



**Note to Players:** Third Coast Airsoft, Airsoft Junkiez, and Event Sponsors want to thank you for attending OPERATION TRENCH KNIFE II. The Camp Shelby, Mississippi, AO is challenging, please take the time to drink water in the week leading up to the event. The following rules are common sense and 95% will follow the rules, but there is always that minority that will not.

#### GENERAL RULES

The following rules are universal to all TCA events and venues. These are the basics that every player should know without being told but need to be spelled out.

- ☐ Water, eye pro, emergency reference card, and if required an Epi Pen.
- ☐ YOU MUST ATTEND THE SAFETY BRIEFING
- ☐ Don't try to "game" the event, enjoy the experience
- ☐ ***Third Coast events are alcohol and drug free.***
- ☐ Plastic, BIO BBS only.
- ☐ **ALL PLAYERS MUST HAVE A RED LIGHT AND RED DEAD RAG**
- ☐ FPS limits for this event are hard and non-negotiable, ZERO EXEMPTIONS
- ☐ Midcap magazines only
  - o Unless running a support weapon
  - o An individual can carry as many midcaps as they choose
  - o There are a rare few airsoft replicas that do not have a functional mid-cap available. We know which ones. Please contact an admin for prior approval and present your weapon and magazines to the Chrono Master for inspection.
- ☐ All hits to the operator's body count as a kill, including web gear
- ☐ Gun hits do not count, so long as it is the weapon in the hands of the shooter
- ☐ Absolutely no shooting at anyone within the safe minimum engagement distance (MED) established for your weapon.
- ☐ If any operators have any disputes, they are expected to resolve them in a gentleman-like manner.
- ☐ We do not yell out for others to call their hits, the correct response is "check" or "ref check" TO CALL SOMEONE OUT RESULTS IN POINT DEDUCTION FOR YOUR SIDE.
- ☐ Indoors all weapons except SMG CLASS must be on semi (indoor to indoor shots in the same building)
- ☐ Electronic Warfare (ie jamming, listening in) IS NOT ALLOWED.
- ☐ Reloading magazines may be done anywhere on the field, so keep bags/speed loaders handy
- ☐ Penalties for players not acting in accordance with the ruleset will cost their side objective points.
- ☐ Frequent violators will be told to leave, with photo being posted on social media.
- ☐ Friendly Fire counts.

- ☐ No blind firing. You must be able to see down the barrel of your weapon.
  - ☐ Bang Bang Rule: No “Bang! Bang!” No surrender. No safety kills. A BB strike is the only thing that will take an opponent out.
  - ☐ Ricochets do not count. However, rounds that snap vegetation and continue on to hit you do.
  - ☐ While in the staging area pistols must be holstered. All other weapons must have the magazine removed and the chamber cleared.
  - ☐ No dry or live firing in the staging area. If you need to test your weapon – proceed to the chrono station.
  - ☐ While on the field/AO – eye protection must be on at all times. There are no safe zones or times. The AO is hot 24/7.
  - ☐ Objectives captured must be dropped in place if the transporter (individual or vehicle) is hit. Whoever picks it up next controls it. Points are only awarded for objectives delivered to the TOC. However, once at a TOC, an objective cannot be recaptured (even if the TOC is overrun).
  - ☐ Safety Call: “Blind Man” is the recognized call to make if you or another player is in distress and is unable to exit the field safely. Some examples of an appropriate use of the “Blind Man” signal:
    - o Broken eye protection that leaves a player exposed
    - o A medical emergency requiring an ambulance
    - o “Blind Man” should not be used for a situation requiring staff transportation from the field. We can handle that situation without suspending gameplay.
  - ☐ Physical Contact: Zero physical contact. No rubber knife kills are allowed at TCA events. No physical searches can be performed. At no point should you touch a local, admin or enemy except to help them up.
  - ☐ Enemy Search Procedures:
    - o Get within 1 foot of person of interest
    - o Declare “You are being searched” to the target
    - o Searched individuals must hand over any game intel (kill cards, FRAGO elements, etc....)
    - o Accidents happen. It is a fast, competitive environment. If you do commit a transgression – be the bigger person: call yourself out, apologize to the victim of your transgression and take the walk to your respawn.
- Remember – it isn't the mistakes we make... it's how we make them right that sticks with people.*

## Task Organization

Each Faction is made up of 1-4 Company sized elements of 50-75 shooters.

- ☐ Company
    - o Lead by a Company Commander
    - o Breaks into 2-3 Platoons
  - ☐ Platoon
    - o Lead by a Platoon Leader
    - o Breaks into 2-3 Squads
  - ☐ Squad
    - o Lead by a Squad Leader
    - o Includes approximately 8 shooters
    - o 1 Support Gunner
    - o 1 DMR or Sniper
  - ☐ Specialized Platoon/Squad
    - o Reports directly to the Force Commander
    - o Lead by 1 leader (regardless of force size)
    - o No restrictions on weapons
- Only one specialized role per individual. Performing the one role is critical for the success of your mission.

