

A promotional poster for the Mayhem Abridge Pacific 5 3 Day Paintball Festival. The background is a collage of paintball players in various gear, including helmets and jerseys with 'E-TEK' and '4' visible. The text is overlaid on this background. At the top, 'MAYHEM' is written in a large, red, stylized font with a yellow splatter effect behind it, and 'ABRIDGE' is in a smaller, black, sans-serif font below it. Below that, 'PACIFIC 5' is written in a large, red, outlined font. Underneath, the dates '28th/29th/30th of August 2015' are in white. Further down, '3 Day Paintball Festival' is written in yellow, and '4' is written in white. Below that, 'BIG GAME WEEKEND' is in a large, red, outlined font. The website 'www.mayhem-paintball.co.uk' is in white. The phone number '01708 688 517' is in a large white font. At the bottom, 'BEST VALUE GAME IN THE UK' is in a white, outlined font.

**MAYHEM**  
ABRIDGE

**PACIFIC 5**

28th/29th/30th of August  
2015

3 Day  
Paintball Festival

4

**BIG GAME WEEKEND**

[www.mayhem-paintball.co.uk](http://www.mayhem-paintball.co.uk)

**01708 688 517**

**BEST VALUE GAME IN THE UK**

**MAYHEM BIG GAME 2015**  
**THE PACIFIC 5**  
**PLAYER PACK**

# Index page

<b>Main page .....</b>	<b>1</b>
<b>Index.....</b>	<b>2</b>
<b>In brief.....</b>	<b>3</b>
<b>The Teams.....</b>	<b>3</b>
<b>Registration.....</b>	<b>3</b>
<b>Bottle Checking.....</b>	<b>4</b>
<b>Gun Teching.....</b>	<b>4</b>
<b>Video/Camera Men.....</b>	<b>4</b>
<b>Mayhem Tactical Games.....</b>	<b>4</b>
<b>Sup Air.....</b>	<b>5</b>
<b>Re-Spawns.....</b>	<b>5</b>
<b>Entry/exit points.....</b>	<b>5</b>
<b>Air Stations.....</b>	<b>5</b>
<b>Missions and Objectives.....</b>	<b>5</b>
<b>Airstrikes.....</b>	<b>6</b>
<b>Safe Areas.....</b>	<b>6</b>
<b>General Game Rules.....</b>	<b>6</b>
<b>Code of Conduct.....</b>	<b>7</b>
<b>Emergency Procedure.....</b>	<b>7</b>
<b>Hotel.....</b>	<b>8</b>
<b>Camping.....</b>	<b>8</b>
<b>Food and Drink.....</b>	<b>8</b>
<b>Friday.....</b>	<b>8</b>
<b>Saturday.....</b>	<b>8</b>
<b>Timetable of Events.....</b>	<b>9-10</b>
<b>Directions.....</b>	<b>11</b>
<b>Central Line.....</b>	<b>11</b>
<b>Our Address.....</b>	<b>11</b>
<b>Telephone Numbers.....</b>	<b>11</b>

## **Mayhem Paintball Presents:**

### **Mayhem Big Game 2015 – The Pacific 5**

#### In brief

This is a 3 day event running on from Friday the 28<sup>th</sup> of August to Sunday the 30<sup>th</sup> of August. Camping is also available on the Friday, Saturday and Sunday evenings.

On the Friday, players are invited to arrive from 12:00 to set up camp, registration will be open on the Friday between 13:00 - 20:00. Rolling games will take place on the Friday from 14:00 until 20:00.

On the Saturday, registration will be open 10:00-20:00.

On the Saturday, games will begin at 11:00 and run until 16:00. Between 16:00 and 17:30 all paintball will stop so that players will be able to walk the field. Evening games will then run from 17:30 until around 21:30.

Registration will open at 7:00 on the Sunday morning.  
The Sunday will be split into two halves, morning and afternoon, with a 45minute lunch break at 12:30.

The final battle will finish at 16:00 and will be followed by prize giving.

#### The Teams

All players will be issued with a numbered wristband and be banded with either blue or red coloured armbands. All players have to wear their armbands in clear view at all times, as this will identify which side you are playing on.

All players are also required to wear their wristband throughout the day as this indicates that you have registered and are therefore insured to play at this event. The team colours are as follows: Americans/Allies = Blue and Japanese/Axis = Red  
Costumes can be worn but you will still be required to wear your wristband and armband tape at all times.

#### Registration

##### Opening Times

Friday: 13:00 – 18:00

Saturday: 10:00 – 20:00

Sunday: 07:00 – 10:00

#### **All players must register to play.**

Please bring a printed copy of your purchase confirmation for your event ticket if you booked online. All those who booked over the phone, please just turn up and inform the booking in staff what name you booked under. This will speed up the registration process. When you register you will be provided with a numbered wristband which must be worn at all times. **Please bring your air bottle with you when you register.**

All air bottles must be checked before use at this event. Bottle checking will take place when you register and can also be checked at the Mayhem tech stand.

