



# **OMEGA PRODUCTIONS**

# **RULESET**

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# **Introduction**

The objective of this document is to provide all participants of an Omega Entertainment Productions Inc. (“Omega Productions”) event with a collection of easily understood rules, regulations, and common-sense best practices.

This is a “living document” – we update this rule set every few months to provide better clarity.

Some topics will appear more than once throughout this document; we have intentionally included these redundancies to highlight their importance and ensure compliance.

By purchasing a ticket to an Omega Productions event, you are agreeing that you have read and understand our rules. While we do mandate safety/gameplay briefings before each event, there is no substitute for reading this document.

The common excuses of “I didn’t know I couldn’t do that” or “I’m used to playing under a different set of rules” will not be accepted by game administration before, during, or after an event – ignorance is not an excuse. Violation of any of the regulations outlined in this document may result in participants being removed from an event without a refund with the potential of not being welcome at future events.

These rules and procedures constitute your first and possibly only warning on violations.

When it comes to participant safety and conduct, there are no dumb questions. If you have read this document in its entirety and are still uncertain about a rule or how to conduct yourself in a given situation, we encourage you to reach out to us via private message on our [Facebook Page](#) or e-mail [alex@omega-epi.com](mailto:alex@omega-epi.com). Additionally, we invite to join [Survive Omega Events General Interest Group](#) on Facebook.

## **What to Expect**

Omega Productions' events are post-apocalyptic survival experiences that incorporate aspects of airsoft, LARP, and survival bushcraft.

Our events are probably unlike any event you've experienced before. We ask that you approach all aspects of our events with an open mind and willingness to go outside your comfort zone. Be proactive - leave camp with the goal of making something happen. The people who are reactive, the ones who want to be told what to do and need their hands held are the ones who will not enjoy their experience.

The more that you put in, the more you will get out. If you want to sit in your community all weekend and wait for the event to come to you, you're not going to have a good time. We've provided the sandbox and the tools - it's up to you as individuals and as communities to build your own sand castles (or tear them down).

What NOT to expect:

- These are NOT force-on-force airsoft events. There are no predetermined teams and MOST engagements can be solved without using lethal force. There is no individual or team that can "win" these events. Don't play to win; play to enjoy the experience.
- These are NOT cosplay LARP events. While non-player characters<sup>1</sup> (NPCs) and event participants will roleplay heavily, everyone and anyone can and will be shot. Additionally, form should follow function when it comes to your "kit." This isn't a fashion show - you'll be expected to be self-sufficient for the 40+ hour duration of the event. This will be exponentially more difficult if your outfit is not conducive to outdoor survival.
- Omega is NOT a single-player RPG videogame in the vein of *Fallout* where it is possible to complete every single mission and NPCs exist exclusively for your gratification. These events weren't created specifically for you; they were created for everyone to enjoy as a collective. It will be physically impossible for you to know about, much less complete, all the different storylines and scenarios that come to pass over the course of our events. You must accept that you are one person out of hundreds and that this world we've created doesn't wait for you to complete a quest before giving you another.

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<sup>1</sup> We use the term "NPC" to describe individuals who occupy a staff role at our events. They exist to add to the event's atmosphere.

## **Personal Conduct**

When in doubt, use common sense. If you encounter a situation that is not specifically mentioned within this document, use your best judgement and “play” within the spirit of the event. While event staff will do their best to prevent participants from “gaming” the event, there may be scenarios where a grey area exists. Please remember that these events are not meant to be “won” by any individual or group and that event admins will never give out prizes for doing well, so there is no need to be overly competitive.

## **Profanity**

We understand that the occasional profanity will be uttered by participants and admins alike. However, any profane, derogatory, or aggressive language that is directed at another individual will be met with immediate removal from the event without a refund.

## **Breaking the Law**

Participants who attempt to steal, cause bodily harm, or break any other local, state, or federal laws will be removed from the event and handed over to law enforcement.

Event participants’ gear will be unsupervised in the gameplay area, especially in the community areas where participants can setup camp and sleep. Omega Productions will never use a rucksack or any other backpack/bag as a prop. If it doesn’t have an “O” symbol on it, it’s not a prop – do not rummage through other people’s things!

## **Substances**

Tobacco, alcohol, prescription drugs, and recreational drugs are either regulated or prohibited by Omega Productions.

### **Tobacco**

The use of tobacco products (cigarettes, cigars, e-cigs, vape pens, etc.) is permitted in outdoor areas only. Please do not smoke/vape indoors.

### **Alcohol**

Alcohol impairs judgement and motor skills. Therefore, alcohol, in any form, is banned on site throughout the duration of the event. Event participants, regardless of age, should never bring alcoholic beverages with them into the gameplay area. Participants who violate this rule will be removed from the event without a refund.

### **Prescription Drugs**

Participants who have a prescription for medication will be permitted to bring their prescription into the gameplay area so long as it is in a container with a prescription label. The name on the label must match the name on the participant’s state or federally issued ID. Please note that Omega Productions is not responsible for reminding participants to take their medication. OTC medications like Advil and Benadryl or approved for use.

### **Recreational Drugs**

Recreational drugs (cocaine, ecstasy, meth, etc.) are banned at Omega Productions’ events.

While we acknowledge that recreational and medicinal marijuana is legal in several states, including states in which an Omega Productions' event may take place, we must follow the current federal regulations which classifies marijuana as a Schedule I Controlled Substance. Under no circumstances will marijuana, in any form, be permitted at an Omega Productions' event.

## **Garbage**

Police your garbage. After the event, we shouldn't find participants' garbage around the areas where they camped or parked. Additionally, be mindful of your food packaging and empty water bottles. We want to leave sites as clean as possible after events so that Omega Productions is invited back for future events. Large garbage bags can be found in every community – use them.

## **Rules to Live By**

**The Golden Rule** – “treat others how you would want to be treated.” If you wouldn't want something done to you, don't do it to someone else.

**The Platinum Rule** – “treat others how THEY would want to be treated.” Just in case the above rule isn't clear.

**The Yuk Rule** – “there is no such thing as friendly trash-talking, only trash-talking between friends.” Trash-talking “as a joke” will not be tolerated on any of Omega Productions' social media pages before or after events.



# **Safety**

Safety of event participants is of the utmost concern to Omega Productions. Therefore, participants observed to be in violation of any of the rules outlined in this document may be removed from an event without a refund.

Ultimately, participants must be accountable for their own safety. Medical, physical, emotional, or personal issues that pose a threat to your safety or the safety of others needs to be relayed to event staff. If a participant needs medical attention (water, food, prescription medication, emergency transport, etc.), event staff will make it their priority to address these needs.

Please note that channel 22 (462.725) is used as the "Safety Channel" for every event. Omega Productions restricts participants from monitoring this channel, but they should be able to switch to this channel should a safety emergency take place.

## **Cease Fire**

A "Cease Fire" or "Real World" call is made by event participants under the following circumstances:

- a life, limb, or eye-threatening injury to any participant or event admin has occurred (please note that a rolled ankle or sprained wrist does not constitute a life-threatening injury)
- an environmental hazard (e.g., flash flooding, tornado, hurricane, wildfire, earthquake) that threatens the safety of all event participants

A "Blind Man" call is made by event participants under the following circumstances:

- a participant or event admin has experienced a loss or failure of their eye protection, creating a severe risk of an eyesight-threatening injury

When any of these calls are made, participants must do the following:

- 1) stop playing
- 2) place their replica on "SAFE"
- 3) echo the call so that other participants can be made aware
- 4) display their red "dead rag"
- 5) help event admins find the location of the incident (if applicable)
- 6) remain in place until given further instructions by event admins

When the cease fire has been resolved, event admins will call "Game On" or "All Clear" to communicate to participants that they are safe to continue whatever they were doing.

