

D-DAY PRODUCTIONS SCENARIO EVENTS

Version 2015

You are about to embark on the experience of a lifetime! You will be participating in the largest multi-hour/day paintball game in history. This event is of a magnitude never before achieved in the sport of paintball. Unique features of this event even include a fleet of real "Deuce and a Half" army trucks for transporting players around the field. You will also encounter bazookas, mines, paint and smoke grenades, landing craft, trench works, firebases, villages, HQ bunkers, gun emplacements, tanks, APC's (Armored Personnel Carriers), and much more! We have gone to great lengths to bring you the largest paintball field in the industry, now with more than 1200 acres in play!

We hope you will enjoy yourself.

The game itself will be explained in more detail throughout our web site. To ask questions directly to the D-Day Staff or veteran players of the game, visit the official Oklahoma D-Day Facebook page. Here, we will attempt to educate and inform you of the Standard Rules of Play and of other event information. Our goal is to make your time at D-Day Adventure Park the safest and most enjoyable experience you have ever had playing paintball!

Due to the enormous importance of safety at an event so large, **ALL** players must familiarize themselves with all of the rules of play. You should also familiarize yourself with the D-Day map. When you sign your waiver, you will also be stating that you have READ and UNDERSTAND these rules. For the sake of your safety, the safety of your fellow players and the enjoyment of your visit to Oklahoma D-Day, it is important that you read and understand these rules. You will be held accountable for your actions on and off the field.

This is a game to HAVE FUN and to provide you with a memorable experience. Some elements of the game have been made to simulate realistic situations. Not everything can be realistic in a game such as this, but we have tried to implement an air of realism and authenticity that is beyond compare.

Above all, be safe and have the time of your life!

• **GENERAL INFORMATION**

1. **REGISTRATION:** If you have pre-registered, you will receive a "RECIEPT" in the mail. This will identify you as having paid your entry fee and provide a registration number. Bring the RECIEPT and a photo ID with you when you come. If you lose your RECIEPT or forget to bring it, please try and remember your number. When you arrive at the D-Day Adventure Park, you will need to Check In at the Registration Building. You **MUST** sign a waiver at this time (if you sent one in with your pre-registration, the staff must verify that they have it on file). If you are under 18, the signature of a parent or legal guardian is **REQUIRED** on the liability waiver. (IF NOT A FAMILY MEMBER, THIS MUST BE NOTED ON THE WAIVER.)

Remember, pre-registration is at a discounted price! Check the dates on the website and register early for the best price and the widest variety of units to choose from.

You can also purchase paint tickets during Check-In. They are available at the next window to the left of the Registration window. These tickets can be redeemed throughout the week at select locations around the facility and on the field during Saturday's game (at select Dead Zones).

Upon completing Registration and Check-In, you will receive an armband and a Play Card that must be worn throughout the entire event. You may then proceed directly to the Orientation Tent for the video (see below). Don't wait until the end of the week. The lines can get very long as dozens of players wait to complete the class!

2. **ORIENTATION:** Please bring your marker, air, paint, goggles and adjustment tools with you to Orientation (see Chronographing below). The Orientation and Safety Briefing is **REQUIRED** to receive your hopper cover, which will denote the side you are playing on. This cover is **REQUIRED** to participate in the Friday and Saturday games and all other paintball events. Orientation will consist of a relatively short video followed by a player briefing and question/answer session. The entire process typically lasts less than 20 or 30 minutes. After the video and briefing, you will proceed to the next table or tent to receive your hopper cover. **Do not lose it!** Do not leave it laying around for an enemy player to confiscate. There is a \$10.00 charge to obtain a replacement cover. (Don't lose it!)
Again, completion of this course is **REQUIRED** before you can play, regardless of your experience level. There are the usual safety issues, campsite etiquette, game play rules, etc, but orientation will also contain new rules/situations unique to D-Day. The game is enhanced and changed every year. Even Oklahoma D-Day veterans will need to know about these changes.

3. **CHRONOGRAPHING:** After completing ORIENTATION you will be directed to the nearest chronograph station. Please bring your marker, air, paint, goggles and adjustment tools with you to Orientation. A referee will be present while every player is chronographed to the field specifications of 285 fps or less. If you need assistance, please don't hesitate to ask. After you complete this step, report to your side's HQ to make sure your command staff knows you are on-site.

4. **CAMPING:** We have over 100 acres for camping. There are 60 RV spaces which must be reserved in advance for a minimum of 7 days. This is a family event, so no profanity please. We appreciate and expect everyone to act in an appropriate manner. There will be a lot of children at the event. Alcohol consumption will not be allowed anywhere on the field or the public areas (your camp is your property for the week) It will be treated in a domestic manner! We consider your dwelling space private to you and your guests. Any and all illegal drugs are expressly forbidden. If you become intoxicated, or are found using drugs of any kind, you can be expelled from the event. Remember, families with their children are

present and we are all here to have a good time. Please respect your neighbors and keep any music or noise to a tolerable level. No loud music will be allowed after 22:00 (10:00pm) in the campsites. Also keep in mind that generators are sometimes noisy. Please respect others that may want to sleep. There is an all-night generator area available for your comfort and convenience.

Do not go into any campsite other than your own unless the owner is there and you are expressly invited. Theft will not be tolerated in any way, shape or form. You **will be arrested** if you break the law. Camp security will be tight. There will be uniformed and plain clothes policemen and security personal on duty at all times.

