

DANGA CITY MALL INDOOR PAINTBALL COMPETITION

DATE : 21 & 22 MARCH 2009

VENUE: DANGA CITY MALL INDOOR PAINTBALL ARENA LEVEL 4M

NO OF PLAYER : 5 ON 5

COMPETITION FEE : RM 450 (INCLUDING PAINTBALL)

TEAM NAME: _____

TEAM CAPT: _____

TEAM MEMBERS

1 _____ IC _____

2 _____ IC _____

3 _____ IC _____

4 _____ IC _____

5 _____ IC _____

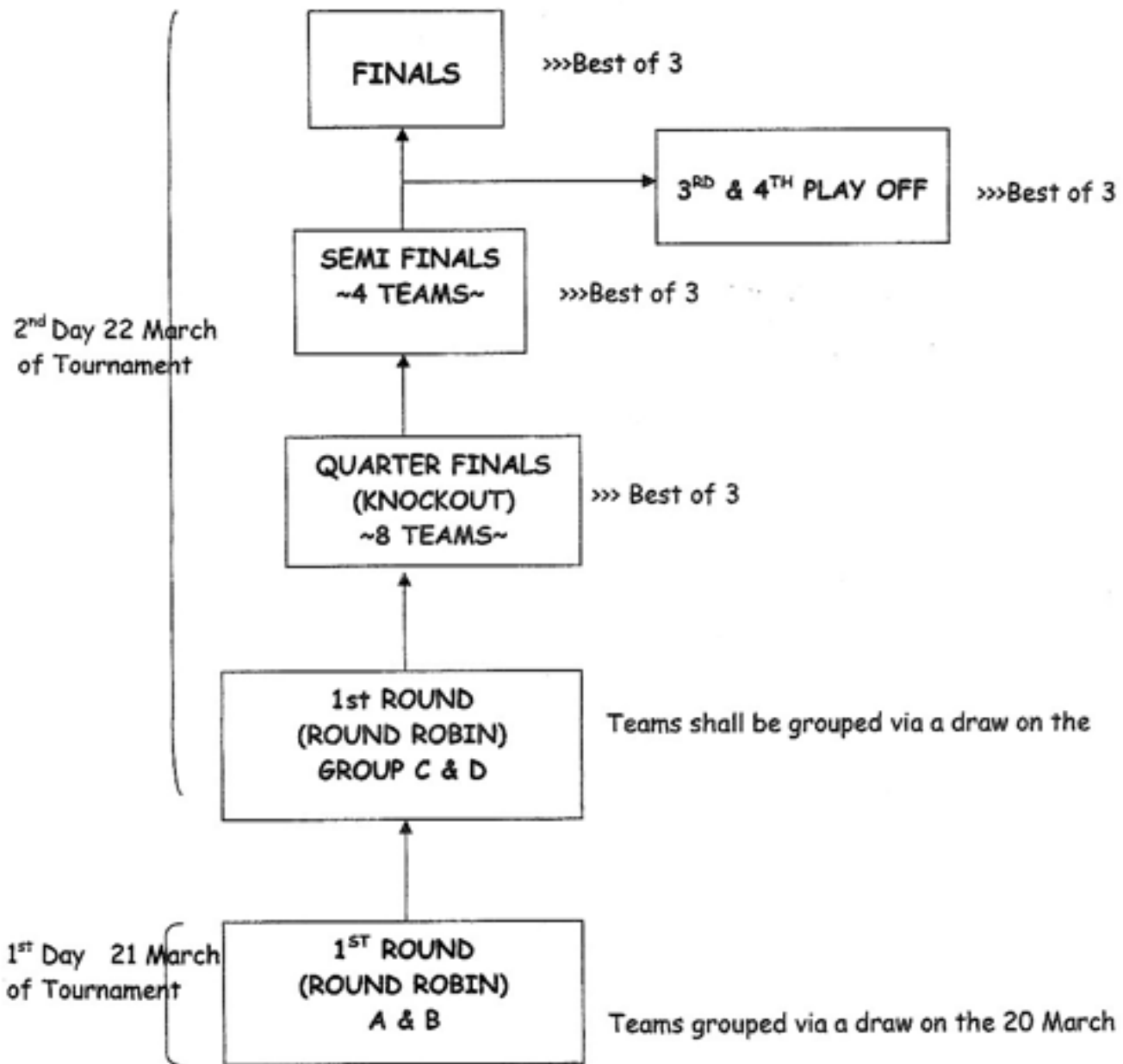
HOUSE MARKER NEEDED _____ PC

CAPTAIN SIGNITURE

For more info call Haji Mohd. Amin 016-7126566

Submit to Dynamic paintball Level 4 Danga City Mall Fax 07 2223792 before
15 March 2009

TOURNAMENT FORMAT & RULES



- The format may be subject to slight changes depending on the number of teams that eventually register for the tournament. A draw shall be conducted on the evening of the 20 march 2009 time 830 pm.
- Each team can expect to play a minimum of 5 matches in the 1st round. Each match shall be for 7 minutes

- The competition start from 2.00Pm and finishes by 10.00pm on 21 march 2009 & 10.00am till 8.00pm on 22 march 2009
- Lunch time will be from 1.00pm to 2.00pm
- The finalized schedule shall be prepared within 7 days of the closing of entries
- Entries for the tournament shall be treated on a "first come, first serve basis"

Markers & Accessories

Players may use any markers deemed acceptable by recognized international paintball bodies. Players with compressed air will have to bring their own supply. Co2 will be supplied by the organizer.

In house markers:

- Tippmann Rental
 - Tippmann Costom 98
 - Spyder Sonix
 - Tad mac
- } Powered by Co2

For teams with their own markers (From Malaysia)

We should have no problems allowing these markers to be used provided they have the necessary licenses and permission from the police in the area where the licenses are issued.

Markers Rules

- As per international requirements (refer to NPPL & Millennium rules)
- All markers whether personal or in house shall be deemed the responsibility of the player once he/ she enters the playing field. No marker problems will be entertained.
- Playing on Semi Auto mode
- Players should fully inspect their marker prior to entry into the playing fields.
- We reserve the right to reject markers deemed unsafe for use.
E.g. too old etc

For All the Other Rules

We shall generally follow all the international rules outlined by established paintball bodies (Millennium) in relation to:

- Equipment
- Game
- Penalties
- Scoring
- Decorum
- Marshalling

The Game Module

1. Game play by 5 player per team.
2. Game Time 7 minit
3. Objective to ring the buzzer at opponent base
4. Paintballs use only 100 per person per game (supply by organizer)
5. Marker on semi auto mode only.
6. Prize
 - a. 1st RM1500 + Paintball Voucher
 - b. 2nd RM1000 + Paintball Voucher
 - c. 3rd RM 600 + PaintballVoucher
 - d. 4th Paintball Voucher

Note:

All the abovementioned may be subject to slight changes and your tolerance is much appreciated.