

FOR SCENARIO PLAYERS ONLY

a look at the ultimate scenario vest by COPS911.com

While scenario paintball continually proves to be a rapidly expanding segment of the paintball market, drawing games involving hundreds of players, it is still a rare event when a product comes out designed specifically for the unique needs of the scenario gamer. That was precisely the thought in the mind of Robert Daugherty when he created the COPS911 "Dead By Dawn" - scenario paintball's ultimate tactical vest. Having played in one of the first vests to come off the line, I can tell you that the word "ultimate" has never been more appropriate.

Daugherty, President of COPS911.com, has enjoyed a long career producing custom tactical vests for both military and law enforcement special operations. From SWAT assault vests to bomb squad gear, COPS911 has established a solid reputation for

craftsmanship, superior construction and insightful layout. A paintballer himself, Daugherty recognized the growing importance of the scenario game and the critical need of every player to comfortably haul a lot of gear for 12 to 24 hours in any weather.

Combining his own experience with feedback from

the die-hard scenario team Dead By Dawn, Daugherty has produced a vest that is pure scenario from the ground up.

At first glance, the COPS911 vest jumps out in terms of aesthetics. Slipping into the custom-fit garment you cease to just PLAY a role, you become it. The vest is pure Ghost RECON with all the trimmings. But good looks alone won't win games, and the COPS911 vest gets right to business. On the wearer's right lapel is a velcro-sealed flip-down with clear plastic pockets designed to instantly display Player ID and Role Cards. For anybody who has stood at a checkpoint fumbling to fish your badge from a pocket or neckstring, this alone is a major bonus. ID is visible in a flip, and stowed back just as quickly. Its the equivalent of a SpeedPass for security gates.

Beneath the ID pocket is a larger flip-down designed to hold standard game maps and mission cards, providing the same instant-access to these critical documents. No more blown missions because a card is lost, or maps that become blurred tatters stuffed in a BDU cargo pocket along with the rest of your junk. Flip, ref check, I'm outta here!

For the radio-savvy players, the left lapel has a radio pocket designed to hold virtually any of the standard Motorola-sized FRS or GMRS radios, with a secondary pocket for extra wiring used in headsets or remote PTT switches. Below the radio pouch is a double cargo-pocket designed to keep your squeegees, rags and barrel bag instantly available. Velcro covers on the outer pockets allow individualized nametags in white or subdued lettering.

At gut-level, two larger cargo pockets hang on the COPS911 Interlok™ dual-velcro mounting system. While removable if you need to swap these pockets for other specialty carriers, like LAWS ammo pouches, grenade

pouches, etc. (also available), the Interlok™ system brings an end to unwanted tear-away in the field. You could hang a bulldog off an Interlok™-mounted pouch with no chance of



SpeedPass for Checkpoints: never fumble for IDs, role cards, mission cards or maps; flip-down pockets put them right where you want them.

it pulling free. The standard pouches are ideal for small props like game cash, documents and other booty gathered on the field.

The back of the vest has additional Interlok™ mounting points that can hold a variety of pod-holders and remote-tank holders, in both vertical and horizontal configurations. Across the shoulderblades is a larger velcro-based namestrip suitable for team names. Hidden beneath the namestrip is a full-sized Camelback-style hydration pocket where you can stash the bladder from your favorite hydration pack. Nylon loops and D-rings on either collarbone allow comfortable and fixed routing of sipping tubes.

You'd think that would be enough, but with a few square inches of fabric left, COPS911 keeps adding features. Along both riblines the vest has lateral adjustment straps, allowing the vest to be snugged down or opened up to accommodate layered clothing in cold weather games. A snap-

lock mask hanger allows your mask to hang comfortably when you are off-field, a real boon to those with mask-mounted radios-- you do not need to disconnect your radio, allowing snug, tape-sealed connections to remain sealed. On the opposite side is a matching snap-lock marker-hanger, great to free up a hand if you are standing still on-field or off. Inside, there are two extra zippered pockets for keys, cash-- anything you might want to have but want to keep tucked away. The whole arrangement is topped off with a heavy-duty nylon web-belt that connects to the vest through a series of adjustable belt-keepers. This anchors the vest and prevents any "bounce" when you are making double-time on a fast run-out.

While all this sounds great on paper, the bottom line is how it works in the field. That's where the COPS911 vest really shines. Weight distribution is superb, spreading the load of paint and gear in a comfortable, casual fit. Once on the field, I found myself accessing things without thought-- ID? flip. Map? flip. Mission card? Right here. By eliminating that flustered fumble through six different pant pockets I found I could keep my head in the game and my eyes on the woods. The vest let me spend more time focusing on the game-- allowing me to play my best. It felt good, looked great and worked like nothing I have ever tried before. When you consider the investment in gear, travel and time most scenario players invest, the advantages of a COPS911 vest immediately made it a part of my "essential equipment" list.

- Michael "marksman" Marks

Editor's Note: COPS911 President Robert Daugherty will be playing in the MXS "Twin Towers" game at EMR Paintball on Memorial Day weekend. Stop by the Dead By Dawn campsite to meet Robert and be sure to say thanks for his support of scenario paintball. You can check out the vest online at www.cops911.com.