AO NORTH



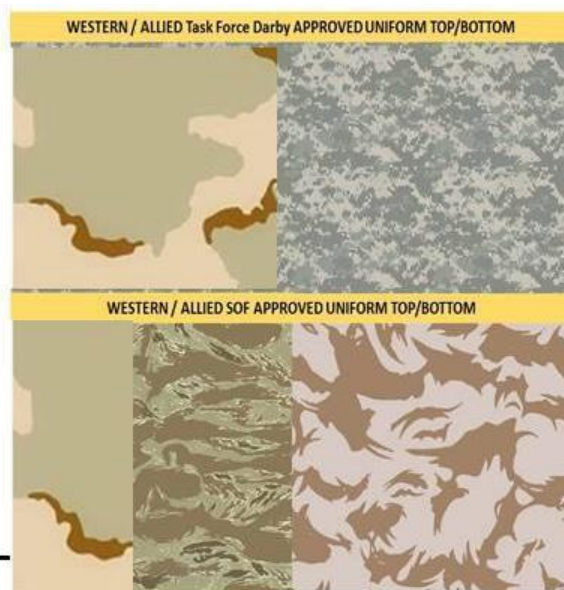
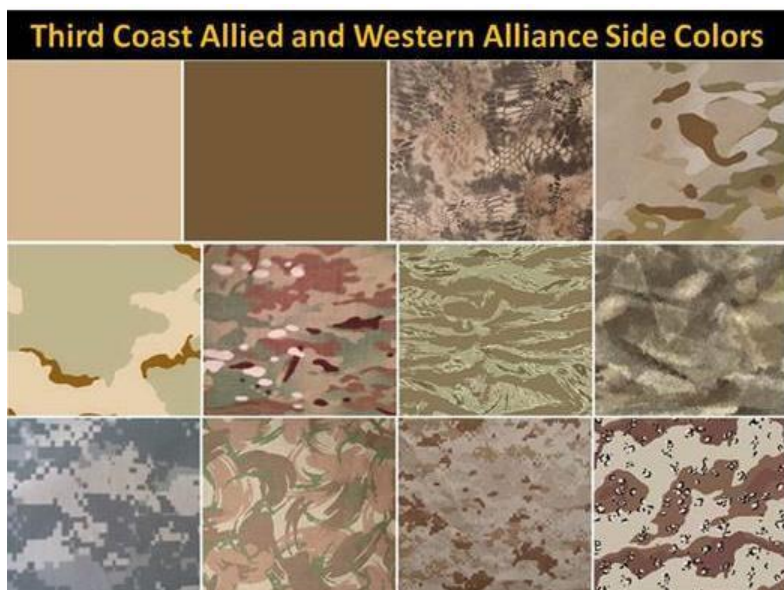
## AO SOUTH



Allies/Western Forces (Tan based, tan, brown, Desert MARPAT, DCU, Multicam)