5. **WEAPONS:** No **firearms or knives** (other than pocket knives) are allowed on the premises at any time. Sheath knives or cooking knives are allowed in your campsite for cooking purposes only. Do not wear a sheath knife around the camping/vending area for any reason. Do not take them onto the playing field.
6. **CAMPFIRES:** will be permitted only if a FIRE RING is used and A BURN BAN is not in place. There will be a lot of dead wood on the grounds, but it burns fast. We recommend bringing some charcoal. There will be no cutting down of live trees! In order to prevent the spread of certain destructive insects, do not transport wood here from a significant distance away. Any purchased firewood should be bought locally.
7. **PETS:** There will be absolutely **no pets** allowed on the facility. **No exceptions.**
8. **PAINT: Event Paint Only!** Using non-event paint is grounds for immediate expulsion from the game and the grounds. Our sponsors spend their time and money promoting this event and providing prizes for it. In return for their generous support, we use their paint exclusively. **FIELD PAINT ONLY! (EVENT PAINT BY DEFINITION OF D.D.A.P. IS VERY SIMPLE: PAINT PURCHASES DURING THE EVENT THAT YOU ARE PARTICIPATING! You may use event paint only at our local the Bunker after events are over. You cannot use last year's paint or previous event paint during any other event.**
There may be multiple grades of paint available at the event, cost dependent upon grade. When you purchase paint, you will be given 1 Paint Ticket for each bag of 500 balls. You can redeem these at any Paint Station. These stations will be located near the registration area and at select Dead Zones on the field during Saturday's game. By purchasing tickets instead of paint, you will not have to store your paint in a tent on a hot summer day, or have to carry 2000 rounds in your pod harness! Hint: If you want to avoid a long line, don't wait until Friday afternoon to get your paint tickets.
Unused paint tickets can be redeemed for paint until 5 p.m. on Saturday of the big game. **There will be NO REFUNDS for unused paint tickets.**

There will be four paint colors at the event; regular paint (AP or anti-personnel paint) tank AP paint (allowed only to tank crews while crewing a fighting vehicle), AT (or anti-tank paint) allowed only to specific players and tanks, and sniper paint. Paint colors will not be disclosed prior to the D-Day event. If you are hit by a color other than those used in the event paint, report it to a referee.

9. **HPA/CO2: DDAP WILL NO LONGER PROVIDE C02 AT THIS EVENT!** High Pressure Compressed Air will be available throughout the entire event. We will be able to fill your HPA tanks to 4500 psi at most of the mobile air stations set up around the field and campground. You must be sure your tanks are current on their inspection stamp/sticker. If we cannot read a stamp or sticker, your tank will not be allowed. If you are not sure, please have them inspected prior to coming to the event. This will keep you from having any 'down time', due to an expired tank. All tanks must meet the hydrostatic requirements. All stickers/covers/labels that are non-factory must be removed for inspection of your bottle for damage. Any

bottle that is considered to be unsafe will **not** be filled, period. We will not risk endangering you or your fellow players with a tank that might not be safe. Check and double check all your bottles before coming to the game!

10. **CHRONOGRAPH/MARKER SPEEDS:** Daytime game speeds will be set at a maximum of 285 fps. Night game speeds will be a maximum of 250 fps. You will be required to chrono, and re-chrono, before each and every mini-game, night game, and big game. This same rule holds true for anytime you are on the field during the week. A majority of the refs will carry hand chronos and will be spot checking speeds throughout the event. Markers that are shooting 'hot' are a serious safety hazard. A paintball traveling over 300 fps can shatter a goggle lens. **"Hot" firing will not be tolerated!** This safety rule is especially important for the night game because of the possibility of close quarter's engagements. All leftover "zip ties" from previous chronos must be removed from your marker or bottle prior to the next event that you plan to play in.
11. **D-DAY FIELD:** The D-Day field consists of 1200+ acres in the rolling hills of NE Oklahoma. The terrain consists of open fields, dense woodland, sheer cliffs, deep ravines and creek beds with running water. Trees are plentiful and so is the underbrush in places. Rock is king on this field. Be aware of your surroundings and watch your footing. Check what you are about to crawl through. With a field this large, it is very hard to keep Poison Ivy/Oak off the field! Crawling into a briar thicket or through a patch of Poison Ivy may well ruin your weekend. The D-Day map will be available to print off of the web site. Approximate 'Out of Bounds' limits are marked on the map. Additional areas on the field will be roped, taped, signed or wired off because of potential safety hazards or for game play reasons. Learn where the Dead Zones are so you can get there quickly and get back in the game.
**Detailed Rules and Regulations will be found in later sections of this text.

• **SAFETY**

1. **GOGGLES:** Your most important piece of personal safety equipment is your goggles. You **MUST** keep them on at ALL TIMES when you are on the field. No exceptions! All goggles must be ASTM approved full face and ear protection. This is not an option. The "Goggles On" rule is strictly enforced **AT ALL TIMES**, throughout the entire week. This applies whether you're involved in a dry run practice or taking a leisurely walk on the field. During play, you can only remove your goggles when you are within the safety netting of designated Dead Zones. No exceptions! If your mask is knocked off on the field during the game, **DO NOT** go looking for it! Immediately get low to the ground, cover your eyes and yell "Blind Man". Wait for another player or a ref to find your goggles and return them to you.
2. **BARREL BLOCKING DEVICE (BBD):** You **must** have your BBD on your marker at all times when not on the playing field. Only barrel socks/condoms/covers will be allowed. No barrel plug inserts. If you ever see anyone off the field without a BBD in place, don't hesitate to remind them to put it on. You have the right to expect others to respect your eyesight. Since we cannot be everywhere at all the times, we are asking everyone to help us enforce these two very important rules (Goggles On, BBD). Remember the cardinal rule of paintball: **PLAY SAFE!**

3. **INJURY**: If you are injured in any way, call out for a medic. Since there are no role-playing medics at D-Day, any call for a medic will be treated as an actual emergency. Remain in place and the referees will assist you. **Absolutely NO PLAYER IS TO CALL A CEASE FIRE!**

4. **HYDRATION**: The weather in NE Oklahoma during D-Day is typically hot and humid. Proper hydration and nutrition is VERY important to your safety at this event. The most common injuries at D-Day are heat and/or dehydration related. Even when inactive, it is important that you drink plenty of the proper fluids. This will help you maintain your hydration for the periods when you are active or hard at play. Avoid soda and alcohol. Both will dehydrate you. Be especially careful of what you drink during the day or two before the big game. To properly hydrate, take your body weight and divide it in half. The resulting number is how many ounces of fluid that you should drink in a day. Also, to counteract the dehydrating effects of soda and alcohol, a typical body needs about twice as much water to flush out what you drank the night/day before. You are more than welcome to bring all the bottled water and sports drinks with you that you like to the event, or you can purchase them here onsite.
*****Remember: Hydrate early; drink often, drink smart*****
When playing, it is very important that you take water with you onto the field and drink regularly while playing. It is much easier to maintain proper hydration by drinking regularly than it is to re-hydrate once you've encountered a problem. On the field there will be water buffalos filled with clean, potable water for drinking. It is **STRONGLY ENCOURAGED** that you take your own hydration source, such as a canteen or camel back, with you onto the field. Hand in hand with this, it is vital that you at least snack lightly during the day. You certainly might not want to eat a heavy meal, but it is important that you eat something, such as the occasional snack bar, granola bar or sports snack.
Remember these guidelines to help ensure that your performance stays at its peak and to help you avoid the dangers of dehydration and heat related injuries. Please remember this is a game. If you feel overheated or over-taxed, take a break. Find a cool spot to rest, drink and catch your breath. Then get back in there!

