

The most skilled competitors from  
25 countries will compete for their  
national pride



# 世界盃極限射擊總決賽

WORLD CUP EXTREME SHOOTING COMPETITION FINALS



If found, please return to the scoring table

Organizer : G&G Armament  
Co-Organizer : Taiwan Airsoft & Airgun Association  
Advisors : Sports Administration, Ministry of Education  
and Republic of China Sports Federation

選手秩序冊

PROGRAM

# 比賽場次表

## TIMETABLE

6/10(六) - Jun.10th (Sat.)	
09:30-10:00	報到抽籤   Contestants check-in and draw for order
10:00-10:30	開幕典禮   Opening ceremony
11:00-11:30	排位賽   Qualification for ranking position
12:00-13:00	中場休息   Lunch Break
13:00-14:00	排位賽   Qualification for ranking position
14:00-16:30	排位賽-CQB   Qualification for ranking position - CQB
17:00-19:00	選手之夜晚宴   Contestant Banquet
6/11(日) - Jun.11th (Sun.)	
9:00-9:30	選手報到   Contestants check-in
9:30-12:00	準決賽   Final
12:00-13:00	中場休息   Lunch Break
13:00-14:00	總決賽   Final
14:00-15:30	總決賽-CQB   CQB finals
16:00-16:20	閉幕典禮   Closing ceremony
17:00	活動結束   Ending

# 主席歡迎詞

## OPENING

The "World Cup Extreme Shooting Competition" is the first Airsoft electronic target shooting competition in the world. G&G Armament has organized the first CQB World Cup Extreme Shooting Competition in 2015 with 38 contestants coming from 12 different nations. Contestants from Taiwan won the first place with an outstanding record of 1.18"99 for the first CQB world cup.

A Total of 60 contestants from 25 different countries are attending the World Cup Extreme Shooting Competition in 2017, including Taiwan, Japan, Hong Kong, USA, Canada, UK, France, Spain, Italy, Chile, New Zealand, Brazil, Paraguay, Mexico, Argentina, Bolivia, Colombia, Poland, Romania, Germany, Switzerland, Netherlands, Finland, Philippines, UAE, and French Polynesia. Each team is the national champion and they are all meeting in Taiwan for the title of World Champion. This final will be the most exciting event in 2017.

G&G Armament congratulates you again for winning the title of national champion. We wish you the best and win the world champion title.



President of G&G Armament  
2017 World Cup Extreme Shooting Competition

Best Regards,

JAMES LIAO.

2017.6.9

姓名(NAME):	國家(NATION):	隊別(Team):
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## Scoring system

1. Ranking round: The more points accumulated during the four stages, the latter a team will start in the Final round.
2. Final round: the winning, runner-up, and the third place team are the teams who have accumulated the most points during the four stages.
3. Should a team overall score be equal to another one, their score during the fourth stage (CQB) shall prevail to determine their respective ranking.
4. In the first stage, each contestant's time will enter the G&G World Records.

## Contestants score recording

1. Scoring Sheet: Each team will receive a scoring sheet on each day. Contestants are responsible of their scoring sheet and to provide it to the referees at each stage. Scoring sheets are to be returned to the reception desk upon completion of all four stages.
2. Scoring sheet will be voided if the scores are altered by the contestants themselves.

## Scoring table for stage 1, 2, and 3

名次 RANKING	1	2	3	4	5	6	7	8	9	10
積分 SCORE	20	19	18	17	16	15	14	13	12	11

名次 RANKING	11	12	13	14	15	16	17	18	19	20~	DQ
積分 SCORE	10	9	8	7	6	5	4	3	2	1	0

## Scoring table for stage 4

名次 RANKING	1	2	3	4	5	6	7	8	9	10
積分 SCORE	30	25	20	18	16	15	14	13	12	11

名次 RANKING	11	12	13	14	15	16	17	18	19	20~	DQ
積分 SCORE	10	9	8	7	6	5	4	3	2	1	0

## First Day (June 9th): Practice session

1. Only Stage 2&3 (Humvee Sniper and Search & Destroy) will be opened for practice.
2. Contestants are to sign in at the reception desk by 2pm. The teams order for practice will be determined with a drawing. Estimated one run for each team.
3. Adjusting scopes and replicas must be done at the Practice Area. Each team will be allowed 10 minutes to practice.
4. Any team late to sign in will be arranged last for practice. Late teams will not be allowed to practice, if they fail to sign in before the last team finishes its practice turn.
5. The scores during the Practice session do not count for the actual competition.

## Second Day (June 10th): Ranking round

1. Competing order for stage 1 and 4 will be determined with a drawing for the ranking round.
2. Upon completing stage 1, contestants may go to stage 2 and 3. For those who are waiting for your turn to start stage 1, please pay attention to the broadcast. If contestants fail to check in at stage 1 in 2 minutes after being called, extra 60 seconds will be added to the record of stage 1 as a penalty.
3. Stage 4 will not start until all the teams have completed the stage 1, 2 and 3. The teams failing to check in at stage 4 two minutes after being called will have a penalty of 60 seconds added to their record.
4. Each team must complete all four stages and have their points recorded (A DQ will count for zero point at a stage). The teams' scores will determine the competing order for the final.
5. The team with the lowest points will start first in the final. Should a team overall score be equal to another one, their score during the fourth stage (CQB) shall prevail to determine their respective ranking.

## Third Day (June 11th): World Cup Final

1. Competing order will be determined by the results from the ranking round.
2. Upon completion of each stage, contestant may go on to the next stage. Please follow the order of stage 1, 2, and 3. The penalties will be the same as the previous day if contestants fail to check in designated stage in 2 minutes after being called.
3. Stage 4 will not start until all the teams have completed stage 1, 2, and 3.
4. The winning team of the 2017 World Cup Shooting Competition Final will have the highest overall score; the runner-up team, the second highest overall score; the third place team, the third highest overall score. (A disqualification at any stage during the final will be eliminative).

## Rifle

### CM16-SRS (ETU)

velocity: 100m/s, 120R mid-cap



## Sniper Rifle (per contestant)

### G960SV

G960SV, velocity:150m/s,  
40R magazine



## Provided Scope

### G&G 11-4X24 SCOPE

1.1-4x24 Scope only for G960



## Handgun (per contestant)

### GPM92

velocity:110m/s, 27R magazine

- 1.BBs: 0.2g(G-07-096) for CM16 SRS and GPM92, 0.25g(G-07-097) for G960
- 2.Magazines for the 2017 W.C.S.C. will be kept safe and distributed by G&G Armament. Magazine will be loaded by G&G Armament staffs and collected upon completion of each stage.
- 3.Each contestant will be issued a safety helmet from G&G Armament. The safety helmet must be worn at all time and contestants are allowed to keep the helmet after 2017 W.C.S.C. (Contestants from 2015 W.C.S.C. will not receive a new safety helmet. Please bring the competition helmet to 2017 W.C.S.C.).
- 4.The use of the following equipment of list is permitted during the competition

