



CQBurst

Saturday, June 10th

8:00 am – 11:30 am

**Fast-paced, timed gaming in close-quarter containment!
Strategy, Speed, Accuracy, and Teamwork a MUST!!**

**Objective: Retrieve FLAG from center of field
and place it at the opposing Team's Base**

Rules:

1. Each **SET** of Games consists of 4 Rounds
2. Play Time = 4 minutes per Round
3. Teams of 5 Players (Subs allowed between SETS only)
4. Pistols, Rifles, and Shotguns allowed (400fps max)
5. No minimum engagement (knife kills allowed)
6. Semi-Auto only
7. Rifle must have fully functional safety and semi-auto setting
8. Rifle must have trigger return spring
9. EXIT field boundaries when HIT
10. Drop Flag where you are when HIT and exit field boundaries

Scoring:

1. **Refereeing** will be conducted only by participating Team Players
2. Each Team will designate, in advance, 1 Player to act as REF
(REF will be assigned to specific Rounds)
3. REF IDENTIFICATION will be provided
4. Scoring will be tabulated by REFs and Independent Officials together
5. Scoring will be posted at the conclusion of each Round
6. Any disputes are to be brought immediately to **John's** attention

Points:

Maximum Points = **100** per Round

- **+25** = First Flag Grab from center field
- **+25** = Flag placed at opposing Team's Base
- **+10** = Elimination of opposing Team Player (5 x 10 = 50)

Penalty Points:

REFs can pull players OFF field if caught cheating, verbal or physical disputes

- **-10** = Player caught Cheating – eliminated from Round
- **-10** = Player steps Out of Bounds – eliminated from Round
- **-15** = Both Players caught arguing –eliminated from Round

Punitive Action - for Cheating, Verbal, or Physical Disputes:

Punitive Action will be taken against Individual Players:

1. 1st Offense: Player receives BLACK armband from REF and is pulled from Round
2. 2nd Offense: Player receives 2nd BLACK armband from REF and is pulled from SET - with NO substitution allowed
3. 3rd Offense: In the next SET, Player pulled permanently, No Substitutions allowed, and Team loses Round

Tournament Procedures:

1. The number of SETS will be determined by the number of Teams competing
2. All Teams play SET 1 Front Field – 4 Rounds
3. Team Scores for SET 1 are Totaled –
TOP POINT Teams advance to Winner Bracket SET 2
(only half of the Teams will advance to Winner Bracket)
4. Winner Bracket Teams play SET 2 Back Field – 4 Rounds
5. Loser Bracket Teams will also play SET 2 Front Field – 4 Rounds
6. Winner Bracket Team Scores for SET 2 are Totaled –
TOP POINT Teams advance to next SET 3 Front Field
7. Play-offs continue until final Round of Top 2 Teams

Tactical Airsoft and The Clowns are dedicated to promoting the Sport of Airsoft in a positive and professional way; encouraging Good Sportsmanship, Cooperation, Teamwork, and Respect.