

Information

FAQ's

What is Paintball?

- Paintball is the ultimate game of tag, mixed with cowboys and indians. Games last anywhere from 5 minutes to 2 days. Set objectives range from capture the flag to elimination of the other team, and can include huge role-playing scenarios.

What is a paintball?

- Paintballs, in very simple terms, are round, tin-skinned gelatin capsules filled with paint made from candlewax, food-dye and cough syrup, give or take a few ingredients. They are non-toxic, water-soluble, biodegradable and edible (though we don't recommend eating them as they taste gross).

Why do paintballers call their guns markers?

- Guns are portrayed in the media as violent, dangerous weapons, as they should be. Since paintball markers "mark" you with paint and are used for a tactical sport, paintballers started calling them markers.

They are NOT guns.

How does the game work?

- Paintball isn't about getting shot or not getting shot, shooting everyone else or capturing the flag for your team. It's about everyone having fun. But there are a few basic rules:

1. If a paintball hits you and breaks, leaving a paintball sized spot or spray of paint on you or your equipment, you are essentially eliminated.
2. If you are eliminated, you must yell "HIT" really loudly, raise your marker above your head, and leave your position. Depending on whether it's an elimination or respawn game, either leave the playing field, or go to your respawn point and re-enter the game. Keep your hands above your head until you're off the field.
3. If you run out of paintballs, you are eliminated.

How do the markers work?

- Our markers are semi-automatic (meaning one-trigger pull releases one paintball) and are gravity fed (meaning the hopper that holds the paintballs must be vertical to allow balls to drop down into the marker).





Bookings

FAQ

What's the age limit?

- 10 years old. No arguments, no exceptions. Kids under 10 don't understand the importance of the safety rules. Please parents, don't lie about the kids ages.

Do players get any instruction on how to play the game?

- Yes, players receive a game orientation before going on the playing field, covering all safety rules and explaining how to use the equipment.

How do I make a booking, and how far in advance?

- Read the bookings page. Contact us. We commend that groups try to book at least 2-4 weeks in advance, as certain dates and times book faster than others.

What should I NOT bring?

- Weapons, your own paint, drugs and alcohol (in your blood stream or still undrunk).

Do we get breaks?

- Playing paintball can be an intense activity and we give you a 5-10 minute break between each game to rest, recuperate, refill and rehydrate.

What happens on the day?

- You and your group arrives
- Everyone signs in and pays
- When everyone is there and has paid, your group gets kitted and overalled.
- Orientation and safety
- The first game starts.
- We run the games according to the group
- The group unkits and collects their belongings.

How many games do we get to play?

- Depending on the package you buy, the average player gets to play 2-6 games in a session.

What time should we arrive?

- The field opens at 10am and 2pm. Please don't arrive before these times.

What time does the first game start?

- After everyone has arrived and been given their orientation. We don't start orientation before all participants have arrived, and we don't start the games until everyone has done orientation.

Where can we park?

- At the Albany Sports Club. No-one is allowed to park at the paintball field as that would require you driving across our landlord's rugby field - no cool - so don't bother asking for preferential treatment.

Some people in my group wear glasses...

- Our masks accommodate almost all glasses shapes so you will be able to see where you're going.

Do you close for bad weather?

- YES.

Can I bring food and drinks?

- Food and soft drinks, sure, but absolutely NO ALCOHOL.

Does a paintball hit hurt?

- At the speed (velocity) that we enforce for all markers, the impact of the paintball stings like someone flicked you with a rubber band. But it can leave bruises and be a bit startling. However some areas of the body hurt more than others: love handles, fingers, groin, breast and the back of your head.

What should I wear?

- We recommend: A long sleeve shirt; long pants or jeans that you can run, jump



and dive in; good running and jumping shoes, preferably boots with ankle support; a beanie; a hoodie.

- Don't wear bright colours, or clothes you don't want to get dirty. We do provide overalls to all players, but the paint and grass stains can go through to the clothing beneath.

Does the paint fill stain clothes?

- We only use non-staining paintballs, but the fill is dyed with food-dye, and if it is left for too long it can stain. It is best to wash your clothes within 24hrs of playing, just in case.

Does paintball teach children to like guns?

