



## Ultimate Wargames Rules And Regulation

### AIRSOFT CODE OF CONDUCT

Any Player who ignores or deliberately disobeys the following rules will be removed from a game, if persistent they will be removed from site. These rules are to try and ensure that games are played in a safe and enjoyable way.

The Rules are as follows;

Take your hits! (Rebounds and gun hits do not count)

If you see people not taking hits tell a Marshall, don't shout and swear at them.

'BANG' rule - If within 10ft (3m) - Do not discharge your weapon - Shout Bang

Avoid Headshots, while these do happen they can hurt so please avoid

Keep your feet on the ground so no digging and no climbing trees.

No blind firing!

### GUN LIMITS

350fps For AEG's and Pistols

500 fps for Snipers (Minimum 30m engagement)

You may be asked to Chrono your gun at any point whilst at our sites, refusal will mean your Gun will not be allowed on site.

### THE BANG RULE...

If your stealthy enough to get within 3m of the enemy DO NOT empty your magazine on them - SHOUT BANG!, for this rule to work you must use your common sense, shouting BANG once will not kill 3 targets, Likewise repeatedly shouting bang at a group of enemy when holding a bolt action rifle is an abuse of the bang rule. This rule is in place to attempt to minimise injury and the discomfort of being hit at close quarters.

### RE-SPAWNING - Play by the Rules

Depending on the Scenario being played the re-spawn rule may vary; generally we play one of the following;

Return to nearest re-spawn point before re-joining the game. Re-spawn points will be clearly marked and explained to you by the Marshall before game starts

Withdraw from the skirmish in the direction of your base camp 30 paces and come back in.

### HEAD SHOTS

Always attempt to aim for the body of another player and not the head. All players know the risks of the game and accept that if the only part on show to the enemy is the head that they are presenting it as a target.

Aiming at another player's head when you could be aiming at the body is NOT encouraged and may be seen as wreck less/Dangerous play and in violation of the site rules.

### SAFE ZONE

All weapons must be made safe before entering the safe zone and must remain safe.

Magazines removed and chambers cleared, no dry firing...Accidents can happen so be responsible

### CLOTHING & EYE PROTECTION

Eye Protection must be worn at all times unless in the designated safe zone. We recommend the use of full-face protection, if you chose not to you do it at your own risk. UNDER 16's MUST wear full face mask.

The terrain is uneven and there are many natural and not so natural trip hazards in the woods. Suitable Footwear with good ankle support is recommended. Trainers are not permitted!!!



## HIT'S

When Hit shout HIT! (Nice and loud please for all to hear)

Raise your hand above your head, hold your weapon with its barrel skywards to make it obvious your are a non-combatant.

## GAME PLAY

DO NOT camp out at re-spawn points

DO NOT shout at anyone you think is not taking your hits

While we do attempt to censor the language used anyone found being threatening or abusive to another player would be asked to leave the site. If anyone physically assault's another player or member of staff they will be banned from site without warning

Remember the bang rule

If you sit down and reload during are game you are still a target and fair game. Take the hit!!!

If you stand about chatting you can get hit, TAKE THE HIT!!!

If you need to answer the call of nature, TAKE THE HIT!!!

If you are moving to a re-spawn point have one hand raised to signify and keep to main pathways as much as possible. If moving through a battle please wait and make yourself known 'dead man walking' or 'dead man coming out'