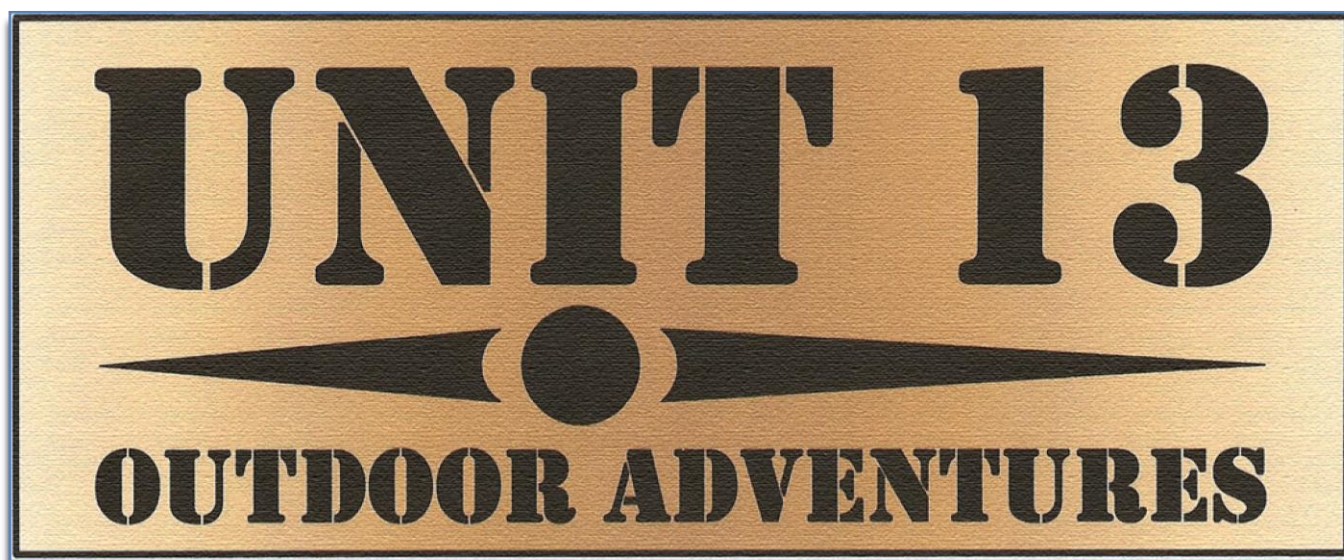


AIRSOFT AND PARTICIPATION RULES

| **REALISTIC AIRSOFT ADVENTURES** |



1. RULES UNIT13

1.1 AGE

The minimum participation age for a Unit 13 event is 18 years.

Persons below the age of 18 years are not admitted at the events of Unit 13, no exceptions.

1.2 VISITORS

During the Unit 13 events, visitors are not allowed, unless noted at the time of ordering your ticket. In case you only want to make pictures as a photographer, you need to notify this at Unit 13 in advance. Pets are not allowed. (With the exception of the guard dogs from the organization)

1.3 PARKING

Unit 13 has a parking place at the playing field.

However, please take in account that your car may be parked beside the road or along the terrain itself, on a hard or soft ground. We therefore advise not to come to our events with a sport car.

You are responsible for possible damage to your vehicle.

1.4 DESTRUCTION, LOSS OR DAMAGE

In the event that you destroy something at a Unit 13 terrain, we will charge you for the costs.

Damage and/or defects on a rental kit, which are a result of an accident or vandalism, will be charged on the player.

Normal wear and tear of a replica are costs for Unit 13.

For more information about the rental kits, please refer to this page: <http://www.unit13.eu/uitrustingen.php>

1.5 SIGNING IN AND TICKET SALE (OPEN EVENT)

You can buy your ticket online at: <http://www.unit13.eu/indexen.php>.

In case you reserve a rental kit, the deposit must be on the Unit 13 account 3 calendar days prior to the event.

Always clearly provide your ticket number with the money transfer.

Refunds are not possible unless otherwise determined by Unit 13.

Bank details are provided after ticket ordering through mail.

When the payment is complete, Unit 13 will send you a confirmation email.

In case you haven't received a confirmation email, we advise you to call us, and to take your proof of bank transfer to the Unit 13 event.

