

SAFETY RULES **for scenario paintball game „Operation Chicago“**

1. DO NOT take off your goggles under any circumstances while you are out at the playing field or at the chrono area. The goggle is the only protection for your eyes and ears that guarantees your hearing and vision.
2. Shoot only at those who can retaliate, DO NOT shoot the referees, the cameramen or players that are already shot, or animals found in the range of the playing area. Shooting outside the limits of the playing or chrono area is STRICTLY PROHIBITED.
3. Before the game you must make sure your marker is properly set to no more than 300fps/ 91mps. It is compulsory that outside the playing area you must have your barrel condom on.
4. Do NOT shoot anybody from up close or distance less than 3 meters.
5. While moving through the field be careful and watch your step, remember that the goggles restricts your field of vision. Do NOT climb trees, roofs or cross the safety markings / line placed by the organizers..
6. In case somebody sustains an injury, any shooting around him must be stopped immediately, and the referees and the medics must be informed simultaneously. Help for the injured to be carried out of the field.
7. Any weapons different than the paintball marker, any physical contact or other objects not reviewed or allowed by the referees are Strictly prohibited.
8. Regardless of the adrenaline rush stay calm and control your emotions.
9. If you encounter people without goggles, immediately stop shooting and ask them to leave the playing perimeter.
10. While crossing a smoke curtain, you can easily get hurt by hitting into object you do not see. This is why you have to move with caution until you get outside the smoke cloud.
11. If there are vehicles taking part in the game, please remember that they can Not stop immediately. Stay at least 1.5 meters away from them at all times.
12. Anybody who is intoxicated or under the influence of any drugs will NOT be admitted to play.

The Hosts reserve the right to refuse participation to any player violating the above safety rules!

Game rules

1. The main purpose of the game is having fun and collecting maximum number of points for completed mission objectives, the body count is not important.
2. Obey the safety rules, follow the leadership of your army commander, keep your emotions under control and do not evoke conflicts.
3. Player is considered to be marked when.
 - There is a paint mark on him any piece of his gear equal or larger than 1 euro coin.
 - Whenever he enters minefield, buffer zone around the enemy H.Q. , or the 1,5 meter zone around

- any vehicle.
- Whenever he announces to be „out“
- Whenever he calls another player „out“, while his marker is not capable of shooting
- Whenever he has been called „out“, and have begun shooting at the player without asking for test shot in the ground or nearby tree
- Whenever the player shoots a referee
- Any player without identification wrist bandage

4. Any marked player must raise his marker above his head, leave all objects that are part of the scenario game (no this personal gear) and using the shortest route possible he must exit towards his HQ, or the designated area for rest or re-spawning of the players. While moving to those zones the marked player is not allowed to speak to any of the active players.

6. After the designated time elapses you will be allowed to rejoin the game. If you continue to play after you are being marked you will target excessive fire towards you and you may be the reason for conflict at the game field.

7. Once you are hit you should check yourself if you are marked. If you are not bale to do so, you should ask some of your team-mates to do it for you. Sprinkles that do not form solid spot are not considered as elimination mark.

8. Both army's HQ are located outside the game field. You are not allowed to attack those!
In the HQ is the are the generals that lead the army's operation and movement.

9. Moving or relocation of any objects – flags, pillons,bunkers – is completely prohibited, unless something else is specified the current task.

10. Some objectives may require, „destruction“ of vehicle, setting a minefield or another special scenario task. Description of this task will be given in written by the organizers. The referee responsible for monitoring the completion of this task will m ove along the group of players and report to the HQ.

11. During the game you are allowed to use pyrotechnics only if they are provided by the organizers. Usage of pyrotechnic materials not provided by the organizers will result in disqualification of the player for the entire game.

12. Following the game rules will guarantee pleasant and successful game for everybody. Respect the other players. Follow the referee's instructions – their job is to keep you safe and enforce the rules.

13. At any time the referees and the organizers might request from any player to show their registration bracelet, upon such request the player has to provide it immediately.

14. Every player who has signed up for this event automatically accepts all of the above rules. Any violation of those rules might result in the player's disqualification from the event or permanent suspension of this from any future events of this kind.

What to do IF...

1. You have obviously marked an enemy player, and he keeps on playing:

- ask a referee near by to check him
- if there is no referee near by, request one to come over, using the radio

2. If you happen to come behind an enemy player, at a distance less than 3 meters, warn him that he is eliminated by shouting loud and clear OUT.

3. While being in a shoot out in a tight space – buildings, trenches etc.- try to aim at body parts where you will not inflict a lot of pain, remember you might end up in the same situation. IF the enemy player is a rookie, kid or woman please be considerate.

4. If you see an eliminated player that is giving away information to other players:
 - inform a referee that is near by if there is no referee near by, request one to come over, using the radio
5. If somebody who is wearing goggle, but is not taking part in the game (photographer) starts to tip off some of the players, this action automatically turns him into a legitimate target, that can be shot upon.
6. If you have serious ground to believe that some player's marker does not meet the 300 fps requirement, you have the right to request from the referees to have his marker checked.

The rules are translated version of the rules posted by Big Paintball Maneuvers - Russia