

Code Of Conduct and Site Rules

- 1) All players of DROPZONE must read and adhere to these regulations. For insurance and legal reasons you must be over eighteen* years of age and must have completed a DROPZONE booking form and paid the event fee in full before being able to take part in the event.
- 2) Be courteous and polite to any members of public that may stray onto the event site. Go out of your way to allay any fears and never intimidate, alienate, threaten, be abusive or point any weapon towards them.
- 3) No weapon is to be carried or displayed off the event site and they must be packed away out of sight during transit.
- 4) Once you are geared up, do not move outside of the event side.
- 5) Do not move, remove, damage or sabotage any of the sites fixtures and fittings. Likewise never touch, loot or disable the property of other players without their permission. Lootable props may be included as part of any one scenario or an overall scenario.
- 6) Please respect and obey the rulings of the event marshals (these should be identifiable by badges), abide by the rules of the game and the law of the land. These regulations are to be considered always in force, unless otherwise stated.
- 7) No illegal substances to be allowed on site.
- 8) Do not bring any replica guns, blank firing guns, starter pistols or any illegal knife to the event.
- 9) No smoke bombs or other pyrotechnics will be allowed on site with the exception of those authorised for use on adventures.
- 10) Keep litter to a minimum and dispose of all litter from your camping area at the end of the weekend (bins and bags will be provided).
- 11) No Campfires are allowed (even for cooking purposes) except at the designated fire pit. You can't miss it - it will be the one full of 'happy' taggers.
- 12) No alcohol should be consumed before or during any of the scheduled games put on at Dropzone 2008 and none should be taken out into the field.

*Young Persons aged 16 years and over may attend at the sole discretion of the committee. Such attendees must be supervised by a responsible adult at all times. The supervisor must show to the committee a letter from the Young Person's Parents or Legal Guardian that the supervisor

Safety, Health and First Aid

Your personal fitness is your own responsibility; however, it would be appreciated if you would advise us in advance of any special needs or problems. Please remember that Live role-play games are both physically demanding and potentially dangerous activities. It would be greatly appreciated if you would let us know in advance of any medical qualifications you possess. A comprehensive first aid kit will be placed in an advertised location and badges will identify all first aiders.

A first aid kit and stretcher will be available in the kitchen area at Dropzone.

Emergency Whistle Signals

Although we've never had an accident, it's always best to be prepared. In order to facilitate communications over the whole of site, ALL players must carry a whistle. The whistle signals are as follows, **please learn them**:

Game over: 3 long blasts on the whistle (only to be done by at the request of a game organiser).

Emergency: Continuous blasts on whistles stop play and close on the whistle blower. 16

Game Rules

Following a meeting of the clubs listed below at TAGCON 96, the following rules/standards were debated, voted on and agreed for use by all of the mentioned clubs, in interclub games and at Dropzone.

Barking Wardogs,
Brothers in Arms,
Light Brigade,
South London Warlords,
3rd Age,
NOAG,
Fiat Lux,

Individual role players not affiliated to a club.

(MI5 did not enter the meeting but indicated their agreement with current rules.)

It is expected and required that all players will abide by these rules. Any player who does not comply with any of these rules, or any rules defined by the game organiser will be removed from these and possibly all other games.

All players are asked to comply, and ensure that others comply, with the spirit of these rules and act so as not to diminish the good reputation of this hobby.

The rules cover Sensors, Weapons, Armour and Medical systems.

The rules are split into two types:

Core rules which are used in every game, and optional rules which are used **only** in individual games, and which the game organiser will specify in advance. In the case of Dropzone specifically, Optional Rules in use will be marked as being in force or not explicitly.

NOTE: Non-Player Characters (NPCs) in games may disregard Rules and standards that state "Players", when the game organiser wishes them to.

Sensors

Core Rules

- 1) Players' sensors will be worn on the head and have an effective 360 degree arc of sensitivity. They should not distinguish from which direction the hit is received i.e. they should be slaved if separate sensors are used.
- 2) Players' sensors must be of a sufficient sensitivity so as to pass a baseline test performed at Dropzone and at other interclub events. As in previous years, sensors must be able to be hit with a standard Starlyte Laser Tag pistol with the lens removed (snubbed) at a range of 3 metres in a horizontal line. After registration, sensors will be tested with a new battery in place (preferably alkaline), as per the last two years. Technical advice, help and tools should be on hand for those sensors that fall below the baseline test. **Technical note:** It is understood that, unlike sensors, the frequency at which a Starlyte pistol operates is fixed. In the event of any dispute up to 2 other snubbed Starlyte pistols may be used with 2 of 3 weapon tests deciding the issue.
- 3) It is a player's responsibility to ensure that their sensor retains the aforementioned sensitivity throughout the whole of a game. Sensor checks may be performed at appropriate

moments during a game and failure to pass must be immediately and permanently rectified or removal from the game will result. **Note:** It is in players' interests to waterproof their sensors to avoid possible removal from a game. Technical support may be available from other gamers or through the pages of FIREFIGHT.

