

PLAYER PACKET

Operation Freedom 2026

at Black Ops Airsoft

OP: FREEDOM

9 June 26-28
3 Day Airsoft Event
camping allowed

THE ALL AMERICAN FIGHT FOR FREEDOM

Pre-Registration discount is available online now through June 21st

tickets will still be available online June 21st-25th but at full price

Tickets may also be purchased in store

Rubicon/GREEN vs Foundation/TAN

TICKET PRICES:

Event Ticket: \$85-\$120 (max 600 for event)

Saturday Only: \$65 (only 20 per team)

Sunday Only: \$45 (only 20 per team)

Helo Run: \$55 (100 available)

Op Freedom 9 TShirt: \$30

EG67 Preorders: 10 for \$90/Case of 25 \$210

MK5 Thunderflash: Case of 50 \$390

Event Location

Black Ops Airsoft • 8025 128th Ave. Bristol, WI 53104

EVENT TIMELINE

Day 1: June 26th

- 12p-7p Vendors Row
- 12p-10p Camping Set Up (free)
- 3p-7p Check In/Chrono Open
- 3p-7p Open Play
- 6-6:60p Event Brief

Day 2: June 27th

- 8a-10a Check In/Chrono Open
- 10-10:30a FINAL Event Brief at Staging
- 11a Game Start
- 11a-6p Game Play
- 12p-6p HELO Runs
- 6p-8p Break
- 8p-10:30p Night Game

Day 3: June 28th

- 10a Raffles/Giveaways at Market
- 11a Game Start
- 11a-4p Game Play

Camping is allowed at designated areas on the west side of the property for vehicles and tents. RVs are allowed in the parking lot. There are no hookups available for RVs. Vehicles can be driven on and off the field at designated times but not during gameplay. Gates will be locked during gameplay.

D's Barn, featuring billiards, axe throwing, arcades will be open during their normal hours. Their kitchen will also be open for dine in or take out orders.

Operation Freedom 2026



www.blackops-airsoft.com

Food & Lodging

Food/Beverage

There will be **FREE WATER** at the bases during gameplay. Food will be available for purchase at the mess hall in the staging area at the below times.

Day 2: June 27th

8a-9:30a Breakfast

12p-3p Lunch

5:30p-7p Dinner

Day 3: June 28th

8a-9:30a Breakfast

1p-2:30p Lunch

D's Barn is located at the entrance of the property and features a full menu if you wish to order food for dine-in or to go. We are proud to offer a large menu and will be open from 4p-12p on Friday, 10a-12p on Saturday and 11a-8p on Sunday.

Kitchen closes 1.5 hour prior to barn closing hours.

Black Ops is located right outside of a major intersection offering a wide array of fast food and dine-in restaurants all within a couple miles of the field. Closest include Wendy's, McDonalds, Taco Bell, KFC, Burger King, Noodles & Co, Starbucks, Buffalo Wild Wings, Texas Roadhouse, Brat Stop, and many others.

Lodging

Camping is allowed at the west side of the property from vehicles and tents. RVs are allowed in the parking lot. There are no hookups available for RVs.

If you choose not to camp there are a number of hotels within a few minutes of the field.

Hampton Inn & Suites: (262)358-9800

Spring Hill Suites: (262)551-3401

Best Western Executive Inn: (262)857-7699

Comfort Inn & Suites: (262)857-3450

Country Inn & Suites: (262)857-3680

Operation Freedom 2026



www.blackops-airsoft.com

Camo Restrictions

Rubicon/Green

Woodland, Woodland Digital, AOR2, Atacs FG, Multicam Tropic, Ranger Green, OD Green, Green Flight Suit, Flecktarn, German Bundeswehr, Canadian Disruptive Pattern, Camouflage Europe Centrale, Australian Defense Force Disruptive Pattern Camouflage, Untited Kingdom Disruptive Patter Material, Erbsenmuster, ERDL (M1948), Flachentarnmuster, Desert Night Camouflage, Subdued Urban Digital, Kryptek Typhon, ANY green dominated camo patterns, ANY dark or dark dominated camo patterns or colors.

