



Proposition for the Battle of the X point 2012

35th annual – from Saturday 9/15, 12.00 am, to Sunday 9/16, 12:00 am

Organizer

Zálesák Central Staff - Lidická 4, 602 00 Brno, phone: +420 545 575 504, e-mail: zalesak@zalesaksvaz.cz.

Action ensures: 326. Středisko Zálesáka, Lidická 4, 602 00 Brno.

Orientation

- This traditional two-day fighting game (since 1994 a paintball game) of Zálesák union is a corporate event of all members of the Zálesák union and other interested paintball teams. The game continues "famous" adventure games of union pioneers in fifties of the last century.
- In natural fighting conditions, this game shows agility and quality of versatile preparation of centres, other interested and teams involved. The Battle of the X point is unique because of the fact, that every year it is put up in another locality of the Czech Republic. Moreover, the game is exceptional because of its tactical possibilities, use of night environment, heavy paintball weapons, reconnaissance and tricks.
- General results of every centre (discipline, general knowledge, agility, active work, adherence to safety rules and percentage of centres members involved) are used for the yearlong "Zálesák Trophy" competition.
- The fighters fight for the X point. This can be a real hill or another place, which can be well defended, with a strategic position enabling the defence troop to control the whole fighting space.
- Three offence troops have their bases located on different locations throughout the fighting space. The groups of attackers do not know a position of each other, are not identifiable in any way and do not know positions of other attacker bases either, except the position of the X point itself. Each offence troop is approximately a half weaker than the defence. However, together they are stronger than the defence, and thus it is tactical to merge them as quickly as possible. The defence strives for preventing this by finding teams that have not merged yet and eliminating them one after another.
- Basic principles of the game are fair play and absolute secrecy.

Instructions

- Each teams shall bring its own equipment including food. Weapons and ammunition can be ordered in advance, at the time of booking, whereas the maps of the target area will be available at the starting position – several pieces per team.
- Each team or Zálesák centre booked will be informed about the starting position via phone and e-mail (written in the booking form), on Thursday, September 13th, from 8:00 pm to 12:00 pm CET.
- Participants will be given an order for action at their starting positions on Saturday, September 15th, from 8:00 am to 11:00 am. At these starting positions the count of participants will be verified, participants will be given the maps, weapons and ammunition ordered, ribbons representing "lives", ID cards and stick-on labels with game logo to stick them on fighting vehicles and bunkers.

Registration

- Participants must book for the game by Wednesday midnight, September 14th, at the latest, via booking form, which can be found on the www.kotax.cz website. The form will be send to the organizer and the organizer will send confirmation of the booking to the team email address written in the form.
- In the booking form, each team shall indicate, whether they want to order weapons (semiautomatic gun, CO² bottle, ammo magazine, goggles) or paintballs. A set of equipment is for Kč 300,00. One paintball for Kč 0,60 - minimal count is 500 paintballs.
- A starting fee for those interested of the public is CZK 100,00 per person. The members of the Zálesák union may participate the game free of charge and besides, they will be given a sealed bag with 500 paintballs (one bag per three Zálesák teammates in each team registered).

Rules

Start and the end of the game

- The game starts on Saturday, September 15th, at 12:00 am. Till this time, moving beside of the starting place, own base and the way to the base is prohibited.
- The game ends on Sunday at 12:00 am either with a flag defended successfully at the X point by the defenders at the time of the end of the game (victory for defenders) or with a flag defended successfully at the X point captured by the attackers (victory for attackers). In case the defence fails in defending the X point but captures at least one of the attacker bases and is successful in defending it till the end of the game, the fight for the X point will end in a draw.
- The game is allowed to be terminated by the organizer for extraordinary reasons ahead of time. The organizer signals such a case with a repetitive whistle. All the players shall then move to the post of eliminated immediately.

