

W.I Productions — Operation: Old Days

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Please Note: All information below is subject to change.

1. Event Overview & Factions

This event features a faction-based conflict: **NATO vs. The Empire.**

Faction	Uniform Restrictions
NATO	ANYTHING BUT BLACK.
The Empire	Black ONLY.

2. Game Format & Timings

The event will be mission-based, spanning **3 Phases**. Missions will include objectives such as Hostage Rescue, Battlefield Rush, and Town Raid.

- **Timings:** Please refer to the official Facebook event page for specific schedule details and timings.

3. Safety & Equipment Requirements

Eye & Hearing Protection

Protection requirements strictly follow safety and park regulations. There are no exceptions to these rules:

- **Eye Protection (Wasaga Adventure Park Rules):** Must be **Full Seal** and **ANSI Z87.1 rated** (approved brands include Revision, Valken, Pyramex, Smith Optics, ESS, Wiley X, or full paintball goggles). It must be secured to the head with a proper strap.
- **Prohibited Eyewear:** Ski goggles, mesh goggles, and standard safety glasses are strictly banned. Anyone found on the playing field without full-seal eye protection will be immediately ejected from the event without a refund.
- **Hearing Protection:** Mandatory for all participants. Sound grenades are fully in play during this event.

Mandatory Equipment (All Players)

Every player must have the following items in their possession to participate:

1. **Red Kill Rag** (for daytime use)
2. **Red Kill Light** (for low-light/night use)
3. **Water/Hydration**

Warning: If you do not possess these mandatory items, you will be turned away at check-in until corrected. This serves as your final notice.

4. Chronograph & Weapon Class Regulations

All HPA, Gas, and CO2 weapons will be chronographed using the exact BB weight you intend to play with. All HPA systems must feature a physical tournament lock; adjusting FPS after registration is strictly forbidden. HPA refills will be available on-site unless otherwise announced.

Weapon Class	Max Energy / Limits	Minimum Engagement Distance (MED) & Rules
Rifles / Shotguns / Sidearms	1.49 Joules (Approx. 400 FPS w/ 0.20g)	Semi-Auto only.
SMGs (Pistol caliber replicas e.g., MP5, MP7, Vector)	1.0 Joule	.Semi / Full Auto
LMGs / Support Weapons	1.49 Joules 25 RPS Cap	Must be a true belt-fed replica (G&G/Krytac LMG and RPK allowed; standard rifles with drum mags are prohibited). Full-Auto allowed. 25 ft MED (switch to sidearm/semi within 25 ft). No full-auto indoors.
Designated Marksman Rifles (DMR)	1.88 Joules	50 ft MED. Sidearm under 1.49J mandatory. Only true 7.62 NATO or higher

Weapon Class	Max Energy / Limits	Minimum Engagement Distance (MED) & Rules
		platforms qualified: SR25, PSG1, G3 variants, Dragunov, G28/HK417, SCAR-H SSR, M14/EBR. No other platforms permitted.
Bolt Action Snipers (Certified)	2.26 Joules	100 ft MED. Only for players with a recognized sniper course certificate. Sidearm under 1.49J mandatory.
Bolt Action Snipers (Standard)	1.88 Joules	50 ft MED. For players without a certificate. Sidearm under 1.49J mandatory.

Trigger and Guard Policies

- **Firing Cycle:** Replicas must only fire 1 BB per single trigger pull. Binary triggers (firing on both pull and release) are strictly prohibited.
- **Safety Requirements:** All weapons MUST have an intact, functional trigger guard.
- **Blade Triggers:** Completely prohibited.

5. General Rules & Conduct

Minimum age 16

Please do not talk during rules or game briefings. If you have a question, raise your hand.

Mags out, safeties on and barrel bags on while game play is not underway/in the staging area.

Barrel Sleeves or Condoms are required and must be used in staging and safety areas/parking lots.

Eye Protection Must Stay on at all times while in the play area. If you remove it while in the play area, you will be asked to leave with no refund. This is for Safety.

Pistols may not be loaded while in a holster in the staging area.

Do not blind fire.

No riot shield of any kind.

No 40 Mikes (Master mikes are allowed). No tag Rounds. No Pyro of any kind. **NO home made pyro of any kind is allowed.**

Gun hits don't count.