5. **MARKER REPAIRS/TESTING**: There will be absolutely no firing or dry firing of markers allowed in any public area whatsoever. There will be a designated marker repair station accessible near the campground where you can test fire your markers. Any repairs involving dry firing must be done at a chrono station, vendor site, or repair station, with a BBD on your marker at all times. Any live fire repair must be done inside the chrono netting, with your goggles on. Remember; you can only fire your marker at a chrono station, a designated marker repair station or on the field! You cannot fire your marker at your campsite, in the woods next to your campsite, or in your vehicle. Doing so is not only a safety hazard, but a blatant show of disrespect for other people's safety. If you are found firing your marker in the camping area, or anywhere but an approved area, you may be asked to leave the event.

6. **FIELD REFEREES**: There will be NO "Player-Refs" or "Refs-In-Play". Only Staff Refs will be present on the field. Referees will be designated by bright Orange or Purple Shirts.
 - a. **Yellow Shirts are Field Refs**: They are responsible for Dead Zone operation, troop transport, field chrono, paint checks and general safety on the field. These referees look out for player safety and other game play situations. They should be your first contact with regard to rule questions or violations and all other game play issues.

- b. **Purple Shirts:** They are the ultimate authority on the field. They make the ruling for all Scoring Objectives and entry pole changes. They can overrule any other refs. If you feel your inquiry is of extremely significant importance, these are the people to discuss it with. But be warned, there are only a handful of these guys and they are exceptionally busy trying to run the game. Do not bother them with trivial issues.
- c. **Red Shirts STAFF T.O.C:** These are logistics personnel who will have a major role on the field. They will be working directly with the Game Coordinator, directing audible play throughout the game. Red Shirt personnel will be responsible for all Orientations.
- d. **Game Coordinator:** The Game Coordinator plans and directs all of the games during the event. The GC is responsible for the training and scheduling of the referee staff and acts as a liaison between the Player Command Staff and the Event Staff. The GC also directs all strategic missions and is the final scoring authority for the objectives.
- e. **Player Chain of Command:** All players are encouraged to use their Player Chain of Command for game related issues. Each unit has designated commanders that work closely with the Event Staff. If an issue arises that cannot be resolved on the field, these unit commanders are likely to have a solution. In the event that a solution cannot be achieved, the **German Field Marshall** or the **Supreme Allied Commander** will bring it to the attention of the **Game Coordinator**, for final consideration.
- f. Remember; always try to resolve any issues amongst yourselves as players in a professional manner. Under no circumstances is anyone allowed to **argue** with a referee. On the field, their calls are final, period. If you have a problem with a call, then take it to one of the Purple Shirts. First and foremost, the Refing staff is here for your safety! If you see any ref allowing any unsafe actions, please report him/her to the Event Coordinators (Purple Shirts). Reporting a ref simply because he called you out displays poor sportsmanship on your part and is childish. It will not be tolerated. Remember, in an event this large the refs cannot always be at every firefight, nor always be available for a paint check. Their primary responsibility is safety and to keep the game on track. Play fair, play honest, and if in doubt or in need, call for a ref. As D-Day Staff Members, they are there to assist you in any way they can.

- **GENERAL RULES OF PLAY**

- 1. **ELIMINATIONS:**

- a. Any and all hits, the size of a quarter or larger, count as an elimination. It does not matter where on your body or gear that the break occurs. All equipment hits count as an elimination. This means marker, hopper, pack, gear, bazooka, arm, leg, finger, toe, etc.! Splatter does not count. It does not matter what type of weapon the paint came from. Qualifying hits can come from different colored paintballs originating from a sniper, tank, airplane, anti-tank or heavy weapon. Heavy Weapon crews and Anti-Tank Gunners are subject to these standard elimination rules also, whether behind a heavy weapon or not.
- b. Anytime you call "HIT" or "OUT", and/or make an obvious gesture that would indicate that you have been hit (by raising your arm or marker above head), YOU ARE ELIMINATED. It does not matter if the paintball broke or not. It does not matter if you are trying a Dead Man Walk. Once you make the HIT gesture...you're out; period. There's no reversing the signal. The reason being,

when you originally called or gestured the hit, the opposing team/player stopped firing at you. If you now re-enter the game unexpectedly, you will have gained an unfair advantage over the other team/player. Always check to see if the ball broke before calling yourself out. See PAINT CHECK.

