

Airsoft Pacific CQC7 Handbook

CQC7 – May 16-17, 2009



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I. Registration

1. Age Restrictions

All participants under the age of 18 must provide an Airsoft Pacific waiver signed by their parent with emergency contact information. The minimum age for attendance is 15. Waiver forms are available at AirsoftPacific.com on the [safety rules page](#).

2. Team Minimum

A team must have a minimum of 6 members in its stack. The maximum stack is 12.

- A. You may NOT participate in more than 1 team's stack.
- B. Stack members do not have to be permanent members of your team.

3. Registration Fees

Entry fee is \$40 per individual if you pre-pay, \$50 after May 1, 2009. Payment can be made via PayPal to payments@airsoftpacific.com. Payment of \$50 can also be made in person at the event.

- A. If you are a no-show on game day, you will not receive a refund for your pre-payment.
- B. If you are ejected from the field for poor conduct, you will not receive a refund.
- C. **At least 6 of your team must pre-pay before May 1st to secure your slot in the competition.** If you fail to meet the pre-payment requirements, those members of your team who did pay will be refunded and your spot will go to the next team on the waiting list.

4. Waivers

Each participant will be required to sign an [Airsoft Pacific waiver](#).

II. Schedule & Agenda

1. Game Schedule

Saturday May 16

9:00am – 12:00pm : three teams

1:00pm – 4:00pm : three teams

Sunday May 17

9:00am – 12:00pm : three teams

1:00pm – 4:00pm : three teams

5:00pm – 7:00pm : Awards and Raffle Prizes

Show up 30 minutes prior to your allotted block for final check-in, waivers, payment and gear up. The rounds will start on time. If you are not ready, you will be left behind.

2. Your Agenda on the Field

Each team will face 3 separate 1 hour-long scenarios, so in total you'll be on the location for a 3 hour time block. As many as 3 teams may be on location during a timeslot completing scenarios simultaneously. They will cycle to different scenarios each round. Scene commanders will direct your team to briefing when rounds start.

3. Mission Profiles

All missions will be based on a domestic Law Enforcement platform. Keep this in mind when considering ROE and your equipment.

III. Event Rules

1. Always wear approved safety eyewear and headwear during the live scenario. See section **V. Gear Requirements** for safety goggle and face protection requirements. Do not remove your eye protection unless instructed by an admin that the area is clear and the mission is over.
2. Do not test fire your replica in the designated "no fire zones." The only acceptable place to fire will be at the range and during a live scenario on location.
3. All replicas in safe-zones have magazine out, safety on, muzzle cap fixed. Sidearms should be holstered and on safe.
4. Do not point your replica at anyone unless you are involved in a scenario and intend to shoot them.
5. Do not fire at any people without proper eye protection, non-participants or animals.
6. NO drugs or alcohol on the premises.
7. NO real steel firearms or knives/blades! Real steel and Airsoft DO NOT MIX.
8. Carry replicas in boxes, bags, or carrying cases while moving to/from the location.
9. Remove all of your gear and trash from the location when you leave. LEAVE NO TRACE!
10. **DO NOT talk about CQC scenarios until after the competition has ended on Sunday, May 17 at 4:00pm.** Violators will be docked points. Posts about it will be removed. DO NOT TALK to other teams on the location about scenarios during your time slot.

IV. Velocity Limits

1. All Primary Weapon Systems

All primary weapon systems including AEGs, shotguns, gas SMGs, and others must not exceed 330 fps with .20g (or 1 joule)

2. Sidearms / GBB Pistols

All GBB pistols and pistol sidearms must also not exceed 330 fps with .20g (or 1 joule)

3. Bolt Action / Snipers

Bolt action or DM platforms will not be necessary for the mission profiles, therefore these weapon systems are not allowed at CQC7.

V. Gear Requirements

1. Goggles

All participants **MUST** wear complete facial protection in the form of sealed goggles and a balaclava (must cover your ears, nose, and mouth). Neoprene masks, under armor, and other like facial protectors are also acceptable. Alternately, CQC7 will allow mouthguards to be used in the place of a balaclava if desired. Gas masks are also acceptable.

2. Clothing

Long sleeves are **RECOMMENDED**.
Long pants are **REQUIRED** (no shorts).

Gloves are REQUIRED.
Boots are REQUIRED.
Helmet (hard cover) is REQUIRED.
Kneepads strongly RECOMMENDED.

3. Magazines

ALL magazines must be loaded to the REAL spec! This means M16 magazines hold 30, MP5 magazines hold 30. Your sidearm magazine should only be loaded to the real pistol's capacity, if that's 13 then you load 13. Marui style shotguns are an exception, since they do not eject shells. **ABSOLUTELY NO HI-CAPS.**

4. Radios

You will be required to communicate with your scene commander via FRS/GMRS radio, so *at least* 1 member of your team **MUST** have a radio. Failure to communicate as a result of not having radio communication may result in penalty or failure at objective. We also recommend the use of an ear bud to avoid giving your position away.

