

Lake Norman Gold Rush
Player Pack



This Player pack will contain info and rules on the upcoming event. Please read through it and make sure you understand all the rules. If you have any questions, feel free to E-Mail Adam at adam.brown1130@gmail.com

Rules

General Game Rules

1. All Players should possess and bring the appropriate gear to play airsoft. The following is required to play at this event.
 - a. Eye Protection.
 1. If under 18 years of age, Players are required to have Full face Protection- either full paintball/airsoft mask or mesh mask and goggles.
 2. If over 18 years of age, Players are required to have at least Full seal eye protection.
 - b. A dead rag
 - c. A barrel cover for each gun you plan to use
2. A "hit" or "kill" occurs when a BB makes contact with any part of your person or gear. This includes backpacks, pouches, camel backs, headgear, etc. Upon being hit you MUST loudly announce you are hit, and IMMEDIATELY display a "dead rag" on top of your head. A dead rag must be a bright, neon color that does not match any part of your gear. You cannot talk or communicate in any way when you have been hit. The only exception to this is to call for a medic.

If you are hit, you MUST wait where you were hit for a minimum three minute "bleed out" time. During this time, a team medic may revive you and you can resume play from that point. Following the minimum three minutes, you may choose to return to the respawn zone and respawn normally.

Giving information concerning game play or talking on radios while hit is strictly prohibited. BBs known to be "ricochets" do not count as a hit. This is any time that you are certain that a BB has hit a HARD surface or another player prior to bouncing off of them/it and then hitting you. BBs deflecting off of small sticks, grass, or brush are NOT ricochets!

When in doubt, you are out!

3. Team commanders may assign one medic per 5 players on their team. Medics can revive a hit player by placing a hand on the player to the count of 30, but may not move or fire a weapon during this time.


Any team member can "medic drag" a downed player by placing a hand on them and moving with the downed player. When moving with a hit player, they may not fire a weapon.

4. Blind firing is not allowed. Blind firing is any time you are discharging your weapon without looking down the barrel or sights of your weapon, or are not presenting some form of viable target to your enemy. Examples would be shooting over or around a wall, shooting behind you, shooting through a small crack or hole, etc. (Rule of thumb; do not fire through anything you can't fit your head through)
5. Any person leaving boundaries, wearing a dead rag, or otherwise indicating they are no longer in play (ex: saying they are looking for something, etc.), are no longer in play, and in order to re-enter game play, they must return to their respective respawn point according to respawn rules.
6. All participants use ONLY airsoft guns in their games. These guns must conform to the FPS (feet per second) or joules limits and ROF (rate of fire) limit established by Lake Norman Paintball. Semi-auto ONLY, with exceptions for LMGs.

