

Rules & Regulations

Spirit of the Game

Play within the spirit of the game. Common sense should dictate that if that action goes against what is intended, then it probably isn't allowed. Just because a rule is not written down, doesn't make it OK to circumvent the spirit of the game. Players are asked to use common sense. In our view, bending the rules in order to squeak out a win is cheating.

1. Conduct, Honour and Integrity

- 1.1. Airsoft is a sport founded on the principles of honour, respect and honesty.
 - 1.2. Players are expected to conduct themselves in a mature, responsible and respectful manner both on and off the field.
 - 1.3. We recognize that some verbal angst and banter is to be expected during game play – please conduct yourself accordingly.
 - 1.4. Players will display mutual respect and treat the gear, equipment, props and property of other players, event staff and landowners with utmost care and regard. Acts of vandalism will not be tolerated.
 - 1.5. Cheating and intentional rule violations will result in disciplinary action up to and including dismissal from the game.
 - 1.6. To report someone for cheating or rule violations you can either report the individual immediately to a commanding officer or game organizer, or wait until after the game and report the individual to a game organizer or field owner. Under no circumstances should you confront the player directly during a game. You should always notify an official and allow them to take the appropriate action.
 - 1.7. When reporting a player, please ensure you can positively identify the individual.
 - 1.8. Players observed not calling their hits by an admin staff will have an infraction recorded against them and may be ejected from the game for multiple infractions.
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2. Personal Safety

2.1. Safety Overview

- 2.1.1. Ignorance of the rules is no excuse. It is presumed that you have read and understand ALL the rules before playing.
- 2.1.2. The game organizers and commanding officers are NOT responsible for your safety. Although they have taken reasonable steps to provide a gameplay environment that is safe, this in no way guarantees your safety.

Ultimately the only person responsible for your safety is YOU.
- 2.1.3. Being an honour sport, a sense of chivalry is implied, meaning, you should not only be concerned with your safety, but the safety of all other players in the game. Choose your actions accordingly.
- 2.1.4. There may be inherent danger in close range props, traps, vehicles and equipment. It is suggested that unless you have received proper instruction you leave these items alone.

- 2.1.5. Violation of any of the rules contained herein will result in disciplinary action up to and including dismissal from the game without refund.

2.2. Medical Assistance/Field Emergencies

- 2.2.1. Should there be an actual real world medical or field emergency, radio the game Admins immediately or get the attention of the nearest Marshal. Provide your location so we can dispatch medics or the necessary personnel to deal with the situation. Numerous first-aid personal will be on hand at the event.
- 2.2.2. **"Stand Down"** - This command is issued by the Admin team when game stoppage is required. All players "Stand Down" in their current location and await further instructions.
- 2.2.3. **"Make Safe"** - This command is issued by the Admin team for medical emergencies or other serious situations. When this command is issued, all weapons will be cleared and made safe (i.e., mag out, safety on, and muzzle cover installed). All radio traffic is to cease until further notice. All players hold in their current location and await further instructions.

2.3. Eye & Face Protection

- 2.3.1. Eye protection must be worn at all times. If you decide to rest or take a break while on the field, your eye protection must stay on. Never remove your eye protection while on the battlefield, whether a game is on or not. The only time you are permitted to remove your eye protection is when you are in a safe zone.
- 2.3.2. Eye protection must meet **ANSI Z87.1** standards and wrap around the face, such as paintball masks, glasses and goggles. Wire/mesh goggles, shop glasses or ski goggles are not allowed. Regular prescription glasses are NOT acceptable as safety eyewear.
- 2.3.3. Any questionable eye protection is subject to inspection and testing by a field admin.
- 2.3.4. We encourage players to use additional head protection, such as balaclavas, mesh masks, paintball masks or mouth guards to help minimize potential injuries.