## Permitted accessories list

ITEM	Item Number	Note
KeyMod front grip	G-03-177	Please remove the accessory after the competition and keep it safe.
KeyMod 45 degree grip	G-03-182	Please remove the accessory after the competition and keep it safe.
KeyMod Rail panel	G-03-155~7	Please remove the accessory after the competition and keep it safe.
Magpul Magazine Assist		Please remove the accessory after the competition and keep it safe.
Bipod		Only for G960. Please remove it after the competition.
Personal Scope		Only for G960. Please remove it after the competition. If the personal scope is not compatible with G960, please use scope distributed by G&G.
Helmet		A front mount for GoPro is required on the helmet. If there is none, the security helmet provided by G&G Armament must be worn instead.
Goggles		
Gloves		
Magazine Pouch		
Handgun Holster	G-07-206	Non G&G handgun holsters are also allowed
Slings		Please remove the accessory after the competition and keep it safe.
Knee and elbow protectors		
Tactical vest		

## NOTICE

- 1.Front grip and rail panel must be G&G products.
- 2.Other brand products might not be compatible with G&G products. Please insure the compatibility of brought accessories with G&G replicas in advance. Should the brought accessories prove to be damaging the official replicas, G&G Armament reserves the right to forbid their use.
3. Accessories not part of the list are forbidden during the competition.



選手休息區  
Contestants Lounge

世界盃競賽工作區  
STAFF area for World Cup

第1站- 25宮格  
St.01 - M.E.T.5x5

第2站- 悍馬狙擊  
St.02 - Humvee Sniper

第3站- 聽音辨位  
St.03 - Search & Destroy

第4站- CQB  
St.04 - CQB

嘉年華攤位區  
Camo Festival Booth

舞台  
Stage



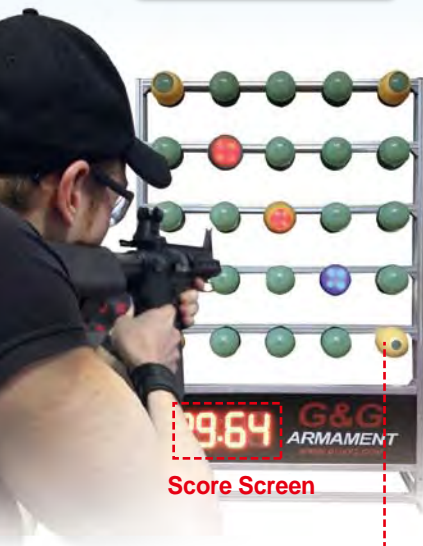
TOILET

台北花博公園爭豔館  
TAIPEI EXPO DOME



室內外全區禁菸  
NO Smoking in all area

## 第1站- 25宮格 St.01 - M.E.T. 5x5



Score Screen

Accurate Shooting cover

**Rifle: CM16-SRS**  
**Rounds: 50 (1 magazine)**  
**(Each contestant)**

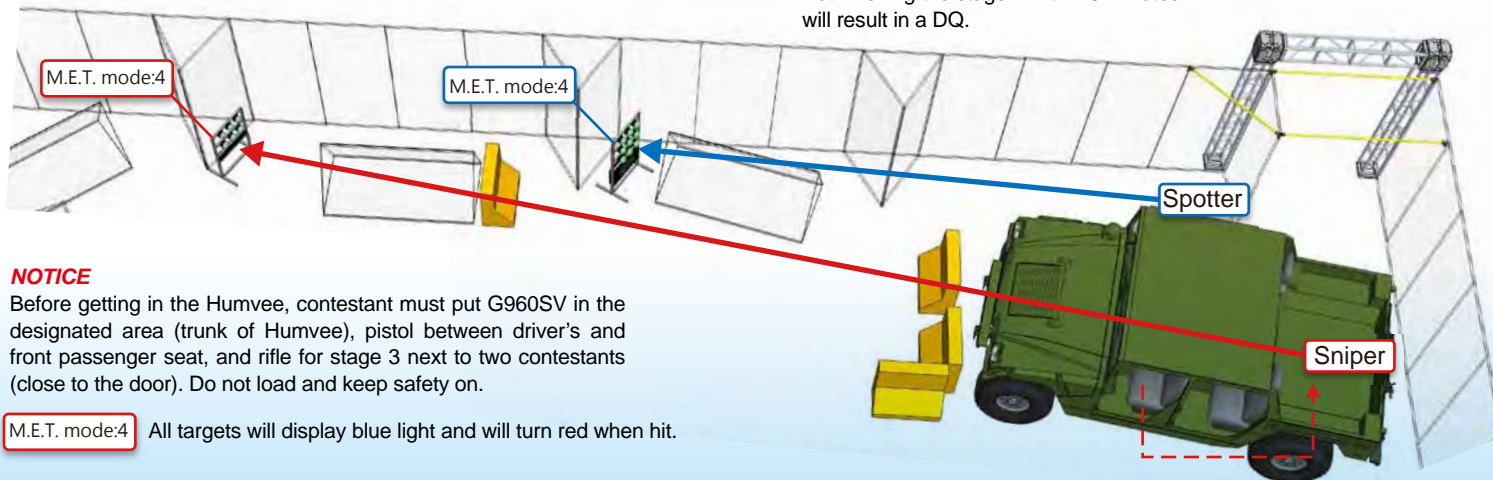
- 1.M.E.T Mode 5:  
The target randomly switches every 1.5 seconds until completion.
2. 25 targets per contestant. Distance of 8 meters.
- 3.Each team will be allocated to two adjacent lanes to compete.
- 4.Both contestants' score will be cumulated to make the team's final score.
- 5.A contestant failing to complete the first stage will receive a DQ at that stage.
- 6.Contestants must clear all the BBs in the rifle before leaving this stage.

**Penalties: +5sec.**

- 1.Cross the shooting line
- 2.Shoot before the referee presses the start button

**Penalties: DQ.**

- 1.Shoot in full auto mode.
- 2.Use up all the BBs .
- 3.Shoot others' targets.



### NOTICE

Before getting in the Humvee, contestant must put G960SV in the designated area (trunk of Humvee), pistol between driver's and front passenger seat, and rifle for stage 3 next to two contestants (close to the door). Do not load and keep safety on.

M.E.T. mode:4 All targets will display blue light and will turn red when hit.

## 第2站- 悍馬狙擊 St.02 - Humvee sniper

**Driver's Seat (Sniper):G960SV / Rounds: 20 (1 magazine)**

Scopes either personal or distributed by G&G may be used.

**Front passenger seat (Spotter):GPM-92 / Rounds: 20 (1 magazine)**

1. contestants may get in the Humvee with sniper in driver position both hands holding steering wheel and spotter in the front passenger seat placing both hands at the console. Stage 2 starts at the referee's whistle blow.
2. Upon M.E.T activated by referee, the sniper must move to the trunk and shoot 2x3 targets and the spotter shoots the 3X3 target from the front passenger seat.
3. If BBs are used up before completing all the stage 2 targets, contestants may continue using the rifle of stage 3 to complete stage 2. Stage 3 magazine will not be filled again.
4. Upon clearing all the targets at stage 2, the stage 3 "Search & Destroy" will start right away.
5. Before reaching stage 3, contestants must put their G960SV and GPM-92 in the car, get off the Humvee and switch to the CM16 SRS.
- 6.Stage 2 and Stage 3 being linked to each other, failing to clear stage 2 will result in a DQ for both stages.