Foundation/Tan

Multicam, AOR1, Desert Digital, Atacs AU, DCU, Khaki, Sand, Multicam Arid, Kryptek Nomad, Tan Flight Suit, Desert Marpat, UCP, Desert Camouflage Pattern (three color), Desert Camoflage Pattern (six color), ANY light gray, ANY light/arid/faded shades of brown, ANY light/arid/faded camo patterns or colors in general

NO ORANGE, RED, OR YELLOW ATTIRE. NO EXCEPTIONS

Do not mix the base colors of your tops and bottoms (IE: Woodland Pants with Tan Top), your base must be the same team base color.

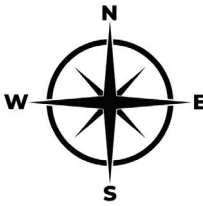
Operation Freedom 2026



www.blackops-airsoft.com

KEY

- River
- Bridge
- Boundary
- Camping
- Green Base
- Blue Base
- Domination Points



OP: FREEDOM 9

FIELD MAP

June 26-28



CAMPING AREA

Gate

BRISTOL

RUBICON BASE

Roubidoux River

Hillbilly Shacks

Prison Camp

Market

Vietnam Village

Oil Field

FOUNDATION BASE

Cornfield

Pallet City

Cave

Pipe Jungle

Coal Mine

Abandoned Church

Des Plaines River



Gameplay Rules

Basic Field Rules

- Age restriction: 12+
- Eye protection: ALL players required to wear full seal, ANSI Z87.1 rated, goggles.
- Players under 18 are required to wear full face covering.
- All guns may not have magazines in them or be holstered in safe zones.
- Eye protection must **STAY ON AT ALL TIMES ON THE FIELD**. Players caught taking their eye protection off while on the field will be asked to leave.

Field Conduct

- A player shouldn't be hit more than 3 times within 20 feet. From 20-40 feet the most a player should be shot is 5 times.
- It is the responsibility of dead players to get out of the line to fire if they are obstructing the line of fire.
- Players are required to hold the pistol grip on their airsoft gun when shooting.
- **CALL YOUR HITS!** Airsoft is an honor-based sport, cheating ruins everyone's fun and **IS NOT** tolerated. If you suspect a player is cheating, call for a referee. Be ready to give them a good description of the offending player.
- Theft of any kind will result in a permanent ban.
- Any form of physical altercation or verbal abuse will not be tolerated. Involve a ref if anyone is screaming or yelling and move on to not escalate the situation.
- Do not intentionally block or provide cover for teammates after being hit. All players are permitted three steps to get out of the line of fire when medics are in play. Otherwise find a fire free way back to respawn.
- Do not blind fire. You must be able to look down the sights of your guns to shoot.
- Do not climb on buildings, vehicles, trees, deer stands, or anything else.
- If you hit another player and they do not call the hit, tell them nicely they must take that hit. If you begin shouting or using abrasive language you are immediately in the wrong and must call yourself out. Likewise, if a player informs you that you are hit, even if you did not feel anything, you must call the hit.

Hits

- Any direct hit to any part of the body/gear counts.
- After being hit, raise your hand/gun and yell "HIT!"
- Ricochets **DO NOT** count.
- Gun hits do not count, unless it would go through the gun and hit the player - guns are not hard cover!
- Any rubber melee hits count as a kill. Melee weapons must be of a soft rubber construction and are only permitted to tap kill. No stabbing, thrusting or chopping. Throwing is permitted but **ONLY UNDERHAND!**
- Friendly fire counts! Team kills are still kills.
- **THERE WILL BE A 5 MIN BLEED OUT.** When you get hit, you must wait 5 minutes before respawn or until you are revived by a medic. You may wait longer for a medic if you want.

Medic Rules

- Medics will have white tape on their right arm or the front & back of their gear.
- Wounded players **CANNOT MOVE** without aid. Live players may place a hand on a wounded player's shoulder and walk with them. Contact must be maintained during movement. Wounded players may take up to three steps to get out of the line of fire.
- Wounded players **CANNOT TALK** unless calling for a medic.
- Medics must wrap and tuck bandages around a wounded player's arm. Do not tie bandages. (Mil-Sim West Tourniquets are permitted)
- Tourniquets must not have pre-set loops and must be fully set up by the medic applying aid.
- Medics cannot medic themselves.
- Players may only be bandaged twice, after which they must return to spawn **AFTER** their final bleed out.
- Upon respawning from a base, all bandages are removed.

