

****THUMPER'S SCENARIO RULES – 06.24.2006 ***** SNIPER! : Operation Switchback VERSION ****

- **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:** You should have an event flyer with the field map and mission objectives. Run the missions for points. Most objectives are worth 100 points per objective. Many time slots have multiple objectives. You do not have to have all objectives to score one. If a general leads a mission and holds an objective a 50 point bonus is awarded. (max 1 bonus per side per time slot) There are no points awarded for blowing bases. **IMPORTANT:** Mission objectives are scored **at the time** noted on the flyer. This is **NOT** the mission start time. (also see sniper bonus points)
- **Sniper Bonus points:** Several players may be designated snipers. These players must take their credentials to the compound and purchase special sniper paintballs which will have a unique fill color. They will have a "kill card" on their person. If they can eliminate the enemy general and have the enemy general or witnessing ref sign off on the "kill", then the kill is worth 50 bonus points. Snipers should turn in their kill cards to Thumper at games end for scoring.
- **Face mask tape and player passes:** You will be issued face mask tape. **This identifying mark and your players card must be in plain view at all times.** Your player pass will be required to chrono, receive your arm band tape, to enter your base.
- **Spies & Medics:** There are no medics. There may be spies.
- **Tanks/ Gunships:** TT allows up to 2 tanks per side – tanks must be Kawasaki Mule sized or smaller. Tanks must stay on existing trails – no off road. Tanks are restricted to walking speed only. Players may not approach w/in 10ft of tank. The only way to take out a tank is with a fired 52mm Nerf Rocket. Tanks may fire paintballs and Nerf Rockets.
- **Law Rockets:** TT allows law rockets. 52mm Nerf type only – Rockets must be powered by co2 or HPA (no hand thrown). No shooting at players or "choppers". (or from choppers). Laws can take out tank/gun ship w/ direct hit only. Laws fired at a building or bunker and makes a direct hit eliminate all players behind structure **w/in 10 ft** of blast if and only if a ref is nearby and "sees the shot" - reach them on channel 1 and provide heads up as needed. If there is no ref on site the shot doesn't count. Hint : use your laws where the refs are - not where they aren't. -- hint#2 : refs are known to frequent mission objectives!!! Max of 5 rockets on you. Retrieve you own - at your own risk. Put your name on your rockets. Rockets found by refs may be collected and turned in for collection later - but not they are not the refs responsibility.
- **Helicopters/Digging Crew:** If your army is allowed a helicopter: A pilot is required. To load the chopper, the pilot sits on the ground holding the chopper. Passengers then plug their markers and grab hold of the chopper. Once plugged they are neutral. To fly, the pilot stands and then walks the chopper, all guns up and plugged, and all passengers holding the chopper. While flying the chopper, the pilot, and it's passengers are neutral. They can't shoot, be shot, drop or pick up items. **Maximum flight time is 15 minutes.** The pilot must remain with the chopper and return chopper to base. To get off the chopper, the pilot sits down, and the passengers run away from the chopper counting 3 seconds as they run then pulling their plugs after the 3 seconds. Once the passengers let go, they may be shot. Once passengers exit they chopper, they may not get back on the chopper during the same sortie. Enemy soldiers following a chopper must stay 150ft away until it lands. Choppers may not fly inside buildings. The chopper must try to not land within 150 ft of a group of enemy players. **The Digging Crew variation** on the helicopter operates the same way but has fixed routes and drop zones (i.e. tunnels and tunnel exits). **15 minutes of air are in the tunnel.** The tunnel rats may not reenter the tunnel once exited. They may exit the tunnel network without regard to of enemy positions, counting to 3 as they run and then unplug.
- **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 are allowed. Our field speeds are 280fps / 15bps during the day – semi only mode. No ramping or full auto. Land mines and grenades are fine. Any markers that can be adjusted without tools needs a velocity lock-down or "tourney-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.**
- **Hits:** All hits count. Gun hits count. Quarter sized hit or quarter sized splatter means OUT. Once you are OUT: plug you gun and raise it high and holler I'm OUT and do it quick and move toward the nearest spawn point, but... keep you 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.
- **Spawn:** Once you are out, plug your marker and return to your spawn point. Each side has **at least one spawn 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 every time you spawn***
- **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 you 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.