## **Protection**

### **Eye Protection**

Only ANSI Z87.1 and/or ASTM F-1776-99a rated (or greater) ballistic eye protection will be accepted at an Omega Productions' event. Your eye protection must fully cover your eye sockets from all angles of impact. The lenses of your eye protection must also be clear for nighttime gameplay.

Any person, regardless of their role in the event, must wear eye protection in the designated gameplay area.

Eye protection must also be worn when a participant is chronographing their replica(s) during pre-event processing.

“Cold Zones” or “Safe Zones” will be designated during gameplay. Depending on the event, staff may permit participants to remove their eye protection during specific circumstances, such as nighttime sleeping. Event staff will make these times and locations clear to all participants before and during the event.

We strongly recommend that all participants bring backup eye protection should their primary eye protection fail.

Steel mesh goggles are NOT permitted. While uncommon, plastic BBs can “splinter” on impact and penetrate the small holes in mesh goggles, causing potential damage to a participant’s eyes.

### **Face Protection**

Full face protection is not required for participants aged 18 and above, but we recommend having something to cover your face during firefights. Mouth guards are recommended to prevent dental injuries.

Full face protection is mandatory for all participants aged 17 and younger and must be worn for the entire duration of the event. Acceptable forms of face protection include:

- paintball masks<sup>2</sup>
- plastic or mesh lower masks
- thick neoprene lower masks
- shemaghs that are wrapped around the head and face
- balaclavas

## **Hydration & Nutrition**

Omega Productions allows participants to bring food and water with them at the start of the event. Omega Productions also provides food (in the form of canned goods) and water to participants throughout the course of the event.

All food that participants bring with them at the beginning of an event must fit within a sealed 1-gallon bag. Supplemental food will be provided during the event.

Participants are permitted to begin each event with up to 1 gallon of water. Participants are required to have at least 2L of water storage capacity on their person.

While supplemental food and water is provided, it is each participant’s personal responsibility to ensure that they are consuming enough water and calories to remain healthy and active throughout the event.

Our events allow participants to play at their own pace. If at any point during the event you are feeling tired, thirsty, or hungry – take a break!

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<sup>2</sup> While paintball masks offer full eye, face, and ear protection, please remember that eye protection must be worn throughout the entirety of the event. Paintball masks can make it difficult to drink and eat while still complying with our eye protection requirements.

## Age Requirements & Waivers

Omega Productions allows participants as young as 13 to attend our events.

While all individuals moving throughout the gameplay area (this includes observers and photographers) are required to have a signed waiver on file, Omega Productions mandates that all participants aged 17 and under have their waiver signed by their parent or legal guardian.

Additionally, Omega Productions requires that all participants aged 13 – 15 be accompanied by a family member aged 21+ who is also registered to participate in the event.

Please refer to the below table on our age and waiver policies:

| Age of Participant | Waiver Required | Signed by Parent | Adult (21+) Supervision |
|--------------------|-----------------|------------------|-------------------------|
| 18+                | Yes             | No               | No                      |
| 16 – 17            | Yes             | Yes              | No                      |
| 13 – 15            | Yes             | Yes              | Yes                     |

## Medical Cards

Omega Productions requires that all participants keep a medical information card on their person (preferably on the left side of their body in a pocket) throughout the duration of the event.

Participants will receive a blank medical card at registration that they can complete.

We will have at least one medical professional present at every event. If you have a medical issue that you think they should know about, it is your responsibility to inform staff during registration so that we can have a contingency plan in place should an episode occur.

Please consider bringing a sandwich-size plastic bag for your medical card – this will prevent it from getting destroyed by rain and sweat.

## Staging Area & Safe Zones

The parking lot, registration tent, vendor booths, and any areas outside of the gameplay area are considered safe zones at ALL TIMES.

Additionally, safe zones will be established in the survivor communities between dusk and dawn.

In safe zones, all magazines will be removed (pistols included) and all replicas will be on "SAFE". Dry-firing replicas is also forbidden within the safe zone. We also recommend that batteries and air sources are disconnected for an additional layer of safety. Any test firing of replicas should be done at the chronograph station (with eye protection on). Participants should always practice muzzle discipline.

Any replica weapon safety violations in the safe zone are grounds for immediate dismissal from the event without a refund.

## Joule Limits & Minimum Engagement Distances

Omega Productions firmly believes in measuring the kinetic energy (joules) of BBs rather than their velocity (feet per second - FPS) due to the phenomenon known as "joule creep". Please note that this information intentionally appears more than once throughout this document.

**Rifle/Pistol/Shotgun/Bow<sup>3</sup>**

- maximum of 1.50 joules of kinetic energy measured from the end of the inner barrel
- up to 355 FPS with 0.25g BBs for AEG and spring replicas
- up to 317 FPS with 0.32g BBs for HPA and GBB replicas
- no minimum engagement distance (MED)
- semi-auto<sup>4</sup> ONLY

**SMG (Sub-Machine Gun)**

Omega Productions does not recognize an SMG class; all SMG replicas will be subject to the same restrictions as the rifle class

**SSW (Squad Support Weapon)**

- maximum of 1.50 joules of kinetic energy measured from the end of the inner barrel
- up to 355 FPS with 0.25g BBs for AEG replicas
- up to 317 FPS with 0.32g BBs for HPA replicas
- MED of 50 feet
- maximum of 30 rounds per second (RPS)
- may NOT engage targets when inside buildings
- may NOT shoot out from within buildings on the first floor; the barrel of the SSW must break the vertical plane of the building to ensure that other participants don't unknowingly walk in front of the window and get hit within the 50' MED
- must be an internationally recognized SSW (no M4s with box mags or SMGs with drum mags)

**DMR (Designated Marksman Rifle)**

- maximum of 1.86 joules of kinetic energy measured from the end of the inner barrel
- up to 400 FPS with 0.25g BBs for AEG and spring replicas
- up to 355 FPS with 0.32g BBs for HPA and GBB replicas
- MED of 50 feet
- semi-auto ONLY
- may NOT engage targets when inside buildings
- may NOT shoot out from within buildings on the first floor; the barrel of the DMR must break the vertical plane of the building to ensure that other participants don't unknowingly walk in front of the window and get hit within the 50' MED
- must be an internationally recognized DMR such as an SR-25 (no M4s or AK-47s with scopes)

**Sniper**

- maximum of 2.32 joules of kinetic energy measured from the end of the inner barrel
- up to 450 FPS with 0.25g BBs for spring replicas
- up to 397 FPS with 0.32 BBs for HPA replicas
- MED of 100 feet
- bolt-action only<sup>5</sup>
- may NOT engage targets when inside buildings

<sup>3</sup> Airsoft replica bows are permitted but must be inspected prior to each event and approved for use.

<sup>4</sup> "Semi-Auto" is defined as one trigger pull per one BB fired. The ONLY exceptions to this rule are shotguns that have multiple barrels.

<sup>5</sup> Bolt-Action is defined as having to manually manipulate the replica's bolt to between firing each round

- may NOT shoot out from within buildings on the first floor; the barrel of the sniper rifle must break the vertical plane of the building to ensure that other participants don't unknowingly walk in front of the window and get hit within the 100' MED

## Melee Weapons

All melee weapons must be inspected at the chronograph station along with airsoft replicas prior to the event.

Omega defines "training weapons" as any hard foam or rubber melee weapons meant for training purposes (e.g., Cold Steel, Sharkee, etc.). Training weapons will be designated with a red tag at the chronograph station after inspection.

