



Players briefing SCOTLAND v ENGLAND April 18th 2010

Saturday. (Free camping and party)

Feel free to arrive on site any time on Saturday. Free camping will be provided and we will have a bonfire and BBQ in the evening which is open to all. We have proper toilets and the site Cafe will be open on Saturday and Sunday morning to do breakfasts for those that want them.

Directions to the site can be found here <http://www.prozone.org.uk>

Saturday Afternoon (Free Paintball).

We will hold a series of **FREE** mini games for those that wish to get out and play. There will be Marshals on site on Saturday to look after you and help organise the games.

Those that arrive on site on Saturday can register for the big game and buy their paint on the Saturday which will save time on the Sunday. There will be free air fills all day on Saturday so you can make sure you are gassed up ready for the big day

Sunday. England V Scotland

The site Rules are that your marker must be chronoed at or under 280fps and must be capped at 15bps. All markers will be checked before a game and will be randomly checked during the game. If your marker is found to be firing hot or is firing at more than 15bps you will be sent from the field and you will not be able to take part in the rest of that game. If a player has two offences on the day they will be removed from playing for the rest of the day. It is the player's responsibility to ensure their marker meets the game rules so make sure you check it BEFORE you enter the game zone.

In the safe areas there is NO DRY FIRING ALLOWED and all markers must have barrel socks on at all times.

There will be plenty of Marshalls on the day to make sure the game is fair and played properly. The nature of scenario play means that there is a degree of honesty that is required from all players as marshals cannot be everywhere, so please play fair. If you think someone has been hit or is wiping point it out to a marshal and they will paint check that person. **A MARSHALS DECISION IS FINAL!!!!!!** We do not pretend to be perfect but the marshal will make the best call they can and if they call you out as hit then you are hit and you behave accordingly. If you have a problem you come and speak to the ultimate **(Stee-vo)** who will make a decision which will be the final say in the matter.

We fully appreciate as paintballers that there is a degree of adrenalin and banter in the game and there is some slack cut for the cut and thrust of play. However anyone swearing at a marshal, being abusive or aggressive will be removed from the game and the site with immediate effect.

Paint check.

Marshalls will paint check players they think have been hit. When you respawn and in between games it is YOUR responsibility to ensure hits are wiped off you and your equipment. If a marshal paint checks you and finds an obvious hit they have to call what they see in front of them regardless of you insisting it was from a previous contact. As already stated above the marshals decision is final.

Blind firing.

No blind firing is allowed. However if a player is behind a **NET** bunker and can clearly see what he is firing at he can stick his marker round or over the netting. The purpose of banning blind firing is so that players always know at all times what they are firing at. This is not an issue with netting.

Trip hazards.

Please be careful when moving round the site and the game zones. As in any natural environment such as woodland there are many trip hazards, trees, slopes and at times slippery surfaces. We want you to enjoy your day but above all we want you to be safe so please at all times be mindful of your safety.

Calling yourself out.

If you call yourself out because you think a ball has burst and then you subsequently find that the ball has not burst you are still eliminated. If you are in doubt if you have been hit you ask for a paint check. If you eliminate yourself you cannot un-eliminate yourself and therefore you must respawn or leave the field of play.

Respawn. All games will be 60 minute games with 30 minute respawn and 30 minutes no respawn. Each team will be allocated two respawn marshals who will be wearing orange hi-viz vests. When you are hit you make your way to a respawn marshal who will check you for hits, wipe off any hits and send you back in to the game. Respawn marshals will only be available for the first 30 minutes of each game after which there will be no more respawns and at that point if you are hit you are eliminated from the game and you should make your way back to the staging area. If you are making your way to a respawn marshal and you do not get there before respawns are finished **YOU ARE ELIMINATED!**

Game boundaries:

All of the game zones have blue rope around them showing you the boundaries of the game zone. You are not allowed beyond the blue rope and you are not allowed to fire over Blue rope.

Food:

There will be sweets, snacks and drinks available all day and there will be food for you to buy at lunch time.

Paintballs: You can obviously bring your own or you can buy paint from Pro-zone. There will be a variety of paint to buy on the day and there will be no shortage of paint available.

Pyro's: We will be selling smoke grenades and thunder flashes (level 5) at 4 for £10.

Air: There will be unlimited air fills to 3000psi.

Game time table.

We detail below the start times of all of the games for the day. Part of the game is each team getting its players ready and on the field for the allotted start time. If one team still has half its players messing about in the changing area then the game will start on time and that team will have a huge disadvantage at the start of the game. There will be at least 40 minutes between each game which will give you all ample time to gas up and get more paintballs.

Game 1: The Bunker Zone to Woods Zone

10.00am

Each team will start in a game zone and will have four flags to defend in their game zone. The object of the game is to capture as many enemy flags as possible while defending your own flags. The team that captures the most flags wins the game. The game will be a 60 minute game with the first 30 minutes having respawns and the last 30 minutes NO respawns. During a respawn period you report back to your respawn marshal and then re-enter the game. In a no respawn period when you are hit you leave the field of play and head back to the changing area. **Eliminated players MUST leave the field of play.**

In one of the bunkers you will see that there is a chipboard maze. You are not allowed to fire over the top of the partitions.

You will also see that you have access to some flat roofing. This is out of bounds as it is unsafe.

Game 2: The Bunker Zone to Woods Zone

11.30am

The same as above but we reverse the zones round.

LUNCH

12.30 -1.30pm

There will be food, drinks and sweets available for you to buy in the changing area. From the end of game 2 to the start of game 3 you will have 60 minutes to get something to eat and get yourself ready for the afternoons playing.

Game 3: The Woods Zone to Village Zone

1.45pm

Each team will start in a game zone and will have four flags to defend in their game zone. The object of the game is to capture as many enemy flags as possible while defending your own flags. The team that captures the most flags wins the game. The game will be a 60 minute game with the first 30 minutes having respawns and the last 30 minutes NO respawns. During a respawn period you report back to your respawn marshal and then re-enter the game. In a no respawn period when you are hit you leave the field of play and head back to the changing area. **Eliminated players MUST leave the field of play.**

Game 4: The Woods Zone to Village Zone

3.15pm

This will be as game 3 but we will reverse the zones round.

The prize giving.

4.30pm

The winning general will be presented with their prize.

4.45pm.

Day finishes.