2.4. No-Fire Zone

- 2.4.1. The No-Fire Zone is the area on the playing field where no weapons will be fired at any time, that includes "dry firing".
- 2.4.2. All No-Fire Zones will be clearly marked.
- 2.4.3. No-Fire Zones include the parking lot and staging area. There will be designated test firing and chronograph areas outside the No-Fire Zones.
- 2.4.4. No firing from the Safe Zone. No firing into the Safe Zone.
- 2.4.5. Failure or non compliance of this will result in an immediate ejection from that day's game event.

2.5. Gun Safety

- 2.5.1. Magazines will be removed from rifles before entering the Safe Zone.
- 2.5.2. Players will ensure their weapons are empty by firing a few rounds into the ground before entering the Safe Zone.
- 2.5.3. Safeties MUST be engage.
- 2.5.4. A barrel blocking device is mandatory and must be utilized. (Gloves and socks are not suitable muzzle covers. If you need a muzzle cover, please see the Field Owner)

3. Velocity Limits/MED/ROF

- 3.1. All weapons will comply with set velocity limits (FPS), Minimum Engagement Distances (MED) and Rate of Fire (ROF);

- 3.2. The maximum energy limit for full and semi-auto AEG's and GBBR/Propane/Air/CO2 operated guns is 1.64 joules
- 3.3. The maximum energy limit for DMR rifles is 1.88 joules
- 3.4. The maximum energy limits for Bolt Action rifles is 2.28 joules
- 3.5. All guns will observe a 25 RPS ROF.
- 3.6. "Rocking" an electronic trigger to exceed the 25 RPS ROF will be considered contravening the rules.
- 3.7. Players with rifles shooting over 1.64 joules must observe a MED of 50 feet.
- 3.8. Players with rifles shooting over 1.88 joules must observe a MED of 100 feet.

FPS/Joules Calculator:

http://www.asiaairsoft.com/index_topic.php?did=23&didpath=/23

4. Gun Chronographing

- 4.1. Players must chrono their weapons before being allowed on the field.
- 4.2. BB's will be provided at the Chronograph station, so bring an empty mag to the station.
- 4.3. All chronographed guns will be marked for easy identification.
- 4.4. Guns may be randomly chronographed, by game admins, at any time during the game.
- 4.5. Once on the field, any player found tampering with their gun to contravene the velocity limits may be removed from the event.
- 4.6. **HPA Systems:**
 - 4.6.1. HPA systems will be chronographed with a .30 gram bb and are restricted to the same joule system as above.
 - 4.6.2. HPA guns are limited to 25 rounds per second max
 - 4.6.3. Once chronographed you will have a zip tie and tamper proof tape put on your regulator that will not be removed until the game is over on Sunday. If you have to do repairs then once repairs are complete come see admin to be re-chronographed and have another zip tie and tape put on your regulator.

5. CQB

- 5.1. Players are limited to semi-auto fire only when entering or occupying a structure.
- 5.2. We encourage players to use a pistol or backup weapon that is rated at under 350 FPS when entering buildings.
- 5.3. Players will not use sniper rifles in CQB situations.
- 5.4. Sniper rifles, SAW's and other full-auto weapons may shoot at targets outside of a secured building, as long as the barrel passes the threshold of the window, door, or opening.

6. Night Ops - ROF

- 6.1. Night Ops will be limited to semi-auto fire only. No exceptions for MG/SAW/LMG.

7. Blind Firing

- 7.1. Blind firing is defined as firing without identifying what you are shooting at first.
- 7.2. Blind firing includes, but is not limited to, firing around corners without aiming, or ducking under a window while firing through it.
- 7.3. Blind firing is a severe safety violation. Any player caught blind firing will be issued an infraction.

- 7.4. Shooting through a crack or hole (in a building or structure) smaller than a clenched fist is not allowed. In addition, you must be able to form a proper sight picture to shoot through a crack or hole.
- 7.5. BB's shot from a legal position, passing through a small crack or hole and striking a player will count as a "hit".