Omega defines "boffer" weapons as any soft foam melee weapon padded with cloth meant for duels. Boffer weapons will be designated with a green tag at the chronograph station after inspection.

Omega defines "LARP" weapons as any melee weapon with a solid or injection molded foam core that is dipped or coated in latex. LARP weapons will be designated with a white tag at the chronograph station after inspection.

Throwing weapons are strictly prohibited.

Participants cannot be revived from any stealth or melee kill; this is covered in further detail in our "What Constitutes a Hit" section.

### Training Weapons for Stealth

Training weapons are permitted for stealth "kills" ONLY. Additionally, these weapons must be the size of a hatchet, tomahawk, dagger or knife; no katanas, swords, claymores, battle axes, etc.

These weapons must have a red tag on them that signals their use for stealth only.

If another participant is aware of your presence, do not try and melee "kill" them by wildly flailing rubber/hard foam objects at them. Participants who are found to be aggressively using training melee weapons will be ejected from the event without a refund.

Participants are prohibited from making stabbing, slashing, chopping, or other aggressive movements with their training weapons towards others. Wildly flailing a training weapon at someone will get you immediately bounced from the event.

No head/neck/groin strikes – tap other participants on the back.

No simulated "throat cuts" - you will get ejected from the event.

Modified "real edged" weapons are strictly prohibited. Blunted weapons are not considered training weapons.

Tools used for in-game bushcraft are strictly prohibited from use as melee weapons.

"Duels" with training weapons are strictly prohibited.

## **LARP/Boffer Weapons for Melee**

Injection Molded Foam LARP weapons and Boffer weapons are permitted for standard melee and stealth melee kills. These weapons must have a green or white tag on them signifying their ability to be used for melee kills.

No head/neck/groin strikes and no thrusting or stabbing with LARP Weapons; stab-safe boffer weapons only. Any strike between the top of the shoulders and above the waist, including arms, hands, and legs, are instant kills.

Participants must call their own hits the same way they would as if they had been shot by a BB.

A hit from a melee weapon counts when the weapon strikes the defending participant's body. Intentionally blocking or grabbing at any strike with a hand which is not gripping a weapon results in a melee kill.

Participants may block strikes with other weapons, including airsoft replica firearms if they do not have their own melee weapon. Participants using LARP or Boffer Weapons should not charge directly at another participant and expect to melee kill them without getting shot.

Melee Weapons may not be used to block BBs. Any BB striking a Melee Weapon counts as a hit.

Participants may not use excessive force when striking other participants with a melee weapon. A good rule of thumb is to use 40% of the strength you would if the melee weapon was a real weapon.

## **Melee Duels**

Melee duels are only permitted in the "Fight Pit" under the direct supervision of the "Pit Master."

All boffer weapons intended for use in the Fight Pit must be inspected at the chronograph station prior the event and marked with a green tag. Injection molded LARP weapons are not approved for the fight pit.

If you wish to participate, you must be familiar with our melee duel ruleset. Additionally, The Pit Master will be giving a mini briefing before the Fight Pit opens to cover duel-specific rules and safety.

Time and locations of the Fight Pit will be announced during the event.

- First to win three rounds wins the duel. Participants win a round by killing their opponent. A kill counts as 1 strike to the chest, or 2 Wounding Strikes to the arms/legs. A Wounding Strike to an arm or leg results in the loss of that limb.
- When you lose an arm, drop anything that is in that hand and put the arm behind your back. Do not switch equipment from the lost arm to your non-injured arm (this so called "magic switch" is specifically prohibited). Any other strike to the same arm counts as a torso hit, because in combat rules, the arm would not be there to intercept the hit.
- If you lose a leg, you must immediately kneel on that knee. To move from place to place you must crawl, dragging the injured leg. Hopping around on your uninjured leg is not allowed. However, you may make a lunge off the good leg toward an opponent. Any strike to a leg that has already been lost does not count.

The loser of a duel does not have to wait their 5 minutes to bleed out, they can instead respawn immediately. If duels are taking place in a community area, the loser of a duel does not have to

walk back to another survivor camp or community to respawn, unless the community they are dueling in is under attack. Essentially, both the winner and loser leave the Fight Pit at “full health.”

Duels can be interrupted by outside parties (e.g., community is attacked, participants shot at from a distance, a grenade is tossed into the Fight Pit, etc.). Wounds sustained in the Fight Pit are only “real” in the Fight Pit; participants are considered at full health to all outside parties. If a duel is interrupted, participants regain the use of any lost limbs and can defend themselves and move around as normal.

## Blind-Firing

Participants must be able to see where their BBs are going. Shooting around corners or over cover without aiming down the sights is strictly prohibited.

Poking your replica through small openings and shooting is prohibited. If you can't fit your head through an opening, you should not be sticking your barrel through it and shooting.

## Airsoft Replica Clearing Process

Airsoft replicas should be “cleared” and on “safe” in all safe zones, including the Staging Area. Additionally, it's considered best practice to have your weapon cleared in the gameplay area whenever you're doing something passive (cooking, sleeping, making a campfire, etc.)

### AEG

The process for clearing an AEG<sup>6</sup> replica:

- 1) point the replica in a safe direction (towards the ground, away from other participants)
- 2) remove the magazine
- 3) with the replica on “FIRE”, pull the trigger no less than three times to clear any remaining BBs out of the replica
- 4) place the replica on “SAFE”
- 5) disconnect the battery

### HPA

The process for clearing an HPA<sup>7</sup> replica:

- 1) point the replica in a safe direction (towards the ground, away from other participants)
- 2) remove the magazine
- 3) with the replica on “FIRE”, pull the trigger no less than three times to clear any remaining BBs out of the replica
- 4) disconnect the air source
- 5) with the replica on “FIRE”, pull the trigger no less than three times to clear any remaining air out of the replica
- 6) place the replica on “SAFE”

<sup>6</sup> An Automatic Electric Gun (AEG) is defined as a replica that uses battery power to turn a series of gears inside the replica that cause a piston to force air down a cylinder, propelling the BB down the barrel. All AEGs require a battery to function.

<sup>7</sup> A High-Pressure Air (HPA) is defined as a replica that uses an external air source controlled by a regulator. HPA engines are either dual or single solenoid; the solenoid(s) are used to control the release of air down a replica's barrel. Most HPA replicas require a battery.

7) disconnect the battery (if applicable)

### **GBB**

The process for clearing a GBBR/GBBP<sup>8</sup> replica:

- 1) point the replica in a safe direction (towards the ground, away from other participants)
- 2) remove the magazine
- 3) pull the bolt/slide to the rear and remove any chambered BB
- 4) ride the bolt/slide forward
- 5) place the replica on "SAFE"

## **Other Safety Concerns**

### **Campfires**

Some sites will permit participants to create their own fires in a controlled setting. Information on whether a site will permit controlled fires will be disseminated before the event and in the event's safety briefing.

Events will have one of the following fire policies:

- Campfires will be banned on site. Any campfires, whether started and maintained by event admins or participants, will be prohibited. Zero campfires should be built when this is the policy.
- Campfires can be made by participants so long as they build their campfires in a raised metal fire pit.

Violation of an event's stated campfire policies or irresponsible maintenance/termination of a campfire will be grounds for immediate dismissal from the event without a refund.

If you spot an uncontained fire during the event, attempt to douse it with water before tamping the embers. Event staff can figure out how it got started later – the immediate concern is that it is contained and put out. Once the fire is out, alert staff on channel 22 so that they can investigate the cause of the fire.

