



Method Statement

PA/2017/440

CAMP-SPARTA/001 (Iss1)

Military Simulation Events: Temporary Site Use

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1. Introduction

This Method statement is to cover the use of private land at OLD RAF Kirton in Lyndsey for the use of MILITARY SIMULATION EVENTS.

The scope of this use will include: Skirmishing, Use of Realistic Imitation Firearms, Use of Simulation Grenades, Use of Imitation Grenades, Use of Smoke Grenades, Use of Imitation Melee Weapons and General Military Simulation style, Close Quarters Battle (CQB) Team Role-play and general site use.

This use will at all times be in compliance with the Violent Crime Reduction Act (V.C.R.A) and Home Office Guidelines as well as Health and Safety Executive Standards and will be used to ensure Safe working practices and the health and safety of Staff, Clients, Visitors and Members of the general public.

2.0 Reference Documents

2.1 Risk Assessment (appendix B)

2.2 Violent Crime Reduction Act

2.3 Manufacturers Health and Safety Data Sheets.

2.4 Site Plans (appendix A)

3.0 Safety Documents

3.1 STAFF INDUCTION

Prior to any Events Commencement all Safety Marshal will have received a Camp Sparta, Staff Induction which will brief them on this Method Statement and Risk Assessment including any associated events instructions and amendments to Risk Assessments via Daily Risk Assessment.

All marshals will be given specific roles during gaming activities and will receive a full and comprehensive brief of their individual and team responsibilities of all activities to be carried out at the beginning of the event and further briefings throughout the day as and when required.

3.2 CLIENT SAFETY BRIEF.

Prior to any Event Commencement all Clients will undertake a Safety Briefing derived from this Method Statement and Risk Assessment (and any associated events instructions and amendments to Risk Assessments via Daily Risk Assessment). This Brief will also outline what is expected and consequences for breach of any of the Sites Operating Procedures (S.O.P) or Health and Safety Instruction. All participants will then be required to sign a site disclaimer Indicating that they have fully understood any risks or requirements and S.O.P before being invited to participate.

3.3 DAILY RISK ASSESSMENT

A Daily Risk Assessment MUST be completed by the Site Operator/Safety Supervisor Prior to Commencement of any Event to reflect and highlight any changes to the original Risk Assessment and current conditions on site and any possible dangers that may have arisen. This MUST reference

this Method Statement and Original Risk Assessment and Identify any Risks or Issues that have arisen since the team signed on to them and be referenced in Client Safety Brief for that event. The Daily Risk Assessment will also include a Checklist of safety equipment required and condition.

4.0 Access and Egress

4.1 ARRIVAL

Access/egress to site on event days will be by the “Old Main gate” or “The Old Emergency Gate” both are from the B1400 (Location marked on map Annexe A)

4.2 REGISTRATION

All operatives, clients and visitors will log their attendance on site by signing the Camp Sparta Attendance Register this will include Date, Name, Vehicle Registration (if applicable) and Signature. Attendance log will be located with the Safe Zone Marshal in Reception.

4.3 VEHICLES

Vehicles will access the gate via the gates outlined in 4.1. The entrance gate will be staffed by a Camp Sparta Marshal in high visibility jacket. All clients and visitors will be directed into the Safe Zone car park and directed where to park and unload their vehicles.

High visibility events marshal will be in attendance in the car park pre-event and post event.

Signage will be in place stating “cars parked at owner’s risk” Site speed limit is 5mph.

4.4 DEPARTURE

All operatives, clients and visitors will log out before leaving site by informing the Safe zone Marshal so an “All Clear” can be issued at the end of the day. A high visibility marshal will be in attendance in the car park and at the Main gate for departures from site or until “All Clear”.

5.0 Working Boundaries

5.1 Event Areas

The event area will be confined to area boundary marked in blue on map A (Annexe A)

5.2 Area Restrictions

The following areas will to be restricted as detailed.

Safe Areas - No Equipment will be exposed at any time all equipment being moved will:

- be concealed in kit bags and not worn or carried uncovered.
- As such there will be no Engagements (accidental or otherwise)
- These areas will be designated “Safe Area”
- Car Park
- Smoking Area
- Reception

Safe Zones - Equipment in this area will be in a safe condition with Magazine Ejected,

- Chamber Clear, Fire Selector switch in "SAFE" position.
- Simulation/Imitation/Smoke grenades will have caps on or fly-pins in
- As such there will be no Engagements (accidental or otherwise)
- These areas will be Sign Posted "Safe Zone"
- Briefing Room (Safe Zone)
- Hallway to Game Zone (entrance and shop)

Game Zones - Equipment in this area will be in use.

