

****Rules**

Game Rules and Scorecard

****Group Picture**

Load Paint in Hoppers

Chronograph Gun Owners

Teams and Armbands

Explain Starting/Re-Spawn Points and Point Stations

Domination:

There are multiple point stations around the field. Leave the point with your color showing and the other team's color covered. (1st half of the game is unlimited re-spawn for both teams)

1. Speedball	(5 pts.)	<table border="1"><tr><td></td><td></td></tr></table>		
2. Urban Assault	(7 pts.)	<table border="1"><tr><td></td><td></td></tr></table>		
3. Fangorn	(9 pts.)	<table border="1"><tr><td></td><td></td></tr></table>		
4. Sherwood Forest	(5 pts.)	<table border="1"><tr><td></td><td></td></tr></table>		
5. The Bog	(9 pts.)	<table border="1"><tr><td></td><td></td></tr></table>		
6. Sniper's Valley	(7 pts.)	<table border="1"><tr><td></td><td></td></tr></table>		

Attack & Defend:

Attacking (outside) team's objective is to change all point stations to their color. (The outside team gets unlimited re-spawn at designated point(s), inside team gets no re-spawn)

1. Tombstone	(2 pts.)	<table border="1"><tr><td></td><td></td></tr></table>		
2. Middle Earth	(4 pts.)	<table border="1"><tr><td></td><td></td></tr></table>		

Elimination:

Team vs. Team battle until one team has no players left on the field or time limit. (No Re-spawn)

1. Pipe Dreams	<table border="1"><tr><td></td><td></td></tr></table>		
2. Playground	<table border="1"><tr><td></td><td></td></tr></table>		
3. Wasteland	<table border="1"><tr><td></td><td></td></tr></table>		
4. Airball	<table border="1"><tr><td></td><td></td></tr></table>		

Search & Destroy:

1/3 of players are the hunted, 2/3 are hunters. The hunted hide on the field before hunters are allowed onto the field. (No Re-spawn)

1. Cedar Village	<table border="1"><tr><td></td><td></td></tr></table>		