8. Elimination Rules

8.1. Dead Rag

- 8.1.1. A bright red or blaze orange "DEAD" rag is mandatory equipment. (recommended 12" X 12"). A "dead" player must use a dead rag to indicate that he or she is "dead".
- 8.1.2. The dead rag must remain prominently displayed until the player is fully respawned.
- 8.1.3. "Dead" players should use the term, "Dead man walking", when emerging from behind cover or when the view of the dead rag could be obstructed.
- 8.1.4. We recommend the use of a Blaze Orange Dead Rag instead of a red one. The use of red armbands is sometimes used to identify opposing teams and red dead rags can sometimes be confused with team colours.

8.2. Dead Light

- 8.2.1. A small red light affixed to a player's torso or helmet is mandatory for all night ops because a dead rag isn't visible in the dark.

8.3. The "Dead"

- 8.3.1. Dead men don't talk! Players that are "dead" or "wounded" may not speak regarding strategic/tactical details until they have been revived.
- 8.3.2. Under no circumstances are "live" players to mingle with "dead" players while they are on the move to respawn.
- 8.3.3. Under no circumstances are "dead" players to be used as cover by "live" players.
- 8.3.4. A "dead" player may use their radio to locate active respawn areas.

8.4. Dead Walking

- 8.4.1. Players found pretending to be dead or walking with the dead, in order to gain a tactical advantage, will be considered cheating and dealt with by Admin staff.

8.5. Hits

- 8.5.1. The definition of being "Hit" is when the airsoft BB hits any part of the players clothing, body, or weapon. Once a player is "Hit", He or she will shout hit and display their Dead Rag.
- 8.5.2. If you are hit, you must fall in place and call for medic. You will have a 2 minute bleed out time before you are dead. The Medic must reach you within that 2 minute.
- 8.5.3. Gun hits count. If the weapon is struck with a BB then the player must transition to a secondary weapon, such as a pistol or knife. (this reflects real-world scenarios).
- 8.5.4. Once a player is revived by a medic or at a respawn point, the hit weapon will be considered back in play.

8.6. Medic

- 8.6.1. Every live player is a medic
- 8.6.2. You may drag a wounded player to cover, to a maximum of 10 feet. Wounded players may assist being dragged but may not walk or crawl to cover.

- 8.6.3. To revive a player before the bleed out time, the medic must untie 3 knots on the paracord. At that point you are considered revived. The carabiner with paracord must be affixed to your chest. (see youtube video)
- 8.6.4. You may not assist the medic in untying the knots or moving the carabiner.
- 8.6.5. If you are wounded a second time you must call hit and take out your kill rag.
- 8.6.6. Once you have been killed you must stay in place for the 2 minute bleed out, and then go to the nearest CCP, or home base.

8.7. Bleed Out.

- 8.7.1. The bleed out time is 2 minutes. Bleed out time is mandatory. Players found not abiding by the 2 minute bleed out will be issued a 15 minute sit-out penalty.

8.8. Mercy Rules

- 8.8.1. There is no standing mercy rule in effect at Operation: Loyal Serpent 2. However, any player that gains a significant advantage over an enemy player may elect to call out "Mercy!" Please be advised that compliance is completely optional.
- 8.8.2. Mercy is only to be invoked when you are within 2 meters, or less, from the enemy.
- 8.8.3. If the enemy player chooses to engage, both players must aim low to minimize potential injuries.

8.9. Re-Spawn

- 8.9.1. After a bleedout, KIA players can respawn by returning to a CCP or their Home Base for 2 minutes. You must keep your kill rag on until you are back alive. When you are done respawning, remove your kill rag and return to the game. Reloading is allowed while respawning. Make sure you are either kneeling or sitting at all times while respawning.

