



# ODA-865

## Dead Nickels

## Uniform & Gear

### ODA-865 Uniform and Gear Standards

In order to appear unified at events, ODA-865 has a uniform standard that should be followed at all events, unless otherwise specified. These requirements need not be met before someone joins the team, but they must be met prior to attending the team member's first regional- or national-level event. The uniform requirements listed below are minimum accepted standards for the team.

#### 1. **Approved Uniform Items**

- 1.1. All gear and uniform items are subject to Team Leader approval. Any revisions or updates to this standard shall be determined by all team members and team leadership.
- 1.2. The standard uniform color is Multicam and will be used as the main uniform for regional or regional and national events.
- 1.3. The alternate uniform color is M81 Woodland and will be used as the alternate uniform for regional and national events.

#### 2. **Standard (Multicam) Uniform:**

- 2.1. **Material:** All uniforms should be made of genuine Crye Multicam material.
- 2.2. **Pants:** BDU or ACU cuts are acceptable. Crye Precision pants are also acceptable.
- 2.3. **Tops:** ACU cut or RAID-mod Field Tops and Combat Shirts are acceptable. T-shirts are not acceptable replacements for a combat shirt. Short sleeve Combat Shirts are acceptable.
- 2.4. **PCU Jacket:** During the cold weather events, a Foliage/Alpha Green PCU-style jacket is approved for use instead of a Multicam top.
  - 2.4.1. **Optional:** In the event that the Foliage Green PCU-style jacket violates event uniform requirements, a Multicam PCU-style jacket is authorized.
- 2.5. **Cover:** Tan/Coyote/Multicam baseball caps, boonies, and patrol caps are authorized. Covers are not required but suggested. During cold weather events, Tan/Multicam/Brown/Black/OD watch caps and beanies are also acceptable.



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2.6. **Helmet:** Helmets may be worn instead of a cover. Helmets are usually encouraged and often required at regional and national events. Members are required to purchase a helmet to conform to team standards prior to attending one of these events. Members may choose from the options listed below. Each helmet used with the standard uniform should be a tan base color or painted in a pattern of the team member's choice, subject to Team Leader approval. Alternatively, helmet covers in tan or Multicam may be worn on the helmet. If you are not 100% certain that the helmet you have chosen meets team standards, contact the TL or ATL for verification. While members are only required to purchase one helmet for the team, members may purchase additional approved helmets if they choose.

2.6.1. Real or replica Ops-Core Maritime, FAST Ballistic, Base Jump, or Carbon

2.6.2. Real or replica Crye Airframe

2.6.3. Real or replica MICH/ACH 2000/2001/2002

2.7. **Boots:** Boots should be base tan in color. Team Members are authorized to wear hiking-style shoes boots such as Merrell, Salomon, or other similar boot with TL approval.

2.8. **Patch Placement:** At all games, the team member is to display all team patches in their proper location, as described below. If team patch requirements conflict with the event requirements, follow event rules for patch placement as needed.

2.8.1. Right arm, upper Velcro: reverse IR or base-tan Subdued American Flag patch

2.8.2. Right arm, lower Velcro: Optional, pre-approved morale patch may be worn, if it fits neatly

2.8.3. Left arm, upper Velcro: Call sign patch

2.8.4. Left arm, lower Velcro: Team Patch

2.8.5. Optional: Name/Callsign/Team Tape or other approved morale patch on the admin panel/plate carrier.

2.8.6. Helmet: IR or base-tan Subdued American or TN state flag and Fire Team patch



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(others allowed pending TL approval)

2.9. **PCU Jacket Patch Placement:** If the jacket does not have enough Velcro to allow for standard patch placement, use the following patch locations:

2.9.1. Right arm, upper half: reverse IR or base-tan Subdued American Flag Patch

2.9.2. Right arm, lower half: Call sign Patch

2.9.3. Left arm: Team Patch

### 3. **Alternate (M81 Woodland) Uniform:**

3.1. **Material:** All uniforms should be made of genuine M81 Woodland material.

3.2. **Pants:** BDU or ACU cuts are acceptable.

3.3. **Tops:** ACU cut or RAID-mod Field Tops and Combat Shirts are acceptable. T-shirts are not acceptable replacements for a combat shirt. Short sleeve Combat Shirts are acceptable.

