

PROPOSED CHANGE OF USE OF FARMLAND TO OCCASIONAL LEISURE USE (IN THE FORM OF OUTDOOR COMBAT GAMING – BATTLEFIELD LIVE KERNOW LASER TAG AND ROGUE AIRSOFT).

Location at Chapel Fields, Manor Farm, Trematon, Saltash (50.4174, -4.2676)

Planning Support Statement (Issue 1.0) 22 JUN 21

Mr. Andy Stafford (Battlefield Live Kernow) and Mr. Chris Stafford (Rogue Airsoft)

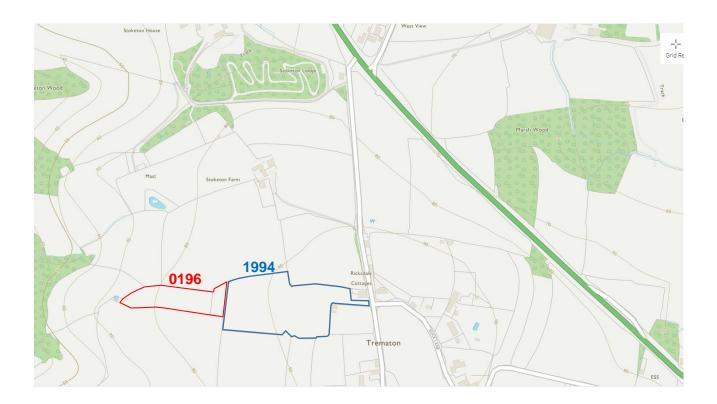






Table of Contents

Executive Summary
Consultations To Date
Owner's Business Background5
Application Details And Summary8
Additional Considerations10
Location Map Of Battlefield Live Kernow/Rogue Airsoft Combat Gaming Activities At Chapel Field, Manor Farm, Trematon, Saltash
Site Plan Showing Location Of Playing Area Current Position Of Wooden Barricades, Tents
Site Plan Showing Location Of Playing Area And Proposed Parking Location
List Of Items Other Than The Wooden Structures (Barricade Constructions) On The Site 19
Elevation Plans Of The Largest Wooden Structure On Site
Locations Of Photos Taken On Site, From Various Locations
Pellet Impact Energy Statement – Appendix 125
Manufacturer's Sound Guide – Appendix 2
Advised Customer Traffic Route From Main A38 Road To The Combat Gaming Site At Chapel Fields, Trematon, Saltash – Appendix 327
Testimonial From Mr. Adam Killeya (Former Head Of 6th Form At Saltash.Net, And Former Saltash Councillor And Mayor Of Saltash) – Appendix 428
Details Of Business Presentation To Youth Group Gaming Clients – Appendix 5



EXECUTIVE SUMMARY

This proposal is for the change of use of a small field of agricultural land at Trematon, Saltash, to provide a site for occasional combat gaming recreation. The land is currently used primarily for routine grazing of livestock (sheep) and horses.

Our requirement, for occasional combat gaming, proposes a use of the land for a period of two days in a month (i.e. one day, every fortnight) throughout the year. Outside of that, the land will continue to be used for livestock grazing.

The combat gaming activity is of two forms, namely;

1. Laser tag

Laser tag at Battlefield Live Kernow (BLK) is an exciting adventure sport which promotes team spirit, communications and leadership skills for everyone from the age of 8 and above. But above all else it's all about having fun, in a safe environment. You get all the fun and excitement of other combat games (such as paintball and airsoft), but 100% safe to play. It's based on infrared optical technology (similar to that used in a TV remote control), which is perfectly safe, so requires no form of protective gear.

The laser tag equipment is totally environmentally friendly, there are no projectiles fired by the player guns, so no mess unlike paintball. It is accurate to ranges in excess of 100m, and can be used safely both indoors as well as outdoors. And, there's no debate as to when a hit is scored ... the laser tag guns automatically register hits from the other players.

2. Airsoft

Airsoft is a combat gaming sport where players engage in simulated gun combat, (not too dissimilar to paintball), with high powered pellet weapons. The airsoft guns fire a 6mm projectile with a muzzle energy up to 2.3J. All guns are electronically "tested" ("chrono'd") before the games, and any guns that are too powerful are not permitted to be used on a site.

See Appendix 1 for a copy of pellet impact energy statement.

Because projectiles are involved, safety is the first priority in airsoft gaming. All players must wear a minimum of high-impact rated eye protection (ratings vary depending on country) and most sites recommend a full-face mask for younger players.

Airsoft is a sport based on honesty. When you're shot by another player, there's no mark from paint, so it's down to the player and their honesty to call themselves out. Anyone not willing to play properly is not welcome. This breeds an incredibly friendly and honest game which is rarely ruined by cheaters. Most gamers are typically former servicewomen and servicemen, who are most often well-disciplined, with a strong ethic of fair play, camaraderie and team spirit.



CONSULTATIONS TO DATE

Andy Stafford initially contacted former Councillor of Trematon Ward, Sam Tamlin, after receiving notification of complaints to the location of the combat gaming activity. Two telephone conversations and several emails established the nature of our proposal, the existing concerns from interested residents of the village of Trematon (and our measured interactions with those concerns, and Facebook comments) and suggested a way forward to advance our business proposal. It was stated to us that the use of land for combat gaming was a "grey area" in regards to planning requirements, and we responded that there were many gaming sites in the County which (to our knowledge) operated with no issues regarding planning.

Andy Stafford contacted Cornwall Council Senior Development Officer, Ben Bassett. Two telephone conversations and several emails again established the nature of our proposal, again discussed the existing vocal objections by residents, and a suggested way forward to use the land, and the need for change of land usage. No objections and planning requirement was deemed necessary for the running of laser tag combat games on the land (due to the use of inflatable objects for obstacles for this activity, which were seen as non-permanent/removed on the day of the activity).

Andy Stafford, Chris Stafford and Jonathan Legg (landowner) met with County Councillor Martin Worth to inspect the materials and structures currently placed on the land site, and again discussed our proposal for land usage. He was of the opinion that the structures were indeed nonpermanent, the noise levels of gaming equipment was negligible above ambient noise levels, and that the combat gaming activity was not detrimental to the local environment.



OWNER'S BUSINESS BACKGROUND

A short history of the Owners' associations, in setting up and running a combat gaming business.

Andy Stafford

"I decided to investigate the setting-up and running of a combat-style game late in 2006, after attending "The Big Sheep" in Bideford, on a family day out. The "laser tag" game was fun and exciting to play, and looked a popular attraction to the visitors of this venue.

With my military background and knowledge, I thought I would have a lot to bring to a business of this nature; in particular, my organisational skills, my man-management and "people" skills, and my enthusiasm and drive to succeed in a part-time business, alongside my full-time employment as an Electronics Engineer in the Aviation Industry.