- c. Any amount of paint (speck, splatter, spot, etc.) from a paint grenade, paint mine, or flame thrower counts as a hit; and you are out! A spot the size of a quarter or larger is NOT required to count as a hit from a grenade, flamethrower, or mine. When a grenade or mine goes off anywhere near your location, you must check yourself for paint splatter. Do not make the refs come in a remove you from the game. Play honorably.
 - d. There will also be areas of the field cordoned off by the staff as "Mine Fields" or marked as impassable. These areas will serve as both obstacles and boundary markers. Any player, from either side entering an area designated by the staff as a simulated mine field will be called out as if 'hit'. See AREAS OF PLAY.
 - e. **Exceptions:** Anyone wearing a ghillie suit of any kind (typically snipers) must call themselves out if hit at all, anywhere. The ball does not need to break. During the night game, **any** hit or impact will eliminate you. It doesn't matter if it breaks or not, you're out. See NIGHT GAME.
2. **WHAT TO DO WHEN HIT:** (This is the procedure with the exception of a Surrender or Barrel Tag.) When hit, yell out 'HIT' or "OUT" in a loud voice. Place your barrel blocking device on your marker and raise it as high as you can before getting out from behind your cover. Do not delay getting out of your bunker! Opposing forces may continue to fire upon you if they cannot determine if you are hit or not. If you cannot quickly get your BBD on without taking additional fire, raise your gun and hands high in the air immediately and come out from your cover. Install your BBD as soon as you are out of immediate contact with opposing forces. To avoid additional hits, exit the area by the fastest, safest route. Keep your gun pointed in the air to avoid additional hits from opposing players. Putting the other hand in the air is a good idea as well, because it leaves no doubt as to your condition. If caught in the open when a hit occurs; call out "HIT", immediately raise your gun above your head, keep it there and vacate the immediate area by the safest, fastest route. Cover your barrel as soon as you are out of immediate contact with opposing forces. Do not talk to, trade equipment with or give ammunition to your teammates or participate in radio chatter. You are "DEAD", and dead men cannot do any of the above! Head to the nearest Dead Zone and prepare for reinsertion. **A live player may not mingle amongst a group of dead players. There must be a distinct separation between live and dead players.** Get loaded up on liquids, ammo, and air! Remember, opposing forces will consider you "live" until you adequately signal yourself out. Also, do not simply assume that because you take additional hits after you've called yourself out, that the enemy players are overshooting you. A loud gun, obstructed views, multiple players shooting, accidental shots, "heat of the moment" mindset, etc., can cause these bonus balls. It happens often enough, but it's rarely intentional. Do not make an "incident" out of it unless you are 100% certain of foul play. In that case, you can contact a ref for a resolution if you feel the need. **Do not get into a confrontation with other players.** Your best bet to avoid this situation is to adequately signal your status get out of the area fast.
3. **CEASE FIRE:** FOR NO REASON SHOULD A PLAYER EVER CALL A CEASE FIRE! NO PLAYER SHOULD EVER REPEAT CEASE FIRE WHEN HEARD.

It is the sole responsibility of the staff to call for a cease fire! Local situations regardless of severity are dealt with. Example: player goes down...situation is localized and play continues around player. The staff will localize the situation and deal with the situation accordingly. If you are found using the cease fire call as a tactical strategy or at the expense of the game you will be expelled and your team will be penalized at the discretion of the game coordinator. Example 250 points deducted for foul play! Do not do it, period!

The Game Coordinator and dedicated staff will have "A DISTINCT SIREN OR AIR HORN THAT WILL BE USED FOR AN ACTUAL CEASE FIRE and conclusion of game times.

IF A TEAM OR PLAYER IS FOUND TO HAVE USED A SIMILAR DEVICE IN A MANNER TO DISRUPT THE GAME A COMMAND PENALTY OF 500 POINTS WILL BE TAKEN FROM THAT COMMAND.

NO AIR HORNS ARE ALLOWED TO BE USED OR POSSESSED BY ANY PLAYER AT OKLAHOMA D-DAY ON OR OFF THE FIELD. IF YOU ARE IN VIOLATION OF THIS RULE IN ANY WAY DURING THE ENTIRE EVENT COMMAND WILL RECEIVE A 500 POINT PENALTY!

The air horn or siren will be exclusively used by the staff to let players know that it is time to stop "shooting" due to a game situation or simply the end of play.

4. **PAINT CHECK:** Always check to see if the ball broke before calling "HIT" or "OUT". During the day games, if you are hit and not sure, or can't tell, if the ball broke, call for a Paint Check by a ref. With 3000+ players on the field, there most likely will not be a ref right next to you. Seek out a teammate ask him/her if you are hit. If you are unsure, DO NOT KEEP SHOOTING. You must verify the hit. You are ultimately responsible for determining if you have been eliminated or not.

If you hear an opponent call for a "Paint Check", do not advance on them while the ref is checking them. This constitutes a foul and the ref will call you out. The refs have been instructed enforce this rule during the games. If the Paint Check is being performed by a teammate, the same rules apply. However, if the checking player exposes themselves from their cover before or during the check, they can still be shot by opposing forces (as long as no one advances on the position).

5. **BARREL TAG/SURRENDER:** These are two separate situations and will be addressed separately. They can occur in either the day or night game, but the latter is more likely to happen in the night game.

Surrender: The Surrender Rule is also known as the 10 foot rule. It is technically an option and not a rule. If you get within 10-20 feet of someone, undetected, you can call out "SURRENDER". At this point the other player has one of two options. They can accept the Surrender by immediately raising their marker and calling themselves out. Or they can refuse it by turning and firing upon you. If they turn to fire, you had better be ready to fire yourself...first. Offering Surrender is considered a courtesy so as not to "light someone up" at close range. When you are faced with accepting Surrender, it is recommended that you do so. The person offering it has out maneuvered you, has their finger on the trigger, and has done the honorable thing by asking for your surrender. Be equally honorable and accept the option.

Barrel Tag: A Barrel Tag is when someone sneaks up on you, taps you **with their hand** and says "BARREL TAG" or "TAKE THE HIT". You are immediately eliminated. This is not an option. You cannot turn and fire on them. You must put your BBD on, raise your marker, and leave the field quietly. Do not call out "HIT". Do not alert your teammates of the elimination. When Barrel Tagging someone, **do not jab or hit them with the barrel**. To perform a legal Barrel Tag, you must be a "live" player (BBD off) with an assembled, functional paintball marker (no "barrel-only" barrel tags will be allowed).

Remember: A Barrel Tag or Surrender is the only time you are not required to call out "HIT" or "OUT" in a loud voice.

6. **HOPPER COVERS:** Hopper Covers must be displayed on your marker at all times. You cannot conceal your hopper cover. Hiding your hopper cover with your hat, your ghillie, or any other device or material is prohibited. Holding your marker close to your side or behind your back does not constitute concealing your hopper cover, but expect that by doing so you will get shot by players who can't readily identify you. It is your responsibility to make sure your hopper cover is exposed regardless of the equipment you choose to use. Back up markers are not required to have hopper covers, however the primary marker must stay with the player at all times and meet the above description.
7. **PLAYER TAGS:** Players will receive 1 TAG TO BE WORN AT ALL TIMES. These are your responsibility. They must be worn during play and accessible to an official. If you are found to not have them on it will be considered a full tag pull and your team will receive a point deduction. Tags are registered with your specific number and information, and we can replace with penalty. **1** (one) Tag punch for any rule infraction or conduct infraction will serve a warning and a second Tag Punch will award you being ejected from the game. Cheating, wiping, shooting hot, overshooting, serious unsportsmanlike conduct, use of Non-Field Paint, or violation of the rules in any way as deemed excessive by the Staff, will be grounds to pull a tag. On the second offense, you will be expelled from the event. **Two** (2) strikes and you're out! At the refing staff's discretion, a player can be expelled from the game upon the first offense if the infraction is deemed severe enough. Each Tag punch will result in points deducted from the army that you play on at the end of the event. Do not be the reason your side loses a close, hard battle. Infraction points will be

deducted at the end of the event and considered toward game totals. Honor points are serious and the amount of points per punch will not be released. Just know that a game can be won or lost based on your honor! The points are extremely nominal!

