

# REMEMBERING THE 75<sup>th</sup> ANNIVERSARY



## RULES & SCHEDULE

JULY 12<sup>th</sup>, 13<sup>th</sup>, 14<sup>th</sup>

### WEEKEND SCHEDULE

- Check-In, Paint & Upgrades**
    - Friday: 2:00pm - 9:00pm
    - Saturday: 8:30am - 8:00pm
    - Sunday: 8:30am - close
  - Game Briefing & Group Photo**
    - Saturday: 10:30am (main stage)
  - Game Times**
    - Saturday: 12:00pm - 10:00pm
    - Sunday: 9:30am - 1:30pm
  - Chrono/Armband Tape Stations**
    - Friday:\*\* 4:30pm - 8:30pm
    - Saturday: opens at 8:30am
    - Sunday: opens at 8:30am
- \*\*On Friday only, both teams go to Axis insertion

### EXTRA EVENTS

- French Goodwill Games**
    - Friday: 2:00pm (main stage)
  - Castle Nights Game**
    - Friday: 5:30pm - 8:30pm
  - Awards & Raffle**
    - Sunday: 2:00pm (main stage)
  - Food Stand Hours**
    - Friday: 12:00pm - 10:00pm
    - Saturday: 7:00am - 11:00pm
    - Sunday: 7:00am - 3:00pm
  - N2 / Air Stations (FREE FILLS)**
    - Friday: 1:30pm - 6:30pm
    - Saturday: 8:00am - 9:00pm
    - Sunday: 8:30am - 1:30pm
- Air tank rentals are available:  
1-Day: \$8 | 2-Day: \$14 | 3-Day: \$21

## GAME RULES

### Check-In:

Head to check-in with your completed waiver to receive your ID tag, medic card, and wristband. EVERYONE must have a wristband, ID tag, and hopper/armband tape (given at insertion) to play. Your wristband is proof of payment.

**If lost, you will be asked to pay again.**

### Chrono: (Ball speed)

There is a 280 FPS maximum paintball speed. Chrono your gun at your team's insertion point. Refs will be spot checking FPS on-field with handheld chronos, and any player shooting over max FPS will be removed from the game.

Chrono guns early (Friday 4:30pm - 8:30pm) to avoid longer lines!

### Valid Hits/Eliminations/Medic:

All shots that break on your body or worn equipment, except for the gun, count. If you leave the field, you must return via insertion point. Once you're eliminated, you have two options:

#### 1. Find a medic:

There will be MEDIC referees that will mark your medic card to put you back in the game. After 3 marks, you must leave and reinsert.

#### 2. Reinsert:

Leave field and go back to your insertion point. You may only insert at your team's insertion point.

**REMEMBER, DEAD PLAYERS DON'T TALK!**

### Prop & Flag Points:

Points are awarded based on props & flags in your possession, along with successful missions completed during the event.

### Props:

To score a prop or flag you must capture it at the designated time. If you're in possession of a prop and become eliminated, you must drop the prop. To receive a "flag hang" point, you need to hang your team's flag on the flag hanger at the designated time. To score a pipe bomb point, your team's colored pipe must be standing upright at the designated time.

### Capturing an enemy's base:

A flag will be placed at enemy bases between 3pm and 8pm on Saturday and from 10:30am until 1:00pm on Sunday. Captured enemy base flags are worth 2 points. Enemy bases can not be held longer than 10 minutes. If a base is overrun, the seized base can not be recaptured again for 45 minutes.

### Unarmed Costumed Players:

Unarmed costumed players are subject to all the player rules and should be treated as any other player would.

### Tank Elimination:

To eliminate a tank, players must use a nerf rocket launcher or paint grenade. Launchers must be both commercially-made and Skirmish-approved. **Homemade launchers are not permitted.** Launcher ID tags will be given out by your command staff. The first hit on the tank will disable it for 5 minutes. Disabled tanks can continue to shoot but can not move. The second hit on the tank within 5 minutes of the first hit will eliminate the tank and it's crew. Once eliminated, the tank must leave the field.