Early in 2007, I formed a Private Limited Company ('Laser Battlefield Live Cornwall') with a good friend of mine, and we each invested £20,000 of privately sourced capital to purchase the "laser tag" equipment from the manufacturer, 'Battlefield Sports' of Australia. We negotiated the use of a plot of land owned by a local businessman to host our activity at The Crooked Inn, Trematon, Saltash. After two years, both partners mutually agreed to close the business, mainly due to landlord requirements for the land and other career choices by the business partners.

Shortly after the close of the original Company, I decided to reform the combat gaming business under a Sole Trader business model, under the name of 'Battlefield Live Kernow' (BLK), as I understood there was a definite demand for this form of entertainment in the local area. I was determined to cut operating costs to the bare minimum, and develop the business under my own guidance (with appropriate professional help when necessary).

Battlefield Live Kernow (BLK) has now been trading successfully since 2008 as a mobile laser tag operator, with a solid client base. We have provided regular combat gaming for Saltash.Net School as a well-established event provider at their annual Enrichment Week program. We have been actively involved in providing gaming entertainment for rehabilitating Service Veterans, children with special needs (with children on the Autistic Spectrum), and have also provided laser tag gaming specifically for the following clients;

- Cornwall Scouts, Explorer Scouts and Air Scouts
- The Air Cadets and Fire Cadets
- Saltash May Fair
- Grampound and Creed Summer Carnival, Ivybridge Fun Day, Dawlish Carnival
- Plymouth Argyle Football Club
- Toshiba Consumer Products
- The China Fleet Club, Saltash
- Various children's/adult's private birthday parties, over a period of 13 years

In 2015, I negotiated an agreement with a local farm owner to set up a fixed location to develop the business on another level, at Bush Farm. It was seen as an ideal opportunity at a fixed site location, to develop and implement fresh and unique business ideas to attract new clients to an exciting outdoors combat gaming "zone".

Shortly after this, my son (Chris) introduced the Airsoft gaming element to the business – 'Rogue Airsoft'."



Chris Stafford

"Having been involved with my Father's Laser Tag Combat business since its conception in 2007 I have always had a keen interest in recreational combat sports, business management and operation. Since 2008, assisting in the running of Battlefield Live Kernow including private bookings and public-facing events, I have expanded my knowledge of business operation and the various skills that accompany it.

In 2008 I had my first experience of 'Airsoft', a sport that uses projectiles to simulate combat engagements between players, similar to the more widely recognised 'Paintball'. Since 2008 I had grown to love the Airsoft sport and would continue to experience it at a wide variety of gaming sites across the country. My most-played site (or 'home' site) was called Mad Momma's Airsoft, based in the MOD Explosives Ordinance Disposal site at Trematon Quarry. I played at that site for many years as a regular and continued to try various other occasional visits to sites such as Skirmish Exeter, KGB Airsoft near Helston and larger weekend-long events at UCAP Sandpit in Kent and Anzio Camp near Manchester.

Throughout my experiences as a player / customer to many sites, I learned a lot about their operation, what players enjoyed and more importantly: what I believed some businesses were doing wrong. This opened my eyes to a unique viewpoint of how I believed an Airsoft site should operate: without bias, favouritism, cliques and a uniquely grown community that respects all.

To supplement my knowledge from Battlefield Live Kernow, I decided to form my own sole trader business as the start to my preferred career in Video Production. From 2014 after leaving Sixth Form at Saltash.net Community School, I set up a business in the name of 'Mostly Film Productions' to provide video and photographic content to other businesses for the purpose of social media engagement and advertising. Being new to this industry was a massive learning curve of which I tackled head on. The first step in ensuring success would be to gain a formal education certificate at degree level to enhance my chances of securing clients.

Throughout university I continued to assist in developments and event coordinations at Battlefield Live Kernow, and would continue to pick up small jobs for my film company. In 2017 I graduated with a 2.1 Honours in Film and Media Production.

I learned very quickly that gaining qualifications didn't always mean success in your field, so after 1 year of attempting to get my film business firmly off the ground I decided to work on it slowly, and managed to pick up a small contract job at my local Cooperative Food store as a Customer Team Member.



Throughout 2018, I would learn many more skills to assist with public-facing and personal confidence. During the Spring of 2018 my father and I decided to take the chance to start up our own Airsoft site known as 'Rogue Airsoft', building on the reputation of the existing Battlefield Live Kernow site at Bush Farm. This was assisted by my love of the sport, a chance to run an Airsoft site as we believed they should be run and our friends explaining to us that there was a demand in the local area for more sites. Towards the end of 2018 I decided to leave my job at the Cooperative to pursue my film business full time and put more of my effort into the Airsoft site.

Since 2018, Mostly Film Productions has grown exponentially, gaining more clients and building a fantastic reputation that has taken us from strength to strength. Rogue Airsoft has continued to grow in its success attracting players and running events that keep them coming back. We have been described to have 'run the best Airsoft site in the South West' from multiple players. We believe that all of this stems from our desire to provide what we believe to be the best service and always to the best of our abilities.

2019 proved to be a fruitful year for Rogue Airsoft until the unavoidable consequences of the 2020 COVID-19 Pandemic that hit the UK in full force, creating public Lockdowns where business operation was completely halted across the entire country. Late 2020 allowed us to re-open for a short period before another Lockdown was introduced.

During this time we learned that the Land-Owner at Bush Farm intended on introducing other activities to the land, which unfortunately conflicted with the safe operation of projectile combat sports, triggering a requirement to relocate the Airsoft site.

The beginning of 2021 started a new chapter for Rogue Airsoft, with long-time family friends based in Trematon informed us that they were interested in Rogue Airsoft running from a plot of land that they wanted to diversify. As we understood the history of combat gaming within the Trematon area (Laser Battlefield Live Cornwall at The Crooked Inn & Mad Momma's Airsoft at the Quarry), we believed that the local area would be well informed of the sports that have previously existed within the community, so decided that this relocation would be beneficial to ourselves and the local economy."



APPLICATION DETAILS AND SUMMARY

The land plots marked "0196" and "1994", on the map provided (Page 15 of this document), indicate the areas intended for use by Airsoft and Laser Tag combat recreational sports under the brands 'Rogue Airsoft' and 'Battlefield Live Kernow'.

The two joint entities provide leisure activities for the local communities in which interest lies. They have been permitted by the land-owner of the above plots to start business operation and planning.

The following list elaborates on specific impacts that the businesses generate as a result of their operation:

1. <u>People</u> - Laser Tag and Airsoft are both team sports which require people or 'players' to attend. The number of people for both of these activities varies from each event to the next, therefore a definitive number of attendees would be inaccurate to provide. Speculative numbers are more applicable with the nature of each business. During Rogue Airsoft's previous events, a player 'cap' or 'maximum capacity' has been set. This limits the amount of people (extra to the business' staff) arriving onto the land. This 'cap' was set at 30, maximum. Rogue Airsoft does however have the potential to increase the maximum capacity of its patrons to 40 individuals, should demand follow re-opening. However, capacity is always limited to ensure that there are adequate business resources and facilities available to *accommodate* the attendees.