### **Bushcraft**

Practicing bushcraft skills is highly encouraged at Omega Productions' events. To practice these skills, participants may decide to utilize tools like knives, axes, saws, spades, etc. It is each person's duty to ensure that they are using these tools responsibly in the gameplay area. At no point should these tools be used outside of community areas for any task other than their intended purpose (e.g., don't use a woodcutting axe as a pretend melee weapon). If any participant is observed using a bushcraft tool irresponsibly, they will be expelled from the event without a refund.

Additionally, please be mindful of what resources you harvest. Most locations will only permit participants to use dead or fallen wood for things like fires. Do not harvest dead wood from built up structures like bunkers or barriers.

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<sup>8</sup> A Gas Blow-Back Rifle/Pistol is defined as a replica that uses CO<sub>2</sub> or Propane stored in the magazines for BB propulsion. Few GBBs require a battery.



### **Restrooms**

Most event locations will have physical restrooms located outside of the gameplay area. Their location(s) will be communicated prior to the event and participants will be permitted to use them at their convenience.

For locations that do not have physical restroom facilities, portable toilets will be available for use.

### **Blank Fire**

“Real Steel” weapons that fire blank ammunition (blank fire guns) are prohibited by Omega Productions. Replicas only – leave your real firearms at home!

# **Hits & Medic Rules**

Airsoft is a game of honor – call your own hits!

*"When in doubt, call yourself out."*

Never call opposing participants' hits.

## **What Constitutes a Hit**

BBs can "hit" or "strike" participants, causing them to be "killed" or "wounded". Grenades, melee weapons, and yellow "asteroid dust" can also "kill" participants.

Participants that are caught not calling their own hits will be:

- removed from the event without a refund
- ineligible to attend any future event organized by Omega Productions
- identified to local fields and other event companies

### **BBs**

Most of participants' hits will come from BB strikes. Please remember that getting struck by BBs is part of the experience and that it will probably happen multiple times throughout the course of the weekend.

- any BB that strikes a participant on their body, weapon, or gear counts as a hit
- BBs deflecting off any organic or inorganic matter (ricochets) count as a hit
- friendly-fire counts as a hit
- accidentally shooting yourself counts as a hit
- BBs raining down from the sky count as a hit
- if two opposing participants shoot each other at the same time, they are both considered hit

Please be mindful of BB hits when wearing bulky clothing or carrying large backpacks. Not being able to feel BBs striking your bulky clothing or equipment is not an excuse for not calling your hits.

### **Explosives**

Grenades do not need to expel BBs; they simply need to create an audible "BANG" to constitute a hit on other participants.

Omega Productions provides explosive grenades (EG-67s) as a resource during events. Participants are not permitted to bring outside explosives of any kind with them into the gameplay area. This includes multi-use (CO<sub>2</sub>, propane, bullet primer) and DIY grenades. Additionally, M203 grenades that fire BBs or TAGinn explosives are not permitted.

What constitutes a grenade hit:

- when outside, any explosive that successfully creates an audible "BANG"<sup>9</sup> within 20' of your person constitutes a hit

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<sup>9</sup> If an opposing participant throws a grenade that doesn't explode, it's considered a dud and therefore does not count as a hit.

- organic matter (trees, bushes, wood fences, other participants, etc.) cannot act as protection against a grenade hit
- changes in elevation cannot protect against a grenade hit
- inorganic matter (stone walls, wrecked vehicles, large boulders, etc.) can act as protection so long as your ENTIRE body is behind the object when the explosion occurs
- when inside, any explosive that successfully creates an audible “BANG” in a room of less than 1000 ft<sup>2</sup> (roughly the size of a large school classroom) constitutes a hit for the room’s occupants regardless of whether they were behind hard cover or not
  - hiding in one of the room’s closets does not protect you

If you are uncertain about whether you should call yourself out from a grenade hit, give opposing participants the benefit of the doubt.

### **Rockets**

Foam or chalk-marking rockets/grenades that do not explode are not recognized by Omega Productions as legitimate weapons for use during events. While these devices may be considered for use against vehicles in the future, the current policy is: “if it doesn’t explode, it doesn’t count.”

Because all explosives are controlled by event staff as part of the in-game economy, TAG M203 rockets/grenades are prohibited.

### **Stealth Melee**

Rubber/hard foam training weapons (Cold Steel, Sharkee, etc.) are permitted for stealth “kills” ONLY. These weapons must be inspected prior to the event at the chronograph station and marked with a red tag.

Participants who are found to be aggressively using rubber/hard foam melee weapons will be ejected from the event without a refund.

- To stealth melee “kill” an opposing participant, you must tap/touch them with your rubber/foam weapon while simultaneously saying, “Stealth Kill”
- No head/neck/groin strikes – tap other participants on the back
- Participants who have been stealth “killed” may not be revived – they are mortally wounded

### **Melee**

Soft foam and injection molded boffer or LARP weapons are permitted for stealth and standard melee “kills.” These weapons must be inspected prior to the event at the chronograph station and marked with a green or white tag.

As previously stated, participants should use boffer/LARP weapons at 40% speed/power. Using excessive force or being overly aggressive with these weapons is prohibited and grounds for removal from the event without a refund.

- Any strike shoulders down, including arms, hands, and legs, are instant kills.
- A hit from a melee weapon counts when the weapon strikes the defending participant’s body.
- Intentionally blocking or grabbing at any strike with a hand which is not gripping a weapon results in a melee kill.

- Participants who have been melee “killed” may not be revived – they are mortally wounded.

### **Yellow “Asteroid Dust”**

Staff members will use yellow Enola Gaye CM75s/SD75s to create a yellow dust cloud effect in the gameplay area. Participants who are caught in the cloud without a respirator are “killed.”

A respirator or gas mask must be worn to inoculate participants from the dust – scarves, shemaghs, t-shirts, or neoprene masks are not acceptable forms of respiratory protection.

Some answers to common questions:

- If your mask doesn’t have the ability to change or replace filters, then it will not be considered a gas mask or respirator for our purposes.
- Filters do not have to be present in your respirator or gas mask, but it is a good idea to have them because you will be in a literal smoke cloud.
- If you can see the yellow smoke, you are in the dust cloud.
- You are not permitted to remove your eye protection to don a gas mask. The mask must fit over your existing eye protection.

Because of this game mechanic, participants are prohibited from using yellow smoke grenades during any event.

### **Safety Kills/Surrender**

There are no mandatory surrender, safety kill, or parley rules at Omega Productions’ events. We do not recognize the use of “bang bang” or “safety kill” as phrases that can be used during our events to “kill” other participants. Do not run up to someone screaming “bang bang” or “safety kill” and then get annoyed when they shoot you from 5’ away. We do this to remove the subjectivity of what constitutes a “safety kill” scenario.

Omega Productions defines a “safety kill” as one participant deciding not to shoot another participant with their airsoft replica due to proximity. While “safety kills” may be required at some fields at distances less than 10 feet; Omega has no such stipulation.

Participants may get shot from a distance less than 10 feet by a green-tagged (rifleman class) rifle, shotgun, or pistol – this is a reality of our events. However, we strongly encourage participants to follow the Platinum Rule – *“treat others how THEY would want to be treated; shoot others how THEY would want to be shot.”*

If you are in a situation where you think shooting someone would cause them undue pain, we STRONGLY encourage you to attempt to get the other participant to “surrender.”

