

Badger Tac Safety Brief

1 **WELCOME** - INTRODUCE STAFF
FUN DAY WITH SERIOUS SIDE

TEA/COFFEE ON THE GO ALL DAY
CANS OF DRINK, CHOCCY BARS, CRISPS ETC. AVAILABLE

SMALL BT SHOP OPEN, ASK IF WHAT YOU WANT IS NOT ON
DISPLAY
LUNCH PROVIDED BY WADDES DON DELI

2 **SAFETY** - PARAMOUNT IMPORTANCE
LISTEN TO THE STAFF, 1ST AID QUALIFIED

DOES ANYBODY HAVE ANY MEDICAL CONDITIONS?
ASTHMA INHALERS TO BE KEPT IN TOP LEFT HAND POCKET

IF EMERGENCY, 3 SHORT BLASTS FROM WHISTLE
(PUT WEAPON ON SAFE, PLACE ON GROUND AND STAY STILL)

EACH MARSHALL CARRYING 1ST AID KIT.

FIRE EXTINGUISHERS IN THE SAFE ZONE & STORED IN VARIOUS
LOCATIONS AROUND THE SITE.

IN CASE OF FIRE IN SAFE ZONE, RALLY POINT IS CAR PARKING
AREA.

RALLY POINTS WILL BE POINTED OUT ON EACH GAME BRIEF IN
CASE OF FIRE IN GAME AREA

DO NOT SOD OFF/HEAD HOME IN CASE OF EMERGENCY AS ROLL
CALL WILL BE CARRIED OUT.

GOGGLES: WE RECOMMEND EVERYBODY WEARS FULL FACE PROTECTION.
PEOPLE OVER 18 CAN WEAR SAFETY GLASSES/GOGGLES BUT YOU
WILL NOT BE COVERED UNDER OUR INSURANCE. PEOPLE UNDER 18
MUST WEAR FULL FACE PROTECTION.

FACE PROTECTION MUST BE ON BEFORE LEAVING THE SAFE ZONE
AND DOES NOT COME OFF UNTIL YOU ARE BACK IN THE SAFE ZONE.

IF YOU HAVE PROBLEMS WITH FACE PROTECTION WHILST IN THE
GAME ZONE, SHOUT FOR A MEMBER OF STAFF WHO WILL COME
AND HELP YOU. DO NOT FOR ANY REASON REMOVE YOUR FACE
PROTECTION WHILST IN PLAY.

Q & A

SAFE ZONE AREA: THIS IS ONLY PLACE WHERE YOU DO NOT NEED TO WEAR

FACE PROTECTION. BEFORE ENTRY MAKE ALL WEAPONS SAFE (REMOVE MAG, CLEAR WEAPON AND APPLY SAFETY CATCH)

NO DRINKING ALCOHOL (SMOKING FUNNY FAGS)

NO RS KNIVES OR WEAPONS TO BE CARRIED ON SITE

TOILET FACILITIES PROVIDED HERE TOO.
(POINT OUT PORTALOO)

NO MAGAZINE IN A NY WEAPON
LONG ARMS (RIFLE)
PISTOL MAGS OUT
203 SHELLS PLACED FACE DOWN IN POUCHES

GUNS: WE WILL CHRONO GUNS THROUGHOUT THE DAY
ALLFPS LIMITS WITH 0.20G BB

ANYTHING FULL AUTO CAPABILITY 350FPS

DMR (MUST REPLICATE FULL SIZE RIFLE)
CONVERTED FROM FULL AUTO TO SEMI AUTO ONLY
450 FPS WITH A 15M MINIMUM ENGAGEMENT DISTANCE

SUPPORT WEAPONS (LMG'S)
MUST BE FIRED FROM STATIC FIRE POSITION (BI-POD DOWN)
450 FPS WITH A 15M MED

SNIPER RIFLES (SEMI AUTO FROM NEW)
550 FPS WITH 30M MED

Q & A

PYRO'S: ONLY USE PYRO'S SOLD/RECOMMENDED BY BADGER TAC
(TLD AND BFG'S UP TO 9MM ALLOWED)

MK5 THUNDIES STUN DEVICE - CLEARS ROOM
BFG/TLD - 5M KILL ZONE

SMOKE GRENADE - OUTSIDE CLEARS 5M A ROUND,
INSIDE, 9 SECS TO GET OUT THAT ROOM OR ELSE DEAD

BB GRENADE – HIT BY ONE YOU ARE KILLED

NO HOME MADE PYRO ALLOWED (PINK PANTHER STYLE BOMBS!)

