

Welcome to Husker Paintball !

**SAFETY FIRST...FUN SECOND.**

**Initial each line.**

\_\_\_ We don't allow any shooting in the staging area. NO shooting in this area.

\_\_\_ You must keep a barrel plug on your gun at all times, even if your out of paint/air it doesn't matter. You must have your gun barrel covered at all times.

\_\_\_ If you feel the need to shoot - go in the netted area with your MASK ON and shoot at the hill. Otherwise, keep your barrel plug on at all times.

\_\_\_ We will split you up. 1 team will have armbands/ 1 team - no armbands. We will put you in your starting spots. There are painted poles on each side of the field. Each team will get in their starting spots and STAY there until we yell go. DO NOT leave your starting spots until we yell go.

\_\_\_ We yell "30 second warning MASK ON!" put your mask on and do not take it off for any reason. Decide which direction everyone is going. Cover each other & advance.

\_\_\_ We yell "10 second warning - barrel plug out" DO NOT take your barrel plug off until the 10 sec.warning.

\_\_\_ We yell 5,4,3,2,1,GO,GO,GO. Then you run out and start shooting at people.

\_\_\_ Anywhere you are hit & the ball breaks you want to yell "HIT HIT IM OUT IM OUT" if you get hit & the ball doesn't break, once you yell out, you are out. Put your barrel plug on and stay down. Players will continue to shoot at you. KEEP YOUR MASK ON! Keep yelling out, and work your way off the field.

\_\_\_ Dead people don't talk. Don't tell where other people are hiding at. You are dead. Let them play it out.

\_\_\_ Don't shoot people who are out, let them get out of the way. Don't get caught in the crossfire of players as you are getting off the field. Be aware of your surroundings.

#1 Rule - BIGGEST RULE - Keep the MASK ON AT ALL TIMES. Its no joke. Paintballs fly at 200 miles an hour. They will take out an eye or do severe damage to it. There are no warnings. If you take your mask off your going to sign paperwork, get a lecture and sit out a game. Next time you take it off. you are done playing for the day.

#2 Rule - 20 foot rule - Don't shoot people closer than 20 feet. maintain a 20 foot distance from each other. NO point blank shooting. Don't run up to players and shoot them. No bunkering. If you & another player end up on each side of a bunker, you are both out. Call each other out and get off the field. If you have the obvious advantage (you flanked or snuck behind a player) just call them out. DONT spin around & try to shoot the nice person who is calling you out.

#3 Rule - No BLINDSHOOTING. you must look and aim at what your shooting at. We are not foreign soldiers, we are AMERICANS...so aim at what you are shooting at.

\_\_\_ No outside paintballs are allowed!! It doesn't support the field so don't get caught using them. you will be asked to leave. All paint must be purchased from us.

Paintball gun operation  
(Initial each line)

\_\_\_ The guns are semi-automatic. As fast as you pull the trigger that's how fast they shoot. The gun doesn't work well sideways, so keep it straight - 2 - 3 bursts of fire will keep up with gravity feeding the paintballs into the gun.

\_\_\_ If you gun doesn't work - check the bolt on the side. Cock it back & your back in business.

\_\_\_ **GUN SAFETY** - practice gun safety. AVOID MIS-FIRES. Keep your finger off the trigger & DON'T trust your safety. The best safety is keeping your finger off the trigger until you are ready to shoot someone. DONT walk around with your finger on the trigger.

\_\_\_ If you shoot the gun with the barrel cover on, you can lose accuracy. you might even shoot the cover off. DONT look down the barrel, don't point it at us or anyone else. Put the cover on and bring it to us, so we can clean it out for you (the walk of shame).

\_\_\_ **TANKS** - do not take the tank off the gun. Tanks go up to 3000. When you tank gets down to 1000 you need more air. Bring the whole gun to the table & get more air. We will remind you in between games to check your air. 2000 p.s.i. is good.

\_\_\_ **HOPPERS** - make sure your hopper is closed and snaps shut. If you lift up your gun, all your paintballs will dump all over the ground. Do not use paintballs off the ground. Once they hit the ground they are done so make sure you shut your hopper tight.

\_\_\_ Cell phones, keys, wallets - leave in your car. Don't take anything out to the field that you don't want to lose. We suggest putting keys on your tire, so someone else doesn't lock them in for you.