



The Battle plan prepared by SurvivalZero

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1. The games (the battle)

The Ultimate Paintball Challenge is a battle between two teams that have to conquer each others base camp completely. A camp consists of 1 base camp and five mobile patrol tents. These tents can be moved forward by the participants and serve to be spend night in. Players can move these tents forward and will spend the nights in these tents. The Marshalls will communicate the coordinates of the opposing team. Each team has its own Marshall. With the help of a compass both teams will plan their itinerary. This way both teams will engage on the battlefield. In case a player is hit, he/she has to temporarily return to his/her base camp.

There the hit player must occupy him/herself with the defence of the camp. After some time this “injured” player will be replaced by another “injured” player and the first player can go to battle ground again. The team captain will confer with the Marshall to plan a strategy that will lead to victory. In this game it is also possible to take prisoners. These prisoners will have to be taken back to the base camp of the captors. Captives have to be taken proper care of. When both teams have prisoners, an exchange can take place. This will happen with the help of the Marshalls.

Every night a complete “ceasefire” will be proclaimed for a period of at least 3 hours. This will enable each player to take rest. Player can arrange rest periods with their teams. Inside tents it is prohibited to shoot. This implies that player can only take off their masks inside tents. Marshalls will strictly supervise this regulation.

As The Ultimate Paintball Challenge lasts several days, SurvivalZero will supply bread and fresh water to both base camps three times a day. Furthermore a field ration will be delivered every night. The meal of course has to be prepared by the players themselves.

2. Playtime

The battle will last 72 hours, actual time. Including the ceasefire periods.

3. Marshalls and camps

All through the game 4 Marshalls be in the arena. These Marshalls are assistants/referees and contact persons for the players. These Marshall are split between three base camps: team A, team B and C (neutral). Base camp C (mother camp) is the control post of SurvivalZero. Here you find the lockers, communication equipment, the first aid kits, a care area and storage of SurvivalZero. Camp C is at all time a safe zone. It will be shielded from the game. Camp A and B are no safe zones.

These camps are part of the battleground. A and B are the base camps of the teams.

Here you find a first aid kit, a small storage space for the teams and a sleeping place for the Team Marshall.

4. Equipment

In camp C every player will receive from the Marshall at the beginning the personal kit mentioned below. Each participant is personally responsible for his/her kit.

1 battle overall	1 facemask
1 backpack	1 set of pans
1 sleeping bag	1 set of cutlery
1 gel burner	1 marker (weapon)
1 poncho	1 compass
1 filled toiletry	1 small white flag
1 flask and cup	10 paintholders
1 camp bed	500 cartridges (paints)
1 towel	

5. Rules

1. *SurvivalZero can in no way be held responsible for the unduly arrival of participants that arrange their own transportation to Zagreb. The game begins in Zagreb with the participants that arrive on the scheduled time.*
2. *No shooting is allowed within 10 meters distance of the target..*
3. *No shooting is allowed inside the tents.*
4. *The tent scan not be used as a target for shooting..*
5. *At all time facemasks have to worn except inside the tents of base camp A and B*

- 6.** *At base camp C, the central post of SurvivalZero, markers (weapons) cannot be loaded. All paints have to be removed from the paintholder and the weapon must have tested at least twice outside the area in the appropriate container.*
- 7.** *Alcohol is prohibited.*
- 8.** *Smoking is prohibited. There are some areas in the base camp where smoking is allowed.*
- 9.** *Open fire is prohibited except for the designated areas in the base camp.*
- 10.** *Directions of the Marshalls have to be carried out at once*
- 11.** *All modern equipment (mobile phones, Ipods etc) has to be handed over on arrival. This equipment will be locked away in camp C. Photocameras can be brought on your own risk. SurvivalZero will supervise the lockers.*
- 12.** *In case rules are violated the player will be excluded and have to report at camp C where sanctions will be taken in deliberation with the Marshalls.*
- 13.** *In case players want to contact home, they have to ask their Marshall. He will take care that contact can be made using the own mobile phone of the player. Relatives can reach players 24 hours a day through camp C. Camp C will contact a player through a Marshall.*
- 14.** *When a player is hit, he/she should show the white flag. This player cannot use his/her marker (weapon) until the player has reported at his base camp.*
- 15.** *During the battle players can only use resources that SurvivalZero has put at their disposal. The area can only be left with the explicit permission of a Marshall.*
- 16.** *In cases where rules don't apply, the judgement of the Marshalls is binding.*

6. Costs and payment

The participation fee for The Ultimate Paintball Challenge of SurvivalZero is € 870 (including VAT) per person. The flight to Zagreb is not included in this price. SurvivalZero can advise you with the booking of a flight. Participants are obliged to have a travel insurance. **Payment of the participation has to be received by SurvivalZero at least 14 days before the event.** A Challenge will only take place when at least 30 participants (2 x 15) have booked and paid.

At the beginning of the game every participant will receive 500 paints (cartridges) for free. More paints can be bought. The costs for 140 additional paints is €10,-. It is also possible to buy a complete box of 2.000 paints. This costs €120,-. Additional paints have to be paid cash on delivery.

In case of loss or damage the following costs will be charged. These costs have to be paid on site. Battle overall **€ 50** Facemask **€ 40** Backpack **€ 80** Sleeping bag **€ 100** Poncho **€ 12,50** Paintholder **€ 2,50** a piece, Filled toiletry **€ 20** Set a pans **€ 25** Set of cutlery **€ 5** Gel burner **€ 8** Marker (weapon) **€ 250** Compass **€ 12** Flask and cup **€ 5** Camp bed **€ 55** Towel **€ 10** and a Small white flag **€ 5**.

We want to assure you that all the stuff will be thoroughly checked in advance in your presence. After that you are required to sign the material list for receipt of the kit in proper condition.

7. Unforeseen circumstances

In case of unforeseen circumstances the following policy applies:

Small injuries

The player should report at the Marshall. He will accompany the player to the base camp. There the Marshall will take care of the injury and the player can continue the battle.

More serious injuries

The player should report at (or be reported to) the Marshall. He will decide whether to go to the teams base camp or to central camp C. In the latter case the Marshall will notify the other Marshalls and camp C by walkie talkie. At this moment it can be decided to call a temporary ceasefire. When the Marshall and the injured player have arrived at camp C, the battle may continue. Camp C will take care of the injured player. Survival Zero has contact with local doctors and can call them to help.

Serious injuries

The player should report at (or be reported to) the Marshall. He is obliged to call a ceasefire and will inform all Marshalls and camp C.

Camp C will notify medical services and deliberate whether the injured player can be transported. In each camp a stretcher is available.

When possible the player will be transported to camp C. If all necessary measures have been taken, the Marshalls will file an official accident report. After this the battle may continue.

Fire

In case of fire the evacuation plan comes into operation. At that moment all players have to report at their Marshall and the team will go to camp C. The Marshalls will then go to the location of the fire and when necessary call in help of local authorities. Fire extinguishers are available in camp A, B and C. These devices are always the first tools to extinguish a small fire.

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