



# PAINTBALL



**ENTRY FEES**

**₹ 250/- Per person**



**TEAM**

**5 Players**



**Rs**

**25,000/-**

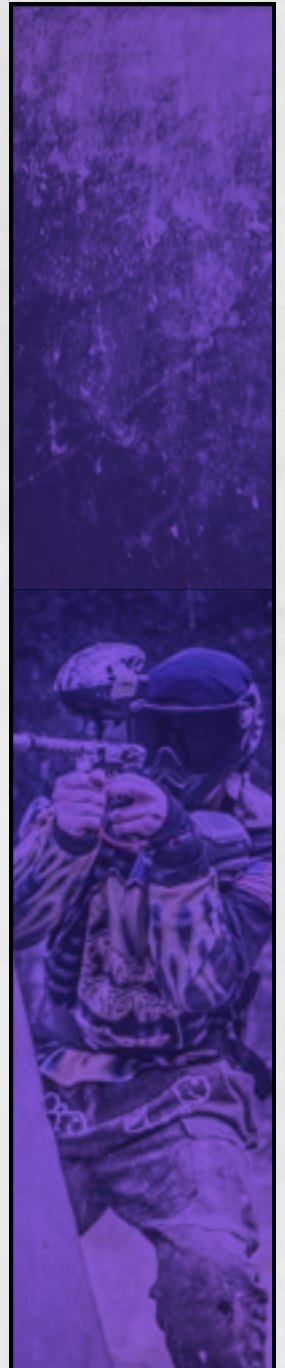
**"Cover every frame in paint"**

## Event Description

- Paintball is a game that involves teams or individual players competing against each to eliminate other players by hitting them with paintballs fired from a gun, and completing game objectives.
- We are going to organize the same event and in that, we are going to add some extra things to make this game more exciting and involving with their team partners.

## Round 1 : Elimination Round

- The basic rule is to kill as many team members as possible and on killing a team leader you will get some extra points, if the opponent hits on the team leader, the team will get 3 points extra and the other team will be considered knocked and the opponent will win.
- No team leaders can hit each other, other team members can hit the team leader.
- In case no team is able to hit the team leader, then the points will be considered as follows.
- For each player, in the first round, 15 bullets will be filled into the gun.
- Points will be given on the basis of the number of tags collected(2 points), headshot(10 points), and body shot(5 points).



## Round 2 : Total Knockout

- As they clear the first round, they will be promoted to the second round.
- The basic rule is that there will be a path made on both sides of the arena for each team and there will be a grenade hidden in each bunker.
- The goal is to get that approaching the opponent's path up to the opponent's bunker and come back to the home arena.
- For each player, In the second round, 20 bullets will be filled into the gun.
- Respective of casualties, the team which will successfully blast the grenade in the bombing area will win the match.
- In case no team is able to get the grenade from the area successfully in the time period given of 7 minutes.
- Then, points will be calculated based on headshots, body shots, and tag points.

## Rules & Regulations

- Every player should wear protective gear as they enter the arena.
- Each player should know the playing rules and if any queries ask the coordinators.
- No gun should touch the ground.
- If a player has no bullet left in the gun then he/she has to leave the arena.
- No close combat is allowed.
- No rude behavior will be tolerated.
- No one will roam the arena until instructed.

## Judging Criteria

- Each round consists of points. So, first priority is given to those who score more points.
- In each round time will be counted. If a team finishes early then it will benefit them.
- Any bad behavior will affect their points.
- The team coordinators will make final decision.

## Event Coordinators :

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