

Rype 2017 Rules

Email: events@gocsairsoft.co.uk

Dated:01/03/17

All of the following information is subject to change. Any changes will be notified and a new set of rules released with any amendments added. Please make yourselves familiar with all of the rules and contact us if you have any queries.

Only Bio BB's may be used at MOD sites.

Timetable:

0730:	Marshals arrive on site.
0815:	Gates Open & Booking In & chrono open.
0915:	Gates close.
0930:	Safety Brief.
1000-1030	Teams Deploy
1030-1600	Game – There will be a 20m midpoint cease fire to flip regens.
1600-1630	Return to Safezone.
1630-1730:	Cleanup

Cost:

£65 if fully paid before 01/04/17

£70 after 01/04/17

A £30 deposit is required to secure your place and the balance must be paid by 08/04/17 at the latest.

The fee is fully refundable up to 08/04/17 but after that date fees are non-refundable.

After 08/04/17 any payment will be non-refundable in the case of player cancellation but refundable if we have to cancel due to the MoD requiring the site or any other factors out of our control.

If you are no longer able to make the event you may transfer your place to another player but it must be done no later than 21/04/17 and you must notify us as receive a confirmation.

The paypal address for payment is:

colin@callen18.freemove.co.uk

Age Limit:

The MOD requires an age limit of 14+ years.

Advance Requirements:

A list of all the players will be sent to the MOD a few days prior to the event. If your name is not on the list you will not be allowed entry under any circumstances so please ensure your name is correctly noted on the list published prior to the event. Any player that has not paid in full before 08/04/17 will be excluded from the list sent to the MoD. Please car share as much as possible to limit the time spent checking in. Please make sure you will arrive within the gate opening times. Any players arriving after the gates have closed will not be allowed entry and will not receive any refund. If you have any problems please inform us as soon as possible. Players will not be permitted to leave the site early except for in extreme circumstances.

Arrival:

Please bring photo ID with you on the day.

Please arrive at the main gate for the MOD base and park as directed by the Admin team making sure not to cause any obstruction. Once you have been checked off against the list of players attending you will be escorted in batches to the parking zone outside the play area.

Once you have parked as directed please make your way to your Team Barracks in Fort Richmond as marked on the map. You will then need to check in.

Please make sure you check in, chrono and attend the safety brief. Any players who do not attend the safety brief will not be allowed access to the gaming area.

Scenario:

Both teams will start at their designated Regens.

Each team will have the option to set up a FOB. There will be certain restrictions on the FOB. It must be a 2 storey building and there will be a limit to how close it can be to strategic game targets. The FOB can be moved during the game.

Each team will need to set up a storage location for items recovered during the game. Once marked this location cannot be moved. The Storage Point and your Regen cannot be the same place!

The game will be a multi mission format with various ongoing, time sensitive and specific team missions. Full details to be added at a later date.

At the midpoint of the game there will be a 20m cease-fire for the teams to swap regens. During this time you must move all of your gear and any items from your regen to the opposite regen as well as designate and mark your new storage point which you must move any items you have to. The FOB does not have to be moved. The game will restart even if the teams have not completed their moves.

FPS/Joule Limits:

Full Auto: 350 fps Max using 0.2g BB's (1.13j with appropriate ammo)

DMR (Semi Locked): 420 fps Max using 0.2g BB's (1.63j with appropriate ammo)

Sniper: 500 fps Max using 0.2g BB's (2.3j with appropriate ammo)

HPA DMRs & Snipers are allowed but there is a blanket ban on CO2.

Support Weapons:

Whilst on the move the weapon is subject to the standard rule of max 3s burst of fire.

When stationary and deployed on a bipod there is a 30M Minimum Engagement Distance but you can fire for as long as you want.

To move, the bipod must be folded. You are not allowed to shoot whilst deploying or retracting the bipod.

You must be aware of hit calls and overkill.

Any abuse will result in the player being limited to standard AEG rules at all times.

Sniper/DMR Weapons:

All weapons over 350fps have a 30m MED

Sidearms:

A sidearm is classed as pistol or 9mm sub machine gun.

Chrono:

All weapons will be tested in joules with the weight of ammo they will be using in the game. The Range is marked on the map. Please make sure you wear eye protection at all times when accessing the Range. Any BB's used to set up and Chrono do not count against your ammo limits but please minimise your use to help with the cleanup!

Ammo Limits:

Each player can carry 1 main (AEG/Gas Rifle/Sniper/Support) and 1 sidearm at any one time.

Mid & lo caps are required. No Hi Caps!

Standalone or underslung moscart launchers, a shotgun and last ditch limited shot weapons such as derringers can be carried in addition to your main and sidearm.

BIO BB's Only. Please bring a sealed bag to the event.

Each player has 3000rnd limit across all weapons they use on the day including moscarts and shotgun shells. Trading ammo is allowed but taking ammo from other players without their consent is not allowed.

