

PER § 4.97.01(A) OF THE KNOX COUNTY ZONING ORDINANCE, A USE ON REVIEW APPLICATION FOR AN OUTDOOR PAINTBALL OR AIRSOFT RANGE SHALL INCLUDE THE FOLLOWING:

1. A site plan drawn to scale that shows the following information:
 - a. Location of any permanent structures on the site and designation of areas for playing, staging, tune-up, and spectators. **See Exhibit A attached hereto. Please note that all “structures” identified will be temporary/mobile structures placed about the field to provide players with cover.**
 - b. Vehicular and pedestrian circulation, including points of access to the site, loading and unloading areas, and areas for employee and customer parking. **See Exhibit B attached hereto. Please note that the blue line indicates the flow of traffic in and out of the parking lot from Williams Rd. through an existing curb cut and drive. The red area indicates parking spaces around the perimeter of the parking area.**
 - c. Proposed landscaping and buffer areas. **See Exhibit A attached hereto. Please note that no landscaping is involved or needed as the trees surrounding both the parking area and the playing field are dense enough to create a substantial visual and noise buffer from Williams Rd. and nearby properties.**
 - d. Location and description of signs used for directing participants, employees and spectators for the protection of their safety and welfare. **See Exhibit A attached hereto. Please note that there will be signs directing flow of traffic into the parking area from Williams Rd. as well as signs identifying the Player Staging Area (indicated in light green) and Supply Stand (indicated in light gray) located between the parking area and the playing field. There will also be a large sign located at the Field Entry location outlined in green warning participants, employees and spectators that they are entering the playing field and that eye protection is required for entry.**
2. A plan of operations which shall specify the following:
 - a. Days and hours of operation. **Open up to 7 days per week, with primary focus on weekend play. Hours of operation will be during daylight hours with the possibility of infrequent nighttime games.**
 - b. Procedures needed for the safety and protection of participants, employees and spectators, including a description of any safety equipment that will be required to be worn by participants, employees and spectators. **See Exhibit C attached hereto.**
 - c. Procedures needed to minimize any noise, litter, lighting, traffic, or other forms of pollution created by the proposed operation that may have an adverse impact on the proposed paintball or airsoft range, as well as surrounding properties. This shall include the proper storage, maintenance and use of CO2 and other compressed air fuel stations based on standards adopted by the state department of transportation. **See Exhibit D attached hereto.**
 - d. Number of employees per workday shift which shall be a minimum of one (1) employee for every fifteen (15) participants. **We will be sure to meet this requirement.**
 - e. Description of the type of paintball and airsoft guns that will be allowed to be used on the paintball or airsoft range. **Any gun built specifically for airsoft will be allowed to play. No custom created guns will be allowed.**
3. Prior to the issuance of any building permits, the site plan and plan of operations shall be reviewed and approved by the county sheriff's department, the county health department, and the state department of transportation. **No building permits will be needed as the only “structures” will be mobile and temporary structures utilized on the playing field to provide cover to players. Portable toilets will be provided for onsite use. All supplies provided to patrons will be stored in a trailer that will be removed from the property when not in use.**

PER § 4.97.01(B) OF THE KNOX COUNTY ZONING ORDINANCE, A USE ON REVIEW APPLICATION FOR AN OUTDOOR PAINTBALL OR AIRSOFT RANGE SHALL INCLUDE THE FOLLOWING:

1. No outdoor paintball or airsoft range shall be located within five hundred (500) feet of an existing residential district, place of worship, school or day care facility. This distance shall be measured from the property line of the outdoor paintball or airsoft range to the affected building or structure. **We meet this requirement as there are no residential districts, places of worship, schools or day care facilities within 500 feet of the playing field.**
2. No outdoor storage shall be allowed. **No items will be stored outdoors or onsite.**
3. Any outdoor public address system shall be limited to announcements regarding the beginning and ending of each paintball or airsoft competition, as well as announcements related to the maintenance of on-site safety procedures and regulations. **We will comply.**
4. No outdoor lighting shall be allowed other than for building access, parking area and signs. Nighttime use of a paintball or airsoft range may be permitted if in the opinion of the planning commission such use will not be disruptive to the surrounding area. In these cases, playing, staging, tune-up and spectator areas will be required to be lighted. **In the event we hold any nighttime events, all of the applicable areas will be properly lighted.**
5. A minimum two hundred (200) foot buffer zone between the property line of the outdoor paintball or airsoft range and the playing, staging, tune-up, and spectator areas shall be maintained. This buffer width may be reduced when a fence, wall, or nylon mesh screen, or combination thereof, is installed and in the opinion of the planning commission, the proposed buffer and screening will protect adjacent properties and public right-of-way from fired projectiles. **See Exhibit A attached hereto. The tree line buffer between the playing field and the staging/spectator/parking area is dense enough to block any projectiles that might be fired from the playing field in that direction. Two 20 foot tall mesh nets (spaced 5' apart, each anchored at the bottom and secured by non-stretchable cables at the top and bottom) will be raised to block the width of the "Field Entry" any time that the playing field is in use and weapons are "hot."**
6. A twenty (20) foot high, nylon mesh screen shall be installed to separate the playing, staging, tune-up and spectator areas from the two hundred (200) foot buffer zone, or as otherwise approved by the planning commission in accordance with subsection B.5 above. This screen shall be anchored at the bottom and secured by a non-stretchable cable at the top and bottom. Two (2) such screens shall be installed a minimum of five (5) feet apart to separate the spectator area from the playing area. **Two 20-foot-tall mesh nets (spaced 5' apart, each anchored at the bottom and secured by non-stretchable cables at the top and bottom) will be raised to block the width of the "Field Entry" area indicated on Exhibit A attached hereto any time that the playing field is in use and weapons are "hot."**
7. The minimum lot size for each outdoor paintball or airsoft range shall be ten (10) acres. The minimum lot size may be reduced by the planning commission when the buffer area is reduced and an alternative screening plan is approved in accordance with subsection B.5. above. **See Exhibit E attached hereto, which evidences that the playing field alone is approximately 11 acres in total (not including the parking/staging/supplies area). The entire property is approximately 106 acres.**

PER § 4.97 OF THE KNOX COUNTY ZONING ORDINANCE, A USE ON REVIEW APPLICATION FOR AN OUTDOOR PAINTBALL OR AIRSOFT RANGE SHALL ALSO INCLUDE COMPLIANCE WITH THE FOLLOWING:

4.10.14. The use is consistent with adopted plans and policies, including the general plan and the sector plans. **Based on our research, the use of the property as an Outdoor Paintball/Airsoft Range would not be inconsistent with any adopted plans and policies, including the general plan and any applicable sector plans.**

4.10.15. The use is in harmony with the general purpose and intent of these zoning regulations. **The use of the property as an Outdoor Paintball/Airsoft Range is in harmony with the general purpose and intent of Knox County's Zoning Ordinance.**

4.10.16. The use is compatible with the character of the neighborhood where it is proposed, and with the size and locations of buildings in the vicinity. **The use of the property as an Outdoor Paintball/Airsoft Range is compatible with the character of the surrounding neighborhood, which includes many recreational uses. There are no "buildings" contemplated in connection with the proposed use.**

4.10.17. The use will not significantly injure the value of adjacent property by noise, lights, fumes, odors, vibration, traffic congestion or other impacts which may detract from the immediate environment. **The use of the property as an Outdoor Paintball/Airsoft Range will not injure, even insignificantly, the value of adjacent property due to noise (as the noise level of an average airsoft gun is no greater than that of a television, approximately 90 dB), lights (as any lights used for infrequent nighttime events would be shielded entirely by the trees surrounding all of the lighted areas), fumes (there are no fumes associated with the proposed use), odors (there are no odors associated with the proposed use), vibration (as the only "vibration" associated with the proposed use is that felt by the participant firing an airsoft rifle), traffic congestion (participants will trickle in throughout the day and will not have a material impact on the average traffic flow that exists today) or other impacts which may detract from the immediate environment (we are not aware of any such other impacts that would detract from the immediate environment).**

4.10.18. The use is not of a nature or so located as to draw substantial additional traffic through residential streets. **The use of the property as an Outdoor Paintball/Airsoft Range will not draw substantial additional traffic down Williams Rd. as patrons will come and go throughout the day, as opposed to all at one time.**