On an open event, you are required to deposit 50% of the total ticket cost. In case the deposit is not received on the Unit 13 account in time, we will charge 5 euro administrative costs per ticket.

In case the deposit has not reached the Unit 13 account, the tickets will then be sold on.

1.6 RESERVATION PRIVATE SKIRM

Reservations can be cancelled **maximum three weeks** prior to the reserved date, without costs.

If the cancelation takes place after the determined time period of three weeks prior to the reserved date, 50% of the total costs will be brought into account and will be charged to you.

In case of a cancelation 1 week prior to the reserved date, 90% of the total amount will be charged.

1.7 DISCOUNTS/DEALS

Discounts or special deals that are given on basis of a number of people given in advance, will be void if less than 90% of the number of people noted show up.

Unit 13 will then use the normal pricing.

1.8 COURSE OF EVENT

During the whole event, you can approach Unit 13 marshals in case of problems or discussions. They are also there for the progress and safety of everyone. Therefore, their instructions have to be followed at all times.

1.9 DRINKS AND FOOD

It's not a problem to bring drinks and food to a Unit 13 event. The organization will always provide the possibility to purchase drinks, candy or a hearty meal at the open events at retail prices.

1.10 ALCOHOL & DRUGS

Handling and using airsoft guns does not combine with soft/hard drugs.

It goes without saying that this is completely prohibited, prior, during and after the event.

Alcoholic beverages are allowed in moderation, and not prior or during the game.

Participants can be refused from entry by the Unit 13 organization on ground of (or suspicion of) alcohol or drugs intoxication.

A participant found in this state will be immediately excluded from further participation, without the possibility of a refund.

Participants can always be refused from participation on grounds of these measures, even prior to the effective event start.

The police will certainly be notified.

1.11 INSURANCE & LIABILITY

Every event will be arranged in such a way that the maximum of safety guaranty can be offered.

Every participant of a Unit 13 event will automatically be insured by Unit 13 for any accidents, unless the participant is a member of the AAB, in which the insurance of the AAB will provide the needed coverage.

The insurance will be engaged whenever a incident occurs where damage and/or injury happens, as long as this is not the cause of the violation of the Unit 13 rules by one or more involved parties.

Each accident must be immediately be notified to the Unit 13 organization, for the possibility of an agreement of insurance.

Unit 13 cannot be held responsible for any accidents.

Each participant is notified and aware about the possible risks where he or she is exposed to.

In case you want to read the conditions of our insurance, you can mail us at: Info@unit13.eu

The decision of the insurance is the binding decision in an accident.

Teeth which are damaged by being shot are only refunded, if you wear a full face mask.

Unit 13 excludes all liability for direct or indirect damages of any nature whatsoever arising from, or in any way related to the use of Unit 13 or Unit 13 of the forum.

We are also not liable for any direct or indirect damages resulting from participation in the forum or our events

1.12 ACCIDENTS /EMS (EHBO)

On both the open events as on the private events, EMS (EHBO) Emergency Medical Services are always present.

The organization must be notified immediately in case of an accident.

If needed, the game will be stopped and everybody will have to wait in the safety zone

Always bring your insurance pass with you to the Unit 13 events.

In case you're not insured, participating is your own risk and both Unit 13 and the accident insurance will not be responsible for any damage.

1.13 EXTREME IDEOLOGIES

Badges, flags, logos and/or clothing with a reference to certain groupings are not allowed at the Unit 13 events. In case you want to know more about this, you can mail us at: info@unit13.eu

1.14 THIRD PARTY COMMERCE

It is explicitly prohibited to set up shop at the Unit 13 events, without permission of Unit 13.

BB sale, drinks, replica rental or product sale and/or making commercial is not allowed.

Violation of this results in the notification of the police and immediate expulsion of the sales person and possible buyers.

1.15 OFFENCES

In the event of a legal offence at a Unit 13 event, we are bound to notify the police.

1.16 PRIVATE EVENT

At a private event of Unit 13, there is a maximum acceptance of no more as 60 participants. This is to guarantee your safety and to keep an overview.

An open event is an exception of this.

2. THE REPLICA LAW

2.1 TRANSPORT OF A REPLICA

Your replica is prohibited by law to be transported visually, and/or ready for use. Please transport your replica in a locked case. We also recommend you separate your BB's and magazine from your replica during transport.

