

# Springfield Hidden Ranch rules

## 1xx series event

Revision: A02242015

### Schedule:

1. First safety briefing at 1000.
2. Lunch at 1230
3. Event end at 1630/1700 (winter/summer)

### Chrono station

1. Players must show at the station with waiver, payment, a fully bb loaded magazine and working gun (battery connected).
2. Staff will top off magazine with 0.20g bbs (AEG) or 0.30g (GBB) and will control the weapon FPS/Joule.
3. Upon FPS/Joule checking, guns will get tagged.
4. No leniency on FPS/Joule. (No Exceptions).
5. A weapon must follow its MED and FPS to be allowed in the field.
6. Weapons shooting above 400fps/1.5j can only be handled by players older than 18yrs old. No exceptions.

### Mandatory items:

1. ANSI 87.3 rated full seal and strapped goggles. NO mesh mask/goggles, lab/shooting glasses. NO soft lenses.
2. Red/Pink rag (also call death rags). Available at the chrono station for \$2.00.
3. Food and drinks. Food concession available on site. Restaurants available nearby.
4. [Field waiver](#) (if you did not give it this year)
5. [Event waiver](#) (if you did not give it this year)
6. Trash bag(s).

### Suggested items:

1. Money, in case you would need food, drinks, a rental guns or buy from other vendors (if avail.)
2. Extra clothes depending on the weather and the field conditions.
3. Map of the field.
4. Face/Mouth protection.
5. Full battle dress uniform (BDU) in either green or tan based pattern. Mixing between the green and the tan pattern will not guarantee which side you will play hence strongly discouraged.
6. gun bag/case.
7. Make sure your gear and weapons are all marked.

### Gear limitations:

Teams will be divided by uniform colors, NOT gear color. The division is depending on whether your uniform is light or dark based color. The gear (i.e. helmet, backpack, boots, etc) size and color doesn't matter.

### Magazine limitations:

1. Low, regular, mid and high capacity magazines allowed on all weapons.
2. Cmag, Dmag, drum and box magazines allowed on all weapons.

### Weapon limitations:

1. All guns are allowed as long as they meet the FPS/Joule requirements.
2. GBB rifles (i.e. Daytona, Polarstar, etc) are limited to 1.5J until further notice.

### Prohibited items:

1. Metallic, glass or paint bbs.
2. Real firearms, ammunition, knife/blade longer than 2 inches.
3. Open flame or explosives items such as real flashbang or smokes.

### **In the playing zone (AO)**

1. Goggles must be worn at all time unless called by the organizer.
2. If FOG issues, get off the field before taking your goggles off.
3. The organizer might call for a goggle off inside the AO ONLY if all guns have been put on safe, mag out, weapon holstered or slung.
4. No radio interception/monitoring allowed.

### **Outside the playing zone (AO)**

1. Remove mag, empty chamber, safety on.
2. guns slung and handgun holstered.
3. Threat your gun as if it was a real firearm.

### **Minimum engagement distance (MED)**

0ft	0fps to 399fps
25ft	400fps to 449fps
100ft	450fps to 600fps

### **Feet Per Second (FPS) – allowed by weapon type:**

0-400fps	- All full auto weapons (including support weapons)
0-450fps	- Semi auto weapons (Full auto permanently disabled), GBB rifles prohibited.
0-600fps	- Bolt Action only

### **Radios and Communication**

1. Channels 2 to 7 for light based team
2. Channels 8 to 14 for dark based team
3. Channel 1 for emergencies  
Ex: 911, cheating, etc

### **Photos & Videos**

1. Bring your memory sticks/cards to me at lunch and after the event.
2. Keep your video quality above 720P.
3. Keep your files smaller then 2Gb.

### **Field Official**

1. Field Officials (FO) act as referees, event coordinators and crisis handlers.
2. You must report any bad behavior player names to the Field official.
3. You can direct your questions and issues directly to the FO.
4. Their final decision(s) is(are) as good as the event organizer(s).

### **What is not tolerated**

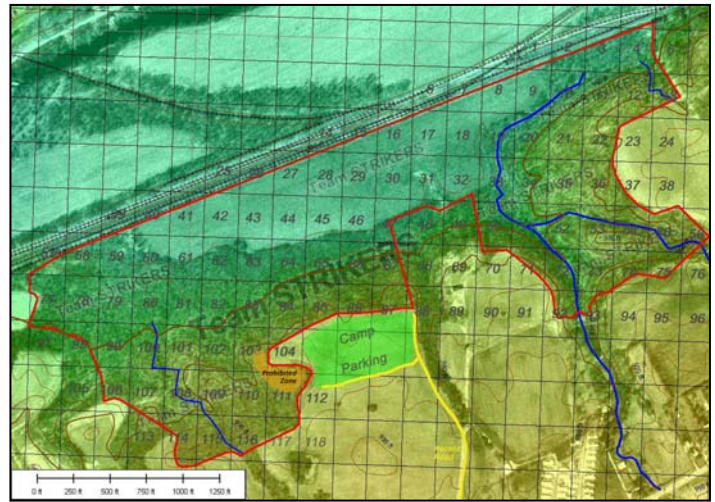
1. Foul language, yelling, cussing and whining at other players.
2. Knife kills.
3. Intentional face shots or blind firing.
4. Using dead players has shield(s).
5. Physical contacts unless given consent.
6. Poor sportsmanship, lack of respect or bad attitude.
7. Stealing and physical aggression will be dealt by law enforcement.