4.10.19. The nature of development in the surrounding area is not such as to pose a potential hazard to the proposed use or to create an undesirable environment for the proposed use. **The surrounding area is largely undeveloped, and any "development" at issue will not pose a potential hazard to the proposed use of the property as an Outdoor Paintball/Airsoft Range, nor will any such "development" create an undesirable environment for the proposed use of the property as an Outdoor Paintball/Airsoft Range.**

EXHIBIT A

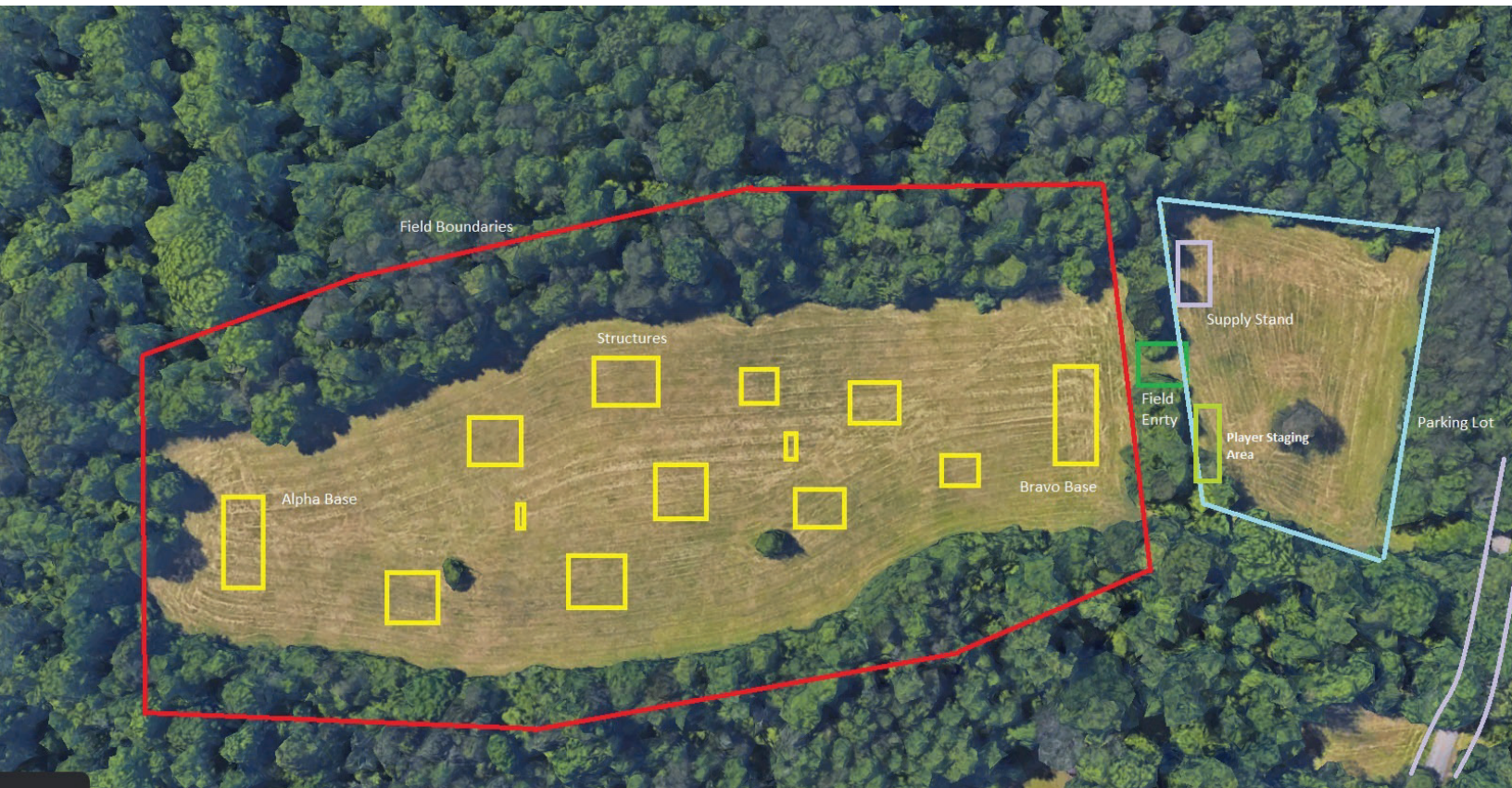


EXHIBIT B