Task Force Darby: ACUs only, tan headgear is acceptable

SOF: Desert DPM/Desert Tiger/3 Color Desert, tan headgear is acceptable

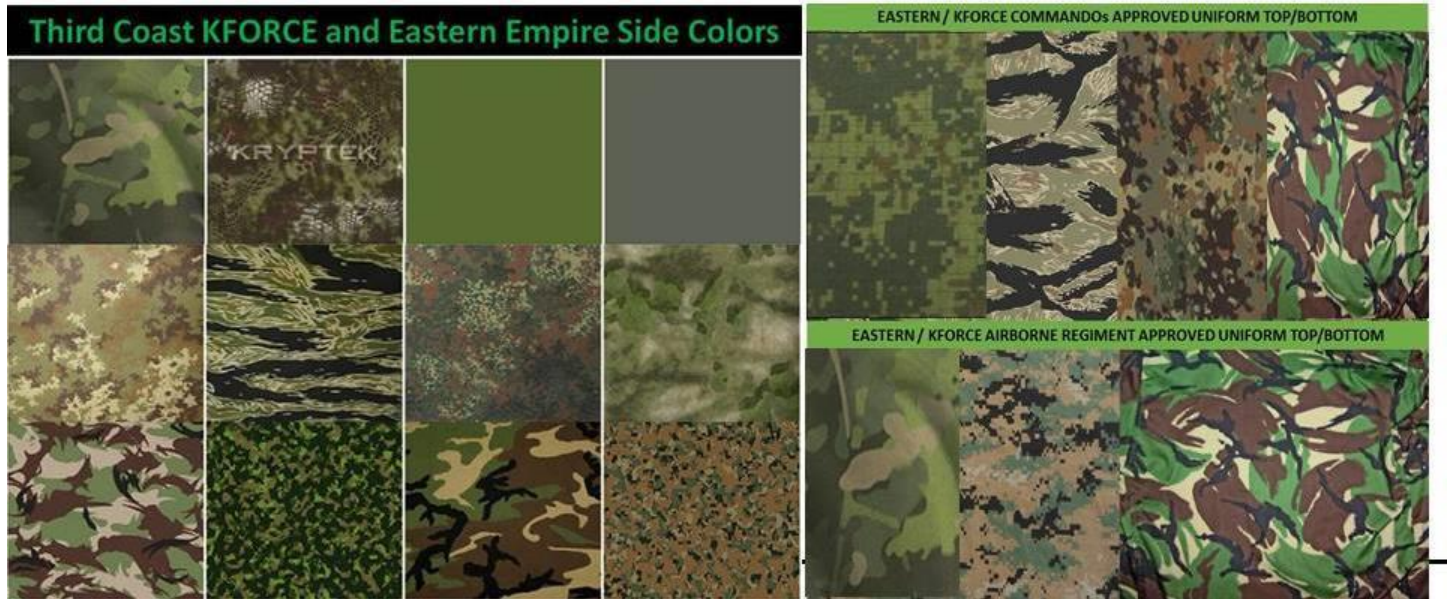




Eastern Empire (Green based, green, OD, Woodland, Woodland Marpat, CADPAT, Jungle Tiger, ATACs FG)

KFORCE Airborne Regiment: woodland marpat, MC Tropic or British DPM, green headgear is acceptable

KFORCE Commando: Russian Green Flora / British DPM / German Flecktarn, green head gear is acceptable



UNIFORMS Rules for Uniforms are to give an appearance of the different forces. This gives a better experience and feel to the event.

- A. You must attend and remain in the proper uniform for your side.
  - B. Tops and Bottoms must match the base color of your side.
  - C. Cold weather clothing must also be the same base color of your side.
  - D. Top, Shirts are not optional, Bottoms must be pants.
  - E. Headgear color will be side base color specific. Camo or Solid colors is Authorized. NO BLACK, GREY, or RED HEADGEAR
  - F. Gear color does not matter. You can wear any color gear you wish
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- ☐ The shirts and pants do not have to be the same pattern.
  - ☐ Cold/wet weather clothing must also be the same base color of your side.
  - ☐ Shirts are not optional for uniform tops, bottoms must be pants.
  - ☐ Headgear will be side color specific. Camouflage or Solid colors authorized. NO BLACK HEADGEAR.
  - ☐ Gear color does not matter.
  - ☐ Black, gray or blue uniforms are for staff only.

A note about uniforms: Milsim airsoft is about team play and team work. Asking for an exception to the uniform requirements or showing up in a uniform no one else is wearing immediately tells everyone you are not a team player. However, if you and your squad want to show up in a bizarre glamouflage (that has the same base color as your side) you are certainly welcome. But make sure everyone in your squad is on the same page.

## PHOTOGRAPHERS

TCA recognizes that we all like to look at the photos of the events. We all hope someone caught us doing something cool. But photographers cannot take away from the game itself and damage, in any way, the fabric of the game. Photographers are allowed on the field but must be registered for the event and in proper uniform.

- ☐ Registration
  - o Photographers must pre-register for events
  - o There is a fee
  - o No walk-on or pay-at-the-door photographers
  - o Photographers must complete the Onsite Registration and attend a Safety Briefing
  - o Photographers must have on proper eye protection at all times.
  - ☐ Photographers come in three varieties.
  - o Combat Journalist:
    - ☐ Perfect for a team photographer
    - ☐ Must be in a uniform matching one side of the other – tan or green base
    - ☐ Must stay with their faction
    - ☐ PRESS patches on plate carriers is recommended but not required
    - ☐ Medic rules apply if shot
    - ☐ Must have a dead rag
    - ☐ Must have 2 bandages
    - ☐ Must return to a respawn for rest
  - o UN Photographer
    - ☐ Perfect for a professional photographer
    - ☐ Must be in proper uniform
    - ☐ Blue helmet (UN markings are encouraged but not required)
    - ☐ Plate carrier
    - ☐ PRESS patches on front and back are required
    - ☐ Light blue or white shirt (no red)
    - ☐ Blue or black pants (jeans are acceptable)
    - ☐ Can wander the field at will
    - ☐ No medic rules
    - ☐ UN Photographers should be considered civilians and should not be shot.
    - ☐ Factions can be assessed penalty points for shooting a UN Photographer
    - ☐ UN Photographers have the most access throughout the field. No half-assing the uniform. Any piece missing will not be allowed on the field.
  - o Staff/Vendor Photographer
    - ☐ Must have proper eye protection
    - ☐ No permanent dead rags, safety vests or brightly colored clothing
    - ☐ Vendor shirts are allowed
    - ☐ Black, grey or blue pants
- No permanent dead rags. No safety vests. No brightly colored clothing. Anyone uncomfortable being shot will a plastic BB has no place on the field.