A strict 'code of conduct' is required of all people on site. This depicts acceptable behaviours that the business and surrounding residents expect of patrons arriving, attending and leaving the site. This code of conduct is presented to every individual arriving on site, ensuring that all are aware of site rules and acceptable behaviours.

*This term specifically refers to the ability to manage the capacity in regards to toilet facilities, parking and marshals available for spectating and safety of all.

2. <u>Access</u> - Staff and players attending the events will require access to the private land to begin proper business operation. This access has been granted to Battlefield Live Kernow and Rogue Airsoft by the land-owner. A current, farm access point to the fields directly opposite 'Duck Lane - Trematon' has been agreed for our entry and exit to our business' facilities. This is an existing vehicle access point and is vital for the smooth operation of both businesses, along with the current farm usage. Patrons will need to enter in their personal vehicles through this access area to reach a private parking area on site, which is to-be-confirmed under agreement with the land-owner. The access point is flanked by a private residence on the right, and a private farm smallholding on the left (if looking towards the access gate from the road). This means that there will be private vehicles in equal proximity to private residences (as indeed they are when travelling on all public roads through the Trematon area).

Arrival times for patrons are allocated for each event to ensure that there is enough time for all participants to arrive. This is intended to have as little impact on traffic within the area as is achievable. These times are currently set for - 09:00 staff arrive (one vehicle), 09:45 to 10:30 patrons arrive - providing a 45-minute window. All arrivals/departures will be marshalled by gaming staff.

See APPENDIX 3 for the recommended vehicular route to the site from the A38 road.



3. <u>Environmental impacts</u> - Laser Tag is a 0% environmental impact sport. Unlike Paintball and Airsoft, Laser Tag does not use any form of projectile, therefore it leaves no imprint on the land.

Airsoft requires ammunition in the form of 6mm diameter BB 'pellets'. These are restricted to 'biodegradable' pellets only. This is monitored and policed by the business' staff to ensure that restrictions are met, by using simple methods to determine if the ammunition is biodegradable or not. If ammunition is found to not be biodegradable, the possessor will not be allowed to use it and will be provided with options to purchase the correct ammunition.

The biodegradable ammunition is made of a calcium-based compound that is approved by the agricultural community and is scientifically proven to be completely harmless to wildlife, livestock and other environmental inhabitants.

4. <u>Frequency</u> - Airsoft events and business operations are scheduled twice a month on fortnightly weekends. These events are strictly pre-booked with the business' customers therefore a capacity can be enforced as necessary. The number of vehicles accessing the site on event days varies, as some patrons may choose to share personal vehicles with multiple people. It is accurate to say that there are less vehicles than patrons on any event day. However, rough estimates based on previous examples suggest there may be between 2 and 20 vehicles, depending on player capacity.

What Rogue Airsoft describes as 'build days' where construction of barricades and maintenance of the 'game zone' occur, are infrequent but are planned as necessary. For these 'build days', vehicles accessing the site will be between 1, up to a maximum of approximately 5.

There is potential for events to increase to four times a month on a weekly basis (weekends), this would only occur if demand was required to be met (e.g. financially supporting for the business to operate more frequently).



ADDITIONAL CONSIDERATIONS

1. Consideration of the AONB

The noise levels generated by combat gaming equipment at the field site are considered negligible compared to that of ambient noise, as heard from the field entrance (ambient at the time of measurement being in the region of 50-55dB). Indeed, traffic noise from the nearby main A38 road was heard far above any noise of combat gaming equipment from the proposed site. Also, regular shotgun shooting on nearby farmland can be easily discerned above noises from our combat gaming equipment. A comparative noise test (with a professional noise meter) was recently conducted onsite in the presence of Councillor Martin Worth (himself, a professional sound engineer in the music industry), and it was agreed the gaming sounds pose no noticeable increase in ambient noise levels.

See APPENDIX 2 for a copy of the manufacturer's sound level white paper.

Traffic levels within the village generated by our combat gaming business are deemed to be at a minimal level, compared to existing residential, farming and commercial traffic which currently use the village access roads. A very simple calculation based on current observed traffic levels, indicates an annual increase of personal car traffic in the region of 2%.

None of this traffic would access the village centre, the gaming site being located at the edge of Trematon village.

See APPENDIX 3 for the recommended vehicular route to the site from the A38 road.

The landowner (Manor Farm) is considerate of the nature of the AONB area on his property, and has expressed a desire to mitigate visibility issues by the planting of a number of trees onsite. Also, as the field designated 0196 (on the location map on Page 16) is surrounded by natural hedgerows on all four sides, the landowner has decided that the routine cutting of those hedgerows shall cease and so allow overgrowth to occur and provide further natural cover.

2. Change of location of business (relocation)

Battlefield Live Kernow/Rogue Airsoft combat gaming has been operating from a previous farm land location since 2018. The farm was a working beef cattle farm, with the combat gaming activity taking place within an orchard located on the farm property. This orchard was surrounded by grazing pasture fields, which were often occupied by livestock (even during combat gaming days). There were no incidents of grazing livestock being affected by combat gaming activities from within the orchard. The hedgerows surrounding the orchard were seen to sufficiently shield adjacent fields from any overshoots from the airsoft activity.

In addition, occasional equestrian activities were seen to take place in those adjacent fields during gaming days – again, with no ill effect on animal or rider from airsoft gaming activities.



3. No evidence of similar planning application proposals in County Records

In a recent email (dated 7Jun21) from Senior Development Officer Ben Bassett, it was stated that a search of County Council records system had revealed no recent application for a similar activity. A Google search reveals that there are a number of airsoft sites currently operating in the County. There are also similar numbers of paintball and laser tag combat gaming sites within the County.



The above photos are examples of barricade structures currently in position on two of these airsoft sites.

The revelation that no similar planning applications have been submitted for any combat gaming sites within the County suggests to us that the activity, and its associated deployments of wooden structures and barricades, has no apparent requirement for a formal application.



4. Concerns of residents

Shortly after the start of our business relocation of a limited amount of material from our previous site to Chapel Field, Manor Farm, we were made aware of a post made on a Facebook page for local residents of the Trematon village. The post expressed a very strong view that a combat gaming site would not be welcome at this location, and the poster made allegations that she had been spoken to in a less than civilised manner. This was clearly untrue, as Andy Stafford (in the presence of four witnesses) had merely introduced himself to the male owner of the adjacent property at that time (no female being present), and stated the purpose of our visit to the site, and our intentions to conduct combat gaming on the land in the future. This interaction was made in a polite manner, for the sole purpose of a friendly introduction and explanation of our intentions.