### **Buildings**

- a) Respect your MED.
- b) No full auto guns shooting inside or within 12ft of a building.
- c) No guns above 400fps firing through buildings.
- d) No climbing, repelling, jumping, etc)
- e) No more than 4 persons per secondary floors and 2 per third floors.
- f) Assume every buildings have a rooftop.
- g) Players can shoot from the platform(s).

### Field boundaries (North being the top of the image)

1. Nobody on the gravel along the railroad track (North).
2. Nobody outside the woodline (East, South)
3. On the West side, if you see a house, you went too far.
4. Trail in grid 70,71 and 92 is ONLY allowed for vehicles and movement when not in play (you can't hop in and out of the trail).
5. The camping/parking is out of play. No shooting in our out of it.



### Grenades:

1. Must look like a grenade or distraction device.
2. Must be made of rubber, foam or plastic.
3. Must be tossed.
4. Do not need to explode to be deadly.
5. Can't be tossed over the building walls.
6. Can't be re-used unless you go back to resupply or you bleed out and die.
7. If tossed inside a room, everyone inside that room is considered wounded (when medic in play) or dead.
8. Each and every grenades brand must be approved by organizer before being used. Tornado, ThunderB and Madbull are pre-authorized.

### Rockets:

1. Must look like a rocket or a 40mm head.
2. Must be made of rubber, foam or plastic.
3. Can't be fired through roof tops.
4. Can't be re-used unless you go back to resupply or you bleed out and die.
5. If fired inside a room, everyone inside the room is considered dead.
6. Must be fired from a launcher such as an M203, M79, LAW, AT4 or any other approved launcher.

### Hit rules

1. Gun hits don't count.
2. Gear hits count.
3. Ghillie suits and any other soft covers such as blankets, cardboard, sheets or leaves do not protect from gear hits.
4. Dead man don't talk.
5. Friendly fire counts.

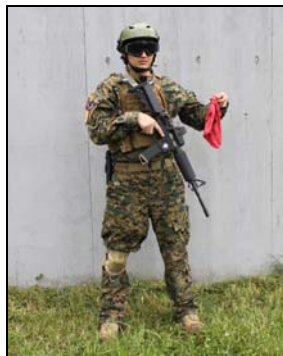
### Example on how to call out.



a. before impact



b. After impact



c. Pull your red rag.



d. Display your rag.

### Medic & Respawn (when applicable)

- a) When hit, lower your weapon, place your red rag high in the air or on your head.
- b) You have 5min to get a medic to reach and heal you.
- c) You can ONLY yell for a medic. You can't talk to teammates or use the radio.
- d) If the medic doesn't heal you within that 5min, you bled out and must walk 300ft away from any physical contact/action, Then come back into the game. You must keep your red rag out while walking your 300ft.
- e) If the medic get to you before the 5min, he must touch you both hands, count 60sec and you are back into the game.



A medic healing a player

### Prisoner (if applicable)

1. You must approach the target within 1ft and say "you are my prisoner".
2. You can search the prisoner by saying "I am searching you"
3. The captured player must comply to the search order, must sling his gun(s) and give any intel he might have.
4. The POW can't use his weapon until he goes to regen/respawn or he get touched by friendly forces.
5. Personal belonging can't be physically captured.
6. Maps/Intel cards, while personal, can be visualized.
7. Game props can be seized/captured.
8. Every hits count except in-hands guns.

### Vehicles (if applicable)

Vehicles can be destroyed with 2 rocket shots.

After the first shot:

1. The vehicle is disabled.
2. All players on board are still alive.
3. The vehicle need to be fixed by an engineer for a 2min period.
4. After the 2min period and as long as not hit by a 2nd rocket, the vehicle is now operational.
5. Players and intel can be captured.

If the vehicle gets hit by another rocket before the 2min repair period is over:

1. The vehicle is destroyed.
2. All players on board are dead and most follow the medic procedure.
3. The vehicle must stay on site for 10min. Then get off the field to complete is "respawn" time.
4. Any players and intel are considered destroyed and can't be captured or seized.

### Freeze/Surrender/BangBang

1. BANG BANG
  - a. Accepting the "BANG BANG" is **MANDATORY**.
  - b. Must be within 15ft of the target.
  - c. Must be aiming at the target.
  - d. Must be in sight.
  - e. Your gun must be functional (mag, battery, gas, gun)
2. FREEZE
  - a. Accepting the "freeze" is not mandatory.
  - b. The player being offered to "freeze" can return fire if he wants to.
3. SURRENDER
  - a. Accepting the "surrender" is not mandatory.
  - b. The player being offered to "surrender" can return fire if he wants to.