- Players will be alerted to the fact they are entering the gaming area by the presence of Marshals and signage stating all PPE requirements and Safety Instructions
- As such there will be multiple Engagements
- These areas are Designated "Game Zones"

5.3 Boundary Safety

The Extent of the Game Zone will be secluded from public view by existing 8-foot military security fencing with razor wire to the top edge. Additional screening and security has been added by fixed industrial grade debris netting to the existing fencing to a height of 6 feet. The debris netting has impact absorbing qualities to deaden the impact of any projectile without resulting in penetration.

The safe zone and joining parking areas sit outside of the game zone and is made sterile by a barrier of 'Heras' fencing and debris netting.

5.4 Boundary Marking

All perimeter gates, fences, and alternate means of entry or trespass will be secured during event times and marked with warning signs.

6.0 Methods of Working

6.1 Staff Induction

These events will be carried out within the context of the Staff Induction derived from this method statement, all operatives will have received a Staff Induction and signed on to it indicating they fully understood the risks, responsibilities and safety requirements therein.

6.2 Safety Brief.

These events will be participated in within the context of the Safety Brief derived from this method statement, all clients will have received a Daily Safety Brief and

signed a player's disclaimer (Appendix D) indicating they fully understood the risks and safety requirements therein.

6.3 Daily risk assessment.

Everyone in attendance will have been briefed on the daily risk assessment findings and control measures and have signed onto it indicating any amendments have been understood.

6.4 Marshals Safety Equipment.

All Site Operators, Health and Safety Staff and First Aiders will have checked all of their safety equipment is in good working order and all required parts are present and all relevant documentation has been completed and signed before clients arrive on site.

6.5 Event Area.

The Site Operator will ensure that the events areas are set up and marked out as detailed in this method statement and appear on the approved site drawings.

6.6 Weapon safety.

All hire/personal equipment will be site legal as of Home Office standards.

- BAR = Bolt action Rifle (RIF/IF) - Below 500fps, No Exceptions MED 30 meters
- SAR = Semi auto Rifle (RIF/IF) - Below 400Fps, No Exceptions MED 20 meters
- AEG = Auto Electric Gun (RIF/IF) - 328fps, 10% Variance for Regulation Device
- GBBR = Gas Blow Back Rifle (RIF/IF) - 328fps, 10% Variance for Regulation Device.

6.7 Event start up.

When all daily risk assessments, safety briefs, equipment checks have taken place and been accepted, understood, signed off and passed the event will begin and not before.

6.8 Event safety management.

All events marshals will co-ordinate with Site operator to ensure full site is safe and any changes to site safety are dealt with immediately.

7.0 Emergency Procedures

7.1 Actions on.

If at any time an operative/client or member of the public is put in danger, is wilfully or unknowingly acting unsafely, the event shall be stopped by Marshals shouting and players echoing "STOP, STOP, STOP"

Any identified problem will be dealt with by marshals.

The problem will be reported immediately to the site Operator to decide if further action is necessary.

7.2 Actions on briefing.

Site risks and emergency procedures will be explained to all operative during Induction and all clients during Safety Brief.

In case of emergency, all operatives and clients are to make safe their equipment and await instructions / direction from Marshals.

7.3 Quick Reaction Vehicles.

There are two QRV Marshal driven quads for each event.

Marshals are military / Police Combat medic trained.

Each Quad is equipped with:

- CO2 Fire Extinguisher.
- Fully stocked and checked Medic packs.
- VHF radio
- Mobile phone for Emergency Services if required.

Nearest hospital is:

Scunthorpe Royal hospital cliff gardens DN15 7BH

8.0 Manual Handling

Manual handling should be kept to a minimum, awkward or weighty loads will have enough operatives to achieve safe lifting measures and mechanical assistance is to be used if safe and appropriate.

9.0 Personnel Protective Equipment

All Marshals and Players MUST wear the following (as minimum) in the game zone:

- EYES: - Safety glasses, Goggles or mask to EN 166 1F standard.

All Marshals and Players are Recommended to wear the following (as minimum) in the game zone:

- FEET: - Boots with ankle support and Reinforced mid-sole EN 345 SBP standard

- HAND: - Gloves

Any breach in PPE procedures will result in that person being removed from the gaming area.

10.0 Emergency Return to Service (ERTS)

- Before any client is allowed to return to the event a new daily risk assessment will be completed and all parties briefed on the new assessment and will sign and indicate the brief was understood.
- No operative or client will return to event if after the risk assessment the site is deemed unsafe and unable to make safe.
- Any emergency service that attends will only release the site back to the site operator if they deem it safe as such if any emergency service deems the site unsafe this will end the event until measures to make site safe are in place.