Searching Players

- Live players may approach wounded players and search them for intel.
- To initiate a search, the enemy player puts their hand on the wounded player and says, "I am searching you." The wounded player must relinquish any intel items in their possession at the time of the search.
- **DO NOT** take any other items from the player. **ONLY INTEL** may be taken.



Gameplay Rules

(continued)

Grenades/Mines

- Only wire pull smoke grenades are allowed on the field. (NO homemade smokes)
- Pyrotechnic grenades are permitted, including certain TAGinn grenades.
- Approved TAGinn grenades include: Paladin and Archangel rounds for anti-vehicle use. All thrown TAGinn grenades are permitted unless they contain paint. No paint rounds are allowed at all.
- DO NOT intentionally fire any TAGinn rounds directly at players.
- Sound only (banger) grenades have a 15ft kill radius for infantry, and a 5ft kill radius on vehicles. If thrown into a building, everyone in the room is dead. DO NOT throw grenades over building walls. You CAN throw grenades over fences, shelves, ect.
- Claymores kill by BB hit only.
- Players are permitted to dive on grenades. Diving on a grenade to save your team results in that player's immediate death after detonation. They cannot be saved by a medic and after any active bleed outs for the game go back to respawn.

Grenade/Rocket Launcher

- Single grenade launchers and six barrel launchers are permitted for use.
- Rockets instantly kill a vehicle and all occupants. A shower shell kills players only on a BB hit, and a vehicle if the majority of BBs impact the vehicle.
- Reloading grenade launchers is permitted if you have additional shells carried on you. If you need to recharge a grenade shell with gas it must be done at a respawn or friendly FoB. Rocket launchers follow these same rules. However if the real world equivalent of your rocket launcher replica is a one shot launcher such as the LAW or AT4 then it can only be reloaded at a Respawn or FoB regardless of the number of shells you are carrying.
- A nerf football may destroy a vehicle if shot from a rocket launcher.

Vehicles

- You must pass a BOA drivers test to operate a vehicle.
- DO NOT lie near roads, trails, or paths while vehicles are in play.
- DO NOT exit or enter a vehicle while it is in motion.
- Players MUST remain 10ft away from any moving vehicle.
- Disabling a Vehicle:
 - Disabled vehicles will declare they are disabled and immediately stop moving. Players inside may still fire out of the vehicle.
 - In order to disable a vehicle, a 40mm grenade/frag/rocket must be shot/thrown at the vehicle. Two grenades destroy a vehicle immediately.
 - After being disabled, the vehicle will "burn" for one minute, any players remaining in the vehicle will be considered dead. The vehicle will then return to base, where it will be "repaired" for 10 minutes. Rockets immediately destroy the impacted vehicle and kill all occupants inside.
 - Once destroyed the vehicle will display a red kill flag.

Weapons Class and FPS Limits

- Semi-Auto Only: All weapons will have an ROF cap of 20bps. No binary triggers allowed in any weapon system (must be turned off) MID CAPS ONLY FOR RIFLEMEN
- Assault Rifles: NO M.E.D. All assault rifles (no matter how they are powered) must not be over 1.42 Joules/400 FPS. Support weapons must be based on a real support weapon. MID CAPS ONLY FOR RIFLEMEN.
- Support Weapons/LMG (249, M60, mini-guns, etc): 1.42 Joules/400 FPS, ROF 20bps. Allowed full auto with a 20' MED however no full auto when shooting at other players within the same building. Players are allowed to be standing in buildings shooting out windows.
- DMR (Designated Marksman Rifle): 1.78 Joules/450 FPS max with soft MED. Must be permanently altered to semi-auto only. Must carry a secondary weapon capable of lesser class fps.
- Sniper Rifle (bolt action): Max 2.28 Joules/500 FPS, 100' MED. Must carry secondary weapon capable of lesser class joule rating.



