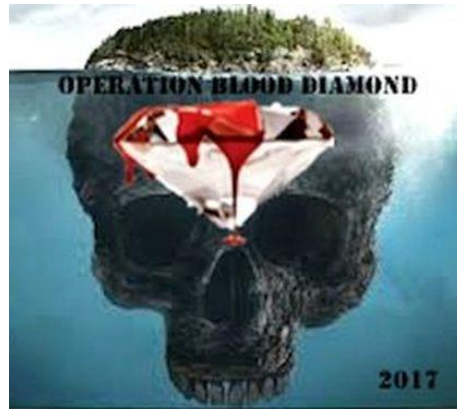


Tactical Airsoft's Operation Blood Diamond



Sunday, April 30th

Rain Date Sun May 7th

POSTED as of 5/15/17

Registration

1. Pre-registration STRONGLY Recommended – call 860-731-5700
2. Geer-Up at your car. Bring out everything you need for the day and proceed to Registration. Bring ONLY what you need to take to the CP.
3. Complete Registration, Chrono, and proceed to PCI area (Pre Combat Inspection)
4. Must attend PCI prior to insertion
5. After the PCI, Walk to CP (Command Post) with your gear

Time Table

6:00 am	Parking Lot OPENS
7:00 – 11:00	Registration is OPEN
8:00 – 9:00	1 st PCI Briefing
9:00 – 9:30	1 st Insertion to CP's – Games Begin
10:00 – 11:00	2 nd PCI Briefing
11:00-11:30	2 nd Insertion to CP's
12:00	LUNCH rotation begins at your PC
6:00 – 7:00	Gaming ends – return gear to cars
7:00	Raffle + Closing at PCI area

GEAR REQUIRED TO BRING

Camo (both colors if not pre-registered) Boots, gloves, dead rag, spare eye protection, personal medical kit (inhalers, EpiPen's, if needed)
Hydration Pack (or bottled water), protein/power bars
Radios with spare batteries, ammo, green gas, extra charged batteries, Tool Kits for rifle, watch, cell phone, Spare rifle, Bug Spray, small plastic bag for your trash.

Available Items for SALE and RENT

SALE: Tactical Airsoft will have dead rags, ammo, green gas, HPA refills, batteries, gloves, M-4 mags, smoke grenades, CO-2, goggles, lower mesh, shemaghs, HPA lines, Dump Pouches
RENT: Rifles, Masks

RULES

Field Rules:

1. 400 fps w/ .25
2. DMR's with Full Stock only – 500 fps w/ .25
3. LMG & HMG – 30 foot engagement
4. Side Arms are discouraged
5. DO NOT SHOOT REFS
6. Snipers permitted 500fps with 100 foot engagement
7. Eye protection on field AT ALL TIMES (under 18 requires Full Face Mask)
8. Must have hydration / water on you AT ALL TIMES
9. Do not shoot any wildlife
10. No physical contact of any kind (person, gun, or equipment)
11. No limit to number of Mags
12. No RIOT Shields
13. Must maintain Squad integrity – cannot move without full squad – The squad fights and dies together at all times and in ALL conditions (except true medical emergency)
14. Squad CANNOT leave wounded player – Squad must remain intact
15. No Safety's
16. Cannot leave Field once game has begun – unless entire squad leaves together
17. Do not cross Restricted areas – signs and cones mark areas
18. Do not shoot into other Teams' CP – signs and cones mark areas
19. HITS Count – to Body, Gear, and Friendly Fire (not weapons)
20. Verbally Call your "HIT HIT HIT" –
 - a. Take a knee – put Dead Rag on head
 - b. Call Medic only
 - c. Say Medic Yes or Medic NO
21. You alone are responsible to bring out any trash you bring in
22. In an EMERGENCY, keep calling out CEASE FIRE, Help the victim, send someone for a Ref, radio CP or Ref. Players should return to their Respawn

23. No real weapons, knives, guns, or ammo allowed
24. YOU MUST carry out ALL trash and dispose of at CP (water bottles, power bar wrappers etc)
25. Redcon required of full squad to CP to use Porta-Johns (#1 outdoors and #2 Porta-Johns ONLY)