8. **DEAD ZONE-ENTRY POINT CONCEPT:** This is a concept that is intended to eliminate fighting around a Dead Zone, give players a safe place to reinsert, and enhance the game play for the D-Day game. It is also intended to better historically represent the battle flow from the actual D-Day landing.
 - a. There will be several Dead Zones across the Field of Play. Even though you are technically entitled to use any Dead Zone on the field, certain DZ's are really intended for use by Allied or Axis players only, i.e.: Beach Dead Zones are intended only for Allied beach attackers. Other players should only use those Zones in the event of a safety emergency (heat casualty, etc.).
 - b. There will be Dead Zones in most battle areas. Select Dead Zones will have water, vending, paint, and air fills available. A few DZ's will remain open all day. Most of the smaller Zones will close after the final scoring of their designated Objective. The Dead Zones that will remain open all day are DZ South Caen/sword, DZ Colleville (aka DZ 4), DZ Airfield.
 - c. There will be a 60' radius Neutral Zone around all DZ's (except for the beaches). There is to be absolutely NO SHOOTING out of or into the Neutral Zones under ANY circumstances!
 - d. There will be Field Refs (yellow shirts) at all Dead Zones. They will be responsible for player safety and reinsertion. Reinsertions will occur for all players every 20 minutes of every hour during the day. You cannot reinsert yourself into game play. You must await authorized reinsertion by the Referees.
 - e. If you enter a Dead Zone for any reason (refreshments, supplies, restroom break, equipment repair, etc.), it is the same as calling yourself "OUT". You will have to wait at the Dead Zone for the next reinsertion time before you can go back into play. If you leave the Field of Play (such as returning to camp) and then return to the field, you **must** first report to a Dead Zone and wait for the next reinsertion.
 - f. During Mini-Scenarios and other events, Dead Zone release times may vary as determined by the staff.
 - g. A Dead Zone (DZ) will always be the first place to report prior to reinserting. The other purpose of DZs is to be a source of supplies; a place to rest; or just a safe zone to clean your mask. The Dead Zone should be thought of as a tool, not a target objective. There is absolutely no need, or strategic value, to "camp" a Dead Zone anymore.
 - h. An **Entry Point (EP)** is a specific location on the field, determined by the referee, outside a 60' radius away from the DZ, where returning players must re-enter the game after leaving the Dead Zone. These areas should typically be a safe zone, away from opposing forces, which allow the returning players to safely resume playing.
 - i. **Landing Craft:** All landing craft at all beaches will release players every 10 minutes. It no longer matters how many players are aboard the craft. The boats will not release simply because they are full of players. Landing Craft EP's are for Allied players only. Players reinserting from the WET BOATS can also skip the DZ and report directly to a landing craft for the next timed release. Any player that does choose to enter a DZ must then wait for the next regular 20 minute reinsertion interval.
9. **REINSERTION at ENTRY POINTS:** All players will be reinserted by a ref at the Entry Point determined by the DZ ref and away from opposing forces, when possible, prior to re-entering the game and becoming a "live" player. This is the only area on the field that the player is allowed to reinsert at. While in route, barrel covers must remain on and players are not considered "live". Upon reaching the Entry Point, they can now reinsert. Players are not allowed to roam the field with a BBD on and simply uncover and become "live" at will; nor are they allowed to become "live" at any spot they choose. **Players may ONLY insert at the appropriate Entry Point with a referee in order to re-enter the game.** Any player caught reinserting anywhere but at an Entry Point with a referee will be immediately ejected from the game. Any

player caught not reporting to a Dead Zone after being hit or after having left the field will also be ejected. **Players will be designated immune to fire and may not fire themselves when entering the field of play, until they leave the entry point and the supervising Referee declares them “live.” Do not re-enter the Neutral Zone once you have been released. Under the code of honor a player respects the size of the reinsertion point to be 60’ in radius of that point.**

10. **Camping Dead Zones & Entry Points:** Setting up ambushes outside of the Neutral Zones or “Camping” these areas will not be tolerated. Players that are inside the Neutral Zone must move outside of the zone prior to reinsertion.
11. **VEHICLE REINSERTIONS:** These occur when being transported by a vehicle to a drop point (Airborne Drops or a tank transporting troops). A ref will likely not be present. Players are **on their honor to follow these rules**. You are not a live player while being transported Barrel covers stay on until officially inserted. When the vehicle is at the predetermined location, all players will safely disembark (after the vehicle follows all proper parking procedures and is now considered Inactive) Barrel covers remain on until all players in vehicle have disembarked the vehicle. No transported player may shoot from on or inside a vehicle. Players should then turn on their markers and hoppers, but not remove the barrel covers yet. When ready, players will remove their BBD and become instantly active. No offensive or defensive action is allowed prior to this moment. If the transporting vehicle becomes Active, all players must immediately move a minimum of 20’ away from the vehicle. In some locations, structures and bunkers are closer than 20’ from the roadway. Players may use these structures inside the 20’ radius, so long as it does not interfere with the vehicle departing. At the time the vehicle becomes Active, all dropped off players will become instantly Active also; BBD on or not.

No enemy player may fire upon the group or individual prior to a disembarked player becoming Active.

NOTE: If any of the reinserting players do not follow these rules, each player will be considered Active at the moment they make any offensive or defensive action, even if their BBD is still on their marker. Both of these situations will result in a very ugly, angry engagement for all of the reinserting players. Please follow these rules! **The best option is to request that the driver take your group to a safer area.**

12. **AREAS OF PLAY:** The approximate Out of Bounds limits are marked on the available map. Due to the size of the field, there may or may not be visible markers indicating all of the outer boundaries, although a fence line is a pretty good indicator of a likely boundary. No player is allowed to enter, or re-enter, the Field of Play from Out of Bounds. You will be immediately called “Out” and must report to a Dead Zone for standard reinsertion.

