

WSNW Player Handbook

Ver. 7.0 / April 2022

REGISTRATION

Age Restriction
Registration Fee Forfeiture
Refunds
Waivers
Registration / Chrono Process
Event Marketplace

EVENT RULES

Firearms
Alcohol
Blind Man
Eye Protection
Face Protection
Real World Medical
Fighting & Disputes
Firing Your Replica
Replica Handling
Schedule
Trash
Quiet Time
Speed Limit
Drones
BIO Ammo Requirements
Velocity Limits
Uniforms
Death Rag
Heal Rag
Specialized Roles
Required Pack List
Not Allowed List

GAMEPLAY MECHANICS

Starting Positions
Objectives
Hit Calling
Double Tap
Mobile CCP
Regeneration
Safety Kills
Parlay
Player Searches
Grenades / Rockets
Explosives Kill Ranges
Rules of Engagement

NIGHT GAME REQUIREMENTS

Chem-Lights / E-Lights
Flashlight / Weapon Light
Tracer Units
Semi-Auto
Lasers

COMMUNICATIONS

Radio Rules
Channels / Plan

REGISTRATION

AGE RESTRICTION

Players cannot participate in the event under the age of 18 without event waivers co-signed by a parent or legal guardian containing emergency contact information. Minimum age requirement is 12.

REGISTRATION FEE FORFEITURE

Participants will forfeit their fees if they are ejected from the event for poor conduct, breaking rules or actions deemed inappropriate by event staff or if you decide to leave for any reason once the event has started.

REFUNDS

In the event a game is called off while in progress beyond our control due to weather / safety concerns, etc, NO REFUNDS WILL BE PROVIDED OR DISCOUNTS

WAIVERS

Every participant will be required to sign event waivers during registration. These are double sided colored paper. If you are a minor, you will be required to have waivers with emergency contact information filled out and signed by your parent or legal guardian.

REGISTRATION / CHRONO PROCESS

Step 1 - You will turn your completed waivers in at the registration table

Step 2 – You will then be asked to show proof of any required items and a bio ammo check.

Step 3 – You will then pay your fees and purchase any necessary items and optional ones as well. You will be given a wrist band to put on.

Step 4 - You will then proceed to the chronograph station [When available] and will only gain access to that area upon proof of admission [wristband].

YOUR MUST WEAR SAFETY GLASSES AT CHRONOGRAPH STATION

Step 5 - You will then chronograph your replica's. Any prior zip ties will be removed before we place ours onto your replica. We will then put one colored zip tie on to show you passed the MAIN chronograph process. We do reserve the right to have random inspections throughout the event.

EVENT MARKETPLACE

Located at the registration table is an area where food consumables and airsoft related items are available for purchase. This is also where you will pick up any PRE-PAID / RSVP'd items. Cash is the only acceptable form of payment unless another form is being offered. Event Marketplace items will only be available before gameplay and during break times.

EVENT RULES

FIREARMS

Real steel firearms are not allowed to be displayed while at airsoft events. Make sure to securely stow away any firearms inside your vehicle when you arrive onsite and keep it there until after the event and you have left the property.

ALCOHOL

Is permitted for those drinking responsibly aged 21 or over.

BLIND MAN

This is called whenever a non-player or player is in the playfield without eye protection on. All players are expected to echo blind man so that everyone on the field hears it, and upon hearing it, each player is expected to sit down and wait until "Game On" is called to continue the game.

EYE PROTECTION

Eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact. Steel mesh eye protection is allowed as well but not recommended.

FACE PROTECTION

Lower Metal Mesh Masks are required.

REAL WORLD MEDICAL

Any real-world medical emergencies should be reported immediately to ADMINS through the participant chain of command or the ADMIN channel. "Cease-Fire" should be called out. All event activities stop and participants should respond to the situation accordingly. "Game On" will only be called by EVENT STAFF MEMBERS when play can resume.

FIGHTING & DISPUTES

There is a zero-tolerance policy towards acts or threats of violence towards any person. If needed, local authorities will be called. If you have a dispute, please refer to an admin and allow them to take care of the issue. Do not handle it yourself.

FIRING YOUR REPLICA

Firing your replica in a manner which you are NOT visually seeing where you are shooting at is considered "blind firing" and will not be tolerated. Do not fire your replicas from or into or through regen areas (or designated "safe-zones"). If you must test fire your replica, take it to the appropriate areas designated to do so. Shooting in camping is strictly forbidden.

REPLICA HANDLING

When replicas are outside a play area, they must have magazine out, safety on and *muzzle cap fixed (*if available). Side arm's must be holstered and on safe.