**Penalties: DQ.**

- 1.Both contestants of a team running out of BBs will result in a DQ.
- 2.Leaving the Humvee while shooting will result in a DQ.
- 3.Shoot others' targets
- 4.Not finishing the stage 2 within 3 minutes will result in a DQ.

**Penalties: +5sec.**

- 1.If contestants fail to put both hands on the designated area before referee blows the whistle, extra 5 seconds will be added on the stage 2 score.

## 第3站- 聽音辨位

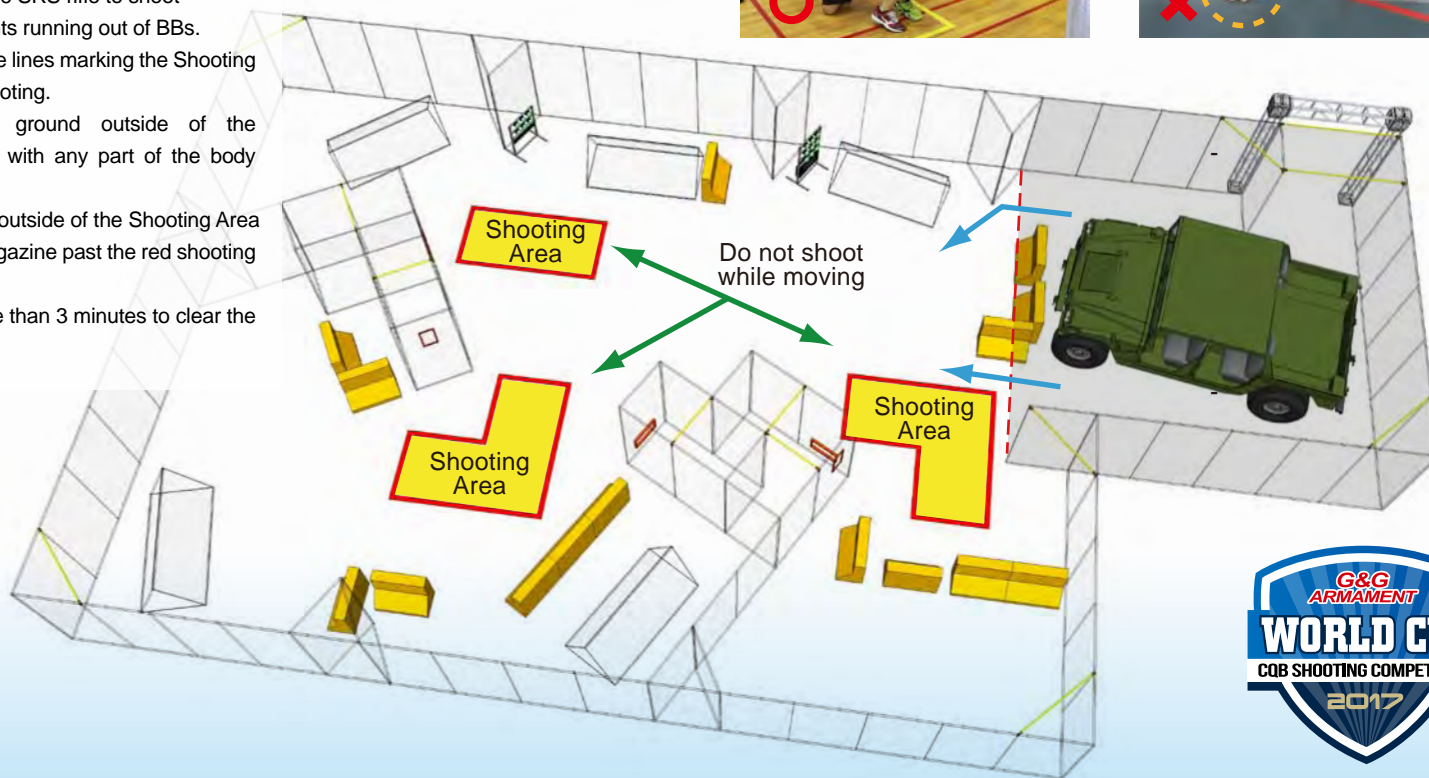
St.03 - Search & Destroy

**Rifle: CM16-SRS**  
**Rounds: 50 (1 magazine)**  
**(Each contestant)**

- 1.M.E.T Mode 3: The target(s) to hit will light up and emit a sound until being cleared.
- 2.Upon clearing all the targets at stage 2, the stage 3 "Search & Destroy" will start right away.
- 3.More than one target might light up and emit sounds at different location at the same time.
- 4.Contestants are free to roam the whole field however actual shooting must be done in the designated Shooting Area.

### Penalties: DQ.

- 1.Not using CM16 SRS rifle to shoot
- 2.Both contestants running out of BBs.
- 3.Stepping on the lines marking the Shooting Area while shooting.
- 4.Touching the ground outside of the Shooting Area with any part of the body while shooting.
- 5.Shooting from outside of the Shooting Area
- 6.Having the magazine past the red shooting windows.
- 7.Spending more than 3 minutes to clear the stage 3.





## 5TH STAGE: THE FINAL MILE

The 5TH stage is the final stage. Since the helicopter has failed to extract the player from the landing zone, the player needs to break through the enemy's line on his/her own.

## 4TH STAGE: HELICOPTER LANDING ZONE

HQ is sending a helicopter to pick up the player; however, the enemy has set an ambush at the landing zone.

In this stage, targets are hidden at every possible corner of all 5 stages. While each target lights up, it will also make a sound. The player has to find each target position by using the sound.

## 1ST STAGE: ENEMY'S ARSENAL

At the very beginning, the player will have to sneak into the enemy's facility. While sneaking in the player has been spotted by the searchlight. The player then must quickly take down the two targets beside the searchlight and then eliminate the rest of the targets in the arsenal.

## 2ND STAGE: RETRIEVE MISSION OBJECT

The Water Dungeon stage is divided into 2 parts. The front part is a normal search and destroy challenge. However, the rear part of the 2ND stage is a "Time Bomb" challenge.

The time bomb challenge requires the player to eliminate each target within 1.5 seconds; otherwise, the player will fail the mission and not be able to go any further to complete the rest of the stages.

After stopping the time bomb, the player will find the mission object – a case

which contains the classified document.

