

BE THE HUNTER, NOT THE HUNTED!



**(A HISTORY OF UK PREDATORS.)
BY RICHARD GALES.**

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Predators Patches from 1988-2000.



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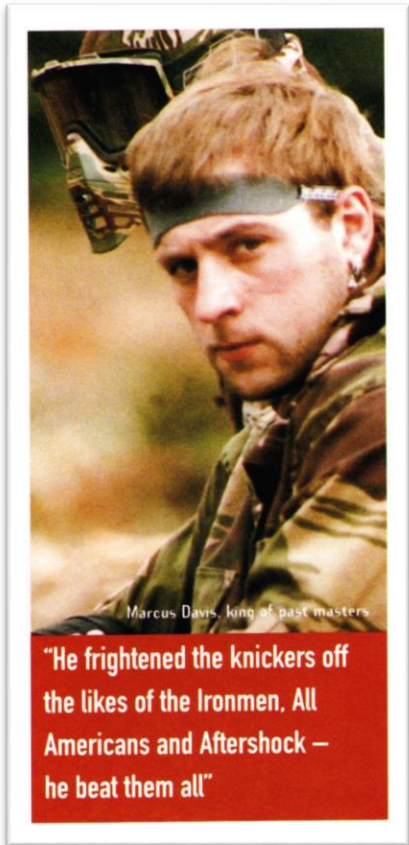
Barry Mattacott,
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Contributing magazines Include.

Action Pursuit Games,
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Intro.

Anthony “Shiney” Elvins and Marcus Davis both played for Bad Company UK, together they left in 88 to form the Battlezone Predators, The Predators won a few tournaments but in 1990 with their first European Championship win (Mayhem Masters Finmere 1990) this set the predators on a phenomenal winning a total of 4 European championships 1990,1991,1993 and 1994, Winning the Campaign Cup 3 times, the world 5-man championships, the only British Team to win a world cup in the states, beating the top American teams consistently in their own back yard, two consecutive 2nd places at World Cups, The world speedball championships twice, the first ever world Hyperball champions and from 1992 August until 1995 the team went unbeaten in 36 major tournaments, taking the Mayhem Masters by Maxing every game in 1993 a feat never repeated by any team. The

team had a core set of players who played as a team for nearly a decade and finally retired at the top of their game in 1999.

In 2015 The UK Predators reformed with some of the predators from the 90’s coming out of retirement to have more fun, Marcus (Muke) Davis, Sean (Monkey) Arnold, David (Lumpy) Guile, Stephen (Beally) Whyteleaf, Bart (Barty) Farmer and Mark (Twizz) Dale have been joined by Johan Strampraat and Koos Van Toast from Holland, Greg Andre Martin from France. Having started playing for fun again the competitive ethos in the team has led them to win 2016 and 2017 UK Woodland masters series using mech’s another first, and this picked up Nick Quincy, Josh Anelli, Luke Darbyshire and Michael Doak-Dunelly to put two squads in each round of the Woodland masters with the intent of taking the team to the states to play once again in a world cup on American soil. With Marcus Davis firmly back in the helm as captain, the team hopes to reward all of our sponsor’s belief in us and win and win and win. We have always used the best equipment and will continue to do so, this will aid us in our quest to be the best woodsball players once again. The first Real Professionals of the paintball game from the UK are back!



Profile of a Captain, Marcus Davis.

Since from the very first time I ever played way back in 1987 to the present day now, I can always remember the very first time I ever played paintball in the woods with a Splatmaster, four tubes of paint and a face full of camo paint. I had an overwhelming feeling of “oh shit I’m absolutely loving this” and from that point onwards I was hooked. As time passed, I became more and more

obsessed with playing and trying to make myself the best player I could wish to be. The one thing I loved above everything else was knowing I had to try and learn all the different aspects of playing woodsball, from learning about field craft, to how to use cover of trees, gullies, different terrain and how to blend in with my background. And

things like using the sun to my advantage, how to use the trees not only as cover but how to use them to block an opponent’s shot whilst moving towards him.

I was basically learning how to play chess in the woods, with myself as the rook always looking to move forward to trying to eliminate my adversary by playing aggressively and positively by hunting my prey. In my mind, even back then, I wasn’t one of those players that would hide in a bush and wait for my prey to come to me. My natural instinct was to always seek out the other team.

I was eliminated a lot more times than I was successful at the start but as time passed my success rate slowly but surely began to climb a little bit as each time I played and learned my skills as a real woodsball player. I practiced even back then with shooting left and right-handed; I learned the art of long balling; and crawling, camouflage, moving whilst others were shooting and the list continued to grow. My hunger to push myself to be the best player I could possibly be continued to be my overwhelming passion and that still burns deep inside of me today because for me, paintball was not just a game about running around shooting people in the woods, for me this was a competitive sport which required the same amount of drive and dedication I’d employed when I was boxing. For me I’d found my calling... not only was I improving as a player, I was also growing as a person. I was developing the ability to communicate with lots of different people I’d never met before and as time passed and the better I became, not only as a player but as a person, I started to use my new-found skills to hold conversations with different

players as passionate about woodsball as me. As time passed people and players were starting to ask for me advice about how to play, where to go and so the story and my Journey started to happen. Luckily for me, I seemed to have a unique gift when it came to playing paintball and my ability to share my hard-earned knowledge with other players and people. Whenever I would play a group event or a walk on day, people were asking me what to do where to go etc. and as time passed my personality and confidence began to grow all the time keeping myself in check and being as humble but assertive as possible. And when required to lead the side of which I was playing on back in those days.

Paintball became my new obsession. All my time, money and newfound energy was completely devoted to my chosen sport and as time passed the more I played, the more I wanted to compete and play against the best teams and players I could play against. I very briefly played with one of the top UK paintball teams of the day which was called Bad Company and this was a good learning curve for me at the time, but for me I had this burning drive and ambition to start my own team and one by one I managed to find a group of players with the same drive and motivation as me and from there the UK Predators were born. We started to play against all of the best teams we could and play as many events as we could afford as paintball was incredibly expensive back in those days. And as hard as we tried we used to get shot to pieces over and over again. We would play and come in last place, but then our results started to improve as we all learned how to play and complement each other's styles of play. There were no super stars in our team but there was a group of players that were all team players and played as a team. We all had one unique goal not to be the best individual players but to be the best team players we could be. This mental attitude is the same today for me and the UK Predators as it was back then... nobody is bigger than the team and the team always comes first. We all win together and we all lose together. United we fight and United we fall that's our team motto.

We haven't always been winners. We have had to come through lots of hard times and adversity, but we all have each other's backs we have a unique brotherhood where our spirit can't be broken. This is what made the UK Predators the team it is today. Never give up, play for each other, always remember never to leave anything to chance and give yourself the best chances of winning. We always walk to fields together, we develop our own unique code words, we train to play and we play to win. Should you ever have the opportunity to play against the best team

On the eve of the Campaign Cup 95, PGI talked to Marcus Davis about the Preds,

Let's start with your favorite question - it may even be the 6th anniversary of me asking you this, but - are the Predators finished?

Every time we lose, or (by our standards) have a bad run, people say we'll split up. We placed 2nd at Mayhem; 2nd to Shockwave in the Arenaball and 3rd and 4th to Shades in the Sidcup 5-man where a draw between our two teams did us no favors. OK so we blew out at the Gold Cup but we can't win everything. We're not playing well at the moment but we're not splitting up.

You can't deny there is pressure on the team though. Are you arguing among yourselves?

There have been personal upsets in the team which have affected things. But that's really our business and I don't want to talk about it in public.

Did Rate Farmer get booted out?

No. He resigned. Rate's a good friend. I go out clubbing with him and everything but our ideas are different. Rate's a great individual player but the Predators' success is based on teamwork. We realized our future wasn't together. We've had a tendency recently to play as individuals and that's never been our game. We need to play more as a team.

What about yourself? I've heard you've had enough and that you're about to leave the team to play on the US circuit like Phil Ham and Robbo. Any truth in that?

By the time this comes out I will have played with Bob Long's Ironmen in the World Cup in Orlando. I've got a great respect for Bob. I'd even say he's the only person in Paintball I look up to - I can learn off him. When we sorted out me playing for them, I asked him if it'd piss off some off his team - somebody would have to step down to let me play and I didn't want any had feeling or aggro over it. Don't worry about it." he said. "If it comes to it, you can have my place." That's the biggest complement I've been paid. But no, I'm not leaving the Preds.

There's a mumbling around the circuit that the Preds are too old and tired. Do you accept this?

Nah. Look at Syd Spittle. Syd was our best player in Chicago, he got more eliminations than any other player. If there's a problem it's that we're a bit lazy, and we're playing at 50%. We need to get out and do some training.

In the past you've said a strength of the team is that the majority of you have played together almost from day one. Isn't that familiarity now contributing to the apathy in the team?

Kind of. I'm in a situation at the moment where I've only got 11 players which means there's no real competition for places. If a player is having a bad day. He needn't worry that much cos I've got no one to replace him. Because of that I need to expand the squad and so I'll be bringing in some new blood. I can't say at the moment who they will be. But they are fairly well known on the domestic scene but not as yet recognized as world class.

Is that your decision or the team's?

Mine.

Why did you play better in the States?

It's the international scene. We've done everything on the domestic circuit and it's difficult to get motivated...that doesn't help you to play well. I think most of the Pro teams will tell you we're not at our best - I'd be more worried if we were playing good Paintball and getting beat. At least we can see where we have to improve. The NPPL series gives us that motivation.

Let's look at your hardware. It's been rumored that the Preds are an AutoMag team and that you've had trouble moving over to the Bud.

We're better kitted out now than we've ever been. In my opinion the Bud is the best gun these days: it's more accurate on rapid fire: there's no drop off; it's consistent over the chronograph and even Syd Spittle can get on with it. Syd's always had trouble with his gun ever since I started playing with him, there's always something going wrong. But, touch wood, so far he's not even had a broken ball. Having said that, you can fire more with a Bud and that may be causing a few problems.

A lot of AutoMag users may dispute the point

I'll take you out and show you. I found that after rapid firing a Mag I'd get finger ache after 30-40 shots and that it would affect my pull. With our Cockers you can set up a rhythm and I can empty 200 shots without noticing.

So what's the problem?

What's tended to happen is our back players have been firing too much paint they've been keeping the other team under so much pressure they can't get out to shoot. That means my front players don't have the opportunity to pick them off. There's an argument for shooting loads in the NPPL but in the UK you need the opposition to come out from behind the barricades, not pressurize them so much they stay in.

I've heard the Preds pay you money.

Bollocks. I wish they did though.

Building a team.

My first bit of advice to any young team just starting out is this: *Don't expect too much too soon.* Teams like the Predators, the Nam Wrecking Crew and the Eagles to mention a few on the U.K. side of the pond, and the Ironmen. All Americans and Aftershock on the U.S. have team members who have been playing together for many years. Almost all of my players have been playing together for five years, and in that time we have learned quite a few valuable lessons together. Some of the most valuable pieces of insight cannot be taught: they are learned on the field, and the teacher is experience. The pros can share their techniques, explain the theories and detail their strategies, but you still have to put in the field hours together to make it work. The same goes for team work. Don't expect too much too soon. Your team will not play with the same unity as the professional teams overnight. If you follow some simple rules, however, you can promote team spirit and unity faster than you may think.

Rule #1: Team spirit is essential! A truly successful team is a group that works as a team both on and off the field. If you argue like a dysfunctional family off the field bickering, talking behind each other's backs and telling tales, chances are these differences of opinion will follow you onto the field and hinder the team from ever reaching full potential. Team spirit must be strong enough to enable you to leave your grudges behind, or the team will never achieve peak performance. This is hard work, and makes the physical requirements of the game, running, shooting and posting the flag seem like a bit of a cake walk.

This is not to say that the entire team must live and breathe as one, and it is unreasonable to expect that. Paintballers are people first of all (surprise. surprise!), and controversy is bound to arise. Spending a lot of time together will allow you a chance to discover the things you all agree upon, as well as those you don't.

Friendships should not be required, but should evolve naturally, both on and off the field. Forced familiarity does indeed breed contempt, and can lead to greater dissension within the group as second and third loyalties develop.

The first and primary loyalty should be to the team, and it is absolutely the most important.

Rule #2: Have fun! Sometimes it is quite easy to forget that we all play this game because it is fun and we enjoy it so much! Granted, there are always a few tense moments in every game, but there should also be moments of fun, camaraderie

and, even, relaxation! After an especially intense game, many players like to trade war stories and tease their teammates whose efforts that game may best be described as unsuccessful. This can provide a kind of comic as well as stress relief for both the player in question and the rest of the team, as long as the teasing is good natured and put forward in the spirit of fun and friendship. Even if you yourself are the offending party, relax and enjoy being part of the play. Remember it's when no one says a word at all that you are truly in trouble!

Beware, however, of allowing the teasing to get out of hand or mean spirited.

Taunting or cruel remarks are never in order, and can eventually rot the very fabric that holds your team together. Remember also, that the captain should be the only one to actually deliver reprimands, not the mate who makes the tea!

Rule #3: Trust and understanding should govern your responses to your teammates. If one of your mates is moving forward, trust that there is a reason and do whatever you can to give him aid or protection. The odds are that if you were watching all around you and keeping in contact with your other mates, you would know what the situation was anyway! To assume that he is merely bored or incompetent will not help you or the team. Give him a hand give him the covering fire he needs, distract the opposition, and move along with him. And also, give him the benefit of the doubt. If he gets in trouble, help him out there as well. 'It's his problem' is definitely the wrong attitude!

Along with trust goes understanding. While most of your strategies will have been discussed over and over again, there will be many instances when the unexpected or unplanned for occurs. Therefore, it is vital that your understanding of paintball be such that you can read the game quickly in order to take advantage of situations as they arise. You may miss a chance to save the day if you try to 'save your reputation' by conferring with other teammates before you act. If your team has developed trust in one another, you will be able to take advantage of opportunities as they happen. You won't despair if you make a mistake, as you will know that the ribbing of your mates is all in fun, that they are with you all the way and that you have probably added something new to your knowledge of the game that you may be able to share with them!

Rule #4: Take responsibility for yourself many young teams are built around a handful of very good players. These players usually lend the action and make most of the decisions; while the other players sit on their hands. It is extremely important for every player on the team to be responsible for his own actions and

to do his bit, whatever that may be to help the team. It may not always be glamorous, and may be downright boring like guarding the flag base or sitting in a bush and holding the tape line, but it is a job and as such is worth doing and doing right. You may not be center stage, but your job is every bit as necessary as the job of grabbing the flag, maybe more so. Grabbing the flag will come to naught if the opposition has broken into your flag base and snatched your flag first! Don't leave all of the thinking and all of the work to those few 'good' players. What will happen if all of them are marked out? Will your team fold up and admit defeat? Hopefully, you will learn to think for yourselves and go on to become the 'good' players everyone looks up to.

Rule #5: Focus on the same goal, Winning: Every member of every winning team needs to focus on winning. While many paintball players say that their main goal is enjoyment, most will also admit that winning the game provides a great deal of that enjoyment. In a tournament scenario, a winning attitude from all players is critical. If seven out of ten team members sincerely want to win and the others are content to merely enjoy the game, the team will be operating at about 70% of its peak capacity and may encounter difficulties when facing a team that is steam rolling along at 100% power. A grade "A" player without this desire to win may not be as great an asset to your team as a less experienced player who is more competitive, eager to win, and willing to do whatever the team needs him to do to achieve their goal. It's best to make decisions regarding team staffing swiftly, quietly, and cleanly. Don't hang on to a teammate who will probably never reach full potential; in the end the entire team will suffer. Make sure the team goal is clearly known to all and discussed in an open forum. It may be surprising to hear some very different points of view from mates you would have sworn were on the exact paintball wave length as yourself!

Beware of the player who plays by his own agenda Personal glory is a killer. A player who is not willing to sacrifice himself for the common good, should be removed from the team immediately no matter how impressive his resume or technical skills may be. This kind of geezer is usually very easy to pick out. He is the player who will not help a mate out if it means that he will be shot out himself He may also sacrifice a fellow player or players to keep his own cover and follow his own personal path to glory. A few years back at a Sidcup Tournament. I had to make a move which almost certainly meant I would be shot out, but which almost certainly meant my team would win. There was no question at all in my mind which was the proper course of action, and although the multiple hits (and I do

mean multiple!) I sustained were quite painful, the sight of the Preds rolling over the field to a solid win did much to ease that pain. A glory hog as described above would never have made that personal sacrifice, and the end result of the game might have been very different.

Rule #6: Communication is a crucial element in successful strategies, especially for the young team. While the Preds seldom speak on the field, it is only because we have been playing together for more than five years and spent the first few years discussing everything both on and off the field. Once a team forgets to keep these lines of communication open, it becomes easy to feel and net like individual players as opposed to team players. Communication is both hard work and good training. If you keep your partner or squad mates apprised of the situation in your sector, it enables them to provide help when you need it and to make sound decisions regarding their own actions. You can never assume that the rest of the team is aware of the big picture, or that you yourself know all that you need to know.

A good example of team work through communication follows: You become involved in a one-on-one situation. Never fire back unless it is absolutely necessary. Drop into your cover and get a teammate to lure back. How? Shout and scream until someone responds. You don't have to do it on your own, and ten sets of eyes and ten points of view are a definite advantage, so use them. Think back— when was the last time you engaged in a one-on-one and did not survive? A goal oriented, team player with good communication skills should not be able to remember the last time this happened.

Rule #7: The buck stops with the captain. Win or lose, the results always reflect on the captain. He gets both the credit and the blame, and has the toughest job of all. He not only is responsible for his own actions, but those of all his players. It is his job to keep the team rolling when the game is not going their way and things look bleak. It is his job to keep team spirit high, even though a slump when points and wins are low. It sounds a lot easier than it actually is, as the captain has no one to keep his morale up when times are tough. Trust, team spirit, communication, goals, etc. are the back bone of good team work, and if the captain can instill these into his team then his job is that much easier. If the teammates fight among themselves, and don't pull together, even the best captain will have trouble. All of this takes time. As I said earlier, don't expect too much too soon. Good teams aren't formed over night, they evolve out of hours and hours of hard work,

practice, patience, commitment and dedication. Keep your goals and objectives reasonable and attainable. Know both your strengths and weaknesses, capitalize on the former and work on the latter. But always at all times, keep the team as its own entity in sight.

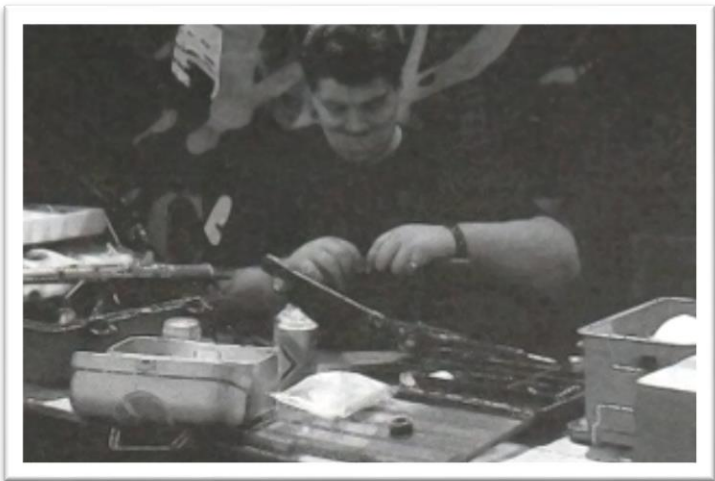
“The team should be treated as the eleventh player. It has as many rights as every individual, but it has more power than any single player and it should be treated with more respect than all of you. The team is more than the sum of all its parts, and only when you truly begin to play as a team will your abilities grow. Remember also, that very rarely does an individual lose or win a game. The team wins and the team loses. Never lose sight of that. “

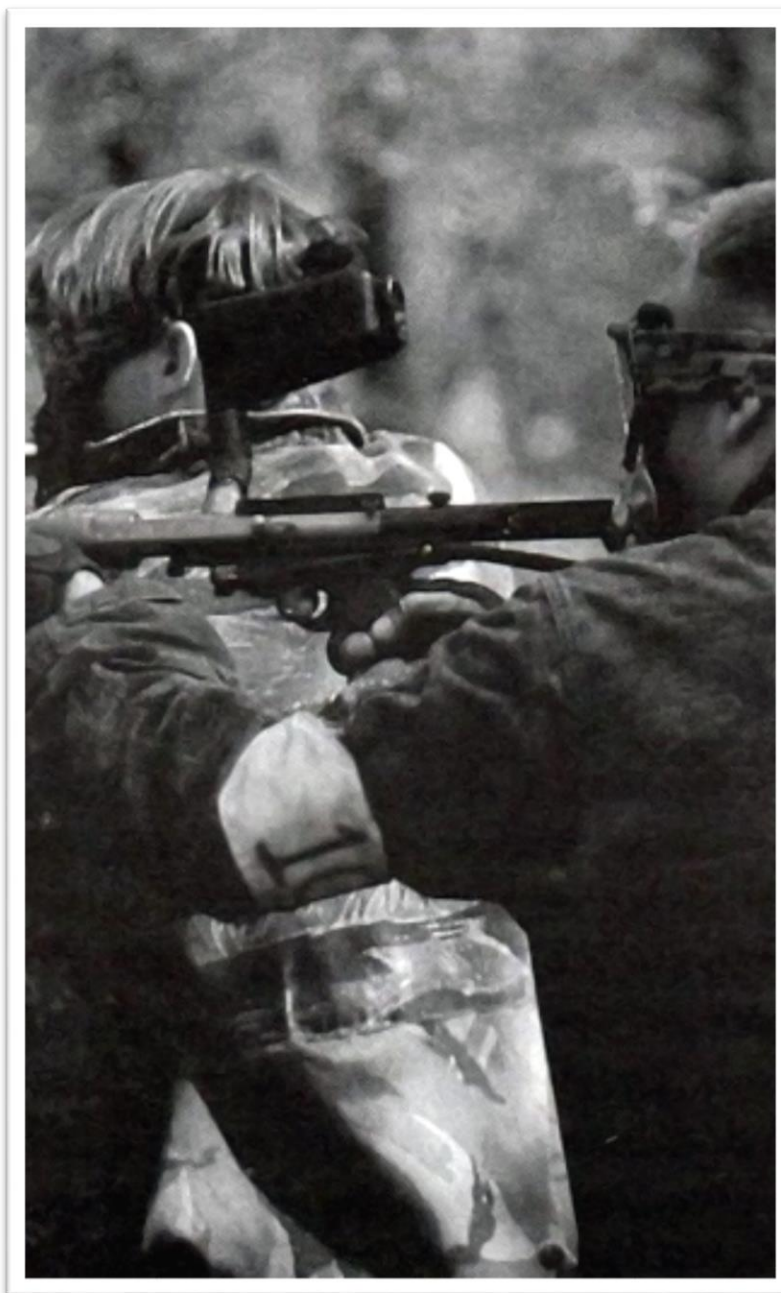
Good luck!
Marcus Davis



Mayhem, 1989.

The weekend of June 6th and 7th will probably go down as the date that Paintball on this side of the Atlantic finally came of age. For this was the weekend that the much heralded Mayhem Tournament took place. Teams from all over the UK converged on a specially selected and prepared site, just outside of Coventry. The site, at Rough Close, is actually a Scout Camp site which, with the kind permission of the Scouts, had been turned into the (almost) perfect competition area. A large, open field area was designated as the Base Camp area and also provided space for the tents and caravans brought by the various teams and exhibitors. To one side of this, a large forest had been divided into four fields of play that would be played simultaneously, each one being marked out in such a way that offered no real advantage to either side. Ten teams turned up to compete for a share of the Twenty five thousand pounds prize money. They were: The Mayhem Cobras, The Barnet Wrecking Crew, Bad Company, The Predators, The Mayhem Tigers, The Nam Wreckin' Crew, The Renegade Legion, Barts Stud Squad, the Terminators and The Nightmares. The points system was 5 points for a win, 1 point each for a draw and 3 points for a live flag, which is when one team (only) has possession of their opponents' flag at





game-end. Penalty points, from 1 to 5 points, to be awarded against a team for ANY rule infringement. Game time was 40 minutes. To ensure absolute fair play and totally unbiased judging and marshaling, two teams from America, The Wild Geese and The Colonial Raiders, had flown in the week before. This actually brought an even greater feeling of professionalism to the whole tournament, as both of these teams are highly regarded by paintballers on both sides of the Atlantic. All of the teams had arrived by Friday evening and attended the various pre competition briefings and meetings that are necessary to ensure smooth running. Each team member was given a numbered ID card that

had to be passed to the Ultimate Judge at the start of each game, in return for a colored arm- band with the same number on it. By eight o'clock on Saturday morning the teams were already doing their final equipment checks and looking forward to the first round of games, due to start at half past. Sun-up had been approximately two hours earlier and, with a perfectly cloudless sky, the temperature was already starting to climb quite rapidly. The team armorers were certainly going to have their work cut out for them, keeping all the paint guns



operating correctly. As I mentioned earlier, one team, The Renegade Legion, was not put into the hat in the draw for the last place in the final. This was because with only one point gained in the tournament to that point, it was felt that their inclusion could not be justified. However, they did, in fact, win a very special award for the Team that best typified the Spirit of Paintball. The Renegades were made up of players from three Mayhem sites in Scotland. Their first-ever game together, as a team, was also their first game in the tournament! Their equipment consisted of a collection of single shot Splatmaster pistols and one or two others that they borrowed on the day from other teams. To say that they lacked firepower would be a total understatement. They didn't stand a chance against the high-tech equipment sported by all of the other teams! What The Renegades lacked in equipment and experience they more than made up for in sheer enthusiasm and character on the field. Not once did any member of the team complain or have anything but good to say about everyone else. Before every game (and sometimes during and after), the team broke into song, singing everything from Onward Christian Soldiers to Wild Rover! Their solitary point was won in their final game, by hiding one of the team under a pile of leaves who, when their opposition had run past without noticing him, managed to grab their flag. The opposition, Bad Company, insisted that the point should be awarded for sheer cheek! I forgot to mention that they had actually carried a white flag into the game and were



intending to offer their surrender to Bad Company in the hope of drawing Bad Company into the open, where they could attack them! Bad Company spoiled their plan by winning before they had a chance to use it! In my book, The Renegade Legion were real stars and I can't wait to take them up on their invitation to travel to Scotland and see them again. Lead, with a perfect score of four wins in four games! Both Barts and The Nightmares had received byes during the morning, because of the way the games had been Planned out and had games in and. As the afternoon games progressed, the time taken for each team to prepare and then be checked and chronographed onto the field, was rapidly eating into the scheduled time allowed. By four o'clock it was obvious that Round One would not be completed in time, so it was decided to play the last three games on Sunday morning, starting at half-past seven! Sunday morning, and once again the sun was shining from a cloudless sky. The teams had been up at the crack of dawn, going over team plans, tubing paint and checking their paint guns yet again. The final games of Round One were played without delay and at the end of Round One the top five teams, plus the team judged to be The Most Sporting Team of the remainder, were through to the final. The top five teams were: Barts Stud Squad, Bad Company, The Cobras, Nam Wreckin' Crew and the Terminators. The Field

Judges were unable to make a decision as to who the other team was to be, saying that they were all equal and it would be unfair to separate them. So all the remaining teams, except one, were put into a hat and The Nightmares were drawn to go into the final. The exception was the team from Scotland, The Renegade Legion and I'll explain why they were not included, later in this report. The following is a complete rundown of the five games played in the final. A special award was given to the 'Pink Thistles' (officially the Renegade Team) for their determination against far greater experience and superior weapons. The record for the greatest number of paintballs used was a staggering 55,000, which were dispatched by a modest team who wish their identity kept secret! At over 3,500 rounds per team member for a single tournament!

The final results were as follows,

Game 1.

Terminators Vs Bart's Stud - Win to Bart's.

Nightmares Vs Cobras - Win to Nightmares.

Bad Company Vs Nam Wreckin' Crew - Win to Nam Wreckin' Crew.

Game 2.

Cobras Vs Nam Wreckin' Crew - Win to Nam Wreckin' Crew.

Terminators Vs Bad Company - Win to Bad Company.

Nightmares vs Bart's Stud - Win to Bart's Stud.

Game 3.

Terminators Vs Nightmares - Win to Terminators.

Bart's Stud Vs Nam Wreckin' Crew - Win to Bart's plus -5 penalty points to Nam Wreckin' Crew.

Bad Company Vs Cobras - Win to Bad Company.

Game 4.

Bad Company Vs Nightmares - Win to Bad Company.

Bart's Stud Vs Cobras - Game drawn but -1 penalty point to Cobras.

Terminators Vs Nam Wreckin' Crew - Win to Nam Wreckin' Crew.

Game 5.

Bad Company Vs Bart's Stud - Game Drawn.

Nightmares Vs Nam Wreckin' Crew - Win to Nam Wreckin' Crew.
Terminators Vs Cobras - Win to Terminators.



1st, Barts Studs Squad.



2nd, Bad Company.



3rd, Nam Wreckin' Crew.

The Rogue Troopers, 15-man tournament, 1989.

The Mayhem Tournament held in May this year was a novel experience for the Battle Zone Predators. Some would say they were unlucky not to reach the finals for a number of reasons. The hard facts are they came 7th equal and were not involved in the finals. B Z Predators were formed at the end of last year and started out using guns powered by constant air. They went to Mayhem and used CO2 for the first time in Tournament play. Manager. Jim Scott, and Team Captain. Marcus Davis, had put a lot of hard work, time and money into organizing the Predators and were disappointed with their performance at Mayhem. The inexperience of the team told in the end. At one stage, they looked certain to make it to the finals. The pressure was too much for some of the team. Despite all this, there were a few promising features in the team, namely the defense. At least the team had something to build on. They went back to Kent and spent the next two months trying to sort things out. They avoided all tournaments while they analyzed what went wrong and why. Jim and Mark had to take drastic measures to turn out the team they wanted. The first (and the hardest) thing they had to do was to clear out the dead- wood, that is, get rid of those players they felt were not contributing enough. Once that was done, Marcus set about tuning up the squad. This involved practicing speed work, fitness and tactical training.

With the team prepared, Marcus, Jim and the troops made their way to the home of the Rogue Troopers.

This was supposed to be a 15-man tournament contested by three teams: the Rogue Troopers, B Z Predators and the Nightmares. Unfortunately, the Nightmares turned up short of numbers. Those that did turn up were divided between the other two teams making 21 players per side. Eight matches were scheduled. Five points were awarded for a win, two for a flag in transit. Let play begin!

GAME 1	WIN	Rogue Troopers
GAME 2	WIN	Predators
GAME 3	DRAW	
GAME 4	DRAW	
GAME 5	WIN	Predators
GAME 6	DRAW	

GAME 7 WIN Rogue Troopers
GAME 8 F.I.T. Predators

Battle Zone Predators snatched the flag, and victory, in the last few seconds. Afterwards Marcus praised the Rogue Troopers for their sportsmanship and advises any team who want a good game or an excellent learning experience to play them.

The man of the match for the Predators was Syd Spittle. Everyone had contributed to the days play and Marcus would especially like to thank honorary members Joe and Steve (Battle Zone Marshalls) and their 'borrowed' Nightmare players, John, Mick and Adam.