11.0 Materials

- On site materials include:
stone, wood, brick, glass, sand, grit salt, plastics, concrete, fabrics, vinyl, polystyrene, metal, plaster board etc...
- In use materials include:
BB's Plastic/Bio degradable compound
Smoke Grenades Rhodamine - Colour Dye, Auramine - Colour Dye, Indigotine - Colour Dye, Resinox - Varnish, Potassium Perchlorate, Phosphorous, Carbon, Sodium Bicarbonate, Nitrate, Sulphur, Calcium Carbonate and Starch.
- Thunderflash / Ball Potassium Perchlorate, Red Phosphorous, FOA Black Powder, Aluminium Powder and Potassium Chlorate.
- Materials not to be use on site (BANNED) include:
- BB's Glass
- High Density Polymer Compound
- Ceramic
- Teflon Coated Plastic
- Nickel coated Metal
- Homemade Pyro
- No Pyro other than TLFX canister low db
-

All clients will be briefed and made fully aware of the banned items at daily briefs.

13.0 Labour

- Camp Sparta Management / Site Operator.
- Camp Sparta Events Marshals, Front of House staff and Health and Safety staff.
- Special Events and Outside Contractors on Special Events days.

All staff competence/safety/training certificates will be available for inspection at reception.

- Events area will be fenced off with impact dampening material covering. cordon tape/barriers will be used to make the events area limits.
- Camp Sparta will be able to be contacted at all times. The site operator will be on site at all times during event hours.
- The marshal team will remain with the client's party at all times during event hours.

14. Fire evacuation Plan

- Attached Appendix C

15. Risk Assessment & Daily Risk Assessment

- Attached Appendix B

16.0 Program

Days, timings and any restrictions of events are as follows:

- **Monday** No events proposed.
- **Tuesday** No events proposed.
- **Wednesday** No events proposed
- **Thursday** No events proposed
- **Friday** Zombie Uprising Events occasional use estimated 1 event per month.
- **Saturday** Zombie Uprising Events occasional use estimated 2 event per month
- **Sunday** Airsoft Military simulation open day events. 2 events per month
- **Weekend event.** It is anticipated that in order to make the site viable we are proposing to run around 4 full weekend Airsoft events within the 12-month period

Overview of the gaming activities including timings of the event.

Zombie uprising events theme overview.

Zombie Uprising, trading since 2014 are a leading events company that specialise in putting on events that simulate that of a zombie apocalypse. The general public can participate in the events individually or as part of a group or corporate team building exercise.

Events typically run between the hours of 1500hrs and 2300hrs in which no more than 2 games are played. The average number of participants per game is 40. Missions can include mental, physical and skill scenarios. No sound emitting Pyrotechnic is used. Most if not all of the missions take place within the buildings. (Full overview of the Zombie Uprising can be referred to in Appendix E)

- Hours of Operation 1500hrs-2300hrs
- 1500hrs-1830hrs site opened and prepared for the events. Generator running site safety check and preparation of weapons and briefing of site staff re roles and responsibilities.

- 1800hrs-1900hrs access to the site will be restricted to the “Old Emergency gate” (location marked on map Annexe A) vehicles and guests will be held on the parking area within the site boundary but outside of the safe-zone until the event starts at 1900hrs.
- 1900hrs guests will enter the safe-zone area for the commencement of the event.
- 1910hrs guest’s safety brief and event overview.
- 1930hrs themed game commences. Guests are tasked by Marshal team leaders and escorted around the site to their objectives Marshal to player Ration 1:10 (15-20 player teams with 2 marshals.)
- 2200hrs event concludes, guests leave site by “Old Emergency Gate”
- 2200hrs-2300hrs debrief of staff and closing down of site.
- 2259hrs generator turned off.

Camp Sparta Airsoft Open day overview and timings.

Airsoft as a recreational sport was established in Japan in the 1980s and has steadily grown around the world. It is a recreational activity in which participants shoot round plastic non-metallic ball bearings launched via Automatic Electric Guns (AEGs). Game played on site will vary in style and composition but will be a mix of short-term skirmishes, and military simulations using objective based historical re-enactments. The games will promote fast energetic play with the emphasis on team work and communication, they will require players to use common military tactics to achieve objectives set in each game. (Full overview of Camp Sparta management can be referred to in Appendix F)

- Hours of Operation 0800hrs-18300hrs
- 0800-1000hrs site opened and prepared for the events. Site safety check, buildings opened, preparation of hire weapons.
- 0850hrs briefing of site staff re roles, responsibilities and any specific risks identified on the site safety check.
- 0900hrs-1000hrs players enter the site by “Old Main gate” off of the B1400 (Location marked on map Annexe A) Players are directed to the carpark as referred to in 4.3.
- Players directed to the Safe zone to complete the registration and booking in procedure. Players split into four crew rooms and allocated two Marshals per team. Marshal have primacy to check each player’s weapons in their group are set below the site limit by way of a chronometer.
- 1000hrs-1020hrs players are given the site specific and game play safety brief by way of power point.
- 1045hrs- 1300hrs airsoft military simulation gameplay.
- 1300hrs-1400hrs lunch break
- 1400hrs-1700hrs airsoft military simulation gameplay.
- 1700hrs event concludes and players leave the site.

