

# The Swamp Paintball Park

## Swamp Scenario Rules of Play (SSRP)

Due to the **COMPLEXITY** of Big Game and Scenario Events, **ALL PLAYERS** should familiarize themselves with the entire contents of this rule set, as well as the field map. You (each player) will be required to sign a form stating you have **READ** and **UNDERSTAND** the Swamp Scenario Rules of Play.

Keep your eyes open because not everything you see, notice, and observe will appear to be what it actually is. This event also involves role-playing – immersing yourself in your character and playing the event – those who do usually get the most out of these events ... **HAVE FUN.**

### SAFETY

#### **Facemask/Goggle System**

- Unaltered, ASTM approved, full face shield and ear protection is required on all goggle systems
- Wear a facemask/goggle system that covers the eyes, face, and ears at all times when on the playing fields (Playing fields are defined as in the woods, Chronograph Area, or inside the netted areas)
- Wear a facemask/goggle system that covers the eyes, face, and ears when observing play while standing directly at the netting (within 5 feet) or when on the observation tower
- Tighten goggle straps to prevent goggle system from moving or being accidentally removed from face
- Position and clean goggles to insure the field of vision is clear
- Worn incorrectly, severe eye/face damage can occur, including blindness
- **NEVER** remove the facemask/goggle system for any reason – fogging, foreign object, insect, vomit – while on the field
- No **yellow or orange** facemask/goggles allowed for players. These are reserved for field staff and referees only

#### **Paintball Markers**

- Place a barrel blocking device (BBD) over the end of the barrel at all times the Paintball Marker is off the field of play (Staging Area, Air Shack, Parking Lot, Pro-Shack)
- Barrel Plugs are **NOT** allowed at The Swamp
- Engage the Safety Switch (if equipped) or Turn Off the Paintball Marker when off the field of play
- All Paintball Markers must have functional trigger guards
- All markers must chronograph at 285 feet per second (FPS) or less before daytime play, and 250 FPS or less before nighttime play.
- If a Paintball Marker's velocity can be adjusted without tools, it must have a functioning velocity, or tournament, lock

- Keep finger(s) off the trigger unless actually intending to fire the Paintball Marker during game play
- NEVER FIRE a Paintball Marker (including dry firing) in the Staging Area, Pro-Shop, Parking Lot, Air Shack, or anywhere off the field of play or Chronograph Area
- NEVER LOOK down the barrel while attached to the Paintball Marker. If you *must* look in a barrel for obstruction, remove it from the Paintball Marker first
- Blind firing is not allowed. You must be able to see what you are shooting. Do not stick the Paintball Marker over or around a bunker, or through a crack in a structure, and fire blindly
- Picking up paintballs from the ground and placing them in the Paintball Marker could result in jamming, malfunctioning, or damage to the Paintball Marker
- Semi-Automatic firing modes only are allowed. Ramping, shooting full-automatic, or 3-round or 5-round bursts is prohibited. One shot per trigger pull (EXCEPTION: Response Triggers are allowed)

## Sportsmanship

- Play in a friendly and sportsmanlike manner at all times
- Physical contact, swearing, or other aggressive behaviors are prohibited
- Intentionally firing upon spectators, referees, wildlife, neutral or eliminated players is prohibited
- Consumption of alcohol or illicit drugs prior to or during a game or on the premises is grounds for expulsion from The Swamp without refund
- Follow the rules for individual games, as outlined by the Head Referee during the game briefing
- Never intentionally shoot at another player's head, face, or neck
- Never intentionally overshoot another player. It only takes one ball break to be out. Do not continue to shoot at someone who is marked out
- No Cheating, Wiping, or Playing On. If you are marked, call yourself out and leave the field

## General

- The Swamp Paintball Park is a venue comprised of woodland areas. There are many hazards associated with the terrain and the woods. Always be aware of where you walk, run, crouch, lay, or crawl.
- Environmental hazards may include wildlife, ticks, chiggers, snakes (both poisonous and nonpoisonous), and others
- Avoid hazards on the field. Watch where you are running and be mindful of obstacles or other players
- Carrying potentially dangerous items (knives, trip wires, firearms, explosives, incendiaries, hot-burning smoke) onto the field of play is grounds for expulsion from The Swamp without refund
- Climbing of trees or other structures, unless the structure has stairs, is prohibited
- Running into, jumping on, jumping over, or leaning excessively hard on the bunkers is prohibited

- Carrying of marker tools, or teching a marker, on the field is prohibited
- Shooting an eliminated player intentionally will result in your elimination as well
- Rule Violations follow a Three Strikes Rule. First Offense – Warning. Second Offense – Warning. Third Offense – Done playing for the Day
- Decisions of the Referees are final. If there is any concern, address it with the Head Referee
- At a minimum, players shall wear pants, shirts, and shoes in addition to any other safety equipment listed
- Command Posts are Goggles Off areas. **NEVER** bring a Paintball Marker into or point a Paintball Marker into a Command Post.

## **CAMPING**

Please contact the Swamp Paintball Park for details regarding their campsite availability and rules.

**NO ALCOHOL OR DRUGS ALLOWED AT ANY TIME DURING THE GAME! NO ALCOHOL IN THE POSSESSION OF OR CONSUMED BY MINORS AT ANY TIME!**

## **ANIMALS/PETS**

If you bring an animal/pet to the event, it must remain on a lead / leash at all times. You are also required to pick up after your animal/pet and properly dispose of what you pick up. You are required to keep your pet well away from any other animal/pet at the event.

## **REGISTRATION**

Pre-registration is very important for the Event Producers to know how much paint and supplies to order. If you cannot pre-register, simply bring your field fee to the event and we will accommodate you. Once you arrive at the field, proceed to the registration area to sign in and pick up your player's pack and any paint you may wish to purchase.

## **Player Materials**

**Upon check-in at The Swamp Paintball Park, you will receive a Player's Pack with some, or all, of the following items in it:**

- Player Card: **EXTREMELY IMPORTANT!!!** The Player Card is your ticket to play in the event. Without it, you will not be allowed to enter the playing area. Keep it around your neck and visible at all times. If you lose it, you will have to purchase another one. You will be required to have this Player Card to enter the field of play. This is the Player Card on which the Referee at the chronograph will punch to show that your Paintball Marker(s) has been cleared for play.
- Remember it! Use a string or lanyard to wear the Player Card around your neck.
- Event Patch(s) showing the logo for the event you are playing.

- **OTHER STUFF:** Stickers, sponsors lists, promotional material, etc. have also been known to find their way into Player Packs.

## **EVENT PAINT**

**Event paint only!** We recommend that you purchase whatever paint you may need prior to the player briefing on the morning of game day. You do not have to pre-order paint. Paint sales will remain open during the entire event. Having off-field paint on the field of play is grounds for immediate expulsion (total ejection) from the event with absolutely **NO REFUND**. Our sponsors generously donate their time to promote this event and their money to the prize package for the markers and other prizes that are given away to the players during the course of this event. In return for this generous support, we use their product exclusively. We always recommend storing your paint in a cool, dry area away from direct sunlight!!!

