

**JUST**  
Paintball



**BBZ**

*Blitzed*  
**HARBIN**



**BIG GAME 2022**

**26 / 27 / 28 AUGUST**

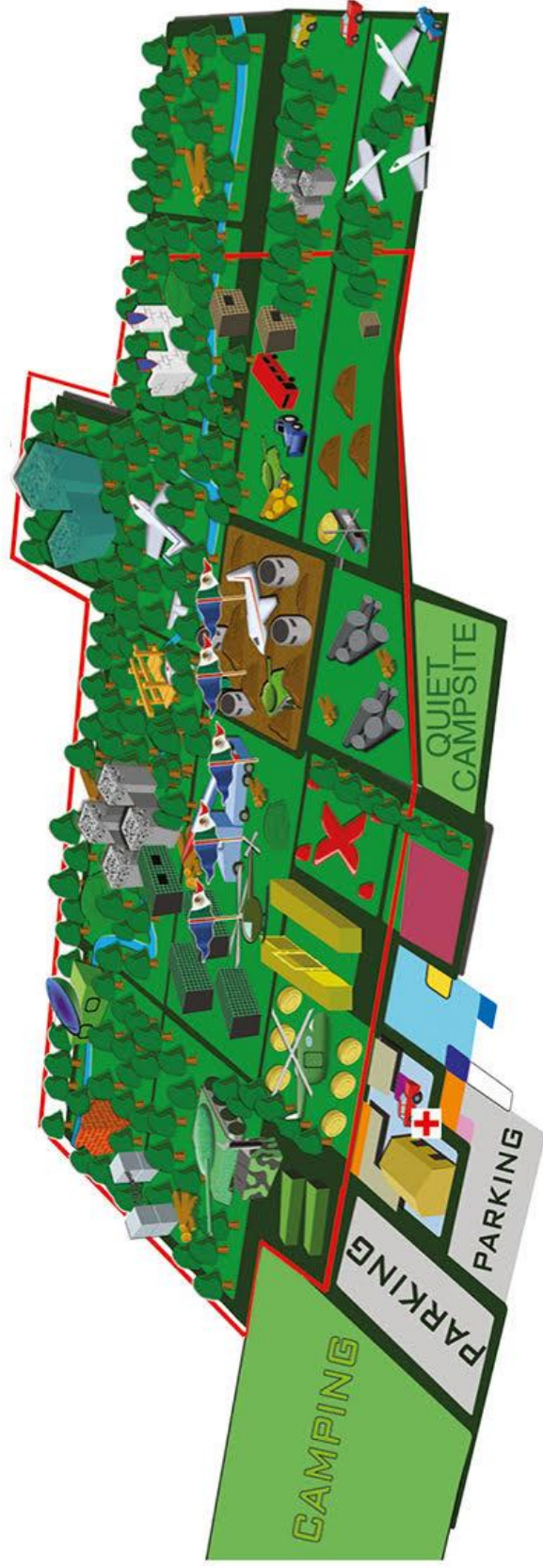
**DIVISION**





# THE **CARTEL** vs **DIVISION**

## MAYHEM BIG GAME



 **SHOP**

 **BOOKING IN**

 **BOUNDARY**

 **TRADE VILLAGE**

[www.Mayhem-Paintball.co.uk](http://www.Mayhem-Paintball.co.uk)

**01708 688 517**

# ORDER OF EVENTS

## FRIDAY

**0900** REGISTRATION OPENS

**1000** TRADE STANDS OPEN

**1100** ROLLING MAGFED AND WALK ON GAMES

**1900** REGISTRATION CLOSES AND ALL GAMES FINISH

## SATURDAY

**0900** REGISTRATION OPENS

**1000** FIGHTCLUB, HYPERBALL OPEN, 3MAN SUP AIR  
TOURNAMENT (MEET @ INCEPTION DESIGN TENT)

**1030** WALK ON (MEET @ JET)

**1100** MAGFED (MEET @ JET)

**1300** MAGFED GAMES STOP

**1345** THE LEGACY OF AUTURO DE LA TORRE – MAGFED  
BIG GAME (MEET @ JET)

**1400** MAGFED BIG GAME BEGINS

**1600** ALL GAMES STOP

**1645** MAGFED 2<sup>ND</sup> HALF

**1700** BATTLE OF MAYHEM (MEET @ JET)

**1900** MAGFED BIG GAME ENDS

**2000** ALL GAMES STOP

## SUNDAY

**0800** REGISTRATION OPENS

**0930** FIELD ENTRY OPEN

**1000** GAME ON

**1230** LUNCH (SWAP ENDS)

**1330** GAME ON

**1600** GAME OVER



# RULES

1. Don't be a dick.
2. Marshal's decisions are final.
3. No wiping.
4. No abusive language.
5. 280 fps chrono limit.
6. Respect staff and fellow players.
7. Play the game with honour and for fun.
8. Barrell socks must be worn whenever not in active game.
9. Dead players don't talk.
10. No over shooting.
11. No moving, making holes in, or shooting through/ under debris netting.
12. No hiding of team colours.
13. You must have a witnessed chrono before playing.
14. You must have your bottle checked before playing.
15. Marshals are primarily there for safety reasons and general game information.
16. Goggles must be work and all times in game areas.
17. Barrel socks must be in place before entry into the safe areas.

Disregard for these rules could see you asked to leave the field, or potentially banned from the event.