- 1700hrs-1830hrs debrief of staff and closure of site.
- 1830hrs generator switched off.

17.0 Waste Management and Housekeeping

- Potential waste is used rounds and disposable pyro casings.
- Playing areas as per attached maps will be cleaned on a rotating schedule every 12-week period.
- Food and drink consumed on the premises are confined solely to the safe zone area.
- Safe zone including toilets and crew rooms are to be cleaned after each event any food and drink waste and used packaging will be removed and disposed of accordingly.

18.0 Environmental Issues

- These events will be carried out within the context of the Staff Induction derived from this method statement, all operatives will have received a Staff Induction and on each event a briefing outlining their tasks and responsibilities.
- These events will be participated in within the context of the Safety Brief derived from this method statement, all clients will have received a Daily Safety Brief and completed a site disclaimer which confirms they fully understood the risks and safety requirements therein.
- Everyone in attendance will have been briefed on the daily risk assessment findings and control measures that are in place.
- All marshals and site staff are in possession of a VHF personal radio and remain in contact with the Site commander at all times.

19.0 Environmental sound issues

- Planning permission is being sought for a change of use for the buildings outlined. The following controls have been implemented to prevent and mitigate noise from adversely affecting the residential amenity of the occupiers of dwellings near to the site.
- All site staff will be made aware of the potential environmental impact of the activities and in particular the use of Pyrotechnics during game play. Staff and players will be reminded of measures in place at the daily safety briefs.
- All clients/ players will be briefed on the strict use of sound emitting pyrotechnics.
- **Only** TLFX canister grenades MK1 are permitted on site during game play. *(TLFX canister grenades have been specifically manufactured for Camp Sparta and were requested to produce a high flash but extremely low noise output to mitigate noise leaving the site.)*
- Sound emitting grenades are **only** to be used / thrown within buildings.
- **No** sound emitting Pyro technic is to be throw or used outside of any buildings.

- **No** Pyrotechnics to be carried or used by players under the age of 18years.

Other control and mitigation to support the method statement in relation to noise abatement.

- The on-site generator (silenced Mitsubishi diesel 10Kva) is placed in the garage area attached to the guard house. Sound tests show that no sound is leaving the site above background noise at the nearest boundary.
- Site maps are displayed in the four Crew rooms to assist players to navigate around the site.
- Marshal ratio of 1-10 for close supervision and enforcement of game play.

This method statement was generated by Camp Sparta any queries should be directed to:

The site owner Operator, Operational Planner and Safety Supervisor Martin BARGH 07540 955 997

Health and safety policy

This is the statement of general policy and arrangements for:

Camp Sparta Tactical Airsoft Military Simulation Events
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Overall and final responsibility for health and safety is that of:

Martin Bargh

Day-to-day responsibility for ensuring this policy is put into practice is delegated to:

David Widdowson & Leon Herbert

Statement of general policy	Responsibility of (Name / Title)	Action / Arrangements (Customise to meet your own situation)
To prevent accidents and provide adequate control of health and safety risks arising from gaming events.	Martin Bargh	By conducting a thorough site inspection and gaming safety brief prior to commencement of events. As per method statement
To provide adequate training to ensure site marshals are competent to do their work	Martin Bargh	By conducting staff training for all site marshals
To engage and consult with site marshals on each event day to discuss event day health and safety conditions.	Martin Bargh	By conducting a thorough site inspection and gaming safety brief prior to commencement of events. As per method statement
To implement emergency procedures - evacuation in case of fire or other significant incident. You can find help with your fire risk assessment at: (See note 1 below)	Martin Bargh	By thorough training of site marshals and delivery of gaming safety brief to all in attendance laying out S.O.Ps in the case of a fire evacuation.

Health and safety law poster is displayed:	Yes		
First-aid box and accident book are located: Accidents and ill health at work reported under RIDDOR: (Reporting of Injuries, Diseases and Dangerous Occurrences Regulations) (see note 2 below)	In the Site office and also on 2 x Quick Response Vehicles		
Signed: Martin Bargh		Date:	1 st of April 2017
Subject to review, monitoring and revision by:	1 st of October 2017	Every:	six months or sooner if work activity changes
Subject to review, monitoring and revision by:	1 st of April 2018	Every:	six months or sooner if work activity changes

Risk assessment

All employers must conduct a risk assessment. Employers with five or more employees have to record the significant findings of their risk assessment.