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EXHIBIT B
2 of 3

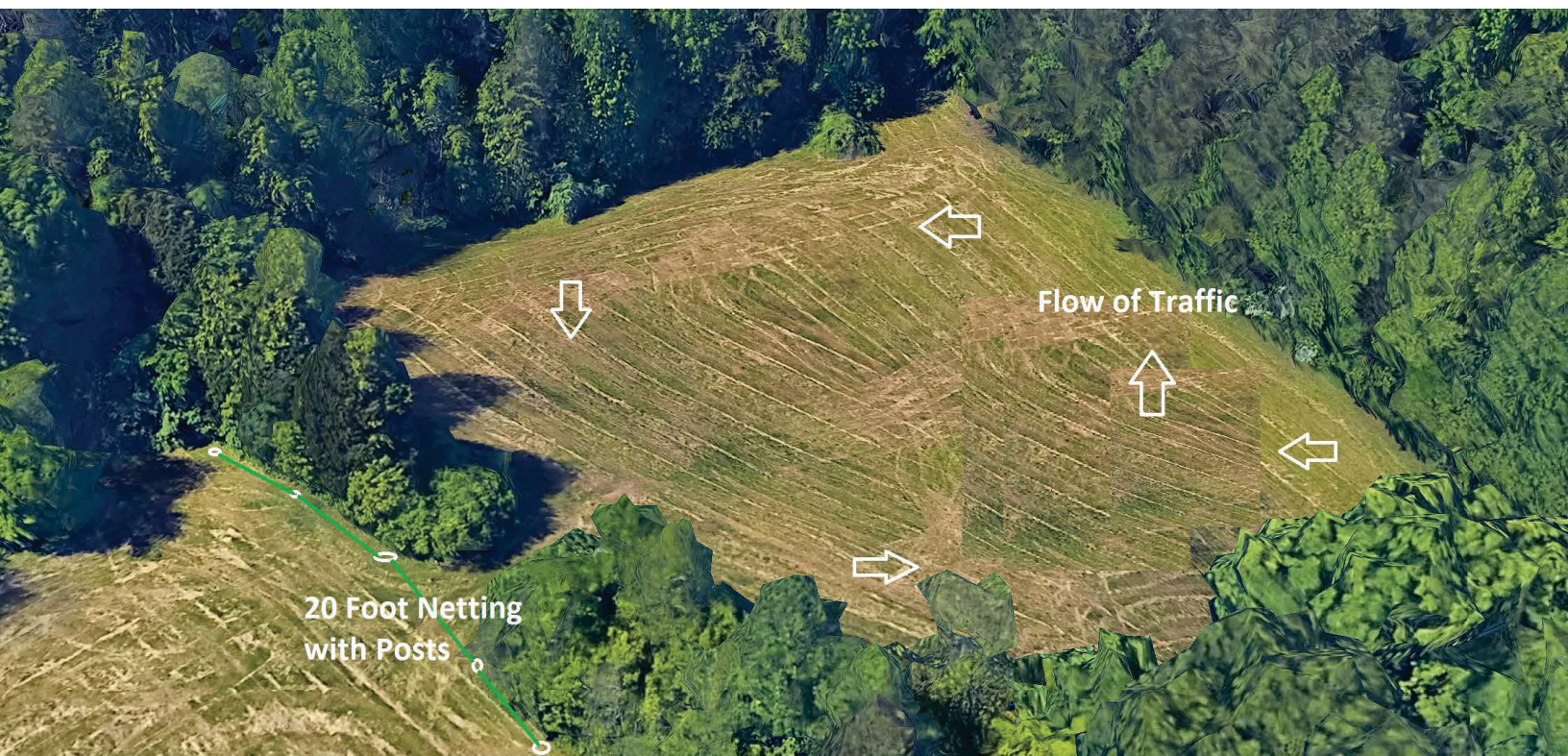


EXHIBIT B
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Parking Lot, Entry, Mobile Supplies

- Entry is 12ft wide all the way to the field from Williams Rd.
- Mobile Supply trailer is 8x16ft trailer that will be stored off site
- Parking Lot will be:
 - Graveled
 - 8x16ft individual spaces with a total of 60 available spaces
 - Some overflow parking will be available if needed
 - 3 people per vehicle for a max capacity of 180 people

Example



Higher resolution parking layout attached.



