

Event Briefing & Rules

(What you need to Know: (Do not Over Think It & Have Fun!))

HEADQUARTERS for Op. Snowfall 5

<<PUBLIC>>

TO: ALCON

SUBJECT: OP. SNOWFALL 5

INTENT: Provide a clear understanding of OP. SNOWFALL 4 so all personnel involved in missions & objectives may operate at the peak of their ability and with a full understanding of their objectives to ensure victory for their cause.

LOCATION: Address: JTC Tactical, 8455 US-75, Beggs, Ok 74421

We are located on the west side of Hwy 75 in Beggs, Oklahoma north of Okmulgee, OK and South of Mounds, Ok and right by the Beggs Exit for Hwy 16 1/10th of a mile south of the exit.

ENVIRONMENT: The AO is made up of Rural Residences with multiple structures, vehicles, Pool, and boats for around the residences, the surrounding area consists of lightly wooded, mostly flat areas around the south and west sides of the residence with heavily wooded, sloping, flowing, rocky terrain to the North. The East side runs along an active highway.

THE GAME: This is an open world roleplay event between the DEA, Cartel, & Civilian Factions where anything can happen and it's up to you to decide which direction your game goes and what your character will be within the game! Each Faction will have Key props, Missions, and Frago's that earn points by being completed. These missions and props will be coordinated by game staff but that's only the beginning. There are many other Freelance missions, Frago's, Quests, Role play situations, & an In-game currency/economy complete with gambling that are created by staff, other players, and yes even You!

All players are encouraged to play the faction roll you signed up for to ensure consistency between the different factions unless you are forced off for betraying your side or another serious crime.

BASICALLY, YOUR GAME IS YOURS TO CONTROL! JUST FOLLOW THE RULES!

The Factions

CIVILIAN FACTION: The Civilian faction is split into 3 different subgroups and is best for that player that enjoys role playing a character and interacting with people in the game from all sides to help propel the in-game economy and increase enjoyable & funny moments within the event. Keep in mind this faction should not be a shoot first faction and should look more to making deals with different factions, doing jobs to earn money, propping up the in-game economy, and ensuring the trade of money, drugs, and other in game props but how that happens, and which side your working for is up to you.

vvvv (Civilian subgroups) vvvv

Regular Civilians: Players that sign up for this slot need to come up with a civilian-based story line for the character you want to be in the game and these players can be good, bad, or something in between but are encouraged to stay consistent with their chosen story line and should be non-hostile unless they have a reason to be toward any person or group. This ticket gives you the most freedom within the game.

Snowfall PD: Players that sign up for this slot have chosen to uphold the law and assist the DEA in making their town a safer place and that will be their primary focus but as we know our officers don't get paid enough and this is their home so what's the harm in taking a little bribe here or there if no one gets hurt and it keeps the peace?!? Players in this slot should try to help the good guy most of the time but have the option to get dirty if swayed with a good enough deal.

Crackheads: Drugs, Drugs, Drugs! The Crackhead faction has one mission and that's to find, steal, or earn money to buy drug props like sample bags, kilo's, and assist in activities being carried out by the factions if the deal is sweet enough the crackhead will work with anyone but tends to stay away from cops as much as possible but if they are caught by the cops tend to focus on self-preservation to stay out of trouble so may give up a bigger crime to get away with the small stuff. This is a heavy Role play faction and will not be in a lot of direct conflicts due to the weapon restrictions on this slot.

(Difficulty level: Easy)

CARTEL FACTION: The Drug Cartels are ruthless and mixed into many different illegal activities such as Drugs, Guns, and anything that makes easy money. They have built a billion-dollar empire on that foundation and will risk it all to protect it. As a cartel member you will not be above any underhanded way to make a buck and will have to use the civilians and others that you can manage to pay off or force to assist you in the production and distribution of your products to ensure your activities go unseen by law enforcement or others that may want to cut in on your business.