Subsequent to this initial Facebook post (which was removed within 24hrs), further Facebook posts were made, which appeared to invite residents to voice their objections to our business to a local Councillor in emails (of which the original poster claimed there had been "over 45 emails sent to between company & the council"). Other posts encouraged local residents to enter the property (which is private land) and take photographs of the material placed by us in the field. Photographs were later posted on this Facebook page, to encourage further criticism.

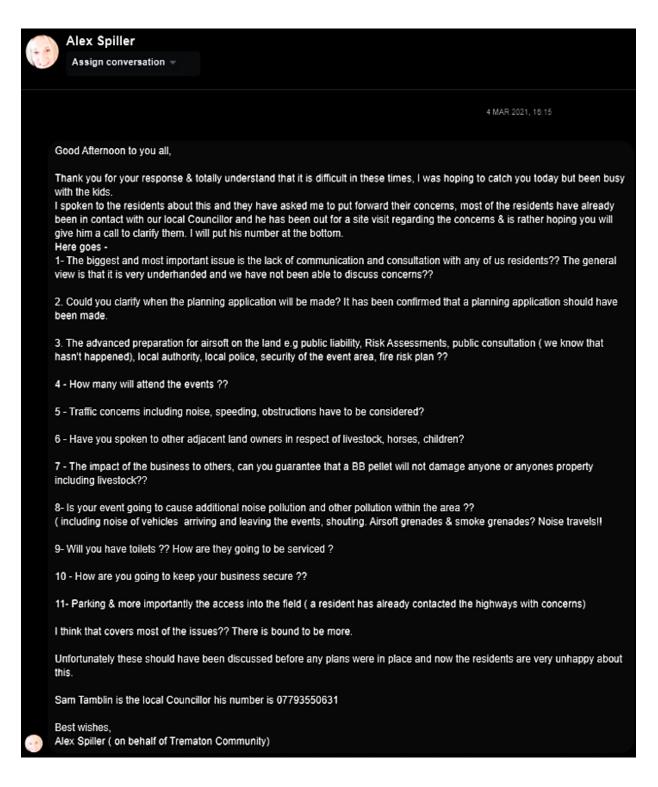
Although, it was suggested at that time that a face-to-face meeting with villager residents should take place, we declined due to the then current situation of COVID restrictions, and we continued to invite any interested residents to communicate with us via email (as suggested by Councillor Sam Tamlin). This was stated, again on Facebook, as a sign of our unwillingness to engage with concerns of local residents. Chris Stafford received a list of prime concerns from the original complainant of which he posted a comprehensive reply, to allay their misgivings. Following this, a further "prime concern" was voiced (not part of the original list), thus suggesting that our reply was sufficient to cover the original concerns, and that the complainant was searching for a new avenue to explore.

Throughout, this period of some 3 months, the original complainant continually insisted on Facebook that notification of a planning application had not been received, and suggested that the actions of BLK/Rogue Airsoft were illegal, underhanded and deceptive.

We were informed from the outset by the landowner (and long-established farming family in the village) that in their opinion, no planning was necessary due to no permanent building taking place, and no permanent regular land usage. Advice which were happy to take. It was only when Manor Farm, and ourselves, received notification of an alleged breach of planning regulations that we were obliged to respond to County Council investigation, and ultimately seek a change of usage for the land from agricultural to occasional leisure.



The list of concerns voiced by the original complainant in a Facebook message to Chris Stafford, listed below.





The response to those concerns by Chris Stafford, listed below.

Trematon Community 27 March at 19:41 - @

....

Hello Alex,

Firstly apologies for the late response, I haven't been available since you had sent your message due to personal reasons, I hope you can understand.

Thank you for respecting our decisions to stay within the COVID regulations in regards to a meeting.

We have taken the opportunity to speak to Sam Tamblin in recent days and we have discussed the situation in full with him.

We're happy to answer your concerns to the best of our ability:

 Our contact details are publicly available to anyone that views our website and / or Facebook page and we welcome everyone to get in contact with us.

We have not been in a position to contact anyone outside of the business operation due to COVID. We do not have contact details for each and every one of the surrounding residents. With this being the case our consultation has been through the land owner (The Legg family of Manor Farm).

2 - Following our conversations with the land owner we have been informed that planning permissions are not required for use of this land, this is something that we were informed of right at the beginning when discussions were happening before our relocation to Trematon began to take place. Our barricades and accompanying materials are not permanent structures. Under guidance from the local Councillor we have consulted the County Council website and have confirmed the initial statement that planning permission is not required.

3 - We can confirm that we perform all the relevant legal checks to run events. Having run Airsoft events for over 2 years, with over 15 years in Laser Tag operating, we ensure that we have risk assessments, insurance and all proper safety checks before we run our events.

4 - In our previous operation, we ensure that our customers have booked with us prior to the event taking place. This number (Pre-COVID) could range from 20 - 40 individuals. In addition to your question this number will also fluctuate to sit in accordance with guidelines and UK law with the Coronavirus Regulations. We are not planning to run game events until it is legal to do so. We run a bookings only system and events are not open to the general passing public.

5 - We will inform our customers via a video briefing on how to approach and gain access to the site. The topics will include but aren't limited to: Speeding, noise reduction, considerate access to the site. As we have previously operated, a marshal will be located at the access point on all event days to ensure safe and respectful entry.

6 - Our hosts (land owners) have been talking to the surrounding land users informing them of the current situation and plans to integrate this business into the operation of their Private Land. In regards to the issue concerning livestock, we previously operated on land used by and on occasions surrounded by cattle with the land owners' permission. We are experienced in operating near livestock and perform safety checks prior to events taking place to ensure that the area is safe to initiate projectile combat sports. All operations cease if there are infringements to safety of livestock or otherwise.

7 - The area that has been purposefully selected for business use by the land owner has been proven to be out of 'projectile range'. During game day we ensure that there is no unauthorised access to the Private Land - this is in accordance with Point 6 and our established safety procedures. This minimises possibilities of stray 'rounds' striking anything not involved with the events.

'Live' Airsoft weapons are very strictly monitored and are only authorised in controlled areas on the site, with permanent supervision by our experienced and trained safety marshals. To reiterate, infringements of safety will always result in immediate cessation of activities.

Developing the point of 'impact' of the business - the BB ammunition used on site is strictly biodegradable and has no environmental impact as approved by other UK site operators that also run events on farmland and similar areas.

8 - We can confirm that there will be no increase in sound level for the game area. We have already carried out a sound test to assess the levels are not increased from the current normal. In fact our sound assessors struggled to hear our testing over the noise of the A38. The 'grenades' that are approved for use on our sites (in particular 'bang' grenades) have a lower decibel rating than a standard shotgun shell being fired, which we have heard being fired on several occasions when on site. Smoke grenades have no noise level - a minor fizzing sound is all that is produced.