To request another participant’s surrender, you would tell them to “surrender” with your weapon trained on them. At this point, your target can either choose to comply or not comply. If they comply, they should place their weapon(s) on the ground and turn over all their “lootable” items (we cover this more in depth in our “Search & Seizure” section below). Someone not complying is them trying to shoot you. Again, green-tagged weapons have no minimum engagement distance. Remember that “surrenders” can be demanded at any reasonable distance, but not necessarily acknowledged by your opposition; always be ready to pull the trigger.

## Parley

We find that most participants are decent human beings and prefer not to blast others at close distances. Because of this, we inevitably get asked the following question:

“What if I come around a corner at the same time as someone else and we both have our weapons pointed at each other – what do we do then?”

Our response – “How would you handle that situation in real life?”

If one of you shoots, the other will likely shoot, resulting in both you being “wounded.” A better solution would probably be to “parley” out of that situation. This is you and the other individual realizing that a situation is not likely going to end well for either of you. At this point, you can back away from each other until you are out of sight and back to safety. Making someone surrender or utilizing a parley not only makes you a safer, more courteous participant, but it will also lend itself to some interesting roleplay opportunities.

These situations are not a race to see who can say “surrender” first. Here’s an example of an exchange that could happen:

*Participant A comes around a corner and sees Participant B facing him. Participant A says “Surrender!” Participant B, also having his rifle drawn on Participant A says, “I don’t comply with your surrender, but I would be willing to offer a parley so that both of us can get out of this situation.” Participant A nods in agreement and both back away from each other until they are out of range of one another.*

Remember – shoot others how you would want to be shot. Use your best judgement in close quarters situations. Conversely, don’t take advantage of someone else being considerate.

Finally, any blue, yellow, or orange-tagged weapons are incapable of being used to get someone to surrender or parley. This is because these weapons have either a 50’ or 100’ minimum engagement distance. You MUST have a green-tagged weapon IN YOUR HANDS to execute one of the previously mentioned scenarios. If you do not, the person with the green-tagged weapon takes priority as the non-green weapon participant is essentially weaponless in a close quarter engagement.

## Calling Your Hit

### How to Call Your Hit

To review:

- any BB strike to any part of your body, weapon, or gear that is secured to your body counts as a hit, regardless of whether it is a direct hit or ricochet
- being within a 20’ radius of any auditory pyrotechnic explosive constitutes a hit
- being touched/tapped from behind by another participants foam/rubber training weapon constitutes a hit
- being struck by another participants LARP/boffer weapon constitutes a hit
- being caught in a yellow dust cloud without a respirator over your mouth constitutes a hit

When you are hit, immediately yell “Hit!”<sup>10</sup> as loudly and as clearly as possible. It is often difficult to hear and/or see other participants calling their hits – please be as loud as possible so that you are not continuously fired upon.

Once you have called your hit, take out your red “dead rag”<sup>11</sup> and place it on your head so that it is visible from a 360° field of view<sup>12</sup>. At this point, you can either be “revived” by an ally or serve your mandatory 5-minute “bleed-out” time. The “Medic Rules” section below goes into further detail.

When you are hit, you must remain in place. You are not permitted to reload magazines or grenade shells, test-fire your weapon, speak to other members of your group, or do anything other than call for an ally to “revive” you.

### **Dead Men Don’t Talk**

When you are hit, never communicate the location of enemy participants or objectives to members of your group; this act constitutes cheating. You can talk when/if you are revived. Similarly, do not reveal any information to allies on your walk back to respawn.

### **Calling Others’ Hits**

Do not call other players’ hits. Omega Productions’ events are designed to make players’ replica weapons less accurate by providing them with different weight BBs (described in further detail below). Please remember that BBs, spherical projectiles fired down a smooth bore, do not behave like bullets. Additionally, BBs do not have great penetrative abilities; tall grass, thick brush, and tree branches will easily stop or deflect BBs.

Always try to give other participants the benefit of the doubt. If you truly believe that you have hit another participant with a BB fired from your replica weapon, please find an in-game admin and describe the player’s appearance so that the issue can be addressed.

## **Medic Rules**

Participants cannot heal themselves. Only another, non-wounded participant can heal a wounded participant.

Please refer to the below table to determine whether you can be revived from a hit:

| <b>How Where You “Hit”?</b> | <b>Can You Be Revived?</b>   |
|-----------------------------|--|
| BB Strike                   | Yes – you can be revived with a medic bandage  |
| Explosive Grenades          | No – serve your mandatory 5-minute “bleed-out” before walking back to a respawn area |
| Melee/Stealth Kill          | No – serve your mandatory 5-minute “bleed-out” before walking back to a respawn area |

<sup>10</sup> Given that full immersion is the goal of these events, we fully encourage (but do not require) participants to “act out their death” by falling to the ground (safely) whenever they have been hit. By doing this, you help add to the atmosphere of the event.

<sup>11</sup> Wearing red headwear at our events is prohibited due to red signifying a “dead” participant. Similarly, please avoid wearing large portions of red on your body.

<sup>12</sup> We mandate that all participants carry a red “dead light” to signify that you are hit when you are in a dark area or playing at night.

|                   |  |
|-------------------|--|
| Yellow Dust Cloud | No – serve your mandatory 5-minute “bleed-out” before walking back to a respawn area |
|-------------------|--|

### **Moving Wounded Participants**

Participants who have been struck by a BB are eligible to be moved during their “bleed-out” period.

“Wounded” participants are ambulatory – they can move with the assistance of others.

Participants are prohibited from intentionally using allies and opposition as shields. Conversely, if you are being used as a shield to absorb BB fire, step out of the way.

### **Medic Tape**

Participants who are “wounded” by a BB strike may be revived by any other participant; anyone can revive anyone so long as they have a roll of medic tape available to them.

We are moving away from traditional cloth bandages that are reusable because we want medical items, just like ammunition and food, to be a dwindling resource that is not infinitely renewable.

To revive a wounded participant, the “medic” must use a roll of medic tape (a colored piece of adhesive cloth) to wrap a “wounded” participants arm.

The tape may only be applied to the arm between the elbow and shoulder. The tape must be wrapped around the “wounded” participants arm no less than 3 times to complete the medic process.

Rolls of medic tape can be used until they are completely spent. Rolls of medical tape are considered “lootable” items.

Once medical tape is applied and used to “revive” someone, it may not be used again. Participants are required to remove used medical tape when they respawn and are to dispose of the used ribbon of tape in the community’s garbage.

Participants are restricted from bringing their own medic tape – rolls of medic tape must be found in-game.

### **Bleed-Outs**

Whenever a participant is struck by a BB, within the effective radius of a grenade, melee or stealth “killed” or caught in a yellow dust storm without a respirator, they must begin the “bleed out” process.

As a reminder, participants must immediately pull out their red dead rag to signify that they are “bleeding out.”

All participants are required to sit/stand in place with their dead rag on their head for 5 minutes. During that 5-minute window, participants may be revived with a medic bandage (only if they’ve been struck by a BB; refer to table above) or they may be “looted” by another participant.

However, if a participant is not revived during that 5-minute window, they are permitted to begin walking back to a respawn location so that they may re-enter play. Participants may not be “looted” while walking back to a respawn area.

All participants must serve their 5-minute “bleed-out.” Even if a participant is “looted” by another participant, they must serve the remainder of their 5-minute bleed-out. Participants may not move from their location unless:

- 5 minutes has elapsed since they became wounded
- they are revived with a medic bandage

## **Community Respawns**

There will be respawns set up around the gameplay area. Community leaders will be responsible for these zones. Whenever a participant is “killed”, they must walk to a respawn area before they can re-enter the event as a combatant. Participants may walk to any of the respawns in the gameplay area.