5. Stack Numbering

Unlike previous competitions, stack numbering is not required at CQC7. However, we recommend this tactic to keep your team organized.

VI. Hits and Outs

1. **LETHAL HITS** – Any hits to the neck or your head are an immediate kill. Hits to the Torso and chest are also lethal if you are not wearing body armor.

2. **ARMOR HITS** – If you're wearing body armor, 2 hits **on your armor** is a kill. If you are hit once **on your armor**, you need to take a knee and 10 seconds to gather your composure. Hit again, you're dead.

3. **NON-LETHAL HITS** – Any hits to your limbs are not lethal, but are disabling. Hits to the leg render you unable to walk, hits to the arm render you unable to use that arm.

- A. YOU CAN crawl and shoot if you've been hit in the leg.
- B. YOU CAN communicate with your team if you've been injured.
- C. YOU MUST disarm yourself if you're shot in both arms.

4. Hits that Don't Count

Ricochets that bounce from walls or doors before hitting you do not count. Gun hits also do not count.

5. Moving Injured Players

You can move injured/dead players or restrained actors by placing one hand on them. **DO NOT ATTEMPT TO CARRY ANYONE.** Ask the person to stand up and move with you if they're on the ground, they will listen.

- A. YOU CAN shoot one-handed when you're moving someone.
- B. An injured player being moved **CANNOT** fire.

6. FRIENDLY FIRE ALWAYS COUNTS!

7. How to Die

- A. Fall down and die in place.

- B. DO NOT TALK to your teammates or anyone else.
- C. Actors MAY remove your sidearm or primary weapon to use it. We'll make sure it gets back to you.

8. Contact Kills

Contact kills are point blank shots, instead of shooting we touch the actor with the muzzle of the AEG or sidearm and yell "CONTACT!" This simulates firing a round, without having to shoot that close.

- A. Contact kills may also be used by actors, or by players in some circumstances to eliminate wounded enemies. (ie Tap Out)
- B. Actors may contact kill other actors. If an actor does this, it basically means they have fired a lethal point-blank shot at another actor. This is used in extreme close conditions such as hostage situations.

9. Hits vs. Actors

Actors are not player participants. They have no incentive to "cheat" and are not competing against you to win this competition. For this reason, every actor also acts as a referee. We rely on actors to let us know exactly how things went down and give us details that the range operator might have missed during your run. In other words, BE HONEST, their word counts for more than yours. If an actor simply tells you, "you're dead." There's no argument, you'll fall dead and be silent for the remainder of the round.

Actors have the same LETHAL/NON-LETHAL rules that we have, but they may even have specific instructions to take several HITS before going down. A dead actor will use a blood red rag to mark themselves as dead, as to not be confused by actors who are unconscious or restrained.

VII. Gameplay Mechanics

1. Restraints

- A. Restraint by the use of zip-cuffs only is allowed in CQC7. Steel handcuffs with keys are NOT allowed.
- B. To restrain an actor, *after they've complied with your commands to get down*, get against the wall, or get on their knees (whatever your tactics are); place a hand on their shoulder. This is the control stance. You will then instruct them to present their hands. They will then place their hands behind their backs or in front of them so that you can place the cuffs around their wrists. Do not over-tighten the zip-ties!
- C. You can also restrain an actor's feet. Keep in mind, actors will not move if they are foot-restrained, even if commanded. You will need to remove any foot restraints before moving an actor. This may hinder your ability to move apprehended suspects quickly.

2. Muzzle Strike Command

Muzzle Strike is a way to say, "I've just jabbed you in the face with the end of my gun, you're disoriented and hurt, possibly unconscious." You must be within hand to hand combat distance to simulate a muzzle strike.

3. Searching/Frisking

You may need to search or “frisk” actors for hidden weapons or important evidence. Hidden items will be in obvious places like pockets or tucked in a belt, there is no need to search them beyond that extent.

4. Breach / Glass and Doors

We always simulate breach in a non-destructive manner, as to not damage the properties we’re allowed to use. Under no circumstances should you purposely break glass.

- A. Shotgun Breach – A shotgun breach is simulated by firing the shotgun at both hinges of a door and the door knob.
- B. Door Charge – A door charge is simulated with a replica charge device that requires some setup to wire. Clear your device with admin staff before use.
- C. Ramming/Sledge – A sledge or ram can be used in a non-destructive fashion by fake-striking the door.

In some cases, locked doors may be marked locked but not physically locked, you may need to use a breaching tactic to make the door passable. If you can’t, you may be forced to find another way. All simulated breaching tools are subject to approval by the game admin.

5. Less Lethal Projectile Weapons

The use of Less Lethal projectiles is allowable in CQC with specific rules that must be adhered to.

- Shotguns and launchers are the only acceptable less lethal projectile weapon at this time.
- The device will have a blue barrel. This is a visual reference for actors to key from.
- The operator of the less lethal device will say "LESS LETHAL" in the event the actor does not see the weapon before its deployment.
- When firing the less lethal rounds (normal BBs), the operator will fire to center mass or the legs of the actor. If a round contacts the neck or head, it will be considered a lethal shot.