DO NOT PICK UP AND THROW BACK PYRO

IF PYRO DOES NOT DETONATE DO NOT PICK IT UP, CALL STAFF
DO NOT SACRAFICE YOURSELF TO SAVE YOUR TEAM
(LYING ON TOP OF PYRO)

ANY PYRO IN METAL CASING MUST BE THROWN UNDER ARM
DO NOT THROW PYRO DIRECTLY AT SOMEONE

IF YOU ARE IN A ROOM WHEN A BFG COMES IN, LEAVE IT ALONE
DO NOT PICK IT UP/MOVE IT.

KNIFE KILLS ONLY RUBBER TRAINING KNIVES ALLOWED IN PLAY
OR A RUBBER DUCK
KNIFE MUST BE ABLE TO BEND THROUGH 90 DEGREES

A FINGER OR MARS BAR CANNOT BE USED AS A KNIFE SUBSTITUTE
KNIVES CANNOT BE THROWN AT ANYONE

IF KILLED BY A KNIFE, THEN QUIET "HIT", HANDS UP & MAKE YOUR WAY
TO YOUR REGEN POINT/SAFE AREA

IF KILLED BY A DUCK, AUDIABLE "QUACK" SOUND TO BE MADE
IF VIRGIN DUCK THEN DUCK TAKES ON NAME OF 1ST VICTIM.

Q & A

3 **HITS** - 1 BB HIT IS A KILL WHETHER FROM A GUN OR GRENADE
ANYWHERE ON BODY FROM HEAD TO TOE IS A KILL
WEAPON STRIKES ARE NOT A KILL

RICOCHETS DO NOT COUNT AS A KILL

WE DO OPERATE A MEDIC RULE. WITH A BLEED OUT TIME.

1ST HIT, SHOUT MEDIC. IF IN LINE OF FIRE MOVE TO 1 SIDE.
CAN BE MEDIC'D WITHIN 3 MINS, IF NOT, BLEED OUT, HEAD TO REGEN.
TEAM MEMBER CAN PULL YOU INTO COVER, NO MORE THAN 6ft.
HAND ON SHOULDER, COUNT TO 10 (STEADY COUNT)
IF PERSON BEING MEDIC'D GETS HIT WHILST IN COUNT, PLAYER DEAD
& SHOULD HEAD BACK TO REGEN/SAFE AREA
IF MEDIC IS HIT IN COUNT, THEN THEY THEMSELVES BECOME CASUALTY
OR DEAD PLAYER.
ONCE YOU HAVE BEEN MEDIC'D ONCE, NEXT HIT IS A KILL, SO HEAD TO
YOUR REGEN POINT OR SAFE AREA

WHEN HIT, SHOUT KILLED, HIT OR DEAD, HANDS OR WEAPON ABOVE
HEAD, HEAD TO REGEN POINT/SAFE ZONE

WHEN HIT, DO NOT COMMUNICATE WITH OTHER TEAM MEMBERS
DEAD MEN DON'T SPEAK!!

CHEATING WILL NOT BE TOLERATED

IF YOU SEE SOMEONE ON YOUR TEAM GET HIT AND THEY DO NOT FEEL IT,
PLEASE LET THEM KNOW THAT THEY HAVE BEEN HIT

NOTE - OUTSIDE THE BUILDINGS, FULL & SEMI AUTO FIRE ALLOWED

INSIDE BUILDINGS, SEMI AUTO ONLY ON AEG WITH HI-CAP MAG
FULL AUTO (SHORT BURST ONLY) ALLOWED ON AEG'S WITH MID-CAP
MAGS & GBB'S

FOR BOTH ATTACKERS & DEFENDERS, IF ENGAGING TARGET WITHIN 5M
OF A BUILDING, THEN ABOVE RULE MUST BE APPLIED

NO DELIBERATE HEAD SHOTS (SURRENDER OPTION)

EXERCISE COMMON SENSE!!!

