

Trash : We have trash bags in the trailer - Please police your own area and deliver bagged trash to the compound.

Age: You have to be 10 or older to play.

Missions & Points: Your team captain should have a flyer with the field map and mission assignments. Run the missions for points. There are no points awarded for blowing bases, or eliminating players or generals. Missions vary in value based on complexity and duration – so please read your missions carefully.

Arm Bands or face mask tape: You will be issued arm band tape or face mask tape. **This identifying mark and your players card must be in plain view at all times** – and no pulling a sleeve down over your arm band. And you may not wear enemy tape under any circumstances.

Spies & Medics & Tanks & Laws: There are no spies or medics or tanks or law rockets.

Bases: Bases are worthless. Overrun bases may not be held – they must be **immediately vacated** by no less than 300 feet. You may take all props. Do not take helicopters, tape, mission cards, maps, radios or personal items. Do not enter the generals HQ. No firing, smoke or grenades allowed in the generals HQ.

Generals: Run your army how you like – you don't have to stay at your base.

IMPORTANT : MODES & FIELD SPEED & RATE OF FIRE Restrictions: 68 Caliber markers of all types and modes are allowed. Our field speeds are 280fps and 6bps MAX during the day. Land mines and grenades are fine. Any markers that can be adjusted without tools needs a velocity lock-down or "tournament-cap." Team Captains: Please police your teammates so we don't have to. Overshooting ("Bonus Balling") is deemed a serious safety violation and will NOT be tolerated. Captains: please reinforce this message with your teammates. That said, TriggerTyme will hold the whole team responsible for its members on this issue. Triggertyme is committed to the positive growth of the sport, and we need your help.***

Prohibited Equipment: Heavy clothing which is designed to promote bounces; shields; unbreakable trip wires; air horns; cylumes; knives; ropes; whistles; hot-burning smoke; pyrotechnics; firearms; laser sights; crossbows; sling shots; BB guns. Any device designed to raise or lower the velocity of a paint marker (tools, adjustable barrels without locking caps) are prohibited on the field of play. NO predominantly yellow or orange shirts, jerseys allowed.

Ghillie Suits: For Ghillie suits bounces count if the wearer feels the hit.

Player Cards: You must keep your player card on you and VISIBLE at all times, and it will be required to chrono, receive your arm band tape, to enter your base, for your meals and air.

Hits: All hits count. Gun hits count. Quarter sized hit or quarter sized splatter means OUT. Once you are OUT: plug your gun and raise it high and holler I'm OUT and do it quick and move toward the nearest insertion point, but... keep your gun up and plugged - remember dead men don't talk and this includes radios & don't wander through the enemy positions. Any spec from a grenade or mine and you are out.

Surrender & Barrel Tags: Once under 20 feet all players should offer the surrender option. The receiving player can plug his marker in surrender OR turn and shoot. If you touch the barrel of your marker into an opponent and say "TAKE THE HIT" the receiving player is OUT.

Insertions: Once you are out, plug your marker and return to your insertion point. Each side has **at least one insertion point** & you must use your own insertion point. **These change during the game**, so listen carefully to the instructions at the safety briefing and check with your base ref and general if you are not sure. **BY DEFAULT**, plug your marker, hold it high and return to your base. Then you may immediately reinsert. YOU MUST go to your base before removing your barrel plugs - A ref will be there to help make goes clean and safe.

**** A chronograph should be at your base. Please chronograph your marker before you insert. ****

Player Communications Equipment: No restrictions except as limited by the FCC. Refs are on Channel 1. You may reach us there, but don't use it for your team communications.

Dead Man's Walk: First - don't use eliminated players as cover. If you are eliminated, your markers must be UP and plugged as you walk back to your insertion point. If your marker is down and plugged –or- up and unplugged you appear to be a live player. If you are out, plug it and hold your marker UP and walk off.

Out of Bounds: Don't play out of bounds. Boundaries are marked with yellow rope. If you find yourself crossing rope, you are crossing a boundary. As a live player, you should not be crossing boundaries. If we catch you playing out of bounds, we may pull your player card – so don't do it.

Cussing: We have young ears here. Cussing is considered unsportsmanlike.

Shooting in the Staging Area or Wandering around unplugged: Do not shoot paint in the staging area. Keep your gun plugged. Dry fire in the staging area all you want, but your gun must be plugged.

Wiping: We have a number of player/refs on the field today looking for wipers. If you see a player wiping a hit and returning to play please bring it to the nearest ref's attention. At this point we will pull the team captain and the player in question off the field to talk this over. Remember - we are not using medics and we do not allow self medication!

Goggles: Keep your goggles on when on the field & at the chrono station. No exceptions.