INFORMAL EVENTS

<BLITH_'20!>



INTRODUCTION:-

Stuck between events and got some time to kill? Bored and want to have some fun with friends? Informal events are the perfect /<catchy phrase>. Indulge in intense paintball fights, strategic laser tags, or bounce off your friends and go topsy-turvy in Body Zorbing. Display your marksmanship in Archery, or just FootPool and chill!

PROBABLE EVENTS:-

- 1) Paintball war
- 2) Laser tag
- 3) Body Zorbing
- 4) Target shooting / Archery
- 5) Footpool.

EVENT DESCRIPTION:

1) PAINTBALL WAR:

INTRO:

Experience the thrill with speeding paint-bullets and intense paint-fights. Test your marksman and tactical skills with your team and pave your path to victory. Battle it out in different game modes which require nothing but pure skill. Assemble your squad and enter the ultimate paintball fight and make long-lasting memories.

CAUTION: The paintballs hurt, but suffering defeat hurts even more.

RULES:

- Two probable game modes:
 - 1) Invasion!

In this mode, one team will defend the castle, and the other team will try to invade and kill other members. No re-spawns are allowed and limited ammo. The last team standing wins.

2) Conquer the flag.

In this game mode, one team tries to steal the opponents' flag and take it back to their own base in order to win the match. No re-spawns allowed and limited ammo. TEAM SIZE: 5 people. || AMMO CAP: 10 pellets each. || TIME: 8 minutes

2) LASER TAG:

INTRO:

If your idea of fun is a little non-stop, pulse-pounding, adrenaline-pumping action, then Laser Tag is just for you. On a pre-designed arena, it's team against team, as you find danger around every corner and fun every step of the way as 10 Participants each go toe-to-toe for high-intensity skirmishes, around hurdles and obstacles, on multiple levels, knowing failure is not an option. Ready to enter the arena? Whether you are a first-timer or a rogue warrior, Laser Tag is an adventure, a challenge, and an absolute blast.

RULES:

→ Battle Royale game mode. Finite players enter the match and the last person standing wins.

ARENA AND NUMBER OF PLAYERS PLAYING AT A TIME: DEPENDS UPON THE EQUIPMENT PROVIDED, otherwise 10 players in a match, in various positions in the field.

3) BODY ZORBING:

INTRO:

Ever heard of Body Zorbing? Maybe yes, maybe not. Picture yourself falling, bumping or rolling clumsily as you play football or are being used as a bowling ball while their upper body has been secured inside big transparent bubble balls. This fun sport comes in the name of Body Zorbing. The participants (often referred to as 'Zorbinauts') wear a large and colorless inflatable capsule over the upper body and the only moving parts are the legs.

Being a zorbinaut, the chances of you getting hurt are minimal. The only danger is you bouncing off into the outer space! (of course not). Play Zorb Football with your friends and see which team can score more goals and still remain on its feet.

RULES:

Team of 5 body-zorbed will play a game of football of 10-min length (5-min half). The team with the higher score wins!! Apart from regular football rules, no other rules and Laws (Except that of Physics) apply!

4) TARGET SHOOTING / ARCHERY:

INTRO:

Hone your accuracy and target shooting skills with professional bow & arrows. Score as much as you can and prove your mettle.

P.S.:- Even Hawkeye had to have basic archery lessons at some point!!

RULES:

After a quick demonstration by the team executive, the shooter will shoot the marked targets. Different areas will have different points and after finite shots, the total points will be calculated. Targets / Bow-arrow / Guns etc provided by the agency.

5) FOOTPOOL:

INTRO:

Love Football? Wanna Pool and Chill? We got you covered! Footpool is played on a large platform fitted with pockets. However, instead of using a cue stick, you use your feet to kick the balls into the pockets. Footpool is a combination of football and pool and is the perfect activity for entertainment or leisure.

RULES:

10 numbered balls and a cue ball. 6 pockets; 2 teams. Winner takes all.