## **CO<sub>2</sub> & HPA FILLS**

Both CO<sub>2</sub> and High Pressure Air (HPA) fills (3000 & 4500 psi) will be available during the entire course of play. It is recommended that you get your tanks visually inspected (exterior) and filled prior to the game starting so you can enjoy the entire event. Due to insurance regulations, no outside fill stations (CO<sub>2</sub> / HPA) will be allowed on event property. All constant air bottles must meet hydrostatic test (hydro test) requirements. No bottles will be filled that are out of date: Five (5) years on aluminum CO<sub>2</sub> or HPA bottles, that are not exempted, three (3) years on fiber-wrapped CO<sub>2</sub> or HPA bottles. All bottles **MUST** have all stickers (non-factory) removed from them to allow fill station operators to **INSPECT** the bottle for hidden damage. Bottles with stickers (non-factory) will not be filled. Bottles that Event Management deems damaged will not be filled, **PERIOD...NO EXCEPTIONS!** We will not endanger you or our players for the sake of filling a potentially dangerous bottle.

## **CHRONOGRAPHS AND MARKER SPEEDS**

Marker speeds are 285 FPS during daytime play and 250 FPS during nighttime play. All markers must be chronographed and your Player Card chrono-punched by an event Referee prior to entering the field of play at game-on, dinner break (nighttime speeds), and game-on Sunday. Referees with hand-held chronographs may spot check your marker on the field. Markers that are shooting over the limit are a serious safety hazard and will not be tolerated. Repeated chronograph offenses will result in ejection from the event without refund.

SRPLs, PACs, LAWs and Tanks have separate feet per second shot speed and chronographing rules. (See Sections: SRPLs, PACs, & LAWs and Tanks & Vehicles)

## **THE FIELD**

Defined by the field map, boundaries will be marked in field flagging tape during the event. Areas may be marked with cyalumes (glow sticks) at night to aid in field boundary recognition. Do not fire your marker out of bounds or off the field.

## **Respawn Zone (Netted Areas)**

This is a designated area (goggles on, barrel blocking devices on) where you can tag back in and become a live player. If you are marked and eliminated from play, place your barrel-blocking device on your marker and raise your marker upward to indicate you are eliminated. When you return to the designated respawn area, you may tag the objective (Command Post or other specified location) to become a live player once more. Remove your barrel-blocking device and proceed with normal play.

## **Insertion Points**

The Insertion Point is the area where you will enter the field of play. It will be located close to where you can be directed to your team's base of operations and Command Post. There is absolutely no entering the field from any area other than your Insertion Point. If you see someone entering the field from somewhere else, immediately inform a Referee.

There are two types of insertions: **HOT & COLD**. All insertions are Cold, unless otherwise instructed by a Referee at your Insertion Point.

- **COLD INSERTION:** You are required to go to your Base of Operations before removing your Barrel Blocking Device and becoming a live player.
- **HOT INSERTION:** A Referee will inform you that you will be entering a HOT area and to pull your BBD off before entering the field. You will be a live player as you step onto the field of play.

## **Field Referees**

All decisions of the field reffing staff pertaining to play are final. Under no circumstance is anyone permitted to **ARGUE** with a Field Referee. Doing so is grounds for expulsion from the event without refund. If you have a problem with a call by a Referee, remember: It is only a game! Take **ANY** grievance to the Head Referee or Game Producer.

## **ELIMINATIONS**

### **Eliminating Marks Defined**

- A "Hit" is any hit where the paintball breaks leaving a splat larger than a 25-cent piece, anywhere on the body, marker, or anything the player is carrying. Once eliminated, the player must cease firing, call "Hit" immediately and raise their hand or Paintball Marker.
- If a player signals their elimination (by either calling "Tag" or "Hit", raising their hand or Paintball Marker) then realize that the paintball "bounced", they are still eliminated as they have called themselves out.
- Leaving the field or walking out of bounds is the same as being eliminated. Once you step outside the area of play, you are eliminated. There is no going out of bounds then

coming back in. Any player leaving the field of play must wait until the next insertion window then re-insert into the game at the team insertion point.

- No player shall wipe, conceal or remove any paint without the Referee's permission or when being "healed" by a Medic player (The Medic is to wipe the paint off).
- A player not ceasing fire and calling hit when obviously tagged (Playing-On) will incur penalties and any resultant tagged opposition players can be returned to play at the Referee's discretion.
- At close range players should, if possible, ask an opponent to surrender, if the player decides to surrender they should call "Out" as if they were hit. (See Surrender Rule below)
- If a player is unsure if the paint on them is a result of splatter, or in a position where they cannot check, they should quickly check with a teammate or call for a "Paint Check" from a nearby Referee.
- During night play all **HITS / IMPACTS** count; there are no paint checks at night. Say "Hit", and indicate you are hit by putting your barrel-blocking device on your Paintball Marker and raising your Paintball Marker or hand over your head.

## Regeneration Format

- Eliminated players must return to their starting point, and clean any paint splats off before reentering the game.
- Recycling players should not reenter the game in a position that is in a direct line of fire.
- On field players should not fire upon entering players as they reenter the game.
- If a player reenters the game without leaving the field, they may use any forward respawn point or their Command Post
- If a player leaves the field of play for any reason, they **MUST** reenter the game at their Command Post.

## Surrender Rule

Surrender: It is an option. Under 20 feet in distance, all players *should offer* the surrender call. The receiving player also has the option to surrender or turn and attempt to shoot. Look at surrenders like a chess match: With checkmate, you never have to take the king in a game of chess. If you have out-maneuvered the other player, you should be in a position that no matter what, they are going to take the hit.

**NOTE: THERE IS NO ENFORCEMENT OF THE SURRENDER RULE IN THE CASTLE STRUCTURE, BUS, or RVs and OTHER VEHICLES.**

## Paint Check Rule

You can only call a Paint Check on yourself – you cannot call a Paint Check on another player. During a Paint Check, a Referee will examine the player and make the determination whether the player is eliminated or alive. All players should continue play during a Paint Check unless the Referee calls the player neutral. In a game of this magnitude – with the large numbers of players – it is virtually impossible to have a Referee at every conceivable location. Here, cooperation

between players is key. Ask your teammate to check you. Moreover, if you are hit, walk and do not talk or advise players. Walk, as you would want the other player to walk should you have marked them.

## **Barrel Tag Rule**

Barrel Tag is not an option. Once a player touches you with a barrel and says "barrel tag," you are eliminated and **MUST** take the walk. No point in pulling the trigger when you have a barrel pressed against your side. Do not **HIT** a player with your barrel! A gentle tap will do! An even better option to prevent accidental marker discharges is to gently touch the other player on the shoulder and announce "barrel tag" to inform them that they have been eliminated. This is the only condition in which physical contact between players is acceptable. Additionally, a barrel must be attached to a functioning marker – you cannot run around the field with just a barrel and tag players.

## **What to do When Eliminated**

You should immediately call out "**HIT!**" in a loud voice and continue to do so while putting on your BBD and raise your Paintball Marker or hand in the air. Leave the area by the safest direct route while continuing to call out your status as a dead player. If you are in an area that is taking heavy fire - such as a bunker with other players or in your base while it is under heavy assault - get your Paintball Marker up as high as possible and get out of the way fast! Do not talk, hand equipment or ammunition to your teammates and do not continue to participate in radio chatter about on-field events. You are **DEAD** and dead men can no longer help their team. If you are holding a mission card and you have teammates nearby who were on the same mission as you, you **MAY** hand the mission card to one of them so that they may complete the mission. Proceed to the **respawn zone** to reenter the game as a live player, or to the staging area to reload on fluids, ammo & air.

If you are carrying any game props, you are required to drop **all** game props carried where you are hit.