- Most children are fully aware of the fact that real guns kill, but Hollywood has used visual effects that make guns look "cool" for years. We can't answer for that. All we can say, is that paintball teaches children to like paintball, and studies across the world support this.

Can I bring my own equipment to the booking?

- No. Most players who don't own their own equipment feel intimidated by the fact that you have your own. More than if they just know you're experience. So we insist on an "even playing field". But you're welcome to wear your own overalls.

Can I bring my own paintballs?

- NOPE. Sorry.

Some Playing Tips:

- * **Avoid field hazards:** You are playing in trees and trenches, and amongst tyres and obstacles. They don't tend to move much when you head-butt or face-plant into them.

- * **Scream like a girl:** When you are eliminated, yell "I'm hit!" more than once. In the heat of battle temporary deafness can afflict opposing players.

- * **Expect bonus balls:** You're crossing the field, arms above your head, like you were told, and someone shoots you, because you crossed a firing line. Realise you just took a paintball meant for someone else and get out of the way.

- * **Avoiding overkill:** You saw the Matrix Trilogy and Kung-fu Panda, yet a paintball still managed to hit you, despite your lightning reflexes. It is very likely that several more balls are following that one. Don't just stand there grinning stupidly. **MOVE.**

- * **You are not a gangster:** Playing with your marker at strange angles (other than upright) will only result in you chopping a ball and jamming your marker - or worse, firing blanks.

What does paintball teach kids?

- We stress the safety aspects of paintball and the potential consequences of not following the rules. We teach them about cause and effect, the consequences of their actions, listening skills, and respecting an authority figure outside of family and school. They learn to think tactically and work as a group. And to limit themselves so they still have paintballs to play the last game.

What kind of safety precautions do you take?

- We provide all participants with full-face masks and require them to keep them on. We also give a safety briefing explaining the safety rules, along with how to properly use the equipment. We enforce a maximum velocity of 270fps, with no full-auto. Barrel socks and plugs are required on all markers. And as paintball is a sport and sports injuries can occur, we keep a fully kitted first aid kit on hand at all times.

What if we run out of paintballs?

- Don't freak out, extra paint is available at R15 for 50 paintballs, and R70 for a pack of 250.



Field Rules

1. DO NOT lift or remove your mask on the playing field. We will yell at you. You may be banned from playing. And you could get hit in the face or eye. Should you be hit in the face or eye, we take no responsibility as you were told NOT to lift or remove your mask for this reason and you CHOSE to disregard the warnings. A direct hit by a paintball to your eye can cause partial to full loss of sight.
2. Don't get closer than 5 metres to an opposing player as you can hurt them and ruin their enjoyment.
3. Markers must ALWAYS be put on safe and be plugged or socked BEFORE entering the safe zone. While in the safe zone, carry markers pointed at the ground, with fingers off the trigger. NEVER point a marker at someone when you're in the safe zone.
4. NO children under 10 years of age are allowed to play. They haven't developed sufficient listening skills to be able to play safely.
5. No Smoking, no Illegal Drugs, no Alcohol (in your blood stream or still bottled) - Even if you offer to share. No Weapons.
6. Leave your valuables, cell-phones and car keys with us for safe keeping. We only test drive select models.
7. Don't shoot eliminated players on purpose - that's messed up.
8. Don't wipe your paint splat so no-one will notice you're eliminated - that's cheating.
9. Don't shoot the marshall on purpose - he'll ignore your screams for help later.
10. Don't pick up paintballs - they swell and jam your marker.

Other FAQ's:

When can I play with my own kit?

- Join us on any of our twice monthly open days.

What are your limits on open days?

- The only restrictions on open days are velocity: 270fps; balls per second: 3; firing mode: semi-auto or 3-shot burst; and sportsmanship: required.

This sport rocks! How can I afford to play more often?