8.10. Casualty Collection Point (CCP)

- 8.10.1. A CCP acts as a mobile respawn point that cannot be captured or moved by the enemy, but may be destroyed. Each team will get CCPs. Teams are free to use and deploy them as they see fit within scenario parameters.
- 8.10.2. A CCP consists of 4 orange plastic stakes, a flag, surveyors tape and a large ammo tube. To activate a CCP, you must place the stakes into the ground in a square approx 10' per side, string surveyors tape on 3 sides of the box and erect the flag-- you now have an active CCP. (see youtube video)
An active CCP is a Re-spawn point.
An active CCP is a reload point.
- 8.10.3. While respawning at a CCP, you must be sitting/kneeling and have a kill rag on.
- 8.10.4. The respawn period is 2 minutes. At the end of the designated respawn time the player may get up, remove his/her kill rag and leave the CCP.
- 8.10.5. There should be absolutely NO SHOOTING either into or out of a CCP by anyone on any team.
- 8.10.6. To destroy/Roll an active CCP, the attacking force must collect the stakes and flags, and stack them together next to the ammo tube.
- 8.10.7. "dead" players cannot inhibit or interfere with the attackers while they are attempting to destroy a CCP.
- 8.10.8. Attackers cannot move, relocate or hide a destroyed enemy CCP.
- 8.10.9. If your CCP is destroyed, the CCP must be carried back to your main base and wait 15 minutes before it can be put back into service.

8.11. Spawn Camping

- 8.11.1. Spawn camping is defined as a player or players who take up shooting positions outside respawn points for the sole purpose of shooting players as they return to the game.
- 8.11.2. Spawn camping is prohibited and any player found spawn camping may be issued a sit-out penalty and/or ejected from the game for repeat offences.

8.12. Knife Kills

- 8.12.1. Rubber training knives are allowed and encouraged to be used on the field.
- 8.12.2. Rubber training knives may be thrown softly at an opposing player up to 3 meters away.
- 8.12.3. You may not engage in a physical confrontation (ie. mock hand to hand).
- 8.12.4. Anyone killed by a knife should not call hit, and may not scream . . . you've just been dispatched silently and your killer is probably moving on to his/her next victim.
- 8.12.5. Anyone killed by a knife **MUST SIT DOWN**, where they were killed, and wait for 5 minutes
- 8.12.6. They cannot be revived by a Medic
- 8.12.7. After your 5 minute sit down, proceed to your respawn point, to re-enter the game

8.13. Prisoners of War

- 8.13.1. There will be no taking of prisoners by any team unless it is part of the scenario. Details will be released for each game prior to game start.
- 8.13.2. If the scenario dictates, some players will be carrying critical information. The intel must be in either the left or right leg pocket.
- 8.13.3. Player weapons and ammo will remain with the prisoner but the prisoner will not be allowed to escape or use their weapon until they are either rescued or the game has ended and the prisoner is returned to their team.

9. Reloading

- 9.1. "Live" players may reload at their team base or team-controlled ammo dumps.
- 9.2. Dead" players may only reload at their team base or CCP.
- 9.3. Players may carry loose ammo but are prohibited from reloading in the field.

10. Ammo Limits

- 10.1. Operation: Loyal Serpent is a limited ammo event.

11. Riflemen

- 11.1. Players may use battle rifles, SMG's and pistols anywhere on the field.
- 11.2. Any player found using a C-mag or drum magazine in a battle rifle will have an infraction recorded against them.
 - 11.2.1. The use of hi-caps by riflemen is strongly discouraged.
Hi-caps - 2 magazines maximum (any winding magazine with a capacity no greater than 500 rds.)
 - 11.2.2. **Mid-caps** - 6 magazines maximum (non-winding magazines with a capacity between approx 90 and 180.)
 - 11.2.3. **Lo-caps/real caps** - unlimited magazines