If a participant is “killed” within a 200’ radius of a respawn location, they **MUST** respawn by walking (with a dead rag on their head) to another one.



## **Event Administration Team**

Omega Productions' Event Admin Team is a collection of individuals who are thoroughly familiar with this document. These individuals are implicitly trusted by ownership to act in the best interests of participants' safety.

All decisions made by a member or members of the event admin team are final.

Omega Productions' Event Admin Team is tasked with the following responsibilities:

- ensure all participants' safety
- ensure that all participants are properly hydrated and nourished
- ensure that participants are following the rules and regulations outlined in this document and playing within the spirit of the event
- check-in with participants to make sure that they are enjoying the event
- communicate with each other to ensure the constant flow of activities for event participants
- relocate props and resources as needed

## **In-Game Admins**

In-Game Admins are event participants who work together to ensure participant safety and the smooth flow of gameplay throughout the event.

In-Game Admins can shoot at participants throughout the course of the event. In-Game Admins can also be shot/revived/looted by participants.

In-Game Admins will be in character for most of the event, only removing themselves from their roleplay if a safety or gameplay issue arises that requires their attention.

### **Frank & Alex**

Our primary role is to coordinate all aspects of events and manage staff members.

If you are having a problem with one of the other in-game admins, come speak with one of us.

We aren't roleplayers in the traditional sense. We may relay information to event participants occasionally, but we are typically working behind the scenes.

### **NPCs**

Non-Player Characters will make up the bulk of the in-game admin team. They will only break character when dealing with safety or gameplay related issues.

On occasion, they may form temporary alliances with survivor communities or recruit survivors to join them.

If you are having an issue, you can always approach an NPC as they are all admins.

### **Community Leaders**

Community leaders are in-game admins that are responsible for one of the several "survivor communities" located throughout the gameplay area.

Community leaders are generally friendly (in character) but may shun certain participants for committing malicious acts against other participants affiliated with the community.

Community Leaders “play” the event as if they were a regular participant – they must abide by the same gameplay rules as everyone else.

### **Traders**

Traders will roam the gameplay area trading resources and information for brass casings. In some instances, a trader may establish a trading post in a neutral, centralized area.

### **Pit Master**

This is the person who organizes and runs the Fight Pit where melee and pistol duels take place.

### **“Looting” NPCs**

While NPCs may be looted, participants are not eligible to receive all resources that NPCs carry (they carry a surplus of game resources to help drive storylines and balance gameplay). Instead, participants will receive a modest amount (determined on an ad-hoc basis) of supplies should they “loot” an NPC.

### **NPC Costume Changes**

Our dedicated team of NPCs may occupy different roles throughout the event to drive storylines. To avoid confusion, any NPCs permanently or temporarily swapping roles will undergo a substantial costume change to signify that they are not the character that participants may have interacted with previously.

For example, let’s assume that real-life John Smith is an NPC roleplaying as a mechanic with overalls, a t-shirt, trucker cap, and a toolbox. This mechanic is generally friendly and doesn’t carry a weapon. Now it’s nighttime, and real-life John Smith has now changed into a mask and dark hooded robe – he’s carrying a weapon and screaming like a maniac. This would be John becoming a completely new character – do not approach this character as if he is still the mechanic.

## **Gameplay Mechanics**

Omega Productions hosts events that aim to immerse participants in a post-apocalyptic atmosphere for an uninterrupted 40-hour period. To achieve this atmosphere, we institute certain gameplay mechanics and equipment restrictions that are not common among other event companies.

While we strive to do everything in our power to ensure that everyone is engrossed in our storyline and atmosphere, we rely heavily on participants to fulfill the post-apocalyptic theme of the event. The more involved you become with the “LARP” aspects of our events, the more fun you will have. Additionally, you will add to the experience of the other participants and inspire them to become more involved with the theme of our events.

## **Leaving the Gameplay Area**

To keep the atmosphere and immersion of each event consistent, we strongly discourage participants leaving the gameplay area once they begin.

Participants are only permitted to leave the gameplay area to use restroom facilities.

Participants who are observed in parking lot or staging area after they have begun the event will be permitted to rejoin, but they will be ineligible to receive a post-event raffle ticket. Excessive time in the parking lot will result in dismissal from the event.

## Food & Water Restrictions

One of the larger motifs at Omega Productions' events is scarcity of resources. Edible food and potable water would be difficult to find in a post-apocalyptic setting. To create this scarcity, we limit the amount of food and water that participants can bring with them into the gameplay area at the beginning of the event.

Participants are permitted to begin each event with:

- 1 gallon of water or electrolyte fluid (Pedialyte, Gatorade, etc.)
- a volume of food that fits in a 1-gallon bag (Ziplocs work best)
  - participants are permitted to unpackage their food to more easily consolidate it in their 1-gallon bag

We strongly encourage all participants to take advantage of this 1-gallon allowance for food and water, as staff does not typically introduce water and food resources into gameplay until Saturday morning.

To reiterate – these events are “play at your own pace” – if you are tired, hungry, or thirsty, take a break! However, it is each participant's responsibility to ensure that they are eating enough food and drinking enough water. If you find yourself in a situation where your health or well-being is being threatened by not having enough food or water, get with staff and we will get you squared away.

### Water Bottles vs. Water Filters

For events that take place on a property with a fresh water stream, creek, or pond, event staff will employ water filters in each community as a means of ensuring that all participants have fresh water. It is the responsibility of community members to collect fresh water from the gameplay area, pass it through their filter, and store larger volumes of it. Event staff will provide each community with a Sawyer Squeeze for filtration and a 5-gallon drum for storage. Participants are prohibited from stealing or tampering with communities' water filtration systems.

For events that take place on a property without fresh water, we will provide water bottles to participants via in-game trading and scavenging.

## Ammo/Magazine/Grenade Restrictions

### Ammo/Grenade Restrictions

All BBs and explosive grenades for an Omega Productions' event are provided in-game; participants may not bring BBs or grenades with them into the gameplay area. Bringing these items into the gameplay area is grounds for immediate expulsion from the event without a refund. As a reminder, multi-use (CO<sub>2</sub>, propane, bullet primer), M203 (TAGinn), and DIY grenades are not permitted. Participants are permitted to bring their own smoke grenades<sup>13</sup> for use so long as they adhere to the specific rules set forth by the property owner (for example,

<sup>13</sup> Yellow smoke is reserved exclusively for staff.

Skirmish Paintball does not allow Enola Gaye smoke grenades, but they do allow TSFLX Sport Smoke grenades).

BBs will always be in miniature baggies. After the apocalypse, ammo (especially quality ammo) would be difficult to find and weapons would be inaccurate and unreliable. To replicate this, Omega Productions provides different weight ammo to participants.

BBs and grenades can be collected in the following ways:

- scavenging in the gameplay area
- earning them from helping NPCs
- looting them from other participants
- exchanging/trading resources with NPCs or other participants

### **Magazine Restrictions**

- participants are limited to a number of magazines whose collective capacity does not exceed 300 BBs
  - For example, two midcap magazines that hold 120 BBs each plus 4 pistol magazines that hold 15 BBs each would get you to 300 BBs total capacity
- only mid-capacity and low-capacity magazines are approved for use
- high-capacity winding mags are only permitted for use by SSWs
  - only one box mag is permitted for an SSW

Mechanical speed loaders are prohibited at Omega Productions' events. Participants must load BBs by hand or find some other non-mechanical method of loading BBs into magazines.

## **In-Game Economy**

In-game admins fulfilling the role of traders are concerned primarily with brass bullet casings and/or shotgun shells. In some instances, they may accept other items in lieu of brass casings.

