTACT INFORMATION

| | Parent/Guardian #1 | Parent/Guardian #2 | Other Emergency Contact (Optional) |
|------------------------------|--------------------|--------------------|------------------------------------|
| Name | | | |
| Relationship to Child | | | |
| Primary Phone (home or cell) | | | |
| Address (Street, City) | | | |
| Email Address | | | |

In the event that an emergency contact cannot be reached in the event of an emergency, I authorize any adult involved in the activity to act on my behalf. I give my permission for the child to be treated in a hospital or convenience center in the event of an emergency. I agree to save harmless and indemnify the Westchester Public Library and its employees and volunteers from any and all damages or expenses arising out of the medical treatment of my child.

Parent/Guardian-please print name

Parent/Guardian-please sign name

(date: month/date/year)

NERF NIGHT BATTLE RULES

Game Set-up

There will be 2 teams. Max amount of 10 players/team. There will be 2 territories marked with masking tape. Territory A) Adult Fiction and Nonfiction, Reference and PB section, B) Teen and Children's Dept (minus the story time room). The Reference Desk and tables are the "Neutral Zone." No going behind the Reference, Children's, Circulation desks, Children's Story Time Room, or Branch Manager Office. If caught out of bounds you may lose gaming privileges. We will only be playing downstairs at the Thomas Library.

General Rules of Conduct for Nerf Battle

If an emergency of any kind happens, the game will be stopped.

Play honest. If you are hit with a dart take a seat in the Neutral Zone

Safety goggle eye protection must be worn during competition.

No headshots.

No swearing of any kind.

No abusive or derogatory language.

Use respect: be courteous of other players.

Keep your bodies to your bodies (hands off each other at all times).

Damaging items and moving furniture is strictly prohibited.

Be aware of other players and furniture around you. Be cautious.

Snacks only in designated areas.

Hiding Flag

Each team has 5 minutes to hide their object. Objects must be in a visibly obvious location and not entirely hidden. We do not want the library torn up! No hiding objects or persons behind books, in cabinets etc. Object and persons cannot be on top of the tall bookshelves.

Getting Nerfed

If you are hit with a dart you are out and must go to the "Neutral Zone" middle tables by Reference.

Like soccer we will hand out yellow cards for breaking the rules of conduct. However, the referee aka librarian may give you a red card without warning depending on your violation.

Use your darts wisely. If you run out of darts you are simply out of darts. No throwing darts or scavenging and picking up and using discarded darts this will be an automatic out to the Neutral Zone. However, you can try to capture the object without your Nerf Gun ~ Good Luck.

How to Win

The team that finds the object and gets it to the Neutral Zone first or gets all the other opponents all out first wins.

I agree to follow the **Nerf Battle Rules**

Participant-please sign name

(date: month/date/year)