- 4) On realising that their sensor is insensitive a player will **immediately** call for assistance from the nearest player. The battery should then be changed in the presence of this player. A player may change a battery himself or herself, should no other player be available. A player may take **no other action** with an insensitive sensor, **until** the battery is changed and the sensor is sensitive.
- 5) When conducting **aimed** fire the firer's sensor must be exposed to the target. It is appreciated that when sniping from cover it may be difficult for a player to ensure this however if a weapon may fire out of cover it is probable that the sensor can be hit.

Optional Rules

- 1) When conducting **any** fire the firer's sensor must be exposed to the target. (Use this rule to replace 5 at the discretion of the game organiser)

Weapons

Core Rules

- 7) Any player's weapon will have a bright muzzle flash (visible from the target's point of view at night when within range) and a sound system significantly louder than a standard Laser Tag Starlyte pistol **unless** the player is using an unmodified weapon i.e.: Terminator, Starlyte, GI Joe, Quickshot, Survivor Shot.
- 8) Weapons with a rate of fire greater than 1 shot per second and a range greater than 100metres should not have a sight fitted unless they have a fire limiting device (times lock-out, ammo counter etc.) also fitted. **Note:** An ammunition counter should disable the weapon from firing when the magazine has emptied. The magazine size will be no more than 100 shot's and the disable time no less than 5 seconds or 0.75 seconds per 10 shots.
- 9) Real Lasers of any type **must not** be used as target designators or weapons.

Armour

Optional Rules

- 10) An unarmoured player shall start the game on 2 lives.
- 11) The additional lives allocated for armoured body locations shall be as follows:
 - Upper Torso (front & back) 1
 - Both arms 1
 - Both legs 1
 - Helmet 1

The armour must have at least two of the following three properties:

- Constricting (reduces movement)

- Heavy
- Hot to wear.

Medical

Core rules

- 12) Players who have been taken down to zero hits, must as soon as possible fall to the ground (safety taken into account) lie still and remove their sensor. A player may scream at the moment of the last hit to indicate injury but remain silent thereafter.
- 13) It has been agreed that the Coup-de-Grace rule is assumed to be suspended for the duration of Dropzone. However, game organisers can, at their discretion, declare the rule in usage. This discretionary rule is as follows: Once a player has no more sensor hits left an armed player can deliver a coup-de-grace by placing his hand on the injured player's head and saying **slowly** "You are dead". This makes the character unrecoverable.
- 14) A player may leave a game by taking off their head mounted sensor and leaving by a route avoiding play. The player may not communicate with other players except to emphasise (if necessary) that she/he is out of the game.

Optional Rules

- 15) Medical rules only apply to the initial 2 body points-that is the last 2 hits to be taken off a sensor. A designated character class may regenerate Armour points.
- 16) Once a player has no more sensor hits left he/she must be reached by a medic within a certain amount of time or else the character is said to be unrecoverable and may no longer take part in the game. The time limit in use at Dropzone is 30 Minutes.

Equipment Hire

The committee have arranged a strictly limited number of guns and sensors for hire. The conditions of hire are as follows:

- 1) There is a flat fee of £10 per item for the whole weekend. This includes the cost of one brand new good quality set of appropriate batteries for the piece of equipment in question. This fee applies regardless of the time during the weekend at which the equipment is issued. (For example, if the equipment is hired on the Friday the fee is £10, if the equipment is hired on the Sunday afternoon, the fee is £10).
- 2) Extra batteries required are the responsibility of the person hiring the equipment. Please note if you are hiring a sensor, you will have to change the battery at some point over the weekend, possibly more than once.
- 3) In addition to the hire fee, a returnable deposit for each item will be required before any item of equipment is issued. The deposit required is £30 in the form of cash or a cheque (sorry no IOUs). Please note this is per item of equipment, if you hire a gun and a sensor, the combined deposit will be £30 x 2 = £60 (plus £10 x 2 = £20 **non returnable** hire fee).
- 4) The deposit is to cover breakage or loss; you must return the item to either, Jenny Watson or Simon Barker only. **If you hand the item to anyone else to return, it is still your responsibility.**

5) **Deposits will only be returned to the person who originally paid them**, and at the discretion of those persons named in rule 4 after a thorough inspection of the returned item. Please note that in many cases you are borrowing individuals' own personal kit, it does not belong to Dropzone and has been loaned as a contribution to the hobby. It is only fair that the equipment is returned in a fully functional state.