The hard work put in by Jim and Marcus has paid off. We look forward to seeing them in future tournaments and hope they can keep the momentum going.

The Ultimate Game, 1989.



The Grand Ultimate Tournament was destined to be a success from the start according to those that had seen some of the preparation they had laid into the set up for the day. There were five fields running, each one of them a different scenario, including a maze, a village, bales and two woodland fields. The marshaling was mainly overseen by the G.I.s who have had plenty of tourney practice themselves and Ultimate Judge was David Bryne.

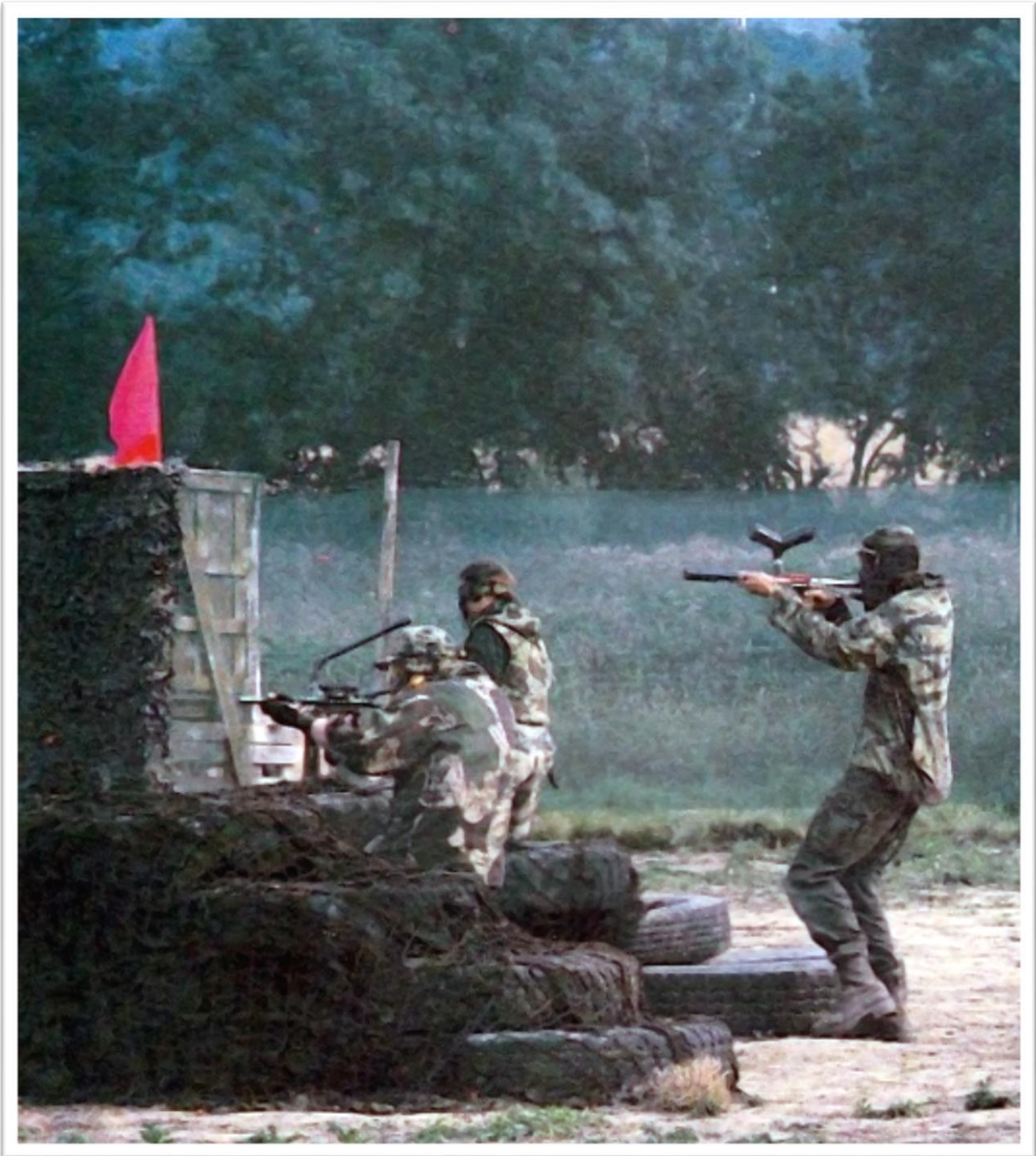
The rules were normal N.S.G. format with head shots and gun shots counting and especially stringent rules against cheating. A confirmed 'wipe' of a splat to avoid elimination by any player would result in the team involved being eliminated from the tournament. In keeping with present CO2 regulations, guns were chronographed before and after games by spot checks - any player allowing his gun to 'creep' due to the heat of the day earned his team 5 penalty points.

It was a credit to both organizers, marshals and teams that no penalty points were awarded all day. The points system was 5 points for an outright win first flag hung, or two points to each team in the case of a draw. I would like to mention the high profile of the St. Johns Ambulance Service on site and the catering provided by the organizers, strawberries and cream, ice cream, ice lollies, and stew and burgers



and sausages all-inclusive in the tourney fee. There were not the moans you usually hear at tournaments about this and that except perhaps the quality of the paint. Most players expected Ultimate's paint but it turned out to be Sure Flight, which seemed to suffer breakages in some guns. Personally I noticed that the barrels that had been honed shot the paint well, the heat of the day caused paintball swelling thus tightness in narrower bores. The only team this problem did not affect was the Rogue Troopers who had trouble with Sure Flight in their Splatmasters in the past so they specially arranged with Ultimate to buy Banner paint that Splat barrels were designed for. There were a few gripes about privileges but Ultimate pointed out that if any team had come to them with the same request they would have obliged them. Nobody else had the foresight.

Prizes were as follows: Winner £1,000 plus gas and paint bill halved, and one of the best trophies I have ever seen given at a Paintball tourney in the U.K. This massive trophy alone was enough to set teams to play their hardest, which they did. Even the second and third trophies were real eye catchers, plus the cash prizes were good. With the Bart Stud in the States there was one less rated team for the up and coming teams to get through for a win or a place. So it was that on the day the lineup looked like this in alphabetical order, Ambush, Awesome, Bad Company, Mushes in the Bushes, Nam Wreckin' Crew, Predators, Rawhead, Rogue Troopers, Tomcats and Woodland Warriors. Woodland Warriors made a real good show of it



all with only about 5 of the actual team itself playing. In some games they fought 3 men down yet gave everyone a run for their money by the end of the day. The second and third places at Mayhem Championships had gone to Bad Company and Nam respectively so it was going to be interesting especially as the Rogue Troopers, winners of Survival Championships, were playing too. Nobody, I Mean NOBODY should ever underestimate this Splat team. They use their paint guns to



their maximum effect and have developed tactics that force other teams into playing their game one that they mastered and refined at their Canterbury site. Even playing under slightly different rules of full blown tourney N.S.G. American style they were bound to shine, especially in woodland.

The games were a little late to start, but once everybody had met and kitted up, Ultimate soon had the ball rolling. For the first time I saw spectators from the non-Paintball public, good move by Ultimate especially with the Grandstand for watching the village games and full mesh netting screening the whole playing area. Now rather than going into a blow by blow account which can be tedious for those not intimately concerned with the teams represented, we've done a chart to show the teams' progress during the day. The betting was on one of the top 3 teams winning, but although the odds were stacked for this happening there are plenty of ups and downs in tourney, that's what makes it so exciting. Nam Wreckin' Crew were fielding a really strong 10 man team with plenty of subs. They were very confident and when they beat Bad Company in a really exciting village game in Round 5 they were over the worst in their own minds, and were on a high energy



buzz that looked like it was going to carry them through unopposed to win. In fact a lot of people were glad to see the Wreckers on a winning Streak for a change at the end of the day-if it hadn't been for the fact that they had run so close to the limit line in Mayhem they might have avoided the penalty points that sank

them from possible first to third. But like all things in the sport you have to weigh the advantages against the disadvantages. Many Teams chose to play well below the limit to remain safe. The Nam got extra range from their paint guns which allowed them to pick off opponents easily but the heat of the day and the system checks cost them in the end. However, they didn't make this error at Ultimate in fact no one did. The teams to watch apart from the top 3 were Awesome and Rawhead. Awesome was formed from two under strength teams and played for the first time together, and Rawhead have just been coming on stronger ever since the first C of C tourney last year. They are a team to really watch, plenty of experience and dedication and slowly the armory of the team is expanding one of their let downs in the early days. Trying to find Rawhead in woodland is a nasty experience as the Nam found out. Having always beaten Rawhead before, they were held to a costly draw on this important occasion but that's always the way it goes in competition. It's not the name teams you really have to worry about it's those hungry teams that are out to claw their way into the top positions.



After a slow start the Rogue Troopers began creeping up the chart without being noticed, almost. From a high the Nam Wreckin' Crew were suddenly apprehensive again they had thought the worst was over now. The village defeat should have taken the wind out of Bad Company's sails, but knowing the vagaries of tourney they redoubled their efforts not to let Nam's lead increase. In fact when Bad Company beat The Predators, who had held them to a draw in the Championships, Bad Company had only dropped 5 points all day. Nam had only dropped 3 so with Bad Company on 40 points clear and Nam with 37 and a last game to play it looked a bit dicey, Nam had to win to take the first place a draw was no good except for a close 2nd. There was a ballot held for the field of the deciding game. Bad Company had already packed and was prepared for Nam's first big win. To many it seemed inevitable that the Rogue Troopers would be beaten but the Nam have never played the Rogue Troopers before. Now it was logical to the Wreckers that if Bad Company beat the Troopers in a dense wood, that they would be able to do the same in a less dense woodland. Field 2 had been drawn and the 'trees' were like bamboo sticks. Both teams trooped out and prepared to do battle.

Now what exactly happened out there I don't know but it seems the Rogue Troopers chose their classic style of play and tactics and exploited them to the full, they defended their camp from a ditch the Wreckers could neither break them nor flank them and they knew they had to win? As we sat with the Nam subs the atmosphere was quite electric. Out came one Nam, then another. Next a Rogue Trooper, by the time half the game was gone two more Rogue Troopers came out, then five Nam all at once. The Rogue Troopers had mostly been taken by mask shots while the Nam mostly by multiple body shots. It suddenly seemed that there had been a huge reversal out on field 2. Now the Rogue Troopers went into overdrive and hunted down the last 3 Wreckers who put up a really spirited fight. It must have been gutting to have to lose first prize on the very last game. The Nam were not amused.

Final Scores.

1st, Bad Company, 40.

2nd, Nam Wreckin' Crew, 37.

3rd, The Rogue Troopers, 34.

4th, Rawhead, 27.

5th, Awesome, 26.

6th, Predators, 22.

7th, Ambush, 14.



8th, Tomcats, 12.
9th, Woodland
Warriors, 7.
10th, Mushes in the
Bushes, 0.

So it was at the end of the day, Bad Company stepped up to get the Ultimate Trophy and £1,000 cheque which will no doubt go right into team funds for the U.S.A. trip in October. Also Ultimate halved the paint and gas bill which made the cheque go further and each player took a cased medal.

The trophy was going to take pride of place in Bad Company's Trophy collection that is if they got it home. Money forgotten for a moment each player was offering a home for the trophy in his own home on the mantelpiece. Steve Mattacott had to put down a

mutiny when he claimed it for the trophy rack but the players shut up when they got their cased medals.

Previously Mel Robinson had taken 2nd prize and a trophy and medals for his team. Before them the Rogue Troopers took 3rd prize and trophies and medals. All the teams applauded the way the tourney was run and a vote of gratitude to Ultimate/Command Post was unanimous. Special thanks were given to David Bryne, Justin Wheelan and Steve Felson for the way they busted a gut to get everything right on the day. Not only was David Ultimate Judge but he was also still on site at 9.30pm when we left, clearing the debris of the day. The G.I.s are to be congratulated on their marshaling many teams that know them were disappointed they weren't actually playing but felt safe under their marshaling.

WOODS 1	B.C. 5	Mushes 0	Awc. 5	Amb. 0	Preds. 0	Mushes 0	Raw. 2	RTs. 5	Awc. 2	BYE
	R.T. 0	Toms. 5	W.W. 0	Nam. 5	Raw. 5	B.C. 5	Nam. 2	W.W. 0	Preds. 2	
WOODS 2	Preds. 5	B.C. 5	Mushes 0	Awc. 5	Amb. 0	RTs. 2	Mush. 0	BYE	B.C. 5	W.W. 0
	Toms. 0	W.W. 0	Nam. 5	Raw. 0	RTs. 5	Toms. 2	Awc. 5		Amb. 0	Raw. 5
BALES 3	Amb. 2	Reds. 0	B.C. 5	Mushes 0	Awc. 5	Amb. 2	W.W. 0	Preds. 5	Raw. 0	B.C. 5
	W.W. 2	Nam. 5	Raw. 0	RTs. 5	Toms. 0	Awc. 2	Toms. 5	Mushes 0	RTs. 5	Preds. 0
MAZE 4	Awc. 0	Amb. 0	RTs. 5	B.C. 5	Mush. 0	W.W. 0	Amb. 0	Toms. 0	BYE	<u>WOODS 2</u> BY BALLOT
	Nam. 5	Raw. 5	Preds. 0	Toms. 0	W.W. 5	Nam. 5	Preds. 5	Raw. 5		RTs. 5 Nam. 0
VILLAGE 5	Mushes 0	Awc. 2	Toms. 0	Pred. 5	B.C. 0	BYE	BYE	B.C. 5	Toms. 0	Amb. 5
	Raw. 5	RTs. 2	Amb. 5	W.W. 0	Nam. 5			Awc. 0	Nam. 5	Mush. 0
FINAL SCORES	B.C. 40	Nam. 37	RTs. 34	Raw. 27	Awc. 26	Preds. 22	Amb. 14	Toms. 12	W.W. 7	Mushes 0
THE RACE AS IT RAN	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6	ROUND 7	ROUND 8	ROUND 9	ROUND 10
	B.C. Nam Preds Raw Lead	B.C. Nam Raw Lead	B.C. Nam Raw Lead 2nd	B.C. Nam Awc Lead 2nd	Nam B.C. RTs Awc Lead 2nd 3rd	Nam B.C. Awc RTs 1st 2nd 3rd	Nam B.C. Awc 1st 2nd	Nam B.C. Awc RTs 1st 2nd	B.C. Nam RTs Awc Raw	B.C. Nam RTs Raw Awc Preds

The St. Johns Ambulance Brigade deserve a mention, they were on site from first to last to ensure everyone was looked after. Best of all was the Ultimate prize for sportsmanship it went to the Woodland Warriors of course, for their hard battle against big odds and their good natured acceptance of defeat without a single whinge. Nice one. Woodland. One of the new 'Razorback' paint guns was the prize. Unfortunately the Nam Wreckin' Crew felt that somehow events always seemed to have a nasty twist in the tail for them, they have been accepted as a top contender, yet despite the efforts and personal sacrifice they pour into the game, the first place always eludes them by some means or other. The team lingered to

discuss where they'd gone wrong and some of the most recognized players decided that the stress of the tournament circuit was having an unacceptable toll on their personal lives and stated intentions to leave Paintball. All the teams and people that know the Crew sincerely hope that they'll change their minds, they have battled with some of us so long it wouldn't be the same without them.

Apocalypse Now! 10-MAN Tournament, 1989.



Nine teams competed in the 10-man tournament at the Apocalypse Now! Site in Essex on the first really testing day of winter. Turning the clocks back an hour doesn't help the tournament organizer one bit and an extra precious hour of daylight is lost. Tournament schedules are going to have to be revised if teams are to complete all their games in some degree of visibility. Add to that the dreaded replay and what you will end up with is a dubious result being replayed in even more dubious conditions. In the past I have been accused of being cynical when it comes to tournament reporting. The reason for this is very simple.

I feel that if tournaments are to be the showpiece of Paintball, they have to come up to standard. This includes organization. Marshalling and sportsmanship. The tournament at Apocalypse Now!, passed in all three departments despite cold and very wet weather. The last game was played almost blind by the teams in the wooded arenas but apart from that everything went smoothly.

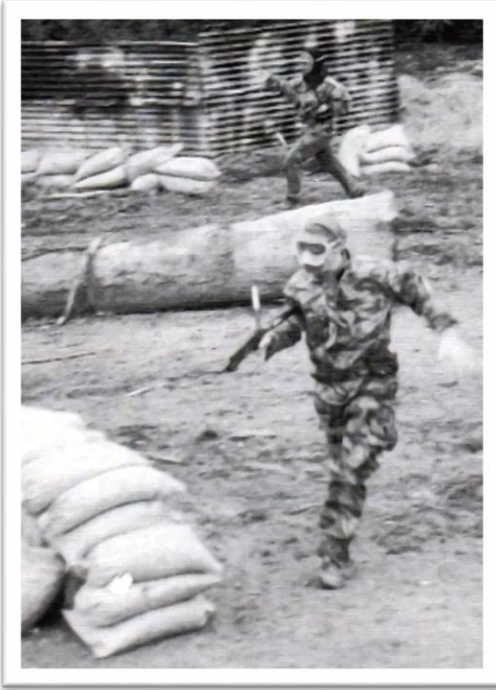
The nine teams competing were:

Barnet Wrecking Crew.

Very much in form with some good wins under their belts and fresh back from the States.

Capital Punishment.

A team starting to get around a bit. Hoping to improve on their 6th place at Campaign's 12-Man.



Leicestershire Predators.

Currently outclassed both in weaponry and experience compared to some of the teams they were going to play. Nevertheless, they try hard and never give up.

Mayhem cobras.

The Cobras don't enjoy as high a profile as their 'cousins' the Tigers, nor do they compete as often. Was this a build up to the Big One in May?

Predators.

The last time we saw The Predators they came 6th which was at Ultimate Game. A side with capable players who are only just getting

back into competitive play.

Rat pack.

After a long absence, The Rat Pack went to Campaign and took second place behind Barts Stud Squad. They must have fancied their chances here.

Short Timers.

About two months ago The Short Timers entered their first 10-Man tournament and went home winners. Another side who must have thought they were in with a chance.

Totally Insane Terrorist Squad.

They came with no expectations and only wanted to experience top tournament play. If you were a betting man you would think twice about backing them in this company.

The Turks.

A team with good days and bad but have yet to win any sort of tournament. Usually high up in the placings but desperately need to get the all- important 1st place.



At the half-way stage the tournament was becoming a four horse race between Barnet Wrecking Crew, The Predators, The Short Timers and The Turks. The Predators suffered a setback when they were held to a draw by a very determined TIT Squad. This virtually put them out of 1st place leaving the other three to struggle on. The game between Barnet Wrecking Crew and The Short Timers was going to play a big part in the final results and needless to say everyone was waiting for the result. What finally came through was unexpected and unheard of. Three Barnet Wrecking Crew- defenders were shot in the back completely mystified as to how the player had gotten round them without being seen. The flag was taken and the defenders made their way back to the Safe Zone. Meanwhile The Short Timers attackers found themselves close to BWC's base. They couldn't find any defenders, which was a nice surprise, but they couldn't find a flag either, which was a total surprise. It turned out that one of the Capital Punishment players had strayed somewhat and ended up on the wrong field. Seeing three opposition players with their backs to him was too much of a temptation. He duly splatted them, grabbed the flag and made his way back. How he didn't realize his mistake, we'll never know. Both Barnet Wrecking Crew and The Short Timers were quite content to play the incident down, deciding that a replay would be necessary only if the result would have an influence on 1st place.

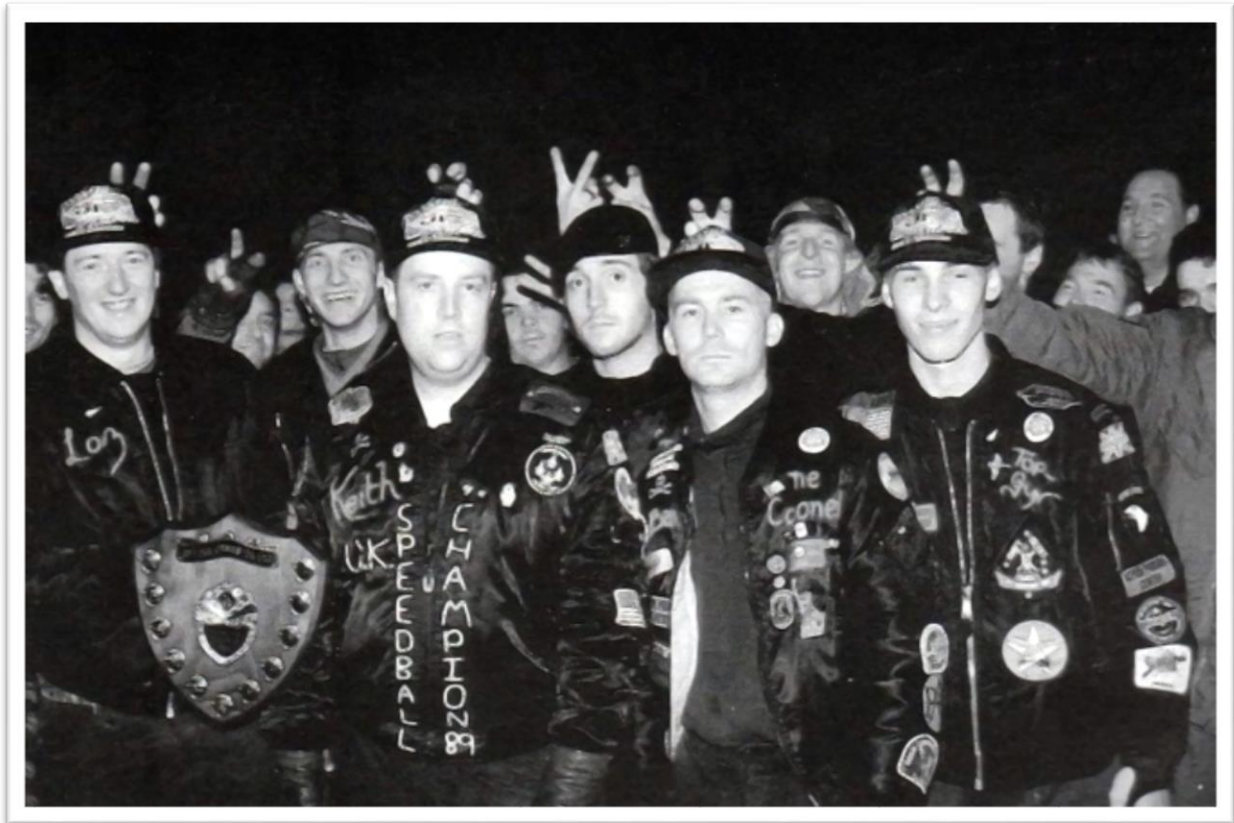


The Turks were in the lead and if they won their last game, neither side could have caught them. To save replaying the game. The Turks went out and won. Barnet Wrecking Crew and the Short Timers accepted a draw in their field-invaded game and happily settled for one point each. The Turks had finally managed to break their duck and took center stage with the tallest trophy in Paintball history. Graham Walsh was a worthy winner of the Most Sporting Player Award. With the rain pouring down by the end of the day. Spirits didn't dampen as the teams congratulated the organizers and the Marshals. It would have taken a lot more than flooding to dampen the spirits of The Turks as two of them shouldered the trophy and carried it to the cars.

Final Placings.

- 1st, The Turks, 33pts.
- 2nd, Short Timers, 28pts.
- 3rd, Barnet Wrecking Crew, 26pts.
- 4th, The Predators, 21pts.
- 5th, The Rat Pack, 17pts.
- 6th, Capital Punishment, 12pts.
- 7th, Leicestershire Predators, 9pts.
- 8th, Mayhem Cobras, 6pts.
- 9th, TIT Squad, 0pts.

Hookwood, January, 1990.



So there we were again, at Battle Games U.K.'s Hookwood site for the usual monthly 5-man. The same old rules applied, 5-man teams, 12-gram only, no wiping etc. Once again, the event was fully booked with a complement of 12 teams ready to do battle. 1 only wish, that just for a change, I could report that Bart's boys were used to wipe the floor. Unfortunately there ain't much chance of that, for a while at least.

It was the usual result, with Bart leading his Thunderbirds to glorious victory' against all comers. If you stop and think about it, it's not surprising. The Thunderbirds are of course the Bart Stud Squad in disguise and as we all know, these guys live in Kap Yung Village in the heart of downtown Hookwood. Seriously, the Stud practice very hard every weekend at Hookwood, it's obvious therefore that they would know every tree and hindi mole intimately. Face it, by now they must have played every-possible configuration there is to play on these fields. None of this changes the fact that at the end of the day, Bart and his boys are ranked top in the U.K. so it's unlikely that they'll lose enough games to drop the day. Luckily there was a little more excitement surrounding second and third. A play-off between the Nam Wrecking Crew 'A' team and the Predators was needed to decide the placings. Eventually



second went to Pete Robinson's NWC 'A' team leaving the Predators in third. If you're wondering where Marcus and his Predators have been hiding lately, I can tell you. Part of their sponsorship deal with Command Post/Ultimate Game involves them supplying marshals for Ultimate's

ManHunt site in Hastings. This means that they're not as available as they used to be. This third place only goes to show that they've got some practice in somewhere. Fourth place went to the up-and-coming' Turks, the site team of Campaign. They put two teams in, the other. Midnight Express finished eighth. The Barnet Wrecking Crew fielded a team with only two experienced players on board. The idea wasn't to win this tourney, but to give the new guys the experience to win the next one. Fifth place is no disgrace anyway. The Nam Wreckers 'B' team took sixth, and seventh was for a new team, the Pixies. We saw the Pixies get stuffed on their first time out so no one expected them to do so well on their second go. To beat the Barnet Wreckers was a very good result and drawing with both the Turks teams cannot be sneezed at. Mayhem, Coventry, the site of last year's Mayhem Open, fielded their site team, the Grim



Reapers who went home with ninth. The Terminators, the best team north of Watford? Maybe not! Tenth place, not the most respectable result for a team with so much experience. Lastly, two new teams called LSD1 and 2, who didn't win any games, but still enjoyed the day.

The usual thanks goes to Rafe, Wayne, Metal Micky etc. for putting up with me and putting on yet another day of excellent Paintball. Keep up the good work!

Bart Stud Fund Raiser, 1990.



As usual the Stud have pulled off yet another coup, this time without even playing. They have just held the most successful fund raising tourney to date.

A seven man contest with eleven teams taking part, all equipped with 'top of the line kit' was an impressive turn out. Even the Scots Renegade Legion came down for this. So from a financial outlook it went like this: 85,000 paint sold at 6p per ball, 4,500 gas sold at 40p and 11 team entry- fees of £175. Subtract the prize money of £600 for first, £400 for second and £250 for third. Then subtract the cost of paint and gas and you should be left with something around £2,500 going into the Barts Mayhem fighting fund.

Onto the games, all the usual rules were to apply, but just for a change, they were to be rigidly enforced by marshals who knew what they were doing. These marshaling duties were carried out by both the Barts and the Short Timers, so nobody could say they weren't experienced enough to make the right decision. The event was won by the Turks the site team of Campaign. Recently we described them as a young up and coming team. That is not quite true anymore they seem to have made it although they didn't get it all their own way. The first game out saw



them lose to Bad News, luckily for the Turks they got over it quickly. From there on they didn't drop a game, not even a draw. However, they did get caught out showing their inexperience when they let Pete Robinson of Nam get away with his famous 'dead man's walk' routine. Up pops Pete, gun down, head down, all the bit, looking like a dead man. He wanders past the Turks complimenting them on their game, etc. then he turns and opens fire! He only managed to take out one man and the Turks still won the game, but it was worth a try. So let's analyze this trick he has been using for over two years now. He still had his armband on and didn't have his gun or his hands in the air, so there is no doubt it was within the rules, even though some may say that it was morally wrong.

The Turks finished the day on a near perfect score of 50 points without a penalty, in sight, what a brilliant result. Second went to the infamous Nam Wreckin' Crew's A team. As usual it wasn't all plain sailing for them to get their 42 points. On their first game of the day they came badly unstuck against the Renegade Legion. You remember the Legion, the Scots team at last year's Mayhem tournament, who played football far better than paintball! Back to the story, the Legion shot Nam to bits, until it was six on one. Unfortunately for the Legion I he last player was a by



now enraged captain Pete Robinson. He cut down the six Renegade like a motor mower and actually scored for a flag in transit. I can only say that the Nam were lucky that it was top gun Pete left. Nam went on to win the next few games, it wasn't until round eight when they played Barnett Wrecking Crew A that they were held to a draw. They drew again this time to Bad News in round ten. The final game against the Turks was tense. With the Nam on 42 and the Turks on 45, first place rested on that game. It wasn't Nam's day though and the Turks took it. Points off them, obviously the Turks and Nam A, but also the Nightmares. All this gave them a grand total of 29 points with no penalties, enough for sixth.

Being part of your team's B squad must have a certain stigma attached to it, but the Barnett Wrecking Crew B didn't let it affect their performance. Their first game had them hold their A team to a scoreless draw, the next two games they dropped against the Turks and Predators' A before they again managed to draw, this time with Bad News. If I was in Barnett B, I would consider that to be a good result against a team only beaten by the Barnett A team. Maybe the guys from Barnett know something about Bad News that the others don't! From then on they picked up, winning all their games except against Nam A and the Nightmares. Finishing

with no penalties and 29 points put them into sixth.

Another team to feel the lash of the marshals' whips were the Ultimate Predators. These guys used to be just the plain old Predators. Now sponsored by the Ultimate Game, they are the Ultimate Predators. Enough of this blatant sponsor plugging, let's get back to the games. If they had hung onto all their 30 points they would have been in joint fifth, depending on whether or not Bad News had also hung onto their points. But back in the real world they lost 8 points, 5 for a hotgun and 3 for 'playing on', they had a real score of only 22 leaving them firmly in seventh. The Ultimate Predators B went into eighth place with 17 points. Their best result was a brilliant tenth round game when they beat Barnett A. Strange that, because they lost to Barnett B in round five. Still that's the game we play, one mistake can cost you everything. Their other win was against the Legion and they also drew against Capital Punishment.

It is a long way down from Scotland to Hook Wood so I was very surprised to see the Renegade Legion down here. Obviously they had been practicing hard since Mayhem and had definitely acquired some better weaponry. Wins against the Rejects and the Nightmares not to mention the near miss against Nam A must have gone some way towards making the trip worthwhile if the experience wasn't enough. Ninth place was gained with 15 points. Capital Punishment are a London based BGF team that have been around for a long time now. Quite frankly, they must have been having a bad day. I certainly expected better than tenth place from a well-equipped experienced team like this. Their only win was against the Legion, their first game. From then on they managed only two draws against the Rejects and The Predators B. The Rejects are the site team and marshals at Warpaint near Leeds. They had traveled a long way to gain experience of both tourney style play and marshaling. Even if they hadn't been penalized 5 points for a hotgun it wouldn't have affected the outcome for them. The only points they scored were for their draw against Capital Punishment the Nam Wreckin' Crew B team were giving points away all day. Everybody took five points off them. Still, it's hard to defend your flag if you don't show up! The usual good time was had by all and I think they would all like me to thank the Stud, the Short Timers and of course the staff at Hook wood.

