

# **Field Ops: Training Day**

**March 25<sup>th</sup>, 2017**

**Wayne's World of Paintball, Ocala, FL**

**\$30 Online Pre-Registration**

**\$40 Onsite Registration**

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FieldOps have become our series of MGP events focused on "old school" force on force airsoft combat operations. Rather than having an overarching scenario, the events are usually organized into a series of short to mid-length combat missions. **Training Day**, will be a little different. Our focus is going to be on training and practice of basic team tactics with the intent of improving team performance and effectiveness.

Please review the following information regarding Training Day to better prepare yourself for the event!

## TRAINING SQUAD ORGANIZATION

Our intent is to cap out the number of participants at this event to improve training effectiveness. You may note that the pre-registration price is \$10 lower than the usual \$5 discount... because *we really want players to sign up advance so we can form training squads!*

Training squads will be organized into 2 or 3 fire-teams, based on total squad size. Registration for this event will also ask participants in what role they intend to run: Rifleman, SAW or Designated Marksman. We suggest that SAW gunners and DMs consider bringing a back-up assault rifle or SMG. No more than one SAW will be assigned per fire-team, but we will try to assign participants so that each squad has at least one SAW. Note that only SAWs may be played in fully automatic fire. Riflemen and DMs will be firing in semi-auto only. Also please note that the training scenarios are not designed for Snipers. If that's what you play with, sign up as a DM and leave the ghillie-suit at home for this event.

Please note that if you have an exceptionally large airsoft team, over 12 members, we will be spreading you among more than one squad. This isn't a bad thing. You're learning common skills so you CAN better coordinate tactics with teams at other events so please don't whine about it if your large team is split up. If you have a mid-sized team and sign-up late there is also a chance we'll have to split you across two squads, depending on where spaces are still available. Please register early for the event... especially if you're a large team... to help minimize the need to try making last minute adjustments to squad organization.

## TRAINING ROTATION

At this time, we are planning to organize five training stations, between which the training squads will rotate for much of the day. Each station will have one or more instructors, drawn from airsoft players with prior military experience, and a small group of OPFOR to facilitate the training exercises. We will be using dedicated OPFOR at each station, instead of other training teams, to ensure the training is consistent and focused on the station training objectives. Squads will rotate through each station, going through a crawl, walk, run sequence from an overview and discussion of tactical concepts, to walk-throughs, to "live-fire" exercises against the station OPFOR.

Our focus is going to be on basic team tactics. This is not going to be any sort of Ninja-Delta-SEAL-MOSSAD training... but just solid, proven tactical concepts that can improve the performance with any airsoft team with a little regular practice. Instructors at each station will start the morning with some basic principles of team organization, team leadership and basic team communication before moving into the day's training schedule.

We will provide Team Leader and Squad Leader armbands to designate unit leaders. Leadership roles will be rotated during the day so that all participants will have at least one opportunity, perhaps several, to gain some leadership experience and see tactical problems from the perspective of both leaders and team members.

*Note that this is the early draft of training stations and it may be adjusted slightly prior to the event.*

#### STATION ONE

- Basic team movement
- Bounding overwatch
- Respond to Sniper

#### STATION TWO

- Principles of support and maneuver elements
- Assault fixed positions

#### STATION THREE

- Principles of defense in depth
- Planning a defense
- Conduct defense in depth

#### STATION FOUR

- Basic patrolling
- Actions on a halt
- Actions on contact
- Conduct combat patrol

#### STATION FIVE

- Hasty Ambush
- Prepared Ambush
- Conduct Ambushes

#### COMBAT SCENARIOS

After the completion of the training stations, we will bring together the training squads and OPFOR as larger units and organize several combat scenarios to help practice lessons learned with and against other players!

#### WEAPON MAGAZINES



Support weapon

For close to 10 years... MGP has limited hi-capacity magazines to squad support weapons. We do not consider a P90 with a 3000+ round reservoir magazine to be a squad support weapon. Support weapons include M249s, M240s, M60s, RPKs, and similar light and medium machineguns.

Assault rifles, submachine guns, DMRs, and sniper weapons should only be equipped with low-capacity or mid-capacity magazines. Mid-cap magazines come in different sizes so they cannot always be defined with a specific round count. Common mid-cap designs typically hold between 130-160 rounds.

We typically define a high-capacity magazine as having an internal reservoir and a feeding spring that is manually or electrically wound to feed BBs from the reservoir. That being said... there are some small winding magazines. M16 Vietnam style high-caps hold about 190 rounds. Vintorez short high-caps hold about 150 rounds. While both these examples have winding mechanisms... their total capacity is comparable to mid-cap magazines and we would consider them acceptable on the field. Although **flash mags** use a string instead of a winding mechanism to build spring tension, their reservoir capacity is double that of most mid-cap magazines and **would thus be considered to be high-capacity magazines.**



Not a support weapon

There are some uncommon airsoft weapon designs that may not have any mid-caps in production, or their mid-caps may be very difficult to obtain... a G3 or PPSH are examples. If you have one of these weapons... that's awesome. But if you don't have mid-caps for it... please leave it at home and bring a weapon for which you have mid-cap magazines.

Why do we do this? It is awesome to be engaged in an intense fire-fight, changing magazines, running short on ammo, tossing mags to your buddies. It's intense... it's fun... it makes players chose their shots more carefully and forces them to think more tactically than they would with an endless supply of ammo. It also adds more value to support weapons with a capacity to lay down a heavier base of fire.



Please comply with our magazine guidelines. If you are on the field and you see a player using a high-cap who shouldn't be... take note to be able to identify the player... notify an admin... describe the player in detail. Even better, specifically point him out to the admin so we can investigate the situation and determine why the player in question considers himself to be a unique snowflake for whom rules don't apply.