### Bottle Checking

All air bottles must be checked prior to use on site. Bottles will be checked to ensure that they are within test date, of good condition and have two burst disks. Bottles found to be substandard will be retained by the event staff until after the event has finished when they will be returned to the owner. This is to ensure that substandard bottles are not used accidentally during the event. Bottles can be checked at registration or at the Mayhem Tech stand.

### Gun Teching

It is strongly advised all players check their markers well in advance of any paintball events that they attend!

All major brands are represented on their own respective tech stands.

Dye Stand: Dye/Proto Markers  
Tippmann Stand: Tippmann Markers  
LIPS Stand: Planet Eclipse Markers  
GOG Tech Stand: Smart Parts/GOG Markers  
KEE Tech Stand: Empire/Invert/BT Markers  
Mayhem Armoury: Rental Markers

### Video/Camera Men

Throughout the Mayhem Big Game, we will be having an extensive film and camera crew who will be capturing still and video footage of the event. The crew will be filming live paintball action and also interviewing players. Please cooperate with them as much as possible, and bear in mind they will be using expensive equipment so please mind your paint! We are hoping to create a video that will blow you away.

### Mayhem Tactical

Mayhem Tactical games are for players using mag-fed, tac-caps or limited loaders and limits players to carrying a maximum of 150 rounds for one game.

On the Friday, Tactical games will be run in the same way as our normal Mayhem Tactical games run from 14:00-18:00.

On the Saturday, we will be running 2 x full-on scenario games over multiple maps with intricate missions and objectives over 1-2 hour long games with re-spawns. Hostile Intentions will also be running a kill house with inflatable walls in our Town map from 12:00 – 16:00.

On the Sunday, games will run in the Urban area and as part of the Mayhem Big Game itself. The result of the Urban games will give generals 'advantages' to use at their disposal as part of the Big Game. Missions will also be assigned as part of the Big Game to Spec-Ops units that will only apply to tactical players.

## Sup Air

The Sup-Air field for the Mayhem Big Game will be open throughout the Saturday from 11:00 – 20:30 (see timetable for full break down), and we are delighted to announce from 11:00 – 16:00 the Sup-air will be ran by 2 times world cup winner Mark 'Twizz' Dale and the London Tiger's paintball team. Get tips and advice from the UK's #1 team, and learn from the best players around.

## Re-Spawns

You are eliminated from the game when hit by a paintball that bursts upon you or any part of your equipment. You must give a clear indication that you are 'out' by raising your marker and spare hand in the air immediately and move quickly away from the area. Remember – dead men don't talk!

You must then re-spawn in order to re-enter the game, to do this you must head back to the base you started at:

**Team starting at the landing craft** must respawn at their backline (or mobile respawn point) between the landing crafts and the barricade wood deadzone

**Team starting in tank convoy** must respawn at their backline (or mobile respawn point) between the coach and the mini-bus in Radar.

Each team will also have mobile respawn points, where you may respawn if you have been eliminated. A mobile respawn point will be carried by a marshal and be clearly marked with a St George's flag. These respawn points will be mobile and will move around throughout the day.

## Entry/exit points

When entering the game, all players will start at the back line. When leaving the field, there will be various exit points, that are clearly marked. If you cannot find an entry/exit, please ask a marshal who will point you in the right direction.

## Air Stations

We are delighted to announce that we have secured the services of HPAC for the Mayhem Big Game so will be offering 4500psi fills, as well as 3000psi fills.

## Missions and Objectives

Exact missions and objectives will be revealed to each teams generals in the week prior to the game, and will be available in each base on the Sunday. Missions will be under time constraints and will be heavily focused on natural resources. Keep an eye out for:

**Water Containers**

**Ammunition Dumps**

**Medic Packs**

**Gold!**

There will be 2 mission types, main missions and spec-ops missions. These missions will be posted in each teams base prior to the start of the game. Some of the spec-ops missions can only be captured by your spec-op teams, and your team's generals will be in charge of appointing the spec-op teams.

## Airstrikes

Airstrikes are going to be a support option available to generals in trade for points that they have accumulated in other missions throughout the day, air strikes will be marked with marshals surrounding a designated point and setting off smoke grenades. If you come into contact with this smoke, you are eliminated from the game and must return to your teams dedicated respawn point.

## Safe Areas

There are dedicated safe areas on the field, where you can go in, take off your goggles, clean them and get a drink of water. Please ensure your marker is left outside the safe area with your barrel sock applied. To use the safe area you must call a marshal over, to stand by the entrance, and the safe area must be away from the line of play. If the line of play moves whilst the game is on, any players will be moved to their own skirmish line. No tactical advantages can be made from using a safe area.

