



CIMMERIAN SAFETY BRIEFING

SAFETY

1. Eye protection shall be worn at all times, no exceptions.
2. To protect teeth, a full face mask or mouth guard is recommended.
3. Guns must chrono under 395 fps with .20 bbs or under 350 with .25 bbs. Guns over 400 fps will be disqualified. All bbs must be biodegradeable.
4. Absolutely no firing within 25 feet of your opponent. [Give example]
5. Any charging of positions must cease at the 25 foot safety zone. Fixed positions shall be eliminated from a distance greater than 25 feet.
6. If two operators find themselves within 25 feet of each other, they will call Parley, turn 180 degrees, move 100 feet back and then resume activity.
7. Surrenders are considered a kill. They are executed when the target is completely surprised by an approach from the rear or flank.
8. Always watch your firing to ensure compliance of the 25' safety zone.
9. In the event of serious injury or emergency, yell BLIND MAN. Cease fire and pass the word BLIND MAN until the emergency has been addressed.
10. Aggressive physical contact is not tolerated and is grounds for ejection.
11. If civilians are encountered, greet and engage them in a friendly manner. Do not attempt to hide or present yourself in a threatening or suspicious manner. Immediately announce their presence if they are entering the area of operation by calling out CIVILIANS. Cease fire until they have passed.

Operational RULES

1. Hits to your person or gear by a bb or paint grenade splat constitutes a kill. Renactor genade w/in 25' are a kill. Ricochets count, gun hits do not.
2. When hit, fall to the ground simulating your death. Act it out, scream, yell, cry for Mama or die with your gun blazing in the air, it all adds to the realism of the reenactment. Remain on the ground for 2 minutes, bringing your red rag over your face. After 2 minutes raise your gun and rag, then remove

yourself to the reincarnation area for the remaining 3 minutes. During this time there shall be no sharing or gaining tactical knowledge, you want to basically go into a “foxhole,” removing yourself completely from action. Do not in any way observe the game. You should neither be heard, nor seen. Dead men do not talk on the radio, not even to say “I’m dead.” If a dead man suddenly finds himself in a combat zone, he should immediately move to a new secluded area.

3. Never stalk or lie in wait for an operator to reincarnate just to shoot him. If you come upon a dead operator returning to action, give him ample time to move away and take cover before engaging him in a firefight.

THINGS TO KEEP IN MIND

Airsoft bbs strike with a small impact, leaving no marks on clothing. In the heat of battle, when moving quickly, an operator may not feel a bb hitting him. Tactical gear may also prevent feeling a hit, so it is important to keep your ears open. At long range bbs may not hit hard enough to be noticeable. Distance shots may seem on target, but in reality the bbs are falling short. Bushes can deflect shots, creating a false sense of a hit. In some cases, in the excitement to shoot an enemy, an operator may spray his gun wildly hitting everything but the target, even at close range.

If unsure, give your opponent the benefit of the doubt. If you must you can call Parlay. The combatants discuss the situation for a quick resolution. If unable to resolve the issue quickly, both operators should call themselves out, take 5 and let it go.

Arguing or unsportsman-like conduct will result in ejection from the mission. Blatant cheating will result in ejection. Any time there is an issue or question, contact the nearest Cimmerian for help. In the event of a dispute, rather than argue, call yourself out, take 5 and let it go. Remember what you came for and enjoy the rest of the day.

Our mission is to re-enact elements of historical military conflicts with honor, sportsmanship, integrity, and realism. We are not here for the purpose of competing, but rather to enjoy the overall milsim experience. This event should give you the opportunity to take on a role and briefly experience life as a combat soldier. You should leave here today with a tiny feeling of how it might feel for the real guys on the line, and perhaps have a stronger admiration for what they endure day-in day-out.