There will also be areas of the field cordoned off as "Mine Fields" or impassable boundaries which will serve as both obstacles and boundary markers. These areas will be marked in the field with tape, rope, signs or something similar. Any player, from either side, entering an area designated by the staff as such an obstacle will be immediately called “Out”. This means no shooting across any portion of the mine field or boundary. Any player shooting across, into, or out of the Mine Field or across the boundary will be immediately called “Out”. The “English Channel” is another simulated boundary. No play or movement is allowed within the Channel boundary.

NOTE: Certain Special Forces players may be allowed limited movement within the English Channel boundaries. See SPECIAL UNIT RULES in the Appendix.

NOTE: In the event that the boundaries and special areas are not obviously marked in a visible manner, each player is still required to know and follow the rules. Study the maps, walk the field, talk to your commander. You are ultimately responsible for your own actions. Talk to a ref if you feel there is a boundary issue on the field.

13. **NIGHT GAME: (PLAY AT YOUR OWN RISK):** It is important to report to the chronographs early for this game. Every player will be chronographed prior to entering the field of play. NO MARKER ADJUSTMENTS are allowed after entering the playing field. In addition, the following rules will be in effect.
 - a. The night game can get very intense and firefights happen at very close quarters. Be certain you don't have a ‘hot’ marker.

- b. All markers must be chrono'ed at 250 fps or less.
 - c. There are no paint checks at night. All hits count as an eliminations whether the ball breaks or not.
 - d. Paint grenades don't count at night.
 - e. It is recommended that you carry a flashlight or glow stick with you in case of emergency or if you get lost. This is a big playing field and everything looks different, and the same, at night.
 - f. The use of high-powered spot lights, lasers, and strobes are prohibited by players during the night game. However, normal tac-lights and flashlights may be used during play.
 - g. Please note the night game is hard to officiate by refs and therefore sportsmanship is a must. You will be ejected from the Park for negligence of the rules if breaking them during the night game. (We can only see as well as you so in the event that there is a situation it will not be taken lightly. DO NOT RUIN YOUR WEEK BY DOING SOMETHING THAT WILL GET YOU EVICTED FROM THE FACILITY!)
14. **RADIOS:** There will be literally hundreds of radios at D-Day. Monitoring your enemy's radio communications can give you valuable information or devastating misinformation! The staff will use GMRS Channels 1-3, which are reserved for instruction, directions and emergency use. You may monitor these channels if you wish. **DO NOT TALK ON THEM.** Do not jam or otherwise tamper with any radio channel for any reason, or you will be expelled from the event. There will be a 'Game Coordinators' channel. This channel is expressly forbidden to even monitor. If you are caught doing so, or someone reports you doing so, you will be expelled from the event. (T.O.C. CHANNELS MUST BE PROVIDED AND MONITORED BY D.D.A.P. STAFF AT ALL TIMES! IT IS THE RESPONSIBILITY OF THE T.O.C. TO PROVIDE A RADIO TO D.D.A.P. TO BECOME A PART OF THAT COMMUNICATION PROCESS. FAILURE TO PROVIDE OR HIDE COMMUNICATION FROM D.D.A.P. WILL RESULT IN FORFIETURE OF THE GAME!
15. **PROHIBITED BEHAVIOR:** No physical contact is allowed between players. The only exception is a Barrel Tag. No cursing or unsportsmanlike conduct is allowed. If observed exhibiting either of these type behaviors, you will be asked to stop or be ejected from the event. **NO EXCEPTIONS JUST DON'T DO IT! REGARDLESS OF THE SITUATION YOU MUST MAINTAIN AN EFFORT FOR RESOLVE. ANY PROFANITY DIRECTED TOWARD A REFFEREE, STAFF, OR PLAYER WILL RESULT IN EXPULSION!**
- a. Players will be mindful of "Close Shooting" and "Overshooting." Try not to shoot an opponent at point-blank range and do not shoot an opponent more than is necessary to get a hit/break. Blind firing (firing your marker in a direction or location that you cannot see, such as around a corner or over a bunker without looking) is not allowed.
 - b. **PUBLIC INTOXICATION:** Public Intoxication will not be tolerated. You can be expelled from the event if you are caught outside your campsite and you are intoxicated. (Your camping area is your domain and will be treated as a domestic domicile. We reserve the right to search any part of our physical facility at any time.)
 - c. **FIREWORKS OR PYROTECHNICS:** The use of fireworks or pyrotechnics (other than approved smoke or demonstrations) by players is absolutely forbidden at any time during the event. This includes the playing field and in the camping area.
 - d. **THEFT/DESTRUCTION OF PROPERTY:** Theft, destruction of property (both belonging to the facility and other participants), vandalism, disruptive or dangerous conduct will absolutely not be tolerated. **YOU WILL BE EXPELLED FROM THE EVENT!**

- **EQUIPMENT (On the field)**

- 1. **REQUIRED EQUIPMENT:** You must have the following items in order to participate in D-Day.