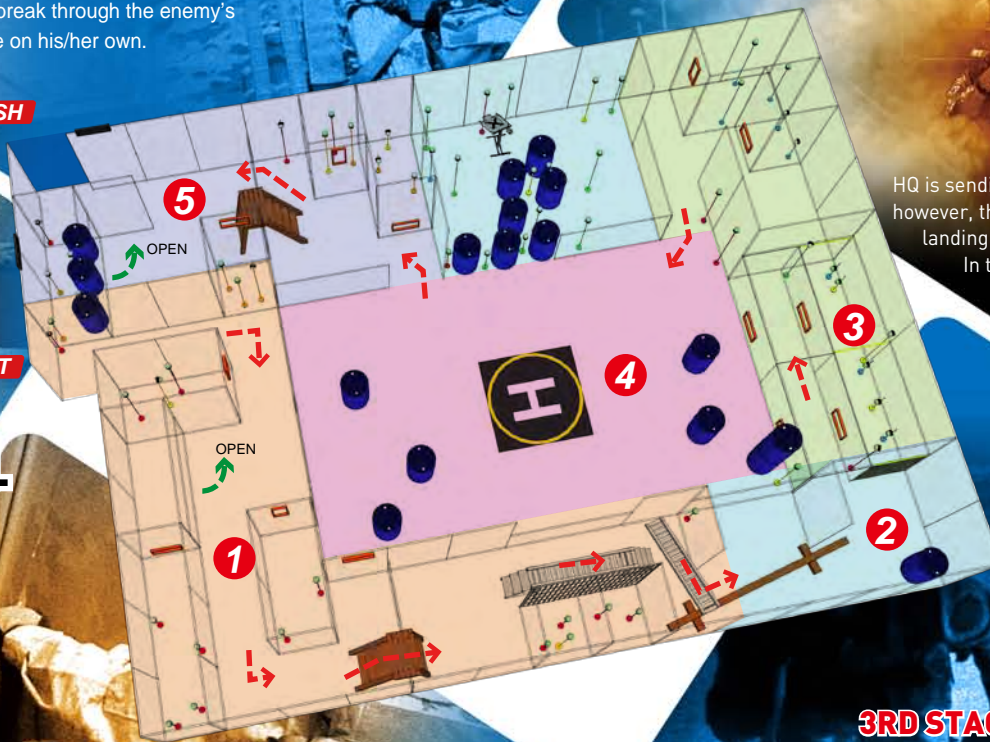
Starting from here, the player needs to carry the case with him/her while completing the rest of the stages.

## 3RD STAGE: TUNNEL & INTELLIGENCE ROOM

While passing through the tunnel, the player will find several shooting windows and each window includes at least one target.

FINISH

START





## 第4站- CQB St.04 - CQB

Rifle: CM16-SRS  
Rounds: 120 (60 rounds x 2 magazine)  
(Each contestant)

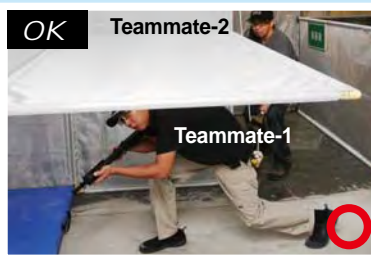
- On-site staffs include one main referee, one assistant referees. All contestants must follow the instruction from referees, and final score will be announced by main referee. Each competition score will be announced at the Scoring booth.
- Contestants must use rifles and magazines distributed from G&G. Other personal gears except for permitted accessories list are prohibited in this competition.
- Each contestant will carry two magazines with 60 rounds of BBs each. There are 4 magazines with 240 R BBs in total. Contestants in a team may support each other on magazines.
- Starting and Ending point of this competition will be installed with an activation button. First contestant must press the button to start the game and last contestant press the button on the Ending point to finish. Final score will be the total time elapsed during the game. Each team must bring out the document file case to complete the CQB stage.
- Contestants must complete all targets in each stage, the next stage will be activated after the buzz. Except final stage, the following stage will only be activated after prior stage has been cleared. Penalties will be given if contestants end the game without clearing the final stage.
- Under the following situation, contestants must wait for three other teams to run before restarting their own CQB run.
  - Malfunction on the targets and/or guns.
  - Injury, fall down or unwell physical condition of the contestants.
- Safety regulations and Competition instructions will be repeated or updated by referees before game starts when necessary.

### Penalties: +5sec.

- The Starting and Finishing buttons are not pressed accordingly to above rules.
- Sliding door in the first stage is not opened by your teammate.
- Shooting while not standing on the balance beam in the second stage.
- Not walking through the wood bridge in front of the dungeon
- Entering the tunnel in the third stage before the "Do Not Enter" sign turns off will result in a penalty and the team will be forced to restart from the previous stage.
- Each non-cleared target in the final stage will receive one Yellow Card as penalties.
- Shooting above the top of the safety net.

### Penalties: +30sec.

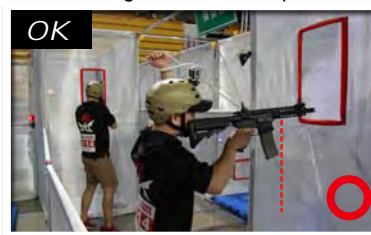
- Step into the center area before the bell rings
- Unable to bring the mission case out or toss the case without consent.



Sliding door in the first stage must be opened by your teammate.



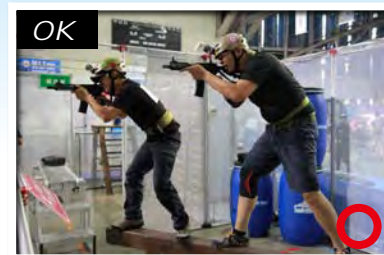
Entering tunnel in third stage before the "Do Not Enter" sign switched off is prohibited.



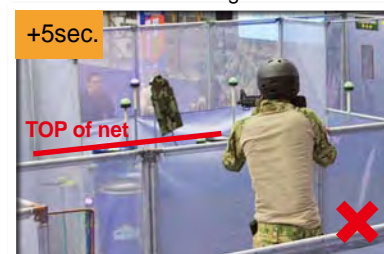
The edge of the magazine can't cross the window while shooting targets

### Penalties: DQ.

- Shooting in full auto mode
- Running out of BBs before completion of the CQB.
- Unable to finish the CQB within 4 minutes.
- Insert the gun across shooting window over the edge of the magazine on the gun.
- Cross the red line in final stage.
- Shooting targets with objects other than BBs.
- Fire at none objective targets intentionally. Contestants will be responsible for any damage caused from this action.
- Fail to comply instructions from referees without repent.



Only shoot while standing on the balance beam in the second stage



Shooting above the top of the safety net is prohibited.

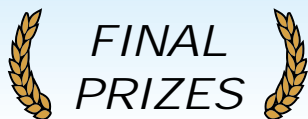


Do not cross the red line in final stage



The last contestant must press the button to stop timer when crossing the finish line

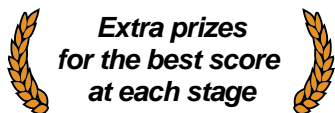
# 獎金獎項 PRIZES



**CHAMPION: 10,000 USD/team**  
(Trophy x2)

**SECOND PLACE: 5,000 USD/team**  
(Trophy x2)

**THIRD PLACE: 2,000 USD/team**  
(Trophy x2)



Stage 1  
5X5 M.E.T. : 1,000 USD/team

Stage 2  
Humvee Sniper : 1,000 USD/team

Stage 3  
Search & Destroy : 1,000 USD/team

Stage 4  
CQB : 1,000 USD/team



## Special Prize GMG-42

The contestant who completes the 5X5 M.E.T. system within 18 seconds will win a GMG42 replica.