Mayhem Cobra's 15-man fund raiser 1990.



This event having been billed as an eight or ten team tourney, and having been advised by post that at least seven teams including the Nam Wrecking Crew and Bart's Stud Squad would be playing, I was disappointed to find on arrival at the Crown in Ufford, Suffolk that the two aforementioned teams had cancelled at short notice and that only five teams were to be attending. In fact, we were quite lucky to have those five playing as there had been no small amount of confusion when, on Thursday afternoon, rumors started circulating that the tourney had been cancelled. The remaining teams, however, were serious enough to sort things out and it was generally agreed that it was somewhat unsporting of the Bart's and N.W.C to have pulled out less than a week before the event. So in the death, the teams that showed up were, Afrika Korps, Barnet Wrecking Crew, Predators, Turks and Wolverines.

While at the Crown I spoke to some of the Afrika Korps who, despite being newcomers to the tourney scene, were now (loudly and misguidedly) fairly confident of one of the top three placings. I don't remember too much else about



that evening (and what I do remember, I'd rather not), except that one of the Cobras drove me to my B&B nearby, but the next morning when I got to the site, everyone kept asking me if I felt better.

It was decided at the captain's meeting that the flag would be played live (i.e. if shot the flag runner must drop the flag where he stands, it is then fought over for possession), that the prize money would be shared amongst the top three teams and so on, then a draw was taken. Most of the playing details were left undecided until this point so that the choices could be left to the players — it was in this spirit in which the whole day was run and played; the event was to be for the players' benefit.

Two fields were being played on, and when we got to them we could see that they were quite different from each other. Field A was of about 2 acres in size rectangular and with foliage such that specific cover was thin, but that made it difficult to get a clear shot at anybody. Field B, on the other hand, was larger and more squarish with a few clearings about the place, across which firefights tended to center. Furthermore, by one boundary of this field were a couple of buildings and some wooden-barricade defenses which offered the opportunity for any



teamsters who wished to occupy them to get pinned down by snipers operating from the undergrowth some distance away.

The first game I saw w-as Barnet playing the (original - sec Dispatches, February') Wolverines on field A. The Wolverines were playing defensive from the start, but for a time the game was a stand-off with two skirmish lines straight across the Wolverines end of the field until Barnet finally decided to make their move. They painted the opposition and the flag was run home after about 22 minutes. On field B

the Predators similarly wasted the Afrika Korps.

The next game on field A w-as the Turks playing the Afrika Korps. This game was much faster moving than the first, partly because the Korps was so badly out-equipped by the Turks, but mostly because the play at this level was more competitive than they were prepared for. Almost from the moment the whistle went, Korps members were walking off and as the Turks approached their flag

base, paint was flying everywhere. It had not taken long for the Turks to secure the game. I didn't see the game on field B but the Predators apparently beat Barnet, so for round 3 we had a look at this field. I've already described the field itself, suffice to say that the Turks were playing the Wolverines and the latter played consistently with the way they played all day they lost, although valiantly. Despite what you read earlier, the Turks occupying the village did not find themselves pinned down, and that just about says it all. I can only think that the Wolverines must've been having a really bad day perhaps they, too, were suffering from it being the morning after the night before. Meanwhile, on field A, Barnet were thrashing Afrika Korps.

The Turks were playing on field B again during round 4 and I stayed there to watch,



partly because it looked like being a good game, but mostly because Barry (Bad Company/*Paintball Monthly*) was playing this one game for the Barnet Wrecking Crew (who had arrived one man short) and wanted me to take some photos of his ugly self. For the most part I didn't bother, but I'm told that most of those that I did take came out completely out of focus. Laugh? I nearly died! As the saying goes. (Well one didn't so hard luck, Barry.) The game, though, was good and was well played by Barnet. Tactics were typical of the field with a pair of loose skirmish lines diagonally across it, shooting across the clearings. After some hard fighting Barnet gained the upper hand and three Wreckers (including one Wrecker who played excellently) ran through the broken opposition lines for a classic flag-grab.

At this stage in the day, everything hinged on the last game between the 'Lurks, with 10 points, and the Predators, with 15 points. Barnet, meanwhile, were sitting out so that if the Turks were to win then all three teams would finish the day on 15 points, whereas if the Preds were to win then a simple first, second and third arrangement would manifest. Naturally, with such an important (not to say exciting) game taking place on field A, I was told to stay and watch on field B, where Afrika Korps we're playing the Wolverines to determine the size of the wooden spoon which was to be awarded to the former. Fortunately - and surprisingly the Korps were kind enough to clear things up early (as I said earlier,



the Wolverines must've been having a really bad day) despite a promising line of Wolverine attack moving up one boundary unnoticed.

I was thus able to join Barry on field A for the Predators/Turks game. When I got there things were fairly much at a stand-off with both teams well in cover, simply auto-triggering paint in the opposition's direction and taking occasional casualties. With seven minutes left on the clock, though, the Turks made a break towards the Predators' flag base and got well and truly painted for their effort. Most of the

Preds were now heading for the other flag station in a hurry and the game was soon tidied up in their favor.

I think I can honestly say that a good time was had by all because everyone I saw afterwards had a smile on their face, and each team got a crate of beer (two for the winners!) and that's what it's all about (the smile, not the beer, although that does enter into it). It's a credit to all the teams who took part that only 10 penalty points were handed out throughout the whole day, on both occasions to the Afrika Korps who, being new to the tourney scene, were obviously having problems adjusting, particularly with reference to visualizing the concept of a "cool" gun, and who had at one point a Sheridan rifle firing well over. In conclusion, then, many thanks must go to Peter Gregson for organizing the tourney, to the Cobras for hosting it, to the Mayhem Tigers for giving their marshalling for free (so that all proceeds could go direct to the Cobras' fighting fund) and to those teams who did turn up for doing so. Finally a moral (for all good stories must have a moral, children); site owners - make sure you get the teams' green fees well in advance so that they can't cancel on you at short notice!



Darenth Park, “The Asylum” 1990.

Darenth Park was a truly unique venue, to my knowledge only 2 teams adapted well to its layout and what it took to win there, The Predators and Bad Company mainly because of Marcus Davis and his ability to read a situation quickly and adapt the style of play accordingly and us well we just belonged there plain and simple “We were crazy”! Also it was 15 man, most teams did not have that many good players, 15 man events had all but died out but both the Preds and Bad Company could easily muster a squad of that size with no dead wood

and still have a couple of good players in the wings ready to step in. The play was tremendous, running battles up and down corridors, always watching out for guys that have circled round the outside of the building and conic in behind. Outside trees, walls and bushes were used for cover as the teams fought around the buildings. Eventually one team would get the upper hand and force the others back to defensive positions around their flag. When the flags were positioned indoors things got really wild as the defenders tried to hold out against attackers coming down three corridors in opposite directions. At times the attackers would wipe out all the opposition but not realize it, they’d continue to fight amongst



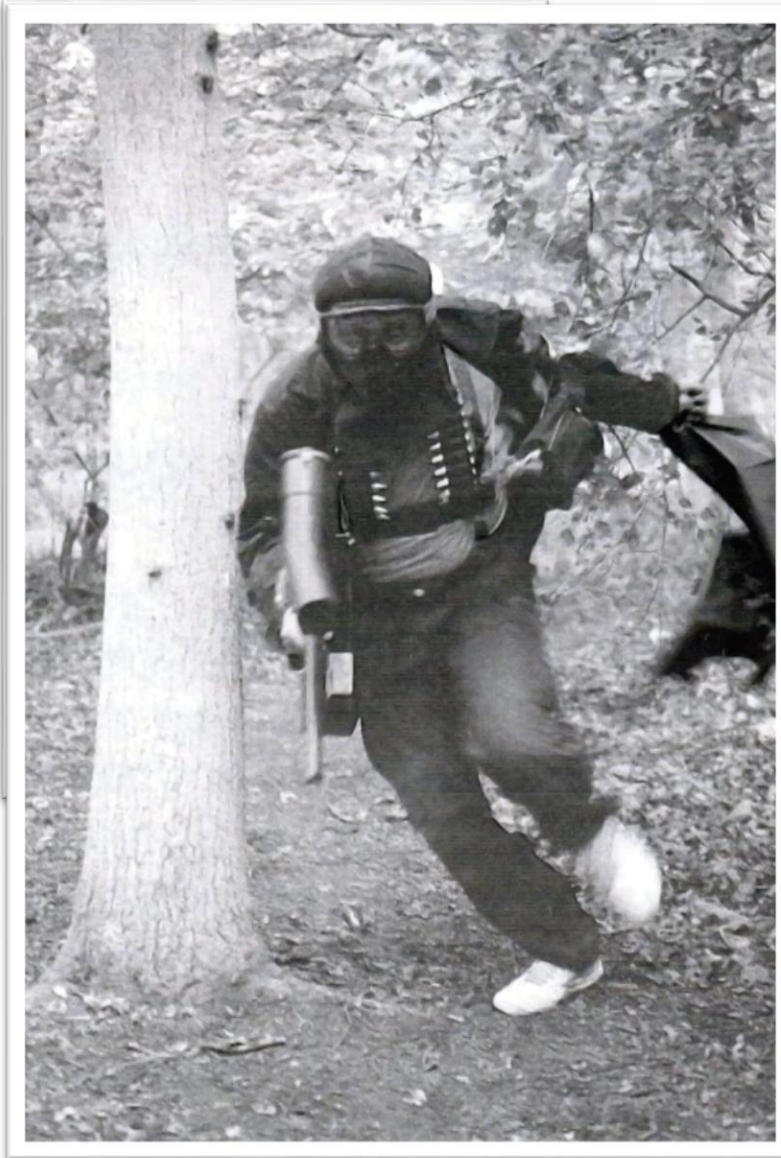
themselves for some time before it dawned on them that they were shooting their own team. The problem with most of these urban and indoor scenarios is that the amount of paint fired soon makes the floors very slippery, this is not so much of a problem at Darenth as a lot of the play take place around the buildings. Also, strips of carpet and underlay have been laid down the center of corridors and in the most used areas of rooms. This absorbs the paint and offers surprisingly good grip. The game in round 5 between the Barnet Wrecking Crew and the Ultimate Predators was a very important one. If Barnet didn't win or at least hold the Preds to a

draw then they were out of the money. The game was hard fought and eventually went to the Preds. Unfortunately Barnet had a dispute with the Ultimate Judge that couldn't be rectified and eventually they decided to withdraw from the tournament. This created a bit of a dilemma as there were still teams left to play them. It was decided that they would receive the average of the points scored against Barnet.

At the end of the scheduled seven games both Bad Company and the Ultimate Predators stood level on 634 points. A play-off was called for, so the two teams took to the field for the final time. Normally in a play-off, the action is very slow and boring with neither team taking any risks. Credit must go to The Predators,



even when they were a couple of eliminations in front in the early stages of the game, they didn't stop pushing against Bad Company Maybe this was their downfall, because it wasn't long before Bad Company had evened the sides up again and were mounting their own counter- offensive. After the thirty minutes of game time was over, there was still no decisive flag win, but the body count showed Bad Company to be the victors with an extra four eliminations. As the day drew to a close, everyone agreed that it had been an excellent day for paintball. Bad Company had their cheque for £2,500 and a very nice trophy. The Ultimate Predators we're happy enough with second place, their trophy and cheque for £1,500. It was generally decided that it was a fairly cheap tourney for everyone involved, Bad Company and the Preds spent £1,600 and £1,500 respectively that included their entry fee and all their paint and gas.



Mayhem, 1990.

At 8.30 on the Saturday morning the games commenced. The field of 16 teams were split into two divisions. Each group played a 'round robin' spread across seven games, ten Saturday and four on Sunday with each team taking byes throughout the day.

In Division 1 were the Renegade Legion. Bad Company, Nam Wreckin' Crew, the F-Troop. The Turks, The Predators, the Rat Pack and the Silly Sausage Section.

In Division 2 were the Rejects, the Bart Stud Squad. Gulo Luseus. The Short Timers, the Terminators, the Mayhem

Tigers, the Barnet Wrecking Crew and the Rogue Troopers.

At 8.30 on Saturday morning the first round saw a few teams still creaking as this was not the late start that most tourney players are used to. On field 1 the Highland contingent Renegade Legion fell to the Silly Sausage Section who, like the Legion may have spent some time at the bar on Friday night. On field 2 the Rat Pack in their fetching tree-bark camo beat a fancied Bad Company in a game that went hard and fast. Barnet Wrecking Crew and the Bart Studs drew in a long balling kind of game; with the Barts trying a push but no side gaining any real



ground. The Rogue Troopers beat the Rejects in the last seconds of their game. The Troopers went straight to ground and moved slowly up. Taking the (lag with Rejects' players still in the game. The next set of games at 9.30 completed one game for all of the teams involved and straight away the speculation started. Nam Wreckin' Crew drew with The Predators on field 1. The Predators were dug in well, they stopped the Crews advances, launching the

odd counter push. Just before game end the Nam launched a hard surge but left it just too late. The Turks gained a sound victory over the F-Troop on the other field, showing their greater tournament experience. Gulo Luseus, probably the most inexperienced team dug in against the Mayhem Tigers, letting them do the work. The game ran right to the last minute with Gulo picking off the Tigers and running their flag back to win the game. Meanwhile the Short Timers and the Terminators were doing battle, both teams hit and the Short Timers got the upper hand. Losing five men they took the flag and ten of the Terminators who buckled under the pressure when their numbers dropped. And so the sixteen teams were now off the mark. The one revelation forthcoming was not as a massive blow to Bad Company's chances of qualifying to the finals. Having lost to the Rat Pack they had two hotguns leaving the field, the penalty points they incurred put them on a score of -10. Nevertheless they were still in with a fighting chance and they were going to light all the way.

Round 2. When the Renegade Legion played the Rat Pack both teams fought hard. The Rat Pack eventually took control and dispatched a valiant last ditch defense, taking the Renegades' flag for a win. Bad Company played the Silly Sausage Section on field 2, both teams making a lot of row as they ran toward each other at the



start of the game. This field being spattered with thin saplings, a target could often be seen but it was a different matter as to whether they could be hit. After about ten minutes Bad Company started a drive in the center pushing the Sausages back toward their camp. Soon the Sausages had been totally weakened, down to their last guy as Bad Company took their flag for a win. On field 3 the Rejects were maxed by the Barnet Wrecking Crew' in 20 minutes taking four guys with them. Barnet saw a chance and hammered one flank punching a hole. From then on it was sewn up - a Hag win to the Barnet Wrecking Crew.

When the Bart Stud Squad

played the Rogue Troopers the Troopers dug down but they weren't good enough to play their game. The Barts found a soft spot and took the initiative, breaking the Troopers' line and taking the flag back the same way. Nam Wreckin' Crew versus the Turks on field 1. The Crew's left flank were playing a restrained game with a lot of fire coming out of their right squad. They kept the pressure on and eventually the Turks started to withdraw using covering fire. The Turks weren't going to roll over easily and returned a lot of fire in the center. Suddenly the Crew were up and running, still taking incoming fire. They reached die Turks flag station and fought for a couple of minutes with the Turks who were not letting go. Once these guys were contained, Dave Stanbridge took the flag for the Crew and the other guys



stormed in to clear up. The F-Troop used a rather dodgy tactic against The Predators in this round. They started 12 guys down the left side of the field, they charged onto a cool headed Predators side who cut them down like in Zulu Dawn. The CO2 cleared and The Predators returned their flag to win the six minute game. The Terminators beat a dug in Gulo Luseus in a max-out lasting 15 minutes. The Terminators broke their line with a push on the right. Once inside they whipped Gulo along the line and took their flag. The game between the Tigers and the Short Timers went the full distance, culminating in a closely fought flag in transit for the Mayhem

Tigers. As the whistle went Steve of the Timers had his hand on the Tiger's flag but it was just that bit too late. Bad Company beat the F-Troop at 12.50. They moved up in a tight order and after the initial flurry of fire the F-Troop were outgunned, giving way to a Bad Company that was pushing hard. Nam Wreckin' Crew played the Renegade Legion on field 2. The Crew's front line ran out fast, the skirmish line hitting a Legion in good cover. The Legion pushed the Crew in the center then moved up into the open making themselves more vulnerable and the Crew stopped them dead. Whilst the excitement went in the center, a legion player had grabbed the Nam flag but was shot, so no points gained there. Eventually the Crew hung the Legion's flag for five points.



The Bart Stud versus Short Timers promised to be a hard fought game and it was. On the whistle the Barts came out short and dropped into position. They were looking laid back as the Timers held them to a long range game by sheer volume of paint. With about a minute to go Barts went bananas and launched a full frontal assault. Without going too deep, they were pasted by the Timers who took their flag. Gulo received a well-earned 5 points when they maxed the Rejects with 11 seconds left in the game. They came out about halfway down the field and formed an arc across the front of their base. Gulo then loaded

their right side and burst through. As they took the flag the rest of the team hit the Rejects line hard, breaking their composure and taking them apart. The Predators played the Turks at 1.50. This game was played well by both teams, The Predators taking a stand and breaking the Turks before taking their flag. Both teams came out fast when the Silly Sausage Section played the Rat Pack in this round. A lot of paint was exchanged when the two sides met. The Sausages held them for as long as possible but were whittled and the Rats took five points.

The Terminators and the Tigers played a long game, both teams in skirmish lines. The Tigers saw a chance on the right and burst through. Not a max-out, but they



got the flag home. After the game, the Terminators were cursed with a hotgun on the way in. Rogue Troopers versus the Barnet Wrecking Crew on field 4. 'The Troopers stayed in low with Barnet pushing hard, looking for weak spots. With four minutes to go, Barnet pushed the Rogues left. They reinforced that side, taking Barnet apart and getting a flag in transit. After each team had played their three games the Rat Pack emerged as

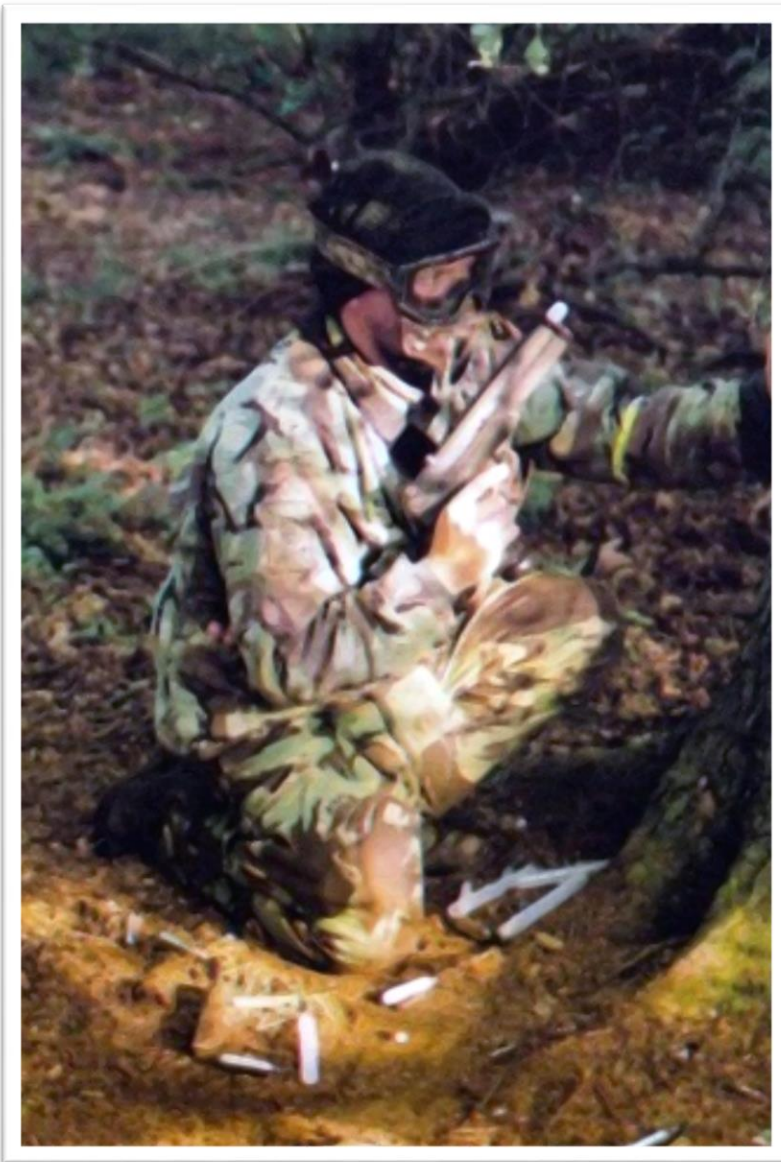
the only team to have won all their games. In Division 1 Nam Wreckin' Crew also looked good. In Division 2 it was anyone's guess. And so, into the afternoon. The Nam expected the F-Troop to maybe load one side so they started out cautiously. Once the fire started they waited until they severely weakened the F-Troop before the big push. They overran their emplacements and snatched the flag having dealt with the opposition in Wrecking Crew fashion. Bad Company proved they weren't done for yet when they took another five points in this round against the Renegade Legion.

The Bart Studs chalked up a second victory' this round, beating the Rejects in a cool seven minutes. The Short Timers had a hard game against Gulo Luseus, resulting in a flag in transit for the Timers. They charged up the right with a few minutes to go. Their attack force was mostly taken out but at game end they whipped the flag from its station just as Gulo were about to launch up their left. 3.50 saw a 'clash of two camos on field 2. The Predators did most of the work this game. They pushed through on their right and ran the flag out under fire. The Silly Sausages loaded one side of the field and the Turks loaded the other when they played this round. The Sausages' attack force was truly biffed whilst the Turk force pushed through and returned the flag. Meanwhile, in Division 2 the Terminators



were taking the game to the Rogue Troopers. Having pushed the Troopers back, they moved onto a solid defense force who really hosed them down. Following the max-out, the Troopers got their flag back in the closing seconds of the game. The Tigers long balled the Barnet Wrecking Crew pushing for the flag. The flagman was hit and the flag was incorrectly returned to its base from where it was re-taken and hung for five points. Time for the next round and the F-Troop were playing the Rat Pack on field 1. A slow start soon picked up as the Rats pushed hard along the F-Troop's line, finding an open door on the left flank. They moved

in and took the flag out the way they went in. The Turks were playing the Renegade Legion meanwhile, and the Legion were still looking to get off the mark. No such luck for them, the Turks picked up another convincing win. In Division 2 Barnet Wrecking Crew drew with the Short Timers in what was called 'the most exciting game of the day' by a Mr. B. Mattacott. Both teams pushed hard, the play going back and forth. Eventually the Timers pushed one side and Barnet the other, and in the last seconds one of the Timers reached the Barnet flag but was taken out. In the other game the Terminators pushed a dug-in Rejects back a long way. The Rejects lost a lot of guys and their flag. Bad Company drew with The Predators in the last game of the day. Captain Steve was playing with a site P.G.P. though this



didn't stop him driving Bad Company on in a hard fought game. They pushed the Preds back a little with waves of synchronized fire. The Predators were in good cover and Bad Co. just didn't have the time to take them. The Silly Sausage Section came at the Nam Wreckin' Crew- in a good line, hitting cover when they hit fire. It took the Nam 20 minutes to cut a hole and push through. They eventually took 13 men and the flag. In Division 2 the Tigers were playing in an important game for the Bart Studs - the Barts were in danger of not qualifying. This was a stand-offish game until, with a couple of minutes left the Barts stormed.

They pushed through in a

spearhead at top speed. Anyway, the Barts picked the Tigers' flag and five points. Gulo Luseus drew with the Rogue Troopers. The Rogues were dug deep and the Gulo couldn't get them out. The next games were on Sunday morning, two games for each team to see who would qualify. Nam Wreckin' Crew w-ere playing the Rat Pack on field 1. The Nam decided to let the Rats come to them. Slowly Whittling them down, they got the chance to break when Ray pulled a 'Dead man's' walk. All hell broke loose and the Crew took the Rat's flag for a win.

The game between The Predators and the Renegade Legion was played very much in the spirit of the game. The legion could only manage 11 players due to the beer



and The Predators said they would have fielded 11 players also, had this not been such an important tourney, the Legion sent all 11 players down one side of the field. The Predators beat them in 2 minutes 38 seconds - total max out with the loss of two players. On field 3 there was a draw between Barnet Wrecking Crew and Gulo Luseus. Gulo pushed Barnet back to their base. Barnets counter push didn't work and the game closed in.

The Tigers and the Rejects

hit each other at full tilt in their game. The Rejects pushed the tigers back, but lost too many guys and the Tigers moved out to win. Short Timers against Rogue Troopers next. The Rogues came out of base and met the Timers in the center of the field. The Timers got the upper hand and eventually won with about 11 minutes to go. The Barts drew with the Terminators in a dull game that had a lively ending. Barts took the flag from the Terminators but it had to be re-turned. Bad Company v the Turks was not a long game but hard all the way. Eventually there were five Turks moving on three Bad Co. They came up the left and took the remaining Bad Company out, hanging their flag.

The F-Troop got their first win of the tourney against another not-so-hot favorite the Silly Sausage Section on field 1. At 10.50 the Silly Sausages put ten guys down one side and five the other against The Predators. The Predators tied up the game in 2 minutes 58 seconds. Bad Company against Nam Wreckin' Crew provided a draw with both teams pushing here, there and everywhere although the Crew were on the way up their right flank. Another draw Mayhem Tigers and Rogue Troopers. The Tigers broke out fast, but they were held by the Troopers. Two minutes to go and the Tigers hit fast and hard. They belted the flag home, but a few seconds later, who should pop up in the Troopers' base but Doug Setters,

Rogue captain, with the Tigers flag. The Bart Stud Squad beat an unruffled Gulo Luseus on field 4. Gulo managed to hold them 'til the last minutes when Barts steamed down two flanks and maxed them out. Short Timers v Rejects next. The Timers were fast and hard in a good line. The Rejects were all over the place. They were forced back to base where the Short Timers surrounded them and flung about eight kilos of gelatin and vegetable dye all over them. Barnet Wrecking Crew started off in a long ball game against the Terminators, but when Barnet decided to go the Terminators fell to bits. Barnet moved up the center and took their flag. The Rat Pack took their time against the Turks. Not wanting to drop onto a well dug in Turks, the game ran to a draw - both teams were content. Yahoo! A win for the Renegade Legion! So, maybe it was worth the trip. The F-Troops advance party was seen, dispatched and the F-Troops' flag was taken through the gap. The scores were then totaled and the top four teams from each division went through to the finals. A 'wild card' team was picked and they were thrown into the pot to make the games a little more interesting. Each team was given two boxes of paint by the organizers to help get through the finals. The nine teams in the finals were Nam Wreckin' Crew, the Turks, the Rogue Troopers, the Short Timers, Gulo Luseus - the wild card, Mayhem Tigers, the Rat Pack, The Predators and the Bart Stud Squad. The first games were at 2.30 on Sunday.

Bart Stud Squad against the Nam Wreckin' Crew promised to be a blitzing game in field 1. Both teams moved out of base and stopped before halfway. The Crew were waiting for the Barts to make the first move. The Barts could be seen moving in the distance. In the face of it neither team were prepared to make a move, although in the closing seconds, the Nam's left side did start creeping up. Steve Sampson of N.W.C. took out 1.200 paint and 150 gas - he only used 20 paint. When the Rat Pack played the Rogue Troopers the Rogues picked the end with thick cover. The Rats moved up as far as they could but were picked off in classic Rogue Trooper style for a convincing win. The Predators and the Turks long balled it for most of the game. In the last 10 minutes the Preds pushed hard on the right, collapsing the Turks' line as the flag went. The other game this round was a max-out win for the Short Timers Who pushed and pushed against the Mayhem Tigers, the pressure broke the Tigers and the game was over with 11 minutes left on the clock.

When the Turks and the Rogue Troopers met in the next round, the Troopers came out too fast; straight into the Turks. Their right hand side collapsed and the Turks

DIVISION 1									
R. Legion	Bad Company	Nam W.C.	F-Troop	Turks	Predators	Rat Pack	S.S.S.	Penalties	TOTAL
0 5	0 5	0 5	0 5	0 5	0 5	0 5	0 5	0	5
5 0	1 1	0 5	0 5	1 1	0 5	0 5	0 5	-10	7
0 5	1 1	0 5	0 5	1 1	0 5	0 5	0 5	0	27
5 0	5 0	5 0	0 5	0 5	0 5	0 5	0 5	-7	-2
0 5	0 5	0 5	0 5	0 5	0 5	1 1	0 5	0	21
0 1	1 1	0 5	0 5	0 5	0 5	0 5	0 5	-2	25
0 5	0 5	0 5	0 5	1 1	0 5	0 5	0 5	-5	16
0 5	0 5	0 5	0 5	0 5	0 5	0 5	0 5	0	5

DIVISION 2									
Rejects	Barts S.S.	Gulo Luseus	Short Timers	Terminators	M. Tigers	Barnet W.C.	Rogue T.	Penalties	TOTAL
0 5	0 5	0 5	0 5	0 5	0 5	0 5	0 5	-7	-7
0 5	0 5	0 5	1 1	0 5	1 1	0 5	0 5	0	22
0 5	0 5	0 3	0 5	0 5	0 1	1 1	0 5	0	12
0 5	0 3	0 5	0 5	0 3	1 1	0 5	0 5	0	24
0 1	5 0	0 5	0 5	0 5	0 5	0 5	0 5	-5	6
0 5	0 3	0 5	0 5	0 5	0 5	0 1	0 5	0	19
0 1	1 1	1 1	1 1	0 5	0 5	0 3	0 5	-2	11
0 5	0 1	0 5	0 5	0 1	0 3	0 5	0 5	0	15

FINALS										
Bart S.S.	Short Timers	Tigers	Rogue T.	Nam W.C.	Predators	Rat Pack	Turks	Gulo Lus.	Penalties	TOTAL
1 1	1 1	0 5	1 1	0 5	0 5	0 5	0 5	0 5	0	23
1 1	0 5	0 3	0 0	0 0	0 3	0 1	0 5	0 5	0	18
1 0	5 0	1 1	0 5	0 5	0 5	0 5	0 5	0 5	0	12
5 0	3 0	1 0	0 5	0 3	0 5	0 5	0 1	0 5	0	7
1 5	0 5	0 5	0 5	1 1	0 5	0 5	0 5	0 5	0	17
0 0	3 0	0 3	0 1	0 5	0 5	0 5	0 5	0 5	-5	27
5 0	0 5	0 5	0 5	0 5	0 5	0 5	0 5	0 5	0	10
0 5	1 5	0 5	0 5	0 5	0 5	0 5	0 5	0 5	0	26
0 5	0 5	0 1	0 5	0 5	0 5	0 5	0 5	0 5	0	6

WIN 5 points Flag in Transit 3 points Draw 1 point

moved through, taking them apart. The Barts played Gulo on field 2. They hit Gulo's right and middle. The Barts then proceeded to stomp Gulo Luseus and took their flag for 5 points. Short Timers versus The Predators. Both teams came out fast, exchanging a lot of paint at some distance. The Timers were moving well but The Predators sat tight. With three minutes left the Short Timers Knocked it down a gear. They had the Preds on the run. But had lost too many men. The Preds then turned the pressure onto them, taking almost all of them and grabbing their Hag. though they didn't have time to hang it. The Predators had a hotgun leaving the held. 5 o'clock saw the next round and the Mayhem Tigers were up against The Predators. Two of the Tigers went in about the first minute and the rest of the team went to ground. In the last five minutes The Predators started loading one boundary and then swapped the pressure to the other: they pushed through and took the flag. Sly one! The Rat Pack played the Nam Wreckin' Crew on field 2. The Rats really loaded their right and blitzed down that tape. This seemed to shock the Nam. Knocking them back after a few yards. The Nam slowed the push but eventually the

remaining players were driven behind their base and the Rat Pack took the flag under fire. The other game was the Turks and Gulo Luseus. 30 seconds into the game things really got going. The Turks were moving on Gulo who were in the tree line. The Gulo launched an offensive on their right side, these guys were taken out and with three minutes left the Turks went for it. Taking Gulo's flag for five points.