Q & A

- 4 **CONDUCT ON SITE** - ALTHOUGH WE DO EVERYTHING TO MAKE SITE SAFE AS POSSIBLE, THERE ARE STILL HAZARDS BOTH IN THE WOODS, SUCH AS HOLES, DITCHES ETC. AND IN BUILDINGS, BROKEN GLASS AND SOME SHARP EDGES
SO WATCH WHAT YOU ARE DOING AND WHAT IS GOING ON AROUND YOU
- NO PHYSICAL CONTACT AT ALL
- NO VERBAL ABUSE/THREATS TO OTHER PLAYERS
- DO NOT SHOOT YOUR GUN AT ANYONE NOT INVOLVED IN THE GAME, INCLUDING STAFF
- DO NOT SHOOT AT PERSONS AT POINT BLANK RANGE (SURRENDER OPTION)
- DO NOT LEAVE GAME FIELD DURING PLAY, STAY WITHIN DEFINED BOUNDARIES
- DO NOT ENTER ANY "OUT OF BOUNDS" AREAS (AS ON MAP)
RESPECT WILDLIFE AND COUNTRYSIDE...
- DO NOT SHOOT THE WILDLIFE:-
BARN OWLS ARE PROTECTED!
SPARROW HAWK (KAMIKAZE!)
KESTREL
RED KITES
FOX
BADGER SETS (BUNKER 7)
BATS
NO PULLING UP THE VEGETATION
NO CLIMBING TREES OR ON BUILDINGS
- NO GOING UP GRASS BANKS SURROUNDING BUNKERS
NO ABSAILING

NO VANDALISM
INCLUDING THE CARS!!!
NO MOVING ITEMS/PROPS IN BUILDINGS

NO FIRING WEAPONS OUT OF GAME AREA

NO BLIND FIRING (WEAPONS IN SHOULDERS)

ANY PROBLEMS, CALL MEMBER OF STAFF
STAFF DECISIONS ARE FINAL

DO NOT PICK UP OR RE-USE BB'S

SITE IS OF HISTORICAL INTEREST, SO NO TAKING AWAY
MOMENTOES OR IF YOU FIND ANYTHING UNTOWARD, CALL
A MEMBER OF STAFF

THERE ARE OTHER PEOPLE/FIRMS ON SITE

Q & A

- 5 **GAMES** - SOME GAMES WILL BE TIME LIMITED, OTHERS ARE OBJECTIVE LED
EACH GAME WILL HAVE ITS OWN BRIEFING, SO LISTEN IN
EACH GAME WILL HAVE ITS OWN BOUNDARIES.
TEAM REGEN POINTS WILL BE POINTED OUT & TIMINGS FOR
REGEN TOO
GAMES WILL START WITH ONE BLAST OF WHISTLE/HORN
GAMES FINISH WITH A DOUBLE BLAST OF WHISTLE/HORN
- 6 **VEHICLES** - AT SOME POINT VEHICLES MAY COME INTO PLAY BUT THERE WILL
SEPARATE BRIEFING FOR SAFETY AND RULES OF ENGAGEMENT
- 7 **FINISH** - OUR AIM IS FOR YOU TO HAVE A MOST ENJOYABLE DAY TO TELL
ALL YOUR FRIENDS AND TO COME BACK

WE WANT YOU TO BE WORN OUT BUT WITH MASSIVE SMILES
IF AT ANY POINT YOU HAVE ANY QUESTIONS OR ARE UNHAPPY,
THEN FEEL FREE TO TALK TO A MEMBER OF STAFF

ON THE FLIP SIDE, IF YOU HAVE ANY IDEAS TO MAKE THE DAY/
GAMES MORE ENJOYABLE, OR HAVE ANY SCENARIO IDEAS THEN
AGAIN PLEASE SPEAK TO A MEMBER OF STAFF

WHILE YOU ARE HERE, FEEL FREE TO SPEND AS MUCH AS YOU LIKE
AND WE TAKE ALL FORMS OF PAYMENT

Q & A

