

# AIRSOFT TEAMSKIRM

TEAM EVENTS is designed to play together as a team, the emphasis is on TEAM. The missions and rules are made to stimulate this as much as possible.

TEAM EVENTS is a concept that you must commit to. You complete the missions together as a TEAM.

There are always 6 teams present at a TEAM EVENTS. This gives the opportunity to play other missions, make missions with 2 teams playing together, ... the possibilities are endless.

This document contains all agreements and guidelines that must be followed at a TEAM EVENTS. These rules are important for the success of a TEAM EVENTS event. Read and understand before you come to the event!

## **TEAM**

Each TEAM has its own color (Red, Blue, Orange, Purple, Yellow or Pink)

A team consists of a different number of people.

The number of people depends on the terrain where you play. Below is a summary of the different roles within a team.

### **NCO**

The NCO is the point of contact for the team. The NCO is informed in advance of the missions, extra rules,... He ensures that his team is complete and that all conditions are met.

Necessities

- Paper
- Something to write

Amount per team: 1

### **RTO**

The RTO is the communication of the team. He ensures contact with the other teams and the game management. The RTO must ensure that this communication can take place at any time.

Necessities

- PMR set on the following channels  
1: 446.00625  
2: 446.01875  
3: 446.03125  
4: 446.04375  
5: 446.05625  
6: 446.06875  
7: 446.08125  
8: 446.09375
- Backup PMR set on the same channels.

Amount per team: 1

### **MEDIC**

The Medic ensures that persons who have been hit can be brought back into the field. (see further under hit rules). Choose your medic carefully and protect him / her.

Necessities

- none

Amount per team: 1

## **SUPPORT**

The Support class is not always used. This class is only allowed in woodland areas. The Support class is not allowed on CQB sites. A Support weapon provides support for the team. A Support weapon is a weapon that is also used in real life as support. Example: m249, m60, MAG, An m4 with drum mag is not a support weapon. Are you in doubt about your weapon, contact us. If you can't fill this class in your team, that's no problem. Then you play without support that day.

Necessities

- Support weapon

Amount per team: 1

## **DMR**

A DMR is only allowed on outdoor areas. Each team can have a maximum of 1 DMR in their team. A DMR has a sniper/DMR rifle that shoots the maximum joule value according to the 2020 tables.

A sniper weapon is a bolt action weapon or an aeg with a 2 second delay. Any other weapon is not a sniper/DMR replica and follows the normal AEG limits.

If you don't have a sniper who can fill this role, you will play without a sniper that day.

Necessities

- DMR/Sniper rifle

Number per team: 1

## **RIFLEMAN**

Every other team member belongs to RIFLEMAN'. They are not given a special task. They can not have a special rifle and must be in the CQB or ASSAULT Class.

## **RECON**

A TEAM can have 2 people in the RECON class. This small 2 man unit has special HIT and respawn rules, see below. A RECON unit can have any type of class from the team, as long as it does not exceed the max amount of classes in the TEAM. (For example a recon team can consist of a DMR and Rifleman). The people within the RECON team can rotate when they are both up.

Amount per team: 2 (if the teams are bigger than 5 people)

## **HIT/MEDIC RULES**

Medic rules during TEAM EVENTS work towards keeping the team together at all costs and avoid solo play. There are 3 different medic options.

### **HIT**

When a player is hit, the player shouts HIT, takes out his deadrag and stays in place. The downed player can move 1m out of the fireline or from an uncomfortable position. As soon as the player is hit, the bleed-out time starts. When the player did not get stabilized or healed during the bleedout (10 min) the player is dead and needs to go to respawn.

### **STABILIZE**

To stabilize the downed player, any player, that is up, can bandage the downed player. As soon as the bandage is applied, the player removes his dead rag and is back in action. When the player gets hit during the process, the process stops and can be started again.

The bandage needs to be minimum 2m long and 3cm wide. You can carry 1 bandage per person.

When a stabilized player gets hit again, he can only be healed by a medic in the bleed out time.

### **HEAL**

A heal can only be done by a medic. Each team has a medic. A heal can be performed on a downed or a stabilized player. To heal a person the medic holds the downed player for 2 minutes. After those 2 minutes the bandage can be removed and the player removes his deadrag. After removing the deadrag the player is back in the game.

### **RESPAWN**

Each team has one team spawn and there is one main respawn.

Team Spawn, a team spawn is placed by the team leader and placed on Ares Alpha. Dead players move to the respawn and can only get back into the game when the full team (without recon unit), dead or alive, picks up the players at the spawn. The team spawn is marked by a flag.

The spawn can be placed and moved everywhere and at any time by the team leader, as long as it is in the game area. The enemy spawn can be destroyed by taking the enemy spawn flag. You keep the spawn flag with you till after the game.

Main Spawn, this spawn is used when the team spawn has been destroyed. Same rules apply as for a team spawn. Once you spawn with the team, the team leader takes a new spawn flag to create a new team Spawn.

A downed player can only yell for a medic, using a radio is not allowed. Once the player is in the respawn (team or main) the player can communicate the arrival at the respawn and is waiting for pickup. Here the player can use his radio.

## RECON

## TEAM RECOGNITION

Colored clothing is used on CQB sites. The team is responsible to show clearly what team it is. It is important that the team color is very clearly present.

## OUTDOOR

## GENERAL RULES

We use the 2020 Tables for all types. Testing is done in the field. A chrono is available to check the power of your rifle before the game. The test is done with the BB and the rifle/pistol you use.

[illegible]

## **SINGLE SHOT**

Every rifle or pistol is used single shot, with exceptions for the support class. Single shot means, one trigger pull equals one shot. Using a shotgun is allowed.

## **KNIFE KILL**

If someone does a knife kill, the person is dead, he cannot call a medic and is therefore not allowed to shout HIT either. The player who is dead must spend his bleed out time before going to spawn.

To make a knife kill, you have to tap the other person (preferably with a rubber knife). There is no discussion, if you are tapped you are dead.

## **TRASH**

You take back home all the trash you bring. No garbage bags are provided by the organiser. Bring a plastic bag from home and make sure you take it back home.

## **BB's**

Only BioBB's are allowed.

## **LUNCH**

Bring your own lunch. Usually there are no lunch breaks and you eat when you are hungry during the game.

## **TIMETABLE**

Timings can be found on the specific event page. The meaning of the timings,

- Gate open: When you are allowed on the field
- Briefing: Gathering before the game to go over details
- Start game: When the game begins, will be announced over radio or phone
- End game: When the game stops, will be announced over radio or phone

## **ARES ALPHA**

We use Ares Alpha for missions and tracking, make sure to have Ares Alpha installed and ready to go.

## **GRENADES**

No grenades are allowed. This includes smoke, pyro, sound, bb, gas, ...

I go to great lengths to make your day as fun as possible.

I would therefore like to thank everyone who lends me a hand during the day with all kinds of matters.

Have fun,  
Verge