12. Pistols

- 12.1. Pistols are limited to 100 rounds

13. Snipers

- 13.1. Snipers must adhere to a 100 foot MED (minimum engagement distance).
- 13.2. Snipers must use secondary weapons to engage targets closer than 100 feet.
- 13.3. A secondary weapon may only be a pistol or sub-machine gun.
- 13.4. Players will not use sniper rifles in CQB situations. Upon entering a building, the sniper must use a pistol or backup weapon while clearing the structure.
- 13.5. Snipers may engage targets outside of a secured building, as long as the barrel passes the threshold of the window, door, or opening.
- 13.6. Snipers are to refrain from taking head-shots whenever possible.
- 13.7. Limit one Sniper per squad

14. Designated Marksman Rifle (DMR)

- 14.1. A Designated Marksman Rifle is a special purpose weapon; it is a standard infantry rifle that has been enhanced for longer range and accuracy.
- 14.2. The DMR is to be semi-auto only and limited to 1 shot per second.
- 14.3. The minimum engagement distance is 50 feet
- 14.4. Operators of a DMR are required to carry either a sub-machine gun or pistol to engage targets within the minimum engagement distances.
- 14.5. Limit of one DMR per squad.

15. Squad Automatic Weapon (SAW)

- 15.1. Players filling the SAW gunner role must use squad weapons that have a real-world equivalent (e.g., M249, RPK, MG36, M60, etc.).
- 15.2. We would like to encourage players using a SAW to use a single box mag or drum mag rather than multiple high-cap magazines that can be shared with other players. SAW gunners found abusing this rule will incur harsh penalties for their team.
- 15.3. Maximum 2500 rounds
- 15.4. Players will not use SAWs in CQB situations. Upon entering a building, the SAW gunner must use a pistol or backup weapon while clearing the structure.
- 15.5. SAWs may engage targets outside of a secured building, as long as the gunner is positioned next to a doorway, and the barrel passes the threshold of the window, door, or opening.

16. Grenade Rules

16.1. Dummy and Replica Grenades

- 16.1.1. Foam, plastic replica or other similar dummy grenades are not permitted.

16.2. BB Fragmentation Grenade

- 16.2.1. Grenades that expel BB's (e.g., AI Tornado Grenades & Thunder B.) are approved for use at Operation:Loyal Serpent
- 16.2.2. Players must yell "**FRAG OUT**" prior to throwing the grenade
- 16.2.3. Grenades must be thrown underhand
- 16.2.4. Grenades have a "kill" radius of 10' from where the grenade comes to rest (not **point of impact**). This is particularly important when using the Tornado™ type grenades – there

are too many issues of whether or not a BB spraying from these hits a player or not. So no matter how far BB's may project from the grenade itself the "kill" radius remains 10 feet from the point of rest.

- 16.2.5. Players positioned behind hard cover (rocks, walls, hills, vehicles etc.) and is not in the line of fire when the grenade detonates, are considered live. [know the difference between 'hard' and 'soft' cover].
- 16.2.6. If the grenade fails to detonate, it is considered a "dud" and has no effect on opposing players.
- 16.2.7. Players will not use discharged grenades to create diversions to gain a tactical advantage.

16.3. M203 Grenades

- 16.3.1. M203 grenades may be used anywhere on the field.
- 16.3.2. BB's that ricochet or bounce and strike a player will count as a "hit".
- 16.3.3. Grenadiers must not engage targets at ranges less than 5 feet and must make a concerted effort to avoid head shots.

16.4. Reloading Grenades

- 16.4.1. Grenades may be used only once. Any grenade that fires or detonates must be reloaded to be used again.
- 16.4.2. "Dead" players in the process of respawning at a CCP may reload their spent grenades.
- 16.4.3. "Live" and "dead" players may reload spent grenades at their main base.
- 16.4.4. "Live" players may reload spent grenades at team-controlled ammo dumps.
- 16.4.5. players may not capture other player's spent grenades.

16.5. Smoke Grenades

- 16.5.1. Cold smoke only. They must be watched in heavily wooded areas to prevent fires. Be mindful, cold smoke still produces some heat.
- 16.5.2. Orange smoke is limited to Admin use only.