- a. **Goggles:** ASTM approved full face shields with ear protection on all goggle systems. Thermal lenses are strongly recommended.
 - b. **Barrel Blocking Device (BBD):** Barrel Socks/Covers/Condoms are the only BBD's allowed. No Barrel Plug inserts. You cannot bring a marker into a safety-netted Dead Zone without a BBD during play.
 - c. **Appropriate Clothing:** Pants, shirt, and shoes are required at all times on the field (pants may be substituted with shorts or kilts).
 - d. **Armbands:** For the 2015 Game, Armbands will not be issued to players. Family members that are camping on site and spectators will be required to wear armbands.
 - e. **Player Tag:** Players will receive 1 EVENT PLAYER TAG TO BE WORN AT ALL TIMES. These are honor tags and are your responsibility. They must be worn during play and accessible to an official. If you are found to not have them on it will be considered a full tag pull and your team will receive a point deduction Tags are registered with your specific number and information and we can replace with penalty.
 - f. **Hopper Covers:** Hopper Covers must be displayed on your marker at all times. You cannot conceal your hopper cover. Hiding your hopper cover with your hat, your ghillie, or any other device or material is prohibited. Holding your marker close to your side or behind your back does not constitute concealing your hopper cover, but expect that by doing so you will get shot by players who can't readily identify you. It is your responsibility to make sure your hopper cover is exposed regardless of the equipment you choose to use. The hopper cover must be wrapped around the top of the hopper and be completely visible. It may not simply be tied or wrapped around the feed neck, airline or other part of the gun. It may not be tied to any part of the player's body. (Q-Loaders and small loaders are the responsibility of the player to make sure hopper cover is visible.) For a player that has no hopper the cover should be wrapped around the body of the marker in a conspicuous manner and is the responsibility of the player. REMEMBER THE HONOR TAG!
2. **RECOMMENDED EQUIPMENT:** Extra boots/shoes (the terrain at D-Day is 'boot' country), extra socks, plenty of non-alcoholic beverages with increased electrolytes such as sport drinks, high energy/carbohydrates snack foods such as granola bars, first aid kit, and sunscreen and marker repair kit.

3. **PROHIBITED EQUIPMENT:**

This event is FIELD PAINT ONLY. Do not bring or play with paint purchased from another vendor or event, including those of D.D.A.P, or field.

Drugs	Knives	Bayonets
Firearms	Laser sights	Spotlights
Swastikas	Crossbows	Slingshots
Water balloon launchers	BB guns	Airsoft guns
Air horns	Unbreakable tripwires (such as piano wire)	Shields of any kind.

No bright Orange, Yellow or Purple shirts are allowed on the field. These colors are reserved for the staff. If you are in doubt about something, ask the management and the Event Coordinators (Purple Shirts). We will be glad to help.

4. **MARKER REQUIREMENTS:** Full trigger guards are required on all markers. All markers must meet the required FPS/BPS guidelines. Only Sixty-Eight (.68) Fifty (.50) or Forty-Three (43) caliber markers will be allowed. Only .68 & .50 caliber paint will be sold by D.D.A.P. 43 caliber will be sold at Rap-4 and Kingman ONLY! All markers must meet the following conditions:

5. **FIRING MODE:** All modes of fire will be allowed at Oklahoma D-Day. Response and Reactive triggers will also be allowed. Also be warned; it will almost certainly rain during the week of D-Day. Water and electronic triggers/hoppers don't mix well. You would be wise to have alternative equipment plans to avoid damage to your property. (Remember the Honor TAGS!)
6. **RATE OF FIRE:** The maximum rate of fire for any firing mode is 15 balls per second (bps). Any player caught using a marker firing faster than 15 bps, or firing in a non-approved mode as listed above, will receive a TAG PULL and be required to leave the Field of Play to correct their marker. **Over shooting is always an issue and you should refrain from doing so. Disciplinary actions will be taken if you are caught overshooting and could result in ejection from the park.**
7. **VELOCITY:** All markers must be fired through one of the staff radar chronograph stations. Maximum velocity for daytime play is 285 fps. Night play maximum speed is 250 fps. You will be required to chrono for each event you participate in throughout the week. Shooting hot will not be tolerated and you may be asked to leave the event if found in violation of this rule.

**The Bunker and D-Day Adventure Park Management reserve the right to disallow any marker/delivery system if they deem it is unsafe or it does not meet the above requirements.

8. **First Strike Rounds:** First Strikes are allowed and must be purchased onsite, from an approved vendor. For authorized use, players must chrono with first strikes prior to entering the playing area.
9. **SHOOTING HOT:** If you are chrono'd on the field during a game and shoot the first ball over 285 fps, you will be required to immediately shoot 3 additional balls in succession. Each ball will be measured individually. If any one of those 3 balls exceeds the required speed, you will receive One TAG PULL and be asked to immediately leave the Field of Play to properly adjust your marker. Two (2) TAG PULLS and you will be ejected from the game. Additional point penalties may also be assessed.
10. **PLAYER & TANK INTERACTION RULES:** There are some special rules to be followed when interacting with tanks and airplanes. All players must yield the right of way to tanks. Players must stay at least 20' from all sides of an active tank. Players inside the tank (crew and troops) are immune to paintball hits. However, if a tank is "killed" while carrying troops, all troops in the tank are eliminated also. Do not shoot at the tank's "Walking Guide". They are immune to paintball hits. They will be wearing an orange vest and be helping a tank park or un-park safely. **Do Not Fire at the Drivers Windshield! You will be eliminated and honor points will be deducted for violations.**
11. **FIELD CONSTRUCTION AND CHANGES:** All new construction on the field must be approved by the Game Coordinator and done under coordination of a RED SHIRT. No Construction can be performed unless approved by the Game Coordinator by Wednesday of the event PERIOD! That does not mean work is done by Wednesday but must be approved by Wednesday! All work must be done by the beginning of the Night Game with no exceptions. The following areas will remain exactly as D.D.A.P. has constructed them and no alterations of any kind will be allowed for any reason!

The Colleville Church must remain exactly the way that you find it with no fortification or exceptions.

The Colleville Strip Malls North and South remain as found.

Caen and Sword beach Styrofoam structures are not be altered or taken away from during play.

Omaha, Sword and Utah Beach Landing Craft and Deadzone Battle Ship must remain as found.

Unless approved exceptions are made prior to Wednesday's approval limit.