(Difficulty level: NORMAL)

(This faction has a hard job in the game but has a ton of options to quietly get their mission completed and will receive a lot of assistance from players to complete missions and faction objectives)

DEA FACTION: The Drug Enforcement Agency is a well-oiled drug busting machine, and this faction is no different! This faction will allow you to rid the town of snowfall from the choke hold drugs, gangs, and crime has on it but to do this you must work with Local police, civilians, and even informants to find out where the stuff is being done. Planning, Teamwork, & Communication will be vital to success in your faction missions. Will you accept the challenge to win the hearts and minds of the town of snowfall and rid the streets of illegal drugs once and for all!

(Difficulty level: HARD)

(This faction has the hardest job in the game and can be attacked by anyone at any time and will receive the least amount of assistance from players to complete missions)

FACTION OBJECTIVE:

- **DEA AGENTS –**
The DEA have moved agents into the area to gain more knowledge about the Cartels operation so they can put a stop to this key zone of distribution, which will require help from the locals, Informants, and other players to gain intel and follow leads to capture Key assets of the Cartel Operation, Bust Local Criminals, and yes even dirty cops.
- **CARTEL MEMBERS –**
The Cartel looks to move their drugs and guns into the area and distribute it to gain money for their organization to supply and continue growing the business. They will need to gather intel on the population to identify who are customers and who are Snitches, Informants, or DEA to avoid arrest, loss of product, loss of money, or death of members. Your main Objective is to Control the Market, Manufacture Products, distribute to local buyers, Traffic mass Shipments, & Secure Supply Routes all while preventing DEA From Capturing your supply or members.
- **CIVILIANS –**
Civilians are just trying to survive in their own way, and each comes with a different story and background that will really cause a ton of interesting moments and interactions that will add missions as well as add depth to the game experience. Civilians' objectives are self-serving and can have many different motivations both for Justice like the DEA or by illegal methods like the Cartel and everything in between. A civilian's main point is to add depth, an in-game economy, & Random Fun into the game. They also can earn points for both the good and bad side of the game.

Telling Players Apart:

This game is designed to cause a bit of confusion when trying to tell a players apart but you have a few methods of accomplishing this:

- identify players by (Badge)- DEA / (Bandana) – Cartel / (No Badge/Bandana) – Civilian
- Searching a player that is dead or that has been detained with probable cause of a crime.
- Investigating that player by surveillance, questioning, or other means of collecting intel.
- Successfully Interrogating that player and using 1 of your 3 questions to identify that players side or affiliation.

Items Required for Players:

- FOB Bag – should contain food, water, and supplies for the days Operations.
- Faction Uniform – make sure you meet the requirements of your faction’s uniform listed above.
- All Players must have a phone and/or camera for gathering evidence, intel, & proof pics of missions, quests, and frago’s.
- Flashlights, Radios, & Watches are highly recommended and required for all team members to receive intel for objectives, frago’s, and game updates in the event.
- Players are recommended to bring wet/cold weather gear and prepare accordingly.
(We are not expecting rain by saying this just trying to be prepared)
- Players may bring small game specific items as props to sell, trade, or roleplay with but must Not be Offensive, Dangerous, Toxic, or mimic the in-game props.
All props must be okayed by game staff before the event.

How to win:

This is a Point based game where the winner of the event is determined by who can complete the most objectives correctly.

- Work with or Investigate players to gain intel for your side.
- Maintain control of your resources as you collect more from enemies.
 - Complete quests, frago’s, and missions.
- Collect money and props by any means necessary to complete the mission.

Confirming Frago's & Mission Points:

- Report all evidence and completed missions to faction leaders via radio, discord or, in person via runner to activate the next step of the mission or objective.
- Keep a Phone Handy – You will need to take confirmation pictures of completed Missions and Frago's, as well as Drug Busts, Arrests, Shipment Collections/Drops.
 - and send reports to the proper JTC Discord Snowfall 3 faction channels.

Discord Link:

Player roleplay rules:

Players are to keep all role play as family friendly as possible and do their best to play a fun and lighthearted game for the enjoyment of all players at the event but due to the theme of the game there are bound to be some intense interactions between players just keep in mind, we are all playing a character for fun.