Mobile Shop Trailer

Player staging
area with tables



Structures and Cover

1. Random cover spread across the field
 - a. Various walls consisting of treated 2x4s and treated OSB of various lengths, then painted with environmentally safe paint.
2. Main 3 - 4 structures
 - a. 2-4 rooms, no roof, and no formal flooring. They consist of 8x8 walls using 2x4s and OSB sheets then painted. They are created to be modular so the field can stay fresh every 3 months by moving around the structures and changing the layout.
3. Player Tables
 - a. 6-8 4x16ft tables built with OSB to let players set their gear on and get ready for games.
4. Entry and briefing stand
 - a. a 6ft high single person platform for game briefs and announcements.

Example of Structures



EXHIBIT C

Proving Grounds Operations, Safety Regulations, and Expectations

These rules apply to everyone present at the field - No Exceptions!

HOURS OF OPERATION

1. Days of Operation
 - a. We hope to allow for games Monday through Sunday weather and demand permitting with a focus on Saturdays to start and expand from there.
2. Hours of Operation
 - a. Gates will open at 9am and games will start at 10am. The day's games will conclude at 4pm and after cleanup, all staff should be off site by 6pm.
3. Night Games
 - a. We reserve the right to hold up to 4 night games a month weather and demand permitting

PLAYER MAXIMUM

Maximum concurrent capacity is 200 players.

SAFETY

All players must have a field approved barrel bag to keep BB's from escaping their barrel when in the no-fire zones. When players are on the field, they **MUST NOT** remove their eye protection for **ANY REASON**. If a player needs to defog their eye protection, they must make their way back to the no-fire zone.

PROTECTION

All eye protection must be full seal, be rated ANSI Z87.1+ or MIL-PRF-31013 impact rated to resist impacts and have retention. Mesh goggles are not allowed. ESS are allowed but **ONLY** with the Gasket kit installed. Same with all similar style glasses. They **MUST** be full seal or they are **NOT ALLOWED!**

Age Restrictions

Ages 10-11 – must wear full-face paintball mask

Ages 12-15 – may wear full-face paintball mask, or full seal goggles and mesh or hard plastic lower face protection that covers the lower face and ears.

Ages 16-17 – must wear full seal goggles and lower mesh or hard plastic that covers the lower face.

Ages 18+ – can wear just full seal glasses with retention; however full face protection is still recommended.

GAMEPLAY

No Fire Zones

All no-fire zones will be clearly marked. All airsoft guns will be on safety, the magazine will be ejected and a barrel bag must be placed on the gun at all times in no fire zones. Eye protection will be worn at all times outside of the no fire zones.

Boundaries

All boundaries are clearly marked with yellow caution tape. Do not cross outside of or shoot through the yellow caution tape.

Prohibited Items

Firearms and Live Ammunition, Any blade longer than 4 inches, Mace, Pepper Spray or any other nonlethal weapon, Improvised airsoft grenades, pyrotechnic devices, potato guns or any compressed air launcher, Riot shields or ballistic shields. Absolutely no alcohol or drugs are allowed to be consumed on the property.

Field Marshals

Field Marshals are the supreme authority on the field. They are here to give players a fun safe time. Please be respectful and comply with all requests from Marshals. Marshals must be informed of any gameplay problems and real world emergencies.

Hit Calling

Airsoft is an honor sport. The game hinges on the integrity of the players. A hit anywhere to the body or gear of a player counts as a hit. Ricochets do not count, nor do gun hits, or friendly fire. When hit a player should yell "HIT" as loud as possible, raise his or her hand, weapon, or dead rag, and assume a non threatening position. Dead players may not talk or communicate in any fashion with other players until they respawn in the designated area.