2.2 REAL WEAPONS/ALARM GUNS

It is forbidden to have real firearms or weapons with you during the event.

Knives, daggers, bayonet's etc. are most certainly not allowed and forbidden on the Unit 13 events.

Imitation knives are allowed, but they must be flexible.

3. AIRSOFT RULES

3.1 AIRSOFT GUNS / FPS

No other kind of weapon besides airsoft weapons are allowed at a Unit 13 event.

Replica's of armament and materials are allowed, if these are completely inert and cannot function in any way.

The maximum allowed developed force of a fired projectile of 0.20gram is set at:

360 FPS for every airsoft weapon, where the reloading of the BB occurs automatically. With a no-shooting-zone of 5 meters.

500 FPS for every airsoft weapon, where the reloading of the BB occurs manually, typically sniper like airsoft weapons. With a no-shooting-zone of 20 meters.

Everything above 500 FPS is forbidden.

FPS reducers are not allowed.

Prior to the event, every airsoft weapon will be tested by the organization.

In the event that the developed force is too high, the airsoft weapon will be held by the organization until after the event.

Any other sanctions in the face of the player may continue through by the Unit 13 organization, including denial of entry to Unit 13 events.

3.2 SPECIFICATION:

Category Shotguns:	360FPS - Single Shot, Multi Burst
Category Sidearm's: Pistols & Revolvers	360FPS - Full Auto, Semi-Auto or Burst.
Category Full Auto: Assault Rifles & SMG's	360FPS - Full Auto, Semi-Auto or Burst
Category DMR: Semi Automatic Replica's	360FPS - Single Shot Only
Category Support Replica's: Machine guns	360FPS - Full Auto, Semi-Auto or Burst
Category Sniper: Bolt Action (Spring or Gas/CO2)	500FPS - Single Shot
Exception: Dragunov SVD – PSG-1- M82 Barret	

The above exceptions are required to meet the following requirements for admission to **500 FPS:**

- 1. single shot fire mode, (Nothing else)**
- 2. sniper rifle scope (No red dot)**
- 3. Low/realcaps must be used.**

*If your replica does not meet these demands, the FPS limit is **360 FPS***

3.3 FPS TEST STATION

You are required at the start of a skirmish to have your replica tested at the Unit 13 FPS measurement station.

All measurements are to be shot with 0.20gram BB's which we will provide.

When your replica shoots within the FPS limits, you will get a visual marking on your replica.

In game you may be tested as a control. If your replica does not comply with the FPS limits, this will lead to immediate removal from the event without a refund of the entry price.

In the event that your replica does not comply with the FPS limit at the start of the day, you can rent a rental kit if available at a set price.

If these are not available, you will get a refund for the entry fee.

3.4 SAFETY BRIEFING

Every participant is required to be present at the safety briefing. This starts at the designated time by the Unit 13 marshals.

If you are not present at the briefing, because you might be too late or have had a delay, there is a possibility on a briefing at the rental stand (Verhuur) on request.

You **do not have access** to the event without the safety briefing!

3.5 CQB (CLOSE QUARTER BATTLE, PLAYING IN BUILDINGS)

On the CQB terrains (buildings etc.) the playing distance is drastically reduced and extra protection is certainly needed.

We highly recommend a full face mask to be sufficiently protected against eventual BB impacts in the facial area.

Unit 13 cannot be held responsible for accidents when the player has not taken the sufficient precautions for his own physical integrity.

Also, pyrotechnic materials are allowed on the CQB terrains, unless otherwise noted at the start of the skirmish.

Within a CQB zone, only single-shot is allowed!

If you are in possession of a full-automatic support weapon or a sniper, you are required to enter a CQB zone with only your sidearm (support weapon/sniper holstered). If you do not possess a sidearm, you are defenseless, bang rule cannot be applied.

Shooting from inside a building to the outside is allowed with a sniper or support weapon.

It is not allowed to move or destroy windows, doors and/or walls.

Particularly using windows, doors, and/or walls to your tactical advantage (you do not open/close windows and do not penetrate the walls!).

If you disregard the rule noted above, you will be removed from the event immediately.

3.6 HIT SYSTEM

Within airsoft we use the Honor system.

This means, that you must be honest about if you are hit or not.