Regarding traffic noise, specifically entry and exit to the site - a private vehicle on the main road will be considerably less than the current noise levels of the farm and HGV traffic currently operating in the surrounding areas.

Again, our customers will be informed on how to respectfully enter and exit the site area.

Noise does indeed travel and can travel further with a prevailing wind, this will of course be subjective to the weather conditions. We've covered our biodegradable ammunition in point 7, we can also confirm the grenades approved for use are also made from biodegradable materials.

9 - We will have toilet facilities on location - they are removed after each event for sanitary disposal, as we have operated so previously.

10 - We are operating on Private Land with no unauthorised access, monitored by the land owner. That is all we can divulge as we do not discuss security protocols and implementations with members outside of our business.

11 - Parking has been requested by the land owner to be within the boundaries of the first field. Our customers will be informed not to park anywhere on the Public road, and will have a specific Private area to park their vehicles. This will be regulated by our marshals. The access to the site is Private Land and we have been given access permissions by the land owner - specifically to run our business. This includes but is not limited to - access for material deliveries, our booked customers and members of business staff.

We hope that this is sufficient information for the issues raised. To quote Councillor Sam Tamblin, he is of the opinion that "Concerns of local residents stem from 'fear of the unknown' ". Unfortunately we haven't received any emails or forms of contact from anyone in the Trematon community regarding these issues outside of this messenger contact between us. - As I am writing this, we have received a singular email from a local resident.

In regards to the issues being rectified sooner, we had requested this list on multiple occasions, so we are glad to have finally been able to provide some answers for you.

We would like to reiterate that we welcome all residents to contact us, to voice any and all concerns. This can be achieved through the contact details that are publicly available on our website and facebook



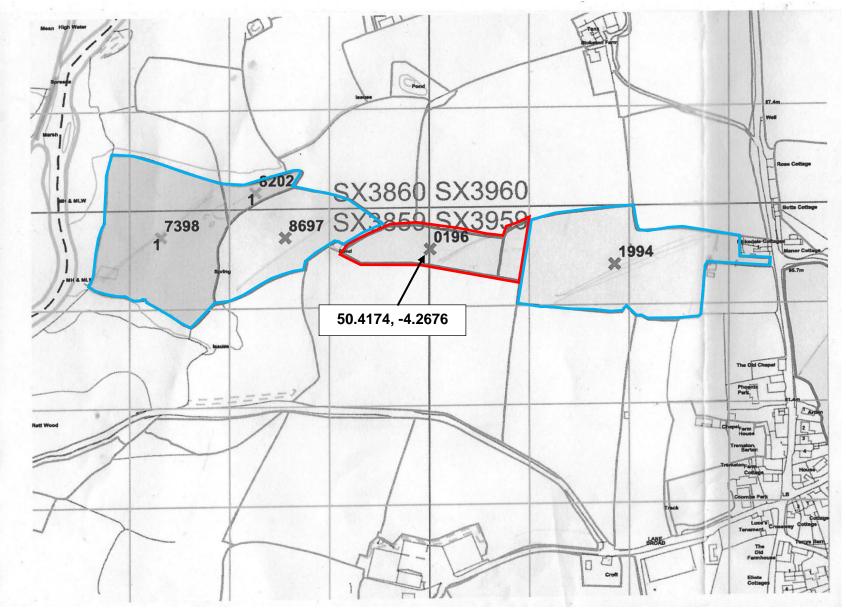
page: Email: rogueairsoftuk@gmail.com All our conversations and interactions on social media are monitored and copied for business reference. I look forward to hearing from you again, Best wishes, Chris & Team

No further concerns about the land use for combat gaming (apart from residents not receiving notification of a planning application) have been made subsequent to this communication.

Further, after Andy Stafford made two telephone conversations to the then Trematon Ward Councillor Sam Tamlin, it was revealed that the Councillor himself had only received 14 emails of complaint, and we informed him that at that time rogueairsoftuk@gmail.com had received 3 emails (2 from persons voicing a complaint, and one in support of our activity). Clearly further misinformation from the original complainant.

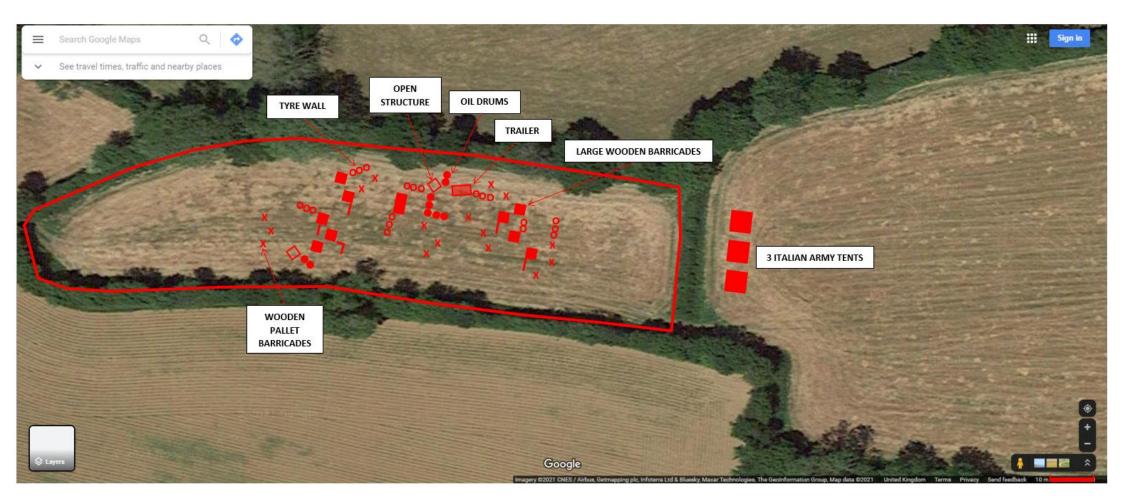
We are of the belief that the concerns raised by a small number of local people (under the instigation of the original complainant, and in support of her) are solely made on the basis of the physical location of the BLK/Rogue Airsoft site, and not any perceived detrimental effects of the combat gaming activity on the local environment. Indeed, her point of concern #11 above ("Parking & more importantly the access into the field"), seems to suggest her motive for objection is strongly biased towards traffic passing her property, en-route onto the field (as a working farm, this route would be routinely accessed by heavy farm traffic throughout it's existence!).