(If at any point you are uncomfortable use the safe word: **(Pineapples)**)

- When you hear **pineapples** from any player on the field stop Immediately.
- You are strongly encouraged to fully get into the role you have chosen to play and feel free to make your game your own.
 - Players are encouraged to play dead for the 3 min bleed out.
 - Do not touch another player in an aggressive manner or overly resist once captured.
 - A player can refuse to do anything during the game if they feel the need by using the safe word but return to fob if they do to report the problem to staff.
 - Treat everyone with respect.
 - KEEP IT FUN! Don't push it too far & keep a good attitude.
 - Do Not bring, make, or mimic the in-game props used at this event.
- Don't touch any personal, staff, or preset items on the field or in the casino at any time unless told by staff.

Capturing Players:

- **Players can be detained & captured for questioning, however the use of restraints ISNT ALLOWED.**
- **To detain or capture a player you must have 2 people with their hands on the player to escort them to the desired location.**
- **Once a player has been detained the 2 players must always have their hand on the captured player to maintain control of that player, Unless the player is being searched, interrogated, or is put in jail.**
- **If 1 of the 2 Capturing players takes their hand off of the detained player at any time the player can choose to attempt to escape.**
- **If a player is shot you can medic the player and detain them if this can be accomplished before the 3 min bleed out time is over.**
- **Detained players can give a little resistance to slow down the enemy but cannot cause a struggle or break lose under their own power they must be saved by fellow teammates or another player.**
- **Captured/Detained players cannot kill another player while they are being touched by both players.**
- **A player is only fully captured once they have been transported to the teams base or fob.**

Interrogating Players:

(Number must be written down by player to ensure what number was picked)

- **After fully capturing a player, you say “Interrogating” and have the player pick a number between 1-10.**
 - **Interrogations are allowed both on active bases & Faction FOB’s.**
- **You may only interrogate someone one time per capture before they must be released, jailed, or killed.**
- **When interrogating someone you have 3 Guesses to correctly get the Number picked by the player being questioned. If guessed correctly the player must answer 3 questions truthfully to their interrogator before being released/killed.**
 - **A Player cannot kill anyone while being interrogated.**
- **Players cannot fire at all if being questioned at a FOB until they have returned to their faction FOB.**

Searching Other Players:

(PERSONAL ITEMS CANNOT BE TAKEN)

- Only Event items can be collected when searching a player such as (Money Packs, loose cash, Drugs, Intel, & Supply Cards).
- A player can only be searched when they are dead or wounded and must be searched within the 3 min bleed out time.
- To start a search walk to the dead player or after capturing a player put a hand on them and say “searching”:
 - The Player being searched must then pick a number between 1-10 and write/type it down.
(Number must be written down by player to ensure what number was picked)
 - The searching player has 3x chances to guess the number.
 - If any of the guesses are correct, they must give you all items approved to be taken that they have on their person.
 - If the guesses are incorrect, the searched player gets to return to respawn with all their items.
 - A player can only be searched once they are wounded, in jail, or captured.
 - **EG Products and Personal items cannot be taken.**
- Do not physically search another players person, they should give up their items themselves.
- Not giving up items when you’re supposed to is in bad taste and cheating, this only makes the game less exciting please follow all rules.

DEA/local Police Probable Cause for Investigation

Stop & Frisk

Law enforcement agents are NOT required to have physical evidence of a crime to obtain a legal warrant for a direct raid mission but if the officer commits a bad bust, he will be punished and jailed for his crime.

However, there are a few things that allow officers to stop, search, or interrogate a player without committing a crime openly or without officers having evidence of a crime and those are:

- Players Openly displaying cartel identifiers i.e. bandanas.
- Openly carrying a weapon within the town of snowfall if you’re not an officer or approved carrier.

- The immediate area of any gun shots within town of snowfall within 50 yards from estimated gun shot.
 - 50 yards from any dead player in snowfall.
- Players can consent to a search or interrogation willingly by request of an officer but don't have to accept and cannot be jailed for saying no.