## **NIGHTTIME PLAY**

### **Nighttime Play Rules**

- Velocity is lowered to 250 fps. Verify the lowered nighttime chrono speed and lower your Paintball Marker velocity prior to going on the field. Make sure the Chrono Referee has given you the appropriate chrono punch on your Player Card.
- There are no paint checks at night. All hits count, even if the paintball does not break.
- There are no Mission Operation Specialists at night.
- No tanks, PUGs, APCs, or other vehicles at night.
- Paint Grenades do not work at night.

- No players are allowed to carry or use cyalumes (glowsticks). These are reserved for the reffing staff and field boundaries. Players caught with cyalumes will be asked to leave the event with no refunds. Infrared cyalumes are the only exception.

**NOTE: See Appendix C for additional information concerning Night Play and Evening Events.**

## **RADIO ESPIONAGE**

Radio espionage is allowed with the **STRICT** exception of the Referee's channel. Messages on the command channel are in code, so **LISTENING** is not a problem; it serves no purpose. Jamming of Referee channels is prohibited, resulting in ejection from the event without refund.

Monitoring of the Referee's channel is **STRICTLY** prohibited and will result in **IMMEDIATE** ejection from the event without refund.

## **PROHIBITED BEHAVIOR**

- No physical contact with other players is allowed, with the exception of barrel tags.
- No cursing or unsportsmanlike conduct is allowed.
- Cheating, although rare in these types of events, does and can happen. If you witness cheating on the field, keep your standards high! Do not ever stoop to a cheater's level. Keep in mind who you saw doing this and let them know you saw them. Peer pressure is a very powerful thing.

## **EQUIPMENT**

### **Allowed Equipment**

Canteens, flashlights, night scopes, infrared illuminators, thermal imagers, spot lights, Alice packs, leaf-o-flage, stocks, point sights, aim sights, squeegees, scopes, night vision equipment, CBs, radios - UHF or VHF, walkie-talkies, barrel rain covers, ghillie suits.

### **Recommended Equipment**

Extra pair of worn-in boots, extra socks, "energy" foods with complex carbohydrates, first-aid kit, marker tools, many non-alcoholic liquids: water, sports drinks, juices.

### **Prohibited Equipment**

Heavy clothing which is designed to promote bounces, shields of any kind, unbreakable trip wires, air horns, cyalumes, knives, ropes, whistles, hot-burning smoke, pyrotechnics, firearms, laser sights, crossbows, sling shots, BB guns. When in doubt, ask Event Management. Any device designed to raise or lower the velocity of a Paintball Marker (tools, adjustable barrels without locking caps) are prohibited on the field of play. **NO** predominantly **yellow or orange**

shirts, jerseys or masks allowed. These are reserved for field staff and Referees only. If in doubt, check with Event Management.

**Tip: When in doubt on what is allowed or prohibited, ask Event Management.**

## **Markers**

Only sixty-eight (.68) caliber markers meeting Event Management specifications are allowed on the field. Due to safety factors, and insurance regulations, Event reserves the right to disallow the use of any Paintball Marker or paintball launching system. All Paintball Markers must be fired through a radar chronograph. Maximum velocity is not to exceed 285 FPS daytime and 250 FPS nighttime limit. Any Paintball Marker that can be adjusted without tools need a velocity lock-down or "tourney-cap." Full-auto Paintball Markers (including zip and burst) are not allowed! Semi-automatic only! (Max Rate of Fire is 12.5 Balls per Second) Be responsible! Do not overshoot! All markers must be in **SEMI- AUTO** mode only!

## **Grenades**

Tippmann style, Atomic or Strange Ordinance style. One speck of paint from these types of grenades is an elimination. No grenades allowed at night.

## **SRPLs, PACs, & LAWs**

**The following rules apply to all Single Round Projectile Launchers (SRPLs), Personal Air Cannons (PACs), and Light Anti-tank Weapons (LAWs).**

- All SRPLs, PACs and LAWs must chronograph under a speed of 230 FPS (all the time) during day and night play.
- Each and every personal SRPL, PAC, and LAW must be shown to the Game Producer, Head Referee, or Designated Demo Referee prior to play and be approved.
- Each and every SRPL, PAC, and LAW must be chronographed with either the Game Producer, Head Referee, or Designated Demo Referee present before it can or will be allowed on the field of play.
- All SRPLs, PACs, and LAWS must have a system or device for plugging the barrel to stop accidental discharges while in any safe area (a Barrel Blocking Device, BBD).
- All SRPLs, PACs, and LAWs must use 2" Nerf rounds - NO paint can be used in these units, unless provided or approved by Game Producer or Head Referee **only!**
- SRPL/PAC/LAW wielding players can insert with up to five (5) rockets at a time. Other players may not carry rockets for the SRPL/PAC/LAW player. (Rocket limits may be changed at Game Producer's discretion)
- **NOTE: See Appendix A for Standards, Safety, and Inspection Guidelines for SRPLs, PACs, LAWs, and Mortars**
- **NOTE: See Appendix B for Demolitions Procedures**

## Mortars

Mortars can be used in scenario games. Each Mortar must be pre-approved by the Game Producer, Head Referee, or Designated Demo Referee before it will be allowed on the field. Mortars must always fire at a minimum 45 degree arc or greater. Mortars cannot be **DIRECT FIRED** at ground personnel. Mortars may fire the 2" Nerf rounds. Mortars may fire loose paintballs.

Mortars may **NOT** fire paint grenades, **OR** impact rounds!

## Tanks & Vehicles

To use Paintball Armored Vehicles (PAVs), Tanks, Armored Personnel Carriers (APCs), scout cars, modified golf carts, et al., contact The Swamp Paintball Park and Event Management, or Game Producer, on insurance regulations, and approval, a minimum of three (3) weeks prior to the event.

All vehicles must meet the following conditions:

- Max Speed: Limited to 5 mph or a fast walking speed, whichever is slower. **NO EXCEPTIONS**
- Fully functional brakes. **NO EXCEPTIONS**
- ASTM approved paintball face shield/goggle system is MANDATORY, and must be worn at all times by all players inside the vehicle. **NO EXCEPTIONS**
- Dead /Eliminated Indicator: Much like the old fiberglass antenna or fiberglass bicycle pole that can be flagged and positioned either up or down, alerting all players to the vehicle's status. Pole in up position indicates vehicle is eliminated; in down position indicates vehicle is in play.
- Team Indicator: The vehicle must be readily identifiable as to which side or team it is on. Tape the two opposite corners of the tank with 24 inches of team armband tape so that at least 12 inches of tape can be seen from all sides or an appropriately colored flag.
- Rate of Fire: Limited to 12.5 BPS. Semi-Auto ONLY. **NO EXCEPTIONS**
- Vehicle Contained, Static Mounted or Personal Paintball Markers' Chrono Speed: 260 day. Chrono speeds are lowered slightly because these vehicles close distances quickly (it is hard for a person inside a vehicle to hear a person outside yelling, "HIT"). When hit/eliminated by a vehicle/tank, raise your MARKER or HAND above your head immediately!!!
- Tank/Vehicle Main Gun: 230 FPS max velocity.
- Viewable area of 360 degrees: Means the occupants must be able to see all around the vehicle with no blind spots.
- Vehicles can also: Transport players and props, or destroy structures and bunkers.
- Even if a vehicle/tank meets all of the above conditions, it may only be used with three (3) weeks prior approval, as well as immediate pre-game approval of the Game Producer and Head Referee. After approval, the vehicle will be required to be escorted by a full-time referee, judge, or a non-player tank support person. You will be required to bring your own tank support person.