If you are hit, clearly shout "hit" and wear your yellow or orange safety vest.

This way you indicate you are not longer participating in the game and you return to your respawn. (point of departure)

The Unit 13 (embedded) marshals will keep an overview, and look if you take your hit or not.

When you do not take your hit, you will get a warning. If you get a second warning, you no longer play.

In case a marshal or an embedded marshal catches you cheating, you will not continue playing and you will get a mark on your cheaters bracelet. (Further information about this at article **3.8**)

Honesty is always very important within the game of airsoft.

3.7 HIT ON AIRSOFT WEAPON

Whenever you are hit on your airsoft weapon, it counts as a hit. You can proceed the game with your sidearm, if available. Do shout "Weapon hit" clearly so your enemy knows you cannot use your hit weapon.

3.8 THE CHEATERS BRACELET

All players of Unit 13 get a wrist bracelet (also called cheaters bracelet) on an open event, with a personal number.

On this bracelet, a marshall can mark you with a stripe or a cross. Two stripes make a cross. These will be used if you hinder the gameplay or break any of the rules. Depending of the severity of the offence, a stripe or a cross will be marked. At two crosses, you will be removed from the terrain, and will be banned from playing at Unit 13 events for half a year. Also, we will notify other organizers of this. We will note the marks in our system. This means, that if you get a cross, this will remain for two events. There will be no refunds if you are removed from the field.

3.9 PYROTECHNIC MATERIALS

Pyro's must be specifically fabricated for Airsoft. This means that firecrackers and such may not be used during a Unit 13 event. Only pyrotechnic materials from the brands ENOLA or TLFSX are allowed on the CQB terrains. Unit 13 can make an exception on this rule. Violation of this rule leads to immediate removal from the events, without possible refunds.

If any pyrotechnics are used that are not specifically fabricated for airsoft, they will be disposed of. The player can and will face consequences for this.

Pyro's thrown into a room, clears/kills the whole room unless you are behind hard cover, covering your whole body. A plaster wall is not hard cover.

All pyro's are classified as grenades. Outside, the 7 meter rule applies. Everything within 7 meters is "hit".

Smokes are allowed, as long as they are not home-made.

Smokes are not meant to be used as something else. (ea, it is not to be used as "toxic gas" to clear rooms)

Military grade smokes are allowed inside and outside of buildings. However, if the smoke buildup gets too intense inside, please refrain from using anymore smokes, and use common sense instead.

3.10 MINIMUM FIRING DISTANCE (BANG RULE)

Do not shoot at each other within 5 meters distance (20 meters for sniper rifles) but instead say "Bang".

The enemy has to accept his hit! This is the so called "Bang rule"

The bang rule will be applied a lot within the CQB areas.

You show yourself and following immediately you say bang whilst aiming your airsoft replica at your opponent.

He or she must then take the bang as a hit.

If you are fast enough, you can also utilize this rule against a second opponent if present.

However, if you and he/she say bang at the same time, you both need to take it as a hit. When in doubt about who was faster, both players must take their hit.

This rule is for your safety and that of the other players!

3.11 KNIFE KILL

If you are in the possession of a dummy knife, you can also make a knife kill.

You take your knife and tap the player with it on his shoulder or body.

The player has to take his knife kill and must go back to the respawn. At an open event, the medic system cannot be applied here. (See article **3.22** for more information about the medic system)

The knife kill is silent, in which the player does not shout kill, but instead walks straight to the respawn.

3.12 BLIND FIRING

Blind firing is certainly not allowed.

Blind firing is a process where a player shoots his replica but does not have visual contact with his or her target.

3.13 SWEARING OR FOUL LANGUAGE

Swearing and/or foul language is certainly not allowed at Unit 13.

In the event you do swear or use foul language, a marshall will warn you about this and mark your cheaters bracelet.

3.14 DEAD MEN DON'T SPEAK

When you are hit, you will not discuss tactical information with your team.

This includes through your radio, you are out of game.

If you still do this, you run the risk that a marshall will catch you on this and the marshall will then mark your cheaters bracelet.

The only words you may utter are: "I am hit", "dead man walking" or "dead men don't speak"

3.15 THE SAFETY ZONE

Whenever you enter a safety zone, think of the 4 safety measures: 1. remove you magazine from your replica (including your sidearm or grenade launcher) 2. clear your replica by firing several times into a safe direction 3. Switch your gun on safe 4.Keep your replica vertical at all times, keep your finger from the trigger.