Last game of the day. Both teams thought they'd go hell for leather straight up the middle when the Rat Pack played Gulo Luseus. The Rat Pack forced Gulo around the side of their camp and it became besieged. The Rats lost their stranglehold. Gulo sent a couple of guys out and they brought the Rat Pack's flag home. Next, the Short Timers playing the Rogue Troopers on field 2. The Short Timers came haring out and went straight down the right flank. This had the Rogues on the run. But they resolved to stand and fight. In the last ten seconds Mark Hogan of the Timers ran in and snatched the flag, getting it out of the base by the whistle for a flag in transit. The Nam Wreckin' Crew indulged in a spot of long range fire with the Tigers in their game. The Crew had made more ground but once the lines were drawn they started losing a lot of men. Pete Robinson of the Crew tried his famous 'stroll'. He gained about ten yards 'til he was exposed. The Tigers waited 'til the Crew were gone before they moved on their flag. Suddenly up pops Wai of the Crew. He saw the Tigers go past for his flag and he stormed through the center like an Exocet missile after the Tigers flag. Could he get there in time? A good try. But the win went to the Tigers.

Monday morning. 8.30. First game of the day, Nam Wreckin' Crew and Gulo Luseus. Both sides loaded their right flank. The Crew pushed through, took the flag and stomped Gulo from two directions. The Barts played a relentless game against the Turks, until they wore the Turks out and took their flag. The Short Timers came out fast but were held by the Rat Pack. Eventually they whittled the Rats down and broke through, taking a flag in transit. Next round Bart Studs and the Tigers on field 2. The Barts came out fast in a skirmish line and the two sides engaged at perfect firefight range. The Barts probed around, taking out four of the Tigers. At about ten minutes to go the Barts started shooting across the board and Wayne got his hand to the Tigers' flag but was taken out and the game ended in a draw. On field 4 the Rogue Troopers played their usual game against The Predators. With five minutes to go the Preds surged forwards but left it too late, having to settle for a flag in transit. In this round, the Nam Wreckin' Crew completed a ten minute max-out win over the Short Timers. The two skirmish lines met and the Nam pushed harder and

faster, over-running the Short Timers with a load on the right hand flank. The next round saw the Turks playing the Rat Pack on field 2. The Rats loaded their left and the Turks responded by drifting players across. The Turks moved hard and fast, wearing the Rats down. Eventually they broke through and took the flag. Meanwhile the Short Timers drew with the Barts. Both teams loaded different sides and a heavy battle raged across the field from left to right. Eventually the Barts got around the Timers' flag station but couldn't free the flag as it was looped around the tape. When the Rogue Troopers played the Tigers, following a long shoot out both teams ran for the flag with two minutes to go. Two flags in transit so the game was a draw. Gulo Luseus waited for The Predators to come to them, but were broken down and their flag was snatched three times by the Preds - it wouldn't come off the tape! 12.15. The Turks outplayed the Tigers on field 1 in this round. They came out hell for leather in a tight line. The Tigers were not maxed, but they may as well have been. On field 1 the Rat Pack had a go at The Predators. The Rats hit them so hard the Preds had to drop back, re-group and go in again. They were pushed back to their flag but the- Rats lost so many guys their own flag came under threat. The Predators took them out and grabbed their flag for a win. When Nam Wreckin' Crew played the Rogue Troopers both sides were down to four men when the Crew pulled a 'dead man's walk', breaking the Troopers and providing the edge to win.

On field 1 the Barts didn't have a chance to hit cover when their right flank was hit by a Rat Pack attack. They backed up ten yards to better cover. After heavy long balling the Barts were stripped to the bone defending their flag. As soon as the Rats attacked the right again, the signal went for a successful Barts push on the left. The Rats gave chase after their flag but it was back and hung by a spectacular dive. The Short Timers and Gulo Luseus. This must be the shortest game of the tourney. Gulo ran straight down the middle and the Short Timers went straight down the right. The two parties missed each other. Gulo grabbed the flag but were shot by the defense, the Short Timers grabbed the Gulo flag and ran it back. The Turks came out fast against Nam and both sides met with a lot of fire. The Turks sent a couple of guys wide right who 'back doored' the Nam and took their flag. In the next round Gulo played the Tigers on field 2. They sent a lot of guys to hide in a ditch that ran across the field. Suddenly they got the word and got up and ran death or glory at the Tigers. They were cut down among the saplings and the Tigers moved in to win the game. On field 4 a well-organized Barts got in low against the Rogue Troopers, outplaying them at a sneaky game and winning too.

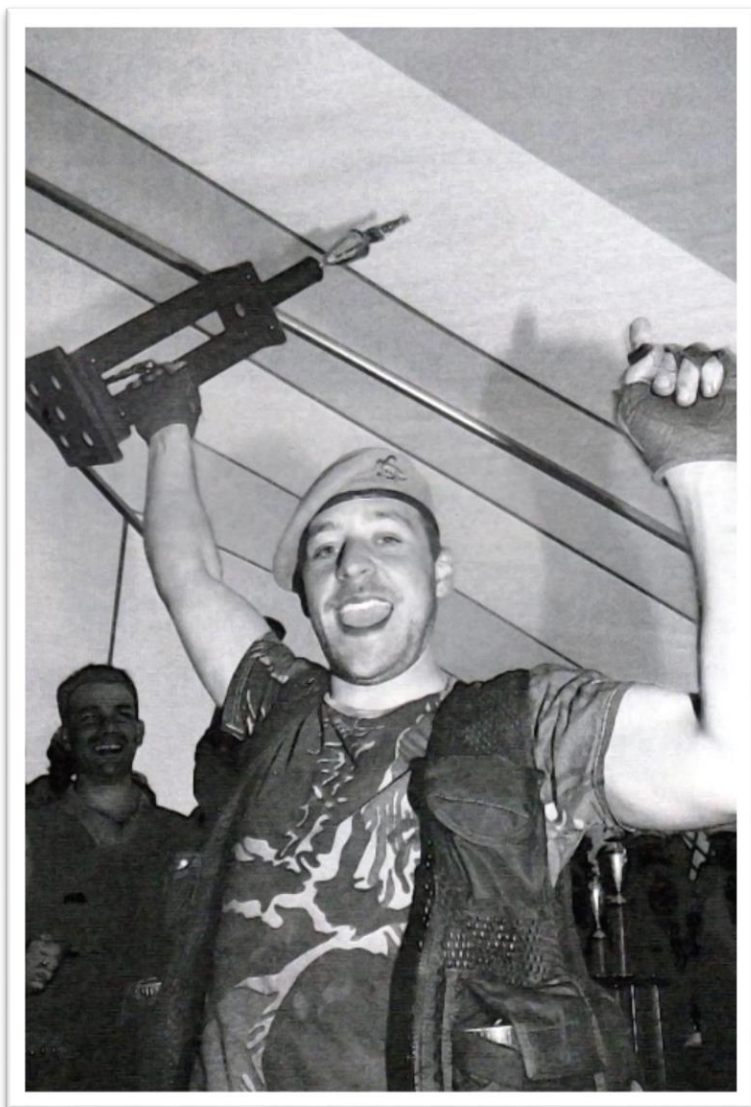
There was a lot resting on this game, The Predators were playing the Nam Wreckin' Crew on field 1. Both sides long balled until with five minutes to go the Crew had a go. The Predators pushed back hard and fast, the Crew giving ground. Then, with about two minutes on the clock the Crew began to flatten the Preds on the right flank. All this action was too late and the game was a draw. In the last round the Short Timers and the Turks was a game fought to the bitter end. Both



teams went in deep. The Timers stacked their right under fast accurate slam fire from the Turks. With both teams greatly reduced a silence broke out. After a lot of weaving about both teams got a bit short of paint. The few remaining guys on the field then had a wander toward each other's' flags and fought a bit. At the final whistle neither team had very much to show for it at all. The Rat Pack pushed hard, but their advance was halted by the Tigers. The Tigers launched a massive counter push but the space they left at their base was used by the Rats to take their flag and win. The Rogue Troopers let Gulo Luseus come to them, taking their time to pick them off. In the

last seconds Gulo got up and charged, but it was too late.

The Predators played the Barts on field 2. After a long balling start, three or four minutes from the end the Preds pushed the right and left tapes. The left broke through, sweeping across the back of the field, Rob grabbed the flag and charged down the path to hang it. VICTORY FOR THE PREDATORS!



“Marcus left Bad Company with Tony Elvins in 88 and never looked back, this was a definitive point in The Predators Rein as The Best Team in Europe for many years to come”

And so it was over bar the trophies and the celebrations. All the teams gathered in the Marquee for the awards. There were several awards rattled between teams, etc. and then it came, the one moment each player had been waiting for. The tension rose to a searing crescendo - Keith Idema awarded his totally unbiased 'Sargie Awards'. After that degree of excitement, people could hardly contain themselves when it came to the tournament trophies.

1st, The Predators, received £10,000 and the trophy etc.

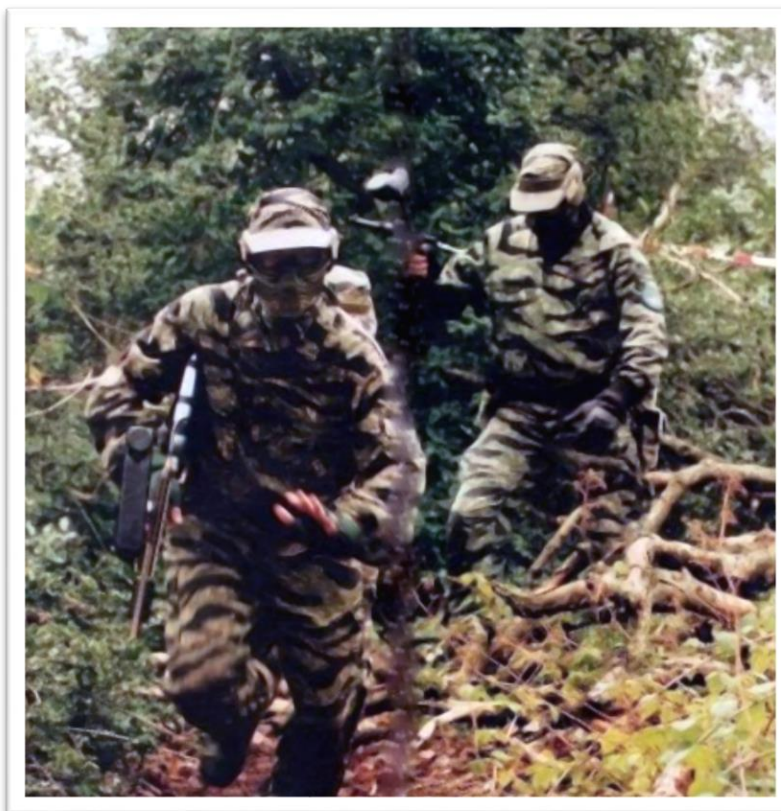
2nd, The Turks, £4,000 a trophy and medals.

3rd, Bart Studs, £2,000 trophy and medals.

4th, The Short Timers, £1,000 and medals.

5th, Nam Wreckin' Crew, picked up £500 and a set of medals.

All present were pleased with the result; The Predators gave the Short Timers two crates of beer. The Predators hadn't lost a game all day, but because they had a hotgun 1st place would have gone had the Timers not drawn with the Turks. Gulo Luseus were chuffed. They won our most sporting Team award.



The Last Hookwood 5-Man, March, 1991.

This was a sad day for British paintball. Because this was the day of the last Hook Wood Five Man tournament. For the last three years, teams have been making an almost religious pilgrimage to these tournament fields to try their luck in the in the oldest established live man event in Europe. All the top British teams have played here, from Barts Stud Squad who's

stomping ground it was to the well-travelled Scots Team With No Name, you name them and they're been here. So popular was this site that other sites actually took on its name as some kind of mark of respect. One of the most successful tournament fields in the north of England is called Kooh Doow. That's Hook Wood backwards! So why is it that this highly revered and popular site was closing its gates? It was that age old problem which rears its ugly head,





it's called planning or zoning, Call it what you like, but internationally it's known as a pain in the butt. The battle for Hook Wood started early, just one year after the site opened in October 1987. The Hatfield and Welling District Council started trying to close it down. Two and a half years later, after spending £28.000 on various ecological studies and independent reports, all of which supported the site, the battle was lost.

Hook Wood was to close. Today's event looked like a fitting end for this prestigious tournament with many of the major names, turning out to pay their last respects as it were. The lineup included such veterans, as Bad Company, the Nam Wreckin' Crew, The Predators, The Tigers and The Turks. Apart from the names of teams you recognized, there were the faces of the players now in other teams. Guns R Us have many of the disbanded Barts Stud in their ranks, where Bart himself was now playing for the Preds, Rage turned out to be made up from a conglomeration of teams including the Rat Pack who played the I Hook Wood Five Man many times.



Most of the teams were fairly local being from



around the London area. The furthest travelled were Rage. They had two teams in and had journeyed down from the frozen northern wastelands of Wolverhampton. They have only been playing together for the last three months under the present name and are in fact an amalgamation of several teams including the Rat Pock, the Saracens and the Tom Cats. The latter took part in this year,

competition at Nashville and they learnt a lot they were now ready to kick some Brit butt. Their usual haunt is Ian Bradley's field Manhattan, although they can often be found wandering the National Tourney Fields (that's the name of a field operation, not an actual organized national tournament field). The Rogue Troopers would have had a long journey up from Canterbury on the south east coast had they all been Rogues. In Fact the two Gulio Luseus (it's probably misspelt, it's Latin for Wolverines) player's that where guesting for them only had a short trip from the Oxford area, whilst the other player, Badger usually been with the Pirates. Was from the south coast enough of geography? The Rogue Troopers are one of our oldest teams, they took





part in the first organized British championship way back in the dark ages. In real terms, discounting new teams made up from experienced players. Team Merlin were about the least experienced, normally (Their two years of playing together and eight placings in the top four of tournaments attended, would have stood them in good stead, But in this line up they

were At a disadvantage. Still, as they said it's all good experience, and any way. It's not that far from Chaltont Saint Giles where they live in Buckinghamshire at least they didn't travel far. Guns R Us, are an odd mishmash of a team every time you see them, they seem to have changed players again. Always guys you know from other teams, but always different despite this high turnover of players, they seem to be Improving all the time. Of the eleven games played in the year that they have been together, they have placed in the top three in eight of them. The results are getting steadily belter with wins at Wicked's Who Needs Nashville Tourney (guess when that was) and the National Tourney Fields 5 Man. They also got seconds at KooH doow and a limited paint event. They had two teams entered in this event one of which had a couple of ex Barnet Wreckers local to this field and hoping to gain from the advantage.





Bad Company won this five man back when the Mysterons (Barts Stud in disguise) where undisputed champions of the five man. Now they had two teams in called Chaos and Bedlam. Yet only one of them, the captain Steve, had played for that original winning team. Not that that makes any difference, the current lineup. Including Simon Peniston-Bird. The

director of Skirmish Europe's largest franchise operation, would almost certainly make short work of those old vets. There isn't much I can tell you about the Tigers that you won't have read a couple of months ago on these hallowed pages. So the news in brief is that they are all based to the south in Sussex. Although the name has been around for four years the current lineup has only been together for only one. In that time they have done a lot of marshalling to build up their funds, supplemented by the generosity of their sponsors. Mayhem, R P.Scherer and Tiger Stripe Products.

South London is home of what is now considered to be the best team in Europe, The Predators they have now been together for three and a half years yet you still recognize most of the players as being the same guys from all those years ago. This goes to reinforce the theory that it's not putting a good team





together that counts, it's keeping it together. Of course the high level of sponsorship that Captain Marcus Davies has always managed to secure must go some way to relieving that worst of all burdens on a team's resources, finances. Their senior sponsor, Proline, recently paid for the team to make the pilgrimage to Nashville. They achieved the best result of any Brit

team at Nashville so far in winning the five man event. It was those same five guys that were competing in this event. Seven months ago Pete Robinson decided to disband another of the UK's original teams, the Nam Wreckin' Crew. However, after hearing Marcus moan that his team didn't have enough competition, Peter decided to resurrect the Crew. Still, it's going to be an uphill battle for him as many of his original players are now with other teams. As it stands, the team is a mixture of old and new, I only recognized Pete and one other player. And finally we come to the Turks, accepted by everyone as being one of the most sporting teams in the UK. This is probably the oldest team in the country.

They started six years ago on Toby Hall's Skirmish site, Little Egypt. At that time they were called The Oaks, mainly because they drank in a pub of the same name, but when they changed pubs to the Turks Head, they also



changed names, to the Turks, naturally. By this time they were the site team of Campaign and were involved with the development of that site. They helped shape Campaign into one of the finest tournament sites in the country. These days they still receive support from the site, but are sponsored by ProLine and Brass Eagle UK. There have been seventeen five man tournaments at Hook Wood, but despite having attended all except one of them, they never won. With twelve teams taking part, all wanting to play each other, this meant that a total of sixty six games were to be played on this one day. As Hook Wood was using six fields, eleven rounds were needed to be played. Most of the fields are much the same, woodland with varying degrees of cover. The field nearest the safe zone, the village scenario, was also being used for a bit of variety. The rules were simple. 5 points for a win, 2 for a draw and 3 for a flag in transit at the end of the game. Aside from that, the only other rule was, don't cheat! To enforce these rules, the Time Bandits and Instigators were drafted to marshal the event.

The play went pretty much as everyone expected, except for the odd game or two. The Turks won all their games except for the third round when they lost to the Preds and round 10 when the best they could manage against the Guns R Us II team was a draw. They played the whole tournament without picking up a single penalty point thus putting them into first place with 47 points. Only one point behind them in second place were the Preds. They failed to get an outright win in three games. In the first round against Bad Company Chaos, all that they could manage was a draw. The next round saw them playing NC and running out of time before they could hang the flag. For this they scored three instead of five points. Then again in round four they finished the game against Guns R Us I with a draw for only 2 points. If they had not received any penalty points, they would have tied for first and presumably as they had already beaten the Turks once, they would have been favored to take the gold. However, in that first game against Bad Co., Marcus, the last Pred alive was penalized for firing on Steve, the last Bad Co. player, when a freeze had been called. Inadvertent, but under the strict marshalling found in British paintball, costly. In third place four points behind the winners was Bad Co. Chaos. As always with paintball, it could so easily have been so different. In the Turks versus Bad Company. Chaos game,

There were only two players left on the field, Keith the Turks captain and Steve for Bad Company. They exchanged shot for shot. If luck had been with him, Steve would have got the elimination, Bad Company would have been five points up and

the Turks five points down. The final line up would then have been Bad Company first with 48, the Preds second on 46 and the Turks third with 42. However, that just wasn't to be. There was quite a large gap between third place and NC in fourth. The six draws of NC didn't do them any favors. Fifth place went to Rage I with 27 points whilst the two Guns R Us teams were tied for sixth on 26 points. Bad Company Bedlam captained by Claire Hobbs took eighth with 21 points over the Rogue Troopers with 14. The Tigers slipped into tenth on 10 points with the luckless Team Merlin in last place with -1.

As is traditional at this type of event, the whining about everything was to a very professional level, but when all was said and done, everyone had to agree that Hook Wood had put on yet another splendid tournament. There will be just one last day at Hook Wood. This will be an anything goes big game when I hope to be allowed to burn the village down with my Zippo. If all goes well and I survive the wholesale pyrotechnic onslaught, then I'll bring you a report on what will be an excellent and well attended day. Until then, keep your balls dry.



Mayhem, 1991.

The Mayhem Masters Tournament, held this year near Crawley, in Sussex, England was the culmination of a year of practice for U.K. tournament teams. The title of European Champions and £24,500 in grand prize money is a large enough inducement for the largest team turnout of the year. The trade stands at Mayhem always draw a crowd of paintballers who just come to soak up the tournament atmosphere and attend the various team parties. It also gives U.K. retailers a chance to meet some of the manufacturers who have traveled from the U.S. to either play on the industry team,

Mayhem United Forces (MUFS) or to try and get their heads around the complicated U.K. paintball scene.

Ross Alexander from Line SI and Paul Tournier from R.P. Scherer arrived early for a day of clay shooting and were guests of the U.K. team Bad Company. This was at the Lodge shooting facility in the countryside, kindly lent for the day by Skirmish. Skirmish is the largest franchise dealer in the U.K. The Lodge is also the clubhouse of Bad Co. for which Simon Penison-Bird, director of Skirmish, is a player. He also has a very good technique in clay shoot instruction because our team of nonshooters, led by Ross, managed to beat these more experienced participants. Ross took high score in our group but I guess we did have better guns.

Other U.S. industry figures were Mike Casady from Component Concepts, Tim Schloss from Tiger Stripe Products, Jeff Perlmutter from Pursuit Marketing Inc. and

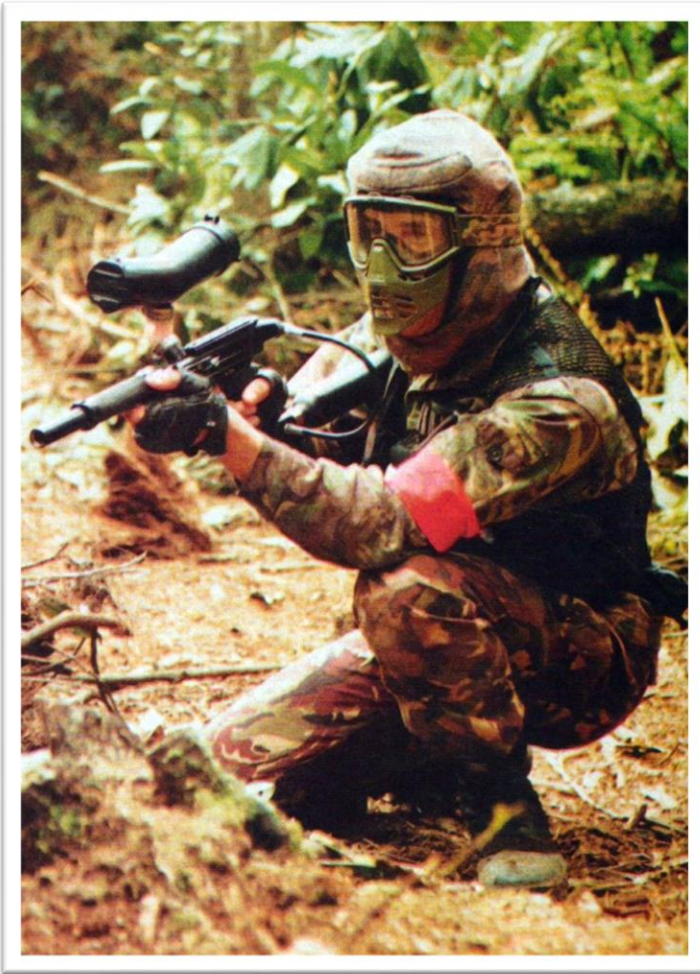


Keith Idema from Idema Combat Systems. Idema has quite a team following in the U.K. not only because most teams wear his vests and kits but because of the way he manages to entertain them. When I asked some players why they were so loyal to Idema, they gave him their biggest compliment by saying loudly, He is one of us!

Mayhem '91 was held at Holmbush Outdoor Centre, a paintball site run by Terry Glyn and home of the Hogs paintball team. The marshals were specially chosen from applicants of non-competing teams, including the Hogs, Mayhem Tigers and Nomads. For this, even all marshals had to go

through a stringent instruction course and had to pass an exam to qualify. This is why Mayhem '91 was one of the best marshaled events I have ever attended.

Because of the compact size of the U.K., teams are able to get one practice in before a major event like this. The choice of venue is secret up until a month before the event and then all teams are informed. It is a good way for an organizer to discover if the field is workable by a polling of the teams. Better to discover problems early on than on the day when they will cause discontent and complaint. On this occasion the reports from the fields were not exactly ecstatic. Many team captains commented that these were going to be bad fields to play, with really heavy cover interspersed with wide open firing areas. I found this out for myself when I played with Bad Company 2 against the first squad. Along one tape on a field we played, it was easy for one man to hold up a four man squad for an entire 25 minutes.



There were other fields where, if you got the wrong end, the chances of even holding your opponents to a draw were very slim. For the stronger teams some fields were a nightmare because of the ability of weaker teams to dig in and defend from very strong cover. Personally, and speaking for many team captains and players I know, I prefer fields that have been set out by experienced tourney players on land that has not been trampled over by paintballers. Unfortunately, availability of virgin territory in the U.K. is nil so we do our best on existing fields that are built for fun games between walk-on or rental players.

It makes me think of the sport of golf. We have a fun game of golf, called crazy golf, where you have a ball and putter and go round a course of windmills, castles, etc. to entertain yourself. Imagine holding a world championship game with all the best golfers in the world playing on a crazy golf course. It really doesn't bear thinking about, does it? Yet, we expect our top paintball teams to play on the equivalent.

The Mayhem organization erected team tents in a large field near the game area and insisted on stringent safety procedures. Each team player was issued a free barrel bung that had to be in his barrel at all times he was not playing. Any paint gun without a bung was a candidate for penalty points for the gun owner's team.

As always, there were teams that were expected to do well and teams that were not. Yet, everyone that had seen the fields were in agreement that there would be



some big surprises and they were right!

The most fancied teams were The Predators, last year's winners, The Turks, last years end placers; Nam Wreckin' Crew, the Idema Factory team; and Bad Company, after seven consecutive tournament victories which led up to this big event. Amongst others tipped for the top four slots were the Short Timers, Guns R Us (mostly ex-Bart Stud Squad players) and the Alamo Heroes (a veteran 6.2 cal compressed air Skirmish team upgrading to the major circuit).

From the north of England came the Terminators, Hit and Run. The Highlanders, the Rat Pack and the Devils Guard, Demolition put in two teams.

The excitement of the big event paled minor beefs into insignificance and a double indemnity penalty rule came into effect for any team receiving 90 or more minus points.

Mayhem catered to a Young Gun section, i.e. inexperienced teams. It gave them a chance to evaluate themselves against each other and also against major teams. These young teams included Bad Company 2, led by Claire Hobbes the only female captain in the whole event; Demolition 2, the Selectors and numerous others. Rogue Troopers, the European and U.K. champs for two years running at splat



format games, was also in and sporting pump guns.

A brief note on the European Paintball Sports Federation (E.P.S.F.) rules and allowed equipment: Mayhem allowed C/A this year but refused to allow any form of blowback semi. Why? Well, U.K. Paintballing laws are pretty confusing. We have a faction which in-seven consecutive wins up and down the U.K., including the Skirmish Open Championships, everyone was gunning for them. Bad

Company one seemed to be the team to beat, apart from the Preds. With extraordinary bad luck, Captain Steve Mattacott managed to lose every single toss for camp choice. Devastating, especially when every team already knew many fields were cursed with one being excellent and the other awful.

Mayhem United Forces (MUFS) was made up mainly of industry figures such a Ross Alexander, Mike Casady, Paul Wilson and Tim Schloss. They got the hardest group but acquitted themselves well although they missed qualifying. There were a couple more surprises too. The Short Timers, despite their point consumption, didn't make it while Action Pursuit) Centre's Demolition One got a nasty twist of fate, and was knocked out of qualifying in the last game. Qualifying were Bad Co. 1 and 2, Nam Wreckin' Crew, Predators, Guns R Us, Gulo Luceus, Turks, Terminators and Alamo.

The second round began towards the end of day two. With points at zero again, the heat was on. Looking especially good were the Preds, with recent addition Bart Farmer (ex Stud) giving Preds captain Marcus an extra right arm! Idema's Factory team, Nam Wreckin' Crew, had a new line up, pulling back its most energetic and skilled members for a deserved rest. The Turks, Simulated Activities sponsored team, had been playing with Brass Eagle s semis, the Golden



Eagles, for nearly a year. Many reckoned it made them soft for pump format games but it didn't show. Bad Company 1 was still stuttering from wrong side of the coin syndrome while Guns R Us, Terminators and Gulo were close behind.

The surprise team was Bad Company 2 which hadn't seriously thought they would qualify and were certainly handing out some tough games to major teams, especially as they had no penalties.

Fields were a major bone of contention. No one liked fields 2 and 3 as the bases were so unequal. Yet, a vote failed to get them struck as only 25 out of 27 teams voted against them

when a unanimous vote was needed.

There was an amazing game between N.W.C. and Alamo Heroes. Controversial win? Maybe, but I was satisfied. Pete Robinson, of N.W.C., has become linked to a move known as the deadmans walk. He became notorious years ago for walking through opposition lines then backdooring them, so a set of criteria were laid down for this move. The player about to attempt a walk, must inform a marshal. He may not call the marshal by calling paintcheck unless he is being fired upon at that time and he thinks he might be hit otherwise, this is misuse of a splatcheck to confuse the opposition. He may ask the marshal to check him fully before he attempts his move. The marshal may refuse. He will inform the marshal of his intention and his route so that the marshal can keep him in view at all times. He will move off. One hand on the gun grip and the other on the pump with the gun not deliberately slanted to give the impression it is not useable. Without gesture and with head unbowed he will walk off giving no signal that he wishes players to



hold their fire for an eliminated man. It is the marshal who decides if the move is legal. If the walker is shot, he will immediately remove his armband and leave the game. If he is successful, the marshal will quickly remove shot out players, brooking no complaint unless he himself is dissatisfied.

There you go! A long-winded way of saying Pete walked again and shot out 6 of 10 Alamo Heroes, ensuring a N.W.C. win and a second place. The Preds had also done it again. They showed the most consistency, most max outs, looking good all the way while reflecting a tight professional attitude they have gained over the years.

So the results were Preds, followed by N.W.C., the Turks and Bad Company One. Money prizes stopped there but Alamo came in 5th, Gulo was 6th, Bad Company two 7th, Terminators 8th, and Guns R Us 9th. The prize giving was orderly and well conducted although most of the captain's speeches were destroyed by their lack of voices after 3 days of shouting.

Next came the Sargie awards from Idema Combat Systems presented by Keith Idema. Judges were Keith. Andy Ferguson for Paintball Sports Magazine and I.C.S U.K., Ken Whale for N.W.C. and I.C.S U.K., Mick Holdaway, S.A.S. I.C.S. Amsterdam and Barry Mattacott for Paintball Sports Magazine. Best dressed went to Bad Company One, Most Honorable to Bad Company Two, Best Team to the Highlanders, Coolest Team was N.W.C., Best Field Judge was from Field 5 with a strong following for Budha and Richard of the Nomads - won by Richard with a coin toss.