## Ways to Eliminate Vehicles

**These may vary, depending on the theme of the game/event:**

- SRPLs, PACs & LAWs: One impact from a Nerf Round eliminates the vehicle. Some scenario producers still utilize multiple paintball rounds fired from LAWs. With these types of rounds, the three (3) break rule is in effect to eliminate the vehicle. Three (3) rounds must break (cumulative shots included).
- Satchel charge – Dependent on scenario producer's specifications.
- Paint Grenade – A distinctive paint splatter will disable the vehicle's *movement only* for five (5) minutes. Be advised that paintball markers inside the vehicle are still fully operational (live), as well as the main gun.
- Mines: Generally, a marked aluminum pie plate. These are distributed by Game Producer only.

Once a PAV, Tank, APC, etc. has been eliminated, it must proceed to the respawn zone or insertion area and wait for the next insertion window before re-entering the field. The same insertion rules that apply to players may also apply to vehicles and will be announced at the pre-game meeting/briefing. Motorized Vehicles may have a separate Insertion Point from players.

**IMPORTANT NOTE TO PLAYERS:** There is a safety perimeter of **twenty (20) FEET** around all motorized vehicles (moving, stationary, live, or dead). If a motorized vehicle, or a live player, intentionally comes within twenty (20) feet of each other, the aggressor(s) will be eliminated. Furthermore, motorized vehicles and/or players who intentionally violate this twenty (20) foot safety perimeter are subject to ejection from the event without refund. This is a serious safety issue. Motorized vehicles may **not** encroach within twenty (20) feet of a live player behind a bunker (i.e. – do not chase players around - or from - their cover). Players may not **hide** and use this rule to eliminate a motorized vehicle.

**WARNING: There is no reason for any player – live or dead – to be within 20 feet of a motorized vehicle!**

## PUGs and Walking Tanks

All applicable rules within the "Tank & Vehicles" section of the SSRP carry over to non-motorized PUGs and "walking" tanks, as well as:

- They must look like tanks.
- They must have a main gun (as described above).
- They are to serve as tanks (as described above), not ambulances, not mobile bunkers.

**Players may NOT approach ANY tank, PUG, or Walking Tank, insert a Paintball Marker barrel into an opening and shoot the occupants. You will be ejected from the field without refund!!!**

All Motorized Vehicles, PUGs, and Walking Tanks are the personal property of the owner. Players may not touch, take, disable and or in way intentionally damage or destroy the

Motorized Vehicle, PUG, or Walking Tank or its contents. If you do, you will be ejected from the event without refund, the field, and subject to reporting to local law enforcement.

## **Ghillie Suits**

**ALL** ghillie suits must be inspected and approved by the Game Producer or Head Referee prior to entering the field of play. If you are wearing a ghillie suit, **ALL direct hits/impacts count** during day and night play. No paint checks! One direct impact = you are eliminated. The paintball does **NOT** need to break.

## **Breakable Trip Wire Device (BTWD) Rules**

Breakable Trip Wire Devices are all trip wire devices with offensive capabilities: i.e. the ability to eliminate players. BTWDs include paintball landmines.

- All BTWDs must use breakable string. Under no circumstances can the string be of sufficient strength to trip a player while walking or running (cotton sewing thread is best).
- BTWDs using explosives of any type are strictly **PROHIBITED**.
- All BTWDs that are not perimeter warning devices (**PWDs**) can be air, CO<sub>2</sub>, or spring powered.
- Each and every BTWD must be shown to, and approved by the Game Producer and Head Referee prior to play and be approved.

## **Perimeter Warning Devices (PWD) Rules**

Perimeter Warning Devices are all autonomous devices intended to notify you of interlopers into your area of operations. PWDs have **NO** offensive capabilities, i.e. the ability to eliminate players. Typically, a PWD is sound or light resultant - after tripping the device it sounds an alarm, emits light, or a combination of both. Motion sensors **ARE** allowed.

- All PWDs must use breakable string. Under no circumstances can the string be of sufficient strength to trip a player while walking or running (cotton sewing thread is best).
- PWDs using explosives of any type are strictly **PROHIBITED**.
- All PWDs must be shown to, and approved by the Game Producer and Head Referee prior to play.

# **GAME PLAY**

## **Teams**

The teams will be split from the number of registered players according to skill level, equipment, firepower, experience and ability. All game planning and scoring will be done by the Game Producer. Teamwork is an important factor in these events. Planning strategies will be carried

out by Commanders with the respective squad leaders. It is important to note that you should concern yourself with how to defend as well as how to attack an area. Objectives and missions will be assigned by the Game Producer and relayed via coded radio messages to the Commanders of each team. Objectives will be assigned and unit size will also be assigned. Field Referee staff will make the determinations of control of an area or completion of a mission.

## Team Objectives

- Maintain your base of operations: Protect and defend it at all times.
- Complete assigned missions and hold the objectives.
- Take action to harass and interdict the opposing team's objectives and missions.
- Score as many points as possible in the allotted time frame.
- Keep your Commander alive.
- Above all, have as much fun as possible and experience the friendship, camaraderie and good will that these types of events inspire among the players of your caliber.

## Switching Sides

Switching sides must be cleared through the Game Producer. If approved, anyone switching sides must give up their current Player Card and player streamer tape. Under no circumstances can this (Player Card or player streamer tape) be passed off to another player.

## Verbal Misrepresentation of Sides

Is allowed. You are **NOT** required to tell the truth about which side you are playing for.

**EXAMPLE: (Player 1 sees Player 2 in the bushes 20 yards in front of his position)**

**Player 1:** "Hey, what color are you?"

**Player 2:** "I'm Red, what color are you?"

**Player 1:** "I'm Red too."

**(Player 1 then steps out from behind cover and is marked by Player 2.)**

**Player 1:** "Hey buddy! You said you were Red!!!"

**Player 2:** "I lied...."

**Player 1:** "Good shot. Man, I should have read the rules of play better... they told me not to always trust what I hear. I should have gotten a visual on your player streamer tape."

**Moral of the Story:** If they are not wearing your color player streamer tape, consider them the opposition, or at the minimum, be leery of them. Always use caution until you get a visual ID on their player streamer tape. As in the real world (a real world conflict) seeing is believing, or, believe half of what you see and a third of what you hear. Not everything is always as it appears in a Big Game or Scenario Event.

## Player Streamer Tape

Player streamer tape is to help all players identify who is playing on their team, **NOT** to identify who is on the other team. The tape should be worn on the mask on both sides **OR** the front and back.

**Special Role** characters must wear specially designated armbands or tape - in conjunction with their team player streamer tape - on the arm above the elbow, in plain view. See Mission Operation's Specialist Section below.

### **The following are Strictly Prohibited:**

- Picking player streamer tape up off the ground and using it.
- Purchasing or bringing player streamer tape and putting it on yourself or others.
- Any Velcro or other player streamer tape over the original to deceive the other side.
- Any type of armband or tape over a Special Role character armband or tape with the intent to deceive.
- Falsifying role cards (color copy) to get the other team to tape you.
- Acquiring enemy player streamer tape is illegal. You may **NOT** deceive, contrive, or otherwise attempt to obtain and utilize the player tape of the opposing team(s).

## Commanders & Commander Eliminations

Each team will have a Commander and team leadership structure. The Commander is in complete control of the side. Follow your Commanders; they have the overall picture and information of how the game is going and what is happening. Check in with them often and let them know what you did, saw or completed. This information is valuable and vital to your team. Rotate out and pull base security for an hour; you never know, you may find yourself in an awesome firefight. The Commander can also assign **Mission Operation's Specialist (MOS) Roles** such as **Medics, Demolitions, Engineers** and **Pilots**. So if you want to play one of these roles, immediately notify your Commander if you have not been given one of these roles. The Commanders will get new missions radioed in to them at regular intervals during the day.