Firing in, through, at, or out a safety zone is not allowed!

No dry shots in the safety zone! (Firing your gun without actually firing a BB)

This is strictly prohibited!

Unit 13 rental crew is an exception to this rule.

Whenever you leave the safety zone, it will clearly be marked with signs.

Before you pass these signs, you put on your safety glasses and/or mask.

Your safety precautions will not be taken off until you return to the safety zone.

It is not allowed to aim your replica at someone within the safety zone.

Upon entering the safety zone, you direct your replica up or down.

Your finger is off the trigger.

Whenever you violate the safety rule, you will immediately get a mark on your cheaters bracelet. We take your safety and the safety for others very serious!

3.16 SAFETY GLASSES

Safety glasses are not your daily reading glasses with hardened lenses.

Sunglasses are also not allowed. You are required to have real safety glasses.

On the field you are **required** to wear safety glasses or a facemask.

It is not allowed to take off these safety precautions in the field! Even if your glasses fog up!

3.17 HUMANS AND ANIMALS

Respect the nature and her animals. It is not allowed to fire at animals and/or people passing by.

3.18 THE PLAYFIELD

In the briefing, the borders of the playing field will be explained.

The borders are also indicated with red-white ribbon and/or signs.

If you do find yourself behind these borders, you must take this as a hit, and return to your respawn.

3.19 BB'S

At Unit 13 only bio BB's are allowed as noted in the AAB.

In case you don't play with bio BB's, we politely ask you to do so.

If you do play with non bio BB's on the event, you are required to buy bio BB's on location.

It is not allowed to play with plastic or Bio Friendly

To be certain, please refer to the AAB.

Rental guests are **not** allowed to bring their own BB's. This due to technical defects.

Players with their own gear are asked to play with biodegradable BB's of the following brands:

**BIOSTAR BB's

**BIOVAL BB's

**GREEN DEVIL BB's (0.20gr. & 0.25gr BIO UITVOERING)

**MADBULL (0.20gr. & 0.25gr BIO UITVOERING)

**XTREME PRECISION BB's (0.20gr.0.23GR & 0.25gr BIO UITVOERING)

**ECO – BIO BB van HIDD (0.20gr. – 0.25gr. – 0.30gr BIO UITVOERING)

**BB King (0.20gr. & 0.25gr BIO UITVOERING)

**SDPAIRSOFT BB's (0.20gr. & 0.25gr BIO UITVOERING)

**101 INC bb'S (0.20gr. & 0.25gr BIO UITVOERING)

Any other brand is not allowed!