Arrested / Jailed Players:

(DEA & Approved Civilians ONLY)

(All Players can be arrested)

- You may only arrest and jail a player once you have proven guilt, to do this you must follow and confirm these steps:
 - Confirm player is committing a crime either by picture proof of the crime after the bust, successfully searching a player & finding some evidence, or witnessing a crime in progress.
 - Once Confirmed of a crime the player must be captured and escorted to the jail.
 - All Players arrested must stay in jail till released by game staff (15 Min.) or broken out of jail by your team or other players.
 - All players in jail have the option of also paying a bail of \$500(prop money) to get out immediately after being jailed but must be bailed out by another player.
- When put in jail you will keep your weapons but cannot use them to break out, kill players, or assist in your rescue till your teammate touches you and you have left the jail cell and respawned at your FOB.

(PLAYERS CAN'T BE JAILED FOR BEING BROKE OUT OF JAIL BUT CAN BE JAILED FOR BREAKING SOMEONE OUT)
- The probable cause does NOT work for player businesses within the games economy and must have hard evidence for a warrant to raid that business.

Blood Pit/Casino

- Casino Dealer(s) are Non-combatants and are not to be shot unless they shoot at you first.
- Casino is run and controlled by game staff & the Casino Boss to ensure its continued operation Throughout the event.
 - No Media is not allowed inside the casino.
 - All Weapons must be disengaged and cleared to enter the casino.
- Casino owners will be looking for partners to work with in game and will be a very valuable asset to any group in business with the casino.

- Alliances with the casino are subject to change at any time.
- All Bets at the casino must follow the listed rules and bet limit for that game.
- No Real Cash is to be used in the game, just the Prop money provided by the event.
- All Lose cash reserves held in the casino are not able to be raided or stolen, they are used for payouts to winning bets.
 - All Game Props besides lose cash can be raided or stolen from in the casino.
- Players can attack the Casino to clear out a controlling force if they see fit but will cause a direct reaction from the casino boss if not approved by them first.

(Causing the casino to stop making money may cause more issues than its worth)
- The Casino and blood pit is the big moneymaker for the town so will be protected to ensure players continue to spend money.
- The Casino pays out a % of the lose cash profits made to the owner (The Casino Boss) and the Current group that is a partner of the casino.
- The Casino Boss can and will choose how to spend his earning for things like Protection, Hits, Drug Distribution, Paying off authorities, and any other business he may have.
- Battle Pits betting will be held at the pool and the profits are controlled by the casino and its owners to be distributed to winners and the Pit master at the time.
- Players are allowed and encouraged to not only bet at the Battle Pit but throw their hat in the ring and fight with the foam weapons for others to bet on.
 - Please follow all the pit masters rules for the fights and bets at all times.

Game PROP's

- Props can't be stolen from FOB's.
- All Props must be turned in or reported to your faction leader to check in before the next step can be activated.
 - Props can't be turned into the FOB's for points until the mission is fully complete and approved by your faction leaders and then have to survive another 30min in play before they can be checked in and counted for points.

Weapon Shipment:

- (Do Not take the guns out of the Case)
- Weapons shipments – will be mission objectives that earn points by completing the process to either capture and turn in as evidence or transport and sell them for money packs.

Money:

There are 2 types of money in this event. the props and loose bills.

Prop Money Packs - will be packaged together and cannot be separated. They will be in clear packaging and may be inside other containers during the game.

- Props will be used for Special tasks, Frago's, & Missions
 - **DO NOT PULL APART THE PROP MONEY**

Loose Bills – is the flowing currency between all players via the in-game market for info, product sales, trading, Payment for jobs, etc....

Cartel, DEA, & Civilians all need to make money, and, in this world, you must spend money to make money.

Drug Lab:

Drug labs are the only way to produce Kilo's and are key to the drug trade.

To use or capture a lab you must have both complete parts of the lab consisting of:

1. 1x fold out table.

2. 1x cook supply bag. (Keep all pieces together)

-To Activate a Lab, it must be fully set up by putting up the table and setting all the pieces of the cook supply bag out on the table before.

(Lab makes 1-4 kilo's every hour it is active)

-To Capture or Transfer a Lab, it must all be broken down and packed up properly before it can be moved.

Drugs:

(Handel all Props with care they can pop)

(DO NOT EAT OR INJECT ANY OF THE PROPS)

There are 2 types of drugs in this event. the props and sample bags.