***Playing Tip:*** These missions are what earn points and wins or loses the game for your team. **Go out on them... they are fun. Most of the time you will get into some very good action, and remember, at the end of the game, if your team wins, and you didn't go out on any missions, how much did you contribute to the win? If your team loses, then how much did you contribute to this loss?**

The Commander **may** be worth bonus points each time they are eliminated. Thus, you can earn your team bonus points by eliminating the opposition's Commander, and save your team points by keeping your Commander alive. This is not a one-time objective! Each time the Commander is eliminated; all rules pertaining to players pertain to the Commander: the Commander must walk and tag in at the respawn location, and then the Commander can reinsert into the game and is a free agent to resume play in any fashion they choose. Side note: the Commanders can go anywhere on the field they choose. They are not required to stay in their Command Post, but it is a good idea to keep an eye on your troops.

Any time a Commander will be off the field for any length of time, the Commander must appoint another to act on the Commander's behalf (an XO, or second in command), which can be eliminated for points just as if eliminating the original Commander. Every Commander and XO on the field must be taped on both arms!

To eliminate the Commander inside the Command Post, just touch the Command Post with your hand and declare "Hit." This does **NOT** destroy the structure! It only eliminates all persons inside, on the ground floor only. In addition, a demolitions character can blow the Command Post with a satchel charge or eliminate the occupants with a LAW rocket. A Referee must verify the Commander elimination and call this into to the Game Producer immediately, if applicable.

## **MISSION OPERATION'S SPECIALISTS (MOS)**

During the course of this event, you will notice individuals on the field who have special abilities and are identified by unique armband tape. These individuals requested in advance to the Game Producer, or their Commander, to play the Special Roles described below. Only players carrying the appropriate credentials for their assigned Special Role characters may carry, utilize, or display associated game props/operations equipment (bombs, aircraft, etc.).

### **Demolitions Expert (Black Armband Tape)**

These players have the ability to use SRPLs, PACs, LAWs, mortars, and special demolitions, such as satchel charges. A LAW can be used to blow up, bridges, buildings, bunkers, and groups of people within or on these structures, and to down helicopters, airplanes, or vehicles. A satchel charge must be approved and provided by the Game Producer. LAW/SRPL/PAC wielding players can insert with up to **five (5) rockets at a time**. Other players may **NOT** carry rockets for the LAW/SRPL player. (Rocket limits may be changed at Game Producer's discretion)

**NOTE: See Appendix A for Standards, Safety, and Inspection Guidelines for SRPLs, PACs, LAWs, and Mortars**

**NOTE: See Appendix B for Demolitions Procedures**

### **Engineer (Yellow Armband Tape)**

These players have the ability to rebuild structures that have been destroyed. These players may tow a downed aircraft and other simulated vehicles back to their Command Post. Aircraft and other simulated vehicles are considered props.

### **Medic (White Armband Tape)**

Have the ability to heal players on the field. They must reach the player within one minute, wipe the paint from the player, and apply a bandage (if required to use such a prop). At this point, the player is again a live player and can resume play. A player may be healed by a medic three (3) times before being too gravely injured to continue, thus being eliminated. **HEAD SHOTS**

cannot be healed! A head shot means you are eliminated, no matter what. All hits are fatal at night! Medics do not work at night.

### **Pilot (or Driver) (Orange Armband Tape)**

Has the ability to fly a simulated aircraft (helicopter, plane, etc.) for up to a 30-minute time period (For games where flight time/fuel is tracked). Should an aircraft stay out longer than its allotted time before returning to base to refuel, it will crash. The aircraft can carry one pilot and normally up to four or five additional passengers. Players cannot be shot at, nor shoot from, a flying aircraft until at such time it lands and the players disembark. To land an aircraft, the pilot must place the simulated aircraft on the ground and release it for a 10-second count, minimum, before the aircraft can take off again. Pilot and passengers are live once the aircraft lands. Should a passenger let go of the aircraft's rope (or pilot) while in flight, he is eliminated. Passengers can only disembark when the aircraft has landed properly. Aircraft are not to land closer than 20 feet to any other live player. Aircraft cannot fly through buildings and should stay twenty (20) feet away from all building walls.

A LAW rocket can take out a flying aircraft! Flying aircraft can fire on other aircraft while in flight -- regular hit rules apply. **NOTE:** An aircraft can drop you off in the middle of a swarm of enemy troops just itching to shoot someone!

**...VS DEMOLITIONS:** A Demolitions Expert with a loaded LAW can also Barrel Tag the aircraft with the LAW, if they can ambush it! Players may **NOT AT ANY TIME** use aircraft as cover for shooting people. Players may not be following within twenty (20) feet of the aircraft if they are heading in the same direction.

**For Drivers/Vehicles** To stop the simulated vehicle, and exit the vehicle, the driver and passengers must stop, kneel down on to one knee, touch the vehicle to the ground, and then the passengers can exit the vehicle. The passengers and driver are not considered to have exited the vehicle until they let go of the simulated vehicle's handhold. All other rules for aircraft apply, just substitute vehicle for aircraft.

**WARNING: If the Pilot or Driver is eliminated during the outing, the plane/vehicle crashes and all players on board are eliminated!**

### **Sniper: (No Armband Tape - Role Card Required)**

Though not utilized in all games, the sniper is simply a designated player that will be given this role to put paint on a specified target, at a specified time, or in a specified place. Most sniper missions will require the use of stealth tactics and infiltration skills to complete mission assignments undetected. Though tough to play well, this role can be highly rewarding in both points and personal satisfaction.

## **MISSION TYPES**

The teams will start the game occupying their respective bases. Many objectives will be strategically located throughout the playing field. Missions will normally be called in regularly during the course of play, via radio to your Commander or leader. Missions may require a specific unit or numbers of troops to go out to a specific location. At each mission objective, a Referee will be in the vicinity. The Referee Staff will validate the mission once you reach and complete your objective with your assigned force. To earn points, you must complete the mission at its designated area and in its designated time. Some missions will require you to **HOLD** a specific area for a period of time, others will require an action to be taken within a specified time period (Example: "Snipe the enemy base," i.e. put a paintball on the enemy's Command Post). A Referee must sign the completed mission card and return it to the Game Producer for you to receive points.

### **Assault**

Means just that - to assault the objective for the length of time specified. Whether all your troops are eliminated does not matter, but you must mount an assault on the objective. At least one player must remain alive to present the completed mission card to a Referee. This is the exact opposite from snipe. Generally, this mission will be allotted specific troop strength to be sent out. Example: Send 15 players to assault the enemy base camp. At least one (1) player must live to turn in the mission card to a Referee.

### **Defend**

Means to defend the objective from enemy troops for the duration of the mission. At the end of the time specified, you must still be in control of the objective to have defended it. Example: Defend your base of operations (command bunker) for 1 hour. At least one (1) player must live to turn in the mission card to a Referee.

### **Demo**

You will have a specific mission where you need to destroy the objective within a specific time frame. Blow it up with an SLRP, PAC, LAW or a satchel charge. A Demolitions Expert must complete this mission. Example: Destroy the bridge/building/tower/bunker located at coordinates XYZ. Once this is done, a mission player gets the card signed off and handed into a Referee. The Demolitions player must advise a Referee of the blown structure and hand the Referee a roll of demolition tape. The Referee will tape off the building, indicating it is unusable, and return the roll of demolition tape to the player. When a dedicated Demolitions Referee is used, the Demolitions Referee may carry the demolition tape.

