



BASIC AIRSOFT RULES FOR OG2

All individuals must submit a waiver before being allowed to play.

Eye protection is required. Mouth guard is strongly recommended. Players under 18 must use face protection.

Parking zone and the Red Zone is a no fire zone. Do not test fire your gun.

Hit rules:

Airsoft is a game of honor. Call your hits. If you are carrying it, it's part of you. If it gets hit, you're hit.

Dead Flag: red is dead
Once hit, YELL "**HIT!**" and display your DEAD flag, (Provided by Orange Gorilla Group).

Dead men tell no tales! If you are hit you may not reveal information about enemy positions or give directions to your team. You may yell for a medic.

Team Objectives

It's all about taking and holding bunkers today. At the end of the day the team which has the most bunkers captured, signals raised, wins the day.

Radio Communication is permitted.
OG2 frequency is 5

Medics & Respawn:

If you are hit, any player on your team who is not dead may tag you and you will respawn after a count of 25 bananas. Otherwise you may walk to the nearest medical station marked with red cross.

No Camping over dead players.

NO respawning inside a bunker. If you are hit in a bunker you must go to the medical station.

Bang Rule:

This is an offensive kill, not defensive. You have to be within 10 feet of them. You must have a clear line of sight. You must have your gun pointed at them, you must have ammo in your magazine.