No bang bang. Fight it out.

Dead men don't talk. Players are cheating if they give away tactical info after being shot.

No aggressive physical contact. You will be banned from Wasaga Beach Paintball for life.

Wasaga Beach Paintball is a Bring Your Own BBs Field. They must be BIO BBs only, no exception. Players caught violating this rule will be ejected from the game, no refunds.

All players must register and fill out a waiver at the customer service counter.

All disputes/grievances are to be taken to the Game host for resolution IMMEDIATELY. We want fair and fun games for all.

Cheating will not be tolerated. If you are caught not calling hits, you will be ejected from the field.

Firing through cracks and holes is permitted with a clear line of sight ONLY. NO Shooting up and down through floor boards.

Melee Weapons - **ZERO MELEE KILLS. NO TOUCHING ANYONE.**

Do not fire upon any animal.

No drugs or alcohol. Consumption will result in your expulsion from the premises

No lasers of any kind. ***(Night vision lasers Level 1 eye safe are allowed).***

NO Thermals of ANY KIND ARE NOT ALLOWED. (CRY ABOUT IT).

Flash lights on Guns are allowed, but can not have a "RED" tint colour to them. (So they don't look like a kill light).

Ammo/Mags:

Carry as much as you want. Reloading on the field is allowed.

Any size of mag is allowed.

Box mags can be on any weapon but LMG's are still the only weapon that may shoot full auto.

Grenades:

Smoke Grenades:

No black, white, or grey colours. Please avoid using Purple smokes, they are normally used for Missions or air strikes, but we will inform you when an airstrike happens.

NEUTRAL AREA

All guns must be kept magazines out, chamber clear, safety ON, and barrel sleeve on

Side arms must be holstered or bagged. Mag out, chamber clear, safety ON

Explosives & Pyrotechnics (Detailed)

Grenades: Allowed. Sound-based and BB-spraying grenades count as a kill. A grenade detonation has a **10-foot blast/kill radius** if you do not have a definitive hardcover (such as a solid wall, couch, or table) between you and the blast. Affected players are wounded and can be medic'd. MK5 Flashes are allowed, **but TAGinn rounds are strictly banned.**

Smoke Grenades: Black, white, and grey smokes are prohibited. Please avoid using purple smoke, as it is reserved for game control, missions, or simulated airstrikes.

6. Radio Communications

Assignment	Radio Channel(s)
Game Control / Referees	Channel 1
The Empire Teams	Channels 2 – 4
NATO Teams	Channels 6 – 12

Rule: No channel surfing. Monitoring or transmitting on the opposing faction's channels will result in immediate ejection without a refund.

7. Hit, Medical & Medic Rules

Hit & Bleed-Out Protocols

When struck by a BB, immediately yell "**HIT**" and drop to the ground. Friendly fire is lethal.

Dead men do not talk; sharing tactical information after being hit is considered cheating.

- There is a mandatory **30-second bleed-out timer**. You can be revived by a teammate during this period.
- If you do not receive medical aid within 30 seconds, you are fully "Dead" and must return to your designated respawn point.
- While dead or bleeding out, you must prominently display your Red Kill Rag or activate your Red Kill Light (at night).

Medic & Revival Procedure

Only designated players wearing a **Medic Armband** can administer medical aid. Medics can heal other medics. There must be no physical contact between players during the process.

1. The wounded player displays their kill rag/light.
2. A living teammate approaches, kneels next to the wounded player, removes both hands from their weapon/equipment, and verbally announces they are beginning the medical process.
3. While the teammate is kneeling, the wounded player retrieves a personal bandage from their own gear and applies/ties it to themselves (arm, leg, etc.). Each player must carry **1 personal bandage** (bandages from prior events like Milsim West or Risk are permitted). Do not use another player's bandages.
4. Once the bandage is fully secured, the player is revived. **You must remove your kill rag or turn off your kill light BEFORE moving or firing.**
5. If you are hit a second time, you can repeat this process if you have an additional bandage.
6. **Resetting Medical Status:** To clear your wounds and reset your bandages, you must consume a full **Medic Water Bottle** (standard 500ml bottle). Drinking this entirely resets your status so your bandages can be utilized again.