Final scores were:

- 1st, Predators, 534, £ 10,000/Trophy.
- 2nd, Nam Wreckin' Crew, 464, £ 5,000/Trophy.
- 3rd, Turks, 452, £ 3,000/Trophy.
- 4th, Bad Company One, 360, £ 2,000/Trophy.
- 5th, Alamo Heroes, 237, £ 1,500/Trophy.
- 6th, Gulo Luceus, 186, £ 1,000/Trophy.
- 7th, Bad Company Two, 171.
- 8th, Terminators, 138.
- 9th, Guns R Us, 120.

Novice Winners.

- 1st, Selectors, £ 2,000/Trophy.

Any surprises for your Paintball sport duo at this event? Well, we were not surprised that blitz paint failed to get the results for the Short Timers and their protégés, the Rottweiler Warriors.



Paintball UK, 1990.

September 17th, presented a nice change for me, I didn't have to travel to the ends of the Earth to cover a tourney. A short burst through Wolverhampton brought me to Paintball UK and five of the best fields I've seen for tourney play. The speedball field in particular is excellent: plenty of room and no overcrowding of cover (although it may help to be over 5'6" tall in order to grab the flag). An impressive entry of 10 teams with three of the country's top teams from south of Watford Gap: the Barts Stud Squad, the Turks and the Predators.

The Midlands was well represented by the Saracens, Notts Outlaws, Screamin Eagles and the Ravens (Skirmish team). From further north came Hit 'n' Run, TVL and the Woodland Warriors.

The five fields included three dense woodlands, one speedball and one open woodland (which included a village area).

Basically, with good fields and good marshalling courtesy of the Rat Pack and Steve of the Short Timers, the tourney ran as sweet as a nut. No arguments, nothing! Paint was good and chrono arrangements ok but often you had to queue to check your gun.

One brilliant idea that I'd not seen before was the use of nylon zip ties fastened to guns to be chronoed out in the field. Any suspect hot gun has a tie attached to the



trigger guard and the gun is then pulled back at base camp.

The Preds, Turks and Barts only lost once each all day.

Barts also drew one match with the Saracens who were unlucky not to win. They whittled the Barts down to two players but ran out of time.

Talking of running out: Bart ran about 20 yards from the base in this match when a ball bounced in front of him and then hit his gun much to his amazement. Out in the first few seconds.

The Barts only loss was versus the Preds at the field containing the village. Barts broke and took cover in a line behind a low ridge but the Preds made excellent use of cover to pick them off for a solid win.

The Predator's only loss was to the Turks and the Turks only loss was to the Barts. Virtually every team enjoyed the speedball field, especially Pee Wee and John Boy of the Turks going at one stage from 4-2 down to one of the coolest wins of the day with 1 min 20secsieft.

The Predators showed me how to field strip a Razorback under fire, after pinching a ball on the bolt, taking an amazingly quick 8'/? minutes! (Keep practicing).

Rapid Reg Heath and the Saracens had a most satisfying day. When I asked Reg how he had managed all five of the team's flag grabs he said: "It's down to my new hi-tech boots and sniffing Sanotogen, it's cheaper than coke and doesn't show up on the drugs test." Thanks for the interview Reg. I think this may prove life does



begin at 40.
Hit n Run hit und missed with a very patchy performance, as did the Woodland Warriors. The Screamm Eagles' performance picked up in the afternoon but so did their penalty points (16). Notts Outlaws and the Ravens were both suffering so much so that the Ravens all re-armed with Buds following the tourney TVL had an interesting day with three points for a flag in transit and 11 penalty points.
Put it down to experience

guys.

At the end of the day the Turks and the Predators were both on 40 points and joint first.

Tim Taylor chipped in a box of paint for each team for the play off and the days earlier result, a win for the Turks was reversed The Predators won the tournament with a flag in transit.

Thanks to Tim and Tony Taylor for a superbly well run tournament and to the Rat Pack and Steve of the Timers for excellent marshalling.



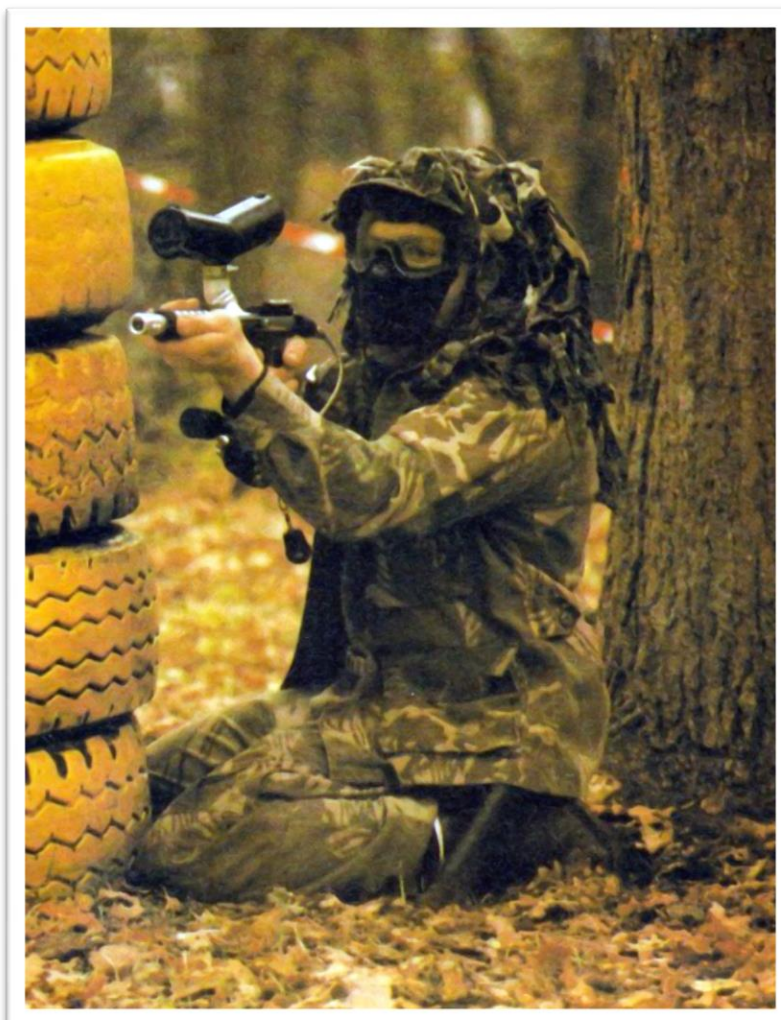
Predators, 40.
Turks, 40.
Barts, 37.
Saracens, 27.
Hit 'n' Run, 25.
Woodland Warriors, 16.
Ravens, 5.
Notts Outlaws, 0.
Screamin' Eagles, -1.
TVL, -8.



Kooh Doow 7- Man, November, 1990.

Due to its huge and continuing success the Kooh Doow 5-Man monthly tourney has grown to a 7-Man (but in three categories pro, novice and newbie). Actually, a more accurate title would be 7-Person tourney because of the growing number of women players entering the competitions, such as Joy of the Predators, Jean for the Terminators and Caroline and Jackie for MPC. The day's line-up saw the Predators visiting Kooh Doow for the first time, eager to maintain their successful run in

Midland tourneys. APC Demolition were in again along with other regulars, the Rat Pack, Terminators and Young Saracens. Two teams, Genesis I and Genesis II, were made up from the highly successful Ravens - originally a Skirmish team out for the first time on CO2 with Bud Orrs and Lapco's. Another well-known Skirmish player, Chris Steele, captain of the AP90 winners. Charles Bronson Fan Club, was guesting for Brad's scratch Midland Paintball Centre team. JTUK's Alan Pendrey was also in the MPC line-up along with his colleague Jackie who up until 30 minutes before the first game had never even held a paint gun before. The other female face in the team was Caroline Race, fast becoming one of the more respected women players in the Midlands, especially after her performance on the day in question. Gassa and Brad of the Rat Pack and Ian of the Saracens completed the line-up. Worth



mentioning is Martin Cooper, the captain of the Bulls Hitters (Skirmish team) who turned out for APC Demolition.

Prior to game 1 (Demolition v MPC) Martin was overheard to tell the rest of Demolition: "MPC have got two novice players in their team so there should be no problems."

MPC (including two novices) then preceded to thrash Demolition, big time! (Alan Pendrey delighted at taking Dean out.)

Preds beat the Young Saracens, Genesis II forced the draw versus the Rat

Pack and Genesis I terminated the Terminators.

In round 2 the Preds rolled on to win along with Demolition and the Rat Pack. MPC held Genesis I to the draw.

Round 3 gave the Preds their third win, just beating Demolition in a hard fought game. Young Saracens beat MPC for their first win of the day, Genesis II beat Terminators and Rat Pack beat Genesis I.

Probably the most unbelievable game of the day came in round 4, Predators v MPC.

Captain Caroline won the toss for MPC and gave the Preds the steep start on the speedball field. This was very significant. Two Preds were shot out before they made cover at the start of the game. After a fierce battle MPC were 5 players to 3



up, Marcus, Joy and Les remaining for the Preds (Sid went out after heading a big bouncer), then 5-1 up with only Marcus left for the Preds, Brad and Marcus battled it out on the Preds' left tape, taking each other out. The four MPC players left didn't know all the Preds were out. Standing on the sideline with the Preds someone pointed to Caroline and said: "She'll stay put. No way will she move up." Caroline promptly jumped up and went straight in to grab the Preds' flag and hang it with about one minute left. I think MPC found their success harder to believe than the Predators did, who were

full of congratulations for their surprised victors.

Demolition, Rat Pack and Genesis I all won. Taking the Rats into the lead by 2 points. It was still anybody's tourney.

Preds met the Rats next. What a game - the hardest fought of the day, resulting in a final second 'transit' for the Preds taking them on to 18pts, the Rats on 17, Demo on 15, MPC on 14, Genesis I on 12.

The Terminators pepped up with the arrival of reinforcements to win for the first time of the day versus the Young Saracens, who were up to 10 penalty points, being beaten on that front only by Genesis II on 12 penalties, proving that CA tanks are still too unreliable for top competitions.



The Rats and MPC both collected 5 penalties by the end of the day, giving the Preds a six point winning margin over the Rats rather than one single point.

Yet another victorious trip to the Midlands for the Predators and £1,000 prize money. The Rat Pack won £300 for second place and Demolition took home £100 for their third.

This was the closest competition I've ever seen at Kooch Doow, especially when you consider the experience differences between the teams. Chris Steele was most

impressed by the tourney: "It gave me the same buzz as when I first played Skirmish, but this is a totally different ball game, unbelievable."

Rumor has it that Alan Pendrey is having a T shirt printed with 'I shot Dean out'.

Well done to Marcus and the Preds, another solid performance. I wonder how long before Barts. Turks and Timers find their way up here?

Thanks to the Saracens for marshalling and Jack and Keith of the Barts.

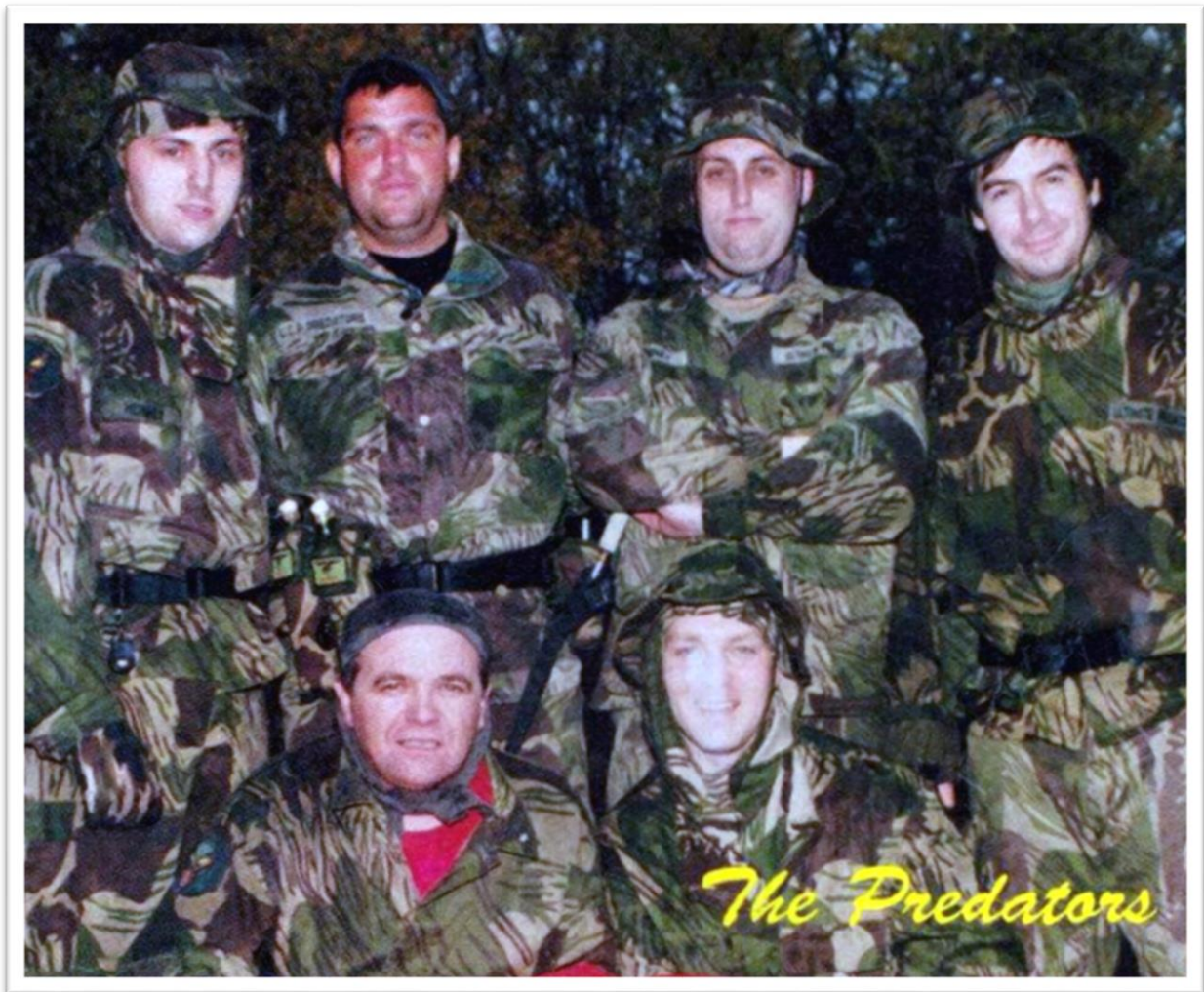


Another superb tourney keep up the good work.

Skirmish European Open, 1991.

Game Reports to follow.

Line SI Masters, Nashville, Tennessee, 1991.



Once again, the paintball playing world stopped in Nashville, Tennessee to participate in the Third Annual Line SI Masters and International Paintball Festival. This event has grown from its humble beginnings in 1989 into the largest paintball event in the world and is the final stop of the only IPPA Sanctioned and Safety Certified tournament series in the world, the RP Scherer/PMI Championship Series.

Tournament Promoter, Jim Lively and Tournament Director, Sam Caldwell of Lively Productions have broken new grounds in the field of tournament promotion by bringing together a field of 60 5 Player teams and 60 10 Player teams for what some people are calling the Paintball World Championships. Ever since Bob Gumsey and National Survival Games, the originators of the game of paintball announced that their last World Championships would be held in 1989,

independent tournament promoters have battled for the right to call the winners of their event the Champions of the World. But after watching the spectacle in Nashville, there is little debate coming from anyone that the winners of the Line SI Masters has the honor of calling themselves World Champions of Paintball.

The events of the 1991 Line SI Masters lasted for six days, starting with Captain's and Judges Meetings for the 5 Player Competition on Tuesday, October 22 and ending with the 10 Player Competition on Sunday, October 27. But you need not be a tournament player to participate, for the International Paintball Festival is also an integral part of the event. There was a Paintball Arena, sponsored by Ultimate Sport, Inc. where you could compete in a friendly game of Speedball, a Competition Target Range and Shooting Area as well as the huge Trade Show sponsored by Action Pursuit Games Magazine. On Saturday night, there was a Player's Party and 5 Player Competition Awards Ceremony sponsored by RP Scherer. Entertainment for the entire event was provided through the sponsorship of Rick Fairbanks and National Paintball Supply.

Paul Tournier of RP Scherer, Jeff Perlmutter of PMI and Lively Productions had worked diligently all year to prepare for this event. Apparently, whatever they were doing worked, because the Line SI Masters was HUGE! There were so many things to see and do that it was virtually impossible for one person to take in all the sights. There were players and visitors from all over the world. The British contingency was back, bigger and better than ever. Our friends from Brazil had just completed their National Championships and were eager to see how they would stack up against international competition. And for the first time, a team from Scotland, the Highlanders made the trip to witness American paintball firsthand.

Major Event Sponsor, Line SI.

For years, paintball players everywhere have complained that members of the paintball industry do little to give anything back to the players that make this game possible. And for many years that was true, but that was then and this is now. Jim Lively and Sam Caldwell have worked hard over the years to build a credibility factor into the game of paintball so that companies will sponsor their events. Line SI is one of the pioneers in the sponsorship of Lively Productions events, and has been the Major Sponsor of the Masters since its inception. Many thanks go out to Ross Alexander of Line SI for his vision in providing the financial backing to produce

what has become the biggest and most successful tournament in the history of the sport.

Series Sponsors, RP Scherer and PMI.

This year, paintball manufacturing giant, RP Scherer teamed up with the paint gun pioneer, Pursuit Marketing, Inc. to sponsor the entire Championship Series. Paul Tournier, Vice-president of Marketing for Recreational Products at RP Scherer and Jeff Perlmutter, President of PMI have supported the Series with their presence at these events. Both of these companies have contributed to the growth and expansion of the sport of paintball by providing players everywhere with the opportunity to compete in tournaments all across the United States. Both RP Scherer and PMI will continue to provide sponsorship for the 1992 Series. Thanks to the dedication of these two companies, tournament paintball will be with us for another exciting year.

Prize Sponsors

Through the graciousness of over two dozen sponsors, many tournament participants were able to walk away with many fine prizes to cherish as momentous of the Line SI Masters. Prizes ranged from the latest of the exotic semi-automatic paint guns to squeegees and pouches.

The list of prize sponsors included:

Airgun Design, ATCI, B-Cubed Manufacturing, Benjamin Air Rifle Company, CM Support, Component Concepts Inc, Direct Connect Idema Combat Systems, Indian Springs, Paintball JT USA, Line SI, Live Fire, Northwest Sales International, Paintball Connection, Paintball News, PaintCheck Magazine, Pursuit Marketing Inc, Scott Strategic Gear, Sight Feeder, Sports Rio, Tiger Stripe Products Tippmann Pneumatics, Inc, Ultimate Sports Inc, Vent Predator Goggles, Worr Games Products.

Contributing Sponsors

Many other industry members have provided assistance in the sponsorship of the Line SI Masters. Series Sponsor, RP Scherer also sponsored the Player's

Party held Saturday night at the Holiday Inn, Briley Parkway.

Rick Fairbanks of National Paintball Supply was the Entertainment Sponsor for the entire event. Rick made sure that we had plenty of music, live and recorded to help lift our spirits under the Awards Tent as well as at the Player's Party.

Eddie Dovner of Ultimate Sport, Inc. donated several prizes in addition to sponsoring the Paintball Arena Games field. He also sponsored the 8-player Center Flagball Tournament.

Bud Orr of Worr Games Products graciously agreed to be the Safety Sponsor. He and his crew worked diligently throughout the first few days of the event to ensure that all constant air bottles were properly assembled. Bud and his son, Jeff went beyond the call of duty to provide us with this service, free to all participants. Because there weren't any accidents with loosened bottles and valves, a lot of Bud and Jeff's work goes unnoticed, but not enough can be said for their efforts to keep the tournament safe for everyone. If you've ever played in a national tournament, you know how tough it is to get experienced players to work as referees instead of play. John Gregory and Youngblood of JT USA provided incentive to work as a referee by providing tournament refs with X-fire' masks Snapper goggles. Equipped with high visibility yellow safety equipment, it was easy to spot the referees on the field. JT USA did an excellent job as Referee Sponsor.

Then there was the Trade Show sponsored by Action Pursuit Games. This was the largest gathering of paintball industry members in the world. Since it is inappropriate to thank myself for working to make the show a success, I'd like to thank Jim Lively and Sam Caldwell of Lively Productions for letting me be a part of this event and especially thank everyone who participated in the Trade Show

The Arena Games

USI's Paintball Arena was always buzzing with the sound of players eagerly awaiting the start of the next game. Anyone with the proper safety equipment was welcome to participate in the sessions of Open Play, but you would have to be satisfied to watch from the viewing stands when the three Tournaments in a tournament began. Live Fire, the folks who bring you the Raven and BlackHawk line of innovative paintball guns and accessories sponsored 5 Player total elimination competition.

Airgun Designs sponsored the Automag Hour, a 5 Player competition that introduced a new game format called Gladiator. Each gladiator was allowed to carry a shield to protect themselves from eliminating shots to the body or paint gun. But even when they were hit, they could run out of bounds and return to the field of play. Quite a crazy game, but loads of fun.

USI also sponsored their own 8-player competition called Center-Flagball in which the players would snatch a flagball (a tennis ball attached to a cloth flag) and throw it into their opponents' basket. Everyone walked away from these games a winner, as USI provided all participants with great prizes. Then there was the MUFs vs. PUFFS Grudge Match, a continuation of the fierce competition that started at the 1991 California Magnum Amateur Open and Paintball's 10th Birthday Celebration. If you are not familiar with the fierce rivalry between these two infamous teams, take a look at our review of the Cal Mag Open in our December, 1991 issue. It was such an exciting game that it was even featured in a segment of Bob McGuire's Outdoor Journal on Sports Channel America. For the highlights of the Grudge Match, see our story in this issue.

The RP Scherer/PMI Championship Series

With their victories at the Lone Star Open, Bay City Open and Windy City Open, the

<i>5 Man Teams in Attendance</i>	
All Americans I - Pennsylvania	Ironmen III - California
All Americans II - Pennsylvania	Leopards - Brazil
Annihilators - Florida	Magnum Force - Kansas
Arch Angels - Missouri	Mercenarios - Brazil
Bad Company - Kentucky	Mokokan - Kentucky
Bad Company - Maryland	Navarone I - California
Bad Company I - United Kingdom	Navarone II - California
Bad Company II - United Kingdom	Newbies on Steroids - California
Bad Company III - United Kingdom	New England Express - Massachusetts
Black Diamonds - California	Phantom Regiment - Alabama
Black Reign - Oklahoma	Predators I - United Kingdom
Bushwackers - Texas	Predators II - United Kingdom
Capt. Bo Peep & His Flock - New York	Prism - Oklahoma
CIA Total Eclipse - Tennessee	QEd - United Kingdom
Cobras - West Virginia	Radbusters - Tennessee
Constant Pursuit I - California	Rats - Maryland
Constant Pursuit II - California	Rogue Troopers - United Kingdom
Diabos de Tasmania I - Brazil	Scream - Illinois
Dogs of War - California	Show No Mercy - California
Fair Warning - Tennessee	Slick Fox - Tennessee
Fighters - Brazil	Sterling Proline I - United Kingdom
Good, Bad & Deadly - California	Swarm - Illinois
Har Har - Missouri	Sychotic Sixth - California
Highlander Red - Brazil	Team Swat - Texas
Highlander Yellow - Brazil	Terminators - Florida
Hillbilly Ninjas - Alabama	Terminators - Minnesota
Hooters II - Tennessee	Timber Rattlers - Pennsylvania
Intuitive Fire - California	Tom Cats - United Kingdom
Ironmen I - California	The Wall - Georgia
Ironmen II - California	Widowmakers - Tennessee

Ironmen had all but clinched the \$15,000 Series bonus. Only the Black Diamonds, winners of the Music City Open had a chance to beat them, but to do so would require winning the Masters and looking at the rules for a tie-breaker. When the Black Diamonds failed to make the finals, the Ironmen, by virtue of their past performance became Champions of the Series.

Congratulations to Bob Long and the Ironmen for their consistent performance throughout the year.

The 5 Player Competition.



With 60 teams signing up for this competition, this part of the Line SI Masters alone was larger than any tournament .held all year. Ten playing fields were needed to handle the 366 games that had to be completed in just two days! The format for this competition was center Flag, also known as Blisterball and Football. There were no room for mistakes in this competition, as the 60 original teams would be pared down to only four teams for the Finals. With 600 points being the maximum any team could score in the six game preliminary round, a single loss could result in not making the final cut.



The competition was so tough that even though eight teams managed to break the



500 point mark, half of them would have to settle to participate in the finals as spectators. Scream from Illinois missed making the finals by four points and the Florida Annihilators missed it by only 10 points. When the mud had settled, (It rained for two days.) the winners were the UK Predators with 186 points. Second

5 MAN EVENT	
1. UK Predators, UK.....\$5000	32. Fighters
2. Baltimore Rats, MD.....3000	33. Magnum Force, KS
3. Black Diamonds, CA.....2000	34. Good, Bad and Deadly, CA
4. Bad Co. of Maryland, MD.....1000	35. C.I.A. Total Eclipse, GA
5. Scream, IL.....500	36. Prism, OK
6. Florida Annihilators, FL.....500	37. Fair Warning, TN
7. Sychotic Sixth, CA.....500	38. Team Navarone, CA
8. All Americans, PA.....500	39. Bad Company I, UK
9. NE Express, MA.....500	40. Team Navarone II, CA
10. Cobra's Of Virginia, WV.....500	41. Black Reign, OH
11. Constant Pursuit I, CA.....500	42. Bad Company II, UK
12. Newbies On Steroids, CA.....500	43. Intuitive Fire, CA
13. Bad Company III UK	44. Highlander Paintball Squad Green
14. M inn. Terminators, MN	45. The Wall, GA
15. Ironmen, CA	46. Capt Bo Peep & His Flock Sheep, NH
16. FL Terminators, FL	47. Arch Angels, IL
17. Texas Bushwackers, TX	48. Tom Cats, UK
18. Show No Mercy, CA	49. Phantom Regiment, AL
19. Rad Busters, TN	50. Dogs Of War, CA
20. Har Har, MO	51. Highlander Paintball Squad Yellow
21. Timber Rattlers, PA	52. Music City Hooters I, TN
22. All Americans Phantom Force, CA	53. Slick Fox, TN
23. Ironmen II, CA	54. Brazilian Leopards, BR
24. UK Predators II, UK	55. Hillbilly Ninjas, AL
25. Sterling Proline	56. Mercenaries
26. Music City Hooters II, TN	57. C.I.A. Widowmakers, TN
27. Highlander Paintball Squad Red	58. Dianos Da Tasmania, BR
28. Swarm Black, IL	59. Team Swatt, TX
29. Mokokan, KY	60. Q.E.D.
30. Rogue Troopers	
31. Sterling Proline II	

place belonged to the Baltimore Rats with 160. The Black Diamonds battled to a third place finish with 149 points and Bad Company of Maryland finished fourth with 136. Rounding out the money winners were Scream, the Florida Annihilators, Sychotic Sixth, All Americans, NE Express, Cobras of Virginia, Constant Pursuit I and Newbies on Steroids.

10 Man Teams in Attendance

All American Phantom Squad	Mercenarios
All Americans	Muffs
Annihilators	Navarone I
Assassins	Navarone II
Avant Garde	New England Express
Bad Company (Maryland)	No Quarter
Bad Company I (United Kingdom)	Phantom Regiment (United Kingdom)
Bad Company II (United Kingdom)	PMI Piranhas
Black Diamonds	Predators
Black Reign	Radbusters
Boonie Rats	Rats
The Boyz	Ridge Runner Gold
Bushmasters (Florida)	Ridge Runner Black
Bushmasters (California)	Rogue Troopers
Bushwackers (Texas)	Scotland Highlanders
Constant Pursuit I	Scream
Constant Pursuit II	Slick Fox - Tennessee
Diabos de Tasmania	Sterling Proline
Dragoons	Swarm Gold
Farside	Swarm Black
Farts	Sychotic Sixth
Friendly Fire	Team Viper
Gang Green	Terminators (Florida)
Guess Who	Texas Gunslingers
Highlander Squad	Texas Storm
Ironmen I	Timber Rattlers
Ironmen II	Top Gun
King Cobra	UAH Chargers
Knight Errant	Unworthy
Mayhem Tigers	Warparty

The 10 Player Competition.

The games of the 10 Player Competition began bright and early on Friday morning. Well, actually, it wasn't very bright out, as storm clouds blocked out the sun and the rain continued to fall.

Again, ten fields were used to complete the 180 games of the first day of play. Unfortunately, the 10 Player event didn't run as smoothly as the 5 Player event and by midafternoon, several of the fields were running behind schedule. I suppose the extra 300 players of the 10 Player event had something to do with it. At least we didn't end up playing in the dark.

On the second day, it was clear who the leaders were in the race for the top 16 spots of the semi-finals. The All Americans had a commanding lead with 598 points out of a possible 600. Also close to the top was Bad Company with 570 after receiving a 20 point penalty in game 5. The Florida Bushmasters had 550 after a 10 point penalty in game 5 and Scream was looking good with 528 points after a 10



point penalty in game 4. The next four places belonged to the Florida Terminators. Rad Busters. Baltimore Rats and Swarm Black, and to their credit, none of these teams had accumulated any penalties. Three more teams had broken the 500 point mark, and were a lock for the semi-finals. They were the Black Diamonds with 505 after a 10 point penalty in game 1, NE Express with 503 after 18 penalty points in game 2 and Texas Storm with 500 and no penalties.

Team Viper followed with 486 points after a 20 point penalty in game 6, Avant Garde had 461 with no penalties and Constant Pursuit 1 had 443 after 22 penalty points in game 1. Several teams were battling for the last two spots for the semi-finals. The Texas Bushwackers. California Bushmasters and Bad Company 1 U.K. were right in the hunt for a spot, but fell short. All of these teams had played tough and fair, and finished the tournament without receiving any penalties. Guess Who



at 419, Ironmen 1 at 416 and Farside at 414 could have beaten the eventual 16th place finisher Sychotic Sixth at 426 after 10 penalty points in game 2, but Guess Who and Ironmen 1 each had earned 20 penalty points in games 2 and 4 respectively and Farside had 22 penalty points in game 4. Penalty points added to the already intense drama of the event, but not for the Florida Annihilators who took the 15th semi-final spot with 430 and no penalties.

The top 16 teams were then placed into four brackets depending upon their order of finish. The winner from each bracket would advance to the finals, not necessarily the teams with the top four scores. On Fields 1 and 2, the winner was the All Americans on Fields 3 and 4, the winner was Constant Pursuit I. On Fields 5 and 6, the winner was the Baltimore Rats and on Fields 9 and 10, the winner was Scream.

This set the stage for the last six games of the tournament. In the first set of games, the All Americans maxed Constant Pursuit and Scream maxed the Baltimore Rats to make matters worse, the Baltimore Rats also received a 25 point penalty for playing after they were hit and finished with -13. In the next set, the All Americans looked unstoppable as they maxed the Rats Scream also maxed Constant Pursuit, but were hit with a 50 point penalty for excessive fire. While the Rats and Constant Pursuit battled it out for third and fourth place. Scream and the All Americans would decide the championship of the 1991 Line SI Masters.