SCHEDULE

We will be adhering to the schedules posted on event web page the best we can. We will not babysit you or wait for you. Please respect your fellow players and be on time.

TRASH

You pack out of the play areas, what you packed in unless another option is announced and provided.

QUIET TIME

Midnight is designated as our quiet time; we need to bring the noise down to a reasonable level to accommodate those that are trying to sleep or relax.

SPEED LIMIT

Speed limit is 5 MPH while on property where event is being held.

DRONES

Aerial drones are allowed. However, event hosts and property owner are not responsible for any damage to device.

BIO AMMO REQUIREMENT

Sniperzden is a BIO Ammo only facility and because of their strict policy enforcing this, all players must now purchase their ammo from the Event Host onsite or show proof of their bio ammo when checking in.

VELOCITY LIMITS

-Any replica that shoots over the FPS limits posted will be subject to a 3 shot average. If the average is over the FPS limit, that replica will not be allowed.

We chronograph using a .25g bb weight for Electric / Spring powered replicas.

We chronograph using a .32g bb weight for HPA / Gas / CO2 powered replicas.

UNIFORMS

Are defined within the event listing on hosts website. Accepted camo patterns must have matching Shirt & Pants and a matching hat if player utilizes a camo pattern hat. If a participant cannot meet the basic uniform requirements that player will have arm bands placed on both upper arms.

Tactical gear on a player's body is the only exception to the rule, as it's not required to match.

DEATH RAG

Each player is required to carry on them a “death rag” that acts as an easily identifiable measure to ensure you are not engaged while moving back to the dead pool, or while bleeding out. If you do not have one they can be purchased at the registration table.

HEAL RAG

Each player should have a “Heal Rag”. These allow you to respawn in the field with assistance from a team medic (wrap around your upper arm & tied off or removed). If you happen to find yourself in an unsafe situation, you’re allowed to briefly move yourself to the nearest area to be healed. Heal Rags must be white in color and can be of any type of fabric that can be tied around your upper arm. they can be purchased at the registration table.

SPECIALIZED ROLES

COMMANDER

- A. Prepare a plan of action PRIOR to the event date. (Operations Order to his team)
- B. Organize units down to the single asset level to better achieve victory.
- C. Develop an INTRA-FACTION commo plan.
- D. Prepare FRAGMENTARY ORDERS for specialized roles within the faction to better facilitate victory.
- E. Execute and maintain plan of execution during event

MEDIC – ASSUALT WEAPONS

- A. May operate in FULL-AUTO but CANNOT shoot in excess of 20 rounds per second
- B. No Highcap / Drum magazines
- C1. 367 FPS max @ 6mm x .25g [Electric]
- C2. 317 FPS max @ 6mm x .32g [CO2 / Gas / HPA]
- D. Minimum engagement distance of 20 feet
- E. External gas sources [HPA] must have a tournament lock to prevent field adjustment.
- F: Medic: These players are responsible for reviving players who are currently bleeding out. Can move Mobile Casualty Collection Point

RIFLEMAN – ASSUALT WEAPONS

- A. SEMI-AUTO ONLY [unless otherwise stated]
- B. No Highcap / Drum magazines
- C1. 367 FPS max @ 6mm x .25g [Electric / Spring]
- C2. 317 FPS max @ 6mm x .32g [CO2 / Gas / HPA]
- D. Minimum engagement distance of 20 feet
- E. Gas sources [HPA] must have a tournament lock to prevent field adjustment.

DMR - DESIGNATED MARKSMAN RIFLE

- A. SEMI-AUTO ONLY and must be physically incapable of firing in full-auto.
- B. No Highcap / Drum magazines
- C1. 425 FPS max @ 6mm x .25g [Electric]
- C2. 376 FPS max @ 6mm x .32g [CO2 / Gas / HPA]
- D. Minimum engagement distance of 100 feet.
- E. Gas sources [HPA] must have a tournament lock to prevent field adjustment.
- F. DMR operators are required to carry a sidearm to engage targets within the minimum engagement distances.
- G. NOT ALLOWED DURING NIGHT GAMES

RECON - BOLT ACTION RIFLES

- A. Single Action Only
- B1. 492 FPS max @ 6mm x .25g [Spring]
- B2. 435 FPS max @ 6mm x .32g [CO2 / Gas / HPA]
- C. Minimum Engagement Distance of 100 feet
- D. Gas sources [HPA] must have a tournament lock to prevent field adjustment.
- E. Operators of a Bolt Action Rifle are required to carry a sidearm to engage targets within the minimum engagement distances.
- F. NOT ALLOWED DURING NIGHT GAMES

