

# P.A.C. FIELD WEAPON LIMITS



M.E.D.  
MINIMUM  
ENGAGEMENT  
DISTANCE



ALL TESTING WILL BE CARRIED OUT USING THE BB WEIGHT THE PLAYER IS RUNNING FOR EACH PARTICULAR WEAPON CLASS & TO THE SPECIFIED JOULE LIMIT.

## CQB CLASS

0m MED

Any weapon under **350FPS** or **1.14J** Max

- May use full or semi auto.
- Probationary & casual members are restricted to the CQB Class.



## ASSAULT CLASS

SEMI AUTO - 10m MED

FULL AUTO - 20m MED

Weapon types **350FPS** to **420FPS** or **1.64J** Max

- Gun types for example may be assault rifles, sub-machine guns and shot guns.



⊕ SECONDARY REQUIRED



## LMG/SUPPORT CLASS

20m MED

Full auto weapons up to **450FPS** or **1.88J** Max

- This class can only be used by seasoned and approved players.
- ANY weapons suitability for this class is ultimately at the discretion of the committee.



⊕ SECONDARY REQUIRED



## DMR CLASS

20m MED

Semi auto only (minimum of a one second cycle between trigger pulls) up to **500FPS** or **2.32J** Max.

- Overall length no less than 900mm + a variable or magnifying scope.
- Magazines limited to <50 rounds. (RSO's to ensure larger capacity mags are filled to <50 rounds)
- ANY weapons suitability for this class is ultimately at the discretion of the committee.



⊕ SECONDARY REQUIRED



## SNIPER CLASS

30m MED

Bolt or single action rifle up to **600FPS** or **3.34J** Max

- Must have a variable or magnifying scope.
- Magazines limited to 100 rounds.



⊕ SECONDARY REQUIRED



## RESTRICTED SNIPER CLASS

20m MED

Bolt or single action rifle up to **500FPS** or **2.32J** Max

- Must have a variable or magnifying scope.
- Magazines limited to 100 rounds.
- Restricted snipers will have opportunities to advance to the full sniper class by being assessed by club appointed 'sniper class assessors'.
- To be assessed you must contact the club committee to make a time where your assessment can be scheduled.



⊕ SECONDARY REQUIRED



## SECONDARY CLASS WEAPONS

0m MED

Secondary weapons maybe any weapon type and must be fire below **350 FPS** (no MED).

- Most typically a secondary weapon is a pistol, though other weapons systems may qualify.
- ALL players with weapons over 350 FPS must carry a secondary weapon on their person at all times.



# P.A.C. SUPPLEMENTARY RULES



SNIPER CLASS



## SNIPER CATEGORY RULES

The most powerful weapon on the field is without a doubt the sniper rifle. These are a few helpful tips for you to consider while gaming such a potent weapon that boasts accuracy, distance and power.

1. If you are sighting on a target and all you can see is a head shot. You will consider the options such as waiting for an alternative shot (body shot), displacing and getting a clearer shot to the body or selecting a different target. Head shots are not outlawed but are discouraged if you consider the implications. These are some but are not limited to:

**THINK, WHAT IS YOUR MED** ie: Simple, gauge your engagement distances. Are you over or under?

**THE POTENTIAL IMPACT ON THE PLAYER** ie: whether they are wearing full face protection, helmets, masks, shemaghs, a boonie or just simple eye pro. In general, think how protected/unprotected is an opposing if they get hit. Think the shot through. Think 'what if that was me' taking a hit.

**DBAD RULE** ie: In general shot selection is the responsibility of each individual and the cause and effect will dictate whether the action taken triggers the DBAD rule (DON'T BE A DICK) or everyone continues to play the game safely. This applies to ALL classes.

**MOVEMENT OF A PLAYER** ie: It is acknowledged that movement of a player may result in them moving into the BB trajectory and this may result in the impact in a place otherwise unintended. As with ricochets this is unavoidable. This should not be used as a scape goat excuse.

2. Chronographing of sniper weapons or ANY OTHER WEAPON maybe carried out at random, at any point, in any game.
3. ANY weapons found to be outside of the club rules will have the weapon banned and removed from the field and the matter raised at a separate disciplinary meeting where the operator of said weapon will require the player to present themselves where the issue will be raised and addressed in accordance with the issue/s raised. Addressing of the matters raised will follow guidelines as set out in the P.A.C. constitution.
4. A Restricted sniper class has been adopted to assist new players to transition to the unrestricted sniper class.

Restricted snipers will have x3 different full sniper licensed players assess, gauge and mark the conduct of the junior player. These assessments will be conducted at 3 different games. To be assessed you must contact the club committee to make a time where your assessment can be scheduled.

Approval to full sniper will be based on the reporting of those senior snipers within the club and conveyed to the committee for the appropriate actioning.



## OTHER...

### CHRONOGRAPH TESTING

The club relies heavily on honesty to determine weapon output (in FPS/Joules). Players misleading the RCO as to the weight of the BB's they wish to be calibrated in, and what they maybe found using on the field through random checks may have the matter raised at a separate club disciplinary meeting.

### BB TESTING/WEIGHTS

All testing will be through a club supplied chronograph using club supplied BB's to measure speed = FPS & Joules = energy. All testing will be carried out using the BB weight the player is running for each particular weapon class & to the specified joule limit.

### PROGRESSING ON FROM THE CQB CLASS

To progress onto other classes, those being; LMG, DMR and sniper, members should recognise it is a privilege not a right. You must work for it and abide by the rules, assessments and the opinions of senior players which are passed onto the committee A license for these classes shall be approved once the player applying is found competent.

### DMR'S & CLASS 'SPECIAL BUILDS'

DMR weapon platforms can vary as the creativity in gun builds particularly in this class is acknowledged to be something players like to indulge in. If a player constructs a 'special build', in ANY class, they must submit it to the committee for final class designation approval.

### HPA

Weapons must comply with P.A.C. feild weapon limits and be able to secure the output with a locking device. eg: a zip tie, wire crimp or any other device that renders the power regulation inoperable.