Prop Kilo's - will be packaged together and cannot be separated. They will be in clear packaging and may be inside other containers during the game.

Props will be used for Special tasks, Frago's, & Missions

Sample Bags – will be sold by players on the field and can be used for bribes, intel, evidence, etc.

Field Supply card:

Field supply cards are envelopes that earn you Prize items that can be found on the field they will be clearly identified as: (An envelope with "Supply card" written on the front)

- Field supply cards can be stolen in a search so use caution once you have found one.

- If you are searched, you must give up the supply card.
- Supply cards can be found on the field & on Key Role Players.
- Supply cards only spawn at set times during the day via game staff.
- Supply card prizes could be smoke/frag Grenades, Snacks/drinks, or bb's.
(Once you have found a supply card you follow these steps to claim prize)
 1. Secure the package till the time listed on each supply card.
 2. Proceed to the mayor's office to collect prizes.

JTC Tactical Facility Rules

- *All people moving throughout the field need to have a waiver on file and approved eye protection on.*

(Including observers, photographers, and any additional non-player personnel.)

- *This is a no conflict field!! There will be no bullying, rough housing, foul language, or physical/mental intimidation at any time.*
- *Fighting, Stealing, and Toxic behavior will not be tolerated PERIOD!*
- *We fully support the 2nd Amendment, but we will not allow any real firearms to be out of your locked vehicle while at the facility.*

(If you are seen with a real firearm out of your vehicle on the property you will not be allowed back.)

(Replicas look real!!!!)

- *All players must wear full sealing ANSI Z87.1 rated goggles, glasses, or paintball mask. Eye protection must always be worn while on the field.*
- *NO Mesh goggles.*
- *Players will be allowed to use only airsoft specific guns.*
- *ONLY USE BIODEGRADABLE BBs!*
- *NO RED, YELLOW, ORANGE CLOTHING CAN BE WORE ON THE FIELD THESE ARE RESERVED FOR FEILD STAFF.*
- *All participants are encouraged to have hard sole and ankle protection footwear I.E. Boots, hiking shoes, high-top work shoes etc...*

- *All participants must be 12 years of age or older.*
- *All Players under 16 years old must have a parent or guardian playing with them.*
- **ANY PLAYER UNDER 18 MUST HAVE A PARENT OR GUARDIAN SIGN THEM IN.**
- *Lower Face protection are Required for all participants Under the age of 18.*
- *While in the staging area/safe zone Pistols must be holstered and all other weapons must be on safe, have the magazine removed, & the chamber cleared.*
- *While in the staging/safe area you may dry fire your weapon to ensure it is working properly.*
- *There is to be no live fire anywhere within the staging area other than the chrono graph station / Shooting Range.*
- *There will be no use of Drugs or Alcohol while playing at our facility.*
- *Field modification is prohibited unless approved by Field Staff.*
- **DON'T PUNCH HOLES IN WALLS OR BREAK ANY GLASS FOR ANY REASON.**
- *Do not vandalize the property or you will be Arrested.*
- **If you have a problem with the decisions of staff for any reason, use the Chain of Command and bring the problem to the owner.**

Field Rules

- **Field boundaries will be marked with 3 different identifiers: 1) 4ft orange netting, 2) Solid orange flagging.**
(1 & 2) All of them mark a field boundary.

(1 & 2) These are No-Go, Mags out/Safety ON, No Fire, High Caution zones. These show the edge of the play area and/or the property line which are no-go zones or mark the field edge going into the safe zone.
- **Do not Cross any fences or No-Go boundary markers. (Orange netting or solid orange flagging) This is for the safety of you and others!**
- **ANYWHERE WITH ORANGE NETTING, CAUTION TAPE, OR ORANGE SPRAY PAINT IS MARKED FOR YOUR SAFETY. STAY OUT! BE SMART!**