SUPPORT - SUPPORT WEAPONS

- A. May operate in FULL-AUTO but CANNOT shoot more than 25 rounds per second.
- B. Can carry [Highcap / Box magazines]
- C1. 367 FPS max @ 6mm x .25g [Electric]
- C2. 317 FPS max @ 6mm x .32g [CO2 / Gas / HPA]
- D. Minimum engagement distance of 50 feet
- E. External gas sources [HPA] must have a tournament lock to prevent field adjustment.
- F. Acceptable Models to use are: M249 / M240 / M60 / MG42 / MG36 / Trident MK II / ETC
- G. NOT ALLOWED DURING NIGHT GAMES

GAS PISTOLS / SHOTGUNS

These replicas follow the same requirements as the Rifleman class regarding FPS and Minimum Engagement Distance according to their power source.

REQUIRED PACK LIST

Below are the minimum required items a player "MUST" bring to participate at an event / You should bring enough to sustain yourself 24hrs straight in the field without resupply.

- Correct Camo for team you are playing on
- Primary / Secondary Replicas
- Extra Batteries
- Wristwatch / Time Piece
- Death Rag / Red Color
- Heal Rag / White Color
- Eye Pro
- Lower Metal Mesh Face Protection
- Cash for Incidentals (Food, Ammo, Glow Sticks, etc)
- Food / 2 Gallons of Water (MRE's, Snacks, Protein & Carbohydrate Edibles, etc)

NOT ALLOWED LIST

FIREWORKS [Retail or Homemade]

GAMEPLAY MECHANICS

STARTING POSITIONS

All teams will start in their respective areas designated by Command or Event Host.

OBJECTIVES

These will be posted before the event or passed down from your chain of command during the course of game play.

HIT CALLING

Airsoft is a sport of honor and integrity. Always call your own hits, do not call other players hits. "When in doubt, call yourself out". Any player struck by a BB while in game (including Friendly Fire) is considered hit.

GUN HITS & RICOCHETS - DO NOT COUNT.

You may never self-heal. An individual's Heal Rag is considered that player's property and cannot be shared among teammates. Only ONE heal rag per person.

Wounded / Dead players do not talk.

Acting out deaths is purely optional however makes it more identifiable that you have been shot.

Medic Heal

Anytime you are shot while in play, you will raise and place a Red Death Rag on top of your head to symbolize you are currently wounded and considered out of play. You MUST wait a mandatory 5 minutes for a bleed out while yelling for a "TEAM MEDIC" to revive you. A Team Medic will tie on the white heal tourniquet around your upper arm. Once this is completed, you are considered back in play. When you are shot again, you will immediately go back to respawn. There is no more unlimited heals. There are no more buddy heals. If a team medic does not reach you within the mandatory 5-minute bleed out, you will then proceed to your respawn.

DOUBLE TAP

Anytime, a player can safely reach an opposing player bleeding out, they can say the words "Double Tap" to the player. This will immediately send the bleeding player to their Mobile CCP or Team Base WITHOUT the option of being healed via a Heal Rag / Medic.

MOBILE CASUALTY COLLECTION POINT [MCCP] *If being utilized

Is an 8' tall plastic pole with a medic symbol on the flag of the color of faction it belongs to. This Area is where dead players go to regen after they have bled out or been healed and then bled out.

Only LIVE MEDICS can MOVE their Mobile CCP under their command direction.

Only LIVE MEDICS can DISABLE a Mobile CCP. This is done by placing the pole on the ground on its side.

Only LIVE MEDICS can ENABLE a disabled Mobile CCP. This is done by placing the pole upright on its base

REGENERATION

This is the term used when players are allowed back into the game from a timed release via clock from Mobile CCP's or their Team Base [Fall back area]. This occurs every 10 minutes.

Example (Clock): You are shot at 12:03pm and begin the bleed out process and/or Double Tapped. You then arrive at your Mobile CCP or Base at 12:12. You can regen at 12:20pm

Each faction will also have Mobile CCP under their control. It is approximately an 8' tall plastic pole with a Medic symbol on the flag of the color of faction it belongs to. This is the area where dead players go to regen after they have bled out or been healed and then bled out.

Only MEDICS can move their Teams Mobile CCP under their commander's discretion.

Only MEDICS can disable / enable a Mobile CCP.

SAFETY KILLS

Anytime you engage a player less than the minimum engagement distance for the replica you are using, you will use the "Safety kill" or "Bang Bang" call out loud per player you are trying to engage. This is mandatory not a individual's choice to utilize or not.