## RADIOS

Ten years ago... we used to complain that there were too many radios on the field. Every player had a radio... and they used them incessantly to the point that little team coordination could be conducted over the chatter. Today... there are not enough radios on the field. The more serious milsim teams pretty much all have radios and use them to good effect to coordinate internal team efforts. But there are rarely enough radios spread among the total player-base to coordinate efforts between friendly teams. Not saying every player needs a radio, but there should be at least several radios scattered across an 8-10 man squad to be able to coordinate internal fire-teams and still have one dedicated to the command net.

There are some excellent and very affordable radios easily available for players. Players who spend hundreds of dollars on a weapon, and hundreds more on uniform, gear and magazines, should absolutely be able to drop about \$30 to obtain a BaoFeng dual-band radio. By yourself a radio. Program it for the common FRS and GMRS frequencies. Use some radio discipline... but use that radio!!!

## Radio Channel:

Note that programmable UHF radios, such as BaoFeng radios, can be set to FRS/GMRS frequencies. For this reason we typically run the following range of open, “public” radio frequencies to maximize the ability of players to communicate at events.

Radio Net	FRS/ GMRS	UHF Freq	Tone	DTCS Code	DTCS Pol	Duplex	Offset	Mode	Tune Step
To be assigned	1	462.5625	None	023	NN	None	5.0000	NFM	12.5
To be assigned	2	462.5875	None	023	NN	None	5.0000	NFM	12.5
To be assigned	3	462.6125	None	023	NN	None	5.0000	NFM	12.5
To be assigned	4	462.6375	None	023	NN	None	5.0000	NFM	12.5
To be assigned	5	462.6625	None	023	NN	None	5.0000	NFM	12.5
To be assigned	6	462.6875	None	023	NN	None	5.0000	NFM	12.5
To be assigned	7	462.7125	None	023	NN	None	5.0000	NFM	12.5
To be assigned	8	467.5625	None	023	NN	None	5.0000	NFM	12.5
To be assigned	9	467.5875	None	023	NN	None	5.0000	NFM	12.5
To be assigned	10	467.6125	None	023	NN	None	5.0000	NFM	12.5
To be assigned	11	467.6375	None	023	NN	None	5.0000	NFM	12.5
To be assigned	12	467.6625	None	023	NN	None	5.0000	NFM	12.5
<b>Admin Net</b>	13	467.6875	None	023	NN	None	5.0000	NFM	12.5
To be assigned	GMRS 1	462.5500	None	023	NN	None	5.0000	NFM	12.5
To be assigned	GMRS 2	462.5750	None	023	NN	None	5.0000	NFM	12.5
To be assigned	GMRS 3	462.6000	None	023	NN	None	5.0000	NFM	12.5
To be assigned	GMRS 4	462.6250	None	023	NN	None	5.0000	NFM	12.5
To be assigned	GMRS 5	462.6500	None	023	NN	None	5.0000	NFM	12.5
To be assigned	GMRS 6	462.6750	None	023	NN	None	5.0000	NFM	12.5
To be assigned	GMRS 7	462.7000	None	023	NN	None	5.0000	NFM	12.5
To be assigned	GMRS 8	462.7250	None	023	NN	None	5.0000	NFM	12.5

## Reporting Onsite

When reporting to the registration table, you will be asked to present the following items:

1. **Waynes World General Release and Waiver**
2. **NSERA Release and Waiver**
3. **MindGame Productions Release and Waiver**
4. **Drivers License or other form of photo ID**
5. **Payment for walk-in players**



All three waivers are included in this player’s packet. Please complete them and bring them to the event. Additional copies will be available onsite but completing this information in advance will speed the process. Please be sure your paper work is complete **before** coming to the registration desk.

## Chrono Procedures

You will need to take all of your weapons, INCLUDING back up weapons or 'emergency' weapons, to the Chrono station. Go through chrono and registration as early as possible to give you ample time to prepare your gear and link up with your squad mates. You do not need to bring pistols or shotguns as we do not typically chrono these weapons.

The chrono station is a short distance from the main staging area, near the trash receptacles. There will be at least three chronographs being used to check the weapons. We will provide 0.25 gram BBs for the test. Several different types of magazines are available at the chrono station, but players are asked to bring one **empty** low or mid-cap magazine with you for each weapon you need to chrono.

Staff members fire several rounds with each weapon, taking the average score as the chrono result. If you feel the results of one chrono are inaccurate, you have the option of testing from a second chrono and averaging the results. Excortech Chronos are our standard chrono devices and have proven to be trusted and reliable by major event organizers. The chrono personnel have the final say if a weapon will be allowed onto the field.

Non-sniper weapons will be chrono'd using bio .25 gram BBs.

- RIFLE / SMG - OK < 366 fps
- SAW - OK < 390 fps  
(50 foot minimum engagement, no SAW firing indoors)
- SNIPER WEAPONS - OK < 436 fps  
(100 Foot minimum engagement - chronographed using .36 gram BBs – Semi or Bolt action only)

Players caught with hot guns or guns that were not chronographed prior to the game will be removed from the game with no refund given. Please note that any weapon may be subject to a spot chrono test throughout the day, even if it is banded from the morning chrono test. This is all to help protect players on the field.

HPA weapons need to have tournament locks on their regulators.

