

General Information:

Directions:

Location: Graffiti Paintball, 1127 North Seneca Road, Belle Plaine, KS 67013

Mapquest directions:

<http://www.mapquest.com/maps?1c=Wichita&1s=KS&1a=W+Kellogg+Dr+%26+S+West+St&1z=67213&1y=US&1l=37.67401&1g=-97.38828&1v=INTERSECTION&2c=Belle+Plaine=KS&2a=1127+North+Seneca+Road>

From Wichita/ Haysville:

Head south on I-235/I-35 until you get to the Mulvane Exit (#33).

Take a left (west) at the stop sign.

Then go left (south) at Hwy 81/Broadway stop sign.

Continue 4 miles to 110th North.

Take a right (west) on to 110th

Drive one mile and take the first right (Seneca Rd).

Turn left (west) at the first mailbox (number 1127).

From Wellington:

Head north on Hwy 81 to 110th North (2 miles north of the Belle Plaine Y).

Turn left (west) on to 110th.

Drive one mile and take the first right (Seneca Rd).

Turn left (west) at the first mailbox (number 1127).

Game information:

\$10.00 to play all day

7 courses available for variety

Field hours: 0900 until 1700

Please make arrangements to be picked up around 1645

Lunch hour: 1200 or 1300 depending when players are ready to eat.

Airsoft check-in is from 0900 to 0915

Safety brief is 0915

Departure for AO is at 0930

Game starts at 0930 or earlier when possible

Game interval is nominally 10 minutes. However, this may be stretched to allow better rest and re-hydration during the summer months. **Gates will normally be open by 0830. Early arrival is encouraged.**

Please note, ALL times are subject to change depending upon circumstances.

Upon arrival, please check in at the shack to sign your waiver and pay your field fee. Afterwards please check in with the airsoft admin table. Please have ALL weapons to be used with you as your next stop is the chrono station. Be sure to have barrel covers secured in place over the weapons muzzles. Pistols just need to be on safe and holstered.

ALL players must be checked in at the shack and have weapons chronoed before they will be allowed access to the game AO.

Please insure that your magazines are loaded and batteries are charged. If you are not ready to play when the first game starts, you will be added to a team when you are ready.

Please bring extra water during the summer as dehydration can occur rapidly. Also do not forget insect spray.

If you have a lot of gear, a folding table would come in very handy.

GAMES:

These games are being put together for your entertainment. However, if you have a favorite game, field, or scenario, please let us know. We will do our best to accommodate your requests. If the game is very complex you might want to PM the game information to game admin prior to game day. That will help us get more familiar with your rules.

Rules of Engagement

A. GENERAL RULES

1. Airsoft is based on the honor system. Please **CALL YOUR OWN HITS!**
2. Do not argue with the refs, their decision on the field is **FINAL**.
3. Raising your gun and shooting another player in anger is **NOT** acceptable you will be **BANNED**.
4. Swearing, yelling, or belittling another player will not be tolerated!
5. **NO** fighting...Verbally or physically, Law enforcement will be call if required by the situation.
6. No alcohol or drugs. Persons deemed "under the influence" of alcohol or drugs will not be allowed to play. No illegal or illicit behavior will be tolerated.
7. Overall, treat people the way you want to be treated.
8. This is a game, we're all out here for fun. Show respect for your teammates and opponents as well.
9. Cheating will not be tolerated.
10. Respect other player's property. Don't handle player's weapons or gear without permission.
11. Marking your guns and mags is highly recommended. Loan guns & equipment at your own risk.
12. Players caught stealing will be handled by local law enforcement office, and will be banned from participating in future games and events at Graffiti.
13. Stay within AO boundaries
14. Do not spawn camp.
15. No intentional shooting of the refs.
16. All guns **MUST** be cased during transportation to and from games! This is a very serious issue..
17. All players and observers must sign a field/event waiver before they will allowed to exit the staging area into the AO.
18. Players under 13 must be accompanied by a Parent or Adult Guardian while on the field of play.
19. Players under the age of 16 must have a waiver signed by their Parent or Adult Guardian.

RULES ON THE FIELD ARE NOT LIMITED TO JUST THESE. THERE MAY BE MORE PRESENTED TO YOU ON THE FIELD.