### **Repair**

You will have a specific objective that you need to rebuild within a specific time frame. An Engineer must go on this mission and rebuild the specified structure at the given coordinates by

removing the demolition tape from the destroyed objective. Example: Rebuild the bridge at ZZZY. Once the objective has been rebuilt, hand in the mission card to a Referee.

## **Patrol**

In these missions two (2) objectives will be given. Your troops are to actively patrol from location A to location B for a designated period of time. They cannot go out and lay down in an area; they must be patrolling from point A to point B to complete the mission. Example: Patrol from area A to area B for 1/2 hour.

## **Ambush**

Usually, but not always, the counter mission to a Patrol mission. You are to go out and set up a static ambush at the coordinates specified, and wait the prescribed time period, while eliminating as many enemy troops as possible.

## **Sweep**

Similar to a Patrol in that you move between two locations for a designated period of time - as well as actively engaging to eliminate any and all enemy forces.

## **Take & Hold**

To gain control of the objective and hold it for the amount of time specified. If it is a building, it means to actually have at least one (1) player inside the building to be in complete control of it. Example: Take and Hold the enemy's base of operations for 1/2 hour.

## **Listening Post**

Much like a Recon mission, with the addition of inserting personnel into an area to remain undetected for the duration of the mission, while obtaining intelligence information.

## **Recon & Report**

Players will physically go out, VIEW the area in question for the specified amount of time, and obtain intelligence. They must report to the Commander with the information (what they viewed) before they will receive the requisite mission points. This can be done in person or by radio. Example: Recon the enemy's base of operations.

## **Photo Recon**

Exactly the same as a Recon & Report with the addition that the intelligence you gather must be done in a photograph, which is given to the mission Referee. Instamatic Cameras are provided to the Commanders. The better the picture(s) (showing players or bases, etc.) will increase the point bonus on this mission! Pictures needing a magnifying glass to view anything or showing a big tree will be worth much less in points!!! The Game Producer may specify the number of pictures

to be taken. Example: Photo Recon the enemy's base. Walk down and take a picture or two of the opposing Commander in his base & return these pictures to your Commander. Easy enough.

## **Retrieve**

Locate, secure, and return the object (the mission objective) to your Commander within the time frame specified. Example: Go to the center of the field, retrieve the object (an orange drop box), and return this box to your Commander.

## **Snipe**

To snipe or, in simplest terms, have a player infiltrate the area and fire a paintball **ONTO** the assigned objective within the specified amount of time. (Opposite of horseshoes, close does not count.) Example: Send X players to snipe the enemy base. Eliminate the opposition's Commander for bonus points!

## **Meet & Greet**

Sometimes during scenario games, there are missions where you do not want to eliminate the objective, but would rather talk and see what you can find out, or maybe, if you are lucky, get a valuable game prop or information. Example: Meet the peasant at the east end of the field and gather intelligence (Intel). **OR...** Meet and greet the farmer and retrieve the object he found in his corn patch. **OR...** Greet the shadowy figure, which will soon be approaching your base of operations.

## **Props**

All game props (helicopters, toys, money, etc.) must remain **IN PLAY** (on the field of play) during the game. You cannot take them out to your car and **STASH** them, nor lock them up in your Commander's box! Props cannot be removed from the playing field, nor placed inside of the Command Post. This does not mean that props cannot be hidden on the field to protect them.

We have gone to the extremes to find, develop, build and incorporate inventive, interesting props into the storyline. These props will be inserted into the event at various intervals and locations during the game. Their value? Some will be worth big points. Others? Well, they will look good, anyway. :)

Many people find it interesting, amusing to design, make, or bring props from home to these events - we welcome it. If you can sell it or trade it to the opposition, then go for it. All props should be cleared with the Game Producer or Head Referee, who will make a determination whether or not it will be of value, but either way the opposition will not know until the game is over. :)

***Playing Tip: All props must be turned in prior to game's end on Saturday (for 8 hour games) or Sunday (for 24 hour games) to be counted as points for your team!***

## SCORING & WINNING

Missions are how each team accumulates points for their side. The harder the type of mission, and the further away it is, the greater the point value. Eliminating the opposing team's leadership may be worth points. Game currency and props may be worth points as well. At the end of the event, all completed mission cards will be tallied and scored, all props and/ or items that may be worth extra points must be collected and handed into the Game Producer prior to the ending of the event on Sunday. The team with the highest point total will be declared the winner.

**Closing Note:** It should be noted, that while this rule set defines rules for play in Big Game and Scenario Events at The Swamp Paintball Park, it is by no means the definitive authority on how games may be conducted at this venue. In an effort not to stifle the creativity of any Game Producer, license is given to allow them to alter the MOS Roles or particular abilities of the roles that exist as well as mission types, content and other elements of the SSRP presented above. No Game Producer may alter the Safety Rules without direct permission of the Field Owner. However, as such a license is given; it is in the best interest of players to thoroughly read the rules of a particular event when they are presented at a pre-game brief or other possibly advanced notice type of media outlet. The reason for this is because of our disclaimer.....

**Disclaimer:** Not knowing the rules is not an excuse for not having them enforced upon you during a game. Eat, sleep, and breathe the rules of play! Knowing the rules will ensure you have a much more fun, thrilling, and engaging experience at The Swamp Paintball Park.

# APPENDIX A

## Paintball Pneumatic Launcher Safety Guidelines

by Al Downs, Rusty Lloyd, Mike Morris, and Davi Velasquez

### Purpose

To set a minimum safety standard regarding the use of pneumatic launchers of all types for the welfare of all paintball event participants.

**Scope:** All Pneumatic launchers, including but not limited to, LAW launchers, tank cannons, artillery, mortars, bazookas, spud guns or additional weapons and/or props at the discretion of park administration.

### Acceptable Types

- I) High Pressure Air (HPA): Prefabricated/Corporate Manufactured, Patent Pending models (accepted models)
  - Metadyne
- II) Havoc
  - JCS MKX Launchers
  - **\*\*\*Note\*\*\*** These must be Factory Standard and without modifications
- III) High Pressure Air (HPA): All others except those listed above
- IV) CO<sub>2</sub>: 12 gram only

### Required Standards

- I) Standards
  - **SRPLs, LAWs, PACs, and Tank Cannons**
    - Any and all SRPLs/LAWs/PACs/Tank Cannons must chronograph under a speed of 230 FPS (all the time) during day and night play. (Spot field checks may exist without prior notification.) (NOT required for Mortars.)
    - Any and all Mortars/SRPLs/LAWs/PACs/Tank Cannons must be shown to the Referee Team to be inspected prior to play and be approved. Approval will be signified by an event tag that will be placed and left on the device for the ENTIRE event.
    - Any and all Mortars/SRPLs/LAWs/PACs must have a self-securing system or device for plugging the barrel to stop accidental discharges while in any safe area. A PVC end cap is NOT an acceptable device for plugging the barrel.
    - Any and all SRPLs/LAWs/PACs/Tank Cannons must use 2" Nerf rounds or JCS Rocket rounds- NO paint can be used in these units, unless provided by Game Producer or Head Referee **only!** Hollow point JCS rounds fitted with a paintball will be considered by Game Producer and Head Referee on a game-to-game basis.
    - No modifications of any type can be made to either the JCS or Nerf Rounds

- No "rocket" may have any damage that may alter the flight path of a launched "rocket" while in flight (i.e...Missing fins, broken or damaged tail sections, large portions of missing foam material, tape, and other foreign objects not originally used in the manufacturing process, and intended by the manufacturer to be a part of the finished product).