## Timeline

### Saturday, March 25<sup>th</sup>

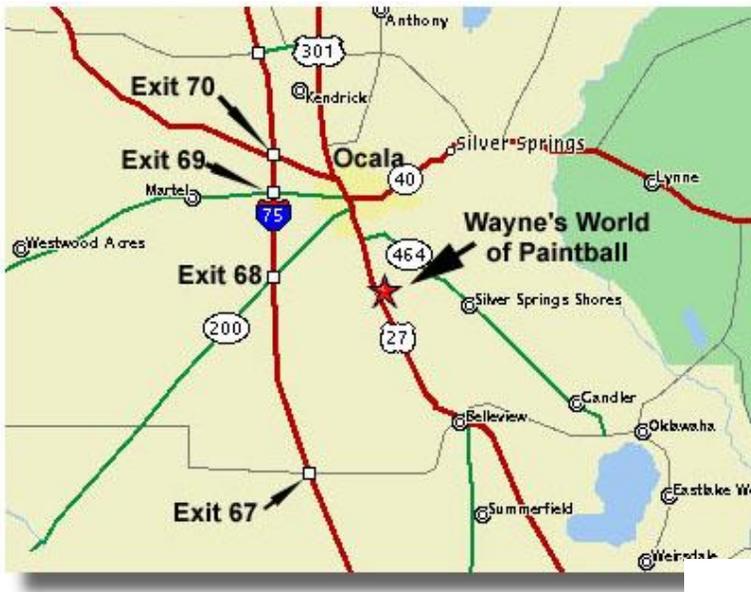
- 0700 - Gates open.
- 0730 - Chrono and Registration desk open.
- 0930 - Move onto the field
- 1000 – 1300 - Training
- 1300 - 1400 - Lunch
- 1400 – 1600 – Training
- 1600 – 1800 - Combat scenarios

### IMPORTANT!!!!

- We are NOT having a mass safety briefing for this event... our goal is to get onto the field as soon as possible to begin team training. Please make an effort to be onsite by 0800.
- Bring extra ammunition, loading tools and spare batteries **WITH YOU** onto the field. Consider having a couple of small packs among your team members which you can drop at each station.



## Field Location



Wayne's World of Paintball is located just south of Ocala. As you can see from the map, the field is easily accessible from Interstate 75.

From the south - **Exit 341 (Old 67)** - make a right turn and travel east approx. 5 miles until you reach Hwys. 441/301/27, turn left (we are located about 10 miles north).

From the north - **Exit 350 (Old 68)** - make a left turn onto Hwy. 200. Travel east until you reach 441/301/27. Turn right, and travel about 3 miles south. (If you turn right at the Walgreen's/Target Stores **YOU ARE NOT ON** Hwys. 441/301/27. **You must turn right again** when you reach the Popeye's Restaurant - Pine Street.)

The entrance to the field is located at 4841 S. Pine Street, directly across the street from the Ocala Drive-In Movie Theater screen. Located between Factory Direct Mobile Homes and Raintree Mobile Homes the entrance drive will be clearly marked. Follow the entrance drive through the gate at the top of the hill. You will be in the camping and parking area.

## Lodging

### Country Inn and Suites

I-75 Exit #350

3720 S.W. College Road (352) 237-0715

### Motor Inn

3601 West Silver Springs Blvd. (352) 629-6902

ask for Lahni or Kay

### Royal Inn

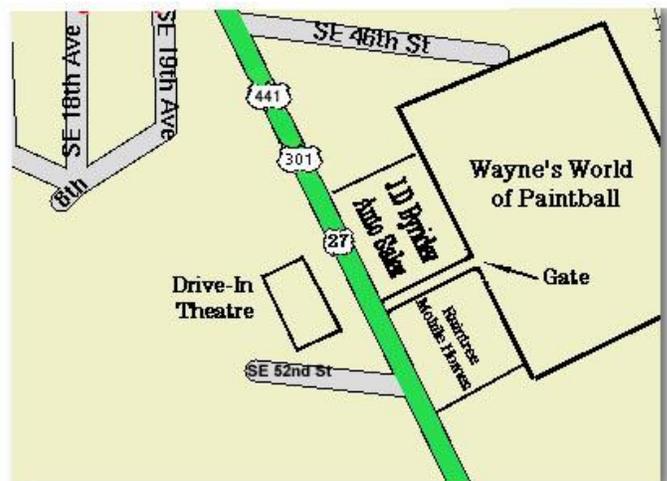
2900 S. Pine (352) 732-3575

### Travel Lodge

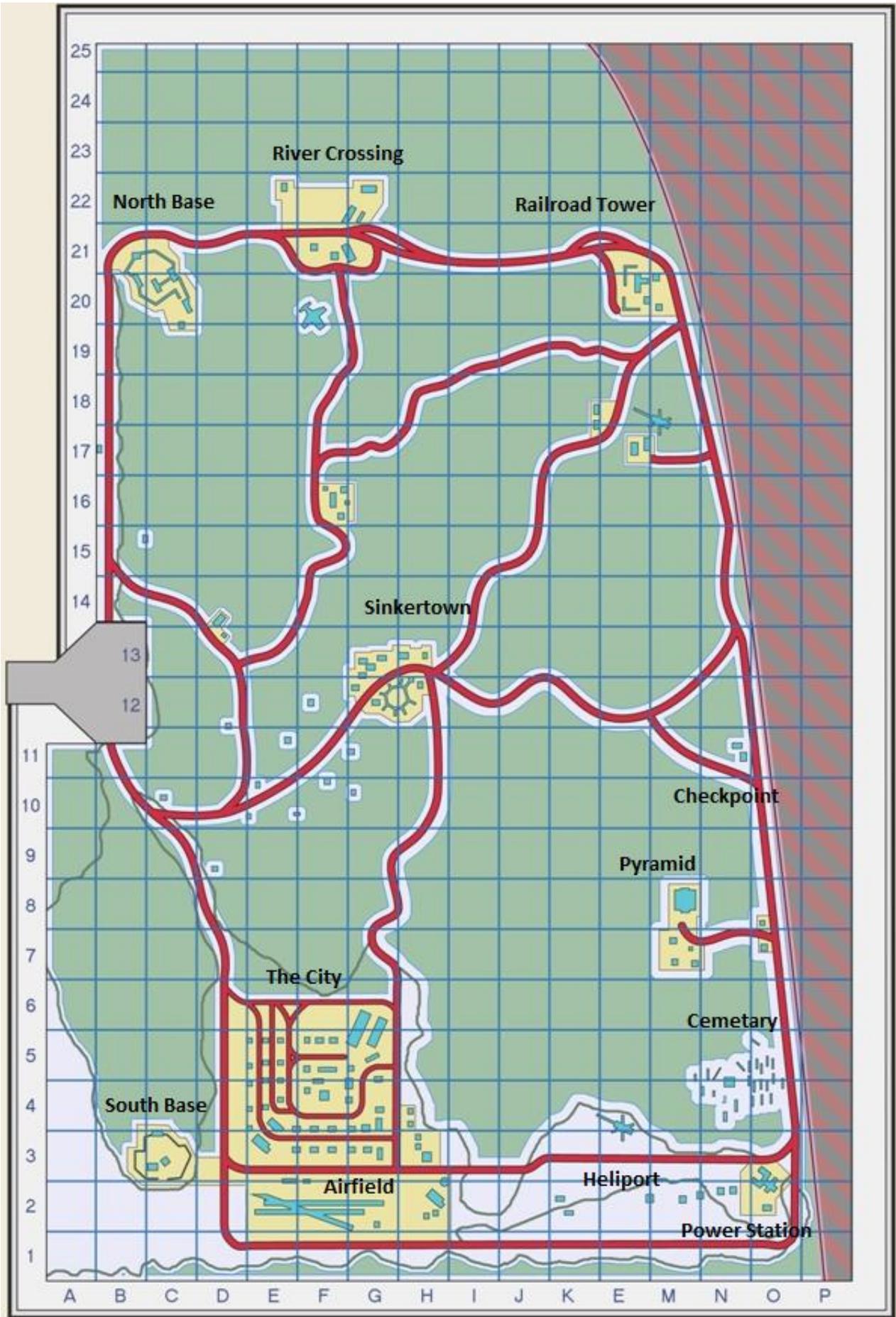
1626 S. Pine (352) 622-4121 ask for Lesley or Steve