The All Americans were in a comfortable position knowing that Scream would have to come after them, and with the long range sniping capabilities of their Smart Parts equipped PMI-3's the advantage was seemingly theirs. Before anyone could hang a flag, time ran out for Scream. The All American were victorious.

10 MAN EVENT

1. All Americans, PA.....20000	33. Ironmen II, CA	47. Scotland Highlanders
2. Scream, IL.....8000	34. All Americans Phantom Force, CA	48. Dragoons, SC
3. Baltimore Rats, MD.....5000	35. Friendly Fire, CA	49. War Party, OH
4. Constant Pursuit I, CA.....3000	36. Phantom Regiment, AL	50. Boonie Rats, TX
5. Bad Co. Of Maryland, MD.....1000	37. Sterling Proline	51. California Top Gun, CA
6. Bushmasters, FL.....1000	38. Team Navarone, CA	52. Tom Cats, UK
7. Bushmasters, FL.....1000	39. Rogue Troopers	53. MUFFS, UK
8. Rad Busters, TN.....1000	40. Knight-Errant, KS	54. Navarone Apacolpse, CA
9. Swarm Black, IL.....750	41. Texas Gunslingers, TX	55. F.A.R.T.S., KY
10. Black Diamonds, CA.....750	42. Bad Company II, UK	56. Mercenarios
11. NE Express, MA.....750	43. Highlander Paintball Squad	57. Black Reign, OH
12. Texas Storm, TX.....750	44. Constant Pursuit II, CA	58. Chargers, AL
13. Team Viper, CA.....750	45. No Quarter, GA	59. Unworthy, OK
14. Avant Garde, MD.....750	46. Mayhem Tigers, UK	60. Nash. Ridgrunners Black, TN
15. Florida Annihilators, FL.....750		
16. Sycotic Sixth, CA.....750		
17. Guess Who, OH.....1000		
18. Texas Gushwackers, TX		
19. CA Bushmasters, CA		
20. Bad Company, UK		
21. Ironmen, CA		
22. Farside, DC		
23. UK Predators, UK		
24. Timber Rattlers, PA		
25. PMI Piranhas, NY		
26. Diabos Da Tasmania, BR		
27. Swarm Gold, TX		
28. Assassins, KS		
29. Ridgerunners Gold, TN		
30. Exterior Decorators, GA		
31. Bushwackers, CA		



There is one last thing I would like to point out about this final game. In case you haven't noticed, I have not referred to this competition as a 10 Man event, for the ladies have finally made their mark on the sport. For the first time in the history of the sport of paintball, both teams were truly made up of ten players, not ten men I know that Donna Eicke of Scream was disappointed that she would not be the first woman to play on a World Championship team, but I am sure that she is proud to have competed against Karen McPherson and Norie Gardner of the All Americans. These three ladies were starters for their respective teams, and have earned a spot in the history books of paintball. Congratulations. It was just a matter of time.

Sidcup 12-man, March, 92.



The Sidcup 12-man Pro Tourney on 15th March was the first outing for the new Simulated Activities fully sponsored team, the Eagles. The team is captained and trained by Rafe Farmer and consists of other ex-members of the Barts Stud Squad and Demolition including Rafe's brother Dean. The team is all kitted out with Golden Eagles and it was an opportunity for the teams to get a good look at the Eagles before Mayhem, as any team with Rafe Farmer in it is a force to be reckoned with. Sidcup is a fairly popular tournament venue nowadays and most teams have played there several times, as had most of the other teams present, The Predators, the Turks, Shades of Grey with Pete Robinson and Ray Cain guesting



for them, Bad Company Chaos, the Rogue Troopers and the Woorlords. Marshalling was provided by the Mayhem Cubs, many of whom will be marshalling Mayhem.

In the first round the Eagles faced The Predators. Both teams seemed to have a lot of respect for each other as neither team made aggressive moves. Time ticked by with neither team making ground; the Eagles moved players around across the field but could make little forward progress against the vicious accuracy of the Pred's Sterlings. Both teams made a lot of ground early on but

further progress necessitated taking out sufficient numbers of the opposition to open up a flank, and it's very hard to punch a hole in the Preds due to their great communication and professionalism. But after a very interesting eighteen minutes and with only two to go, the Preds decided to go for it and streamed down the Eagle's right flank. They list several players in the process, but Marcus was well on his way down the tape when the whistle went with neither flag being touched. Meanwhile, Bad Company had been maxed by Shades of Grey and the Rogue Troopers had drawn against the Woorlords.

At the end of Round Two, Shades of Grey were the only team with two maxes. In Round Three, the Eagles met the Turks who were mostly running with semis. The



Eagles probably had the stronger end and were much more aggressive then in their game against the Preds. Two Turks made very good progress up the right tape but then got held back and could do little more. Some minutes later about six of the Eagles got up and stormed the Turks' left flank. Running through the open ground most of them were eliminated by five Turks with semis, but confusion erupted as players were being checked and sent off the field and a couple of Eagles broke through and for a few seconds no one seemed to know who was who. Some Turks ran down the left flank but were taken out by more

Eagles who had come round. Two Eagles ran towards the Turks' base taking out the remaining Turks, grabbing their flag and running it home. Shades of Grey and Bad Company both had maxes this round, while the Preds were on a bye.

Round Four and the Preds were up against Bad Company. The game started as another virtual stalemate with Bad Company at the weaker end. Four Preds were held up on their left tape by one Bad Company player who although he could get few shots off with so many guns on him, had to be taken out if the Preds wanted to push that side. Most of the game was about as exciting as watching the grass grow but as the final minutes approached I knew one team was going to do something radical. It was Bad Company that took the initiative and tried to power play the

Preds who took one out and then they also got up and ran. Preds and Bad Company's dropped like flies and the Preds converged on Bad Company's base. Bad Company had dropped a player back for just such an emergency and the Preds couldn't get the flag out. Meanwhile, the only other Bad Company player left raced towards the Fred's flag but was marked out by their 'base' player. The whistle went before the Preds could dig the last Bad Company player out.

In the 5th round, Shades of Grey faced the Preds and lost their first game of the day. The Turks maxed the Rogue Troopers who weren't having a good day, and Bad Company were maxed by the Eagles who had adopted a policy of just running down the opposition with semis blaring away. In Round 6, Bad Company played their final game against the Turks. The Turks hadn't started the day off well but during the day had gotten better and better. They didn't seem to stop advancing against Bad Company who were pushed back further and further and eventually back onto their own base where they staged a last ditch defense, but had too few players remaining to stop the Turks' advance. At the end of Round 6, Shades of Grey were in the lead with 396 but still had to play the Turks. The Preds were in second with 353 but had an easier game to face against the Woorlords, Shades' game against the Turks was very hard fought and for most of the game it looked like either team could do it. But I guess the first place drove the Shades to play harder and they eventually broke through the Turks and got the flag and thus got their first tournament win. They've now proved themselves to be a force to be reckoned with by only losing one game. The Eagles have also proved themselves drawing with the Preds and beating Bad Company and the Turks. The Preds failed to max all day as usual and the results of this tournament could provide some interesting games. Several of the teams present at Sidcup are meeting again for a Mayhem warm-up on 3rd May run by Skirmish Kent, which could show us some surprising results.

1 st ,	Shades of Grey,	492.
2 nd ,	Predators,	449.
3 rd ,	Eagles,	399.
4 th ,	The Turks,	329.
5 th ,	Bad Company Chaos,	271.
6 th ,	Woorlords,	159.
7 th ,	Rogue Troopers,	103.

The Atlantic Star Series, 1992.



The Atlantic Star Series is the creation of the chaps down at WDP in Birmingham (Jed Green, Tim Taylor and Craig Cooper). With help from Mayhem and R.P. Scherer, sponsors of the series, WDP set out to attract new teams to the tournament circuit. For just one price £37.50 per player, all paint and gas, as well as that player's entry fee will be covered. For the qualifying round, a team is issued 5,000 paintballs (gas is free and unlimited). This concept of limited paint and an all included price was first used by the organizers of the 1990 and 1991 World Cup Paintball Tournaments. Here a team plays its qualifying round in one of four divisions of six teams each, playing each other team in its division. As teams progress through the quarterfinal, semifinal and final rounds, they are issued more paint. These later rounds are knockout, which means that if a team loses there, it is out.

This concept seems to have struck a core with the British teams since twenty-four six man teams entered on this given day. All twenty-four showed up (yet another



encouraging sign). They ranged from genuine novice teams, such as the Dismantlers who had only purchased their markers the day before, to the highest ranked professional teams, such as the Predators, winners of the 1990 and the 1991 Mayhem European Masters Tournaments and the Line SI Masters 5 Man event in the United States.

Six fields had been taped off and tended to vary from the very open suited to a long ball game to a small maze field, hardly larger than a speedball course.

The twenty-four teams were soon divided into four divisions of six teams each. Only two teams in each division would move on to the quarterfinals, so a close hardfought competition was expected by all.

Game one saw the Texaco All Stars take on the vaunted Predators. The All Stars were eagerly awaiting their opportunity to mix it up with the European Champions, but only three were able to take to the field in time for the game start. The Predators took full advantage of this occurrence and maxed the All Stars in just three minutes. The All Stars were disappointed that they did not have the opportunity to face the Predators ready from the start, and the Predators, in a



gesture of good sportsmanship offered to play the All Stars at the end of the day, time and paint permitting.

There were some pleasant surprises among the teams in attendance. The Regulators for one using their Tippmann 68 Specials to full advantage provided plenty of outstanding games and almost made it into the quarterfinals with 310 points, but Ground Zero managed a 100 point max in their last game to edge the Regulators with 316 points.

The Jelly Babies are another team deserving special mention. This was their first major tournament and they now found themselves in the quarterfinals. They took maximum advantage of their opportunity to move on in impressive style.

The quarterfinalists were the Predators (of course) and the Doomsday Runners from Division A, MUST and Devil's Guard from Division B, Hit & Run and the Jelly Babies from Division C and T&D Urban (A) and Ground Zero from Division D.

The Predators continued on their winning ways making it to the quarterfinals. but it was no cakewalk. In the quarterfinals, they played the Devil's Guard and lost four



players soon into the game. "Shiny", however saved the day by storming up the middle to hang the flag. A great game played by both teams.

Ground Zero beat T&D Urban, Doomsday Runners won over Hit & Run and the Jelly Babies knocked out MUST.

The Predators eventually made it to the finals by defeating Ground Zero while the Doomsday Runners had another crack at the Predators, this time for all the marbles, by its victory over the Jelly Babies.

The Predators showed the field why they are the European Champions by taking the event. Doomsday Runners come in second, followed by the Jelly Babies and Ground Zero in that order.

A special "Heart and Soul" trophy was presented to the Regulators in recognition of the outstanding sportsmanship demonstrated by the team at this tournament.

Well done WDP and the multitude of marshals insuring that this series will stay around for some time to come.

Division A.

Doomsday Runners

New Pigs on the Block

Norty Boys

Predators

Spetznaz (B)

Texaco All Stars

Division B.

Dismantlers

Hit & Run

Jelly Babies

Samurai Pizza Cats

Spetznaz (A)

007

Division C.

Ace Trucking Co.

Big Red One

Ground Zero

Rangers

Regulators

T&D Urban (A)



Division D.
Devil's Guard
Fools Rush In
Killer Hamster
MUST
The Sauce
T&D Urban (B)

Mayhem, 1992.



Since 1988 The Mayhem Championship, or Mayhem Masters as it is now known, has been considered to be the most prestigious event in the European paintball calendar.

For the first year 10 teams entered and played a round robin format using 12 gram guns only to decide which fifteen man teams went into the finals. The now legendary Barts Stud Squad finished first, with Bad Company second and the Nam Wreckin' Crew third. So close was the competition that only three points separated the top three places. The 1990 event saw 17 teams turn up to play and a surprise finish when The Predators came from nowhere to take the top slot, a position that it's been hard to separate them from ever since. Behind them where the Turks in second and Barts in third. Twenty seven teams entered in 1991, but none of them could stop the Preds from winning again. This was the first year that constant air was allowed although semis were not admitted until this year.



For the first few years the events were quite small, initially because there just weren't enough tournament teams in the country. Even when there were more teams that could take part, most of them were reluctant to spend the huge amount of money that was needed to compete, when they felt that they had little or no chance of toppling the big boys from the top slots, which is where the money was. This year the organizers addressed the problem in two ways, firstly they dropped the entry fee by forty percent and brought the paint down to a reasonable price. Secondly they came up with a very neat way of ensuring that the novice teams could take away a bit of prize money to cover their costs and leave them some in the bank for a rainy day. This was accomplished by setting aside some of the £30,000 (\$55,000) prize purse for the novice teams that finished highest. It was almost like having two tournaments running simultaneously. It worked and we ended up with fifty teams taking part.

The tournament took place on the same site as it did last year, Holmbush Outdoor Games (HOGS) just to the south of London. You just can't trust the British weather even in the middle of the summer. As it goes we were very lucky in that the



country went into an uncharacteristic heat wave a week before the tournament. By British standards, for the three days of the Bank Holiday weekend we fried with temperatures soaring into the eighties. True, we did have an electric storm on Saturday when hail stones the size of house bricks fell from the skies onto the guys underneath giving it their all, which was very unfortunate for one of the Turks star players, John Boy. He lost his footing on a high speed dash for the flag and broke his leg very severely. He was not seen again for the rest of the tourney as he was in hospital waiting for surgery on his leg. I would hope that by the time he reads this he's fully recovered. If not, pull your finger out and get well

soon, John.

The trade show had about 12 paintball stands. There were a few new items on show, notably a new style of camo from Brass Eagle. It's called Eaglecam and was being worn by their sponsored team, the Eagles. From a distance it looks very like the Rhodesian camo that is very popular among paintballers. It's not until you get very close to it that you can see the colored shapes making up the pattern are

actually silhouettes of Eagles, dark green and brown on a light tan background, the same colors as the Rhodie camo. RP Scherer, the major sponsor of the tournament along with Mayhem, as before supplied their premium paint, which, as usual, shot great. Tractors with trailers were used to transport the players and kit out to some of the fields. The marshalling staff and organizers where zooming about on quad bikes, some of which also pulled trailers.

The camping area had the look of some medieval jousting tournament with brightly colored flags and banners waving in the breeze. Some of the older teams like Bad Company had huge displays of trophies gained from past triumphs, enough to put the average trophy shop to shame. Other teams had turned up in stretched limos with TVs, convertibles and of course the ubiquitous collection of Landrovers and Jeeps, all trying desperately to out pose each other. Mind games at these events start early.

The tournament itself was very well run, and as far as I could see everything went smoothly. I can well imagine that behind the scenes there was hair being tom out by the roots as the organizers ran around like headless chickens, but to the outside observer all was peace and tranquility. With all said, let's face it, it's the paintball that counts, and that was excellent. A really marvelous effort from everyone involved. I'm sure all the players present will join me in extending a warm thanks to the management of Mayhem Paintball Games and all who helped organize the event.

Game Procedure and Rules.

For the first year ever, cash prizes were to be awarded not just for the highest placed Pro teams but also for the best Novice or Young Gun standard teams. The Pro teams were competing over the first two days for 9 places in the semis on Monday morning and 5 in the same time the Young Guns were playing for 5 spots in the semis and ultimately only three in the finals. Before any game, one player was chosen at random from each team for a chrono check and equipment inspection. Any item not acceptable had to be replaced. The finals in the afternoon. At Eliminated players were obliged to remove their arm bands, give them to the nearest judge and present themselves at the Ultimate Judge's table. The Ultimate could decide to keep the gun for chrono procedure, or not, as he saw fit. If a judge on the field wished a gun chronographed, he took it at the player's

elimination or at game's end, bagged and sealed it and returned it to the player who had to present it at the Ultimate's table. At game end, 3 random players were chosen and their guns chronographed. A judge could use any method he felt fit (without tools) to make the gun run hot. Any number of consecutive shots were made with the judge choosing the highest string of three. A team captain signed for his team's points at game end. He could dispute the points, but any Captain doing so without foundation would lose his right of appeal for the remainder of the tourney. Any paint gun that could be velocity adjusted without tools had to have a cover devise that could not be removed without tools. No players were allowed to swap or discard a gun. The only equipment allowed to be discarded were CO2 tanks and pots. For anything else-elimination. Playing on after a hit took 25 points, as did arguing. A player eliminating himself silently without calling a check did not receive the player eliminated shout from the judge he handed his armband to.

Score System.

Eliminations-3 points per player. Flag Hang-50 points. Retaining own Flag-10 points. Flag in Transit-20 points. Maximum Possible Score-90 points. Any opposing team getting over 100 penalty points automatically resulted in 90 max points being awarded to the other team.

The Play.

Day one-Saturday.

Team hospitality tents filled the huge safe zone. Every team had decided that this was their year and were determined to qualify for the semifinals. The top 10 seeded teams were Alamo Heroes, Bad Company I, Bad Company II, Eagles, Gulo Luceus I, Guns R Us, Nam Wreckin' Crew, Predators, Terminators and the Turks. With a full 18 novice teams entered, there were some surprises at the end of day one, when several of the novice teams scored high enough for the organizers to reclassify their status to Pro, a controversial decision. During Saturday's play, things went much as predicted with the Pro teams trouncing the novices. The teams that excelled were Shades of Grey with 4 maxes. Made up of ex-Nam Wreckin' Crew and new players, the Shades have been successful since their formation 5 months ago. Bad Company I failed to achieve an equal score due to six penalty points, while Rage, a team from the Midlands, also took 354 points by missing two players during their four games. The MUFs looking good with six pro

American players took two maxes yet fell short on games two and four with 87 and 84 points respectively, spoiling a near clear run. The Turks drew game four after three maxes while the Eagles, a new team sponsored by Brass Eagle and all running Golden Eagles, competed well on the field yet lost points in penalties in their last three maxes. Those Novice teams to upgrade were Asco Forces, a team of five Dutch, three English and three Americans, the Blackbirds from the West Country and the Pistol Knights from the Southeast. It soon became obvious to the teams that to qualify they had to go for max outs on every game and incur no penalties. The we'll take it easy and qualify low was quickly abandoned. It was during the last game on Saturday between the Turks and the MUFs when there was a sudden cloudburst. The rain was inundating the fields and a lightning flashed players speculated whether the games would be called off. It was unfortunate for one of the Turks that they were not, for he slipped and fell in the mud and broke his leg. The MUFs win stood as the game was not rerun. Meanwhile The Predators were losing to the Short Timers and in the process receiving 50 penalty points for arguing. It was during this game that the Short Timers boosted their fire-power by borrowing ten semi autos from Perception. The Predators thus went into Sunday under a lot of pressure.

Division I

- 1st, Predators.
- 2nd, Perception.
- 3rd, Short Timers.
- 4th, Norty Boys.
- 5th, Devil's Guard 2.

Division II

- 1st, Bad Company I.
- 2nd, DBD.
- 3rd, Bush Babies.
- 4th, Demons.
- 5th, Brothers in Arms.

Division III

- 1st, Nam Wreckin' Crew.
- 2nd, Asco Force.
- 3rd, Banzai Bandit.

4th, Hull Scorpions.
5th, PGI Mania.

Division IV

1st, Blackbirds.
2nd, Bad Company II.
3rd, Hit n Run.
4th, Hereford Sheep.
5th, HOG's.

Division V

1st, Shades of Grey.
2nd, Fly Fishing.
3rd, Gulo Luseus.
4th, Viking Warlords.
5th, Master Young Guns.

Division VI

1st, Eagles.
2nd, Rogue Troopers.
3rd, Gypsy Jokers.
4th, Fat Freddie's Cats.
5th, Wide Mouth Frogs.

Division VII

1st, MUFs.
2nd, Turks.
3rd, Vulcans.
4th, Instigators.
5th, Devil's Guard.

Division VIII

1st, Rage.
2nd, Guns R' Us.
3rd, Suspect Device.
4th, Woorlords.
5th, Gulo Luseus YG.

Division IX

1st, Pistol Knights.

2nd, Doomsday Runners.

3rd, Alamo Heroes.

4th, Team Highlander.

5th, Death Wombies.

Division X

1st, Terminators.

2nd, Ditch Dogs.

3rd, QED.

4th, Black Knights.

5th, Storm Cougars.



Day Two-Sunday.

It was Bad Company I who ran maximum points each game, while Rage equaled



their score. With Novice teams still being played in seeded games, the Pro-teams were odds on for a lot of maxes. The Predators however were held to a draw in game one but could still qualify if they maxed the next three. This they did but took 80 penalties from the chrono thus knocking them into 16th place and out of the finals. The Nam Wreckin' Crew now heavily armed with semi autos moved into third place after four incredible games where they missed only one player. The Eagles, well fancied and sporting heavy semi-auto fire power and designer camo, maxed all four games in blitzkrieg style. Their total four the two days of 636 was marred again by penalty points from three games, yet it still allowed them to qualify in fourth place. Despite Saturdays appalling luck, the Turks rallied well, maxing three games and drawing the fourth. Their 34 penalty points left them in seventh place. The MUFs fared well missing only one player in their four games. However, after game two they received 80 penalties for a hotgun. This was serious, because if they took 10 or more penalties they would invoke the dreaded and controversial double jeopardy this would have meant double penalties for any games on Monday. Fortunately, they remained clean. Shades of Grey, Terminators

and Asco Force qualified in the other three pro places, Guns R Us failed to qualify by only 8 points.

The Novice teams to make up the 15 for the semi-finals were Storm Cougar, a team composed of 5 Brits from Storm and 5 French Cougars all running Auto-Mags. Unfortunately four of the French spoke no English, so as soon as the English speaking french man was eliminated, communication fell apart. For all that, they still qualified as best Young Guns. The Vulcans were perhaps the most inexperienced of the teams in the money round although their excellent sponsorship deal and ongoing support from Richard Hart's Adventure Game Supplies Company, coupled with their constant practicing at the West Point game site, stood them in good stead. They were now second placed Young Gun team. The Instigators from the South East took third with the Norty Boys from the North in fourth. Another team with communication problems finished in fifth, it was the heavily armed Gypsy Jokers from Wales, and the Woorlords rounded out the field in sixth.

Day Three.

Monday Morning.

Semi Finals.

The sun beat down on the fields as 15 teams prepared to battle it out for 5 Pro and 3 Novice places in the final. Bad Company I played the novice Storm Cougar, game 1 field 6, losing five players to max out. Game 2 against the novice Norty Boys resulted in another max but a 14 point penalty for a hotgun. The Norty Boys took three of the pros to score 9 points. Bad Company had an unexpectedly fast game when they maxed out the Turks for a loss of 5 players. Thus, they moved into game four against the Eagles assured of a spot in the finals. They played the Eagles to a Mexican stand-off giving Bad Company only 15 points and the Eagles just 12. Rage came unstuck in their first game of the semis they lost to the novice Vulcans on body count and also incurred 25 penalty points. The Vulcans inexperience shone through with 21 of their 27 points blown on a hotgun. Rage's second game against the Gypsy Jokers saw a return to form with a max point win. A win on points was the best they could manage against the Terminators taking seven for a loss of six of their own players. Their game against Shades of Grey was a disaster for Rage, Shades maxed them quickly losing just two men. To cap it all, Rage incurred 25 penalties. Nam Wreckin' Crew seemed to have problems with the morals of novice

bashing. In game one they left to late against the dug in Instigators. Then again, in game two the Woolords tried the same digging in tactic but this time NWC were having none of it and maxed in a fast game losing only one man. Game three against Asco Forces was a repeat of game one. NWC eliminated half of the Asco team but incurred 35 penalty points. Asco took 60 points but fell afoul of penalties also, 25 points.



NWC chances at the finals were blown on game four against MUFs who took 87 points to 9 in a furious game that gave the MUFs the highest score of the semi-finals. The Eagles with their team of ex-Bart Stud and other veteran UK players were expected to qualify in the semis. The Cougars fought well in game one but only managed to score 15 points before being wiped out to give the Eagles 90. Game two against the Turks was a nightmare body count for both teams, the Eagles narrowly winning on points with seven eliminations to six losses. The Eagles worried by this late development went all out against the Norty Boys, trawling the fields towards the opposition base keeping up a constant stream of semi-auto fire. All now depended on game four against Bad Company, a team with seven maxes

out of seven, and both teams wanted those 90 points. Another body count. As it turned out the Eagles took four Bad Company players for five of their own. How low the Eagles must have plummeted when they discovered that one more Bad Company player taken would have given the Eagles the fifth qualifying position above the Turks. Shades of Grey had the Novice Vulcans game one, taking 87 points and 25 penalties. The Vulcans dug in for 24 points but received 21 penalties. Game two against the Terminators was another low body count, 18 to 12 points, respectively. Against the novice Gypsy Jokers was a needed max for Shades while the Jokers took 12. The Shades final game against Rage gave them max points. Losing only two players, the Shades qualified third.



The MUFs were on a roll in the semi-finals missing only 9 points in four games. First

the Instigators then Asco Force, Woorlords and NWC fell to the MUFs. The Turks maxed out the dug in Norty Boys losing five men. In game two, the Turks and Eagles clashed drawing an expensive body count 18 to 21. Against the Storm Cougars, the Turks maxed again, although it was a hard battle. Not as hard as what they faced from Bad Company. The two top teams held for a while, then Bad Company's offensive began to pay off with the Turks being maxed for a score of only 15. This left the Turks with the same score as the Eagles, 213. A play off? No, the organizers scrutinized the penalty points over the three days and found the Turks to be the team with the fewest penalty points. Thus, the Turks qualified and eliminated the Eagles. The Gypsy Jokers did well for a novice team when they eliminated five Terminators before being maxed. The Terminators second game was a Mexican stand-off against the Shades, expensively low scoring for both teams 12 and 18 points, respectively. The Vulcans novice team showed their form and beat the Terminators for a max out win and the loss of only two players. The Terminators versus Rage game cost both teams. Rage lost six players whilst the Terminators lost seven. Rage also got 25 penalties. Asco Force began the Mayhem Masters as a scratch novice team, but by Saturday evening they were pros and now in the semis. They were looking for a place in the finals. They kicked off with a max win against the Woorlords. They lost only four players but incurred 18 penalties. Game two against the nigh invincible MUFs was a loss, yet they took five players before being maxed. The Asco versus Instigators game was a walk over max for Asco while game four against NWC was won by Asco by 60 points with 25 penalties against 15 points with 35 penalties for NWC. The three top Novice teams that went forward for their own finals play-off were, the Vulcans first, Norty Boys second and third the Woorlords.

Pros

1 st , Bad Company One,	714 Points.
2 nd , Rage,	714 Points.
3 rd , Nam Wreckin' Crew,	642 Points.
4 th , Eagles,	636 Points.
5 th , Shades of Grey,	629 Points.
6 th , MUFs,	628 Points.
7 th , Turks,	531 Points.
8 th , Terminators,	531 Points.
9 th , Asco Force,	522 Points.

1 st , Young Guns,	
2 nd , Cougars,	376 Points.
3 rd , Vulcans,	342 Points.
4 th , Instigators,	314 Points.
5 th , Norty Boys,	261 Points.
6 th , Gypsie Jokers,	236 Points.
7 th , Woorlords,	196 Points.

Monday Afternoon.
The Finals.

With the thermometer creeping up over 80 degrees, the finalists were worn and hot. They now needed every ounce of skill to win and the pressure was on. Some people had started the long drive home, but most could not tear themselves away from the tense atmosphere. The MUFs began their games at 3pm. Their roll of the morning being broken by the stubborn dig in tactics of Asco Force. These Pros of only two days were a major thorn in their side of the more established teams. They held the MUFs to a nine point draw. The MUFs verses the Turks game was a strange one. Despite eliminating 9 of the Turks, the MUFs still failed to capture their flag. Shades were next for the MUF treatment. Again, an expensive standoff with MUFs eliminating 9 players but incurring 54 penalty points for a hotgun. The final game and the MUFs needed to max Bad Company. They failed badly, taking 7 Bad Company players before they themselves were maxed out. This destroyed MUFs chances at the top three slots leaving them fifth overall.

Bad Company ran into trouble on their first game against Asco. They pushed forward only to find the Asco team dug in defending from behind their base. Although Bad Company pushed hard and took 7 players out, they also ran into 25 penalty points. Against the Shades, Bad Company almost managed it. The game ran to time with one Shades player left for Bad Company's two. After a bye Bad Company's third game was against the Turks who did their best to do to Bad Company what had been done to them in an earlier game. They nearly succeeded but for the survival of one Bad Company player robbed them of the max. Bad Company went into their final game against MUFs, but the Turks where in an unbeatable position, all Bad Company could play for was second. They made a

convincing job maxing the MUFs for the loss of six. Enough points to put them into second.

Young Guns Final.

The Vulcans may have qualified in first place but it was their inexperience that left them on -8 points after their first game against the Woorlords despite having shot out four players to the Lords three. However as the Lords clocked up a huge 34 point penalty they still lost on -25. The second game was a dead heat with two players lost by the Vulcans and also two lost by their opponents Norty Boys. As the final game between Norty Boys and the Woorlords began, the Lords were third with -25 and the Vulcans second with -8 and Norths way out in front on 6?! The Woorlords pulled out all the stops and spanked the Norty Boys for a ninety point max out and a sprint into first place, leaving Norty Boys in second and the Vulcans in third.

Pros

1st, Turks,
2nd, Bad Company,
3rd, Shades of Grey,
4th, Asco Force,
5th, MUFs,

Young Guns.

Woorlords.
Norty Boys.
Vulcans.

Skirmish European Cup, 1992.



The guys down at Skirmish Kent, in the South of England, organized what was originally a lineup of over twenty teams for this new event on the tournament circuit but actually only presented ten teams on the day of the competition. Co promoted by Paintball Sports the ten teams that did show made up a truly international field. From the USA came the World Champions, The All Americans, and Bo Peep and his Lost Sheep, a mixture of Master Blasters and Constant Pursuit plus a few friends. Norway put forward The Garbage Gang, Switzerland sent The Dragoons and Crosman sent their factory team from Germany. The five British teams that did turn up made up in quality for the small turnout of home teams. The Predators, ready as always to contest any major title in England, put forward a very strong line up. World Speedball Champions The Eagles turned out in their Eaglecam outfits. Shades of Grey may be a relatively new name to most US readers but this team is made up of some of the most experienced players in the south of England, many of them are ex Nam Wreckin' Crew members. Mayhem entered in the form of The Tigers with directors Steve Baldwin, Tony Butler and Paul Wilson all deciding to play. Bad Company Anarchy completed the line up for what promised to be a very exiting competition.

Day 1.