Cash prizes will be awarded as a team.  
Tax is not included.

主辦單位  
Host by



**G&G ARMAMENT**  
AIRSOFT GUNS & ACCESSORIES



協辦單位  
Co-organizer



**中華民國玩具槍協會**  
Taiwan Airsoft & Airgun Association  
WWW.TWAAA.ORG



海外協辦  
Overseas Co-organizer

[USA]



G&G ARMAMENT  
AIRSOFT GUNS & ACCESSORIES USA

[JAPAN]



[CHILE]



[SPAIN]



[FRANCE]



[BRASIL / PARAGUAY]



[U.K.]



[NEW ZEALAND]



[ARGENTINA]



[ROMANIA]



[GERMANY]



[U.A.E.]



[NETHERLANDS]



[COLOMBIA]



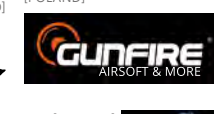
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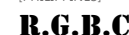
[FRENCH POLYNESIA]



[MEXICO]



[PHILIPPINES]



## 大會主席-CHAIRMAN

廖英熙 James Liao

## 裁判組 REFEREE TEAM

◎ 李治緯 Wayne Lee  
◎ 陳吉慶 John Chen  
◎ 羅明達 Anthony  
◎ 林班哲 Benjamin  
◎ 陳致璋 Eric Chen  
◎ Charlie(USA101)

## 賽務組 COMPETITION SERVICE TEAM

◎ 黃馨慧 Bonnie Huang  
◎ 陳燕靜 AMO Chen  
◎ 林家鈞 Angus Lin  
◎ 陳秋萍 Polin Chen  
◎ 蔡紋汝 Sandy Tsai  
◎ 吳勝裕 Sheng-Yu Wu

## 公關組 PUBLIC RELATIONS TEAM

◎ 蘇振光 Guang Su  
◎ 黃依婷 Apple Huang

## 行政組 ADMINISTRATION TEAM

◎ 吳瓊枝 Alice Wu  
◎ 黃瑞喻 Rick Huang  
◎ 林渝蓉 Totto Lin  
◎ 鄭雅文 Joyce Zheng  
◎ 廖易齡 Joanna Liao  
◎ 廖紹宇 Amanda Liao  
◎ 陳巧芬 Emily Chen  
◎ 洪佳禎 Dorie Hong

## 展覽組 BOOTH MANAGEMENT

◎ 廖群瑋 Peter Liao

## 攝影組 PHOTOGRAPHY TEAM

◎ 周忠賜 AZ Chou

國家榮耀  
25國高手頂尖對決



# 世界盃極限射擊總決賽

WORLD CUP EXTREME SHOOTING COMPETITION FINALS



選手秩序冊

PROGRAM

如有拾獲，請交還大會本部

主辦單位：怪怪貿易有限公司  
協辦單位：中華民國玩具槍協會-2017國際迷彩嘉年華  
指導單位：教育部體育署、中華民國大專院校體育總會



# 比賽場次表

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# 主席歡迎詞

## OPENING

「世界盃極限射擊大賽」，為G&G獨步全球之射擊運動創舉，以運動行銷台灣，廣受世界射擊運動玩家好評及報名參與。並於2015年舉辦首屆全球總決賽，共有12國38位選手參加，由台灣選手以1分18秒99優異成績，獲得首座極限射擊世界冠軍金盃。

2017世界盃計有來自台灣、日本、香港、美國、加拿大、英國、法國、西班牙、智利、紐西蘭、巴西、巴拉圭、墨西哥、阿根廷、阿拉伯聯合大公國、玻利維亞、哥倫比亞、波蘭、羅馬尼亞、德國、瑞士、荷蘭、芬蘭、波里尼西亞、菲律賓共25國60位選手參加，再度挑戰極限射擊世界冠軍，高手盡出賽事精彩可期。

再次衷心的恭喜閣下獲得國家代表隊資格，G&G預祝閣下

勇奪金盃，為國爭光



G&G 2017世界盃  
極限射擊大賽主席

JAMES LIAO. 謹祝

2017.6.9

姓名(NAME):	國家(NATION):	隊別(Team):
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## 成績計算

1. 排位賽：4站積分制，總積分越高，總決賽出場順序越後
2. 總決賽：4站積分制，總積分前三名即為2017世界盃冠、亞季、軍隊伍
3. 總積分相同時，由第4站CQB秒數成績判定排序
4. 第1站(25宮格)選手「個人」成績可另行列入世界排名記錄，2017世界盃成績仍由隊伍獲得總積分決定

## 成績登記

1. 成績單：選手前往各站比賽時，需隨身攜帶交付各站裁判登記成績，排位賽、總決賽成績單分別發放，選手需妥善保管。完成單日所有比賽後需繳回成績台
2. 成績單無裁判簽名、或塗改成績欄位，且無裁判簽名者視為成績單無效

## 積分表 - 第1,2,3站

名次 RANKING	1	2	3	4	5	6	7	8	9	10
積分 SCORE	20	19	18	17	16	15	14	13	12	11

名次 RANKING	11	12	13	14	15	16	17	18	19	20~	DQ
積分 SCORE	10	9	8	7	6	5	4	3	2	1	0

## 積分表 - 第4站-CQB

名次 RANKING	1	2	3	4	5	6	7	8	9	10
積分 SCORE	30	25	20	18	16	15	14	13	12	11

名次 RANKING	11	12	13	14	15	16	17	18	19	20~	DQ
積分 SCORE	10	9	8	7	6	5	4	3	2	1	0

## 第一日(6/9)：熱身賽

1. 僅開放第二、三站
2. 選手於當日13:30報到集合抽籤，依籤號順序比賽
3. 試槍與瞄具調整僅能於試槍區進行，每隊試槍時間10分鐘，一次為限
4. 若選手未能於熱身賽報到時間抵達，則候補於最後上場。若熱身賽結束前仍未完成報到，則視同放棄熱身賽資格
5. 本日比賽僅供選手適應場地，不列入成績統計

## 第二日(6/10)：排位賽

1. 選手登錄後抽籤決定本日第一、四站出賽順序
2. 選手完成第一站比賽後，即可自行前往第二、三站比賽；未比賽選手請留意大會叫號廣播，自廣播叫號結束2分鐘內未至場地入口完成報到，增加本站成績60秒處罰
3. 第四站(CQB)比賽需等待所有選手完成前三站比賽後開始，未比賽選手請留意大會叫號廣播，廣播未到罰則同上。
4. 選手須完成4個積分站比賽取得積分(單站積分可為0)，依積分高低決定總決賽第一、四站排位順序，排位順序以積分由低至高排序。
5. 積分相同時由第四站(CQB)成績時間由慢至快排定先後。