### Holiday Inn Express

1212 S. Pine (352) 629-7300



**\*\*\* Camping Onsite is Available \*\*\***  
**Clean up your area and no open fires**



## Additional Event Notes

We will take a lunch break at approximately 1300hrs. Hotdogs, chips and sodas are included with your admission fee and may be obtained at lunch by presenting your lunch ticket to the attendant at the refreshment stand. Players are also recommended to bring powers bars, trail mix, MREs or other fast and easy food. We will not be taking a dinner break and will be playing until after nightfall. The game is planned to run until approximately 1900 depending on the energy and interest level of the players. Remember it will be warm out there. Pace yourself, drink plenty of water... and you should be good to go into the night.

Please remember to **PACK OUT EVERYTHING YOU PACK IN**. In other words, **DO NOT LEAVE TRASH ON THE FIELD**. Put all trash in your pocket or pouches and throw away your trash where it goes... **IN THE TRASH CAN**.



A water station is located at the entrance to the field along with a misting system if you need to cool down. Do not allow yourself to become dehydrated on the field. When your squad leader or an admin tells you to drink water, then drink water. Even if you are not particularly thirsty, drink water. If you need water but have an empty canteen or hydration pack, do not hesitate to ask a squad mate or admin for water.

## BBs and Weapons Magazines

Waynes World of Paintball requires the use of bio-degradable or earth-friendly BBs. There are numerous brands now available on the market and most Florida players have now become familiar with the brands. Excel Bio BBs, Biotech, Bioval, BioTech, Eco BBs, Earth Friendly Killer Beez are all among the acceptable BBs. Bio-BBs will be available for sale onsite.

**Please remember that only Support Weapons will be allowed to use high-cap or box magazines.** Support weapons should be proper SAWs and LMGs such as a M249, RPK, M60, etc. Riflemen are restricted to non-winding low and mid-cap magazines only.

## Check list for Field Ops

- Airsoft AEG & magazines
- Spare AEG & magazines
- Sidearm & magazines
- Airsoft gas
- Batteries for AEGs
- Bio-degradable / Earth Friendly BB's
- EYE PROTECTION
- Correct uniform for your team
- Battle rig, chest rig, plate carrier, LBV, LBE
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Belt
- Radio w/ spare batteries
- Spare radio w/ more spare batteries
- Weapons sling
- Ruck sack or other back pack item for carrying non-essentials
- Snack food or power bar
- WATER in a Hydrapak, canteen or similar
- Red Dead rag
- Anti-fog
- EYE PROTECTION... yes... it's that important
- Speed loader
- GUN BAG – don't carry your weapon out in the open
- Wayne's World Map
- MGP Waiver
- Waynes World of Paintball Waiver
- NSERA Waiver
- Admission fee
- WATER... again... it's important
- "OFF"... or other bug repellent
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera or disposable camera

This is a generic list that includes some of the 'basics'. You may find that you need more than the items listed, or less of the items listed. Be sure to plan for any possible outcome, good or bad and be prepared. Don't expect someone else to have the items you need. Get your gear in order so that you can be a self-contained entity.

GATHER and begin preparation of ALL YOUR GEAR no later than Thursday night. This will allow for any last minute items to be found in time.



# MindGame Productions 2017 Event Rules

**\*NOTE - We reserve the right to revoke play from any player who breaks our stated and in-game rules during the event. We reserve the right to DENY any application from players we deem unfit to participate in our event.**

## ***Rules and Regulations***

All players participating in the event must be 16 years or older. ID's will be checked during registration onsite. Players under 18 must have waivers co-signed by a legal guardian. Airsoft is meant to be a fun game. Rules are designed not to restrict but protect the safety of its participants and ensure each player has a good time. In developing these rules, we tried to cover realism, game play and safety.

## ***Event Registration***

Most events will offer online event registration three weeks or more prior to the event. Online registration may be completed through the MGP online store, accessible through the MGP website and linked from forum and email event announcements. Typically players who register online in advance and pre-pay for the event will receive a price discount below what players paying at the event will be charged. Please note that sending an email to say that you're coming does not qualify as online registration and pre-payment for a reduced price. It is a very nice courtesy to help us build player rosters, but we extend the discounted price to players who pre-pay to reserve their space at the game. We encourage players to pre-register to save money and make advance planning and on-site check-in easier for all concerned.