### Prohibited List: (Including but not limited to)

Shooting over 280 fps, hot burning smoke grenades and Enola Gaye smoke grenades, knives, firearms, rope, wire, portable shields, spotlights, laser sights, pyrotechnics, drugs, alcohol, and homemade rocket launchers. No motorized vehicles after 9PM. No Fireworks.

**PLEASE USE TRASH BAGS & DUMPSTERS**  
**SKIRMISH PAINTBALLS ONLY**  
**NO MOTORIZED VEHICLES AFTER 9PM**  
**NO FIRES/FIREWORKS**  
(township ordinance enforced by state police)

## MISSION SCHEDULE

Time:	Place	Mission Brief	Props/Point
12:00	<b>SATURDAY: GAME STARTS WITH BEACH INVASION</b>		
12:30	Normandy Beach	3 pipe bombs	1 pt each
12:45	<b>Germans may enter the Beach</b>		
1:00	Normandy Beach	3 pipe bombs	1 pt each
1:30	Normandy Beach	3 pipe bombs	1 pt each
2:00	<b>Tanks are now able to enter the field of play</b>		
2:00	Ace's Crash Site	Nerve Gas	1 point
2:00	Frack's Bridge	Dynamite	1 point
2:30	Holt's Rock	Yellow Flag	2 points
2:30	St. Lo	Gold	1 point
3:00	Bolbec	Red Flag	1 point
3:00	Ammo Depot	Ammo	1 point
3:30	Forward Operating Base	Blue Flag	4 point
3:30	Mortain	Pipe Bomb	1 point
4:00	Granville	Bazooka	1 points
4:00	<i>Secret Mission</i>	Fuel	1 point
4:30	Paris	Brief Case	1 point
4:30	Atlantic Wall	Orange Flag	3 points
5:00	Bocage Country	Pipe Bomb	1 point
5:00	101 <sup>st</sup> Crash Site	Downed Pilot	1 point
5:30	Forward Operating Base	C-4	3 points
6:00	Remelle Bridge	Bomb	1 point
6:00	Cherbourg	Flamethrower	1 points
6:30	<i>Secret Mission</i>	Secret Prop	2 points
6:30	Caen	Medic Bag	1 point
7:00	Heavy Water Storage	Heavy Water	2 points
7:30	<i>Secret Mission</i>	Pipe Bomb	1 point
7:30	Paris	Nerve Gas	1 point
8:00	<b>All tanks must leave field of play!</b>		
8:00	Radar Station A	Red Flag	1 point
8:00	Forward Operating Base	Base Flag Hang	2 points
8:30	Atlantic Wall	Orange Flag	3 points
9:00	<i>Secret Mission</i>	Secret Prop	1 point
9:00	Abandoned Tank	Anti-Tank Mine	1 point
9:30	Gold Beach	Willie Pete Grenade	2 points
10:00	<b>GAME ENDS FOR THE NIGHT</b>		
9:30	<b>SUNDAY: GAME STARTS - THE FINAL ASSAULT</b>		
10:00	<b>Tanks are now able to enter the field of play:</b>		
10:00	Paris	Mustard Gas	1 points
10:00	German 88's	Pipe Bomb	1 point
10:30	Forward Operating Base	Willie Pete Grenade	2 points
10:30	Wood's Bridge	Secret Prop	2 points
11:00	Holt's Rock	Anti-Personnel Bomb	3 points
11:00	Bolbec	Red Flag	2 point
11:30	Mortain	Pipe Bomb	1 point
11:30	Atlantic Wall	Panzerfaust	2 points
12:00	Granville	Yellow Flag	2 points
12:00	Holt's Rock	Orange Flag	3 Points
12:00	<i>Secret Mission</i>	Machine Gun	2 points
12:30	Carpiquet	Nerve Gas	1 point
12:30	German 88's	Pipe Bomb	1 point
1:00	Gold Beach	Base Flag Hang	5 points
1:30	<b>END OF GAME</b>		

**End of game additional points available!**  
Team in possession of the most artwork: 2 Points  
Additional "Top Secret" Missions: 1-3 Points

## BRITAIN OR BERLIN?

You decide!

The **Fall Scenario Game** on **OCTOBER 19<sup>th</sup>** will be based around which team wins this year's **INVASION OF NORMANDY**.