Game Rules:

1. UNDER 16 years of age – an adult player must sponsor child
 - a. A Special Waiver must be submitted - signed by Sponsor, Child, and Child's parent/guardian
 - b. Child Must stay with Sponsor during Field Play throughout the day
2. Lunch will begin at 12:00 noon – CO will rotate squads back to CP
3. Each Team has 1 CO and 1 XO – who will divide players into Squads of 12 players
4. All CO's, XO's, and Squad Leaders should have Radio Communication
5. CO's cannot be captured but can be shot
 - CO's SHOT – takes a knee for 2 minutes
 - XO's can be captured and shot
 - XO's SHOT – subject to Medic rules
6. Bonus Points and FRAGO's throughout the day
7. Ref's discretion for assessing penalty points
8. CO's and XO's can communicate via radio with the Refs regarding Penalties
9. Grenadiers can carry rifle – runs grenade launcher, missile launcher, rockets
10. Thunder-V's are for NOISE distraction only – they do not kill players
11. Use of cold smoke and "pea" grenades permitted
12. Use of Enolagays will be decided on the day of play
13. Technical Vehicles can ONLY be taken out by foam rockets – cannot fire rifles at driver or vehicle – The objective is to ONLY take out the vehicle
14. Technical vehicle captured by a Team – designates team flag and plays on their side until captured by opposite team.

Medic Rules:

1. 2 Medics per Squad (for 12-man Squad)
2. 12 Medic Bands per Squad
 - a. 6 Bands to each medic
 - b. can be shared with only with your other Squad Medic
 - c. XO can be Banded by any Medic
 - d. If both Squad Medics HIT another Squad Medic can Band him
3. Verbally Call your "HIT HIT HIT" – THEN.....
 - a. Take a knee – put Dead Rag on head
 - b. Call Medic only
 - c. Say Medic Yes or Medic NO
 - d. No communicating in ANY WAY with Squad
 - e. Cannot pass equipment or game items to Live Players
 - f. Can be dragged by a LIVE player
 - g. HIT player can move in a neutral direction to avoid line of fire
 - h. HIT player can drink Water and reload own mags while bleeding out

- i. Bleed Out time is 10 minutes
4. Medic has good Bands on RIGHT arm (unused).
5. Medic places Band on HIT player's LEFT arm to revive him. – Band stays on Player until Redcon.
6. When all Bands gone, the Squad is OUT of PLAY and returns to the CP
7. HIT PLAYER who reaches the 10 minute without being Banded by a Medic is DEAD / GHOST
 - a. Dead / Ghost Player must leave Dead Rag on head or Chemlite on and follow Squad around - No communicating in ANY WAY with Squad – No Speaking, No Pointing, etc.
 - b. Ghost players must remain silent within 75' of their squad (moving only to maintain a line of sight with their squad.)
 - c. Cannot carry any game item or pass equipment or pass game items to Live Players – No carrying items, no reloading mags, etc. BUT they can be stripped by team players of equipment except for safety gear.
 - d. Ghost players will return to life ONLY when the entire squad REDCONs.
 - e. REDCON – Readiness Condition Withdrawal – Once the squad reaches a deficiency in their readiness condition (low on ammo, low on bandages, low on effective weapons, low on live players, low on water/food/energy or otherwise unable to continue their task) – they retreat as a group. The decision to REDCON withdrawal is a judgement call by command and each circumstance may be different. Once the call is made to REDCON, the entire squad enters GHOST status and heads back to the CP.
 1. Any game items must be immediately dropped
 2. ALL squad members must red rag or chemlite and remain with their squad as they return to CP
 3. At CP, ALL bandages are returned to the Medic
 4. Command will assign them a new mission
8. If Medic HIT the other Medic can take a Band off his RIGHT arm to revive him.
9. If Medic is Dead / Ghost his remaining RIGHT Bands cannot be removed
10. Medic can only be treated by any other Medic from any Squad
11. Shoot ANY GHOST Player who talks or signals to live players