

# Epowersports Gang Bang 2009—Event Schedule

Sunday June 21, 2009 at Kualoa Ranch (*Paintball Field*)

www.kualoaranch.com

7:00 - 8:00a.m.      **Staff Meet & Set-up**

8:00 - 9:00a.m.      **Set-up & Parking**

Gates open for tent set up (*First come, first serve*)

9:00 - 9:30a.m.      **Registration**

Registration materials will be passed out to all teams

9:30 - 10:00a.m.      **Announcements**

Go over the event's schedule, rules, and any other announcements

10:00 - 10:30a.m.      **Force on Force**

*Team 1 & 2 VS. Team 3 & 4*

Team Start Points:

- Team 1/2: Far Side
- Team 3/4: Pallets

Game Overview:

- All weapon types are allowed
- Eliminate the opposing teams

10:45 - 11:15a.m.      **Force on Force Medic**

*Team 1 & 2 VS. Team 3 & 4*

Team Start Points:

- Team 1/2: Pallets
- Team 3/4: Far Side

Game Overview:

- All weapon types are allowed
- Eliminate the opposing teams
- Each Combined Team has **4** medics. (Medics die ONLY by headshots)
- **No tanking or human shields**

12:15 - 12:45p.m.      **4 Way Capture the Flag**

*Team 1 VS. Team 2 VS. Team 3 VS. Team 4*

Team Start Points:

- Team 1: Hill
- Team 2: Tree House
- Team 3: Far Side
- Team 4: Pallets

Game Overview:

- 4 flags
- **No drum/box mags**
- Teams must defend their flag, but also try to obtain their opponents' flag.
- **CAPTURE THE FLAG AND RETURN IT TO YOUR STARTING POINT!!!**
- If you are shot while carrying any flag, you must drop all flags where you are shot.
- Other teams may fight for the down flags
- TANK Strategy is NOT ALLOWED in this game! No rushing the flag as a mass unit using your teammates as a shield in order to retrieve the flag.
- When time limit is reached, the team with the most flags wins.

- 11:30 - 12:00p.m.      **Army of Two Medics**  
 Team 1 & 2 VS. Team 3 & 4  
 Team Start Points:  
 - Team 1/2: Far Side  
 - Team 3/4: Pallets  
 Game Overview:  
 - Every player picks a partner to run with  
 - Each partner is a medic (can ONLY revive each other)  
 - If your partner gets shot, you must wait at least 30 seconds before you can tag them in  
 - **NO Tanking**
- 12:45 - 1:45p.m.      **Lunch Break**  
*Pistol & Sniper Contest*
- 2:00 - 2:15p.m.      **Group Shot**  
*All players & Individual groups*
- 2:30 - 2:50p.m.      **Pistols**  
 Team 1 & 2 VS. Team 3 & 4  
 Team Start Points:  
 - Team 1/2: Pallets  
 - Team 3/4: Fort  
 Game Overview:  
 - Pistols, gas SMGs, Pump shotguns
- 3:00 - 3:20p.m.      **Royal Rumble (Pistols)**  
 Team 1 & 2 will start game. Team 3 & 4 will join upon Epower Staff command  
 Team Start Points:  
 - Team 1: Far Side                      - Team 3: Pallets  
 - Team 2: Tree House                 -Team 4: Fort
- 3:30 - 4:00p.m.      **Black Hawk Down**  
*2-Ranger Teams (20 per team) / Skinnies-remaining players*  
 Ranger Teams Start Points:  
 - Ranger Team 1: Pistol Bunker  
 - Ranger Team 2: Hill  
 Skinnies Start Point: Pallets  
 Ranger Overview:  
 - AEGs with any type of mags, including box/drum mags  
 - Team 1 cannot leave start point until ALL of Team 2 reaches them  
 - Team 2 must rescue Team 1 and take them back to Team 2 start point  
 Skinny Overview:  
 - Any gun type: **SEMI ONLY!**  
 - Prevent Ranger Team 1 from being rescued  
 - Prevent Ranger Team 1 & 2 from getting back to start point  
 - Can respawn only ONE time after being shot  
 - Respawn point = Start point

4:15 - 4:30p.m.

### ***Prison Break***

*ALL Teams VS. Epower Staff*

Team Start Points: Everyone @ Pallets

Game Overview:

- Epower staff runs to get their guns
- Everyone else at the pallets, and waits to shoot on command
- Standard Hits

4:30 - 5:00p.m.

### ***Headshots Only (If time permits)***

*Team 1 vs. Team 2 vs. Team 3 vs. Team 4*

Team Start Points:

- Team 1: Tree House
- Team 2: Far Side
- Team 3: Pallets
- Team 4: Hill

Game Overview:

- All weapon types are allowed
- Eliminate the opposing teams
- ALL player die by headshot ONLY

## **Rules & Regulations**

1. Don't Piss off Ernie
2. Don't shoot the animals
3. Don't litter. Pick up ALL of you trash when you leave the field
4. 10 foot rule: Don't shoot players within 10 feet, pull out pistol instead
5. Don't shoot the photographer / videographer
6. Don't cheat. Call your hits as best as you can
7. If you have any complaints, please bring it up with Ernie
8. Test fire you guns **ONLY** at the entrance gate to the field
9. ALL masks must be **ON** while on the field
10. Leave all of you bad attitudes at home
11. NO consuming of alcohol or illegal drugs
12. Finally *Don't Piss off Ernie*
13. Stay 30' away from the road
14. Don't go past the dirt roads
15. If you see hikers, tour groups; call "STOP" to the game
16. Be responsible for yourself; know your limits
17. If someone gets hurt, get someone's attention, and call "STOP" to the game
18. HAVE FUN!!!!