

Blaster Checklist

All the following conditions must be met. The vast majority off-the-shelf blasters will fulfill these requirements. Blasters may be denied for any reason. Blasters must be reapproved every semester.

Performance:

- The blaster must fire no greater than 130 fps
- The blaster must NOT be powered by pneumatic systems that are not hand pumped
- Any non-cosmetic must be declared during blaster approval and must follow the guidelines specified in Supplement E if they are electronic modifications.
- The blaster must NOT use homemade ammunition.

Appearance:

- The blaster must have the appearance of a toy. An orange tip is required.
- The blaster must not have anything sharp protruding from it
- The blaster must NOT have any lights used for illumination. Decorative lights are O.K.
- The blaster must be marked by reflective tape provided by the Admins.

Usage:

- The blaster must be stored in a bag or other non-holster container immediately after entering a building. The blaster may only be removed immediately before leaving the building.
- Players must NOT point their blaster at any non-player, even if a Zombie is around them.
- Players must keep fingers off any trigger or launching mechanism until they are ready to launch.
- Players must ensure missed shots do not hit non-players. Players must NOT "blind fire".
- The blaster must NOT be used remotely.

Blaster Checklist

CONTACT INFO

FULL NAME: _____

GT USERNAME: _____(e.g. gburdell3)

PHONE NUMBER: _(_____) - ____ - _____

EMAIL ADDRESS: _____

BLASTER DETAILS

BLASTER MODEL: _____

MODIFICATIONS: (electric modifications require Supplement E): .Yes .No
_____ (if applicable)

SERIAL NUMBER: _____

(if this is a new blaster, Admins will provide)

By signing below, you are indicating that you have read and understood the above rules and guidelines, and have agreed to follow them. Additionally, you are certifying that all information that you have provided is true and correct to the best of your knowledge. A photo of this form will be publicly-accessible at <https://hvz.gatech.edu/registry>.

SIGNED: _____

DATE: _____

ADMIN APPROVAL

SIGNED: _____

DATE: _____

Supplement E to Blaster Checklist (Modifications)

If your blaster has been electrically modified, the following additional conditions must be met. Blasters may be denied for any reason. Blasters must be reapproved every semester.

Restrictions:

- The blaster must NOT use IMR or ICR batteries. Nickel-metal hydride (NiMH) or Lithium-Ion Polymer (LiPo) chemistry is strongly encouraged.
- Battery must be disconnected from blaster if player is in a no-play zone for an extended period of time

Approval Process Expectations:

- Players should provide their charger (or a picture of it) and describe how to safely charge their blaster battery to an admin
- Players should describe or provide in-person/photo documentation of the internal wirings of the blaster to verify electrical safety.
- In circumstances where the photo documentation is not available or too ambiguous to make a call, players should be prepared for an admin to request to “gut” the blaster to explicitly check the internals themselves.

FULL NAME: _____

BLASTER SERIAL NUMBER: _____

MOTOR & STALL CURRENT: _____

BATTERY & BURST RATING: _____

By signing below, you are indicating that you have read and understood the above rules and guidelines, and have agreed to follow them. Additionally, you are certifying that all information that you have provided is true and correct to the best of your knowledge. A photo of this form will be publicly-accessible at <https://hvz.gatech.edu/registry>.

SIGNED: _____

DATE: _____

ADMIN APPROVAL

SIGNED: _____

DATE: _____