However, participants are free to trade any items (even those not provided by event staff) amongst themselves.

### **In-Game Currency**

Bullet casings will be used as in-game currency. Participants should not bring their own – event admins will mark casings with paint prior to each event to signify that they have value in that event. Unmarked or mismarked casings will be worthless.

Be advised, different traders may set different prices for different resources (BBs, medical tape, grenades, etc.) and may price gouge participants who they perceive to be more "capable" of paying higher fees (see "Equipment" section below). Discerning survivors may be able to seize arbitrage opportunities if they choose.

Casings can be earned by:

- helping NPCs
- looting other participants
- trading with other participants
- finding them hidden around the gameplay area
- turning in resources to community leaders or merchants

## **Crafting**

At some events, admins may decide to employ a crafting mechanic to add to the immersion of the event. This means that some items, like medic bandages and grenades, will only be attainable by finding specific “ingredients” before an NPC “specialist” can “craft” them for you. Crafting “recipes” will need to be discovered during the event as well.

## **Trading Your Own Resources**

Participants are encouraged to trade resources that they bring into the gameplay area. For example, items like handwarmers, cigars, pins, etc. could be of value to other participants. Participants may offer services like protection or water retrieval in exchange for casings or other goods as well. Please be advised that all drinkable liquids and edible food intended for trade must still adhere to the 1-gallon rule (i.e., don’t bring 1 gallon of personal food and 1-gallon of personal water and then bring additional soda to trade with other participants – this nerfs our limited food mechanic).

Omega Productions prohibits participants from using the Greek omega symbol ( $\Omega$ ) on traded items or props. While the symbol can be used on personal items such as clothing and gear, we don’t want other participants confusing official event props with third-party participant props.

## **Collecting Trash**

Omega Productions never wants to leave trash on anyone’s property. In fact, our goal is to leave the space used for our events cleaner than when we arrived. To this end, we will reward participants who collect litter/trash with in-game resources.

Omega Productions defines “trash” as any inorganic material that was left by previous individuals and whose presence is not intended as a prop or does not add to the atmosphere or safety of the gameplay area (e.g., water bottles, spent grenades, paint boxes, plastic bags, crumpled paper, old clothing, etc.). We’re all adults – you should know what is and isn’t trash.

There will be a designated “junk collector” at each event who will purchase large quantities of trash in return for useful resources.

## **Search & Seizure**

Participants who are “dead” or “bleeding-out” may be searched by other participants and have their in-game resources, intel, or mission items seized.

Participants can only be searched during their 5-minute bleed-out period; they cannot be searched while they are walking back to a respawn area.

To “loot” an opposing participant, the “looter” needs to be within a 5’ radius of the individual they would like to search and say: “I’m searching you.” At that point, the “dead” individual being searched needs to relinquish all BBs (including those in magazines), casings, rolls of medic tape, grenades, and mission items on their person without hesitation.

There will be no physical contact between players during a search. The ONLY exceptions to this rule are NPC bounty targets. If you are unsure if a person is an NPC bounty target – just ask!

The only items that you can take away from other participants are resources that are earned in-game (BBs, bullet casings, medical tape, grenades, mission items, raffle tickets, etc.).

Items like food, water, and personal effects are to never be seized. Always be respectful of others' personal property.

Once a participant is "looted," they must still serve the remainder of their 5-minute bleed-out.

## Stashing/Caching Resources

Participants are prohibited from stashing resources in their rucksack, tent, or "secret spot" under a rock or in a tree. Because participants are not permitted to search through others' personal property, this essentially removes things like BBs, casings, medic tape, grenades, and other resources from the flow of the game.

To prevent the hoarding of resources, participants must keep all their "lootable" resources on their person or in a common area (cache) at their community. Since most communities consolidate their resources in a centralized cache, it would be wise for them to post a guard at their community to protect against theft or tampering.

## Nighttime Gameplay

Because Omega Productions' events are continuous, participants may find themselves exploring the gameplay area at nighttime. All normal event rules are still in effect during nighttime gameplay, with the addition of the following regulations/recommendations:

- eye protection with clear lenses is required for nighttime gameplay
- participants are required to have at least one flashlight on their person during nighttime gameplay<sup>14</sup>
- participants will be required to have some type of red light to signify that they are hit
- participants are encouraged to operate in groups during nighttime gameplay
- use of night vision or thermal optics is forbidden – there are no NODs after the apocalypse!

Before nighttime gameplay begins, event staff will distribute green chem lights along pathways near each community to prevent participants getting lost at night. Blue chem lights will be used to mark community areas. Tiki torches and road flares will be used to illuminate "hot zones."

We ask that all participants "check-in" back at their community at dusk so that the community leaders can get a headcount of who is participating in nighttime activities.

REMINDER: Communities are Safe Zones (mags out, weapons cleared, safeties on, eye protection off) at night. Refer to the event specific schedule to know the exact times of Safe Zones in communities.

## Vehicles

At this time, participant-owned vehicles (POVs) are not permitted in the gameplay area. As our events increase in scale, we may consider POVs as an option.

Unless told otherwise by staff, any vehicles or ATVs that you may see in the gameplay area are strictly off limits. Do not shoot at or near them as they could be non-participants not wearing eye protection.

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<sup>14</sup> Headlamps are highly recommended.



## **Equipment**

The equipment needed to attend an Omega Event can be found around most participants' homes. We do not want participants to think that they need to spend a small fortune on camping supplies, outdoor clothing, or airsoft equipment to attend an event.

If you do need to buy something, everything on our pack list (with the exception of an airsoft replica) can be purchased on [Amazon](#). We recommend considering [Amped Airsoft](#) for your airsoft-specific needs.

## **Pack List**

The full list of required and recommended items can be found in our document entitled "[Pack List](#)". Please note that we *require* very little – participants are encouraged to challenge themselves by starting the event with as few resources as possible.

For this document, we have included the list of non-negotiable, required items:

- ANSI-rated eye protection
- shirt
- pants
- shoes
- tarp/tent/bivy sack (one of these, minimum)
- sleeping bag
- 2L water storage
- 22-channel radio
- flashlight
- red "dead rag" & red "dead light"
- safety whistle

## **Distressing Your Clothing**

We strongly encourage all participants to consider distressing their clothing to better fit the post-apocalyptic theme of our events. [Our website](#) has a collection of video walkthroughs that discuss this topic.

## **Military Gear Items**

Omega Productions defines military gear as:

- plate carriers
- chest rigs
- load bearing equipment/vests (LBVs)
- ALICE gear (excluding rucks)
- MOLLE battle belts

While these items are permitted, we require that they fit within the post-apocalyptic theme of our events. This means that if you decide to wear any of the above items to an Omega Event, they need to be adequately distressed and appear as if they have gone through years of abuse. Omega is NOT a military simulation event company; wearing brand-new military gear is unacceptable for participants to wear.



## Being “Marked”

Participants who choose to wear this gear will be “marked” by event staff and NPCs. Because participants wearing this gear have the appearance of being more militaristic, traders, community leaders, and other NPCs may treat them differently compared to participants that are dressed in civilian attire. For example, traders may raise their prices on items; wandering NPCs may give false information about the location of items; other participants may make hunting “marked” participants a priority.

Omega Productions reserves the right to deny a participant entry into the gameplay area if their gear does not fit within the theme of our events.