## General Game Rules

You must abide by the code of conduct and compose yourself in a safe and responsible manner at all times. Your registration wristband must be worn at all times and your coloured armband must be in good condition and remain in plain view. All markers will be chronographed before the game starts and players will be required to provide a chronograph test at random points throughout the day. A witnessed chronograph reading will entail a minimum of three shots over the chrono ALL of which must be below 280fps. Players found with hot guns after providing a witnessed chronograph reading, risk ejection from the event. Overshooting will not be tolerated. Goggles must be designed specifically for paintball use and worn at all times within the game area. All markers must be fitted with barrel socks (not bungs) before leaving the game area. Absolutely no dry firing in the safe areas. No smoke grenades are permitted due to the dry conditions for players, although marshals will be using smoke grenades for certain missions throughout the day. All legal firing modes will be permitted.

NO FULLY AUTOMATIC OR BURST FIRING MODES.

If you must use ramping you **must** ensure you do so responsibly.  
No fully automatic markers will be permitted on site.

An elimination is deemed as any shot that breaks on you or any part your equipment.  
You must not shoot at or talk to any live players once you are eliminated. Non-compliance of any of these rules may result in exclusion from the game.

## Code of conduct

- No wiping.
  - No abusive language.
    - 280 fps.
  - Respect staff and fellow players at all times.
    - Play the game with honour.
    - Play the game for fun.
  - Barrel sock whenever not active in game.
    - Dead men don't talk.
- No moving, making holes in or shooting through/under debris netting
- No overshooting.
  - No blind firing.
  - No hot guns.
  - No hiding of team ID colours.
  - You must have a witnessed chrono check before playing.
    - You must have your bottle checked before playing.
    - Marshalls decisions are final.
  - Marshalls are primarily there for safety reasons, and general game info.
    - Scoring information will be available at your base.
    - Goggles must be worn at all times in game areas.
  - Barrel socks must be in place before entry into the safe areas.

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. You will be informed of what to do and where to go if a marshall has decided that you have committed a sin bin infringement. Please do not argue with the marshal, they have made their decision based on safety grounds and in the best interests of the event. A marshalls decisions 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.

## Emergency Procedure

Six loud whistle blasts will indicate a medical emergency. If you hear this emergency alarm, you **MUST STOP** playing immediately. Make your marker safe and apply your barrel sock. Do not move position until instructed to do so by an event marshal.

The First Aid station for this event is located within the main safe area and clearly indicated with signs containing a green cross. Please come to the First Aid station should you require any minor medical attention. If immediate medical attention is required, please contact the emergency services.

## Hotel

We have secured a discounted rate for the Mayhem Big Game 2015, with the Bell Hotel in Epping, which is a 10 minute drive from the site.

Quote 'Mayhem Big Game' when booking to get a double/twin room for £70.

### **Bell Hotel**

High Rd,  
Epping,  
Essex  
CM16 4DG

**Email:** reservations@bellepping.co.uk

**Tel:** 01992 573138

## Camping

Camping is permitted on the Friday, Saturday and Sunday nights. As there are residential properties and commercial agricultural premises in the immediate vicinity, 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 campsite in the same condition that you found it. Please bag up all your litter. All BBQ's and log fires must be raised off of the ground.

## Food & Drink

Food and drink will be available from 2pm Friday and throughout the day on the Saturday and Sunday from our on-site vendors. Players are welcome to bring their own food/drink

From 17:00 until late on the Friday and Saturday, and all day on the Sunday, the bar will be open selling a good variety of beers, spirits and soft drinks,

## Friday

Games will begin on the Friday from 10.30 (Sup-Air) or 11:00 (walk-on games and mag-fed). Games will run until 21:30 on the Friday evening. Please check the timetable for full timings.

## Saturday

Games will begin from 11:00 on the Saturday and run through to 21:00. When notice is given, players are welcome to walk the field (approximately after 16:15) but are advised to take goggles with them. Evening games will start at 17:30. Please ensure all Saturday players fill your bottles at the end of the games to ensure unnecessary waiting times for filling your bottle on the Sunday morning.



