



One Shepherd Leadership Institute

A Warrior Rite of Passage Since 1981

RULES OF ENGAGEMENT

Nomenclature:

WHITE CELL: Unit with supervisory and governing role over training simulation.

OC: Observer/Controller. Boots in the ground extension of white cell. In charge of observing and recording leadership functions, protecting the training simulation integrity, and attending to personnel safety in the field. Typically identified by patrol cap, and yellow checkered armband/ insignia.

BLUE CELL: OC unit attached to BLUFOR

RED CELL: OC unit attached to OPFOR

GREEN CELL: Specialty OC Unit

BLUFOR: Student participant team. Typically identified by woodland camouflage uniforms w/ BLUE insignia.

OPFOR: Student participant team. Typically identified by Olive Drab uniforms w/ RED insignia.

F.O.B.: Forward Operating Base. Camp where White Cell is located. Functions as emergency rally point for real life emergencies. Typically out of the bounds of the simulation area.

CCP: Casualty Collection Point. Location designated to gather when “killed” during the course of a simulation.

Control Measures:

"STARTEX": Begin Exercise. Typically initiated by White Cell. Repeated over radio and verbally.

"STOPEX": Temporarily Halt Exercise. Initiated by OC, White Cell, or participants. Repeated over radio and verbally.

"ENDEX": End of Exercise. Initiated by OC or White Cell. Repeated over radio and shouted verbally.

"FLASH FLASH FLASH": Signals real life EMERGENCY over radio net. Use plain speak. Repeated over radio and shouted verbally. All other traffic on the net is to halt until the emergency is over.

Simulation Rules

Training simulations at One Shepherd are designed to be experiential learning environments for all participants. For the benefit of all involved we ask that you do your best to protect the integrity of the simulation by following the rules set forth and remembering that this is a gentleman's game. Although this game can be competitive, strenuous, and emotionally taxing all at the same time it is about fun and learning.

KILLED?: When killed, REMOVE COVER & SIT DOWN. Announce "Hit". WAIT 1 FULL MINUTE before returning to CCP. Dead men do not talk. Nor are they able to deliver intelligence!

SEARCH & SEIZURE: Dead players may be "searched" by enemy if overran before they get to their CCP. Player being searched must reveal all physical information regarding simulation. No personal items, maps, or Safety Card may be taken.

SAFETY KILLS: Inside **10m** /*Stop Moving* Announce "Safety Kill" *Fire Round in Air*

"JOUSTING"/"CHARGING": If you perform a Safety Kill on anyone shooting AT you, or fires/initiates a safety kill at you as you are performing your Safety Kill, **YOU ARE KILLED AS WELL**. Both players killed in 'charge' situation.

GEARLESS?: If you are FIRED UPON, without wearing your MILES harness/halo, you are killed. Use good judgement but keep in mind OC have the final say. NO EXCEPTIONS.

YELLOW ARM BANDS: Designate O/C and WHITECELL. NOT part of simulation.

VEHICLE TRAFFIC: Limited to transport or prop use only. Participants may not fire from moving vehicles. Participants must keep a 10m safety distance from moving vehicles. Vehicles must come to complete stop and be turned off for all loading/unloading purposes.

FTX:

To be read aloud to all participants prior to the start of the FTX - typically Wednesday evening.

This Field Training Exercise (FTX) will take place over the next 48 to 72 hours. It is designed to be both physically and mentally strenuous. It is important for our communities learning that over the course of the FTX you respect both the rules of engagement and the command structure. Remember, we will be operating in a field environment, and although we have safety polices in place, injuries can still happen. We remind you to please train safely, and immediately let staff know if you are in need of any assistance.

By signing up for the FTX you have agreed to remain in game play for the entirety of the scenario. If you do not wish to continue at this point, please notify the staff. Aside from serious family, medical, or legal issues; this will be your last opportunity to step out without abandoning your community members.