Respawn and Medics

A respawn is a designated area that dead players can walk to, tap, and come back to life. Players must go all the way to respawn. They cannot start on the way to respawn and stop for any reason before reaching their respawn point. Medics are designated players who can heal dead teammates back to life by tapping them for sixty full seconds. Anyone can move a dead friendly player by maintaining physical contact. Medics may not shoot or move while healing a dead player.

Rules of Engagement

Blind firing is not allowed, weapons should always be shouldered and players should have the ability to aim down the sights when firing. All weapons must be set to semi automatic inside of buildings. Full auto fire is prohibited within fifty feet. Don't shoot through small holes or cracks; if your head can fit through the opening, you can shoot through the opening.

CONDUCT

When you come out to play airsoft, attitude is super important. If you have a bad attitude, you will likely have a bad time. Give other players the benefit of the doubt, and remember we are all out playing silly war games with toys in the woods with our friends!

All of the following carry the penalty of expulsion from the field if violated:

- Any language that is deemed verbally aggressive I.E. threats, slurs, vulgar gestures, condescending language.
- Any physical aggression or unwanted physical contact. I. E. striking, grabbing, shooting outside of gameplay.
- Theft from private persons or the field.
- All patrons are expected to act with integrity and maturity. Anyone who becomes a danger to themselves, someone else, or the field will be ejected from the facility immediately.

At Proving Grounds, there is an expectation that players will pay the admission fees to take part in the Airsoft experience that we provide. If ANY player is found to have not paid the admission fees but has played on the field, they will be sent home and permanently banned from our facilities

Airsoft is a sport where players from all walks of life can come together and have an amazing experience together. Here, we believe in creating an inclusive environment that is safe for all of our customers, which includes players as young as ten years of age. With all of that being said, the following items will not be permitted either on the field or the pro shop. If you have them on your equipment, you may remove them and continue to play, but Predator Armory reserves the right to remove any player from the property without refund.

Any clothing, patches, or stickers exhibiting hate symbols, such as the Swastika, SS Bolts, or other Nazi symbology. WWII era German guns & equipment will be permitted, but only sanitized of any historically charged symbols.

Any clothing, patches, or stickers exhibiting excessive profanity.

Any clothing, patches, or stickers exhibiting sexually explicit content.

ENVIRONMENTAL

All CO2 spent cartridges will be picked up by the player ejecting them and thrown away at a designated area. **BIO BBs ONLY!** No non-BIO BBs are permitted to be used on the field and failure to follow this rule will result in immediate ejection if caught by a staff member. Please be courteous and respectful to this rule.

WEAPON RESTRICTIONS

All weapons are chronographed with the owners ammo they will be using on the field. HPA guns are subject to having Tournament Locks applied to their regulators. BINARY TRIGGERS ARE NOT PERMITTED. **NO BANG BANG!**

Pistols / Shotguns / SMGs

must be under 1.2j

(0) ft MED on semi / 50 ft MED on Full)

Rifles

must be under 1.5 j

(0ft MED semi only)

Qualifying LMGs

must be under 1.8j

(75ft MED)

Qualifying DMRs (semi locked)

must be under 2.1j

(75ft MED)

Bolt Action Sniper Rifles

must be under 2.8j

(100ft MED)

Proving Grounds Procedures for Litter, Noise, and Storage of Field Supplies

- Litter
 - There will be 4 trash cans spread throughout the staging, supply, and exit of the field.
 - Employees will remain on the grounds to clean up after every game day.
 - All BBs in use will be **biodegradable and/or compostable**, NO Exceptions.
- Noise
 - Airsoft grenades and flash bangs are permitted on the field but must be inspected and approved before use to ensure that they are safe and not too loud.
 - Blank fire rifles and weapons chambered in anything other than 6mm airsoft BBs are NOT allowed.
- Storage
 - Storage of supplies are in a trailer that is taken off the field and stored securely at another location.
 - Storage of the compressed air refill station is taken off the field and stored securely at another location. The storage containers will be compliant with all applicable regulations.

EXHIBIT E

