**Lifetime Membership $50** (correct as of 1st Jan 2012)

Payment of Membership (and submission of fully completed membership form) is required to register as a club member.

**Club Member -** entitlements as follows:

* 1x free game in club members birthday month, for active members\*
* can reserve a certain type of gun upon booking,
* able to earn free games via club cards\*\* (every tenth game is free!),
* free cammo hire in bush games,
* invites to club games, clan wars and other events,
* sign in at playing sessions using the membership listing.
* entitled to earn discounts based upon club rank\*\*\* via the DDLS club cards.
* allow the player to be known by a call sign which will be exclusive to that member.
* will have rank displayed (identified by call sign) on the DDLS Website, from Private onwards.

\*A member is active as long as they have played within the last 6 months and their name appears on the usual club member sign in form. Once the member has been moved to the M.I.A. list, no game voucher will be sent for the next birthday, until they return to active membership.

\*\*It is the responsibility of the club member to present their club card for stamping at an event/playing session. Stamps & citations will not be credited after the event/session date.

\*\*\*Any forgery of club records will result in cancellation of DDLS Club Membership.

**Ranking** will allow members access to even more advanced games and determines the discounts/privilege for that club member. The following list shows the requirements to attain each rank and the discount on playing fees.

**Recruit -** $25/session; To advance in Rank:

* Complete 1 club card as a Recruit to advance to Private.

**Private –** $24/session; To advance in Rank:

* Play a club/veteran session
* or play at least one session in bush + one session urban
* or play at a DDLS recognised endurance event (type A or B)
* or attend basic training bush
* or attend basic training urban
* or attend tournament training
* or achieve the Medic citation (proof of QLD first Aid Qual.)
* or achieve the Fanatic citation
* or achieve the Armourer citation
* or achieve the Inspection citation
* or achieve the Foreign Service citation
* or achieve the Hot weather or Cold weather or Foul weather citations
* AND complete 2 club cards as a Private to advance to Private 1st Class

**Private 1st Class -** $23/session; To advance in Rank:

* Play 3 club/veteran sessions
* or play at least two sessions in bush + two sessions urban
* or compete at clan war + attend tournament training
* or attend basic training bush + basic training urban
* or play at a DDLS recognised endurance event (type A or B)
* or achieve the Medic citation (proof of QLD first Aid Qual.)
* or achieve the Fanatic citation
* or achieve the Armourer citation
* or achieve the Inspection citation
* or achieve the Foreign Service citation
* or achieve the Hot weather or Cold weather or Foul weather citations
* AND complete 3 club cards as a Private 1st Class to advance to Corporal

**Corporal -** $22/session; To advance in Rank:

* Play at least ten sessions in bush + ten sessions urban
* or play 6 club/veteran sessions
* or compete at clan war + attend tournament training
* or play at a DDLS recognised endurance event (type A or B)
* or achieve the Medic citation (proof of QLD first Aid Qual.)
* or achieve the Fanatic citation
* or achieve the Armourer citation
* or achieve 3x Inspection citation
* or achieve 3x Hot weather or Cold weather or Foul weather citations
* AND complete 4 club cards as a Corporal to advance to Sergeant

**Sergeant -** $21/session; To advance in Rank:

* Win (or place top 3) at ANCW
* or win (or place top 3) at QLD Clan War
* or win (or place top 3) at DDLS clan war
* or play 2 DDLS recognised endurance events (at least 1x type B)
* or play 9 club/veteran sessions
* or achieve the Medic citation (proof of QLD first Aid Qual.)
* or achieve the Fanatic citation
* or achieve the Armourer citation
* or achieve 5x Inspection citation
* or achieve 5x Hot weather or Cold weather or Foul weather citations
* AND complete 5 club cards as a Sergeant to advance to Staff Sergeant

**Staff Sergeant -** $20/session; To advance in Rank:

* Win (or place top 3) at ANCW
* or win (or place top 3) at QLD Clan War
* or win a DDLS clan war
* or win a DDLS recognised clan war
* or play 2 DDLS recognised endurance events (at least 1x type B)
* or play 12 club/veteran sessions
* or achieve the Medic citation (proof of QLD first Aid Qual.)
* or achieve the Fanatic citation
* or achieve the Armourer citation
* or achieve 10x Inspection citation
* or achieve 10x Hot weather or Cold weather or Foul weather citations
* AND complete 6 club cards as a Staff Sergeant to advance to Sergeant 1st Class