- **APPENDIX A**

- 1. **SPECIAL UNIT RULES:**

- a. **Pathfinders:** Pathfinder Units are allowed to deploy anywhere on the actual playing field within Allied controlled borders prior to Game-On. They may move in and out of bounds to access their locations before the game starts but must be **“within” an Allied controlled area at game on**. After Game-On, all normal player rules apply to them (hits, reinsertions, mine fields, Out-of-Bounds, etc).
- b. **Rangers:** 1st Ranger BTN is allowed to deploy in certain Out of Bounds areas prior to Game-On. Their insertions are deemed as Rubber Boat Landings. As such, they can only insert from the English Channel boundary along the east side of the field. Specifically, that means they are allowed at the landing zones of Utah, Omaha or Sword Beach and along the Channel boundaries as described below in the Out of Bounds section. After Game-On, all normal player rules apply to them (hits, reinsertions, mine fields, Out-of-Bounds, etc). Any Ranger that has not entered the field of play and is still “in” the English Channel after Game On will be considered eliminated.
- c. **Airborne:** Airborne units are allowed to “drop” (deploy via truck) players during the game. There are specific rules regarding these drops.
 - Prior to Game-On, any number of Airborne Units may be dropped out in the “210”.
 - Per D-Day staff discretion; these drops can be random “Mis-drops”, where only a few players are allowed to disembark the vehicle at a given location.
 - **The Drop Zone is your start point. You may not leave your start point before the game starts at 0900.**
- d. **OSS:** The Office of Strategic Services (OSS) was a United States intelligence agency formed during World War II. It was the wartime intelligence agency, and a predecessor of the Central Intelligence Agency (CIA). The OSS was formed in order to coordinate espionage activities behind enemy lines for the branches of the United States Armed Forces. Players assigned to the OSS unit may be standing right next to you and you not know. At the direction of the Game Coordinator, they may intermix with German forces, deploy prior to the start of the game, and start in any position on the playing field.
- e. **Free French:** The players assigned to the Free French are considered to be French Nationals and residents of the general playing field. At the start of the game they may deploy in any area of their choosing with the exception of SWORD, OMAHA, & UTAH BEACHES.
- f. **Snipers:** The Commanders on both sides are authorized 15 designated snipers. These snipers will be given a card that must be carried with them at all times. Snipers may enter the playing

field at any time prior to the start of the game, as long as they have been issued a card. To purchase Sniper Paint, designated Snipers are to present their card to the Paint Sales window.

2. **Out of Bounds:** All areas designated on the map as Out of Bounds, English Channel and Mine Fields are considered “Out of Bounds” and subject to the rules below. More information available in: AREAS OF PLAY. The boundaries are also described below to alleviate any misunderstanding on the map. The entire Out of Bounds limit is too extensive to describe in complete detail. Review the map for more information. Specifically, the southern boundary for the entire field is marked by a fence line along the south limits of Sword Beach, beginning at the English Channel on the east side and extending due west past the “210” limits. The northern boundary of Utah Beach is designated by an old fence line running east and west along the tree line north of the beach.
3. **Mine Fields:** One Mine Fields exist in the game and it will be taped off prior to game day. This minefield is northeast of Omaha Beach and is a steep hillside north of the road between Omaha and St Laurent. This area is out of play at all times and for any reason. This zone begins at the bottom of the hill and extends westerly about halfway up the hill. The zone also extends east, all the way to the Omaha pond. The road, and side areas, between Omaha and the southern boundary of Vierville are out of play.
4. **English Channel:** The English Channel runs along the east side of the entire field from Utah Beach to Sword Beach. In the north, the Channel limits are about halfway up the hillside east of Utah Beach. Going south, the limits run along the edge of the bluffs along the east edge of the Merderet Bridge area. From there, the limit moves east to the edge of the tree line on top of the hill. It follows this tree line all the way south until the tree line intersects with the road going up the hill northeast out of Veirville. The boundary then follows along the bottom of the ravine from Omaha Beach, south past Pegasus Bridge (and Old Sword Beach) until it intersects with the main road into the north side of Caen. The Channel boundary and the road between the Obstacle Course and Caen/Sword Beach then run together going south until they intersect with the southern fence line of Sword Beach (delineating the Out of Bounds line).
5. **Start Points:** As previously mentioned, Players may not leave their Start Points prior to “Game On” at 0900. Both Allied and Axis Players may elect to create a Neutral Zone (60’) around their start point perimeter. No player from the opposite side may enter this Neutral Zone until the start of the game.

- **RULE SUMMARY**

1. **SAFETY RULES**

- A. GOGGLES ON at all times when on the field of play!
- B. Barrel Blocking Device (BBD) on marker at all times when off the field of play!
- C. Stay hydrated! Drink plenty of non- alcoholic and non-carbonated fluids before Saturday. Carry water with you onto the field and drink often.

- D. Watch out for potential hazards on the field such as steep bluffs and cliffs, broken steps or ladders, barbed wire and fences, or any other potentially hazardous condition.
- E. No firing, or dry firing, of markers anywhere except on the field, at a chrono station or a designated marker repair station.
- F. Maximum chrono speed is 285 fps for all day games and 250 fps for the night game. All players are subject to spot chrono checks by refs during all games.

2. GAMEPLAY RULES

- A. Exercise Good Sportsmanship. Barrel tags and surrenders will be honored and enforced. No Close Shooting, Overshooting, or Blind Fire. You cannot conceal your hopper cover with your hand, hat or any other device or material. Wiping or cheating will not be tolerated. Any player caught doing so will be called "Out" and will receive a TAG PUNCH. **Two (2)** strikes and you are ejected from the game and Points deducted.
- B. A paintball that breaks OR the accumulation of splatter **from paintballs** that leaves a mark the size of a quarter or larger, counts as a HIT, and the player is eliminated. Exception: Any paintball strike on a player wearing a ghillie suit (break or bounce) is considered a HIT and the player is eliminated. Any amount of paint hitting a player from a grenade, flamethrower, or mine counts as a HIT and the player is eliminated.
- C. When hit by a paintball or grenade, call "HIT" or "OUT" in a loud voice. Place your BBD on your barrel, raise your marker over your head and move out of the engagement area. Proceed to a Dead Zone. Any time a player indicates that they have been hit, either verbally or by gesture, they are immediately considered eliminated, regardless of whether the paintball broke or not.
- D. Any player that has been eliminated, or leaves the field of play for any reason, must report to a Dead Zone first, and then await the next reinsertion time. Exception: Players attacking beaches from landing craft may bypass the Dead Zone and report directly to the boats on that beach. Regular reinsertion times apply if a player reports to Dead Zone.
- E. Reinsertions will be controlled by the Refs and will occur every 20 minutes at all Dead Zones. All players MUST report to the nearest Dead Zone for their side and wait for a referee to escort them to an entry point where they can be declared an active player again.
- F. Any player entering an area designated by the staff as a simulated mine field will be considered eliminated. Players will observe designated boundaries. Any player that is Out of Bounds will be considered eliminated.
- G. All referee decisions are final and not subject to argument. If you have a dispute with a call made by a referee, take it to an Event Coordinator (Purple Shirt).