Organisation name: Camp Sparta

What are the hazards?	Who might be harmed and how?	What are you already doing?	Do you need to do anything else to manage this risk?	Action by whom?	Action by when?	Done
Slips and trips	Staff and customers may be injured if they trip over objects or slip on spillages	We carry out a pre events inspection of the site. Any identified slip trip hazards are cleaned away or if unable to due to the nature of the building then these are identified and communicated to all persons at the event, by inclusion in the site safety brief	Clear communication to all persons of the potential risks	All staff, supervisor to monitor	At each event	ongoing
Falls from Height	Staff and customers may be injured by falls from height	Carry out a pre event inspection of the site. Staff and customers are to be prevented from accessing any area where a potential risk may occur and briefed on any potential risk of falls.	Clear communication to all persons of the potential risks	All staff, supervisor to monitor	At each event	Ongoing
Fire from Pyrotechnics	Staff and customers may be injured by fire or evacuation of the site.	Carry out a pre event inspection of the site to remove any combustible material.. Staff and customers are to be briefed on any potential risk of fire and to be vigilant whilst on site. Placement of fire extinguishers in all site vehicle and the 2 QRV (Quick Reaction Vehicles) Quads Placement of fire extinguishers near to know high risk areas: <ul style="list-style-type: none"> ▪ Kitchen ▪ 4 x crew rooms ▪ generator location Staff in position of flashing lights and briefed on the fire evacuation plan. Local fire service informed of the events timing.	Clear communication to all persons of the potential risks.	All staff, supervisor to monitor	At each event	Ongoing
Contact Burns from Pyrotechnics	Staff and customers may be injured by burns from Pyrotechnics	Staff and customers are to be briefed on the safe use of Pyrotechnics. Only Pyrotechnics purchased on site may be used and only persons 18 years or over are permitted to use them. QRV equipped with trained Medics in possession of full First aid kits including Burn Gel. Local fire service informed of the events timing.	Clear communication to all persons of the potential risks.	All staff, supervisor to monitor	At each event	Ongoing

What are the hazards?	Who might be harmed and how?	What are you already doing?	Do you need to do anything else to manage this risk?	Action by whom?	Action by when?	Done
Inhalation from Smoke Grenades	Staff and customers may inhale excessive smoke from smoke grenades.	Staff and customers are to be briefed on the safe use of Pyrotechnics. Only Pyrotechnics purchased on site may be used and only persons 18 years or over are permitted to use them.	Clear communication to all persons of the potential risks.	All staff, supervisor to monitor	At each event	Ongoing
Injury from Projectiles moving at speed	Staff and customers may be injured by bb projectiles	Site fps limits for weapons is strictly enforced. Any weapon exceeding 350fps is not permitted. All weapons on site will be subject to checking prior to the events and all players are subject to random chronograph checks throughout the event. Staff and customers are to be briefed on appropriate clothing and the risk of injury from the bb projectiles. Safe zones and gaming areas are clearly marked and all persons must wear appropriate eye protection when outside of the safe zone area. Safety glasses, Goggles or mask to EN 166 1F standard	Clear communication to all persons of the potential risks.	All staff, supervisor to monitor	At each event	Ongoing
Injury from Falling Objects	Staff and customers may be injured by falling objects	Carry out a pre event inspection of the site. Staff and customers are to be prevented from accessing any area where a potential risk may occur and briefed on any potential risk of falling items	Clear communication to all persons of the potential risks	All staff, supervisor to monitor	At each event	Ongoing
Manual Handling	Staff and customers may suffer injury from lifting heavy or awkward loads.	Manual handling should be undertaken by any customs on site. Manual handling by staff should be kept to a minimum, awkward or weighty loads will have enough operatives to achieve safe lifting measures and mechanical assistance is to be used if safe and appropriate	Clear communication to all persons of the potential risks	All staff, supervisor to monitor	At each event	Ongoing

Signed: Martin BARGH 1ST of April 2017

Camp Spara RAF Kirton in Lyndsey

Fire Evacuation Plan

Emergency Evacuation Plan for :	Camp Sparta Military simulation airsoft events
Premises address and contact number	Raf Kirton In Lyndsey
Plan date	01/04/2017
Review date	01/04/1018

Raising the alarm

In the event of a fire beginning (cross through as appropriate):

If the fire is discovered by a staff member or a visitor notifies a staff member of a fire, the alarm will be raised by:

Players **“END X” “STOP,STOP,STOP”**

Marshals

Will inform all staff via radio.
sound the alarm to evacuate by the
continuous blasting on whistle’s

Action staff should take on hearing the alarm

The following actions will be taken upon the fire alarm being sounded/raised:

- Site Marshals will take charge and lead in the fire evacuation
- Dial 999 and request attendance by the Fire Service. Staff member gives their name, name of building, building address (as detailed above), contact number and details of fire
- The safe zone member of staff allocated on each event will pick up visitors signing in book/sheet from reception desk and bring it to the muster point in the car park area.
- Staff will commence evacuation of the building – ensuring this is done in a calm and orderly manner (Separate ‘Personal emergency evacuation plans (PEEPs)’ are in place for staff and known visitors with additional needs as well as ‘General emergency evacuation plans (GEEPs)’ for members of public who may visit the building. Both these will be implemented as appropriate (i.e. depending on whether any person subject to a plan is present on site)
- Staff to sweep building to ensure all areas are clear (including back areas) if safe to do so and ensure all doors are closed on the way out
- If safe to do, electrical generators will be switched off before leaving the building. The location of these are detailed below
- Site head Marshal will ensure nobody re-enters the building until confirmed safe to do so by the Fire Service
- Meet at assembly point and check all players and staff members are accounted for
- Site Owner / site head marshal to liaise with Fire Service upon their arrival

Escape routes

The escape routes from the building are: (detail designated fire escape routes)
1. All entrance / exit doors to each building

Fire assembly point.

The parade ground

Fighting fires – Extinguisher use

All vehicles and the 2 QRV Quads are all equipped with fire extinguishers.
Fire extinguishers will only be used where:

- Staff have received training and feel confident in their use
Where it is deemed safe to do so i.e. there is a clear means of escape, fire is small

Personal safety always takes priority and, if in any doubt, staff should not attempt to extinguish a fire

Location of key safety hazards or other fire related equipment

- Diesel generator located in the garde area attached to the Guard House.
- Gas oven stove in the kitchen area
- Fire extinguishers are located in the following locations:
 - Each crew rooms (Safe Zone).
 - Outside of Kitchen area (Safe Zone).
 - Entrance to Safe Zone.
- Nissan Navarah Pick Up
- Ford Ranger Pick Up
- Isuzu Trooper 4x4
- Both Honda QRVs

Number of staff needed to carry out evacuation plan

- To implement the evacuation plan, 8 site Marshals / trained staff are needed on duty during event days.

Equipment needed to effect the emergency plan

All Marshals will be in possession of:

- two-way radio,
- torches,
- whistles
- hi-visibility tabards

Site Owner and Head Marshal:

- Mobile phone.

Responsibilities

For ensuring plan is up to date	Site Owner & Head marshal
For ensuring adequate staff are on duty to carry out the evacuation plan	As above
For training staff on the evacuation plan and in their roles and responsibilities	As above

CAMP SPARTA
Military Simulation and Training
Disclaimer Form

This form should be read carefully and completed before you partake in events.
This is an insurance / injury disclaimer.

Name.....

Membership Number _____/_____/_____/_____/_____/_____/_____/_____

Date of birth _____/_____/_____

Address.....

.....

Post Code.....

Mobile Phone Number.....

E-mail address.....

I UNDERSTAND THAT:

- a) The events are physically and mentally intense and may require extreme exertion to partake.
- b) The event can be dangerous if not played in accordance with the stated rules which will be fully explained to the players.
- c) There is a possibility of injury to me and other exists.
- d) I am fully aware of the risks to myself and others involved in the activities.
- e) Never, under any circumstances, deliberately break any rules.
- f) I am physically fit and mentally able to take the strain and exertion involved.
- g) I will comply with the site rules and use the equipment as instructed and not so as to injure or hurt others.
- h) I will wear my eye protection and not remove them at any time with exception of the designated safe zone.

RELEASE

I hereby release, remise and forever discharge from any claims and liabilities whatsoever without limitation that I might have against the organisers/site owners, and any other player who might injure me howsoever arising, and I make this release on behalf of myself, my heirs, executors and administration.

Signed.....Date _____/_____/_____

If under 18 years of age

Parent / Guardian

Signature.....



Ryan Collins
10 Park Avenue
Treeton
Rotherham
S60 5UL

Tel - [REDACTED]

15/05/2017

To whom it may concern,

Zombie Uprising, trading since 2014 are a leading events company that specialise in putting on events that simulate that of a zombie apocalypse. The general public can participate in the events individually or as part of a group or corporate team building exercise. We have almost 10k likes on our Facebook page and this continues to grow daily.

Events typically run between the hours of 1500hrs and 2300hrs in which no more than 2 games are played. The average number of participants per game is 40.

A typical event for the site at RAF Kirton in Lindsey will run as follows. Players arrive on site and park in the designated car park spaces. Players are taken indoors to receive a thorough safety brief followed by a mission brief. Players are then issued with eye/face protection for their safety and then issued with an airsoft pistol. We then conduct weapons training and ensure every participant understands everything explained to them before taking part. From here, players are split into teams and enter buildings to complete missions. Missions can include mental, physical and skill scenarios.