16.6. Rocket launcher / LAW / RPG usage

- 16.6.1. We are not permitting their use at this time, but may have future scenarios that utilize rocket launchers.

16.7. Claymore / Landmine usage

- 16.7.1. Spring or CO2 powered Claymores and Landmines are permitted.
- 16.7.2. Claymores or landmines that have an explosive source are not permitted

17. Vehicles

- 17.1. Game organizers may use multiple vehicles (Technicals) to help create an immersive and dynamic game environment.
- 17.2. "**Tanks**" may be utilized during game play but are governed by a completely different set of rules. *(see Tank Rules)
- 17.3. Vehicles will be limited in speed to ensure the safety of the players riding in the vehicles and those players on foot.
- 17.4. Players on foot must stay at least 20 feet from the front and 6 feet from the sides of a moving or stationary vehicle, unless the scenario dictates otherwise.
- 17.5. Only trained and authorized personnel are permitted to operate the vehicles.

- 17.6. Vehicles involved in game play will be marked by a team coloured flag to establish which team it is operating for.
- 17.7. Disabled or Out-of-Service vehicles will display a **WHITE FLAG**. Shooting at an Out-of-Service vehicle is prohibited. Penalties may be incurred for shooting at a vehicle displaying a White Flag
- 17.8. A vehicle will not be considered Back-in-Service until the White Flag is down and has been replaced by a team coloured flag
- 17.9. "Camping" an Out-of-Service vehicle is prohibited.

17.10. Disabling Vehicles

- 17.10.1. Vehicles and modified technicals will be rendered inoperable from multiple direct hits from BB's, to a specific target affixed to the vehicle. After being destroyed the vehicle will return to the Admin area to be "repaired".
- 17.10.2. Vehicles can be repaired on site, if the scenario dictates.
- 17.10.3. Vehicle objectives and repair rules will be provided prior to game start

18. Low Light/No Light Operations

- 18.1. Players will need a flashlight for their safety.
- 18.2. The use of Night Vision, Thermal or other type of NOD is allowed
- 18.3. Players must have a Chem-light, Red Stick or "blinky" to signal that they have been hit.

19. Laser Devices

- 19.1. Lasers Class IIIb and Class IV are prohibited on the field.
- 19.2. Lasers Class I, Class II and Class IIIA (under 5mW) are permitted.
- 19.3. Players wishing to use laser devices on the field will have to prove the laser is of the permitted class and power. If the player cannot prove the class and/or power of the laser device, it will not be allowed on the field, operational or not.
- 19.4. Players will not intentionally shine lasers in the face or eyes of other players.

20. Knives

- 20.1. Real Steel Knives are not to be carried on to the field.
- 20.2. multi-tools and Swiss Army knives, are permitted if properly stored.

21. Radio

- 21.1. OLS uses UHF/VHF radio bands exclusively. The use of dual band (UHF/VHF) radios are strongly encouraged, over FRS radios. Dual band radios offer more frequencies, therefore less chances of interference from other players. Players choosing to use FRS radios do so with the knowledge that OLS Organizers will not address concerns of players broadcasting on the wrong channel, listening or jamming FRS radios.
- 21.2. Each team will be assigned specific UHF/VHF frequency ranges and a dedicated frequency for their Commander.
- 21.3. No listening to the enemy radio channels unless the scenario circumstances allow it.
- 21.4. No jamming of the other teams radio calls. Please remember that dead men do not talk. If you are hit you can scream for a medic, but not over the radio.
- 21.5.

22. Watch

- 22.1. Each player requires a watch for this OP. It will be used to time bleed-outs as well as mark times at certain objectives.

23. Ballistic Shields

- 23.1. Ballistic shields are not permitted at Operation:Loyal Serpent.

24. Loadout/Kit

- 24.1. There are no restrictions on loadouts, kit or camo colours.