- SPAWN POINTS ARE NOT ATTACKABLE, DO NOT SHOOT INTO OR OUT OF THE SPAWN POINT.
- DO NOT BARRICADE DOORS, LOCK DOORS, HOLD DOORS CLOSED, OR KICK DOORS OPEN.
- Do not crawl under or over any barricades, buildings, or decking on the field.
- *No shooting through murder holes less than 6” inches in diameter or gaps less than 6” inches long.*
- *No Blind Fire!*

(Players must be aiming down the sites and have clear line of site to fire replica)

- DON'T OVERSHOOT PLAYERS OR INTENTIONALLY AIM FOR FACE/HEAD SHOTS. BE NICE!!
- *Sportsmanship is expected! Please call YOUR OWN hits! DO NOT BOTHER TO CALL ANOTHER PLAYER HIT – MIND YOUR OWN HITS!*
- *Not calling your hits is cheating, and will not be tolerated, period.*
- *If you suspect a player is not calling their hits, do not take matters into your own hands.*

(Please bring this to the attention of field staff.)

Medic Rules:

(You Can Only Remove Bandages At your FOB)

- ALL Players have a 3 min bleed out.
- All players are encouraged to play dead during their 3 min bleed out timer.
- when you are hit you must sit wear you were hit unless it is in an unsafe spot and in that case, you will move to the closest safe location that does not improve your chances of being healed.
- When hit call “HIT” pull your dead rag and sit there till you are revived by a medic or till the 3 min has run out. After the 3 min you can walk back to your fob to respawn or continue waiting if you think your team will be able to get to you soon.
- All Players will need at least 2 tourniquets or cloth ace wrap bandages.
- All players can medic other players, but you must properly wrap the bandage or apply the tourniquet to the wounded players’ arm. If they already have one put the second on the other arm.
- All players get 2 medics before they must walk back to the FOB to remove bandages and respawn.
- You can buddy carry a wounded guy to safety by putting his arm over your shoulders.

- Wounded players can't run or assist when being carried, dragged, or helped to slow movement.
 - *All players must have a large "Dead Rag" of RED material and/or a "Dead light".*
 - *Dead players do not talk!*
- (When hit yell "HIT", and put your dead rag over your head and wait your bleed out)*

Respawning / Reloading:

(You Can Only Remove Bandages At your FOB)

- **FOB's ARE NOT ATTACKABLE, DO NOT SHOOT OUT OF THE FOB, players must be outside the fob to engage targets.**
- **All loose BB's and other supplies must be left at FOB and can only be reloaded there.**
 - **Players may only respawn at their teams Respawn/Fob.**
 - **Players may not carry any loose bb's on them while fighting on the field.**
 - **Do not take props from the other teams FOB!**
- *Airsoft is about HONOR, failure to play in an honorable manner will result in possible ban from the field.*
- **When in Doubt Call it out! If you question if you are out call it.**
- **There is No Surrender rule at our field however it is good sportsmanship to offer this option to a player you have the drop on.**
- *Excessive rule violations will result in permanent BAN from the field, without refund.*

Weapon Restrictions

- **No Full Auto except by approved weapons.**
(Pistols, SMGs, & LMGs)
- **No Binary**
- **3 – 5 Round Burst Allowed with 50ft Engagement distance.**
(Cannot be Used inside of a building)
- *All weapons must be submitted for inspection to the safety officer at the chrono. Each player will be asked to fire a minimum of 3 rounds across the chronograph.*

(Note: that players may be asked to chronograph at any time during the day)

- HPA guns will be chrono graphed with 0.32g BBs and will be turn locked and can be Chrono graphed at any time even on the field.
- Full Auto Pistols & SMG's Airsoft weapons must be chrono graphed at or under 350 FPS / 1.1j with 0.20g BBs. 10ft Minimum Engagement Distance (MED) is required for such weapons.