We at Zombie Uprising take great pride in our business and in which the location our events take place.

Firstly, Zombie Uprising creates job opportunities which we look to fill from the local area to give something back. Typical staff numbers at the event are around 30 people. As well as creating these roles and speaking from events taking place at the other locations we use, it is great to see friendships created and to see the staff thoroughly enjoy the job they do. The demand from the Kirton in Lindsey area to work at Zombie Uprising has been amazing with over 50 people registering their interest to take part.

Secondly is the local area. To be respectful of the site itself and the local area it is important to us that we do not disturb the local area or its residents. Therefore, in order to ensure that we do not create such disturbance we implement strict rules which are followed at every event regardless of location. The event itself always takes place indoors, to prevent unnecessary noise. The use of pyrotechnics are not used at Zombie Uprising events. Car parking is available on site so at no point are any roads blocked to cause any traffic. All players will not be on site any later than 2300hrs.

Thirdly, the event itself is seen to be as a fun thing to do with participants attending from all ages from 16 and above. The experience is consistently rated 5* on Facebook and TripAdvisor and so much so that TripAdvisor awarded Zombie Uprising its certificate of excellence and also recommend the event. We are ranked the number 1 "Fun thing" to do on TripAdvisor in the Chesterfield area and hope to bring the same experience to Kirton in Lindsey which currently on TripAdvisor shows there are just two things to do.

Lastly, people attend our events from near and a far. Working with other local businesses we hope to recommend local restaurants and accommodation to ensure that the local area also benefit from the participants taking part in our events.

Yours faithfully
Ryan Collins



**Proposal in principle for the lease of the old
accommodation blocks/area at
RAF Kirton in Lindsey by
Tac-House Spartan LTD**

Business name:

Tac House Spartan LTD
No 9302766

Owner(s) name:

Tac-House Spartan Managing Director
Martin John Bargh

Business address and postcode:

Tac-House Spartan
The Old Robinsons Mill
Goytside Road
Brampton
S402BL

Business telephone number:

Mobile: [REDACTED]

Home: [REDACTED]

Business email address:

[REDACTED]

Home address and postcode:

Martin Bargh
8 Rother Avenue
Brimington
Chesterfield
S43 1LE



About the proposers:

Martin Bargh the managing director of Tac-House Spartan is currently a Police Sergeant with Derbyshire Constabulary. He has been a Police Officer for 24 years. He has a Post graduate degree in teaching and has been an Operational trainer for the force for the last 8 years teaching personal safety, control and restraint, Taser, CBRN and Working at heights. He is a public Order Tactical advisor and has considerable experience in the preparation planning and organising of training events and complex Policing Operations.

He has been connected with the sport for over 6 years. In February 2010 he became a partner in Op tactical UK at the ‘Stan’ the old Stanley tools factory in Sheffield. Over the next 3 years the turnover of the site rose from 18k per annum to 51k when it closed in February 2013.

Martin Bargh went onto to open Tac-House Spartan in April 2013. The site is located at the ‘Old Robinsons Mill’ Chesterfield Derbyshire. It is a great location with a current facebook group of just over 1500 members. The site was recently voted the third best airsoft site in the UK in February 2016 (voted by International Airsoft magazine) not bad as there are 174 UKARA registered and authorised sites in the UK. Since this review we have attracted players and small teams from Europe and the USA.

The site currently has open days every Sunday attracting 150- 200 players each month. Zombie corporate experiences are run once per month.

Gross turnover last year was 48k.

The player base age from 11year old to great grandfathers in there 60s.

The site has been used for specialist training by:

The British Army TA Yorkshire Regiment.

Derbyshire Police Firearms Unit.



Derbyshire Police Dog Section.

South Yorkshire Police Dog Section.

We have hosted special events for several local business and schools for team building events including a closed private day for Alderwasley Hall School Sixth Form Centre in Wirksworth Derbyshire. This School provides specialist education, therapy and care for children and young people aged 5 – 19 years, with speech, language and communication needs and/or Aspergers Syndrome and/or Acquired Brain Injury (ABI). The event was hosted for 30 of the pupils with an additional 10- teachers/ careers who provide 1:1 support for 10 of the attending students.

We have a woodland site 'Camp Nomad' at Wakefield South Yorkshire. We operate this site in partnership with Havoc Airsoft. This partnership was borne out of a desire to build bonds between local airsoft site owners with a common purpose to delivery high quality professionally run game days which offer outstanding customer focus and value for money.

This joint site has averaged between 50-90 players on each of its game and is only run on one Sunday every month.