25. Role Players

- 25.1. Role Players may be imbedded within each team, depending on the scenario. Role Players will act as agents of the Organizer to aid in the flow of the scenario and assist in the game running smoothly.
- 25.2. Role Players will be clearly identified.

26. Embedded Admins

- 26.1. Admins will be embedded into the game. These are players who have the additional responsibility of maintaining fair game play and safety. The Embedded Admins will address routine concerns and take significant issues to Admin Staff. Embedded Admins do not have the authority to eject players from the game.
- 26.2. Embedded Admins will be clearly identified.

27. Personal Effects

- 27.1. Damaged, lost or stolen personal effects are the sole responsibility of the player; the game organizers and field owners are not liable for compensation.
- 27.2. Any person found stealing or vandalizing property will be prosecuted to the full extent of the law.
- 27.3. All items found must be turned in to the game organizer.

28. Field Modification

- 28.1. Smoking is permitted only in designated areas. Players must be respectful of the property.
- 28.2. Players will not move or alter any of the buildings or structures to suit their needs.
- 28.3. Do not leave any garbage on the field.

29. Physical Contact

- 29.1. Physically or verbally abusive or threatening behaviour of any nature is strictly prohibited and is grounds for immediate dismissal from the field and property, and/or a ban from all future events.
- 29.2. Players are not permitted to make physical contact with another player. If the scenario requires physical contact, an admin will approve the action.

30. Substance Abuse

- 30.1. The use of mind altering substances (of any kind) before or during the game will not be tolerated. This includes, but is not limited to alcohol, drugs and the abuse of prescription medication.
- 30.2. Players showing physical signs of intoxication or impairment may be asked to sit out for an extended period of time at the discretion of the game admins.

31. Transporting

- 31.1. When transporting airsoft weapons to and from the playing field, it is recommended all weapons will be transported in either a gun case, or the original factory box.

These rules are subject to change due to any unseen circumstances

FPS/Joules Chart:

<http://www.airsoftmaster.com/fps-chart-for-airsoft-guns/>

FPS/Joules Calculator:

http://www.asiaairsoft.com/index_topic.php?did=23&didpath=/23

Op Schedule

Saturday, July 20, 2019

Gates open/Parking: 17:30
Set up Camp: 17:30 - 19:00
Registration/Check-in: 17:30 - 20:00
Chrono: 18:00 - 21:00
OP Start: 21:30
OP End: 01:00
Quiet Time: 02:00

Sunday, July 21, 2019

Gates Open/Parking: 07:00
Registration/Check-in: 07:30 - 09:30
Chrono: 08:00 - 09:30
Briefing: 09:30 - 10:00
OP Start: 10:00
OP End: 17:00
Debriefing and Raffle: 17:15 - 18:00

2017 saw the addition of a Night Op and it will continue in 2019. Participation in the Night Op is optional. This Op will consist of one skirmish across fields 1, 2 & 3. Upon arrival at the field Saturday, July 20, players will check-in and immediately set up their camp. From there they will gear up and be ready to play by 21:00 hrs. The Night Op will commence at 21:30 hrs sharp.

Upon arrival to the field, it is recommended players make their way to their respective camps and Chrono Station(s) ASAP.

Players are expected to have reviewed the rules in their entirety before arriving at the event. Admins will conduct a detailed review of the rules with the group prior to game start. A very brief review of the mission details will be conducted prior to game start. This will be followed by opposing teams moving to their respective camps to await their Intel and Orders. Teams will be given time to get into position before the game starts. To ensure as much playing time as possible, the time table will be strictly adhered to.

Players will be required to bring their food and water to their respective Safe Zone. Gear can be stored in the covered Safe Zone and does not need to be carried for the entire Op. Opposing forces will not be allowed to enter the other teams Safe Zone.

There is free camping on site and players can arrive after; 5:30pm, Saturday July 20, 2019. Camping is in the open field area and parking lot.

Rules updated: 2019-March-15