FPS	Weight in Grams									
	Energy in Joules									
	0.2G	0.25G	0.28G	0.3G	0.32G	0.36G	0.4G	0.43G	0.45G	0.48G
255	0.6	0.75	0.84	0.9	0.96	1.08	1.2	1.29	1.35	1.44
260	0.62	0.78	0.87	0.94	1	1.12	1.25	1.34	1.41	1.5
265	0.65	0.81	0.91	0.97	1.04	1.17	1.3	1.4	1.46	1.56
270	0.67	0.84	0.94	1.01	1.08	1.21	1.35	1.45	1.52	1.62
275	0.7	0.87	0.98	1.05	1.12	1.26	1.4	1.5	1.57	1.68
280	0.72	0.91	1.01	1.09	1.16	1.3	1.45	1.56	1.63	1.74
285	0.75	0.94	1.05	1.13	1.2	1.35	1.5	1.61	1.69	1.8
290	0.78	0.97	1.09	1.17	1.24	1.4	1.55	1.67	1.75	1.87
295	0.8	1.01	1.13	1.21	1.29	1.45	1.61	1.73	1.81	1.93
300	0.83	1.04	1.16	1.25	1.33	1.5	1.66	1.79	1.87	2
305	0.86	1.07	1.2	1.29	1.38	1.55	1.72	1.85	1.93	2.06
310	0.89	1.11	1.24	1.33	1.42	1.6	1.78	1.91	2	2.13
315	0.92	1.15	1.28	1.38	1.47	1.65	1.83	1.97	2.06	2.2
320	0.95	1.18	1.32	1.42	1.51	1.7	1.89	2.03	2.13	2.27
325	0.98	1.22	1.37	1.46	1.56	1.76	1.95	2.1	2.2	2.34
330	1.01	1.26	1.41	1.51	1.61	1.81	2.01	2.16	2.26	2.42
335	1.04	1.3	1.45	1.56	1.66	1.87	2.07	2.23	2.33	2.49
340	1.07	1.34	1.5	1.6	1.71	1.92	2.14	2.3	2.4	2.56
345	1.1	1.37	1.54	1.65	1.76	1.98	2.2	2.36	2.47	2.64
350	1.13	1.42	1.58	1.7	1.81	2.04	2.26	2.43	2.55	2.72
355	1.16	1.46	1.63	1.75	1.86	2.1	2.33	2.5	2.62	2.8
360	1.2	1.5	1.68	1.8	1.92	2.16	2.4	2.58	2.69	2.87
365	1.23	1.54	1.72	1.85	1.97	2.22	2.46	2.65	2.77	2.95
370	1.27	1.58	1.77	1.9	2.02	2.28	2.53	2.72	2.85	3.04
375	1.3	1.62	1.82	1.95	2.08	2.34	2.6	2.79	2.92	3.12
380	1.33	1.67	1.87	2	2.14	2.4	2.67	2.87	3	3.2
385	1.37	1.71	1.92	2.05	2.19	2.47	2.74	2.95	3.08	3.29
390	1.41	1.76	1.97	2.11	2.25	2.53	2.81	3.02	3.16	3.37
395	1.44	1.8	2.02	2.16	2.31	2.6	2.88	3.1	3.24	3.46
400	1.48	1.85	2.07	2.22	2.37	2.66	2.96	3.18	3.33	3.55
410	1.55	1.94	2.17	2.33	2.49	2.8	3.11	3.34	3.5	3.73
420	1.63	2.04	2.28	2.45	2.61	2.93	3.26	3.5	3.67	3.91
430	1.71	2.14	2.39	2.56	2.73	3.08	3.42	3.67	3.84	4.1
440	1.79	2.24	2.5	2.68	2.86	3.22	3.58	3.85	4.03	4.29
450	1.87	2.34	2.62	2.81	2.99	3.37	3.74	4.02	4.21	4.49

	0.2G	0.25G	0.28G	0.3G	0.32G	0.36G	0.4G	0.43G	0.45G	0.48G
MAX FPS	328	294	278	268	260	245	232	224	219	212
MAX FPS	402	360	340	328	318	300	284	274	268	260
MAX FPS	427	382	361	349	338	318	302	291	285	276
MAX FPS	448	401	379	366	354	334	317	305	299	289
MAX FPS	465	416	393	379	367	346	328	317	310	300
MAX FPS	504	451	426	412	399	376	357	344	336	326

* Blue section has a 10FT MED (SMGs automatically have a 20FT MED for full auto)	MED= Minimum engagement distance
* Green section has a 10FT MED	
* Yellow section has a 20FT MED	
* Orange section has a 50FT MED (LMGs automatically have a 50FT MED for full auto)	25 RPS is the field limit at Lake Norman Paintball & Airsoft
* Purple section has a 75FT MED (DMR)	RPS= Rounds per second
* White section has a 100FT MED (BOLT, LEVER AND PUMP ACTION REPLICAS ONLY!)	
*Red is not allowed at Lake Norman Paintball & Airsoft!	
1.5 Joules and below 10FT MED	
1.51-1.69 Joules 20FT MED *	
1.7-1.86 Joules 50FT MED *	
1.87-2 Joules 75FT MED	
2.01-2.35 Joules 100FT MED	



7. Teams will have assigned Radio channels to communicate with their teammates. Players are only allowed to use their team's assigned channels. Listening, talking, jamming, or monitoring another channel not assigned to your team is not permitted. Channel 6 is admin and is open to all needing to get in contact with staff in case of an emergency. FRS Channels listed below
 - a. Channel 1 Game Staff and Admin
 - b. Channel 2 Not used
 - c. Channel 3 CopperHeads Channel
 - d. Channel 4 CopperHeads Channel
 - e. Channel 5 CopperHeads Channel
 - f. Channel 6 Not used
 - g. Channel 7 Blood Raiders
 - h. Channel 8 Blood Raiders
 - i. Channel 9 Blood Raiders
 - j. Channel 10 Not used
 - k. Channel 11 Kaydron Channel
 - l. Channel 12 Kaydron Channel
 - m. Channel 13 Kaydron Channel
 - n. Channel 14 Not used
 - o. Channel 15 Not used

- “Gold Bricks” are the Main objective of the game. They act as points for the overall event. Each Team has a "Cache" that they deposit these bricks in to score points. Gold bricks can only be moved via team "Hardbox."