2) Mission: Beginning 02 February 2019, Combined Ground Forces will attack to seize/defend the vital terrain objectives and execute on call time sensitive missions in order to deny enemy military units access to the Shelby Valley area.

### 3) Execution

**Intent:** Intent of forces to seize and defend OBJs in order to defeat the Enemy through coordinated actions, making use of the platoons and squads to mass on the enemy and our objectives, while remaining flexible to react to time sensitive targets and FRAGO missions in order to conduct raids to deny enemy of critical assets. Forces will need to activate the Key Terrain beacons using the proper SIDE CODE and defend them in the event of a UN imposed ceasefire, those beacons will credit each side with territory along with enemy nodes destroyed and which side defended key points.

Force and Company Commanders will coordinate amongst themselves to determine the best strategy to achieve the overall victory. Crucial to this is the maintenance of OBJECTIVE FOCUS.

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- ☐ Platoons down to the individual rifleman must know the victory conditions necessary for winning. Before the start of each Evolution, orders are communicated to each side.
- ☐ Force commanders will direct troops at either Platoon or Squad strength to achieve objectives.
- ☐ Objectives, once met will result in victory points.
- ☐ Victory points will total over the course of the event determining the winner.
- ☐ ***This isn't death match; no one will care how many of the enemy a rifleman has taken out if it achieves nothing in the way of victory points.***

## VICTORY CONDITIONS

TCA uses a combination of Battlefield Nodes, Digital Control Points and FRAGOS to determine the winning side at each event. Before the event, commanders will be given options for placement of their respective TOC, Mortar(s), supply points and CCP (casualty collection points). At the beginning of the game, each side will be responsible for setting up their various Battlefield Nodes. Staff will establish the Digital Control Points.

Establishing Battlefield Nodes:

- ☐ **AA (Alpha Alpha)**
  - o Starting point
  - o Permanent respawn location
  - o Cannot be fired from
  - o Cannot be fired into
  - o Cannot be captured
  - o Has no value to the enemy
- ☐ **TOC (Tactical Operations Command)**
  - o Command Post
  - o At the beginning of the game – each side will be given a TOC kit containing a large map and a flag (black and faction color with a block). You must get the bag (by foot or by transport) to the TOC (tent or building adjacent to the tent), display the flag and hang the map.
  - o Once active – command has access to air assets
  - o Can be captured (IS NOT A REGEN OR CCP)
    - ☐ If captured – you lose air assets for the remainder of the round
    - ☐ Flag will be returned at the end of the round
    - ☐ If captured – no air assets next round until the flag is redeployed
  - o Can be moved between rounds
  - ☐ Requires a reset – just like at the beginning of the game
  - o Failure to establish the TOC results in 5000 points for the opposing team

## Digital Control Points:

- ☐ Key points on the battlefield will be designated by a digital control box
- ☐ If you find a Digital Control Point:
  - o Open the box
  - o In the bottom corners on the screen are colored buttons (bottom left Western/ bottom Right Eastern)
  - o Touch the appropriate button, enter numeral code, press verify, take note of pop up message, press the dismiss button, close lid.
  - o DO NOT MOVE THE BOX
    - ☐ Boxes may change sides several times during the battle
    - ☐ Each second is a Victory Point for your side
    - ☐ Report any malfunctioning digital control boxes to an admin immediately
    - ☐ Moving a digital control box will result in a point deduction for your faction

## FRAGOS:

- ☐ Admins will assign missions to Commanders, Platoon Leaders or Squad Leaders in influence the flow of the battle.
- ☐ Points will vary.

## Penalty Points:

Just as Victory Points can be awarded, they can be taken away for rules violations. The seriousness of the infraction, number of people involved and frequency call all impact the penalty

Examples of things the will get you dinged:

- ☐ Arguing with an admin (will get you every time)
- ☐ Any direct rules violation
- ☐ Bad sportsmanship
- ☐ Improper eye protection
- ☐ Improperly tagged weapon
- ☐ Showing up late to chrono

## REGISTRATION PROCESS

All participants are required to pre-register for events. Registration information can be found on the individual event page. Our goal is to get you there. We can accommodate most payment options (message an Admin) but we do not allow players to pay-at-the-door.