B. SAFTEY RULES

1. Hydration is critical. Please bring plenty of fluids (water, Gatorade, etc.)
2. If over the age of 16 full seal, ballistic rated goggles are required. Mesh goggles are allowed. Shooting glasses are **NOT** allowed unless they are full seal and ballistic rated.
3. Players under the age of 16 must wear full face protection.
4. In the event of injury or loss of eye protection, **PLEASE** alert a field ref **ASAP**.
5. Absolutely **NO** firing under 10 feet.... Use the **BANG** rule instead. In order to use the bang rule you **MUST** have your weapon pointed at the target and be at 10 feet or less. The weapon must be operational and have ammunition.
6. No blind-firing. Shooters must be able to see both muzzle and target.
7. Absolutely **NO** pyrotechnics, open flames, or similar dangerous devices will be used at any time. Cold smoke devices **MAY** be used if approved by admin staff.
8. Gas grenades may be used as well as claymore mines. Exercise **EXTREME** caution when employing these devices. Trip wires may **NOT** be used, these devices will need to be remote detonated . Grenades **MUST** be **LOBBED**, not thrown. All claymores and grenades will be inspected prior to play for safety verification.
9. Red "dead-rags" are highly recommended.
10. **NO MAGAZINES IN WEAPONS IN THE STAGING AREA**. Keep weapons on safe. All weapons in the staging area will have a barrel cover securely attached to the muzzle of the weapon. Pistols just need to be on safe and holstered.
11. No shooting wildlife. This will not be tolerated..
12. Bio-degradeable bb's and .12g bb's may not be used in AEG's, GBBRs or sidearms. They have a history of shattering on impact. **HOWEVER**, they may be used in approved grenades and claymores.
13. Boots are **HIGHLY** encouraged due to the nature of the terrain.

C. HIT RULES:

1. One shot anywhere on the players body or equipment this includes field packs, Tac gear, etc, you're hit, call it. Ricochets and gun hits do not count as a hit.
2. Dead men walk, they do not talk. Passing information to a team mate while "dead" is tantamount to cheating. This is also true for use of radios while "dead".
3. A players shot by a team-mate (friendly fire) is still dead.
4. Live players will not use hit players or referees for cover or concealment.
5. When you are hit yell out HIT if you do not you will most likely get shot some more. Prominently display a RED dead rag on your person if you have one. Otherwise, raise your weapon over your head and DIRECTLY leave the AO as quickly as possible.

D. WEAPON REGULATIONS:

1. WEAPON CLASSES:

- A. Standard AEG's are all weapons capable of full automatic fire.
- B. DMR's (Designated Marksman Rifles) are special weapons with improved accuracy and optics and are **limited to semi-automatic fire only**.
- C. Sniper weapons are limited to bolt action weapons or other weapons with their full-auto feature disabled.
- D. Support weapons are limited to exact replicas of their military counterparts, such as the M249, M60, RPK, etc.

2. WEAPON VELOCITIES:

- A. All weapons must be chronoed and approved by a Game Official. **.20g BB's will be provided at the chrono station so please bring an empty magazine for each weapon platform you will be using.**
- B. Maximum velocities will be expressed in fps as measured using .20g BB's and will be in accordance with the following table. Please note that these are guidelines for the maximum allowable velocities and in no way to be taken as a goal.

WEAPON TYPE:	Maximum FPS
Pistol	350
Standard AEG	400
Support	450
DMR	500
Sniper	550

3. MINIMUM ENGAGEMENT DISTANCE (MED) WILL BE IN ACCORDANCE WITH THE FOLLOWING TABLE:

MED table:

0 to 349 fps	10 feet
350 to 399 fps	20 feet
400 to 449 fps	40 feet
450 to 499 fps	60 feet
500 to 550 fps	80 feet

4. AEG'S chronoed over 400 fps, but less than 450fps **may be used IF, they can be locked into semi-automatic fire only.**

E. COMMUNICATIONS:

Use of radio and electronic communications equipment on the field of play is acceptable and is in fact highly encouraged. However, covert monitoring of opponent radio channels is prohibited.

F. Special rules:

Special rules may be used during scenario play. These rules will be explained prior to entering the AO.

G. CONCLUSION:

REMEMBER: This is a game, it is supposed to be FUN! Let's keep it that way.