## 第三日(6/11)：總決賽

1. 本日依排位賽結果順序自第一站開始比賽
2. 選手完成單站比賽後，即可各自前往下一站比賽，請依1~3站順序前往，廣播叫號未到罰則與前一日相同
3. 第4站(CQB)比賽需等待所有選手完成前3站比賽後開始
4. 四站積分加總前三名隊伍即為2017世界盃冠、亞、季軍(單站積分不得為0)

## 步槍

## CM16-SRS

初速100m/s，120R中容量彈匣



## 狙擊槍

## G960SV

初速150m/s，40R彈匣



## 公發瞄具

## G&G 1.1-4X24 SCOPE

G-12-040，僅供G960安裝



## 手槍

## GPM92

初速110m/s，27R彈匣

- 1.彈重：步槍、手槍0.2g、狙擊槍0.25g
- 2.比賽彈匣由大會統一填彈。選手比賽時由各站裁判負責彈匣發放回收
- 3.每人發給專屬GOPRO頭盔乙個，下場時須全程穿戴，賽後可攜回紀念。  
(2015世界盃已獲贈選手不再重覆發給)
- 4.開放選手自帶裝備清單如次頁附表

## 開放裝備清單

名稱 ITEM	G&G型號	備註
KeyMod前握把	G-03-177	比賽後請自行拆下，大會不負責保管
KeyMod45度戰術軌道	G-03-182	比賽後請自行拆下，大會不負責保管
KeyMod魚骨護片	G-03-155~7	比賽後請自行拆下，大會不負責保管
彈匣提把		比賽後請自行拆下，大會不負責保管
雙腳架		僅供G960安裝，比賽後請自行拆下
光學瞄具		僅供G960安裝，比賽後請自行拆下 若無法安裝需使用公發瞄具
頭盔		前端需有固定式GOPRO專用底座 若無法連接需改用公發頭盔
護目鏡		
手套		
彈匣袋		
手槍套	G-07-206	非G&G手槍套亦可使用
槍背帶		比賽後請自行拆下，大會不負責保管
護膝、護肘		
戰術背心		

## 注意事項

- 1.前握把、魚骨護片需使用G&G產品
- 2.其他非G&G生產配件不保證加裝可能，選手務必於賽前確認。若加裝後有造成公發物品損壞疑慮，大會有權要求選手卸除，選手不得有議
- 3.非清單內配件禁止裝設、穿戴



選手休息區  
Contestants Lounge

世界盃競賽工作區  
STAFF area for World Cup

第1站- 25宮格  
St.01 - M.E.T.5x5

第2站- 悍馬狙擊  
St.02 - Humvee Sniper

第3站- 聽音辨位  
St.03 - Search & Destroy

第4站- CQB  
St.04 - CQB

嘉年華攤位區  
Camo Festival Booth

舞台  
Stage



TOILET

出入口  
ENTRANCE

捷運站  
MRT Station

美食廣場 / 選手村  
Restaurant, Bar Contestants' Hotel

台北花博公園爭豔館  
TAIPEI EXPO DOME



室內外全區禁菸  
NO Smoking in all area

## 第1站- 25宮格 St.01 - M.E.T. 5x5



成績顯示

擊中黃色區域  
M.E.T.無反應

公槍與彈數限制(每人)：  
CM16-SRS→50發裝彈

1. M.E.T.模式5(各靶顯示1.5秒)
2. 目標靶數 / 射擊距離：各25個 / 8m
3. 同隊請在相鄰靶道比賽，由各道裁判按鈕開始
4. 成績為兩位選手加總秒數
5. 任一選手未完成比賽，則成績視同DQ
6. 比賽結束需清槍方得離場

犯規：+5秒

1. 射擊時超越射擊線
2. 裁判按鈕開始前射擊

犯規：DQ

1. 全自動射擊
2. 子彈耗盡
3. 射擊他人靶位

## 第2站- 悍馬狙擊 St.02 - Humvee sniper

公槍與彈數限制：

正駕駛(狙擊手)：G960SV →20發裝彈，  
瞄具自備或使用公發

副駕駛(觀測員)：GPM-92 →20發裝彈

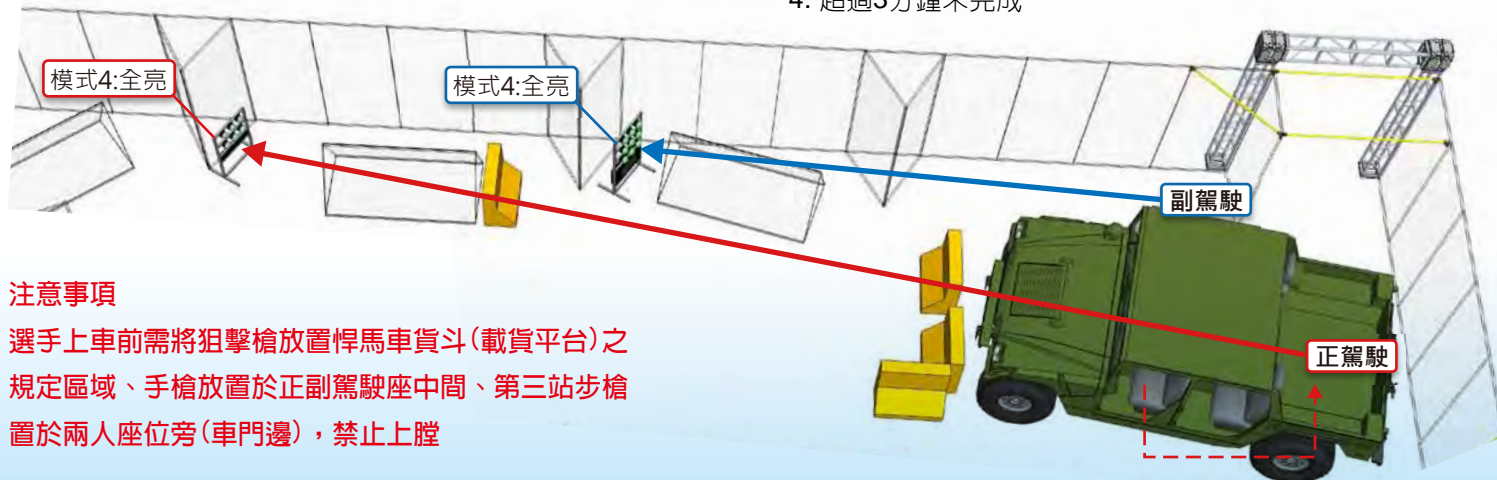
1. 選手進入悍馬車座位坐定後，正駕駛需雙手空出握住方向盤，副駕駛需放置於中控台上，待裁判確認選手動作後，等待哨音開始
2. M.E.T.由裁判按鈕啟動，狙擊手需強制下車移動至車後平台射擊6宮格，觀測員需於座位上射擊9宮格，射擊時兩人均不可離開車輛
3. 若狙擊槍、手槍子彈全部耗盡，未能完成所有目標射擊，可使用第三站步槍完成，唯不再補充第三站子彈
4. 選手需完成所有目標射擊，方能自動開啓第三站-聽音辨位
5. 選手完成所有目標射擊後，需將手槍、狙擊槍留置車上，方能下車，更換步槍進入第三站