- ☐ We do not offer refunds. The only refunds are for military (message an Admin).
- ☐ We do allow ticket transfers but these are the responsibility of the players (both seller and buyer of the ticket). You must notify TCA event staff of the name change. No scalping tickets. Sell it for what you paid.
- ☐ Participants are required to select a weapon class at registration. Do not purchase a rifleman ticket and show up with a sniper rifle. Sniper, support weapon and SMG slots are limited for a reason. However, snipers, support gunners and SMGs can run a standard rifle as a backup weapon.

### ☐ On-Site:

- o **Registration/Check In:** Upon arrival at the event – proceed to registration first. There you will receive your wrist band showing your specific weapon class and be issued your Emergency Contact Card.
- o **Safety Briefing:** Next you will attend a Safety Briefing. This will give staff the opportunity to drill down AO specific objectives, obstacles, concerns and considerations. It is recommended you bring a small note pad to this for your own notes. At the completion of the Safety Briefing you will receive your event patch.
- o **Chrono:** You will then proceed to the chrono station. The Jump Master will inspect your wrist band, patch, eye protection and verify you have everything needed to complete chrono. You will then proceed to the Beach Master to be assigned a chrono lane. Once you have successfully completed chrono your weapon and equipment will be tagged.
  - ☐ A limit of 4 weapons per player per trip to chrono
  - ☐ You cannot chrono your buddy's weapon (we do not have the opportunity to check their wrist band, patch and eye pro)
  - ☐ The chrono lane is not the place to tune your gun. If your gun needs work – step to the side to repair/adjust your weapon and then return TO THE END OF THE LINE.
  - ☐ If you lose or must remove either your wrist band or ANY of the items marking your weapon – it is your responsibility to contact an Admin for new tagging. Players found on the field without proper wrist band and/or weapon tagging will be escorted off of the field immediately.
- o **You must complete all 3 of these steps to enter the game. Failure to complete all 3 steps is a direct violation and will be considered cheating and/or theft-of-services and be dealt with according to the Conduct guidelines.**
  - ☐ The WARNORD and OPORD for each event will include a timeline for the opening and closing of each step of the On-Site Registration process. Showing up early or late (especially late!!!) will result in penalty points for your team and public shaming to your team.
  - o No exceptions.



- o No excuses.
- o Don't be that guy.
- o Everybody hates that guy.

## CONDUCT

Airsoft is a game of honor. If you don't have any – stay home. Your conduct on the field will make you famous or infamous – your choice.

- ☐ Bad Conduct: Players who steal, cause bodily harm or otherwise break the law will be referred to local law enforcement, ejected from the gam and banned from all future TCA events.
- ☐ Banned substances: TCA events are drug and alcohol free. This includes players, vendors and staff. Anyone in violation of the rule will be dealt with swiftly.
- ☐ Calling Hits: Do not call opposing team players' hits. Calling opposing players out is poor sportsmanship and your side will be penalized.
- ☐ Chain of Command: Players should observe and respect ranks such as Squad Leader, Platoon Leader and Commanding Officer. Ranking officers will remember that airsoft is game and rank is tool to provide structure for everyone's enjoyment.
- ☐ Cheating: CHEATING WILL NOT BE TOLERATED! You will be ejected from the event with no refund for repeat offenders. Penalties will be assessed for the entire side based on the individual's actions.
- ☐ Feedback: We are an organization built by players for players. There is no such thing a negative feedback. Please – if you see something we can do better... tell us immediately. We are proud of the fact that 99% of our evolution has been player driven.
- ☐ Smack Talk: Airsoft is a competitive sport and some smack-talk is expected. But don't call people names – especially people you don't know. There will be no bullying, physical contact, obscenities (used in malice) or any form of physical or mental intimidation. This will get you sent home, banned and your information shared with other promoters.
- ☐ Rules: *However you play at your home field, you will likely find it different here. Our rules are unique to TCA and in our experience offer a balance between a safe environment, a fair game design, a reasonable staff presence, enforceability and customer service. If you have a suggestion for a rules improvement – please bring it to a staff member and we will consider it for future events. But we will not change the rules of a game once it has started.*

## WEAPON CLASS AND CHRONO RULES

The weapon and your weapon class must match. You cannot stick a scope on an M4 and call it a sniper nor can you stick a box mag on a MP5 and call it a support weapon. TCA uses joules to chrono all weapons.