**Sergeant 1st Class -** $19/session; To advance in Rank:

* Win (or place top 3) at ANCW
* or win (or place top 3) at QLD Clan War
* or win a DDLS clan war
* or compete at 3x DDLS clan wars
* or compete at a QLD clan war
* or play 3 DDLS recognised endurance events (at least 1x type B)
* or attend basic training urban + basic training bush
* or play 15 club/veteran sessions
* or achieve the Medic citation (proof of QLD first Aid Qual.)
* or achieve the Fanatic citation
* or achieve the Armourer citation
* or achieve 10x Hot weather or Cold weather or Foul weather citations
* AND complete 7 club cards as a Sergeant 1st Class to advance to Master Sergeant

**Master Sergeant -** $18/session; To advance in Rank:

* Win (or place top 3) at ANCW
* or win (or place top 3) at QLD Clan War
* or win 2x DDLS clan war
* or play 3 DDLS recognised endurance events (at least 1x type B)
* or compete at 5 DDLS clan wars
* or play 20 club/veteran sessions
* or achieve the Medic citation (proof of QLD first Aid Qual.)
* or achieve the Fanatic citation
* or achieve the Armourer citation
* or achieve 10x Hot weather or Cold weather or Foul weather citations
* AND complete 8 club cards as a Master Sergeant to advance to 1st Sergeant

**1st Sergeant -** $17/session; To advance in Rank:

* Win (or place top 3) at ANCW
* or win (or place top 3) at QLD Clan War
* or win 3x DDLS clan war
* or compete at 2 QLD Clan Wars
* or play 3 DDLS recognised endurance events (1x type A max., at least 2x type B)
* or compete at 5 DDLS clan wars
* or play 30 club/veteran sessions
* or achieve the Medic citation (proof of QLD first Aid Qual.)
* or achieve the Fanatic citation
* or achieve the Armourer citation
* or achieve 10x Hot weather or Cold weather or Foul weather citations
* AND complete 9 club cards as a 1st Sergeant to advance to 2nd Lieutenant

**2nd Lieutenant -** $16/session; To advance in Rank:

* Win (or place top 3) at ANCW
* or win (or place top 3) at QLD Clan War
* or win 4x DDLS clan war
* or compete at 2 ANCW
* or compete at 3 QLD Clan Wars
* or play 5 DDLS recognised endurance events (2x type A max., at least 3x type B)
* or compete at 8 DDLS clan wars
* or play 40 club/veteran sessions
* or achieve the Medic citation (proof of QLD first Aid Qual.)
* or achieve the Fanatic citation
* or achieve the Armourer citation
* or achieve 10x Hot weather or Cold weather or Foul weather citations
* AND complete 10 club cards as a 2nd Lieutenant to advance to Lieutenant

**Lieutenant –** $15 (& DDLS Casual Staff) /session; Details:

* Lieutenant is the highest rank. Club cards from this point on do not earn advancement, but do continue to earn free games and citations.

**Captain –** N/A – DDLS Part-Time Staff

**Major –** N/A – DDLS Full Time Permanent Staff

**Lieutenant Colonel –** N/A – DDLS Management Staff

**Citations Explained**

**DDLS recognised event –** an Outdoor Laser Skirmish event, powered by S\*A\*T\*R\*, approved for DDLS club member citations

**Armourer** – a club member who owns their own S\*A\*T\*R\* laser skirmish gun/s. If a club member buys their own S\*A\*T\*R\* laser skirmish gun, they are automatically promoted to “Staff Sergeant”, if not already at that rank or higher.

**Citations able to be earned once per year:**

**QLD Clan War –** QLD State laser skirmish championship

**ANCW –** Australian National Clan War (OLS Aussie Titles)

**Medic –** proof shown of current QLD Senior First Aid Qualification (or equivalent)

**Basic Training Urban –** a training course for hits, tips and sport related advice for urban play

**Basic Training Bush -** a training course for hits, tips and sport related advice for bush play

**Tournament Training -** a DDLS training course specifically for tournament/clan war

**Citations able to be earned many times per year:**

**Hot Weather –** played in +35C or hotter temperature

**Cold Weather –** played in -0.5C or colder temperature

**Foul Weather –** played in hail or very heavy rain

**Fanatic –** 10 games within 2 calendar months

**Inspection** – Playing at a DDLS venue, away from your usual venue (e.g.- Toowoomba players in Warwick, or vice versa)

**Foreign service –** playing at a DDLS recognised event, not hosted by DDLS

**Advanced/club/veteran session –** a playing session for experienced players/club members only

**Clan War –** 5 person/team laser skirmish tournament

**Endurance session (Type A) –** 6 hours continuous play event **or** 4 to 12 hours broken play event

**Endurance session (Type B) –** 12+ hours continuous play event