LOCATION MAP OF BATTLEFIELD LIVE KERNOW/ROGUE AIRSOFT COMBAT GAMING ACTIVITIES AT CHAPEL FIELD, MANOR FARM, TREMATON, SALTASH



SITE PLAN SHOWING LOCATION OF PLAYING AREA CURRENT POSITION OF WOODEN BARRICADES, TENTS

NOTE: - The location of wooden barricades within the site will change over time, due to the need to provide gaming players with a "new look" to the gaming site)



SITE PLAN SHOWING LOCATION OF PLAYING AREA AND PROPOSED PARKING LOCATION



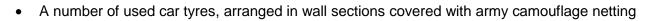


LIST OF ITEMS OTHER THAN THE WOODEN STRUCTURES (BARRICADE CONSTRUCTIONS) ON THE SITE

A list of items located at the site (in addition to the contracted wooden barricades) are;

- Wooden pallets, fabricated in the form of angular barricades
- Wooden "glass stillages", from a local uPVC windows supplier, fabricated into barricades

- Wooden post frames, as supporting elements to wooden barricades
- A number of 201 litre empty oil drums, arranged in clusters

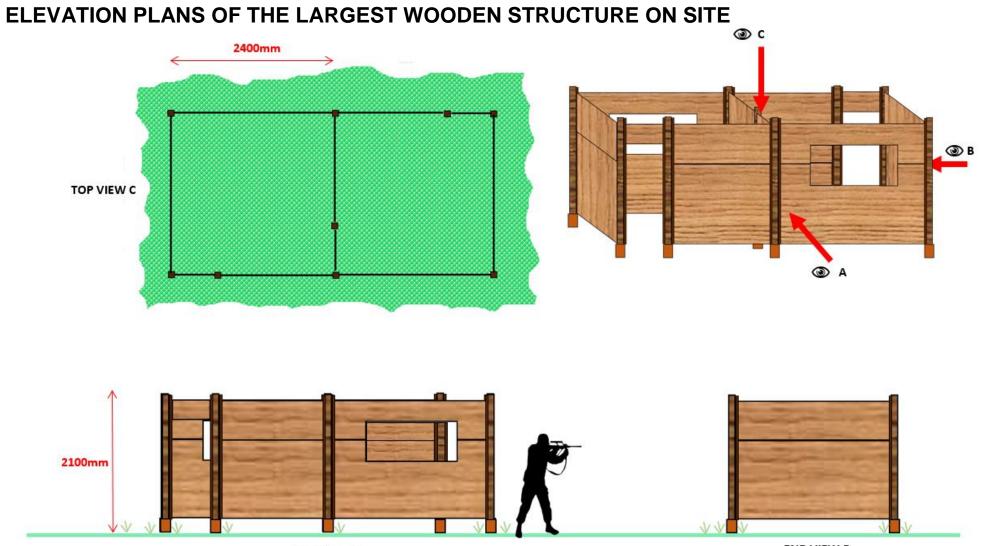












SIDE VIEW A

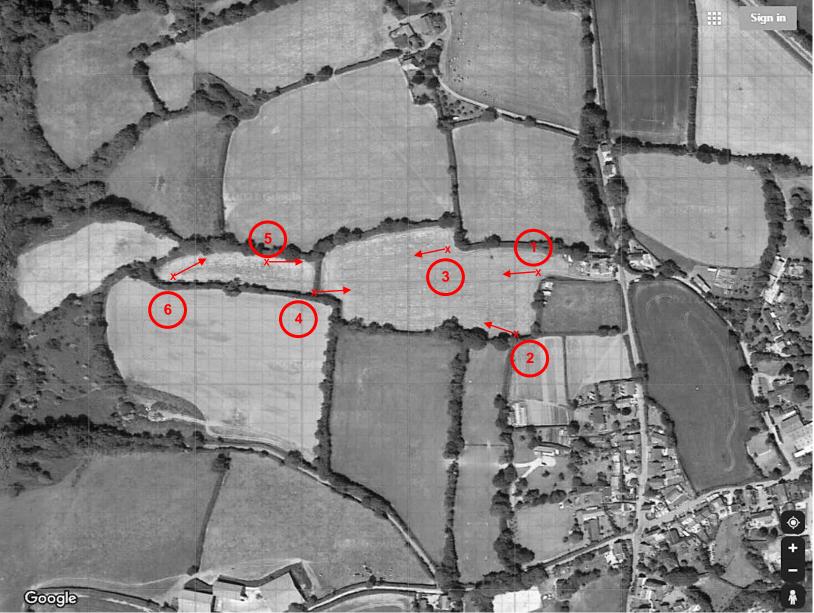
NOTES: -

- 1. All structures/game barricades on the site are resting on ground (they are not fixed into any foundation structure (for ease of repositioning).
- 2. None of the structures/game barricades have overhead cover, in the form of solid roofing.
- All structures/game barricades are constructed from timber (posts and OSB sheets, or wooden pallets).

END VIEW B

Drawing of I	argest structure at Chapple Field, Manor Farm, Trematon
Scale approx	к. 1:50
Andrew Stat	fford (for Battlefield Live Kernow/Rogue Airsoft combat gaming)
Vers. 1.1	Dated 11jun21

LOCATIONS OF PHOTOS TAKEN ON SITE, FROM VARIOUS LOCATIONS



PHOTOS FROM LOCATION #1



PHOTOS FROM LOCATION #2







PHOTOS FROM LOCATION #3

PHOTOS FROM LOCATION #4









PHOTOS FROM LOCATION #5



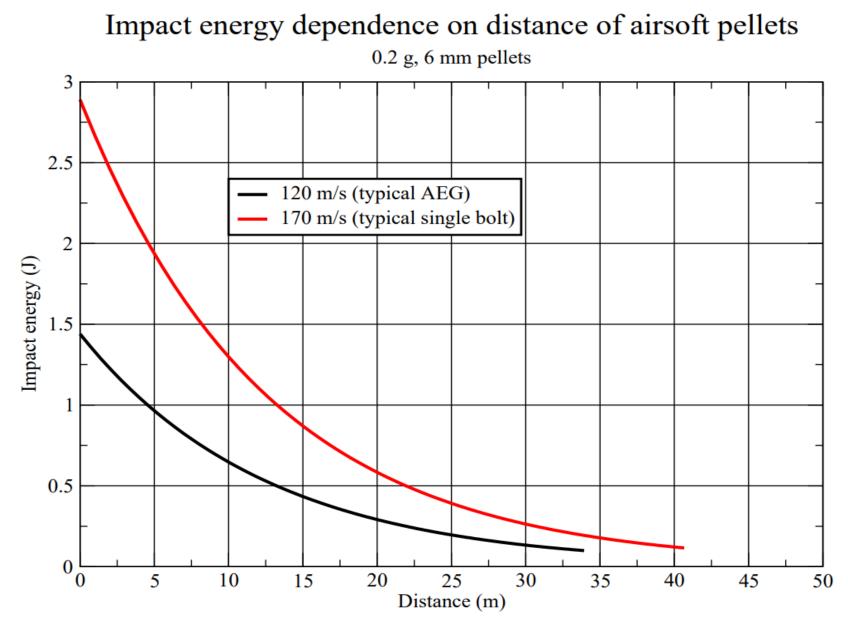








PELLET IMPACT ENERGY STATEMENT – APPENDIX 1



APPENDIX 1

MANUFACTURER'S SOUND GUIDE – APPENDIX 2

BATTLEFIELD SPORTS.COM

SOUND RATING GUIDE



SOUND LEVELS OF GAMING GUNS

The decibel

(abbreviated **dB**) is a scale used to measure the intensity of a sound. The human ear is incredibly sensitive. Ears can hear everything from a fingertip brushing lightly over the skin to a booming jet engine.

