



PAINT BALL

Entry fee : 250/p

Team : 1-5

Winning Worth : 25000/-

" Paintball is a game which involves teams or individual player competing against each to eliminate other player by hitting them with paint-balls fired from a gun and complete game objectives. "

ROUND 1: HEARTKILLER

- The selected captain from both the teams will have to wear a heart shaped material on the vest.
- If the opponent team manages to hit the heart shaped material on captain's vest, they will win directly, so the objective is to protect the captain.
- If no team is able to hit the heart shaped material, then the winner will be selected on the basis of points given for:
 1. Tags collected: 2 points each
 2. Body Shot: 5 points each
 3. Head shot: 10 points each
- Each team member will get 15 bullets

ROUND 2: TOTAL KNOCKOUT

- The arena will be divided into two parts and there will be a specified path on each side and bunkers on the sides, and a grenade in each bunker.
- The objective of each team is to collect the grenade and blast it in the bombing area present in the middle of the arena.
- The team will have to hold their position for 10 seconds before throwing the grenade, and irrespective of casualties, the team who blasts the grenade successfully wins.
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- Each member of the team will have 20 shots in their gun.

Rules & Judging Critaria :

- Every player should wear protective gear as they enter in arena.
- Each player should know the playing rules and if any query ask the coordinators.
- No gun should touch the ground.
- No close combat is allowed.
- No rude behaviour will be tolerated.
- No one will roam in arena until instructed.

- Any bad behaviour will affect their points.
- If a player has no bullet left in gun then he/she have to leave the arena.
- Each round consists of points. So, first priority is give to those who score more point.
- In Each round time will be counted . If a team finish early then it will benefit them
- Final decision will be made by team coordinators.

NOTES

- The final decision lies in the hands of the coordinator. Coordinator reserves the right to change the rounds and the rules on the day of the event.
- If a participant misbehaves or does not obey the rules and regulations of the event, event coordinators reserve the right to disqualify the participant.
- Teams should report 30 minutes prior the event.

EVENT COORDINATORS



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