Players cannot carry any loose rounds on them. Players can only reload in a regen.

BFG's: Carry as many as you like.

You can only reclaim BFGs if you are dead or the room is clear. No re-arming and throwing back another players BFG. Short underarm low lobs are ok as long as the grenade stays below knee height. You can post over the top of something you can see over but must be able to see where it will land and posting round corners is ok. 9mm and primers are ok but nothing else such as 12gauge. As with everything else on the day, exercise common sense!

No paper pyro.

Medic Rules:

You must supply your own bandage that is white and clearly identifiable and can be tied on. We recommend a trauma type bandage with a pad.

Dead rags can be used to signify you are hit by waving them or placing them over your head/weapon. They must be red in colour but please note these may be confused with a Red Armband!

If you are hit then you sit/lay down. As long as you stay still any further hits do not count.

A wounded player can be moved to cover at walking speed and the player moving them must have 1 hand incontact with the wounded plyer at all times..

A wounded player can prepare a grenade for a suicide death that will kill themselves and any player within 12ft. The grenade cannot be thrown and must be dropped. The suicide kill can only be used if an OpFor player is within range.

If another player cannot medic you within 2 minutes you bleed out and return to the regen. You must always count to the full 2 minutes when waiting for a bandage to be applied.

Any player can apply your bandage.

Each player has 1 bandage that they keep on themselves.

All Bandages must be applied to the LEFT arm.

If you return to the regen for any reason you may remove any bandages.

When a player is applying a bandage to you all hits count as normal. A second hit on a wounded player being bandaged is dead. If a player applying a bandage is hit they take the hit.

A wounded player can still apply a bandage to another wounded player.

Grenade & knife kills are immediate and you return to the regen immediately.

An OpFor can Mercy kill you when you are wounded either by a knife kill or by placing a weapon muzzle on the wounded players body and saying 'Mercy'. All mercy kills are immediate and the player goes straight to the regen.

There will be no capture rule in this game.

Bang Kills:

There will be no Bang Kill Rule in play. If you encounter someone at close quarters then you may give them the option to take the hit without firing. If they choose to accept then they are classed as taking a hit and cannot change their mind. If they do not answer or they go to engage then you may engage. Be sensible – if you can't hit someone at close range without unleashing a volley of BB's then you're at the wrong event.

Regens:

The main base (safe zone) for each Team will be a regen. If a player has bled out they must return to their regen to re-enter the game. When you return to the regen and remove any bandage or have returned because you have bled out you must click off 1 life on the supplied clicker. If you have returned to swap weapons or do any other admin you do not need to click off a life.

Buildings:

Semi only fire inside buildings and within touching distance whilst on the outside. Full auto fire is allowed elsewhere. No firing from ladders. Leave windows open or closed as you find them. As a general rule glass windows will be closed. Shutters can be opened but please close them once finished. If you are standing in clear sight behind a windows and bb's hit the window you must take the hit. If you can get your head through a hole then you can shoot through it. Do not force any doors that will not open and do not lock any doors or barricade them. Do not move any items (Furniture etc) in buildings. Please always close doors.

No access is allowed to basements or roofs.

Shooting will not be allowed into or out of the top floor of buildings along Mannering Gardens and Francis Drive adjacent to the site boundary. This is a stipulation by the MOD as they do not want anything exiting the site boundary. This area will be marked on the map.

Boundaries:

Please pay attention to all site boundaries and do not access any areas or buildings that have been marked out of bounds.

Cameras & Phones:

No cameras are allowed at this event. We will have a site photographer and plan to have a site videographer. Any players found using equipment will be passed to the MOD and banned from future events. Please do not bring mobile phones into the gaming area and we recommend you keep them in your vehicles at all times.

Toilets:

There are a number of toilets around the site that can be used. Players inside a toilet building are out of the game. Alternatively, players can return to the Safezone.

Breakages:

Accidents can happen so if you damage any MOD property please report it immediately to your Marshal.

Cleanup:

The golden rule at an MOD site is to leave it as you found it. The Teams will be responsible for making sure their safezone building and their barracks are clear at the end of the day. We will also be required to make sure the site in general is clear. We would appreciate any help in clearing up and all of us must leave the site at the same time so the quicker we clear up the sooner we all get to leave.

Radio Comms:

All 8 PMR channels available to players split between the 2 Teams. No spying or interfering with the OpFor radio channels.

Red are assigned PMR 1-4

Yellow are assigned PMR 5-8

Business class radios can be used but only if they do not interfere with the Marshal Radios and are cleared in advance with a legal licence.

Team Identification:

Red & Yellow armbands will be used to ID teams. The armband must be worn on the RIGHT Arm by all payers – there are no exceptions to this.

Final Notes:

There is one simple rule that pretty much covers everything about the day – Use Common Sense! We're all looking to have a good day so please take a moment and think about any actions you take.