

Going Postal Events

presents

BZ, GOING POSTAL & BPF PRESENT
A ONE-DAY CLASSIC SCENARIO PAINTBALL EVENT



RED ALERT



SUNDAY 2ND NOVEMBER 2014 - TICKETS £35
BAWTRY PAINTBALL FIELDS, NR DONCASTER, DN10 6DG
BOOK NOW! AT WWW.GOINGPOSTALPB.CO.UK/SHOP



GOING POSTAL
EVENTS



Red Alert: Allies v Soviets

Sunday 2nd November 2014

Location:

Bawtry Paintball & Laser Fields

Bawtry Forest

(A638) Great North Road

Bawtry, DN10 6DG

Tickets cost £35 and are available now from

www.goingpostalpb.co.uk/shop

Will you fight for the Allies or the Russians in an old school game of resource and domination. Control territory to earn resource and see your side to glorious victory. As with all Going Postal events you will also find special missions and props in play throughout the day.

The game will run from 10am to 4pm non- stop and will utilize all the fantastic areas that Bawtry has to offer.

Check out the site at <http://www.bawtrypaintballfields.co.uk/>

Please note all tickets must be booked from the Going Postal shop link above.

Table of Events

Sunday 2nd November 2014

07:30 Registration, Site & Safe Area open to players.

Please do not try and enter the site before this time.

07:30 Chronograph & HPA stations opened.

09:30 Game safety briefing.

09:50 Factions move out to their start points.

10:00 Game Starts.

16:00 Game ends

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Notice

All times are PBST (Paintball Standard Time), actual timing of events may vary on the day.

The Game / Missions

Each team must hold the locations at the scoring time (listed below) to gain the points (make sure your flag is raised). Throughout the day some locations will be worth double points. Each team will have special missions to complete throughout the day if complete these are worth extra points. Look out for locked crates around the site. (Tip first item to look out for is bolt cutters)

Scoring Times

10:30	13:30
11:00	14:00
11:30	14:30
12:00	15:00
12:30	15:30
13:00	16:00

High Pressure Air Systems

Your HPA bottles need to be checked by event staff at the time of registration.

HPA bottle at this event it must comply with the regulations found at:

<http://ukpsf.com/paintball-and-the-law/>

If your bottle is valid it will then be tagged and you will be permitted to use the HPA filling station.

All High Pressure Air (HPA) fills are included in your ticket price.

CO2 fills are not available at this event.

Paint

This is a Site Paint only event.

Paint will be supplied by BZ with several grades available.

DXS Recsport - £25

DXS Midnight - £28

DXS Inferno - £30

Pyrotechnics

Only site supplied Pyro is permitted

Do NOT throw Pyro directly at other players.

Trade support will be available from [BZ Paintball Supplies Ltd](#) for all your shiny toy needs.

Catering

An onsite catering service is provided by Bawtry Paintball fields. They provide the usual paintball breakfast of champions. Burgers, Chips, Fizzy Pop, Bacon Rolls etc.

Game Rules

Goggles/Eye Protection

- Goggles must be full face, of an approved type suitable for paintball and in a safe condition.
- Goggles should be worn outside of the Safe Area at all times.
- Lifting of Goggles at any time while in the game zone is prohibited.
- During the hours of game play goggles should be worn everywhere except in the safe zone.

Markers, Velocity & Firing Modes

- There is absolutely *NO* dry firing allowed in the safe area, any and all test firing or dry firing must be done in the game area or at the Chrono Station.
- All markers must have safeties on or be powered off with barrel socks fixed *BEFORE* entering the safe area.
- The velocity limit for all Markers is 280fps (feet per second). Please allow for change in temperatures.
- All Markers must be Chronographed prior to entering the game. Your marker will be tagged to show you have complied with this requirement.
- Random Chronograph checks will be conducted during game play.
- Anyone found in game with a marker firing over 280fps will be asked to return to the Chrono Station and adjust their velocity.
- **Anyone found in game with a marker firing over 300fps will be removed from the game, and asked to leave site. No refunds will be given.**
- Do not use any Marker tools on the field.
- Response triggers are permitted.
- Ramping *is permitted outside*, and is to be capped at no more than 10.5bps (balls per second)..

Conduct & Safe Play

- No overshooting. Zero tolerance will be given on this..
- Barrel tag where possible.
- DEAD MEN DON'T TALK! If someone has played well enough to eliminate you without being noticed by others, do them the courtesy of not giving them away.
- Please show respect to your fellow players, and play responsibly.
- Any play deemed by a Marshall to be unsafe, dangerous or irresponsible will result in you being excluded from the game, with no refund given.

A MARSHAL'S WORD IS FINAL IN ALL MATTERS.

Arguing with a Marshal over a decision you don't agree with may result in you being excluded from the game.

If you feel you have been hard done by, please visit the Registration window and as to speak to Customer Services.

Emergency Procedures

6 Whistle Blasts. Stop shooting immediately, Barrel sock on and take a knee. You will be instructed by a marshal what to do next.