- **Mortars**

- Each Mortar must be pre-approved by the Head Referee or their designee before it will be allowed on the field.
- Mortars must always fire at a minimum 45 degree arc or greater.
- Mortars cannot be **DIRECT FIRED** at ground personnel.
- Mortars may fire the 2" Nerf rounds or JCS Rocket rounds.
- Mortars may fire loose paintballs, but **NOT** paint grenades.
- Mortars must abide by the same safety guidelines as SRPLs/LAWs/PACs/Tank Cannons.

## II) Safety Guidelines

- The following list will serve as the bare minimum for safety guidelines and will be the basis for all inspections of Mortars/SRPLs/LAWs/PACs/Tank Cannons.
  - Absolutely **NOTHING** can be drilled, tapped, modified, or glued into single wall thickness of any pressure holding PVC, this includes the barrel (although not a pressure component of the device).
  - Proper PVC "welding" techniques must be utilized in the construction of the device. No screws holding operational-critical components together.
  - The pressure chamber must contain a maximum 125-psi safety blow-off valve. This valve must have the factory stamped pressure rating legible where it can be inspected.
    - **\*\*\*JCS model exempted\*\*\***
  - The pressure chamber must contain a pressure gauge with a maximum range of 0-300psi. 0-600psi gauges will **NOT** be accepted. .
    - **\*\*\*JCS model exempted\*\*\***
  - A functioning low-pressure regulator must be used to regulate and allow for velocity adjustment of the high-pressure input. (I.e. pressure cannot be regulated by visibly watching the pressure gauge during system "charging".)
  - Anything other than a ball-valve actuator (trigger) must have a safety device to keep the launcher from accidentally discharging. (I.e. if you have a blowgun as your trigger, a ball-valve safety should be used as a redundant safety device).
  - Chronograph limit is 230fps or less (not applicable to Mortars)
  - Operating pressure must be 100psi or less for all Mortars/SRPLs/LAWs/PACs/Tank Cannons. (If you cannot reach desired range or velocity with a pressure of 100psi or less, then the device will not be permitted onto the field for the event.) (Hint: a bigger pressure chamber will allow you to operate at a lower pressure.)
  - HPA only as a power source! (With the exception of 12-gram CO<sub>2</sub> cartridge for supplied propulsion)
  - No NSF-DWV fittings (PVC plumbing fittings i.e.. quarter turn valves or ball valves) All valves, fittings, etc. must be NPT
  - Modification of any Mortar/SRPLs/LAWs/PACs/Tank Cannons in game is **strictly prohibited**. Once inspected, a launcher may only be a launcher, a mortar only a mortar, tank cannon only a tank cannon etc. for the duration of the event.

- Units using 12 gram CO<sub>2</sub> as a power source must be manufactured so as to accept a 12-gram cartridge only, (no secondary source availability)
- 12-gram CO<sub>2</sub> units cannot be altered to accept anything other than a 12-gram cartridge after inspection.

### III) Inspection Procedure

- The following must be present and working on each and every Mortar/SRPLs/LAWs/PACs/Tank Cannons
  - Blow-off safety valve (125psi or less).
    - \*\*\*JCS & CO<sub>2</sub> cartridge propelled models model exempted\*\*\*
  - Pressure Gauge (0-300psi or less).
    - \*\*\*JCS & CO<sub>2</sub> cartridge propelled models model exempted\*\*\*
  - LP inline regulator
  - Fueled by HPA or 12gram CO<sub>2</sub> cartridge
  - Approved barrel blocking device (nothing rigid)
  - Redundant firing safety device (unless fired by ball valve)
  - Inline Schrader valve, for test of expansion chamber.
    - \*\*\* JCS & CO<sub>2</sub> cartridge propelled models exempted\*\*\*
- The following will be checked and verified
  - Chronograph velocity of 230fps or less
  - Operating pressure at MAX velocity, 100psi or less (Mortars – 100psi or less)
  - No modifications (to include drilling, tapping, engraving, gluing) to single wall thickness of PVC pipe.
  - All fittings must be integrated into double wall thickness PVC (into a PVC JOINT)
  - Pressure chamber must be pressurized to the MAXIMUM operating pressure and then will be checked for leaks. This will involve spraying soapy water on all connections to the pressure chamber and looking for visible bubbles. **NO BUBBLES should exist.**
  - Pop off valve test of expansion chamber via in line Schrader valve
  - SRPLs/LAWs/PACs/Tank Cannon operators shall demonstrate an in depth knowledge of their equipment, its safety features and use.
  - All 12-gram CO<sub>2</sub> units must have a steel expansion chamber

### IV) Safety Procedure

- Upon leaving the active playing field, each SRPL/LAW/PAC/Mortar carrying player must be sure to safely discharge and depressurize the equipment.
- The barrel-blocking device must be placed on the barrel.
- A random safety inspection may be done at ANY time on and off the field.
  - Failure of on-field safety inspection will result in the players' card to be punched and possible removal from the event.
- Brightly colored Event Approval tag must be visible and present on device at ALL TIMES.
- Firing or testing of SRPL/LAW/PAC/Mortar anywhere other than the playing fields or chronograph area will result in disciplinary action
- On Field use: Launchers should only be pressurized prior to the shot. Immediately before the player intends to shoot he/she may then charge the expansion chamber, aim and take shot.
- **At no time should a launcher be carried around on the field with a filled expansion chamber.**

# APPENDIX B

## Demolitions

Demolition Experts are players that have received a Demolitions Expert Card and are allowed to “blow things up”. Please note: The following rules may be adapted dependent on the time period of the Scenario and for the needs of the game. Please pay close attention to the pre-game Scenario briefing for changes.

All Demolition Experts must have a Demo ID card.

### What Constitutes Demolitions

- LAWs Launcher: Must be 3’ in length or longer, must be shoulder fired and must have an air source independent from anything else.
- Grenadier/Grenade Launcher: Can be shorter than 3’, mounted under Paintball Marker, and/or propelled from same source as marker (In the effort for equality certain launchers can be substituted as LAWs for the sake of the game. This is at the Game Producer’s discretion)
- Artillery: This is a CREW served weapon. It takes a minimum of two (2) persons to operate, move, aim, fire and reload. Must weigh a minimum of 50 pounds have at least a single axle and two (2) wheels to mobilize on. Must have its own air source, independent from anything else.
- Satchels: Self-contained explosive devices
- Tank Cannons: Must be MOUNTED within Tank. Cannot be hand held these MUST have a Static mount to the vehicle. They must be fired/aimed/reloaded while attached to the static mount. Static mount may swivel, undulate, rotate, elevate and/or de-elevate. Static mount must be made securely to the vehicle.

### Satchel Charges

- An Explosive Card must be in the Satchel Charge Bag at time of use.
- Buildings destroyed by Satchel Charge must be taped off to be destroyed. The person taping off the building is neutral and may not be eliminated or eliminate any other player. Once the building is taped with the ribbon tape that is provided, the inside is out of play until the building is rebuilt by an Engineer. (See **Engineer**)
- If the second or third floor was destroyed, then the stairs, ramp, or ladder is to be taped.
- Satchels Charges CAN destroy a Command Post. These must enter or, come into contact with, the building or target to be destroyed. They can NOT be thrown, but may be tossed underhand at a target, but not tossed more than six (6) feet.
- Satchel Charges destroy buildings as follows:
  - Buildings up to 12’x12’, everyone in building and building eliminated.
  - Buildings more than 12’x12’, the immediate room destroyed, and all who occupy that room is eliminated. If there is a second story above the room that is destroyed, the second story is destroyed and all those within are eliminated.