- ☐ Rifle: Standard AEG or HPA replica weapon. Includes any service rifle replicas such as an M4, AR, AK, AUG, SCAR, HK416, Galil, L85, etc....
  - o 1.55 joules
  - o .25 gram BB – AEG
  - o .32 gram BB – HPA
  - o 0ft MED
  - o Semi-auto only at all times
  - o Mid-cap only
  - o All regulators will be zip tied and sealed with tamper tape. (Which we provide)
- ☐ SMG: A magazine fed, fully automatic replica carbine designed to fire pistol cartridges. Includes the MP40, M1A1, M3, Uzi, MP5, MAC 10, P90, MP7, etc....
  - o 1.00 joules
  - o .25 gram BB – AEG
  - o .32 gram BB – HPA
  - o 0ft MED
  - o Full auto allowed indoors and outdoors
  - o Mid-cap only
  - o All regulators will be zip tied and sealed with tamper tape. (Which we provide)

- Support Weapon: A replica weapon used to give infantry squads or sections a portable source of fully automatic firepower (Likely a belt fed weapon, but there are some magazine fed). Usually full automatic, some with selective fire, fitted with a bipod. Includes the M60, Stoner, M27, RPK, L86, HK417, Minimi, etc....

- o 1.86 joules

- o .25 gram BB – AEG

- o .32 gram BB – HPA

- o 50ft MED

- o Full auto allowed outdoors (must be select fire on semi to shoot indoors to indoors)

- o Box or winding mags allowed, bipod required

- All regulators will be zip tied and sealed with tamper tape. (Which we provide)



□ DMR: Unlike sniper rifles, DMRs are always semi-automatic replica rifles, typically have a larger magazine capacity and are fitted with a bipod and optic. Preferable to have a replica that holds a 7.62 sized magazine. Includes the HK417, SR-25, G3, M14 EBR, Mk 12 SPR, M16A4, SVD, etc....

- o 2.12 joules

- o .25 gram BB – AEG

- o .32 gram BB – HPA

- o 50ft MED

- o Semi-auto only

- o Mid-cap only, must have an optic and a bipod

- o All regulators will be zip tied and sealed with tamper tape. (Which we provide)

- Bolt Action Sniper: A long range, precision replica rifle with a bolt action, telescopic sight and a bipod. Includes the M40, M24, Barrett, CheyTac, etc....
  - o 3.6 joules
  - o .32 gram BB
  - o 100ft MED
  - o Semi-auto only
  - o Mid-cap only, must have an optic and a bipod
  - o All regulators will be zip tied and sealed with tamper tape. (Which we provide)
- Pistol: Any standard semi-automatic or revolver replica used as a secondary side arm.
  - o Gas blow-back pistols do not require a chrono tag.
  - o Fully automatic pistols (FOR THOSE IN SPECIALTY CLASS/SMG CLASS) and non-blow-back (CO2) pistols must be chronoed.
  - o 1.55 joules
  - o .25 gram BB – AEG
  - o .32 gram BB – HPA
  - o 0ft MED

Grenade Launcher: A replica weapon that fires a 40mm or similar rounds. Can either be a standalone weapon (either single-shot or repeating) or attaching to a parent replica. GP, M320, M203, M79, RG-6, MGL-140s and other commercially available grenade launchers do not require chrono. However, homemade launchers must be a faithful replica of an actual weapon and must be inspected by the chrono staff.

- o 20ft MED
- o Outdoor only
- o Can fire BBs, TAG type, or (nerf) rockets
- o Refer to AO specific restrictions on the type of rounds allowed
- Heavy Weapons: A replica mortar or anti-armor weapon used to incapacitate enemy vehicles. Must be a faithful replica of an actual weapon and must be inspected by the chrono staff.
- o 20ft MED
- o Outdoor only
- o Can fire (nerf) rockets for anti vehicle kills only, TAG or powder rounds are allowed.
- o Refer to AO specific restrictions on the type of rounds allowed
- Grenades: A small hand-thrown or launched replica expelling BBs (or peas) or detonating with a visible and/or audible charge. No homemade devices are allowed.
- o 0ft MED
- o Hand-thrown – indoor or outdoor
- o Launched - outdoor only (can be fired from indoors to outdoors)
- o Must be tossed (not thrown like a baseball)
- o Refer to AO specific restrictions on the type of rounds allowed
- o 10 ft kill radius (from where the grenade stopped moving)
- This applies to TAG rounds as well. (MUST DETONATE)
- o When thrown in a single Room all players in room are dead
- o Do not load material into a device not designed to expel material (i.e.: BBs or glitter into a Thunder B is a dick move).
- Smoke Grenades: Cold burning sport or marine grade smoke grenades of any color EXCEPT RED ON MILITARY RESERVATIONS. No homemade devices are allowed.
- o AO specific – refer to event page for restrictions beyond these rules
- o Must be deployed outside only
- If it rolls into a building – pull dead rag and remove smoke grenade from building.
- o Do not throw directly at another player



- o No smoke indoors

- ☐ **Shields: No riot or ballistic shields are allowed.**

- ☐ Blank Fire Weapons: Player fielded blank fire weapons are not allowed (this does not include blank firing grenades). Only staff deployed blank fire weapons are allowed.