3.20 SOUND SIGNALS

Unit 13 works with a number of sound signals

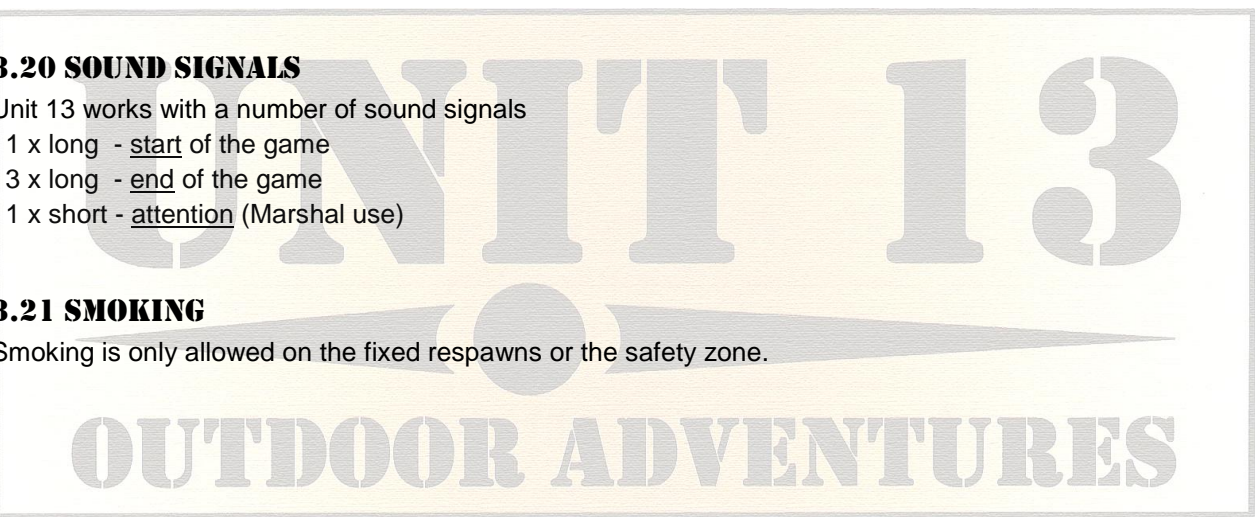
1 x long - start of the game

3 x long - end of the game

1 x short - attention (Marshal use)

3.21 SMOKING

Smoking is only allowed on the fixed respawns or the safety zone.



3.22 MEDIC SYSTEM (ONLY OPEN EVENTS)

In case of a hit, the wounded gets down and shouts Medic. The medic will then come to him and is allowed to heal the wounded by tying a red ribbon around him. At that moment, the wounded is back in play. The medic must heal the wounded within 5 minutes, otherwise the wounded is dead, and has to walk back to the respawn zone.

The wounded player may also decide to "be dead" and return to the respawn.

The medic has a certain limited amount of ribbons to heal the wounded. Max 1 ribbon per player.

(Wounded cannot be healed twice)

If the healed player gets hit again, he must return to the respawn or wounded nest (mobile respawn) and leave his ribbon for the medic.

If the medic runs out of ribbons, he can pick them up at the respawn or wounded nest. It's not allowed to steal medic ribbons.

The medic has to play by the same rules as other players: hit is hit.

A medic may be healed by another medic, but self-healing is not allowed.

A medic is recognized by a green armband with a red cross.

*A wounded nest is a mobile respawn which only a medic can move or deploy.

*You can recognize the mobile respawn by a flag with a clock on a flagpole.

*The flagpole must be upright and be easy to spot!

*If the flag is on the ground, then it is not possible to respawn! Only a medic can re-deploy the wounded nest.

*The flag can only be moved by a medic! (That counts for the enemy too!)

*Everyone who is respawnen at the mobile respawn has to go back to the other respawn. (You will have to wear your safety/fluo vest until back in game)

*At the mobile respawn there will be a clock which will indicate your respawn time (10 minutes)

*A medic cannot bring players back from the dead. It is not possible to heal players who are respawning. You'll just have to sit out your time.



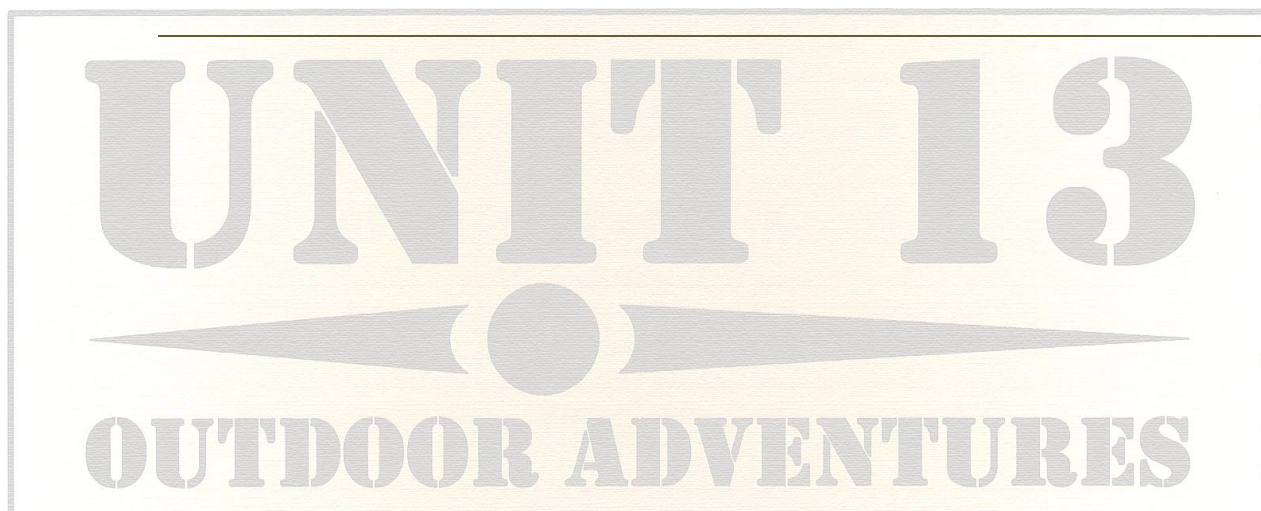
OUTDOOR ADVENTURES

COMPLAINTS AND/OR SUGGESTIONS

Unit 13 is open to suggestions.