## ***Players Packs***

A PDF players pack will be produced for most large games, posted online for download around the time registration goes live. The players packs may be downloaded from the MGP website. Please be sure to download and read the players pack as it contains both general game rules and special rules specific for the event. The pack includes information on the game scenario, teams, radio frequencies, maps, directions to the site and waivers that players may print and fill out prior to the game to speed onsite check-in. Please note that many questions asked in the forums about an event may be answered in the players pack, and ask that players not take offense if a forum question is sometimes answered only by "check the players pack."

## ***Sniper Weapons (including DMRs)***

Sniper rifles and DMRs built for long distance, accurate shooting have additional safety requirements. Sniper weapons are limited to 436fps with .36 gram BBs. Weapons may be bolt action or semi-automatic only. A sniper rifle built from an upgraded selective fire AEG MUST have the fully automatic feature physically disabled. This may be by internal modification to the selector switch assembly or a screw drilled into the lower receiver and secured with glue or Loc-Tite to physically block the selector switch from the full-automatic position. Sniper rifles have a 100' minimum engagement distance. Targets should not be engaged by the weapon within 100 feet. The player needs a sidearm or other back-up weapon for close engagements.

## ***Weapon Velocity Limits***

Velocity reducers are NOT allowed. MGP will have preloaded testing magazines for a variety of weapons but do not have every weapon magazine available. Players should report to the chrono station with an empty mag for each weapon in case the MGP staff member needs to insert the testing BBs in the empty mag. Players caught with hot guns or guns that were not chronographed prior to the game will be removed from the game with no refund given. Please note that any weapon may be subject to a spot chrono test throughout the day, even if it is banded from the morning chrono test. This is all in the interest of helping to protect players on the field

MGP will classify events as FIELD/MOUT or CQB games with specific requirements for each. Excortech Chronos are our standard chrono devices and have proven to be trusted and reliable by major event organizers.

CQB games are restricted to 400 fps with .2 gram BBs. Field games, such as Waynes World of Paintball, all non-sniper weapons will be chronographed using bio .25 gram BBs.

RIFLE / SMG - OK < 366 fps

SAW - OK < 390 fps (50 foot minimum engagement, no SAW firing indoors)

SNIPER WEAPONS - OK < 436 fps (100' minimum engagement - chronographed using .36 gram BBs)

CQB events remain with a maximum FPS limit of 400 fps, chrono'd with 0.2 gram BBs. No sniper weapons are allowed at CQB games.

HPA weapons need to have tournament locks on their regulators.

### ***BBs***

Some fields will require the use of biodegradable or earth-friendly BBs, as designated in the Players Pack for each specific event. Sniper rifles which fire heavier weight BBs are exempt from this restriction. NO METAL BB's can be used in sniper rifles or AEG's. Anyone caught playing with metal bb's will be BANNED from MindGame Productions events. Note that graphite coated BBs are not metal although some players believe them to be. Graphite BBs may be tested with a pair of pliers to see that they crumble when put under pressure. Glass or clear polymer BBs, such as clear Bioval BBs are prohibited.

### ***Magazine Restrictions***

To promote a greater element of realism and focus on tactics, MGP has a standard set of magazine restrictions in place. Assault rifles and sub-machine guns are restricted to low- and mid-capacity magazines only. High-capacity and box-magazines are only permitted for legitimate support weapons such as M249s, M60s, RPKs and similar support weapons and light-machine guns. High-capacity magazines are here defined as using a BB reservoir and shorter, spring loaded feeding track into the hop-hop that is filled from the reservoir by use of a mechanical winding mechanism. Please understand that a MP5 with a box magazine is NOT a support weapon, even if you want to use it in that role. These limitations increase the importance of team maneuver tactics, the ability to accurately engage targets and present exciting and realistic situations in which teams may need to contend with dwindling ammunition reserves. Importantly these rules significantly increase the importance of team support weapons on the field and how they are employed in conjunction with riflemen. In rare instances, permission may be granted for a limited number of high-cap magazines to be carried for use in a very unusual or rare AEG design for which low and mid-capacity magazines are not manufactured. When in doubt, please inquire.

***Personal Protection*** Fully sealing eye protection REQUIRED. Impact rated, fully sealed eye protection must be worn at all times on the game fields. Mesh goggles are only allowed with shooting glasses or prescription glasses worn underneath. No shooting glass or mesh goggles by themselves are allowed. Players caught in violation of this rule on the field will be warned to correct the violation immediately Repeat offenses are grounds for being removed from the game with no refund given. Full face protection is suggested but not required for field games- either a balaclava or a full paintball mask that covers both your ears and mouth. For CQB games, some form of full face protection, even if a simple shemagh or balaclava, is required for safety.

### ***Uniforms and Personal Gear***

A red kill rag is MANDATORY. While we realize it will not stop players from getting shot after they've been eliminated, it will reduce it. For all night games, indoor games or games with extensive CQB elements, a red chem.-light, red LED light or flashlight with a red-lens is a requirement as a "low-light" kill rag solution. Players should be dressed appropriate to their faction's required uniform load out. All players should be on the field with at least one canteen or hydration pack. FRS/GMRS radios are recommended, as is a personal compass. A driver's license or other form of photo ID must be carried on the field at all times.

**Weapon Safety** Weapons are to be kept on safe with magazines out while in the staging area. There should be no shooting in the staging area except at a designated chrono area and weapons testing range. Blind firing (sticking your gun out of an area and firing without knowing/seeing where you are aiming) around corners is strictly prohibited! You must have EYES on target before firing. You may not use optics to see around corners and fire. It's real easy to hit someone point blank in the face when doing this.