犯規：DQ

1. 兩人所有槍枝子彈全部耗盡
2. 射擊時離開悍馬車
3. 射擊他人靶位
4. 超過3分鐘未完成

犯規：+5秒

於座位上等待哨音開始前，雙手  
離開規定位置，每次加罰



## 注意事項

選手上車前需將狙擊槍放置悍馬車貨斗(載貨平台)之  
規定區域、手槍放置於正副駕駛座中間、第三站步槍  
置於兩人座位旁(車門邊)，禁止上膛

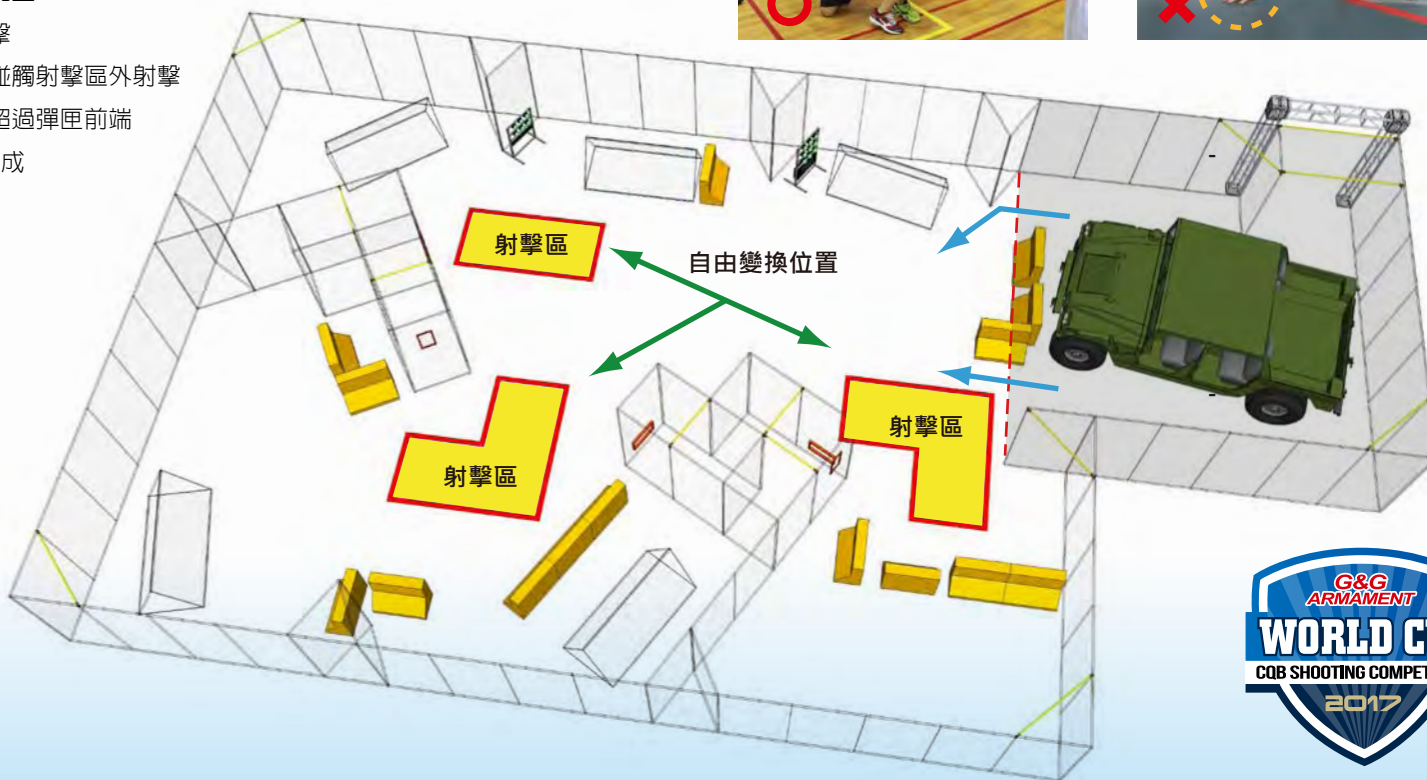
### 第3站- 聽音辨位 St.03 - Search & Destroy

公槍與彈數限制(每人):  
CM16-SRS→50發裝彈

1. M.E.T.模式：3，隨機顯示，擊中前持續發出燈光、聲響
2. 選手需完成第二站所有目標射擊，方能自動開啓本站
3. 本站目標採不定向複數隨機出現
4. 選手可自由變換射擊區，射擊時禁止踩線，或於射擊區外範圍射擊

#### 犯規：DQ

1. 非使用步槍射擊本站目標
2. 兩人子彈全部耗盡
3. 射擊區踩線射擊
4. 身體任何部位碰觸射擊區外射擊
5. 步槍伸入射口超過彈匣前端
6. 超過3分鐘未完成

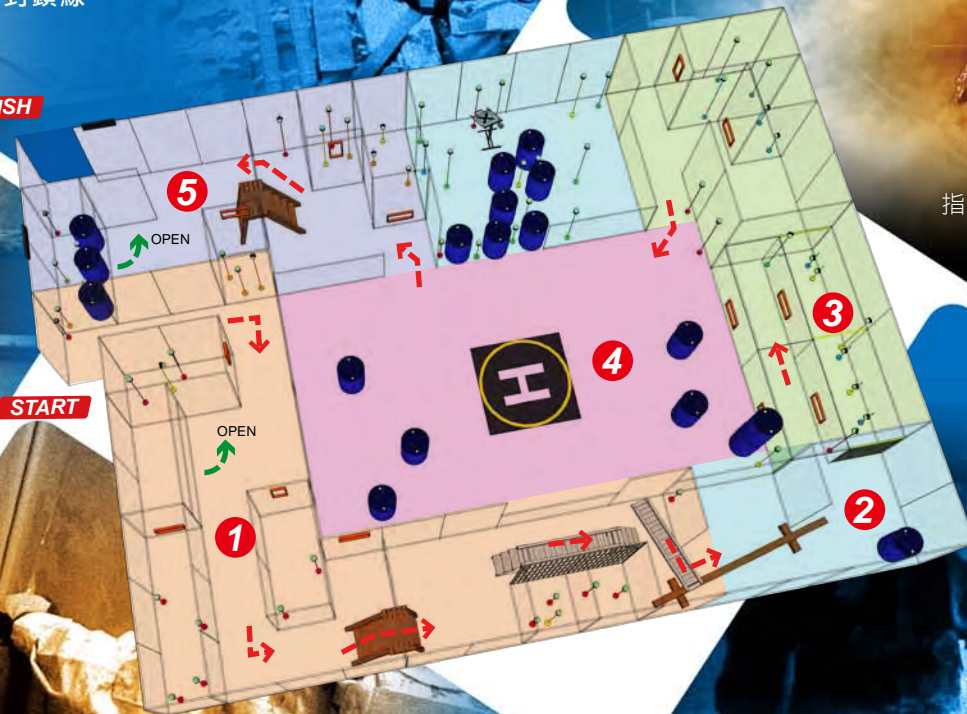




## 第五關： 穿越封鎖線

最後一哩路的最後  
關卡，玩家必須自  
力突破敵軍最後的  
封鎖線。

FINISH



START

## 第一關： 潛入軍火庫

軍火庫瞭望台的探照燈來回掃射，隊員們必須解決瞭望台的兩名哨兵，避免被發現，軍火庫營舍裡的敵軍還渾然不知，看準每個窗口，同心協力將他們全部擄倒。

## 第二關：生死一瞬間

指揮中心告知隊員們，機密文件就在一座狹窄獨木橋的後方，敵人就駐守在橋旁，隊員們必須在平衡木上，掌握每次1.5秒敵人現身攻擊的瞬間，若不能將其全部殲滅，將無法順利奪回機密文件。