- ☐ Rubber Knives: Rubber knives, rubber machetes and rubber tomahawks are allowed on gear for aesthetics only. They should not be brandished and have no effectiveness on the TCA battlefield. No rubber knife kills. And for God's sake leave the lightsaber, battleaxes, and swords at home.

- ☐ Indirect Fire: Staff managed simulated mortar rounds and airstrikes. May or may not include accompanying pyro/sound effects.

- o Commanders will have limited amount of mortar/hellfire missile strikes/A10 gun runs that they can call in to disrupt enemy movement

- o Simulated Mortar Strikes have a 10 ft kill radius

- o Simulated Artillery Strikes have a 20 ft kill radius

- o Simulated Airstrikes have a 50 ft kill radius

- o **NO PINK MIST unless ADMIN SAYS SO**

### Vehicle Rules:

- ☐ Launched projectiles, single DIRECT hit, destroys a vehicle and all occupants (Crew and passengers cannot be medic-ed), vehicle has to wait 5 minutes, then rolls back to CCP, resets, and can return to fight with all occupants respawned). TAG rounds or hand thrown grenades that detonate within 10 feet of vehicle, kills vehicle.

- ☐ All dismounts must be 10 ft away from the vehicle when moving.

- ☐ Small Arms Fire, will not disable or destroy the vehicle, **ONLY AN ANTI-ARMOR WEAPON or GRENADE CAN KILL IT. Do not fire bbs at vehicles or their occupants, THIS IS FOR SAFETY.**

- ☐ Only a vehicle's gunner position and one other position can fire from a vehicle.

- ☐ 15 MPH speed limit on hard surfaces (10MPH off-road)

- ☐ All vehicles must have a 2 man crew: a driver and a spotter. The spotter is responsible for guiding vehicles when in reverse and monitor the loading and unloading of vehicles.

### STAFF

TCA's core staff is made up of Active Duty and Retired Military Personnel. We also use auxiliary staff to support our efforts locally. We are all players first and love the game. We are fierce competitors and try our best to design the games we would want to play.

- ☐ OCs (Observer/Controllers) or Admins are the scenario referees.

- ☐ OCs call the shots, mediate issues, make judgement calls and provide general customer service.

- ☐ OCs are in grey or black uniforms to distinguish them from players.

- ☐ OCs have to make the rules fair for everyone. As exception for one person may mean others suffer.

Case-by-case is the very definition of discrimination. ***Unless you are prepared to defend why you are not held to the same standards as all other players – do not ask an OC for an exception.***

### TIER 1 MISSIONS

TCA offers a separate experience for those ready for a truly immersive MILSIM experience. Our Tier 1 missions challenge the mental focus, physical condition and character discipline of the most competitive Milsim shooters. Designed and executed by Active Duty and Retired Military Personnel, Law Enforcement, featuring intense mission development, pyrotechnics, coordinating vehicle support, a highly trained OPFOR and much more. Tier 1 Missions are generally offered on Friday and Saturday nights and do require a separate fee. See the event page for more details and timelines.

## Friday

1200 COL 1 Gate opens for barracks check in, field opens at 1500 for terrain walks by players  
1500 Limited Chrono/Check in (Priority for TIER 1 Operators) (Safety Briefs at 1530, 1600, 1700, 1730)  
1830 TIER 1 JTF OPOD BRIEF  
1900 JTF Mission Prep  
2030 JTF Stage at Infil location  
2045 JTF TIER 1  
2215 JTF TIER 1 extract to Admin Building  
2230 TIER 1 AAR and Tab Award  
2300 LIGHTS OUT/Field is closed

## Saturday

0700 Check in Opens at COL1  
(Safety/Scenario Brief at 0730, 0800, 0830, 0900) (You must attend one of these)  
0900 Last Safety Briefing/Chrono Closes at 1000  
1015 Formation, Opening Ceremony (being in kit ready to move out)  
1030 Short Mass Safety/Scenario Formation briefing  
1050 Move out to start points  
1100 Start Phase 1 (WESTERN PLATOON DEFENDS IN SOUTH 1100-1200)  
1330 Phase 1 ends  
1445 Movement to start positions for Phase 2  
1500 Phase 2 (EASTERN PLATOON DEFENDS IN SOUTH 1500-1600)  
1700 Phase 2 ends, pause ex, **set for Phase 3 (short break on field)**  
1730 Phase 3  
1845 End Phase 3  
1945 JTF Tier 1 Brief, Troop Leading Procedures  
2130-2230 Tier 1

## Sunday

0700 Chrono Opens  
0815 Formation/Short SITREP Brief at the CACTF CP  
0830 Move out to Start Points for Phase 4  
0845 Start Phase 4  
1200 End Phase 4  
1230 Raffle and Closing Ceremony  
1330 Field Closes, players/non support mission staff depart

## SAFETY

Airsoft is a sport and, like any other sport, requires safety equipment.