**Minimum Shooting Distance** There is a minimum 10' stand-off range for engagements. Do not fire at targets within 10'. Instead you may call a "Bang" or "Surrender" to eliminate the other player. Your weapon must be at the ready and pointed at the opponent when you call "Bang" or "Surrender." No more than two opponents can be banged out in an engagement. If you come around a corner and see three opponents, you can kill two but then you are a casualty as well. Players who have surrendered are expected to sling their weapons and comply with their captors. In the past, some players have called "Bang" as a courtesy when they are at close range but further than 10' away. This is a purely optional courtesy to the target. A player is only required to accept a "Bang" kill at a range of 10' or less. If you elect to offer another player a bang kill at close range but outside of 10', keep your finger on the trigger and simply fire immediately if the player turns to run or moves to return fire. Sniper weapons cannot be used to engage targets within 100 feet. All snipers are expected to carry a back-up weapon for close engagements.

**Valid Hits and Eliminations** A hit from a BB anywhere on your body or personal gear (helmet, vest, etc.) is a valid hit. Gun hits do not count if just striking an exposed barrel, but weapons are not intended to be used as "shields". Ricochets do not count. If in doubt whether or not a hit was a ricochet or direct hit, take the most honorable route and assume the hit. Friendly fire (hits from teammates) DOES count. There is no such thing as "friendly" fire! Grenade hits count the same as a hit from a BB. If a grenade lands in your vicinity (approximately 10 feet away) and goes off but a bb does not hit you, you are out. In the event of a hit, the player yells "HIT!" He immediately raises his weapon or hands above his head and displays his red kill rag. No false calls. He may lie in place and call for a medic, or he may consider himself killed and return to a spawn point. If a player has been waiting for several minutes with no medic reaching him, he has the option of "bleeding out" and moving to the nearest spawn point. DO NOT call for players to "call their hits". It is unsportsmanlike and rude. This is a game of honor and should be treated that way. Remember, it's just a GAME. Sometimes your BB may not be reaching your target. Sometimes they may be deflected by a branch or hitting gear and the player is not aware of it. Give your opponent the benefit of the doubt and shoot him again.

**Wounds, Bleed-out and Moving the Wounded** If a player takes a valid hit, he immediately yells "HIT!" and raises his weapon or hands above his head, displays their red kill rag and lays on the ground. The player "falls in place", assuming a prone position. The player may move up to five feet in any direction if needed to place himself closer to a wall or otherwise outside the flow of traffic. He is not allowed to "stagger" a longer distance back to drop amidst his teammates. The downed player should consider laying on his back with his weapon pointed in the air or held across his chest to look less like he has merely assumed a prone firing position. Players should display their red "wound" cloths or handkerchiefs on their chest, heads or wrapped around their weapon so not to be mistaken as a player still in combat.

The downed player bleeds out in three minutes unless receiving first-aid. If no aid has been received within three minutes, the downed player is dead. He may rise and head back to the staging area, with his weapon and hands raised above his head. At anytime during the player's bleed out, he has the ability to be captured by the opposing force. Until he has been given first-aid or bleeds out, the downed player remains where he lies. A downed player may be "carried" by one or more active players to a safer location for treatment. One player placing his hand on the casualty's shoulder represents a carry. They may move at a walk but neither player may fire. If two players put hands on a casualty's shoulders, this represents a two-man carry. The three players may move at a brisk jog and the carrying players may fire one-handed.

***First Aid and Medic Rules*** Each player will carry two ACE-style medical bandages on their person in an “individual first aid kit” or IFAK. When a player has been shot, he takes a knee or goes prone, displays a dead rag and calls for a medic. Either the designated medic or another team member (depending on scenario specific rules) moves to the wounded player and pulls one of the bandages from the wounded players IFAK. The player applying first aid wraps the wounded player’s arm (or for more fun have the medic wrap where the BB impacted the player) and tucks in the end of the bandage securely. The wounded player may now re-enter the action. A player may have two first aid treatments, using his or her two bandages, before another hit sends them to the respawn area.

***Re-Entering Game Play*** When a dead player moves to a spawn point, he will wait here to re-enter the game. This is a good time to drink more water and refill your water carriers. Respawn rules may vary slightly from one game to the next and this will be noted in the players pack and the onsite game briefing. The standard rule is a three-minute OR three-man spawn rule. A player may reenter the game after three minutes or if a total of three players from the same team are ready to re-enter play.

***Pyro/Grenades*** Unfortunately due to previous fire issues, Waynes World has restricted the use of Pyrotechnics to ADMIN USE ONLY. CO2 and Green Gas grenades that throw BBs, powder or just make noise are generally acceptable for any field. Waynes World will permit players to give cold-burning smoke to Admins and have them employ it under close supervision.

***Field Admins*** At least three MindGame Productions admins will be on the field at all times during the game. Many will be identified by red polo shirts or hunter-orange vests. Please do not shoot the admins. Field Admins will be on the field to help with game-flow, watch for safety violations and handle challenges or problems as they arise. Most events will feature a number of “embedded” admins running with player units in that team’s uniform. “Red Shirt” and embedded admins alike will all carry identification cards identifying them as official event admins. Players are expected to respect the authority of any credentialed admin. If you are approached by an unknown individual who claims to be an admin and is making rules or scenarios decisions, you are fully within your rights as a player to ask to see his MGP admin credentials to confirm his identity.

### ***Photographers***

Some photographers may be on the field in yellow vests. These are considered “invisible” photographers and should be allowed to roam the field and take pictures as they wish. They are not considered admins, and should not be making administrative game calls. This is not necessarily due to lack of experience as some photographers may be veteran players, but lime-green vest photographers are not necessarily read-on fully to all event rules, regulations and mission details. Other photographers may be “in-character” as embedded journalists. They operate just like any other player in the game and may be shot or wounded by hostile or friendly fire.