In case something isn't to your satisfaction, or if you have a serious complaint about the service, please do not hesitate, and talk to a marshal in the safety zone (not during play)

They will then forward you to the manager of Unit 13, who will defiantly listen to you.



CAMPING RULES UNIT 13 OUTDOOR ADVENTURES

1. General

- These rules are in effect for all people (Rental, guest player, photographer, visitor) utilizing the campsite, hereafter referred to as "Campers".
- If you choose to make use of the campsite you acknowledge to have read and understood all the following rules
- Unit 13 Outdoor Adventures can make exceptions
- The organization is in hands of Unit 13 Outdoor Adventures, hereafter named "Unit 13"
- On the camping, the airsoft rules apply, with no exception
- All campers need to follow directions given or set up by the organization at all times
- All campers need to have a fixed place of residence.
- In case of an incident the organization may call upon the help of the police
- All facilities, care- and waste stations along with landscaping should be treated with care, any damaged should be reported to the organization immediately
- The organization cannot be held responsible for damage, loss, or theft of any and all belongings of the camper
- If you break any of the rules this may cause you to be removed from the campsite and you risk having legal action taken against you.
- Campers are required to be in possession of a valid entrée band, which is worn around the wrist. On request of a recognizable Unit 13 employee, the entrée band should be showed at all times.
- On any agreement between Unit 13 and the user, the Dutch law is in force, unless otherwise noted in writing.

2. Arrival and departure

- Before entering the campsite you are required to apply at the cashiers tent during opening hours. Outside of opening hours of the gate, you can apply by calling the number on the gate.
- To enter the camping site, you need approval in behalf of Unit 13
- We do not reimburse any part of the cost of the campsite if you leave early

3. Rest and nuisance

- You may not cause any nuisance of any kind between 24:00 and 06:00 hours.
- Sound and/or imaging devices may never hinder others
- Nuisance caused by playing may never be organized in the neighborhood of camping spots, parking places, installations or sanitary facilities.
- Pets are not allowed on the camping terrain, with the exception of the guard dogs of the organisation

4. Vehicles, parking and driving on the terrain

- On unit 13 terrains you should not drive faster than walking speed.
- Vehicles should be parked on the therefore designated parking outside of the campsite.
- Vehicles/caravans that are parked without consent of the organization can be removed if necessary at the owners cost.

5. Garbage

- The campsite should be left in a clean and orderly fashion
- You may dispose of garbage on the campsite as long as is in moderation, sorted and in sealed garbage bag.
- Larger garbage such as tents or BBQ's should be taken home

6. Camping spots

- All camping needs should be installed on spots designated by the marshals
- The marked fire trails must be kept free AT ALL TIMES. On these trails, no obstacles should be placed. (tables, chairs, tent lines and others.)
- If possible, place can be kept free between tents for tables and chairs.
- Per camper, an area of **4m²** may be used. Should there be more users than one in the camping equipment, the area may be multiplied by that number.
- You are fully responsible to abide by any and all environmental laws bound by government or organizer at all times, with all the camping equipment.
- It is forbidden to attach clothing lines to trees or bushes.
- You are in no way to cause harm to the natural surroundings
- If you damage any of the natural surroundings you will be charged with any and all costs forthcoming out of this damage.
- Your camping spot should be left the same way you found it.