Bases

- a) Each base has its flag visibly flying 4m above the ground. If the team decides to build fortification, only solid materials may be used. Bunkers has to be build to completely enclosed shape including roof element. Camouflage nets may be used as a part of space masking only, not as direct protective means.
- b) The base must be located within a radius of 200 metres of the location set by the organizer.
- c) Before the game starts, each team will be given approximately 25m-long paintball protective net. The team shall use this net to form a closed space, built to the maximal height of the net. This space shall have only entry and shall serve as a safe space until the game is over. If the base is not being attacked, the players may take off their masks in this protected zone. From this space, it is prohibited to influence the game in any way, including fire. It is prohibited to shoot into the protected zone and if the base is captured, the persons hidden in it will be taken prisoners. It is important to keep in mind the even the net itself isn't a guarantee that the player inside won't be hit by any paintball weapon.
- d) A commander of the team holding the base is fully liable for any armament found on the base captured. If the player marks his baggage with red ribbon, it cannot be manipulated in any way by the players, but shall not contain any armament inside. Such baggage will be randomly checked by the referees.

Eliminating

- a) Each player has two lives at the beginning of the game. A player is eliminated, if he himself (his body), his personal equipment or weapons get a hit with a paintball. The paintball must break immediately after it hits a target. The only exception is hitting a rifle barrel which does not cause an elimination of the player.
- b) During the day the paintball has to break in order to eliminate the player, during the night time play only a hit counts. A player can be eliminated by ripping off a ribbon visibly fastened on player's left hand as well. The player shall rise his hand, reports his identification number loudly and with his own weapon or equipment moves to the post of eliminated. There he shall report his elimination to the organizers. He his enabled to enter the game for the second time in a form of "mass" reinforcements arrival, but this time is unknown to him.
- c) Each player, which is found at the post of eliminated without any serious reason (wound, filling up CO₂ bottle), is taken one life away automatically.
- d) Players may use radio stations, field phones, smoke grenades and heavy fighting technology, for example vehicles, mines, grenades and heavy paintball weapons shooting projectiles mass and caliber of which are greater than these of paintballs. Use of heavy fighting technology must be approved by referees in advance. It is prohibited to use tear gases, detonating cartridges and any dangerous materials.
- e) A non-armoured fighting vehicle is eliminated, if any of its glass windows gets 10 paintball hits or it is hit by heavy paintball weapon. Heavy paintball weapons, armoured fighting vehicles and bunkers may be eliminated by means of heavy paintball weapons only. Ammunition of guns or ammunition thrown by hand must break immediately at the target impact - classical paintball grenades cannot be thus used as heavy caliber ammunition and remains for anti-personnel usage only. Ammunition thrown by hand shall be of 250 grams minimum. Fighting vehicles and bunkers shall be labeled with four stick-on labels of A4 format with action logo. Any use of vehicles and bunkers that are not labeled is prohibited.
- f) Afterwards the vehicle or bunker is destroyed, its occupants must leave it within 10 seconds, otherwise they will be eliminated. Nor inside of the eliminated object, neither its integrated armament may no more be used in any way.
- g) It is prohibited to use personal or portable shields.
- h) Vehicles not marked by game stickers shall not be use in any way during the game, not even as a storage space means.
- i) It is allowed to take prisoners. A fighter capitulates with his both hands up. He must be taken prisoner and must be treated according to the Geneva Convention. It is allowed to tie prisoners hands and feet, but his blood circulation must not be limited. The prisoner is allowed to keep his weapons near him so that he could see them but could not reach them.

Safety

- a) Safety zones are spaces where players can take off their masks and where any fighting operations are prohibited. These are the post of eliminated including a space within a radius of 100m from that post and partially as well protected zone of each base and X point protected zone.
- b) Fighting in urban areas is not appropriate and should be avoided.
- c) All attendants should wear paintball mask. It can be put down in safety zenes only.
- d) In the event of any damage to the property of other party, a commander of a team that has caused the damage is held fully liable. It is his responsibility to compensate such a damage.
- e) Heavy paintball weapons and heavy-caliber paintball ammunition (if they are not officially certified for paintball) shall be approved by referee at last one week before the start of the game.
- f) The game is controlled by referees nominated by an organizer. They are distinguished by orange reflective vests. They can access all areas and have a final word in any conflict.
- g) The participants are obliged to obey the Forest law and the Law for land traffic.
- h) To communicate with referees, PMR or CB standard radio stations tuned for emergency channel 7 (in PMR) and 9 (in CB) shall be used. Armoured fighting vehicles shall be quipped with a CB radio station tuned for channel 9. It is prohibited to interfere with these channels or use them for another communication.
- i) There is a steady medical service and means of transport available at the post of eliminated.