**Mindgame Productions, Inc.**  
**Indemnity Agreement & Release Of Liability, Acknowledgment Of Risks And Hazards**

**This is an important legal document! By signing it, you are giving up certain rights!**  
**Please read carefully before signing!**

In consideration of MindGame Productions allowing (Print Name) \_\_\_\_\_ to utilize the event facilities and participate in airsoft tactical scenarios, training and related activities, (hereinafter referred to as 'activities covered by this Agreement), I agree that:

1. REPRESENTATIONS, WARRANTIES, & ASSUMPTIONS OF RISK:

I understand that participating in any of the activities covered by this Agreement will expose me to the risk of personal injury, property damage and/or death. I understand that the success and safety of my participation is dependent upon the proper functioning of proscribed safety equipment, vehicles and airsoft training weapons; and that neither the safety equipment, vehicles or airsoft weapons can be guaranteed to function perfectly. I understand that the safety equipment, vehicles and airsoft weapons are subject to mechanical malfunctions as well as operator error. I freely, voluntarily and expressly choose to assume all risks inherent in participating in the activities covered by this Agreement, including, but not limited to, risks of equipment failure, malfunction and/or failure to function, including those which may result from some defect in design, assembly, and/or manufacture as well as those risks arising from improper and/or negligent operation, training and/or use of the equipment. For and in consideration of the thrill of participation in this activity, and understanding full well that those risks may include personal injury, property damage, and/or death, I assume those risks.

(\_\_\_\_\_) Please initial when read and agreed upon

2. EXEMPTION AND RELEASE FROM LIABILITY

I exempt and release the following persons, corporations and organizations: MindGame Productions, Inc.; Guardian Centers of Georgia, LLC; Waynes World of Paintball; The owners and lessees, if any, of land upon and from which the airsoft event and related training operations are conducted; and including all of each person's, corporation's, and organization's officers, agents, servants, employees, representatives, lessors; (hereinafter collectively referred to as "Releasees"), from any and all liability, claims, demands or actions or causes of action whatsoever arising out of any damage, loss or injury to me or my property, or my death, while upon the premises or while participating in any of the activities covered by this Agreement, whether resulting from the negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause.

(\_\_\_\_\_) Please initial when read and agreed upon

3. COVENANT NOT TO SUE.

I agree never to institute any lawsuit or action at law or arbitration or otherwise against any of Releasees, or to initiate or assist in the prosecution of any claim for damages or cause of action which I may have by reason of injury to my person or property, or my death, arising from the activities covered by this Agreement, whether caused by the negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause. I further agree that my heirs, executors, administrators, personal representatives, and/or anyone else claiming on my behalf, shall not institute any suit or action at law or otherwise against any of Releasees, nor shall they initiate or assist the prosecution of any claim for damages or cause of action which I, my heirs, executors, administrators, personal representatives, and/or anyone else claiming on my behalf may have by reason of injury to my person or property, or my death, arising from activities covered by this Agreement, whether caused by any negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause. I hereby so instruct my heirs, executors, administrators, personal representatives and/or anyone else claiming on my behalf. Should any such suit, action at law, arbitration or otherwise be instituted against any of Releasees, I agree that such Releasees shall be entitled to recover attorneys' fees and costs incurred in defense of such suit or action, including any appeals therefrom.

(\_\_\_\_\_) Please initial when read and agreed upon

4. LIQUIDATED DAMAGES.

As part of the consideration for my being allowed to participate in the activities covered by this Agreement, I promise not to initiate any legal or equitable action or arbitration against any of the Releasees for any cause of action whatsoever. Furthermore, I realized that the damages to the Releasees for my breach of this promise are uncertain and difficult to establish and that in the event I breach this promise I agree that the liquidated damages I will be liable to pay to each of the Releasees named in a any legal action I may bring is \$100,000 for each named defendant.

(\_\_\_\_\_) Please initial when read and agreed upon

I agree that the amount of \$100,000 is not a penalty but is rather an estimate of uncertain damages. I further agree that this provision for liquidated damages shall apply to any action in which I am required to indemnify the released parties, such as a wrongful death action brought by my heirs. These liquidated damages shall be due and payable immediately upon filing any legal action or demand for arbitration and irrespective of the outcome.

(\_\_\_\_\_) Please initial when read and agreed upon

5. INDEMNITY AGAINST THIRD PARTY CLAIMS.

I will indemnify, save and hold harmless Releasees from any and all losses, claims, actions, or proceedings of every kind and character, including attorney's fees and expenses, which may be presented or initiated by any other persons or organizations and which arise directly or indirectly from my participation in the activities covered by this Agreement, whether resulting from the negligence and/or other fault, either active or passive, of any of Releasees or from any other cause.

( ) Please initial when read and agreed upon

6. ARBITRATION BOARD.

I further agree that in the event I or any other party have any claims whatsoever against any of the Releasees arising out of my participation in activities covered by this agreement including an action for personal injury or wrongful death, that it shall be a condition precedent to the filing of any legal action against any of the Releasees by myself or my heirs, that the matter first be arbitrated by an arbitration board appointed by MindGame Productions, Inc. and that the decision and finding of that board shall be final and binding upon all persons. MindGame Productions shall have absolute and unfettered license to choose whomsoever they desire as arbitrators and the decision of the arbitrators shall not be set aside for any reason whatsoever. Furthermore the filing of a demand for arbitration shall trigger the requirement for payment of liquidated damages specified in Paragraph 4.

( ) Please initial when read and agreed upon

7. VALIDITY OF WAIVER.

I understand and agree that if I institute, or anyone on my behalf institutes, any suit or action at law or any claim for damages or cause of action against any of Releasees because of injury to my person or property, or my death, due to the activities covered by this Agreement, I agree that this Agreement can and will be used as evidence in court. Should a court of competent jurisdiction rule that any of the provision(s) of this Liability Release Agreement is void or invalid, all remaining provisions hereof shall remain in full force and effect.

( ) Please initial when read and agreed upon

8. REPRESENTATION AND WARRANTIES.

I represent and warrant that (a) I have read, understand and agree to fully comply with all rules, procedures, safety guidelines and standards published online, in the players pack for this event and briefed onsite, (b) I assume fault and liability for injury of myself or other participants if caused by my failure to comply with all rules, procedures and safety guidelines published online, in the players pack for this event and briefed onsite, (c) I have notified the event staff of any physical afflictions, relevant past medical history details, medical treatment and medications which I am currently undergoing or taking, (d) I have made no misrepresentations on my age, health or understanding and agreement of all event terms, rules and conditions.