## Timetable of Events

### **Thursday 27th August**

09:00: Campsite opens

### **Friday 28th August**

09:00 – 20:00: Registration opens

10:30 – 20:00: Sup-Air opens with current Millennium field setup (Paris World Cup Setup)

11:00 - 20:00: Rolling Games across multiple fields

11:00 - 20:00: Mag-Fed Games (Mayhem Tactical Style)

20:30 - 21:30: Urban Floodlit Games

### **Saturday 28th August**

10:00: Registration Opens

10:00: Trade Stands Open

**10:30 - 12:00: Mag-Fed Scenario on Tank Convoy and Radar**

10:30 - 13:30: Walk-On Games Begin (Multiple Fields)

11:00 - 13:00: Sup-Air Rolling Games with the London Tigers Pro Team and 2 time world cup winner Mark 'Twizz' Dale

12:00 - 16:00: CQB experience with Hostile Intentions in a once in a life time setup. Hostile Intentions will be bringing inflatable walls to create a Kill-House in our COD Town map

12:00 - 13:30: Tippmann TiPX Challenge on Urban

**13:30 - 14:30: Mag-Fed Scenario on Aeroplane Wood**

14:00 - 16:00: Sup-Air Rolling Games with the London Tigers Pro Team and 2 time world cup winner Mark 'Twizz' Dale

**14:00 - 16:00: Band of Brothers Part 1: Battle of Bastogne (Tank Convoy and Radar)**

**14:00 - 15:00 – Mag-Fed Scenario on Air Assault**

14:30 - 16:00: Tippmann TiPX Quickdraw challenge on Urban

16:00: Afternoon games end

16:15 - 17:15: Field walk begins (all games stop)

17:30: Evening games begin

**17:30 - 19:00: Band of Brothers Part 2: Tippmann Tactical Big Game (Call of Duty Map Bog, Air Assault and Beach Landing)**

17:30 - 20:30: Urban Rolling Games

**17:30 - 18:30: Mag Fed Scenario on Bridge Wood and Missile Command**

17:30 – 19:30: Sup-Air Rolling Games

19:00 – 20:00: Ken Stevens Charity Game on COD Town

**19:00 – 20:00: Mag-Fed Scenario on COD map Bog**

**19:30 - 21:00: Band of Brothers Part 3: Public Entertainment (Speedball, COD Town and Sup-Air)**

20:30 - 21:30: Small floodlit games on the Urban (all types)

**21:00: All games end - Players party starts: Bar, live music and inflatables action**

## **Sunday 30th of August**

07:00 Registration opens

07:30 Chronograph stations open for witnessed testing

08:45 Game briefing starts

09:35 Field entry gate opens; all players take to the field and are escorted to their start points

09:55 Field entry gate closes for 20 minutes, any players not on the game field at this point will have to wait for insertion at 10:15

10:00 Game start

11:00 Mag-Fed in the Urban

12:30 Lunch

12:30 Mag-Fed on Missile Command (during lunch of main game)

13:15 Game restarts

14:00 Mag-Fed in the Urban

15:15 Mag-Fed in the Urban

16:00 Game Over

16:15 Final score, Prize Giving, Raffle

## **Monday 31st of August**

15:00 Campsite closes

## **Directions**

### **From the Dartford tunnel**

Come off the M25 at junction 29 and turn left on to the A127 heading for Romford. Stay on the A127 for 5 miles (don't go on the flyover) until a roundabout called Gallows Corner. Take the third exit (up Straight Road) and go straight over the mini roundabout. Past the first set of traffic lights there is set of staggered traffic lights at the end of the road. Go right at the first set and then go 40 metres to the next set and take a left, up the Broxhill Road (this is a narrow road). At the end of this road there is a village green and church in front of you - take a right turn on to the B175 to Abridge and Ongar. Go past the Royal Oak pub on your right then the rabbits on your right and soon you come to a roundabout where you turn left on to the A113 for Abridge. We are 1 mile on the left past the airfield. Turn in to the Patch Park Garden Centre. Carry on up a private road for 500 metres where you will come to the Mayhem car park.

### **From central London or the North Circular**

Head for the M11. Come off the M11 at junction 5 (Loughton). At the end of the slip road turn right under the motorway and go 500 metres to a small roundabout. Turn left at the roundabout on to the A113 heading for Abridge and Ongar. 1 and a half miles past Abridge is Patch Park Garden Centre with green railings. Turn right in to the second entrance and go up a private road through the garden centre for 500 metres where you will come to the Mayhem car park.

### **From M25 west bound heading towards junction 26 (Waltham Abbey)**

Come off the slip road to the roundabout and turn right under the motorway. At the second roundabout take the second exit for the B172 to Theydon-Bois and Abridge. Stay on the winding road through the forest and go straight through Theydon-Bois. Cross the humpback bridge and turn left at the T-junction towards Ongar on the A113. 1 and a half miles past Abridge is Patch Park Garden Centre with green railings. Turn right in to the second entrance through the garden centre and go up a private road for 500 metres and you will come to the Mayhem car park.

#### Central Line

**FREE PICK UP FROM THEYDON BOIS!**

Mayhem Paintball offer a free collection service from the Theydon Bois underground station. Just give us a call when you are two stops before Theydon Bois station and we'll come and pick you up.

#### Our Address

Mayhem Paintball, Pryors Farm, Patch Park, Abridge, Essex RM4 1AA  
Use door number 158 and RM4 1AA for Sat Nav addresses

#### Telephone Numbers

01708 688517 or 0207 6005030