Required safety equipment:

- ☐ Dead Rags: Red dead rags are required for daylight operations outdoors. Red lights are required for indoor or nighttime operations.
- ☐ Ear Protection: Although not required – it is recommended. You will be in tight spaces with plenty of pyro going off all around you. If you have sensitive hearing, are concerned about hearing loss or have a pre-existing hearing condition – ear plugs or sound dampening headphones are recommended.
- ☐ Emergency Contact Card: A 3X5 ECC (available at registration) must be on all players at all times. Your ECC should include:
  - o Your Name
  - o On the field contact (name and phone number)
  - o Emergency contact (name and phone number)
  - o Medical conditions and/or known allergies
- ☐ Eye Protection: All players must wear approved eye protection with a tight seal around the face and a retention strap with no gaps bigger than a pencil eraser.
  - o Approved eye protection is:
    - ☐ ANZI rated lenses
    - ☐ Full seal (HELO KITS ARE APPROVED)

- Includes a retention strap
- o No mesh eye protection is allowed.
- o Malfunctions happen. Return to the staging area immediately if your eye protection needs attention.
- o Players found without proper, approved eye protection will be ejected from the game. No excuses.
- Footwear: Closed toed shoes or boots are required and ankle supporting footwear is highly recommended.
- Full Face Protection: Players 17 years old and under must have full face protection. Players 18 and older are encouraged to wear full face protection but it is not required. A hard solid full mask or a hard or mesh lower face shield in combination with full-seal goggles is acceptable. **Fabric items such as shemaghs, balaclavas and bandanas are not acceptable lower face protection for players 16 and under.**
- Hydration: All players are expected to provide their own water and are required to have a water source on them during the game. Staff will provide water in emergency situations (if staff is giving you water – you are being carted off the field).
- Real Weapons: Real steel weapons are not allowed at TCA events. This is nothing against our 2nd Amendment rights: The risk of confusion is too great. If you travel with a personal carry – please lock it away at your hotel or in your vehicle where it is absolutely inaccessible.

## MEDIC RULES

In actual combat – a buddy getting hit is a chaotic period on the battlefield. TCA's medic rules are designed to emulate some of that chaos while getting players back into the game in a reasonable timeframe.

- All participants must have 2 mock bandages on their person at all times. Approved bandages including ACE bandages (cut down to 2-3 ft), TCA Tourniquets, MSW TQ suitable for airsoft use. No red bandages.
- Everyone is a medic.
- When you are hit you must die in-place, call out a loud "HIT" and display a RED DEAD RAG (or a RED LIGHT in dark areas/night).
- Act as if you have been shot (good acting can result in a "God Respawn" if an admin witnesses a worthy performance).
- **Remain motionless. DO NOT STAND, you must sit or lay down.**
- Call out for a Medic/Corpsman/Mommy.
- If a buddy/medic can get to you:
  - o The medic can drag/walk you to cover
  - o Present your bandage to the medic
  - o The medic must attach/tie to bandage to your arm or leg
  - o No self-medicating
  - o Repeat for a second hit
  - o Third hit – bleed out for 5 minutes, place your dead rag on your head, raise your rifle over your head and return to your AA or CCP
- If a medic cannot get to you:
  - o Bleed out for 5 minutes, place your dead rag on your head, raise your rifle over your head and return to your AA or CCP
- Bleeding-out or dead men do not talk to live operators (not even about the weather).
- Bleeding-out or dead men do not talk on the radio, not even to say "I'm dead."
- Ambulance rides (via team or staff transport) are allowed (GREAT WAY TO GET THOSE GUYS REGEN-ED IN A HURRY).

## 5) Command and Signal

Communications will be by UHF/FRS radio. The following Signals Operating Instructions are in effect:

STAFF:

FRS 1 462.5625

FRS 2 462.5875

WESTERN COALITION (Platoon/Squad assignments at commander's discretion)

FRS 3 462.6125

FRS 4 462.6375

FRS 5 462.6625

FRS 6 462.6875

FRS 7 462.7125



FRS 8 467.5625  
FRS 9 467.5875  
FRS 10 467.6125  
FRS 11 467.6375  
FRS 12 467.6625

EASTERN EMPIRE (Platoon/Squad assignments at commander's discretion)

FRS 13 467.6875  
FRS 14 467.7125  
GMRS 15 462.5500  
GMRS 16 462.5750  
GMRS 17 462.6000  
GMRS 18 462.6250  
GMRS 19 462.6500  
GMRS 20 462.6750  
GMRS 21 462.7000  
GMRS 22 462.7250

**Water:**

All players are required to have a form of hydration on them while on field (canteen, water bottle, camelback), tactical snackage is encouraged, as always police up your trash as we would like to maintain the use of the location for future airsoft events.