The Predators absolutely stomped every team they met on day one scoring a



maximum 500 points and no penalties, a record almost equaled by the Eagles who scored a maximum 500 points but picked up 25 penalties along the way. The All Americans recovered from a very slow start, losing to Bad Company Anarchy, by taking full points from the next three games. Shades of Grey were snapping at their heels with three wins also but a low score of 15 points in their second game put them 30 flag. At the same time the AAs right flanker ran down field taking out The Predators left tape player. The AAs center moved up and gradually picked The Predators off, maxing out with three AAs remaining. The Predators played the Eagles next on field 2. The Eagles were given the worst end by The Predators, who» won the toss, so they broke out very short and went to ground allowing The Predators to push up well all along the line. The Predators continued to push but took heavy losses on the Eagles left. The Predators left was very open with only one player, Jacko, covering this half of the field. Eagles captain Rafe Farmer and his brother Bart (both formerly of the Barts Stud Squad as are many of the Eagles) took advantage of this weakness and ran the length of the field, along the open track on the right, guns blazing to push Jacko back to his own flag then took him out and grabbed the flag just a second before the game finished. Perfect timing to give the Eagles a flag in transit and a win on body count six to three.

Shades of Grey had a very close win over the AAs on the same field. SOG whittled

the AAs down to two players then pushed taking another AA but the remaining AA chased the length of the field to try for the flag but Push for SOG chased him down and Shades won with three players remaining.

Mayhem really turned it on winning all four games with maximum points giving a truer representation of this team's ability and experience. The lagoons improved well and gave the Eagles a shock at the start of the game on the village ten one lagoon made a forward point and was able to crossfire onto the Eagles flank unfortunately the rest of the Dragoons didn't recognize their own player and shot him out. The Eagles pushed but ran past a player in cover to popped up and took out two of the attackers from behind. The Eagles held it together to win but it was closer than they liked. The Garbage Gang played well and did manage to pick up their points score by the end of the day. Not used to competition at this level they deserved full credit for having a go, as did the Crosman team from Germany. Crosman did not pick up any more penalties but scored low scores in the remaining games, taking out a maximum of three players in their final game.



Bo Peeps performance was not up to the first day standard but in the USA v USA match they improved and forced a draw. The AAs grabbed the flag but the player was hit beforehand so it was rehung. The ultimate game was the AAs v Eagles again on field 1 which this time suited both teams. On the break both teams made a lot of ground and a fierce firefight erupted right in front of the spectator area. The battle raged across the whole field and eventually the count was three players

left on each side. The AAs took the initiative and pushed left forcing Dean for the Eagles to fall back and take the AA out. Flynn for the AAs pushed center and took out the Eagle Terry then Dean took Flynn out. On the far tape Mikey started to move for the Eagles but stumbled out of the boundary tape. Dewey ran for the Eagles flag as Dean ran for the AAs. Dean got there first and ran back to find the AA in the Eagles flag station and in the very brief Shootout the AAs were victorious with just one player remaining on the field. This result finalized the placings and despite beating both the Eagles and The Predators the All Americans could only manage third place. The Eagles were victorious adding the European Cup holder's title to their French open title and World Speedball result. The Predators were only 37 points behind which is not much in an overall score of 790, All Americans were even closer to The Predators only 8 points behind.

Results.

1st, Eagles, 790.

2nd, Predators, 753.

3rd, All Americans, 745.

4th, Shades of Grey, 650.

5th, Mayhem Tigers, 610.

6th, Bad Company Anarchy, 471.

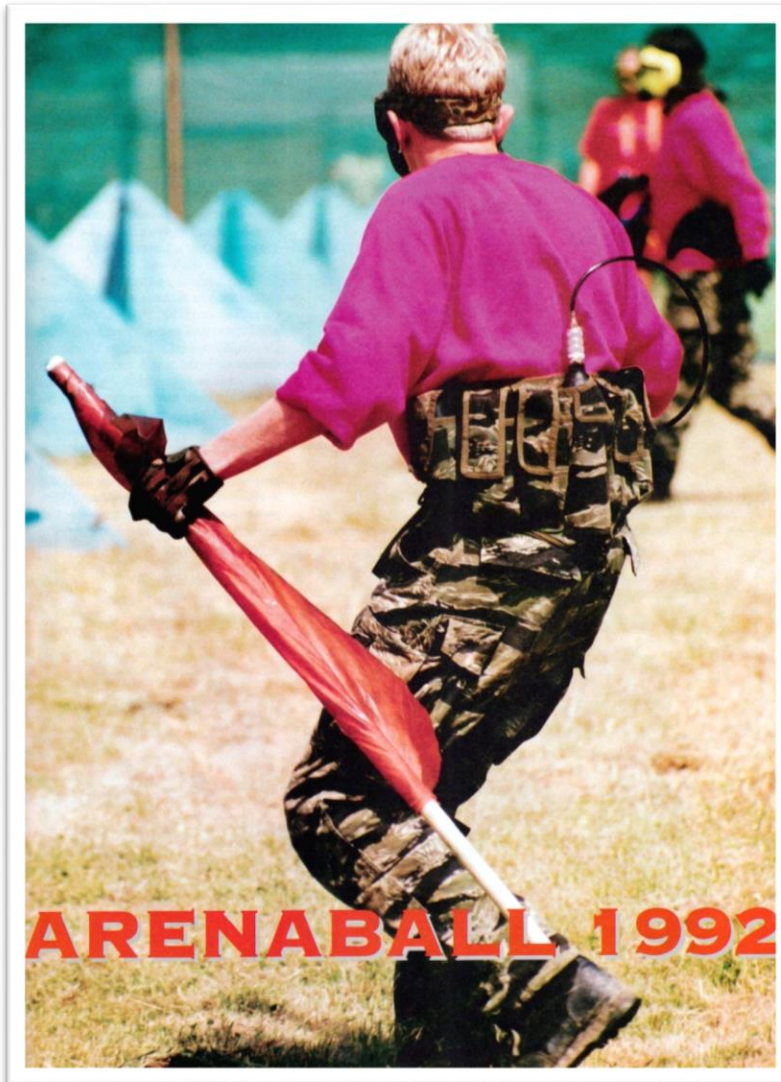
7th, Bo Peep, 393.

8th, Dragoons, 316.

9th, Garbage Gang, 309.

10th, Crosman, 66.

This tourney was exciting to watch and the atmosphere was friendly but competitive. Next year if all goes well there should be an even wider selection of nationalities participating consolidating the tourneys status as truly European. A special thanks and well done to all the marshals from Bad Company on both days. A great job and well appreciated by all teams. Steve and Simon at skirmish, I hope you get the support you deserve next year following the success this time round.

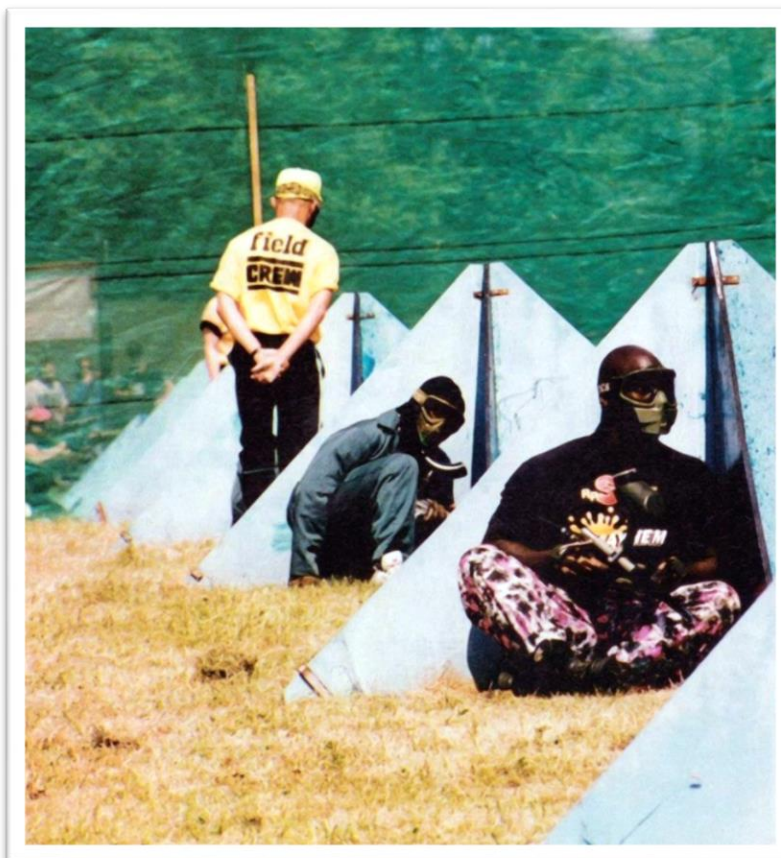


Skirmish Kent Arenaball, 1992.

Stretching from the southeast of London down to the white cliffs of Dover on the coast is a county known as the garden of England, Kent. It is here that one of Britain's oldest franchise networks has its premier site, Skirmish Kent. During the creation of this venue, no expense was spared to the point where it has to be ranked as one of the best sites in the world. Upon arrival at the site, the first thing that you notice is the ample hard-cored car parking. No worries here about how you're going to get your vehicle out if it rains! The

next thing you encounter is the safe zone. Being constructed from logs and timber, it has a sort of old time western fort look to it, from the outside at least. When you enter, you can't help but be impressed.

The cooking area puts many restaurants to shame with its stainless steel preparation surfaces and huge plumbed in sinks. The on-site generator supplies power for the fridges, microwave etc. So all tastes are catered for with hot and cold food and drinks available. At Skirmish Kent a lot of time, effort and money have been spent on the fields to make sure that they are not only varied, but also very playable. Access to the fields is not via the usual muddy path but on wide road-ways covered with wood chip-pings. The village is excellent with many multi storied buildings constructed from timber so that they actually look like buildings.



However, on this day it wasn't the woodland fields nor the village that were of interest because this was the day of Arena Ball '92.

Arena Ball is the Skirmish Networks equivalent of speedball, but with a few noticeable differences. To start with the fields are bigger with a much regimented look. The course consists of rows of identical triangular boards that are arranged so that from the top they form a cross and from the side a pyramid shape. The

objective is to capture the one centrally located flag and run it over your opponent's end line. Twenty two teams were attracted to this event with most of the big names in British paintball being represented. This event was tightly organized and solely for the paintball enthusiast. After putting it all together, site manager, Steve Mattacott, and director Simon took a back seat on the day, preferring to leave the marshalling and general running of the show to the highly experienced Rafe and Dean Farmer with members of their team, the Eagles. The marshalling was excellent with Rafe and his boys (and girls) getting stuck into the thick of it and getting lit up like Christmas trees as thanks.

The teams were all very professional in their attitudes both on and off the field. Perhaps this was due to the number of friends and family members that were lining the netted off sides of the two courses. That's one good thing about paintballers. You can normally rely on them to be on their best behavior as soon as there is a spot light on them. The atmosphere was excellent, and although the usual speedball thing of having the crowd shouting advice to the players on field was frowned upon, there was still a lot of encouragement coming from the newly

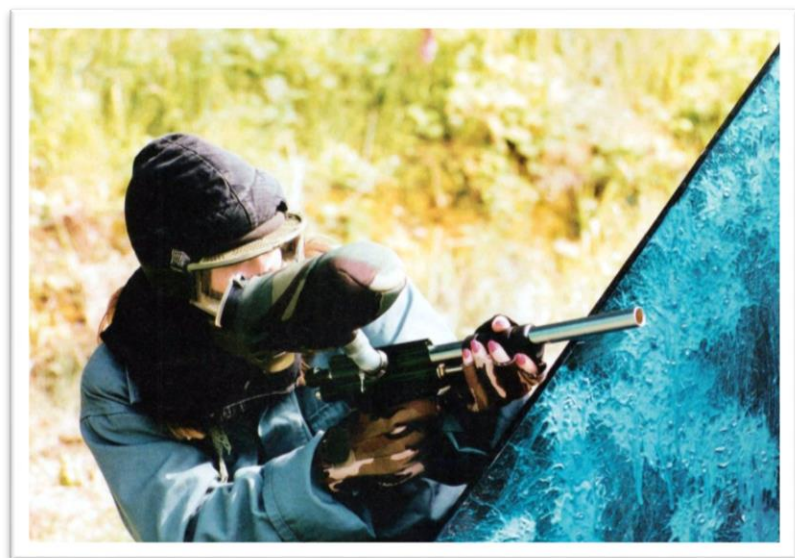


built grandstand.

The play was fast and furious with accurate and rapid fire counting for a lot. Generally, as soon as the games started, there was a mad rush to make it to the first available piece of cover. The teams with more experience in speedball play had players who hung back and long

balled gallons of paint down on the opposition as they tried to make it to cover. As soon as the opposing team hit cover, these back men had to get into cover straight away because the players in cover would have the time to return with accurate fire. After the initial rush, things slowed down and the sniping started. With the use of so many semi-autos, there was very little target area being exposed. Usually half a head and a bit of gun, but despite this, paint usage was still fairly conservative. The sniping continued until one team felt that it had a numeric advantage over the other, then it was everybody on their feet to blitz the remaining opposition. My heart went out to all those guys who fought hard enough to be the last man left. Their reward was to be shot to bits.

As is so often the case with paintball tournaments, most of the teams were of the opinion that it wasn't the winning that was important, but the being there and taking part. However, for the top three teams, there was a financial reward for playing hard all day. The Predators came first and took with them a cheque





for £1,000 as well as a very nice exclusive design of trophy for the team and one for each player. In second place was a blast from the past, the Short Timers. Due to financial difficulties these guys have not been round much for the past year. However, back in '90 and '91, they were very much a force to be reckoned with. To ease their financial burden they picked up £500 as well as their trophies to add to their huge collection. Third place was Rage, a team from the north of

England which has only been competing in tournaments for about six months. They followed up their good showing at the Mayhem Masters by producing an excellent result getting third and £250.

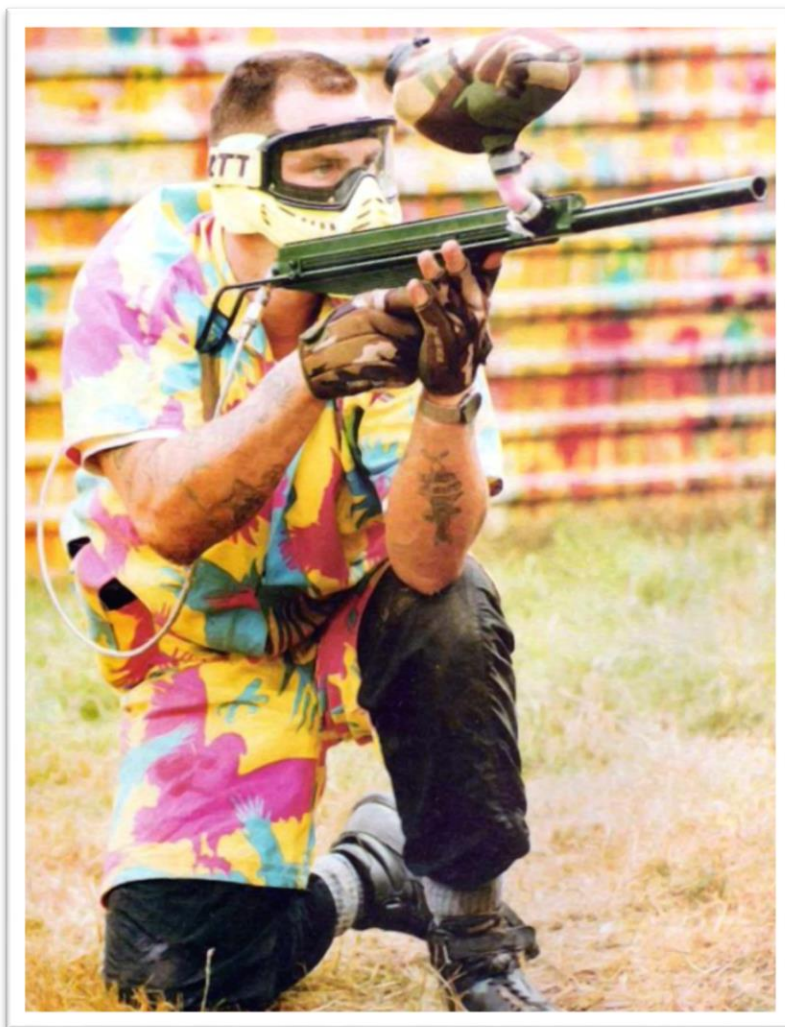
Skirmish had managed to conscript a celebrity team to add a splash of color to the event. There were two boxers, Gary Mason, British and European heavyweight champion and Colin McMillan, the WBO world bantamweight champion. To make up the numbers they also had some models from one of the UK's leading tabloids, the Daily Sport. To sum up, a great day was had by all, and just for a change, even those that were not actually taking part had a good day as there were facilities for them to spectate. Another excellent Skirmish event staged on an excellent site. Well done to everyone involved.

World Charity Speedball Championship, 1992.



There are at present two tournaments in Europe that are accepted as being really major events. You will have read about the other one recently, the Mayhem European Open, the largest prize money tournament in Europe. The other one is very different; whereas the Mayhem event has the lure of over £25,000 in prize money to draw in the teams, this one offers nothing more than trophies. So why is it that this event still managed to attract twenty six teams? Because it appealed to the paintballer's better nature: it was a charity event. In fact it was *the* charity event of the paintball year, the Brass Eagle World Charity Speedball Championship.

This was the fourth year of what has now become a very prestigious event. The first two years' money was raised for Great Ormond Street, the well-known and world renowned children's hospital. For the third year a new charity was found, BADJ, who are concerned with helping children with the awful debilitating condition of Cerebral Palsey. Again this year a new charity was sought. This time it was decided that help should be given to the other end of the age spectrum, the old folk. All the monies collected from this year's event would be used to take



deserving old people nominated by paintballers away for a holiday, a worthy cause if ever there was one.

For those of you “new” to paintball I’ll explain a little about the concept of speedball. It is a variant of paintball, but instead of being played out in the woods with all the players wearing camo and hiding behind trees so that they can’t be seen by each other let alone anyone else, it’s played in a purpose-built arena. This makes it easy for spectators to stand around the edges and cheer on their favorite teams, or for that matter,

to boo at those they don’t like.

The Brass Eagle speedball arena was the first in Europe and still remains as the most renowned. It is totally enclosed by a very solid steel wall topped with safety netting for the spectators to view through. For playing cover there are oil drums at one end and not to generously proportioned tires at the other. On either end wall are the push buttons for the bell that ends the game and earns the team that pressed it 15 points. In the middle are the buzzer pushes that earn each player that presses one 5 points: these are surrounded by a particularly evil looking moat. Overlooking the 60 by 100 yard arena is a box from where the score keepers and ultimate judge view the proceedings. Whilst in the arena can be found that rare breed of super hero/nutter, the speedball marshal. You have to be either macho or mad to stand around in the “pit” all day. True, they might well be shooting at each other— not at the marshals—but we all know what lousy shots the average



paintball player really is. Couple this to the difficulty to effectively marshal a fast moving action of speedball, and you end up with a marshal that is lucky if he gets away with a severe welting and no exit wounds. The burning question has to be, is it some offbeat form of S&M that drove head field judge Ray Cain Jr. to actually encourage his girlfriend to join him in the pit of hell!

In order to play 26 teams off against each other the organizers used a computer to select a random playing order for the team numbers. The

teams then pulled a playing number “out of the hat” to find out from the game plan which five teams it would play in the Saturday’s qualifying rounds. A PA system was used to call each team into the arena, prior to which they were all chrono checked. The recent abolishing of a Home Office ruling restricting paint gun muzzle velocity to 180 fps means that speeds of something like 340 fps are now legal. For a normal game a 300 fps limit would be enforced, but it was decided that due to the close nature of speedball conflict a limit of 280 would be set. Any gun firing above this limit was not allowed to enter the arena or be re-chronographed for that game.

The play was fast and furious, there’s no time for hanging around when you’ve got seven men to eliminate within a 5 minute game time. As soon as the buzzer sounded for game-on, the players turned pulled their guns off the wall and onto a target and then started firing in one swift movement. All this while diving for the

dirt and the comparative safety of cover at the same time! From that point on they only stopped shooting for those nerve racking moments that it takes to reload. Two hundred ball weenies were very much the order of the day as were battle packs and remote mounted 20oz CA tanks. The proliferation of semi-autos has probably changed speedball more than any other aspect of the game. Their no pump action means that they can be operated from a prone position lying on the floor presenting the absolute minimum of target area from behind cover. Add this to their high rate of fire and any advantage a pump gun fan may think he has regarding range and accuracy goes straight out the window in the confines of the arena.

Due to the intense amount of fire-power, movement during the games was very limited. Usually after the initial scramble for cover at the beginning of the game it became who-can-fire-fastest tournament until one team had a numeric advantage over the opposition. Then some brave (or should that be fool hardy) soul would make a break for the two earth mounds in the center to either side of the moat. From here a whole new set of fire angles were opened to him as reward for his endeavors. By lying on his back and “bobbing” up and down with a semi he would be a very difficult target to hit. The opposition then had to either reposition themselves to avoid his field of fire and then risk moving out into view of the rest of his team, or try to remain in position and shoot him out as he “bobbed”. Usually any player that got to this point was good enough to make his shots count and it would only be a matter of a few moments before more opposition players were walking the long walk. As soon as his team had the definite upper hand they would all be on their feet “walking down” the couple of opposing players that where left, and soon it would all be over!

A tactic that was unfortunately used with some success was “the dead man’s walk”. This is a confidence trick that in my opinion abuses the neutrality of the dead player. In it’s most advanced form it involves calling a marshal over to paint check yourself. He tells you that you are clean, but instead of continuing to blast away, the player does the walk. He gets to his feet just as if the marshal has called him out, then with his head down he walks towards the other end. If he’s done it right he can walk right behind his opposition before turning and firing, of course if he gets it wrong he gets punished with a good welting. I am totally against this tactic, if it continues then players will have no choice but to shoot at any body they can see. True, if a player has his gun in the air, then he is deemed to have called himself dead regardless of whether or not he is hit, but how often whilst leaving a



game do you relax and allow your gun to point at the ground. Also, as the entrance to the speedball arena is at one end, it means that you could only “do the walk” from the tire end.

After the Saturday the fourteen highest scoring teams went through to the semifinal round on Sunday morning. They were randomly split into two divisions and played off against each other round robin style. The pressure was now on, a lot of the good natured antics of the previous day were forgotten as the qualifiers got down to the serious business of winning a world championship. Perhaps the most pressure was put on the organizers, Mick Holdaway really had his work cut out for him as ultimate judge. It seemed that the games were taking five minutes in the arena which was then followed by twenty minutes of whining outside. With the fast and furious nature of speedball, the people that have the most limited view of the game are the players taking part, yet still they feel qualified to argue with a judge who has a far better view of the game and much more experience of this type of play.

The fourteen semifinalists were pruned down to the top three teams from each division for the finals. These were, the Hawks and the Eagles, the two home teams resplendent in their designer Dayglo "EagleCam"; the two Predator teams, last year's European champions and winners of the Line SI five man. This year's European champions, the Turks, could only manage to get one of their teams into the finals, the other was knocked out at the semi stages. The fourth team was Rage, who? This northern team had come from nowhere in the last few months and has emerged as a force to be reckoned with. Against all the odds they fought their way into the semis of the European and were now in the finals of this.

The finals threw up some great games. Gone were the walk over max out victories that the Eagles and Hawks had found so easy in the preliminary rounds. Now every game was a life and death struggle of man and equipment pitted against an opposition with an equal determination to win. The Eagles lost their only game of the event against the Turks Red and managed to eliminate just four players before being overwhelmed by the Turks for a 44 to 8 point win. The Eagles finished the day in first place on 199 points in front of the Predators I with 170 points. The Preds only loss of the finals was of course against the Eagles: they eliminated only two players giving the Eagles 54 to their 4 points. The Hawks are a very new team only having been together for two months before this event. They played brilliantly and certainly deserved their third place and 137 points. Close on their heels were the Preds II with 133 and the Turks Red with 129. Rage could only manage 22 points, but it has to be said they were playing top class opposition and of course they beat the twenty teams that didn't make it through to the finals.

An exciting weekend was had by all, and this time it wasn't just the players, the spectators had a good time as well. But that's not all folks, the fun and merriment goes on. After the shooting stopped, the charity auction and raffle started. Over the past year the guys at Brass Eagle have been collecting donations from their suppliers within the trade. This equipment is then auctioned off to the highest bidder. As usual, it was the odd things that were fetching all the money, the team patches and T-shirts going for sums ranging from £10 to £100. On the other hand there were some real bargains, too, like guns for £75.

Last year this event raised just over £20,000, however this year the worldwide recession took its toll and the event struggled to make £8,000. Still, it's eight grand more than they would have had if the event had not happened.

I think the Black Eagles deserve a special mention as they travelled over from Jersey, one of the Channel Islands to lend the tournament an international flavor, well they're very nearly French!!

Finally, I'd just like to thank the organizers and all those who supported the event in any way. An excellent job very well done.

Results.

1st Eagles,

2nd Predators I,

3rd Hawks,

4th Predators II,

5th Turks Red,

6th rage,

7th Shades of Grey,

8th Nam Wreckin' Crew,

9th Ditch Dogs,

10th Storm,

11th Bushwackers,

12th Turks Blue,

13th Guts Out,

14th Tigers,

15th Banzi Bandits,

16th QED,

17th Time Bandits,

18th All Sorts,

19th Dead Sheep,

20th Sonic,

21st Colonial Marines,

22th Black Eagles,

23rd Press Gang,

24th CQB,

25th Ace Trucking Company,

26th Hairy Frog Squad,

Line SI Masters, New York, 1992.



The 1992 world Cup began with a trip to Newark airport. Appropriate enough, Newark is an international flight center. I was there to 'rescue' Gary Weston and the rest of the Scotland Highlander gang who had inadvertently arrived there instead of JFK or LaGuardia (which was where the World Cup courtesy van had been waiting for them the day before). We drove up to the tournament site, once again at Survival New York, exchanging paintball stories for the entire ride, all of us squished into the interior of the Ford Escort I had rented for the weekend. After checking into the hotel I then drove the Highlanders over to the fields for a little field walk. I served as local guide or 'caddy' pointing out the well-known hazards of the by now familiar Challenger, Top of the Ridge, Ambush Pines and Shenandoah fields. We passed the All Americans, Bad Company UK, Bad Company US, Eagles, Ironmen, Black Diamonds and others who were doing the walk also. Freddie Schultz (probably THE nicest man in paintball) was there with CP and I received several compliments on the divisions of play I had drawn up for the event.

Note number one: Never again let teams pull out at the last minute! Redoing game schedules at midnight the day before the event is not my idea of fun, especially when I'm doing my best to make sure that all of the divisions are equally balanced. I also received one notable complaint: Steve Mattacott of the UK Bad Company team was not pleased to find Bad Company of Maryland on his roster. What is this, a Joke? No Steve. Remember in Nashville last year you were complaining that they



(Bad Company MD) had stolen your name? Well, now's your chance to see who gets to keep it, Seriously, finding the two in the name division was merely happenstance, but I enjoyed the look on everyone's faces as they were trying to figure out if I was being serious or not. The Highlanders of Scotland treated me to dinner (and several cups of coffee - thanks again, guys!) and then it was off to the captain's meeting. ALL of the teams, with the exception of Thunderstorm from

Connecticut, were there. We quickly went over the rules, wished everyone good luck and then while the teams headed to their hotels for strategy sessions. I headed to the hotel for the judges meeting. This was one of the highlights of the event as I got to listen as players traded 'beat the chrono' stories back and forth across the big-pond. Perception and Banzai of the UK and the Piranhas from New York would be reffing the event. Unfortunately, due to a last minute shortage of support personnel, yours truly ended up running one of the splat tables. It did give me an excellent position from which to analyze the play on the Shenandoah field (like the fact that ninety percent of the time the near station team would lose a player on the left side of the field before the minute mark). It prevented me from roaming as much as I like to and kept me out of the trade show until Sunday (by which time many of the vendors had already packed it in). Refing styles having been decided upon (the tournament was utilizing 'radio-zone' judging and the 'one-for-one' rule) I retired to my room to write out the next morning's game schedules and finally fell asleep around 2 am. My view of the action was limited, I could only listen and watch the action on one set of fields, but even that was enough to let me know that there were going to be upsets and surprises all



tournament long. You can get some idea of the problems I had in creating even divisions when you look at who was attending:

Aftershock, All Americans 1, All Americans 2, Bad Company MD, Bad Company UK, Ball Busters, Black Diamonds, Constant Pursuit, Dye Hards, Eagles UK, Friendly Fire, Highlanders PA, Highlanders Scotland, Ironmen, Master Blasters Gold, Master Blasters Black, New England Express, Predators UK, Swarm, Texas Storm, Thunderstorm, Damage Inc., Tour de Force, Wild Geese. Two major upsets were the Black Diamonds and the Eagles from the UK. The Eagles are current European Cup champs and Black Diamonds are, of course, the Black Diamonds, one of those teams that has been at the pinnacle for so long you think they might have invented it. The Eagles took hefty losses in their first two games and also pulled two consecutive 10 point penalties for 'playing on'. Perhaps it was adjusting to the field: or the reffing, but it took the UK champions all morning long to find their stride.

Black Diamonds on the other hand just never had it (sad to say). A slow start and an early injury to a key player prevented them from ever making a move. New



England Express, fresh off their 2nd place finish in the Windy City looked like they needed a dose of steroids just to calm down. They wanted to do this one and were smelling blood.

Unfortunately, as the first day ended, although they had had some strong games (and won most of them) they were out of the running for first place. In fact, much to my surprise, they never even

made it into the semis. On the other fields the Master Blasters Black team was surprising folks left and right as they never failed to take out less than 5 to 8 of the opposition before finally succumbing. Their sister team almost managed a big comeback win to qualify for the finals but didn't come back far enough.

The first days play ended with six or seven teams clearly in the running. Disappointed were the Eagles and Bad Company UK, New England Express, the Black Diamonds and Tour de Force. Excited about just being there were the Ball Busters and Highlanders from PA, both teams making their first foray out into the big world of national tournament play. Also exalted was Thunderstorm who seemed to play above themselves almost every game and the Wild Geese, who after several seasons of strife and being off the circuit seem to be back as a national tournament team.

The second day began with the completion of the first round of play, after which the teams were divided into six four team divisions. One division, 'winners' consisted of the four teams placing in first in their division from the first round. These were All Americans 1. Ironmen, Predators UK and Tour de Force. The next toughest division were all of the third place finishers, New England Express, Wild Geese, Master Blasters Gold and Black Diamonds. These were followed by the other four divisions consisting of Aftershock, Bad Company (MD), Damage Inc. and

Master Blaster Black; Bad Company (UK), Wild Geese, Highlanders (Scotland) and Thunderstorm; Eagles, Storm, Ball Busters and Friendly Fire; and Swarm, All Americans 2, Dye Hards and Highlanders (PA). Since The Predators had won the winners division they would get a bye into the finals round. Ironmen, All Americans 1 and Tour de Force would join Aftershock, Swarm, Wild Geese, Eagles and Constant Pursuit in the semi-finals.

The two semi-finals divisions were determined by a draw and ended up as follows:

Semis division 1.

All Americans 1.

Eagles.

Ironmen.

Tour de Force.

Semis division 2.

Aftershock.

Constant Pursuit.

Swarm.

Wild Geese.