( ) Please initial when read and agreed upon

9. LIKENESS RIGHTS.

Any and all, included but not limited to; pictures, videos, electronic images, or drawings, regardless of origin, or author, may not be generated, created, used, distributed, or reproduced, in/on/within, any commercial, personal, promotional, advertisement, in/on print or electronic format, resulting in any financial, monetary, personal, promotional, or any other reason(s) unapproved by event organizers or any other party authorized by event organizers. Any and all, included but not limited to; pictures, videos, electronic images, or drawings, regardless of origin, or author, are the property of event organizers. Players and approved photographers may retain their photos and video, however MindGame Productions, Inc. requests the download of all images and video for our own use prior to leaving the event. By attending, you agree to allow us the unrestricted and uncompensated use of you, your likeness, name, voice, photograph (s) logo or trademark in such material..

( ) Please initial when read and agreed upon

10. EFFECTIVE TERM

This Agreement shall remain in full force and effect from the date and time of signing continuously for a period of 10 (ten) years.

( ) Please initial when read and agreed upon

IN WITNESS WHEREOF I HAVE CAREFULLY READ THIS DOCUMENT AND THE BELOW REGISTRATION FORM, FULLY KNOW AND UNDERSTAND THEIR CONTENTS, AND SIGN IT OF MY OWN FREE WILL.

Your Signature \_\_\_\_\_ Today's Date \_\_\_\_\_ Email Address \_\_\_\_\_

Printed Name \_\_\_\_\_ Date of Birth \_\_\_\_\_ Emergency Contact # \_\_\_\_\_

Signature of Legal Guardian (if under 18 years of age) \_\_\_\_\_ Today's Date \_\_\_\_\_

Printed Name of Legal Guardian \_\_\_\_\_

Witness Signature \_\_\_\_\_ Today's Date \_\_\_\_\_ Witness Name \_\_\_\_\_

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
PHONE \_\_\_\_\_ E-MAIL ADDRESS \_\_\_\_\_  
DATE \_\_\_\_\_ TEAM NAME \_\_\_\_\_

**WAYNE'S WORLD OF PAINTBALL, INC. /  
WAYNE DOLLACK  
24 HOUR ROLE-PLAYING SCENARIO GAMES, INC.  
Sparr, Florida  
The United States of America  
GENERAL RELEASE**

KNOW ALL MEN BY THESE PRESENT THAT THE UNDERSIGNED, being of lawful age, for the sole consideration of being granted the opportunity to participate in the below described event does hereby and for his/her heirs, executors, administrators, personal representatives, successors and assigns release, acquit and forever discharge in the United States of America and the Owner of any lands utilized by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. in the conduct of its operations and its or their agents, servants, successors, personal representatives, heirs, executors, administrators, assigns, and all other persons, firms, corporations, associations, or partnerships of and from any and all claims, actions, causes of action, demands, rights, damages, costs, loss of service, expenses and compensation whatsoever, which the undersigned now has or which may hereafter accrue or result from on account of or in any growing out of any and all known and unknown, foreseen and unforeseen, bodily and personal injuries and property damage and the consequences thereof resulting or to result or which may result from any accident, casualty or event which may or did occur for any reason in connection with or arising out of or on account of the undersigned's participation in simulated combat situations, whether as contestant or observer, held on the date of execution hereof.

It is understood and agreed that this release is made in order to induce Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and Scenario Directors to allow the undersigned to participate in the event herein referenced and that such inducement is material to Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. decision to allow the undersigned to so participate. Furthermore, the undersigned agrees to follow and abide by the letter and spirit of the rules of safety and play as defined by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives. Specifically, the undersigned agrees to wear at all times while on the playing field eye protection approved by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives.

The undersigned hereby declares and represents that he/she acknowledges and understands that any injuries which may be sustained for any reason may be permanent and progressive and that recovery therefrom is uncertain and indefinite, or may be fatal, and in making this Release it is understood and agreed that the undersigned intends to assume any and all risks of loss, including property damage losses, and indemnifies and saves Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives from any damage, loss, claim, cost, and expense of any kind or nature.

The undersigned further declares and represents that no promise, inducement, or agreement not herein expressed has been made to the undersigned, and that this Release contains the entire agreement between the parties hereto, and that the terms of this Release are contractual and not a mere recital, and that it is made freely, knowingly and intentionally.

The foregoing Release and its conditions are understood to apply to all other individual players, as well as Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and the land owners or Scenario Directors and Promoters of events.

THE UNDERSIGNED HAS READ THE FOREGOING RELEASE AND FULLY UNDERSTANDS IT. THE UNDERSIGNED REPRESENTS THAT HE/SHE CAN READ AND WRITE THE ENGLISH LANGUAGE AND HAS SIGNED THIS RELEASE FREELY AND WITHOUT DURESS OR UNDER INFLUENCE OF ANY KIND.

THE UNDERSIGNED FURTHER ACKNOWLEDGES THAT THE EVENT ABOVE DESCRIBED MAY INVOLVE A HIGH DEGREE OF RISK OR PHYSICAL INJURY OR DEATH; THAT THE SIMULATED COMBAT SITUATIONS INVOLVE USE OF A GAS POWERED WEAPON SHOOTING PAINT-FILLED GELATIN PROJECTILES AND THAT IT IS HIGHLY PROBABLE THAT THE UNDERSIGNED WILL BE HIT BY ONE OR MORE SUCH PROJECTILES.

In witness whereof I have hereunto set my hand and seal and delivered this Release the day referenced above.

SIGNATURE \_\_\_\_\_ Date \_\_\_\_\_

**WE MAINTAIN THE RIGHT TO REFUSE PARTICIPATION TO ANYONE ON ANY GROUNDS DEEMED APPLICABLE BY US.**