PARLAY

When combat becomes too close for a reasonably safe engagement, either player may request for a parlay. If both players accept the request, each will reset back a safe distance of 50 feet and resume the engagement.

PLAYER SEARCHES

Bleeding out players may be searched. To initiate a search, the opposing player puts his hand on the shoulder of the player and will say "I am searching you". At that moment, the bleeding out player must relinquish any items they have in their possession at the time of the search (intel, kill coins, provided bagged ammo etc...) Players in possession of more than one of the items listed, only relinquishes one item per search/per bleed out. Players cannot be searched once they have bled out and returning to a regen area.

GRENADES / ROCKETS

The following items listed below are permitted as acceptable to use as grenades / rockets. There is no limit to the amount a player can carry at this time. Smoke grenades cannot be thrown inside buildings or structures

APPROVED LIST – NO HOMEMADE PYRO

Thunder B Grenades

Nerf Vortex Pocket Rockets

ALL TAGinn Products

Airsoft Innovations Gas Grenade

Enola Gaye EG67 Grenades

Enola Gaye Smoke / Flash Grenades

EXPLOSIVE KILL RANGES

THUNDER B GRENADE

Has a kill radius of 10 feet from where it lands or room of building it lands in. If a wall separates you from grenade, that is considered Hard Cover and you will still be considered alive. No cover or soft cover such as brush, trees or bushes you will be considered wounded.

M203 GRENADE (Nerf Rockets / Taginn aerial rounds)

Vehicles only. One rocket per vehicle to destroy it / Second Rocket kills all occupants on/in vehicles

M203 GRENADE (BB Shell)

These can be shot through windows or doorways or fall from above and open play areas. A

HAND GRENADE (TG-67 / EG67 / Thunder Flash 3.0)

These can be thrown in all areas.

CLAYMORE / LANDMINE

BB's must hit a player's body to count as a hit.

MORTAR / ROCKET

Has a kill radius of 40 feet from where it hits/lands.

RULES OF ENGAGEMENT [BUILDINGS]

DMR / Recon / Support weapons must use their secondary (pistol) when entering and engaging hostile forces inside of buildings / Structures. Once a building has been issued an "all clear", they can transition back to their primary weapon to shoot only from fixed positions from window / Door Opening openings with front of barrel exiting the building. Any acts of hostile forces being engaged "inside" a building must only use their secondary (pistol). If DMR / Recon / Support players DO NOT have a secondary (pistol) they are not allowed inside of buildings.

NIGHT GAME REQUIREMENTS

CHEM-LIGHTS / E-LIGHTS

Chem-Lights or LED Light Sticks [E-Lights] are MANDATORY for the Night Game participation. If you are using a LED Light, they must be RED in color. All chem-lights must be purchased from the Event Host to ensure uniformity.

FLASHLIGHT / WEAPON LIGHT

A light source is MANDATORY for every player for Night Game participation unless otherwise stated. You will not be allowed to play if you cannot provide one.

TRACER UNIT

Tracer Units are always welcome at our night games however you must use BIO Tracer Ammo which is available to purchase at the Marketplace.

SEMI-AUTO

All replicas must be capable of semi-auto fire to be used in the night portion of the event. Bolt Action, DMR or Support replicas ARE NOT ALLOWED.

LASERS

Green and Red lasers are authorized for use. Shining them in player's eyes will get you ejected from the event.

COMMUNICATIONS

RADIO RULES

Due to the limited nature of radio channels that can be used. We do not allow players to monitor, disrupt or manipulate opposing team's radio channels. If caught, you will be asked to leave the event without refund.

CHANNELS PLAN

Washington Forces – Civil War Series

FRS 09 - 467.5875 (command net)

FRS 10 - 467.6125

FRS 11 - 467.6375

FRS 12 - 467.6625

FRS 13 - 467.6875

FRS 14 - 467.7125

Oregon Forces – Civil War Series

GMRS 15 - 462.5500 (command net)

GMRS 16 - 462.5750

GMRS 17 - 462.6000

GMRS 18 - 462.6250

GMRS 19 - 462.6500

GMRS 20 - 462.6750

Guerilla Forces – Civil War Series

FRS 03 – 462.6125 (command net)

FRS 04 – 462.6375

FRS 05 – 462.6625

FRS 06 – 462.6875

FRS 07 – 462.7125

FRS 08 – 467.5625

Admin

GMRS 21 - 462.7000 (primary)

GMRS 22 - 462.7250 (secondary)