- “Hardbox” Each team starts with two hardboxes. They are strictly used to move "Gold Bricks" around. They can hold a max of five bricks at a time. A hardbox may be carried by one active player at a walk, and they may not fire an airsoft gun. If two or more active players carry a hardbox, they may move at a faster pace or fire their airsoft guns. (SAFETY FIRST. If you are not confident of your ability to safely carry the hardbox, get the attention of your teammates! Support them while they move it safely!)
- Team hardboxes may not be touched, stolen, handled, obstructed, hidden, or otherwise interfered with by any member of an opposing team. If a team hardbox is found to have sat abandoned for an appropriate amount of time, a referee or administrator will return it to that team's cache.
- In addition to team hardboxes, there are 2 “free” hardboxes hidden on the field. These boxes are not colored in any team color and CAN BE STOLEN by other teams. Crates can only be stolen when not being carried by an active player. (DO NOT ATTEMPT TO WRESTLE, OVERPOWER, OR PULL A FREE HARDBOX FROM ANOTHER PLAYER.)
- “Cache” Each Team has a cache. This is separate from respawn, and is where gold bricks must be stored to be counted for points. These caches can be raided and robbed by enemy teams, so protecting them is a must!

Teams

Teams are marked by colored arm bands, Green, Blue, and Yellow. Players are required to wear these in one of three spots and they must be visible at all times: Around an arm, around their neck, or on top of their head.

Uniforms: Team uniforms are not required for this event! They are, however, a fun way to make the event more interesting and immersive to the players. If you choose to wear a team uniform, you will be assigned to that team. Players wearing non-team uniforms will be assigned a random team during sign-in.

(NOTE: Your uniform must be distinctive enough that your intended team can be recognized by sign-in staff for this to apply.)

Copperheads (Yellow): To survive in a wasteland like the Gold Fields, you gotta be smart, tough, or lucky. That's why the locals have a reputation for being a stubborn, dangerous bunch. While usually a loose-knit bunch of hunters, wasteland survivalists, and doomsday preppers (they were right and they'll make sure you know it), the locals are known to band together into a militia they call the “Copperheads” to fight off any outsiders that think they can claim the land these people live on.

Uniform: Hunter, doomsday prepper, or general post apocalyptic / fallout theme NOT associated too closely with the Blood Raiders

(NOTE: this event is apolitical; no form of political symbols or slogans will be tolerated.)

Kaydron (Blue): To some, gold is worth more than just its monetary value. To the electronics powerhouse Kaydron Corporation, such a trove of pure gold is an opportunity that the board of directors is willing to risk both significant assets and their international reputation to achieve. Kaydron has sent their PMC units, armed with the best equipment money can buy, to ensure that a “golden” opportunity does not pass them by.

Uniform: Corporate or business attire. Button up shirts, slacks, etc.

(NOTE: Do not wear any article of clothing that you cannot risk ruining to this event. Thrift stores are your friend.)

Blood Raiders (Green) What do we want??? MONEY!!! When do we want it??? NOW!!! Militant rebels forced out of their home country bordering the region, these desperate men and women prey on any unfortunate enough to be caught in their path. Living up to the moniker given to them by the local population, any attempt by the Blood Raiders to get what they want is guaranteed to be bloody. Having heard rumors of the upcoming gold rush, the Blood Raiders are ready to drain the land of its wealth and drain every last drop of blood out of any foolish enough to stand in their way.

Uniform: Post-apocalyptic raider attire; the movie “Mad Max: Fury Road” is an excellent reference.

(NOTE: When creating your outfit please ensure that your outfit is safe both to yourself and others!)

Schedule

7:00am-9:00am: Check-in, followed by rules & briefing

10:00am: Game begins!

12:30pm: Break for a 1 hour lunch (we will have a food vendor on site!) and re-grouping

1:30pm: Resume battling

4:00pm: Game ends. Count props, announce winners. Raffle and awards

5:00pm: Closing time