## Prohibited Items

Our storyline dictates that certain pieces of equipment are prohibited in the gameplay area:

- full camouflage uniforms (mismatched/ragged camo tops and bottoms are approved)
  - camouflage equipment such as rucksacks, bivouac bags, sleeping bags, etc. are approved for use
- ballistic or riot shields
- night vision goggles
- thermal optics
- fast-type helmets (OpsCore, Team Wendy, Crye Air Frame, etc.)
- any weapon-mounted accessory that uses a battery (electronic scopes and lasers)
  - if you would like to use something like a red dot sight WITHOUT a battery, that is acceptable
  - weapon-mounted flashlights are approved for nighttime gameplay
- speed loaders
- red headwear

## **Pre-Event Processing**

Once participants arrive to the event location, there are three steps (listed below) that must be completed before being granted entry into the gameplay area.

Optional tasks include visiting vendor booths and purchasing event merchandise.

## **Registration**

All individuals who wish to participate in an Omega Productions' event must pre-register; walk-ons will never be permitted.

Registration is the first step that must be completed before being processed into the event because it is where you will gather the materials necessary to complete the next three steps.

The Registration Table will be in a clearly marked area, most likely under a large tent. The registration table will be open during the following (local) times:

- Friday: 2:00pm – 4:00pm
- Saturday: 11:00am – 12:00pm

At the registration table, you will need to provide your first and last name and present your state or federally issued ID (if asked for it).

Additionally, you will need to complete a waiver of liability for the event along with a medical card (that you will keep on you throughout the duration of the event).

## **Chronograph**

Using a chronograph to measure BB velocity ensures that all replica weapons are within the appropriate kinetic energy ranges outlined below.

The chronograph station will be clearly marked, usually located close to the registration area.

All participants must chronograph each replica that they intend to bring into the gameplay area.

Additionally, all participants wishing to utilize a melee weapon during the event must have that inspected and tagged as well.

- **Boffer:** Stab-safe foam weapons approved for stealth melee, standard melee, and the fight pit marked with a GREEN TAG
- **LARP:** Injection-molded, latex weapon approved for stealth melee and standard melee marked with a WHITE TAG
- **Training:** Rubber or hard foam training weapons (Cold Steel, Sharkee, etc.) approved for stealth melee marked with a RED TAG

All participants need to wear eye protection while they are chronographing their replica(s).

Automatic Electric Gun (AEG), and spring replicas will be chronographed using 0.25g/6mm BBs.

High Pressure Air (HPA), Gas Blow Back Rifle (GBBR) and pistol, and "Classic" replicas will be chronographed using 0.32g/6mm BBs to account for joule creep. Additionally, HPA replicas will be required to have a tournament lock on their external air source that is capable of being

secured for the length of the event to prevent manipulation of the regulator after being chronographed.

Because Omega Productions does not allow participants to carry their own BBs into the gameplay area, the use of replicas that fire 8mm BBs is prohibited.

Chronographers will load participants' magazines with 0.25g BBs for all AEGs and 0.32g BBs for all HPA replicas.

Event admins will use speed loaders to load 10 BBs into a participant's magazine before chronographing their replica. All participants, regardless of what style replica(s) they choose to use, should bring one magazine with them to the chronograph station.

The process for chronographing a replica will be as follows:

- 1) An event admin will turn the hop-up on the participant's replica OFF. This ensures that the rubber nub inside of the inner barrel can impart no resistance on the BB. If necessary, the event admin will also remove barrel extensions and dummy suppressors<sup>15</sup> from weapons so that the true muzzle velocity can be measured.
- 2) The replica will be loaded with the appropriate weight BBs and fired a minimum of 3 times to ensure the consistency of the velocity measurement.
- 3) The magazine will be removed, the replica will be fired to ensure that all BBs are removed, and the safety will be engaged before being returned to the participant.
- 4) The replica will be marked with a colored zip tie<sup>16</sup> according to the criteria listed below:
  - **Rifle/Pistol/Shotgun**: Up to 355 FPS with 0.25g BBs or 317 FPS with 0.32g BBs (1.50 joules) with no minimum engagement distance (MED) and semi-auto ONLY – marked with a GREEN tag
  - **SMG (Sub-Machine Guns)**: Omega Productions does not recognize an SMG class; all SMG replicas will be classified under the rifle class
  - **SSW (Squad Support Weapon)**: Up to 355 FPS with 0.25g BBs or 317 FPS with 0.32g BBs (1.50 joules) with MED of 50 feet and must be an internationally recognized SSW (no M4s with box mags or SMGs with drum mags) – marked with a YELLOW tag
  - **DMR (Designated Marksman Rifle)**: Up to 400 FPS with 0.25g BBs or 355 FPS with 0.32g BBs (1.86 joules) with MED of 50 feet and must be an internationally recognized DMR (no M4s or AKs with scopes) and semi-auto ONLY – marked with a BLUE tag
  - **Sniper**: Up to 450 FPS with 0.25g BBs or 397 FPS with 0.32g BBs (2.32 joules) with MED of 100 feet and bolt-action ONLY – marked with an ORANGE tag
- 5) For HPA replicas, the tournament lock will be secured with zip ties so that the PSI output of the regulator cannot be adjusted after being chronographed.
- 6) Steps 1-5 will be repeated as necessary for each replica that the participant wishes to bring with them into the gameplay area.

To make the chronograph process as smooth as possible, we request that all HPA users have their output pressure properly adjusted before they chronograph their replica with event admins. If you are not satisfied with how your replica is performing after the initial chronograph, you will have to exit the line, make your adjustments, and then proceed to the back of the line. HPA

<sup>15</sup> Please note that velocity reducers are NOT PERMITTED by Omega Productions

<sup>16</sup> Please visit our [online joule chart](#) to see how your replica will be tagged

users will not be permitted to hold up the line while they adjust their regulator's output pressure.

Please be advised that if an event admin observes a replica without a tag or a regulator without a secured tournament lock at any time during the event, the replica's owner will be sent to a Referee for an immediate chronograph spot-check. If the replica is found to be outside of the acceptable joule limits for its class, the owner will be removed from the event immediately without a refund.

## **Safety & Gameplay Briefing**

Please remain quiet and respectful during briefings. Side conversations, random outbursts, and childish commentary will not be tolerated. If participants have serious questions, they should be asked. Limited interruptions and distractions will help these briefings move as quickly as possible.

Omega Productions' Safety Briefings are intended to be an abridged version of this document delivered verbally in approximately 20 minutes. The Safety Briefing is NOT a substitute for reading this document in its entirety. The Safety Briefing is intended to be repetitive so that event admins can express the importance of certain rules to participants. At the end of the safety briefing, we will check that everyone has all of the mandatory items listed on our gear list.

Omega Productions' Gameplay Briefings are intended to be an abridged version of this document delivered verbally in approximately 20 minutes. During the gameplay briefing, we will remind participants of what to expect during our events.

## **Lost & Found**

Throughout the course of the weekend, it is possible that participants will lose or misplace items in the parking lot or gameplay area. Because accidents can happen, we strongly encourage all participants to print their name on items that are more easily dropped when running or crawling (magazines, replica pistols, gloves, etc.).

If you find an item that is not a prop and appears to have been lost by another participant, please pick it up and return it to the nearest In-Game Admin or the central trading hub. The Event Admin Team will attempt to make a radio announcement about the missing item and where it was found so that it can be reunited with its owner.

Anyone who loses an item during an event should seek out the bounty board (typically located in or near the central trading hub) and list their item as missing so that other participants can keep an eye out for it.

If an item is not claimed by its owner by the end of the event, it will travel back to Omega Productions' HQ. If you realize that you have lost an item after an event has concluded, please send a message to the Omega Productions' Facebook Page so that we can check our Lost & Found for your missing item(s). Please note that Omega Productions is not responsible for participants' items that are left at the event site.