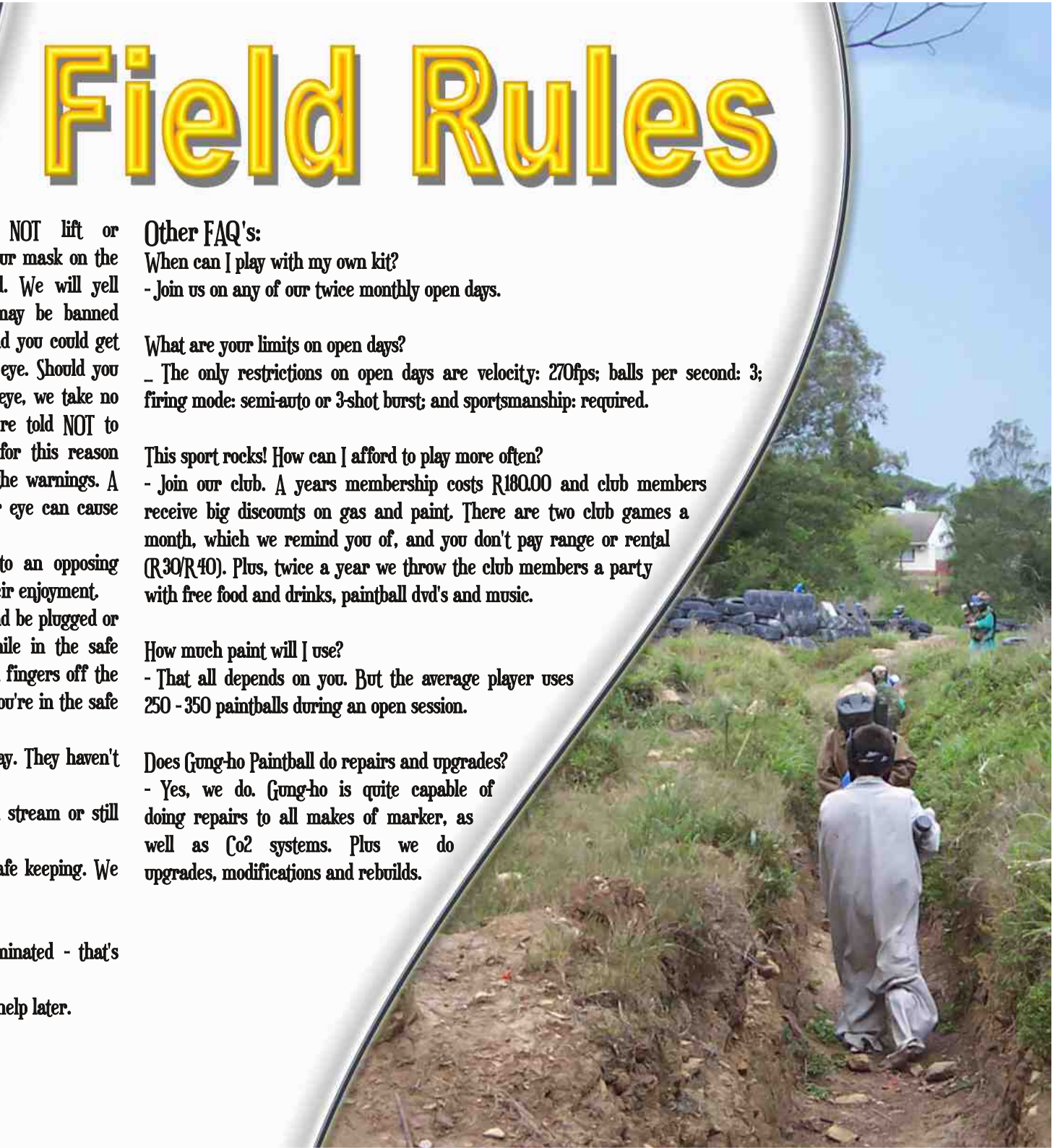
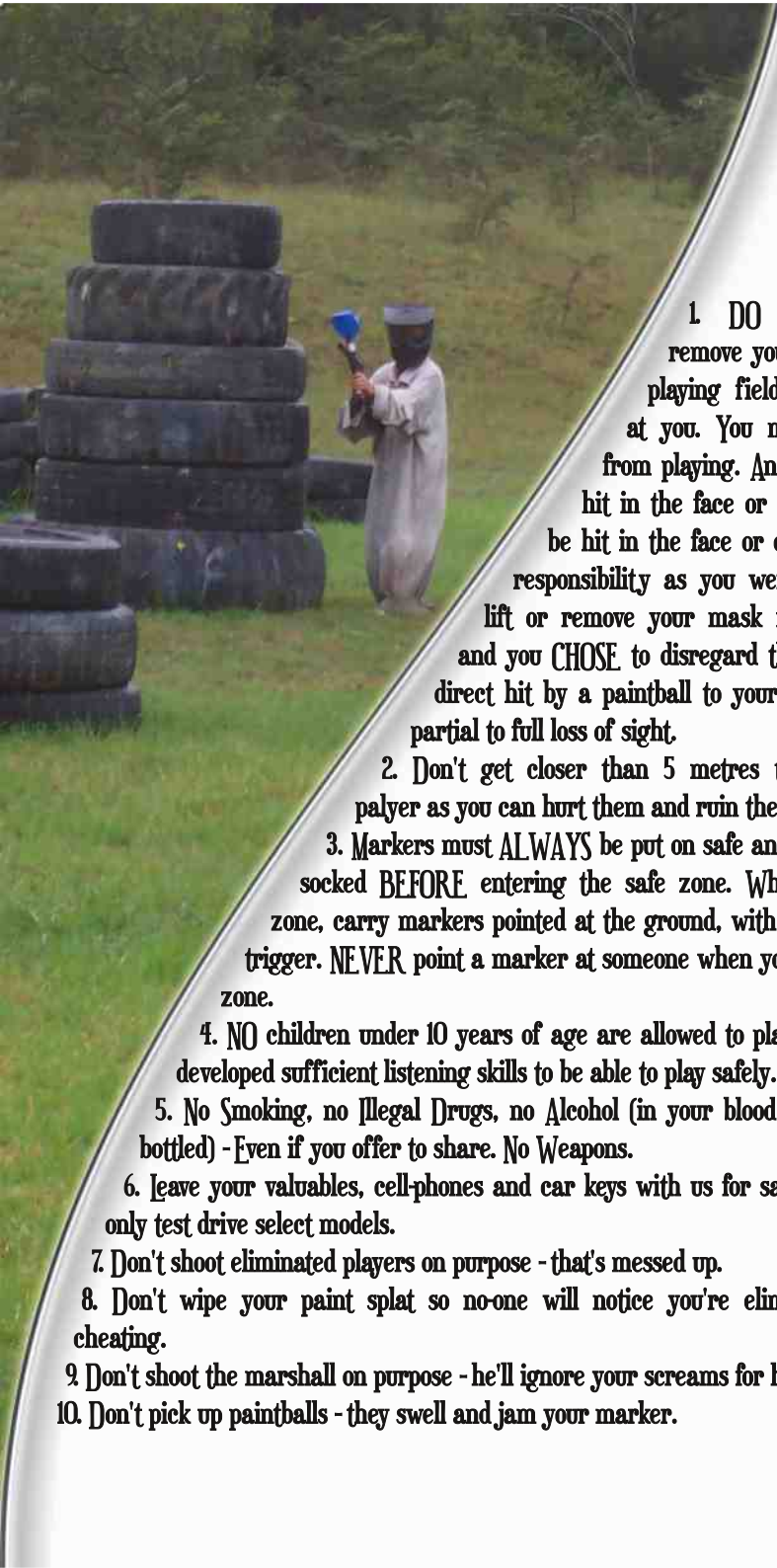
- Join our club. A years membership costs R180.00 and club members receive big discounts on gas and paint. There are two club games a month, which we remind you of, and you don't pay range or rental (R30/R40). Plus, twice a year we throw the club members a party with free food and drinks, paintball dvd's and music.

How much paint will I use?

- That all depends on you. But the average player uses 250 - 350 paintballs during an open session.

Does Gung-ho Paintball do repairs and upgrades?

- Yes, we do. Gung-ho is quite capable of doing repairs to all makes of marker, as well as Co2 systems. Plus we do upgrades, modifications and rebuilds.



Get to know the equipment

A: Barrel Sock

B: Hopper

C: Mask

D: Marker

E: Chest protector - ours are camo and black

F: Cylinder

G: Camo Overall - ours are green, red, orange, white, or khaki

H: Pod pack - only available on club days

I: Paintballs - available in packs of 50 and 250 to bookings, and in bags of 500 and boxes of 2000 on club days



Gung-ho Paintball
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