7. (Fire)Safety

- You are allowed to BBQ as long as you use an approved CO2 or Foam fire extinguisher, available to that person only. Fire extinguishers cannot be shared over multiple BBQ's. **(Powder extinguishers are not allowed!)**
- When BBQ'ing, ensure that neither the grass nor the pavement should get damaged. The BBQ should be set on a stable standard. Ensure that your neighbors are not bothered by the smoke development.
- Open fire is only permitted in agreement with the organization. If permitted, you are required to have the fire extinguishing equipment noted above. Your fire should be at least 4 meters from any tent, and may not damage the terrain.
- Electrical or gas heaters should be turned off before going to bed.
- Smoking is not allowed in the toilets / showers
- In case of fire, immediately notify the organization or any employee.
- First aid is available the whole weekend.
- If you notice anything or anyone unusual on the campsite you are obligated to report this to the organization

UNIT 13 – GENERAL CONDITIONS

Article 1. Applicability of these regulations

These conditions are valid for every event and every arrangement of Unit 13 with its clients as long other conditions have not been expressly and specifically agreed upon in writing by both parties. The conditions are also valid in all agreements made with Unit 13 concerning third parties.

Article 2. Offers

All our offers are non-binding unless a time limit for acceptance has been set in the offer. All offers are made including taxes unless communicated otherwise.

Article 3. Implementation of the agreement

UNIT 13 will implement the agreement to its best ability and capability in accordance with the demands of good workmanship and the knowledge available. In case and as far as proper implementation of the agreement demands, UNIT 13 has the right to have work allocated to third parties. UNIT 13 is not liable for damages of any kind resulting from inaccurate or incomplete information being provided by the client.

Article 4. Shortcomings; complaints period

Complaints over services offered should be made in writing by the client within 8 days after discovery and within 14 days maximum after the completion of the event. If a complaint is well founded UNIT 13 will do everything in its power to solve the problem to the highest standard.

Article 5. Payment

Payment should be made within 14 days of the invoice date in the manner stipulated by UNIT 13. After this period of 14 days the client is in neglect of payment. From that moment the client is bound by interest of 1% per month unless the legal interest rate is higher, in which case the client is bound by the legal interest rate. In case of client bankruptcy, liquidation or insolvency UNIT 13's claims are immediately collectable. Payments are always firstly for open-standing interests and costs and secondly for the oldest open-standing invoices, even if a client reports that a payment is for a later invoice. If UNIT 13 has good grounds to fear the client will not settle open-standing invoices then Picasoft will offer certainty of payment within a time limit of 7 days after UNIT 13 requests this service.

Article 6. Collection costs

If the client is in neglect of payment on one or more obligations then all reasonable costs made recovering these costs are to be paid by the client.

Article 7. Liability

If UNIT 13 is liable, then the liability is limited to: once the invoice amount of the agreement, or that portion of the agreement relevant to the liability. UNIT 13 is never liable for ensuing damages.

Article 8. Force Majeure

In cases of force majeure, understood in context of applicable laws and jurisprudence thereof and applying to all outside causes anticipated or not anticipated that UNIT 13 has no control over, UNIT 13 has no obligations to fulfill agreements. In the case that the period of force majeure resulting in UNIT 13's inability to fulfill contractual agreement is longer than 2 months, both parties will be released from contractual obligations without any penalty. In cases of force majeure where UNIT 13 has fulfilled some elements of the contract, or can fulfill some elements of the contract, UNIT 13 may bill these elements and the client is obligated to treat this portion of the invoice as a separate invoice. This does not hold if the elements completed, or those possible, have no independent value.

Article 9. Disagreement

In cases of disagreement with UNIT 13 about obligations only courts in the place of business are authorized to treat the case, unless legal demands force the competence of the civil courts at the place of residence of the other party, or unless UNIT 13 chooses to take the disagreement to another legally determined court.

Article 10. Applicable law

On every agreement between UNIT 13 and the client Dutch law is applicable.

Article 11. Change of conditions

Kamer van Koophandel and Fabrieken voor Zuid-Limburg, registration number 14109938. Applicable is the last registered version i.e. the version that was valid at the time of the agreement.

FINALLY

Whenever a marshal catches you violating the rules noted above, he will mark your entry/cheaters bracelet. When you get two marks, you have to leave the terrain without discussion.

We remain the right to remove you from the premises without prior warning for serious violations, namely physical conflicts.

Direct removal also proceeds if you consume alcohol or other narcotics prior or during the event.

This is due to your and our safety.

Unit 13 remains the right to change these rules without notice.

We hope you will have a great time at Unit 13.

If you have any questions about this disclaimer, you can mail or call us.

We look forward to your visit!

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