Sportsmanship

Here in the Midwest, Black Ops Airsoft has been complimented by outside event promoters multiple times on our community of players and their sportsmanship. We take the conduct of our players very seriously and take pride in the fact that we are known as a fair playing field. The way we help control this is by giving our refs bonuses for kicking out cheaters and by the simple fact that this place is owned and operated by owners that play. We are proud of our field and the community that supports us and expect the same with the events thrown on our field. We welcome all players in hopes that they add to this reputation and help keep this the best and biggest airsoft event in the Midwest.

Day of Event

When you arrive you may check in at the Black Ops Store located on the east side of the parking lot. You will receive a wristband that you must leave on for the remainder of the event as that is the indicator to our refs that you are part of the event as they let you on the field. Chrono will be open starting at 3pm on Friday. You must have all rifles and pistols chronoed before entering gameplay. The line can get pretty long so we suggest you get that done as early as you can. Please attend one of the briefings on Friday evening to understand the flow of the event. All players are required to attend the Saturday briefing at 10am. Those of you choosing to do the Sunday day pass will receive briefing at the time of your check in.

Again, we require that mags are out in the parking lot at all times. Once you pass through the gate off the field the mag needs to be out and you must clear your weapon. If you need to test your weapon you may do so in our chrono station located at the entrance to the field.

If you are camping on the field and bring your vehicle out to the base, you will not be able to drive on and off the field during gameplay. Gates will be locked during that time.

If you are new to our field, we do ask that you fill out a waiver. They will be provided at check-in, but you will also find that in the packet here and you may pre-fill this out and bring it with you.

We THANK YOU for being a part of **Operation Freedom 2026** and we look forward to making this our best year yet

Operation Freedom 2026



www.blackops-airsoft.com

SPECIALTY INSURANCE LLC

Industry Insurance Programs

Black Ops Bristol LLC = BOB

Phone: (847) 913-5216

RELEASE OF LIABILITY, INDEMNITY AND ASSUMPTION OF RISK **READ BEFORE SIGNING**

IN CONSIDERATION of being permitted to participate in any Paintball and/or Airsoft activities including, but not limited to, playing, using the premises of, renting and operating equipment leased, sanctioned and/or operated by the above named vendor, I acknowledge and agree that:

I fully understand and acknowledge that; (a) risks and dangers exist in my use of Paintball and/or Airsoft equipment and my participation in Paintball and/or Airsoft activities; (b) my participation in such activities and/or use of such equipment may result in my injury or illness including but not limited to bodily injury, disease strains, fractures, partial and/or total paralysis, eye injury, blindness, heat stroke, heart attack, death or other ailments that could cause serious disability; (c) these risks and dangers may be caused by the negligence of the owners, employees, officers or agents of **BOB**; the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes. These risks and dangers may arise from foreseeable or unforeseeable causes; and (d) by my participation in these activities and/or use of equipment, I hereby assume all risks and dangers and all responsibility for any losses and/or damages, whether caused in whole or in part by the negligence or other conduct of the owners, agents, officers, employees of **BOB**, or by any other person.

I, on behalf of myself, my personal representatives and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify **BOB** and it's owners, agents, officers and employees from any and all claims, actions or losses for bodily injury, property damage, wrongful death, loss of services or otherwise which may arise out of my use of Paintball and/or Airsoft equipment or my participation in Paintball and/or Airsoft activities. I specifically understand that I am releasing, discharging and waiving any claims or actions that I may have presently or in the future for the negligent acts or other conduct by the owners, agents, officers or employees of **BOB**.

MEDICAL PERMISSION AUTHORIZATION

If the participant is of minority age, the undersigned parent or guardian hereby gives permission for **BOB** to authorize emergency medical treatment as may be deemed necessary for the child named below while participating in Paintball and/or Airsoft games.

I HAVE READ THE ABOVE WAIVER AND RELEASE AND BY SIGNING IT AGREE IT IS MY INTENTION TO EXEMPT AND RELIEVE BOB FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.

Print Name

Age

Date of Birth

Phone

Signature

Address

City, State Zip

Signature of Parent/Guardian (if less than 18 years old)

E-mail

Date: _____