

D-DAY PRODUCTIONS SCENARIO EVENTS

Version 2.3© 2011

ALLIED R. H. ADAMS
BY DIRECTOR
German
Andy Wofford by D
R. H. Adams

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 800 acres in play!

Beginning in 2006, and again in 2010, the game was redesigned around more historically accurate objectives and field locations. In addition, both Allied and German units have been renamed and redesigned to reflect greater historical depth and accuracy, as well as enhance the identity and Esprit de Corps of the players involved with those units. Hand in hand with these changes, the game scoring methodology has been improved to enhance the intensity and fairness of play. These changes, along with a host of other improvements, will propel Oklahoma D-Day to the next level and beyond. An action packed, 7-day schedule of events is planned. Daily WW II themed mini-scenarios, several special competitions, nightly speed ball events and more activities than ever before combine to make this not only the World's Largest Paintball Event, but the most awe inspiring and unique paintball experience in the world.

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 Forum. 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 most safe and 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

REGISTRATION: If you have pre-registered, you will receive a "draft card" in the mail. This will identify you as having paid your entry fee and give you your registration number. Bring the card and a photo ID with you when you come. If you lose your card 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, a parent's signature is **REQUIRED** on the liability waiver.

D-DAY PRODUCTIONS SCENARIO EVENTS
OFFICIAL OKLAHOMA D-DAY RULES FOR 2011

Version 2.3© 2011

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 800 acres in play!

Beginning in 2006, and again in 2010, the game was redesigned around more historically accurate objectives and field locations. In addition, both Allied and German units have been renamed and redesigned to reflect greater historical depth and accuracy, as well as enhance the identity and Esprit de Corps of the players involved with those units. Hand in hand with these changes, the game scoring methodology has been improved to enhance the intensity and fairness of play. These changes, along with a host of other improvements, will propel Oklahoma D-Day to the next level and beyond. An action packed, 7-day schedule of events is planned. Daily WW II themed mini-scenarios, several special competitions, nightly speed ball events and more activities than ever before combine to make this not only the World's Largest Paintball Event, but the most awe inspiring and unique paintball experience in the world.

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 Forum. 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 most safe and 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

REGISTRATION: If you have pre-registered, you will receive a "draft card" in the mail. This will identify you as having paid your entry fee and give you your registration number. Bring the card and a photo ID with you when you come. If you lose your card 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, a parent's signature is **REQUIRED** on the liability waiver.

Remember, pre-registration is at a discounted price! Check the dates on the website and get your registration in 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 should 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!

ORIENTATION: The Orientation and Safety Briefing is **REQUIRED** to receive your hopper cover, which will denote what side you are playing on. This cover is **REQUIRED** to participate in the Saturday game 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 \$5 charge to obtain a replacement cover.

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.

New for 2011: Significant changes to the Dead Zone/Re-insertion procedure have been made this year. They will be explained in the rules below and at the Orientation Briefing!

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. 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.

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.

Camp fires 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.

PETS: There will be absolutely **no pets** allowed on the facility. **No exceptions.** (address of nearest kennel?)

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!**

There may be multiple grades of paint available at the event, cost dependant 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 noon of the day following the big game. **There will be NO RE-FUNDS for unused paint tickets.**

HPA/CO2: CO2 and 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!

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 participate in.

D-DAY FIELD: The D-Day field consists of 800+ 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

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.

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!**

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.

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!

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.

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, Red, bright Green or Purple Shirts.

Orange Shirts are Field Refs. They are responsible for Dead Zone operation, troop transport, field chrono, paint checks and general safety on the field. These refs will have a number on the back of their shirts for reference.

Green Shirts are Head Refs. They typically have more experience with D-day operations. They may be in charge of cease fires, rule interpretations, 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. These refs will have a number on the back of their shirts for reference.

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.

Red Shirts. These are logistics personnel who have a minimal role on the field. Still, field decisions they make should be respected. All new construction on the field must be approved by a red shirt.

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, or Green 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). All referees will have numbers on the backs of their t-shirts that will identify them individually. 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:

For Special Rules and Requirements regarding Tanks, Planes Anti-Tank Weapons, and Heavy Weapons, please refer to the Tank, Plane and Heavy Weapon Rules.

ELIMINATIONS: 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.

Exception: 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.

See Appendix also: 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. 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.

Any amount of paint (speck, splatter, spot, etc.) from a paint grenade, paint mine or flame thrower counts as a hit; you are out! A spot the size of a quarter or larger is NOT required to count as a hit from a grenade 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.

There will also be areas of the field cordoned off by the staff as "Mine Fields" which 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.

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.

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 a 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.

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).

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 later 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 a Surrender is considered a courtesy so as not to "light someone up" at close range. When you are faced with accepting a 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 the barrel of their marker 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. Also, keep your finger off the trigger to avoid shooting the person from inches away. 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

HOPPER COVERS: 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.

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 2011 D-Day game. It is also intended to better historically represent the battle flow from the actual D-Day landing.

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.

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.

DEAD ZONES: Changes for 2011. 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.).

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, DZ Colleville (aka DZ 4), DZ Airfield and DZ Utah West.

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!

There will be Field Refs (orange 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.

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.

During Mini-Scenarios and other events, Dead Zone release times may vary as determined by the staff.

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 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.