Airsoft background :

Airsoft as a recreational sport was established in Japan in the 1980s and has steadily grown around the world.

It is a recreational activity in which participants shoot round plastic non-metallic ball bearings launched via Automatic Electric Guns (AEGs).

Game play varies in style and composition but often range from short-term skirmishes, organized scenarios, military simulations historical re-enactments, to competition target shooting events. Combat situations on the battlefield often involve



the use of common military tactics to achieve objectives set in each game. Participants typically emulate the tactical equipment and accessories used by modern military and police organisations. A similar alternatives to this sport is Paint ball, however Airsoft leaves no mess!

The demand for Airsoft in the UK as a leisure pursuit is growing each year this is probably because its cost per event is around a third of its competitor Paintball.

We believe there is a huge demand for bigger more immersive sites, which offer the players a Military simulation experience.

Our vision:

To develop the best CQB / FIBUA airsoft venue in the UK.

We would achieve this by:

- Developing a site, which has a unique layout and features.
- Creating a gaming experience that exceeds the expectations of our players.
- Offer outstanding facilities that provide excellent value for money.

The Proposal:

Our proposal is to develop the old accommodation blocks/area at Kirton in Lindsey (formally RAF Kirton in Lindsey) into the best CQB /FIBUA airsoft venue in the UK.

We fully appreciate the site has been left derelict for several years and has been subject to thefts and damage. We also accept that it will require a large scale clean up to make it suitable for gaming. We would take primacy of the clean up and take over full responsibility for the sites Health and safety during the rental days / period.

However security of the site is a critical element in the agreement and we would seek to work with the owners to maintain its security and limit any further damage to the site therefore maintaining its value for you the owner and ourselves. We pride ourselves on the fact that we operate in a professional and courteous manner and strive to cause no disruption to the owner and their property.



To accurately project the turnover of this site we can look at our previous present and other similar sites around the country. We can also base it on the type of the site and its geographical location. Whilst the following review is based on facts it could still be inaccurate.

Airsoft sites can be categorized into 3 main types:

1. Woodland. As the title suggests the site is set in a woodland environment and are normally set on an established paintball site. These sites have always proved popular as the game play is set in themed areas with linear game play that is both simple to play and simple to organise.
2. CQB. (Close Quarter Battle) These sites are usually set in old disused buildings e.g office blocks, Mills, factories etc. The game play in these sites is far more intense. Games play is dictated by the layout of the site and the imagination of the event organisers.
3. FIBUA. (Fighting In Built Up Areas) These sites are a combination of the first two. These types of sites are usually based on old M.O.D. bases and can vary in set up and structure however they are usually large open area sites with a large number of structures and buildings that can be played in and around.

At present we pay we pay £6,000 per annum in Rent and £12,000 per annum in business rates for the Chesterfield based Tac House Spartan venue. This site is a CQB with outside areas that allow players to enter and exit the building at various locations. This rent was first agreed due to the layout of the site and not its huge size. Because it is a 3-story mill the layout for gaming limits its game play to give players value for money. We limit event days to 50 players to maximize the experience for the players. (Too many sites put numbers and profit before player experience) The proposed site is however much more diverse and its layout very similar to similar site within the UK that attract higher number of customers than cannot be catered for



at the Tac House site. The proposed site will offer in our experience an incredible FIBUA site.

The two CQB sites I have, made similar gross earnings of 51k and 48k. As this site will be a new venture we cannot be sure of its revenue potential. However we are confident that given its location to many Northern Cities we could at least match our existing sites and given the fact we now have experience in Corporate Zombie experience events the income could be boosted significantly. Hosting training events for airsoft players, medic training and close protection workers training could generate further income. We also have contacts with ghost walk companies that would be interested in its use.

We understand there is no motivation to regenerate the site within the next three years and then this decision would be reassessed to evaluate the benefits of any regeneration project going forward. Whilst we accept the short-term nature of utilising these types of sites we are extremely keen to have a site that we can make long term plans for.

We would use the agreed entrance for player entry and would provide serial numbered wristbands on entry to maintain the integrity and security of the site.

We would require a rent free period of 6 months to undertake a full clean up of all the buildings and make safe any hazards including glass and trip and fall hazards. We have potentially highlighted an area for the safe zone to be placed which would also require work to make it suitable. We would be happy to pay the first six months' rent upfront to show our commitment but would like the clean up period to be rent-free. In order to realise our commitment to the cleanup of the derelict site we would in principle propose that the lease should be a period of at least three years in order to offer security to both parties.

TAC-HOUSE



SPARTAN

We have £10 million Public liability insurance for Airsoft events and as stated take full responsibility for the Health and Safety of the site during events

Our current insurers are Perkins Slade, which specialise in corporate/recreational airsoft events.

I look forward to your response.

Martin Bargh