## SPRLs, PACs, LAWs, Artillery, and Tank Cannons

SPRLs, PACs, LAWs, Artillery, and Tank Cannons are devices other than Paintball Markers that use compressed air or CO<sub>2</sub> to shoot Nerf type rockets or multiple paintballs.

- All SPRLs, PACs, LAWs, Artillery, and Tank Cannons must be approved by the Head Referee or Game Producer. They will then be provided with a game tag designating that they have been inspected.
- All SPRLs, PACs, LAWs, Artillery, and Tank Cannons must chrono at or under 230 fps.
- All SPRLs, PACs, LAWs, Artillery, and Tank Cannons must have a BBD.
- Players with SPRLs, PACs, LAWs, Artillery, and Tank Cannons must have Demolitions cards in order to use them.
- SPRLs, PACs, LAWs, Artillery, and Tank Cannons may only be fired at hard structures i.e., bunkers, walls, bridges, towers, buildings, trees, vehicles or anything being used as a bunker. Never at people.
- SPRLs, PACs, LAWs, Artillery, and Tank Cannons destruction
  - Grenadier launchers have a blast radius of 6 foot (The length of an average human or 2 referee paces). These can destroy a bunker and/or eliminate persons immediately behind the bunker or in a room. The concussion from their blast will eliminate anyone in a building of less and 12'x12'. The blast radius only is applicable for the area on the side of the bunker/building that is detonated. These do not destroy rooms or buildings and can only incapacitate a tank (5 minutes). They can NOT destroy a Command Post.
  - Laws Launcher have a blast radius of approximately 10' (3 referee paces). These can destroy a bunker and/or eliminate persons immediately behind the bunker or in a room. The blast radius only is applicable for the area on the side of the bunker that is detonated. These will destroy rooms and/or buildings as follows:
    - Buildings up to 12'x12', everyone in building and building destroyed.
    - Buildings more than 12'x12', the immediate room that was hit (**NOT** destroyed) and all who occupy that room are eliminated.
    - These can **NOT** destroy a Command Post, but will eliminate players inside.
  - Artillery and Tank cannons have a blast radius of approximately 10' (3 referee paces). They can destroy a bunker and/or eliminate persons immediately behind the bunker or in a room. The blast radius only is applicable for the area on the side of the bunker that is detonated. These will destroy rooms and/or buildings as follows:
    - Buildings up to 12'x12', everyone in building and building destroyed.
    - Buildings more than 12'x12', the immediate room destroyed and all who occupy that room are eliminated. If there is a second story above the room that is destroyed the second story is destroyed and all those within are eliminated.
    - These **CAN** destroy a Command Post.

## Miscellaneous Demo Notes

- Destroyed buildings must be taped off to keep from being re-occupied. The player taping off the building is neutral and may not be eliminated or eliminate any other player. Once

the building is taped with the ribbon tape that is provided, the inside is out of play until the building is rebuilt by an Engineer. (See **Engineer**)

- Demolitions Experts can disarm explosives and booby traps. Example: A briefcase is brought to the base and is opened by a Demolitions Expert. The Demolitions Expert finds an explosive card inside that would have “exploded” when the case was opened, but because a Demolitions Expert opened it, he is able to “disarm” it, and therefore it does not explode.
- All rules are written with the intent to enhance game play and to ensure safety. Demolitions players need to be even more gregarious in their efforts of safety due to the nature of Demolitions. All calls and questions regarding the rules will be decided on for their pure safety factor. Any effort to promote or take advantage of “Gray Areas” within the rules, or failure to promote the intent of the rules, will result in a hole punch upon the player(s) involved.

## APPENDIX C

### 24 Hour – Night Game Outlines

In an effort to involve more players in night game activities and increase the “FUN Factor” at weekend events, The Swamp Paintball Park has incorporated the following outlines for its 24-hour events involving night play.

For Safety reasons, there will be no full field night play. In lieu of full field night play, Game Producers will be incorporating evening events from the list below. These events may change from game to game at the discretion of the Game Producer. All evening events will accumulate point values for the perspective combatant’s sides. These point values will be determined by the Game Producer.

- 1) **Night Game Play**: This will consist of either 5 person or 10 person Squads played on the concept field near the staging area under the lights from the Temple of Doom to the Net line. Boundaries are the woods – Netting-Road entrance of the concept field. This will be done on a “Round Robin” basis on either a last man standing basis or a timed regeneration game of 15 minutes. All Squads will participate in a round robin style tournament double elimination against their opposing side. The side winning the round robin overall will garner a specific amount of points for their side determined by the Game Producer. There is no limit of the number of Squads each side may have represent them. Except both sides shall have the same number of Squads and no player may participate in more than one Squad for this event. Nighttime Chrono is 250. All other field rules apply.
- 2) **Horse Shoes**: Four (4) person Squads, There is no limit of the number of Squads each side may have represent them. Except both sides shall have the same number of Squads and no player may participate in more than one Squad for this event. All Squads will participate in a round robin style tournament double elimination against their opposing side. All games played to 21. The final winning Squad will garner the preset value of points for their perspective side valued by the Game Producer
- 3) **Corn hole**: Four (4) person Squads, There is no limit of the number of Squads each side may have represent them. Except both sides shall have the same number of Squads and no player may participate in more than one Squad for this event. All Squads will participate in a round robin style tournament double elimination against their opposing side. All games played to 21. The final winning Squad will garner the preset value of points for their perspective side valued by the Game Producer.
- 4) **Beirut**: Two (2) person Squads, There is no limit of the number of Squads each side may have represent them. Except both sides shall have the same number of Squads and no player may participate in more than one Squad for this event. All Squads will participate in a round robin style tournament double elimination against their opposing side. All games played until one (1) set of pong cups is eliminated. The final winning Squad will garner the preset value of points for their perspective side valued by the Game Producer

5) **Poker:** Texas Hold'em is the name of the game. An equal number of players will be assembled to represent their sides. Each individual will start with a preset value of chips, game cash or tokens. Players are eliminated by losing their game cash. The “Big Winner” of the evening will garner a preset amount of points for their perspective side.

6) **Sharpshooter:** This game is set up for those players under the age of 15 ONLY. Any and all children below the age of 15 may participate. There will be a row of targets set up in the Chrono Range. Each participant will shoot the same rental marker that is provided at the targets specified in the Chrono Range. Each participant will be given ten (10) rounds to eliminate ten (10) targets, and each player will have two (2) chances to do so. Total number of targets for each side will garner 1 point/target for each side. The number of 15 and below participants is only limited to the number each side may have and an equal number of participants per side is NOT required.

Night game and Sharpshooter play will commence immediately at 8PM. All other activities will start at 9PM or within 15 minutes of the end of Night game play and ending no later than 11PM. No players may participate on more than one (1) Squad per event. Players may participate in more than one (1) event though. The caveat to this is that no event will be delayed due to a player participating in another event. Delay of an event by a player of more than 5 minutes constitutes forfeiture for the Squad causing the delay.

Please note these guidelines are instituted to enhance the players experience at the game and the field. Additional types of games may be used with the prior consent of the Field Management. All NON-paintball events will be held in the Recreation Area under the lights directly behind the Pro-shop.