



OTHER INFORMATION

- Cash Pot will post by June 15, when we get the final number of teams registered.
- There is a different cash pot for each of the 3 groups: 4v4 Search and Destroy using Gelly Blaster, 3v3 Search and Destroy using .50 Cal paintball guns, or 5v5 capture the flag using Gelly Blasters.
 - * If there's not enough teams in either of the groups that group may be canceled*
- We understand that the event is on a Friday so if you are running a little late, please give us a call and we will move your match down to give you enough time to make it.

What's included in the price?

- All games with Gelly Blaster Include guns, mask, Ammo for matches.
- .50 Cal 3v3 search and destroy price includes guns, mask, air, 250 paintballs start for each player. Discounted price of \$5.00 for 100 extras. *The 250 paintballs should last you in all games as Search and Destroy games are played in the labyrinth.

What's the Difference between Gelly Blaster and .50 Cal?

- Gelly Blaster shoots gellyballs that are 8mm in size, like air soft, they are biodegradable and Less Painful than paintball shooting around 200 Feet per second. With this option you are sure to have a great competitive time without worrying about the pain.
- .50 Cal (low impact paintball) is a paintball at the size of .50mm, smaller than the traditional paintballs resulting in less pain as well but **more painful than the Gellyball**, with this option it is used with caution as the guns are set around 210fps as they will be played inside the labyrinth, **so you may feel this option a little more because of the possibility of getting shoot close range.**

Who can join?

- Ages 5 and up for Gelly Blasters
- Ages 13 and up for .50Cal paintball

What is the bracket?

- The bracket is double elimination with 1st and 2nd place teams receiving a percentage of the pot and 3rd place team receiving a smaller no cash price.

How are games played?

- **Search and Destroy**
 - Best of 4 rounds with a 5th round if the teams are tied at round 4. (The winner of the best of 4 rounds wins that game.
 - Each round has a time limit of 3 mins, with one team the “attackers” planting the bomb in one of the 2 designated areas and the other team “defenders” tries to defuse the bomb.



- There are 4 possible ways to win each round, 1) the attacking team plants and detonates the bomb (Attackers win), 2) the attacking team plants the bomb, and the defending team defuses it, (defenders win), 3) One team eliminates the other team, or 4) The attackers don't plant the bomb before the round time is over resulting in the defenders winning that round.
- There are No respawns in this mode, (unless of course by majority vote from the teams)
- **Capture the Flag**
 - Best of 3 rounds
 - Each round has a time limit of 4 minutes, there are one flag on each side of the field with the objective to capture the opponent's flag and bring it back to your own base. If you are hit with the flag, you drop the flag where you are with the option of your team advancing it. The opposing team can pick up there dropped flag and return it back to there base.
 - Ways to winning the game is 1) one team grabs the opponent flag and successfully return it to their team's base. 2) one team eliminates all other team members before time is out.
 - There are respawns up until the 2:30 min point (unless of course majority voted by teams to play with no respawns)

Any questions or Concerns please do not hesitate to contact us.

(325)-338-9351 Info@leoswarzone.com Follow: @Leoswarzone