**BOTH MECH / 5.5 CAP AND OPEN CLASS  
(15BPS) GAMES**

**MAYHEM**

**FIGHT  
CLUB**

**WITH**

**NICKY**

**'THE KING OF CLASSIC'**

**TRUTER**



**TOMMY**

**'THE GUN'**

**WEBB**



**SNAKE SCHOOL**

**SATURDAY 10:00 – 16:00**

# REGISTRATION

All players must register to play. Players will not be able to take part in any games or events until registration has been completed.

Upon registration, players will be issued with a numbered wristband which must be worn at all times throughout the event.

Non players **MUST** register as a participant as soon as they arrive.

Players without a wristband will not be able to participate in any games whatsoever.

Please bring your bottle with you when you register.

Bottles will be checked to ensure that they are within test date and of good condition.

Bottles found to be substandard will be retained by the event staff until after the event has finished. This is to ensure that unsafe bottles are not used during the event.

There will be both 3K and 4.5K air available.

Bottle checking will take place during registration.

# OPENING HOURS



FRIDAY 0900 – 1900

SATURDAY 0900 – 1900

SUNDAY 0800 – 1000





# THE LEGACY OF AUTURO DE LA TORRE



**MAYHEM MAGFED BIG GAME**  
**SATURDAY 27TH AUGUST. 14:00**



# VENDORS

Keeping you stocked up and in the game:



Also joined by:

- Titan Wolf Printing
- Inception Designs
- Matte 68 recycled gear
- Battlegear UK

Fed and watered by:

- Stuart's Bar
- Gadget's Noodles
- Kieron's Burgers and Kebabs
- Jonno's wraps

Planet Eclipse will be providing tech support for all their customers throughout the event.





# EMERGENCY PROCEDURES

In order to ensure a safe and enjoyable environment for all our customers, we will be operating a sin bin system for players who do not comply with the rules of the event.

The sin bin system will only penalise the player who infringes and not their team as a whole. The amount of time in the sin bin will be proportionate to any infringement.

A marshal's decision is final. For serious rule infringements, Mayhem reserve the right to remove players from the game with no recompense.

The Event Coordinator's decision in such instances will be final.

In the event of a medical emergency 'GAME OVER' will be called by all staff followed by 'FREEZE'. If you hear game calls please repeat the call and apply your barrel sock. Do not move position until instructed to do so by an event marshal.

Please come to the First Aid station (shop) should you require any minor medical attention. If immediate medical attention is required, please contact the emergency services.



REGISTRATION @ INCEPTION DESIGN TENT  
FRIDAY 1700 CUT OFF

# NOVICE **MAYHEM BIG GAME** 3-MAN



SAT 27 AUG - MAYHEM BIG GAME  
INCLUSIVE WITH EVENT TICKET

We Support  
**UKPSF**

**PRIZES TBC - #GrowPaintball**

1ST 2ND 3RD PLACE PRIZES FROM JUST  
PAINTBALL AND VIRST



# CAMPING

Camping is available on Thursday, Friday, Saturday, and Sunday evenings. The camp site will open from 12:00 on Thursday; be aware - games will not begin until 10:00 on Friday.

Please note, some camping areas have been allocated for teams. You will be asked to move if you set up in a reserved area.

We insist that all campers respect the sites neighbours. Absolutely NO pyrotechnics or dry firing in the camp area. Please keep noise to a reasonable level.

Any campers who do not respect the privacy of the local inhabitants will be ejected from the site and will not be permitted to play.

No refunds will be issued in such circumstances. Please ensure that you leave the camp site in the same condition that you found it.

Where possible, dogs should be left at home. If this is not possible, dogs **MUST** be on a lead **at all times**.

In the event of extreme weather, camp fires may be banned. This is at the event organisers discretion and **will not be negotiable**.



# THE **CARTEL** vs **DIVISION**

## MAYHEM BIG GAME



**SHOP**

**BOOKING IN**

**BOUNDARY**

**TRADE VILLAGE**

[www.Mayhem-Paintball.co.uk](http://www.Mayhem-Paintball.co.uk)

**01708 688 517**



# ORDER OF EVENTS

## FRIDAY

**0900** REGISTRATION OPENS

**1000** TRADE STANDS OPEN

**1100** ROLLING MAGFED AND WALK ON GAMES

**1900** REGISTRATION CLOSES AND ALL GAMES FINISH

## SATURDAY

**0900** REGISTRATION OPENS

**1000** FIGHTCLUB, HYPERBALL OPEN, 3MAN SUP AIR  
TOURNAMENT (MEET @ INCEPTION DESIGN TENT)

**1030** WALK ON (MEET @ JET)

**1100** MAGFED (MEET @ JET)

**1300** MAGFED GAMES STOP

**1345** THE LEGACY OF AUTURO DE LA TORRE – MAGFED  
BIG GAME (MEET @ JET)

**1400** MAGFED BIG GAME BEGINS

**1600** ALL GAMES STOP

**1645** MAGFED 2<sup>ND</sup> HALF

**1700** BATTLE OF MAYHEM (MEET @ JET)

**1900** MAGFED BIG GAME ENDS

**2000** ALL GAMES STOP

## SUNDAY

**0800** REGISTRATION OPENS

**0930** FIELD ENTRY OPEN

**1000** GAME ON

**1230** LUNCH (SWAP ENDS)

**1330** GAME ON

**1600** GAME OVER