(Full Auto Pistols & SMG's may use full-auto operation, but no more than 40 RPS)

- All Rifleman Class Airsoft weapons must be chrono graphed at or under 400 FPS / 1.5j with 0.20g BBs. 0ft Minimum Engagement Distance (MED) is required for such weapons.
- Designated Marksman Rifles (DMR) have a max 450 FPS / 1.8j limit with 0.20g BBs and has a 50ft Minimum Engagement Distance. DMRs cannot be used to engage targets within the same building. *(Examples of DMRs are: M16, M14, G3, SVD)*
- Squad Support Weapons (SSW) have a max of 450 FPS / 1.8j with 0.20g BBs and a 50ft Minimum Engagement Distance.
- SQUAD SUPPORT WEAPONS may use full-auto operation, but not more than 40 rounds per second. SSWs may use any number of High-Cap magazines that carry a maximum of 3000 rounds combined (1x 3000rd, or 2x 1500rd, etc.)
- SSW CANNOT be used to engage targets in or on the same building.

(SSW examples are: M249 SAW, M240, M60, PKM, RPK, etc.)

- Sniper Rifles have a max 550 FPS limit with 0.20g BBs and have a Minimum Engagement Distance of 100 feet. Snipers cannot be used to engage targets within the same building.

(Sniper Rifles may only be either bolt action or single action and incapable of semi or full auto)

Special Weapon rules

- Field Staff reserves the right to refuse use of special weapons at any time.

(Lights, Lasers, Tracers, Nods, DMRs, Snipers, SSWs, Launchers, & Riot Shields ETC...)

- All Special Weapons must be inspected by Field Staff before being allowed on the field.
- Shower shells M203 & 40MM Rounds are allowed for full field use.
- Master Key Rounds aren't allowed Indoors and must have a 50ft Minimum Engagement Distance.

- Launchers/Heavy Weapons - A player may only carry one Heavy Weapon and may carry up to 12 grenades/rockets for that weapon. Heavy Weapons have a Minimum Engagement Distance of 50 feet.
- Only FOAM/STAFF APPROVED projectiles can be used with Launchers on the AO.

(CHECK WITH STAFF BEFORE USING ANY Launcher SHELLS OR ROUNDS)

- If a foam Ball or Rocket hits the ground within 15ft of you and there is not Hard cover between you and the grenade/rocket you are out. Call hit and wait your bleed out.

(Hard Cover: Walls, Cars, Grill, Propane Tank, Oil Tanks, etc.)

(Not Hard Cover: Furniture, Tires, Barrels, Bushes, Your Buddy, etc.)

(Grenades are expensive!! Call Your Hits!!)

- Only Custom Riot Shields are allowed but only stop BB's.
(If a bb hits you anywhere on your person you are down)
- Any Grenade or Foam Rocket within the 15ft of a riot shield is a kill.
- KNIFE KILLS MUST BE DONE ON THE BACK AND WITH ONLY A RUBBER WEAPON AND MUST BE A SIMPLE TAP ON THE BACK.
- DO NOT DO ANY AGGRESSIVE MOTION WHILE PREFORMING A MELEE KILL.
- IF YOU ARE KILLIED WITH A KNIFE ITS SILENT SO DON'T YELL OR MAKE NOISE JUST QUIETLY WALK BACK TO RESPAWN.

Camping/Campfires:

- Players are welcome to camp at our facility.
 - Please police your camping spot for trash.
 - Respect everyone around you in the camp zone.
- Alcohol is allowed at your camp site & the pro shop during the player party for those 21+
 - No alcohol on the field at anytime
 - Campfires are allowed based on fire danger.
 - Fires cannot be left unattended.
- Players must use some type of fire containment (i.e., rocks, fire ring, and hole & dirt ring)

Blind Man

- In the event of a player losing their goggles every player within the vicinity must call “blindman”.
- Upon hearing “blindman”, each player is to cease play, safe their weapon, and repeat calling “blindman”. Do not move, do not fire.
- Play shall resume once event staff have cleared the situation and all players are safe to continue.
- In the event of a player losing their goggles, the player must cover their face and keep their head down until another player or staff can assist them in recovering their eye protection.
- Do not move till field staff has given all clear!

Real World

- THIS IS ANY REAL-WORLD INJURY, FIRE, OR EMERGENCY SITUATION.
- Upon hearing “REAL-WORLD”, each player is to cease play, safe their weapon, and repeat calling “REAL-WORLD”. Do not move, do not fire.
- Play shall resume once event staff have cleared the situation and all players are safe to continue.
- Do not move till field staff has given all clear!