Caring for your hearing is important. Eight hours (8hrs) of 90dB sound can cause damage to your ears; any exposure to 140dB sound causes immediate damage (and causes actual pain).

Obviously distance affects the intensity of sound – if you are far away, the power is greatly diminished. Our Chief Engineer, Zlatko Grcic has analyzed each of our gaming gun models at close range and at normal gaming range. He analyzed the sounds as dB(A).

To gauge how loud, or quite, our gaming guns are, consider that a whisper is deemed to have a rating of 15dB. Know the sound of a refrigerator humming? That has a decibel rating of only 40dB. Normal conversion is usually around 60dB.

City traffic has been classified as to have a decibel rating of 85dB. A bit louder, a domestic lawnmower has been rated at 90dB. Louder again is a rock concert with a rating of 120dB.

So our gaming guns have approximately the loudness of traffic, when you are holding them. At 50 meters (or 160 feet) they blend into the background ambient noise.

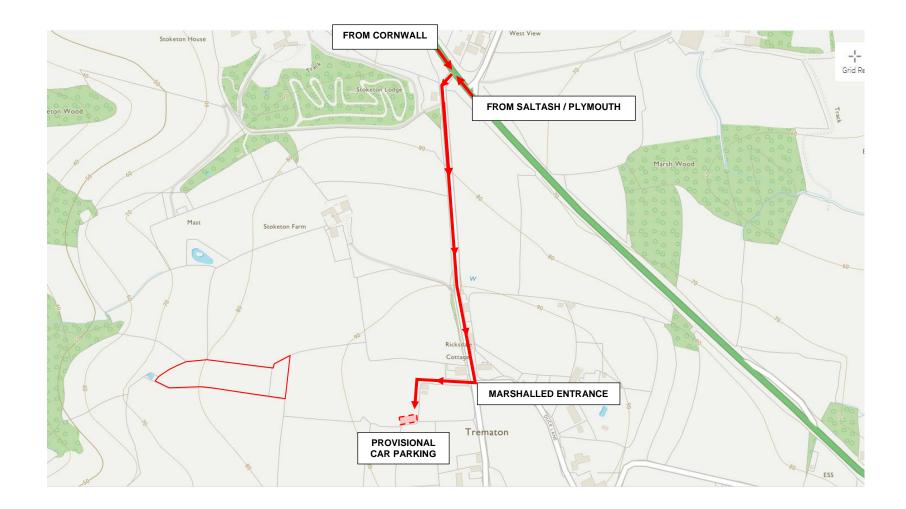


You do not need ear protection when playing.

TABLE 1: Sound Ratings	At 1 Meter (3½ feet)	At 50 Meters (160 feet)
Respawn Pistol	77dB	50dB
Spitfire	78dB	51dB
Scorpion	78dB	51dB
M16 Rifle	87dB	57dB
M4 Rifle	87dB	57dB
Commando Carbine	88dB	58dB
Morita Sniper	88dB	58dB
Morita SAW	88dB	58dB
Claymore Mine	88dB	58dB
Pulse Rifle	89dB	59dB

SOURCE: WWW.HOWSTUFFWORKS .COM/QUESTION124.HTM

ADVISED CUSTOMER TRAFFIC ROUTE FROM MAIN A38 ROAD TO THE COMBAT GAMING SITE AT CHAPEL FIELDS, TREMATON, SALTASH – APPENDIX 3



TESTIMONIAL FROM MR. ADAM KILLEYA (FORMER HEAD OF 6TH FORM AT SALTASH.NET, AND FORMER SALTASH COUNCILLOR AND MAYOR OF SALTASH) – APPENDIX 4

To whom it may concern

Laser Battlefields Kernow

I am writing in support of the enrichment activities offered by Laser Battlefields Kernow. I have been the supporting teacher for their enrichment week activity in saltash.net community school for five years, and would not hesitate to recommend the company to other schools.

Format

The enrichment week activity in our school have included a half-day of introduction, familiarisation and team building, a half-day of room clearance, a day of base building/base assault, two days of historical missions, and a day of 'clan wars'. Each week has provided for 30-35 students.

In addition for the last three years we have also had an optional 'night mission' held on the Wednesday evening from around 7:30-11pm, covering patrolling and night assaults. Approximately half of the students have been involved in this optional element and have rated it very highly.

Student enjoyment

Student feedback on this activity has always been very high, and we have had a number of 'retreads' who have come back for a second year, as well as students who joined the activity on the recommendation of older students. The team have also adapted elements of the activity over the years in response to teacher and student feedback (such as the 'golden armband' for the best participant each day), which has helped to keep the activity fresh.

Educational value

The week has a number of curriculum links, most notable to History with the historical missions covering a variety of twentieth century conflicts and actions including Gallipoli, D-Day, Arnhem, Vietnam, The Six Day War, the Falklands and Somalia. There are also clear citizenship links in terms of global conflict and terrorism and links to PE through team building and the physical aspect.

In addition the activity nurtures important soft skills such as leadership, teamwork and communication, and students often show significant development in these areas throughout the week.

Professionalism of crew

The employees show a professional attitude and communicate well with students. There are very few behavioural challenges due to the engagement level, and minor issues are dealt with effectively, with only occasional need for teacher support.

Health and Safety

The nature of the activity is such that minor bumps and bruises do happen but the commitment to Health and Safety is high, and appropriate mitigation is put in place. Where there are incidents they are dealt with quickly and professionally. The team is also able to adapt to students' individual medical needs where applicable.

School commitment needed

The supporting teacher in mainly responsible for school-end issues such as room booking, payment, school consent forms etc. In the week itself only minor assistance and support is generally needed and the supporting teacher is able to take part in the activity with students – this is an aspect that the participants (and teacher!) really enjoy.

Work Experience

As well as the enrichment week aspects the company has also taken on a number of year 10 students each year for their work experience. They have been employed in both mission and build teams and have been given clear training but also genuine responsibility. In many cases they are students who were on the activity in previous years.

DETAILS OF BUSINESS PRESENTATION TO YOUTH GROUP GAMING CLIENTS – APPENDIX 5



INFORMATION FOR OUR YOUTH GROUP CLIENTS

Table of Contents

WHAT ARE WE ABOUT?	2
WHAT IS BATTLEFIELD LIVE?	3
WHAT ARE THE BENEFITS TO YOUR GROUP?	4
HOW MUCH DOES IT COST?	
GET IN TOUCH NOW!	
Get IN TOOCH NOW:	0

Youth Group Client Presentation Version 1.1

WHAT ARE WE ABOUT?

