

The logo for Silo Events features the word "SILO" in a large, bold, black, sans-serif font. The letters are filled with a white silhouette of a crowd of people. Below "SILO", the word "EVENTS" is written in a smaller, black, spaced-out, sans-serif font. The logo is set against a white rectangular background.

SILO EVENTS

The text "EVENT RULES AND SAFETY GUIDELINES" is displayed in a bold, white, sans-serif font. The word "AND" is smaller and positioned between "RULES" and "GUIDELINES". The text is centered within a dark green rectangular background.

EVENT RULES AND SAFETY GUIDELINES

HI THERE,

THANKS FOR YOUR PURCHASE. WE'RE HAPPY TO WELCOME YOU AT OUR EVENT SOON! FOR YOUR SAFETY AND OURS, PLEASE TAKE A FEW MINUTES TO READ THE INFORMATION BELOW. KEEP IN MIND THAT THESE ARE OUR GENERAL RULES AND GUIDELINES. THERE MIGHT BE ADDITIONAL RULES ON SPECIFIC EVENTS, SO MAKE SURE TO ALWAYS CHECK OUT THE INFORMATION ON THE EVENTPAGE.

IF YOU HAVE ANY QUESTIONS, FEEL FREE TO CONTACT US AT [SILO-EVENTS.COM/CONTACT](https://www.silo-events.com/contact).

BASIC RULES AND SAFETY

The following basic rules and safety apply to all events, unless stated otherwise:

No magazines in replica in safezone

No dryfire in safezone

Not wearing safety glasses in safezone at your own risk

No glassware (drinking bottles, glasses, etc)

Be aware of your surroundings, the field is dangerous at most places (heights, narrow shafts)

No illegal drugs permitted, alcohol allowed only AFTER game ends

No real knives, sharp objects or any real weaponry allowed

INGAME RULES

Take you hit

Do not take your safety glasses off in the game area under any circumstance

Full face mask or mouthguard advised

No mesh goggles allowed

Man down – when called out stop playing and wait for further instructions

Only called out in case of emergency (broken bones etc.)

BLINDMAN – when called out stop playing and wait for further instructions

Only called out when someone loses his/her eye protection

Knife kills are silent. Put up your hand and walk away

NO bang rule! Common sense appreciated

NO blindfire, aim and shoot

INGAME RULES

- Inside = single shot only (full auto on SMG allowed at 1 joule)
- Marshalls are always right
- Ricochets do not count as hit
- Riot-Shields allowed
- Grenades are a kill within a reach of 7 meters (outside)
- Grenades are a kill within the same room (inside)
- Smoke grenades ALLOWED inside and outside
- Flashbangs within 10 mtr count as a kill
- Don't move parts of the field around (cones, doors, trash, planks etc)
- Don't move props unless part of mission
- Use ladders with caution
- All borders and boundaries set by moderator will be followed

Any player caught in violation of any of the above rules will be asked to leave the event without a refund.



OUTPUT RULES & CLASS LIMITS

TYPE	LIMIT	MINIMUM ENGAGEMENT DISTANCE
ASSAULT RIFLES, SMGS, PISTOLS	1.4J	-
LMG	1.5J	10 MTR (ONLY ALLOWED OUTDOORS AND IN WINDOWS & DOORS)
DMR	1.8J	15 MTR (ONLY ALLOWED OUTDOORS AND IN WINDOWS & DOORS)
BOLT ACTION	2.3J	20 MTR (ONLY ALLOWED OUTDOORS AND IN WINDOWS & DOORS)

CAMPINGRULES

- No glassware allowed
- No campfires allowed - except for the safezone
- Garbage in the bins
- Place your tent at indicated spots only
- There is limited electricity available, please bring battery powered devices.

Good to know: Campingspots are not always available at our events. Please check the eventpage for details.