3.4. **PCU Jacket:** During the cold weather events, a Foliage/Alpha Green PCU-style jacket is approved for use instead of an M81 Woodland top.

3.5. **Cover:** M81/base-green baseball caps, boonies, and patrol caps are authorized. Covers are not required but suggested. During cold weather events, Brown/Black/OD watch caps and beanies are also acceptable.

3.6. **Helmet:** For general helmet information, types, and use, see Section 2.6. Each helmet used with the alternate uniform should be a green base color or painted in a pattern of the team member's choice, subject to Team Leader approval. Alternatively, green or M81 Woodland helmet covers may be worn on the helmet.

3.7. **Boots:** Boots follow Section 2.7 above.

3.8. **Patch Placement:** Patch placement for the alternate uniform follows Sections 2.8 and 2.9 above.

4. **Other Uniforms:** Some regional and national events may require team members to wear



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uniforms other than the standard Multicam or alternate M81 Woodland uniforms listed above. These additional uniforms would be determined on an event-by-event basis, which team members will be expected to purchase if attending the event. For example, the team has attended past events using DCU and OPFOR-style uniforms. If the team chooses to play on a side or attend an event with different uniform requirements, the team will discuss the options and make the determination together.

5. **Tactical Gear:** All nylon gear, including plate carriers, chest rigs, pouches, etc. should be base-tan (i.e. MJK, coyote, etc.). Make every effort to select gear that is available in base-tan; however other colors may be acceptable pending TL approval.
  - 5.1. **Load Carrying Equipment (Plate Carriers/Chest Rigs):** The team goal is to create kits inspired by U.S. Army Special Forces. Team members should use appropriate real or replica gear to that end, attempting to set their rigs up in a similar fashion while maintaining individual functionality. It is important to use what works and feels right for each individual team member. Research your kit and ask team leadership if you have questions. The idea is to look the part while maintaining your budget as much as possible.
  - 5.2. **Hydration:** Hydration is mandatory at all events. Each team member should have at least 1.5L of water on their person. Hydration bladders are preferred, but the choice of how to carry it is up to each individual team member.
  - 5.3. **Belts:** Tan/Brown/OD Rigger-type or BDU-type belts are preferred. Other colors or types are subject to Team Leader approval.
  - 5.4. **Joint Protection:** If knee or elbow pads are worn, they should correspond to the color of the uniform in-use whenever possible.
  - 5.5. **Miscellaneous Gear (Holsters, etc.):** If used, it should be base-tan whenever possible.
  - 5.6. **Gloves:** Color is free so long as it is “tactical” in appearance.
  - 5.7. **Communications Gear:** A commercial-grade handheld UHF radio capable of receiving and transmitting on FRS/GMRS frequencies is required. Also required is some form of



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covert receiving/transmitting setup (i.e. headset/PTT or cop mic/earbud system). They must either be, or appear to be, “real-world” gear. Though communications gear is an investment, it is vital to team success at both local and large events. Prior to purchasing any communications gear, consult the Team Leader, Assistant Team Leader, or other team member for assistance in selecting appropriate equipment.

5.8. **Eye protection:** Full-seal eye protection is required at all times. All eye protection must be ANSI Z87.1 rated and marked as such. Note: Oakley M-Frames with the Helo kit are acceptable as full-seal eye protection, unless a specific event states otherwise.

5.9. **Dead rags:** A red dead rag meeting event requirements is required at all times.

### 6. Weapons

6.1. **Primary Weapons:** All team members must have at least two M4-style rifles that accept AEG magazines. This requirement is designed to assist in mag compatibility issues if a teammate runs out of ammunition as well as to adhere to a “Special Forces”-style appearance.

6.1.1. Each team member should have at least 8 fully functional mid-capacity magazines available for use. Event rules may dictate how many magazines may be carried at any time.

6.1.2. Additional team positions such as SAW gunners or grenadiers will be assigned later, and weapon requirements will be given directly to those team members as needed.

6.2. **Side Arms:** Side arms are at the discretion of the team member. Side arms should resemble types of side arms used by US Army Special Forces. All side arms are required to have at least 2 fully functioning magazines.