We are **Battlefield Live Kernow** (**BLK**). We provide combat gaming entertainment, known as "laser tag". We can bring our laser tag gaming equipment to your location, set up a visually exciting "battlefield" and facilitate an immersive, live, combat gaming experience for your group. Alternatively, we can offer combat gaming at our ready-made battlefield on the outskirts of <u>Saltash</u>. Through our combat gaming scenarios, **BLK** encourage teamwork, group problem solving, confidence building and leadership experiences ... all in a safe environment.

At your location, which could be a school playing field, carpark or indoor sports hall, a **Battlefield LIVE** event can be set-up virtually anywhere. There are very few safety issues to consider, making **Battlefield LIVE** the Holy Grail of fun youth activities.



Organised Team

Teams of players (such as Scout groups, Cadets, sports teams, pubs and clubs, Stag etc.) play a multi-game, multi-scenario session lasting either 4 or 7 hours per day (half-day or full-day). There is plenty of scope for complex mission scenarios, **including Night Missions**. Organised team league competitions are also possible in an Organised Team format (we call them "Clan Wars"), involving prizes for the winning teams. BLK also offer this format to schools and other educational entities, as an adventure education package. This style of event is typically run over a number of full days (or half-days), up to a week.



Youth Group Client Presentation Version 1.1

WHAT IS BATTLEFIELD LIVE?

Battlefield LIVE is live combat gaming entertainment. It has been influenced in playing style by computer video games. In many respects **Battlefield LIVE** combines the best aspects of indoor laser tag, paintball and airsoft ... without their many disadvantages (primarily, safety, in the case of projectile combat gaming, and also the ease of cheating in those games).

Battlefield LIVE is an authentic combat entertainment experience using sophisticated, Infra-Red firing, gaming guns and (for our mobile events) gaming inflatables.

The secret behind Battlefield LIVE is team fun, and it's SAFE!

You've seen the movies... You've played the games... Now... LIVE 'em.

Instead of the old-fashioned way of just having the one laser tag gun model, Battlefield Sports (BFS) of Australia have designed **many models to suit all players' ages and attitudes**. We have small sci-fi feel models for certain audiences and military-looking larger gaming guns for others. So whether you are going for a sci-fi theme or a hard-core military look and feel, if you want smaller units or massive gaming guns **BLK** has a **range to suit everyone** ... obviously the smaller units are lighter than the huge ones!

BFS originally built its gaming guns for the tough outdoor environment ... tough enough to cope with wind and rain and temperature variations. The great news is that this robustness is now also available for **indoor gaming**. At **BLK**, we are developing new ideas for gaming equipment, new weapons based on the award-winning BFS technology, to continue to wow our players old and new! Indeed, we have a range of lighter guns, based on "Nerf" gun plastic housings, but housing the same electronic technology as our existing metal Battlefield Sports models – ideal for the youngest players!

Battlefield LIVE delivers advanced realistic scenarios from our extensive library of "Live-Plays". Live-Plays consist of the script for a live action scenario, including Mission objectives, descriptions of scenes and props (such as which gaming guns will be used) and if relevant, team backgrounds. There are problems to be solved, goals to be achieved, and everyone gets a chance to lead their team.

The games we run are exciting and immersive, just like the computer versions. Very quickly, all players are involved in the scenario and can make a big difference to the team outcome. We say ... *"Heroes made here"*



Youth Group Client Presentation Version 1.1

WHAT ARE THE BENEFITS TO YOUR GROUP?

What does your team want out of a gaming activity day? What is enjoyable? What makes for an unforgettable experience? Your group needs an activity that delivers certain benefits for all;

Your group needs ...

- ✓ a challenge
- ✓ to socialize
- ✓ an emotional experience
- ✓ bragging rights
- ✓ to suspend disbelief (i.e. to get into the story), to feel part of the adventure.

All gamers love a challenge. They thrive on learning new skills and overcoming the barriers setup by the Game-Master. Less confident persons, especially, need to feel that they have mastered something. We at **BLK** create situations which ultimately bring out meritorious skills which most people don't even realise they possess.

Gamers love to socialize, to develop a community of like-minded people, not only on the battlefield, but in the post-match discussion. Likewise, it is especially important for all people to feel valued and part of a group.

Gamers love to engage emotionally. There's an adrenaline rush when a player scores that hit, and, as a group, the team overcomes an unpredictable opponent.

Gamers love bragging rights. "Our team won" ... "We held The Hill for 6 minutes"!

"Heroes made here"

Gamers want to really get into the story. They want scenario missions which give them defined, achievable objectives. **Battlefield LIVE** is an opportunity to forget the pressures of everyday life and get into the plot. It's not enough to simply say "I won"!

ORGANISED TEAM ✓ Safe EVENT ✓ Lots of fun ✓ Wide variety of Mission types to challenge players ✓ Customisable, bespoke, event ✓ Teambuilding ✓ Leadership ✓ Confidence building ✓ Value for money ✓ Clan Wars ✓ Night Missions	
--	--

The benefits to our Youth Group Clients can be identified as such.

Youth Group Client Presentation Version 1.1

HOW MUCH DOES IT COST?

BLK has over 15 years' experience in providing Battlefield LIVE gaming events for Youth Groups. Although we have a proven formula for this type of event, each Youth Group event is a bespoke package. We can tailor your activity to your clearly defined requirements, and deliver value-for-money entertainment.

As a rule of thumb, our pricing is based on the following matrix. However, we can scale-up appropriately according to the duration of your event. We may also offer additional activity features for an additional cost (for example, in our School Activity package we offer a Night Mission as an additional extra).

Each session package has a hire-price per gun per player, and the **minimum** number of guns hired out per event. We can typically cater for group sizes up to 35 in number. Larger groups can be accommodated by offering additional activities which don't directly involve the gaming guns.

ORGANISED TEAM EVENT	 ✓ Minimum number of 12 players ✓ For a 2 ½ hour session £28 per player ✓ For a half-day session £43 per player ✓ For a full-day session £65 per player
	✓ Additional Night Mission activity (3 hour session) £40 per player
	 Discount may be offered dependent of the event type and numbers of players
	 Transportation cost additional 30p per mile
	✓ For large Youth Organisation packages of duration up to 1 week typically £120 per player



Youth Group Client Presentation Version 1.1



Please visit our Facebook page at;



Email us at;

blkernow12@gmail.com

Speak with our Events Manager at Battlefield Live Kernow

.....

OK Trooper, See you on the battlefield!

Andy Stafford

(Codename "Bullseye" – Battlefield Live, Lt. Col.)



Youth Group Client Presentation Version 1.1