6. Designated Marksmen (DM/Sniper)

Designated Marksmen will NOT be deployed in CQC7.

VIII. Devices and Props

1. Training Flashbang Devices

Training grade flashbang devices are allowed if they do not exceed 120 db. We will have Thumper TG-6 devices at the location for teams who wish to borrow them. Availability and function is not guaranteed. These devices are expensive and they’re YOUR responsibility. Be sure to pick up the device after the room has been cleared, and keep the pin!

- A. Actors are instructed to act confused and close their eyes for 3 full seconds after a flashbang is deployed.
- B. Players must yell “BANG OUT” when deploying a flashbang.
- C. Any Airsoft grenade product that produces a sound can be used as a distraction device rather than a frag if it does not spray BBs.
- D. HOMEMADE FLASHBANGS ARE NOT ALLOWED.

2. Frag Simulators

Frag grenades can only be simulated by manufactured Airsoft grenade devices that have a physical report or a spray of BBs. Dummy grenades are not acceptable. Homemade pyrotechnics and Airsoft grenade devices are NOT ALLOWED.

- A. Actors will be instructed to either die or become wounded when a frag is deployed, depending on how close it landed to them.
- B. If a frag bounces back near your team, you may injure or wound your own team.
- C. Frags may or may NOT be allowed based on the ROE of a given scenario.

3. Ballistic Shields

Ballistic shields must be an accurate replica of an actual ballistic shield being used in the field today by LE or Military. If your shield does not meet our requirements, we have shields to loan.

- A. It must be opaque (you cannot see through it, except for ports)
- B. It must be accurate in weight and dimension.

A Level IIIA Shield weighs about 3.08lbs per square foot.

The most common sizes (Rounded to the nearest .25lb):

- 20" X 34" = 4.75 SqFt = ~14lbs
- 24" X 36" = 6.00 SqFt = ~18.5lbs
- 24" X 48" = 8.00 SqFt = ~24.5lbs
- 22" x 51" = 7.80 SqFt = ~24lbs

These are average weights, so if you can come within 75% of the weight for its size, you should be good.

4. CS Gas / Mace / Tazers

- A. Simulated CS gas can be used as a grenade device, but must produce a powdered discharge or non-pyro smoke to be a visual clue to actors that they have been gassed. You'll need to be equipped with gas masks if gas is deployed, you'll face penalties if you walk into a gassed room without a mask.
- B. Mace can be simulated with spray bottles of water or silly string, actors will react as instructed. NO real mace will be allowed.
- C. Tazers will not be allowed, simulated or real.

IX. Scoring Criteria

The CQC7 Scoring Criteria is based on a series of penalties and subtractions. Each team starts with 0 points, and will go into negative points as penalties are applied. The point values for all 3 scenarios are combined, the closest score to 0 will be the highest. In the event of a tie, the team who completed all scenarios in the shortest amount of time wins.

Failure of Primary Objective

-15 / per scenario

Unable to accomplish the primary objective of the mission due to running out of time or other circumstances.

Failure of Secondary Objective

-10 / per scenario

Unable to complete the secondary objective of the mission due to running out of time or other circumstances.

Fratricide	-15 / per instance
Shooting and killing a member of your own team.	
Reckless Endangerment	- 5 / per instance
Negligent acts that put your team in danger. Accidental discharge, misuse of grenades and flashbang devices, deploying CS gas near teammates without gas masks.	
Civilian Casualties	- 7 / per instance
Intentional or accidental shooting of non-threat civilians.	
Failure to Search	- 1 / per target
Failure to search a suspect and/or failure to discover weapons hidden on a suspect.	
Failure to ID Target	- 1 / per target
Shooting game administration staff or production crew wearing orange vests.	
Failure to follow orders	- 2 / per scenario
Intentionally or unintentionally disobeying orders from your scene commander.	
Use of restricted gear	- 1 / per item
The use of restricted gear, as outlined in the rules. (Such as hi-cap magazines)	
Breach of Scenario	- 1 / per instance
Talking to admin during live scenario, talking to the camera crew or staff during live scenario, asking an actor if he/she is dead. Talking while dead.	
OPSEC	- 2
Talking about the scenarios with other teams before the event is over.	

X. Admin Staff and Crew

1. Administrators

Game administrators will be monitoring your performance and following you around with a clipboard, there may be one or two per each team during any given scenario. Act as if they don't even exist. **DO NOT ASK THEM QUESTIONS**, this is why you pay attention at the briefing. They'll be wearing clearly visible orange vests. Shooting at an admin may result in loss of points (failure to identify target).

2. Camera Crew

The camera crew for the event will be clearly marked in orange vests. They will position themselves in the best places they can find to get good footage of the event, act as if they don't exist. If they're in the way, guess what, they're an obstacle. Deal with it. Shooting at a member of the camera crew could result in loss of points (failure to identify target). **DO NOT TALK to the camera crew**, do not ask them to get out of your way and do not ask them questions about the game. They don't exist.