## 第四關： 十面埋伏

指揮中心引導隊員們來到預定的直升機撤離點，但敵軍早已設下埋伏，狡詐的藏躲在基地各處，隊員們必須發揮靈敏的聽力跟神準槍法消滅埋伏。

## 第三關：殲滅通訊中心

順利奪回機密文件後，隊員們進入藏身於地道中的敵人通訊中心，必須將敵軍通訊兵全部殲滅，防止通報隔壁基地的敵軍前來增援。

### 第4站- CQB St.04 - CQB

公槍與彈數限制(每人):  
CM16-SRS→  
彈匣x2→各60發裝彈, 共120發

1. 競賽場域設有主審1員、場地裁判1員, 選手應絕對服從裁判判決, 比賽成績以成績台登錄公告為準
2. 競賽需採用大會提供之槍支、彈匣進行。除大會公告核可之私人裝備准予裝設, 其他裝備一律禁止
3. 每位選手發給2個彈匣, 由**工作人員填彈**, 每個彈匣60發子彈, 每隊共4個彈匣, 240發子彈, 選手可依情況相互支援彈匣
4. 競賽採闖關計時賽制, 起終點各設置計時開關按鈕: 進場時以第一位隊友按鈕啟動計時與第一關電子靶, 離場時以最後一位隊友按鈕結束計時, 以完成關卡所需總時間成績依據; 並需取得任務箱1個, 否則以犯規論
5. 選手需擊中各關卡內全部電子靶, 鈴響後, 方能自動啟動下一關卡電子靶。除最終關卡外, 其餘關卡若有漏靶, 不增加總成績秒數, 但仍需擊中關卡內所有電子靶方得繼續
6. 以下情節, 裁判得吹哨停止比賽, 選手得順延3隊重新開始比賽
  - (1) 槍支或電子靶故障。
  - (2) 選手發生跌落、受傷或其他身體不適情況
7. 未盡事項得由現場裁判補充規定告知選手遵守

#### 犯規: +5秒 (不停錶)

- (1) 選手未依照進場與離場順序按下計時開關
- (2) 第一關卡活動門未能由隊友協助開啓, 自行開啓進入者
- (3) 站立平衡木下方射擊
- (4) 未行走水牢前方木橋
- (5) 禁止進入燈號未熄滅前進入地道, 兩位選手需退回平衡木重新比賽
- (6) 最終關卡遺漏未擊中靶位, 每遺漏一靶視同犯規一次
- (7) 超越安全網最上緣240公分處射擊

#### 犯規: +30秒 (不停錶)

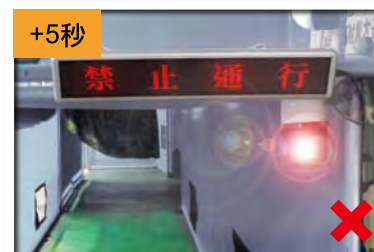
- (1) 第三關卡未響鈴跨越廣場邊界進入廣場區
- (2) 任務箱未攜出終點或任意拋擲



第一關卡活動門由隊友協助開啓



第二關卡需站立平衡木上方射擊



禁止進入燈號未熄滅前進入地道



超越安全網上緣射擊



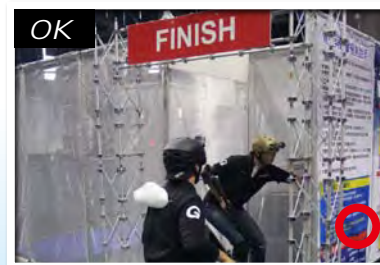
槍支伸入射口不可超過彈匣前端



最終關卡不可跨越地面警告線射擊

#### 犯規: DQ

- (1) 全自動射擊
- (2) 選手子彈全部耗盡
- (3) 未能於4分鐘內完成射擊所有靶位
- (4) 槍支伸入射口內超過彈匣前端
- (5) 最終關卡跨越地面警告線射擊
- (6) 以BB彈以外的物品攻擊靶位
- (7) 蓄意射擊靶位以外目標
- (8) 不服從裁判判決, 且情節重大者



離場時最後一位隊友按鈕結束計時



# 獎金獎項 PRIZES



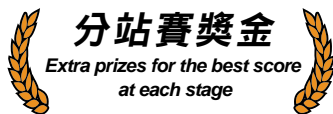
## 總決賽獎金

FINAL PRIZES

**冠軍 : 10,000 USD/隊** (獎盃2座)  
CHAMPION

**亞軍 : 5,000 USD/隊** (獎盃2座)  
SECOND PLACE

**季軍 : 2,000 USD/隊** (獎盃2座)  
THIRD PLACE



## 分站賽獎金

Extra prizes for the best score  
at each stage

**第1站-25宮格 : 1,000 USD/隊**  
Stage 1 - 5X5 M.E.T.

**第2站-悍馬狙擊 : 1,000 USD/隊**  
Stage 2 - Humvee Sniper

**第3站-聽音辨位 : 1,000 USD/隊**  
Stage 3 - Search & Destroy

**第4站-CQB : 1,000 USD/隊**  
Stage 4 - CQB



加碼獎 **GMG-42**  
25宮格個人18秒以內

所有獎金以隊為單位頒發，並依法扣稅

主辦單位  
Host by



**G&G ARMAMENT**  
AIRSOFT GUNS & ACCESSORIES



協辦單位  
Co-organizer



**中華民國玩具槍協會**  
WWW.TWAAA.ORG



海外協辦  
Overseas Co-organizer

[美國]



G&G ARMAMENT  
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[智利]



[西班牙]



[法國]



[巴西 / 巴拉圭]



[英國]



[紐西蘭]



[阿根廷]



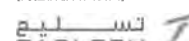
[羅馬尼亞]



[德國]



[阿拉伯聯合大公國]



[荷蘭]



[哥倫比亞]



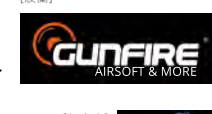
[玻利維亞]



[瑞士]



[波蘭]



[法蘭西里西亞]



[墨西哥]



[菲律賓]



[加拿大]



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廖英熙 James Liao

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