

Rule set for Mini milsims hosted on Vermillion Lake Road.

These rules will be the base rules for each game hosted on Vermillion Lake road.

The area that we play is owned by the Depatie (Ellis) Family. It is a real live farm, with farm animals barns etc. Players will respect this farm, not bother the animals or go in or near the out buildings. The actual field is far from any of this.

Failure to follow rules can result in you being removed from the game and the farm. WFA also will not permit you to attend or play at any of their games or fields.

1. Safety:

1.1. We do not permit the use of drugs or alcohol by any player at our games.

1.2. All weapons must follow local, Provincial and federal laws for transport and use.

1.3. We do not Chrono for small games, but if we think your running hot, we will, and give you a chance to fix the issue.

1.4 we permit the use of smoke, as long as it's cold burning....also only when no fire band is effect.

1.5 The game control shack and area is not to accessed by players unless Game controllers invite you in.

1.6 do not purposely shoot Game Controllers, they are marked in high vis vests. They are there for your safety and to enhance your game. You must follow direction given by all GC staff.

NO DUFF PROCEDURES:

If a player is hurt and requires medical attention NO DUFF will be yelled. If you hear NO DUFF, than you will yell NO DUFF. Sit in place, remove the mag from your weapon and make your weapon safe. Contact your commander who in turn contacts game control. Game control will handle the situation. We have a detailed procedure in place that has been approved by local first response organizations.

2. Weapons, ammo etc.

2.1 no home made devices unless approved prior to game start.

2.2 no unmanned devices unless they are being observed closely.

2.3 Ammo can be of any weight or brand.

2.4 NEVER will we aloud silica BBs, I see em you are gone instantly.

2.5 You may feild as many weapons as you would like.

2.6 We permit high caps, however you are only permitted to carry upto 3 mags, if you carry one highcap, you may carry upto 2 more mags of any style. If you choose to carry midcaps, carry as many as you like.

2.7 Games are Semi Auto only. Unless you are using and LMG. LMGs must look like a real LMG and use a box or drum mag. A AK/M4 with a drum mag is not an LMG. Also box and drum mags must only be attached to LMGs.

3. Game props.

3.1 Items placed in the field for game props can not be moved, unless; They are marked for your team example: Mortar tubes, crates.

4. Uniforms

4.1 one faction will wear camo, we have no restrictions on camo. However your pants and top must be of camo also any headgear must also be of camo. The idea is to give the look and feel of a organized army.

4.2 the other faction is to wear civilian style clothing, both pants and top and headgear. They are to look like a militia.

4.3 chest rigs plate carrier and other combat gear can be of any style you want and color.

4.4 Spec ops team not affiliated with any faction will wear camo pants, and civilian top. Also will wear the spec ops issued tan hat with the spec ops symbol. If you see players like this they are in game play, but be warned it may not always be in your best interest to engage them.

5. Game cost and waivers.

5.1 all players must sign a waiver prior to entering the game. We permit player 16 and over to sign, if you are under 18 you must have a parent or legal guardian sign as well. We make special arrangements for under 16 as long as they are with a PARENT, and arrangements are made with GC prior to playing. We play as friends and family, this is NOT a commercial operation.

5.2 The cost to play is 15.00 dollars. This is considered a donation to the group and not an entrance fee. The payment does not constitute a binding contract with the game hosts, land owners, WFA etc.

We do not make in money off these games. We use the cash to pay for things such as game props, pyro etc. Each game any items that can be used in further games is stored in the GC shack and is available for use by WFA sponsored events. Below will be a running tab of items that have been bought and are not part of the WFA milsim repository.

Inventory or WFA Milsim items.

2 Mortar Tubes with Bi-pod and base plate. 1 painted tan, one painted green.
3 stainless steel bowls
6 battery operated clocks
3 laminated field maps
60 bandages
1 box of tacks.
1 bear banger launcher pen
3 artillery strike boards.
3 plastic totes.
2 key locks, 2 combo locks.

Consumable items:

4 rolls of survey tape
1 roll caution tape

Items available for use, but not owned by WFA milsim group.

3 10x10 sun shelters.
1 game control shack
2 Garmin Etrex GPS units