REINSERTION at ENTRY POINTS: New for 2011. All players will be reinserted by a ref at the Entry Point determined by the DZ ref 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 en 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 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.

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 (Exception-See #7 in Tank Rules of Play). 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 10' away from the vehicle. 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.**

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", which will serve as both obstacles and boundary markers. These fields should 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 a mine field will be immediately called "Out". This applies to all players except Allied Ranger units. Other than this exception, Mine Fields cannot be played in. This means no shooting across any portion of the mine field. Any player shooting across, into, or out of the Mine Field 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.

NIGHT GAME: (PLAY AT YOUR OWN RISK) The following rules will be in effect. The night game can get very intense and firefights happen at very close quarters. Be certain you don't have a 'hot' marker. All markers must be chrono'd at 250 fps or less. There are no paint checks at night. All hits count as an eliminations whether the ball breaks or not. Paint grenades don't count at night.

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.

The use of high-powered spot lights is prohibited by players during the night game. However, normal tac-lights and flash-lights may be used during play.

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.

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.

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.

Players will receive **1** (one) mark (an 'X' drawn with a permanent marker) on their hopper cover as a warning before 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 mark a player's hopper cover. On the second offense, you will be expelled from the event. **Two** (2) strikes and you're out! At the reffing staff's discretion, a player can be expelled from the game upon the first offense if the infraction is deemed severe enough.

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.

Public intoxication will not be tolerated. You can be expelled from the event if you are caught outside your campsite and you are intoxicated.

The use of fireworks or pyrotechnics (other than approved smoke) by players is absolutely forbidden at any time during the event.

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!**

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 10' 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.

EQUIPMENT (On the field)

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

Goggles: ASTM approved full face shields with ear protection on all goggle systems. Thermal lenses are strongly recommended.

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. Pants, shirt, and shoes are required at all times on the field. Full trigger guards are required on all markers.

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, sunscreen and marker repair kit.

PROHIBITED EQUIPMENT:

This event is FIELD PAINT ONLY. Do not bring or play with paint purchased from another vendor or field.

Drugs, knives, bayonets, firearms, laser sights, spotlights, swastikas, crossbows, slingshots, water balloon launchers, BB

guns, Airsoft guns, air horns, fireworks or pyrotechnics (except approved smoke grenades), unbreakable tripwires (such as piano wire), or shields of any kind. No bright Orange, Lime Green 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.

Out of respect for our friends in Germany, the use or display of the German national flag will not be allowed unless you are a German national citizen. Swastikas, in any form, are absolutely forbidden!

MARKER REQUIREMENTS:

Only Sixty-Eight (.68) or Fifty (.50) caliber markers will be allowed. Only .68 & .50 caliber paint will be sold at this event. All markers must meet the following conditions:

Firing Modes. 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.

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 an "X" on their hopper cover 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.**

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. Your marker will be tagged by D-Day staff to indicate that it meets the speed requirements for that particular event only.

**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.

APPENDIX

SPECIAL UNIT RULES:

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. After Game-On, all normal player rules apply to them (hits, reinsertions, mine fields, Out-of-Bounds, etc).

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.

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.

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.

Mine Fields: Two Mine Fields exist in the game. Both will be taped off prior to game day. The first is south of Utah Beach. The entire triangular wooded area south of the Utah Beach, west of Merderet Bridge creek and east of Dead Zone Utah West is out of play. The second is northeast of Omaha Beach. The steep hillside north of the road between Omaha and St Laurent is out of play. 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.

Out of Bounds: The entire Out of Bounds limit is too extensive to describe in complete detail. Re-view 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. In Brecourt Manor, there is no northern or western boundary designated. The eastern boundary of Brecourt is designated by extending the alignment of an old fence line running due north, parallel to the western tree line of Utah Beach, Causeway and Airfield. 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.

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).

Fortifying Bunkers – During game week, all work on the field must be supervised by a red shirt and approved by the staff and appropriate officers from both sides. Any work done by players on the field must be completed no later than the end of the day on Wednesday and all changes to the field will CEASE after that.

Hopper covers – 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.

Shooting Hot – Suggested Procedure for testing velocity in field: 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 an “X” on your hopper and be required to immediately leave the Field of Play to properly adjust your marker. Two (2) “X’s” and you will be ejected from the game. Additional point penalties may also be assessed, which will be addressed later in these rules if they apply. Every player loading onto a truck or walking onto the field needs to show their zip tie prior to entry.

RULE SUMMARY

SAFETY RULES

1. GOGGLES ON at all times when on the field of play!
2. Barrel Blocking Device (BBD) on marker at all times when off the field of play!
3. Stay hydrated! Drink plenty of non- alcoholic and non carbonated fluids before Saturday. Carry water with you onto the field and drink often.
4. 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.
5. No firing, or dry firing, of markers anywhere except on the field, at a chrono station or a designated marker repair station.
6. 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.

GAMEPLAY RULES

7. 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 an 'X' on their hopper cover. **Two** (2) strikes and you are ejected from the game.
8. A paintball that breaks OR the accumulation from a splatter 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 or mine counts as a HIT and the player is eliminated.

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.

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 player reports to Dead Zone.

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.

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.

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 a Head Ref (Green Shirt) or an Event Coordinator (Purple Shirt).

FIELD PAINT ONLY!