Following the first two rounds of play in division one, each team had lost one game and won one game, with the Ironmen (not unexpectedly) ahead in points. Critical games remained, however, meaning that the outcome here wouldn't be decided until the final game. Meanwhile, over in division two things were pretty much the same. A major win (losing only one player!) by the All Americans over the Eagles insured that they would move on, while steady, intelligent play by Aftershock saw them taking it to everyone and getting a chance at the world title. The finals games were played (as always) on Ponderosa, a large, hilly, bunker and stonewall strewn expanse of relatively open woods. It offers a perfect seat to spectators, which are allowed along the tape during World Cup Finals games. The view, and the play, were spectacular. After drawing for their starting slots, the teams prepared. First up would be Aftershock versus the All Americans. It was a classic case of poke, poke, and poke until you finally find an advantage. Aftershock worked the tapes on both ends and the middle, never over Extending, never rushing, but eventually they ran out of time and were forced to go for it. With less



than a second left on the clock, after a superhuman run across the field, Aftershock just barely managed to gain a first flag grab. The sweating players were greeted with a hearty round of applause as they exited the field.

Next up, All Americans versus The Predators. The Preds came charging out from our left, while the AAs headed for safe locations and began trying to whittle the British down. As the Brits tried to maneuver up the field it seemed as if the All A's were just waiting for the right moment. Suddenly, three All American players shifted position and, laying down a nice piece of directed fire, took out the forward Preds player (their captain) and one of his backups along the stone wall. Instantly there was a rush of All American players into the gap and, a few minutes later the Predator's flag was hung. This left things in an interesting position. All Aftershock needed to do to take first place was pick up 83 points in the game against The Predators. Having watched them play in the previous rounds I felt they were capable of doing it - but such was not to be. In a virtual repeat performance of their game against the All Americans, this time with The Predators playing the part of the All Americans, the Preds succeeded in taking out first one, then two, then three, then four 'shocks. Surprisingly, there seemed to be no response from the



Aftershock back- field - no shifting to cover the gap. The Preds were just as surprised as the spectators and they cautiously made their way across the field, back-doored the remaining Aftershock players and made the hang. Aftershock explained that they had lost cross-field communication. Enough said.

Other happenings of interest:

This year's novel trophies were provided by Robert Mullica of GunRunners Inc of New Jersey. The Friday night players party was, once again, hosted by John Dale of Air Gun Design and Greg Nesler of Vents, both of whom received appreciation plaques from the tournament. Jim Anderson MC d the party. Steve Davidson of the

World Paintball Federation prepared the initial team divisions based on team ranking and team location. He also announced that the circuit would receive WPF event sanctioning for next season. The trade show was attended by True colors, marketing a new brand of player armband, Ball Cron, exhibiting a new chronograph (which we used for a while during the tournament), Air Gun Design, USI, Gunrunners, National Paintball Supply, Idema Combat Systems, Paintball Iowa, Paintball Consumer Reports and a few confused newbies who wandered in looking for their mother. In addition to the regular tournament, a shooting contest was held, won by Tour De Force and a speedball tournament which was won by the Master Blasters Gold team Master Blasters Black took second. Someone said something about home field advantage, but it didn't really matter at the awards ceremony where everyone was busily complimenting and applauding everyone else. Meanwhile, perhaps the smartest person in paintball, Bob McGuire, made sure he had everything on tape. If you are lucky, you'll get to watch some of the finals games in the near future on the American Paintball League.

Round 1.

Division 1.

1st, Ironmen, 404.

2nd, Bad Company UK, 400.

3rd, Master Blasters Gold, 330.

4th, Bad Company MD. 305.

5th, Dye Hards, 152.

6th, Ball Busters, 42.

Division 2.

1st, Predators, UK, 416.

2nd, Aftershock, 399.

3rd, Black Diamonds, 241.

4th, Highlanders, PA. 161.

5th, Texas Storm, 150.

6th, Wild Geese, 115.

Division 3.

1st, All Americans 1, 495.

2nd, Swarm, 344.

3rd, Constant Pursuit, 342.

4th, Friendly Fire, 148.
5th, Highlanders, UK, 127.
6th, Master Blasters Black, 102.

Division 4.

1st, Tour De Force, 498.
2nd, Eagles, UK, 311. (Divisional tie broken by 3 player speedball game; Eagles UK winner).
3rd, New England Express, 311.
4th, Thunderstorm, 262.
5th, Damage Inc, 156.
6th, All Americans 2, 266.

Round 2.

Division 1.

1st, Predators, UK, 131. (Advanced directly to Finals by placing first in two preliminary rounds).
2nd, Ironmen, 122.
3rd, Tour De Force, 67.
4th, All Americans 1, 42.

Division 2.

1st, Aftershock, 215.
2nd, Bad Company, MD, 117.
3rd, Master Blasters Black, 70.
4th, Damage Inc, 57.

Division 3.

1st, Wild Geese, 177.
2nd, Thunderstorm, 123.
3rd, Bad Company, UK, 112.
4th, Highlanders, UK, 18.

Division 4.

1st, Eagles, UK, 287.
2nd, Texas Storm, 218.
3rd, Ball Busters, 115.

4th, Friendly Fire, 21.

Division 5.

1st, Constant Pursuit, 215.

2nd, Master Blasters Gold, 209.

3rd, Black Diamonds, 43.

4th, New England Express, 41.

Division 6.

1st, Swarm, 204.

2nd, All Americans 2, 186.

3rd, Highlanders, PA, 128.

4th, Dye Hards, 35.

Round 3.

Division I.

1st, All Americans 1, 219.

2nd, Ironmen, 186.

3rd, Tour De Force, 146.

4th, Eagles, UK, 30.

Division 2.

1st, Aftershock, 287.

2nd, Constant Pursuit, 153.

3rd, Swarm, 125.

4th, Wild Geese, 121.

Round 4.

Final Division.

1st, All Americans 1, 119.

2nd, Predators, UK, 107.

3rd, Aftershock, 46.

Prizes.

1st, All Americans, (1) PA. \$20,000.

2nd, Predators, UK, \$10,000.

3 rd ,	Aftershock, IL,	\$ 4,000.
4 th ,	Ironmen, CA,	\$ 1,000.
5 th ,	Tour de Force,	\$ 1,000.
6 th ,	CA Constant Pursuit,	\$ 1,000.
7 th ,	CA Swarm, II,	\$ 1,000.
8 th ,	Wild Geese, NH,	\$ 1,000.
9 th ,	Eagles, UK,	\$ 1,000.

The first thing that struck me was the size of the fields. You could fit a whole British site on Ponderosa, the field where the finals were played. The size dictated the game to some extent. British teams are used to much closer and earlier contact whereas the US teams seem to be much better shots at longer distances.

Tactically, the game differs inasmuch as the British teams will make more decisive moves and sudden pushes early in the game. US teams will work to more methodically reduce their opposition, slowly grinding them down, before committing the forces to a definitive course of action. I'd heard that US marshals/judges don't move as fast as the Brits, but I can see why on huge fields like the ones used for the World Cup. In England and on small fields, a judge can be on top of a player instantly, but in the States judges would be I worn out after two games. A certain amount of naivety is present when marshals chrono guns. I don't think that is inexperience. In England, chrono judges attempt to get the guns liquid by any means. A judge will try to run a gun on liquid CO2, especially on vertically mounted bottles. However, in the States, there seems to be a dependence on on-field Chrono graphing during the game to enforce the safety limits on markers. Generally speaking, US teams communicate much more by the use of codes or special calls than the Brits, but again, this is made necessary by the size of the fields.

Brits rely on more firepower than most US teams. In England on small fields with lots of cover, players must be taken out positively and immediately before being given the chance to return fire. Overall, this tournament was a real eye-opener for me in some aspects of the game, but the most pleasant thing was that it was clear that the British teams can hold their own anywhere in the world, much to the surprise of many US teams. Thanks to all who cooperated with me in my efforts to

take photographs on the field and report on the event for the British press, especially Bob Long of the Ironmen, Bill Gardner of the All Americans, Jeff Williams and Jethro of Texas Storm and, of course, Fred Schultz of Constant Pursuit.

Trade Show.

Over twenty industry representatives made for a busy and interesting trade show, displaying, promoting and selling the latest in paintball equipment and supplies. There was J&J Performance, Maxemum Enterprises and Smart Parts showing the latest in barrels and other products. Line SI displayed the latest generation of Promaster and Bushmaster and Sniper conversion kit. Air Gun Designs was their promoting the Automag. Allen Paintball Products displayed their Sightfeeder bulk loading system. Whitewater Photo was there with team and World Cup action photos. Randy Fisher was there promoting the Ball Cron Chronograph, the official chronograph of the World Cup. Robert Mullica showed off his newest line of paintball trophies. JT USA id Vents Predators displayed goggle and other wear. True Colors supplied the armbands used in the World Cup and proudly promoted their products. Idema Combat Systems displayed the latest in paintball wear. Medallion Custom Emblems, the leader in the industry promoted their fine patches. Mr. Paintball, National Paintball Supply East, Nationwide Sports, Rainbow Fields, TASO, TSA Sports and USI showed a wide variety of paintball products. McDonald's promoting Ronald McDonald House had a trade booth donated by Action Sports Outfitters and LAPCO. PCRI, the Paintball Planet, Paintball News and Paintball Sports Magazine were also on hand.

Sponsors.

Special thanks to those in our industry who generously contributed their money and their products to and for the players. To John Dale of Airgun Design, manufacturers and distributors of the Automag, and to Todd and Greg Nesler of TN International, manufacturers of the Vents Predator Goggle Systems, deep appreciation for sponsoring the players' party, a highlight of all Players' Series Tournaments. To Scott USA, much thanks for its generous sponsorship of the World Cup Judges. To JT USA, grateful appreciation for sponsorship of the Target Shoot. To Crosman and TN International again, thanks for the generous prizes given in the speedball tournament. To National Paintball Supply and Scott USA again, the generous prizes donated to the teams exemplifying the best in

sportsmanship, won by Swarm and the Highlanders from Scotland, deserve our thanks and appreciation. And finally, to all those mentioned and, additionally, to Proline in the UK, to Tippmann, to Sandana, to I&I Sports, to Smart Parts, to J&J Performance, to Medallion Custom Emblems, to Maxemum Enterprises, to Component Concepts, to Montneal Design, to Air Power, to Unique Sporting, to Bullseye, to Nelson, to Securecom, to CM Support, to Tigerstripe, to Real Tree, to USI, to Tippmann Pneumatics, to LAPCO, to Design One and to ICS, thanks for the prizes.

Titbits.

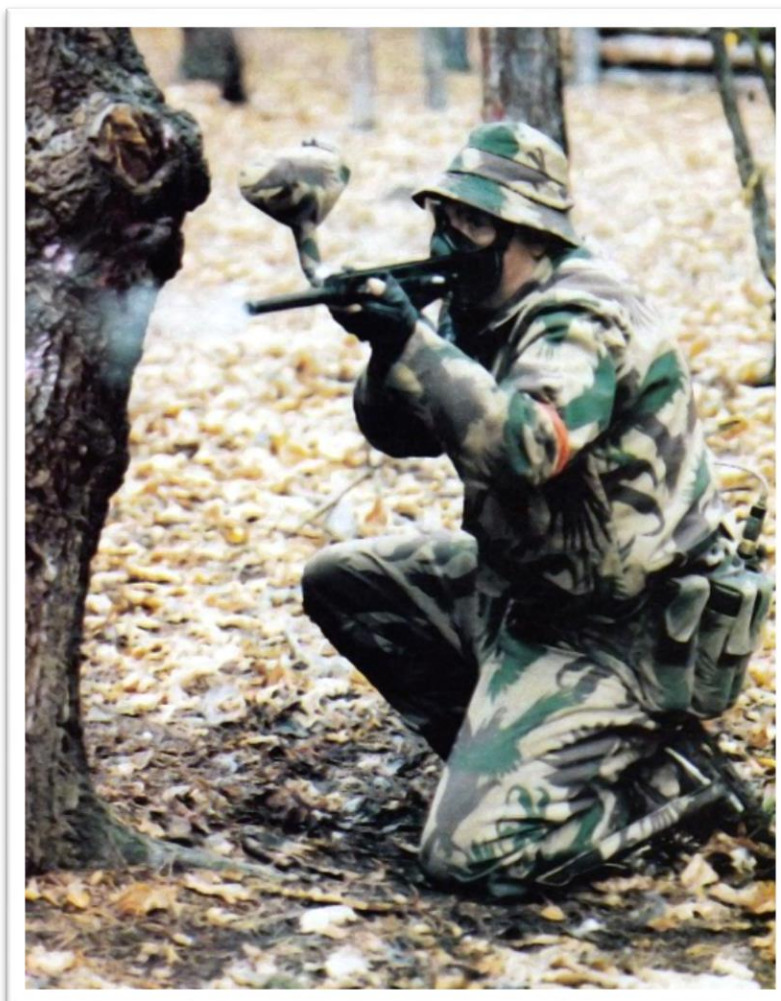
Judges are truly the unsung heroes of any such event. They are virtually ignored when things go smoothly and are the first to take the heat when something goes wrong.

The financial sacrifice made by the players who judge these major events, taking off time from work to referee 12 or more games in a day for \$100, is evident. Add to that the expenses of hotel, travel and the like and we see that recognition and support have to be granted these people if we hope to continue to draw a marshalling staff from the pool of tournament players. To underscore such commitment, we need only note that the UK marshals at the World Cup, organized and led by Tim Taylor of WDP, payed their way over from England and upon arriving in New York, found that they were unable to rent vehicles for the trip upstate (it seems that the person with the credit card was not the same as the one with the driver's license). They ended up taking a train to Newburgh, New York and walking, with their gear, eleven miles to the playing site. Our thanks to the Piranhas of East Rochester, New York and the United Kingdom Teams, Perception and Banzai Bandits for marshalling the World Cup.

Sidcup 12-man, Nov, 1992.



12-man tourneys are a bit of a rarity these days, only Survival Game seem to have a go at organizing them, so to actually get 14 12-Man teams together was quite a feat but that is what turned up at Sidcup on a very muddy Sunday in November and it was a fairly impressive line- up too. The teams were divided into two leagues of seven with the winners from each playing off for first and second place and the runners up playing for third and fourth. On paper Division 1 looked to be the hardest draw with the Eagles. Shades of Grey, Turks. Bad Company. Terminators, Alamo Heroes and Afrika Korp all in contention. Predators and NWC headed Division 2 along with the newly-formed Panthers, the Hawks (guest appearance by Mick Holdaway), Mayhem Tigers, and Norty Boys from way up north and the Tazmanian Devils. With the final of the Campaign Cup coming soon its seemed unusual to have four of the finalists in one league and two in the other but at the end of the day it didn't make much difference as most teams seemed a little 'off



form'. Many found it hard to field a 12-Man squad and invited guests made up the numbers, so this could have had some effect on the overall performance of a number of sides. NWC were one player short for the first game and kindly asked me to play, which I did versus the Preds. It's been a while since I played the Preds and their style has been modified since the New York trip. They played a much faster moving, mobile way but by Predator standards it was quite a loose open game. The Predator ethos of playing tight seems to have been compromised

for the sake of speed and mobility. NWC played a very sound game and had five live players on the field to the Preds' two at the whistle. Playing with NWC, even one game, has really impressed me in how tight and professional they work as a team. Preds overcame their initial hiccup and went on to max the rest of their games in the division with no drastic alterations to their play they may have slightly overstretched themselves in the first game. NWC drew the next game versus the Hawks, and did play very tight but needed a hit more aggression. However, they went on to max all the remaining games.

The Panthers started well but then had a real dodgy patch, picking up two sets of penalty points before maxing their last two games. The Hawks also picked up penalties which did little to help their score when they only maxed out the last game versus the Tazmanian -Devils. Mayhem Tigers seem to have speeded up their game and definitely move a lot faster now. Only one max didn't help them much

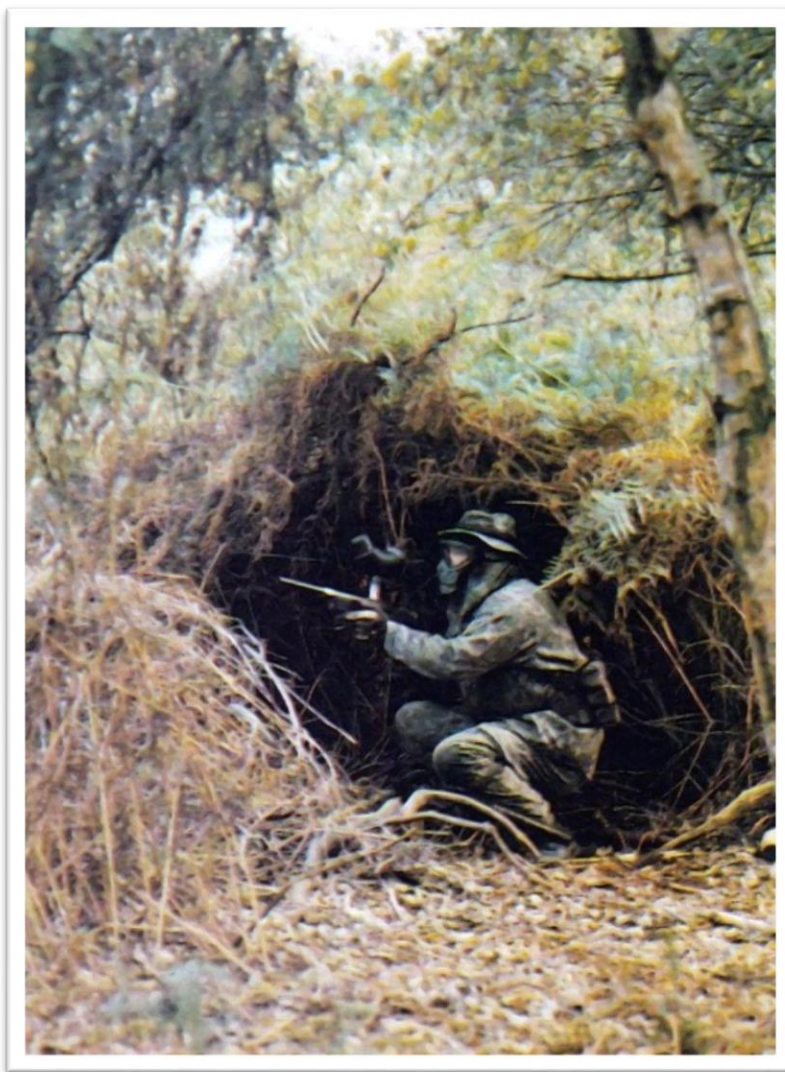


when they had a couple of low scoring games at the end of the tourney. Norty

Boys looked strong when I watched them but didn't max out at all. Definitely a much improved team of late. The Tazmanian Devils were hammered all day and. to cap it all. Got 50 penalties in the last game. Eagles outshone all the teams in Division one. Maxing every game bar the last when a gun less Alamo Hero hid in the shrubbery to deprive them of a perfect record. The Terminators were torn apart and the Eagles never stopped moving for the short time the game lasted. Shades of Grey were a bit mix 'n' match, with a team that had a lot of changes recently and their performance showed this, with the highest score for a game being 63 points. Shades will be the first to admit that their performance was well below par. Turks came second in this division on 333 points, 240 points behind the winning Eagles on 573. I don't know if the Turks will take it as a compliment or not if I say they seemed fairly well organized (for the Turks!).



Bad Company did finish the day on a max. Their only one, but Steve Mattacott was absent and the team has a lot of rebuilding to do following the recent split. Terminators, surprisingly, also only had one max but kept their sense of humor. Following the Eagles game I heard this comment: All this fitness is spoiling the sport! Whatever happened to the lumbering run up the field? Alamo Heroes had a mediocre day, but as ever played some hard games on the defensive. Afrika Korp were on par with Alamo but seem to have improved recently, playing a much tighter game and finishing third in the division.



Final.

Preds v Eagles: Both teams kept tight to start with but Eagles lost two players which forced them to make a move on the Preds' right. Eagles pushed hard but the Preds flooded across to stop them. Mikey, for the Eagles, made a smart move down the tape by walking backwards, looking around occasionally, until he was on top of one of the Preds. As the push was going off a lone Predator made a dash for the Eagles flag to steal the game just as Nick Quincy was in the same position for the Eagles. Yes Quincy, you were brilliant.

Runners-up Final: NWC v Turks: NWC won on headcount in a very tight nip- and-tuck game for a well-deserved third place. Many people complained to me about the marshaling in the first round.

Results.

Division 1.

1 st , Eagles,	573.
2 nd , Turks,	333.
3 rd , Afrika Korps,	260.
4 th , Alamo Heroes,	259.
5 th , Bad Company,	250.

6th, Terminators, 243.
7th, Shades of Grey, 182.

Division 2.

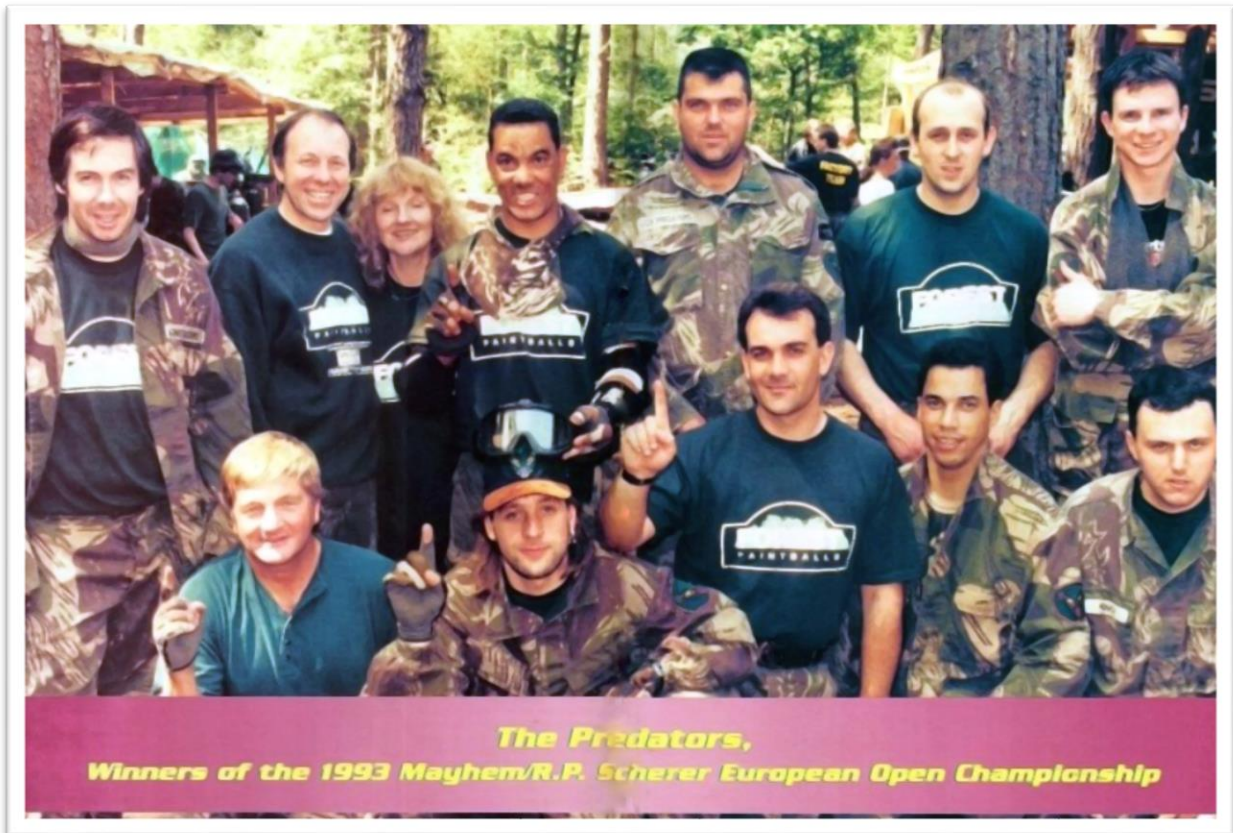
1st, Predators, 469.
2nd, NWC, 433.
3rd, Panthers, 322.
4th, Tigers, 273.
5th, Norty Boys, 216.
6th, Hawks, 180.
7th, Tazmanian Devils, 86.



After talking to the organizer, Doug Setters, he organized a marshals meeting before round two and following a brief discussion the standard definitely improved. Well done Doug. Another nice touch was that the order of play sheet

actually had the names of who plays who, not just a number corresponding to a position on the scoreboard, so one glance at one sheet gave all the information. Very helpful, especially for us reporters!

Mayhem, 1993.



Holmbush Outdoor Games, one of the largest paintball sites in England, as in years before, played host to this year's event. Holmbush is a working farm with plenty of wooded areas where fields could be laid out. Twelve fields were created, mapped, sized and laid out, principally by the Panthers, an excellent pro team which calls Holmbush its home field. The fields are rather small by United States standards. In most of them, a player could stand in the middle of the field and shoot into each flag station, in some shots could travel from flag station to flag station. The land had a gentle roll to it, and there were ferns and other ground cover on some fields for those that like to get low and party down. Trees were of good size and supplemented where needed with manmade barricades. The car park was vast and set next to the compound which had a gigantic barn like structure housing the trade show and score boards. A 10 acre campground also abutted the car park and food was readily available in the permanent farm store or from the vendor in the trade show. In order to insure that the fields were balanced, warm-up tournaments were held at the site through the early spring. Terry Glynn and his staff did all that they could to make sure that the physical facilities and the fields

were in shape and ready. They did an outstanding job. R.P. Scherer was, again, a major sponsor of the event and provided the paint through Mayhem. Paul Tournier from R.P. Scherer flew over from the United States to insure the performance of the paint, which was outstanding. On the eve of the tournament, the organizers held a captains' meeting to review the rules and procedures with the team captains. Steve Baldwin, the Ultimate Judge for the 1993 European Championships, led the meeting and went over the more important rules and the changes made from those of the 1992 tournament.

Emphasis was placed on obeying a marshal's directive, under any and all circumstances, and keeping markers firing under 300 feet per second. Violations of either of these rules would and did result in major penalty points being assessed against the offending player's team. The tournament employed the neutral flag rule where a player eliminated while carrying the flag had to return it to its home base before his team could secure it again. Major points were awarded for a flag hang (50 points), but also for a flag in transit even if not hung (20 points). In addition a team was awarded points for having possession of its own flag at game's end (10 points) and for eliminations (3 points per). The maximum score that a team could attain was 90 points (50 for a hang, 10 for possession of its own flag and 30 for ten eliminations of the other team's players). The tournament employed 82 marshals to see that the rules were enforced and the games were fairly run. For the most part, the marshalling was outstanding. As with any group so large and diverse, some teams could point to questionable calls or non-calls, but overall, the marshals at this event continued the strong reputation of British marshalling in the paintball world. They worked hard and they worked well. The preparations completed, the teams, the marshals and the organizers made ready for the first day of play.

Day One.

Division One saw the Florida Terminators (Team Tiger Stripe) roll, maxing the Blackbirds, SF Cougars, Master Wizards and Enigma. Their perfect 360 point score was marred by a 52 point hotgun penalty, but all could see that they came to play. The only other flag hang in that division was against the Master Wizards at the hands of the SF Cougars, but penalty points kept the Cougars' score below 100.

In Division Two, the contest was between the two pro teams, the Turks and the



Panthers. The Turks won the event last year making them the defending champions, while the Panthers were a team that split off from Bad Company, the team that took second in 1992. Both teams ended the morning's play with 285 points, but the day belonged to the Panthers who maxed the Turks in head-to-head competition. The Woorlords, playing tough defense, ruined the Panthers' chances for a perfect record by holding them to a draw. However, the surprise amateur team of the Division was the Camp Tigers from France, scoring two flag hangs against the Woorlords and APC Tiptoe for 197 points.

The Nam Wreckin' Crew was the first seed in Division Three, and rightfully so. They were one of the co-favorites to win the event along with the Eagles and The Predators. They certainly didn't disappoint their followers scoring a perfect 360.

Four maxes, no penalty points.

Division Four saw a much closer contest, and from an unlikely source as the fifth seeded amateur team, Total Package, scored two maxes and 203 points, losing the division to the first seeded Alamo Heroes by a mere 16 points.

Division Five also saw a close contest between the two seeded pro teams, Shades of Grey and the Short Timers. Both teams have long and honorable histories in British paintball and neither are ever to be taken lightly. Shades took the Short Timers with a flag in transit, but no hang (60 points to 11), but stumbled against the Nordic Wolves, allowing the Timers with maxes and a near max in their other games to win the division, 278 to 245. The Bush Babies showed some metal in this division as well as they scored two flag hangs to post a respectable 190 point total.

The All Americans were the top seed in Division Six, and the 1992 World Champions showed why they won that title by rolling to penalty free maxes in their first three games. However, the other pro team, the Hawks, are an up and coming force to be reckoned with as they took and hung the All Americans flag in a near max game. This was a wide open division because Team Highlander did to the Hawks what the Hawks did to the All Americans, and in turn got done by the Top Cats. The Black Widows rang some bells also with a max against the Hawks and a flag hang against Team Highlander. The afternoon started with a bang in Division 7 as Rage, the Zero Boys and Fat Freddy's Cats (an amateur team) were all in contention to take the prize. The Cats and Rage had a close one with both flags flying and the Cats winning by three points, 47 to 44. Rage scored two maxes but could only manage three eliminations in its game with the Zero Boys, and a 10 point penalty took away those points. The Zero Boys did Fat Freddy's Cats and Venom, maxing them, but could only manage two eliminations against Rage. It was enough, however, to win the Division with 273 points. The Terminators led Division Eight with three maxes. Only DBD held them to a draw, but lost its flag to the Misfits. Suspect Device followed the Terminators with two maxes, placing it solidly in second place.

The Predators led Division Nine and was the second of three teams to record a perfect score, four maxes and no penalty points. The Banzai Bandits had the misfortune to be in the same division as The Predators and were one of their victims. But, they showed their talents by maxing their three other games and coming out of the first day's play with a more than respectable 282 points.

The pro teams in Division 10 were two good teams with players from and principally from the United States, Bo Peep (Jim Anderson) and his Sheep and the MUFs. This day was to belong to Bo Peep with three solid maxes. Only the Redskins held them on Field 7 and won a close body count game, 21 to 15. The MUFs, Redskins and Manchester Lions also scored flag hangs, making the race for second fairly close. The Eagles were the number one seed in Division Eleven and showed why they were one of the co-favorites as they were the third team to post a perfect 360 point record. The Hillbillies were the surprise of the Division, however as they scored three flag hangs. 46 penalty points kept their scores down, but they still managed to post a respectable 230 points and second place. The Vulcans we're not far behind scoring two maxes with no penalty points for 192 points. Bad Company 2 had some real bad luck with a hotgun penalty assessed against them for 131 points. That penalty effectively took them out of contention. Bad Company 1 fared better in Division Twelve with three flag hangs and 269 points. Gulo Luseus was second with two flag hangs and 187 points.

Day One.

Division One.

1st, Florida Terminators, 308.

2nd, Blackbirds, 111.

3rd, SF Cougars, 93.

4th, Masters Wizards, 75.

5th, Enigma, 32.

Day One.

Division Two.

1st, Turks, 285.

2nd, Panthers, 285.

3rd, Camp Tigers, 197.

4th, Woorlords, 66.

5th, APC Tiptoe Boys, 57.

Day One.

Division Three.

1st, Nam Wreckin' Crew 360.

2nd, Cheetahs 203.

3rd, Pagans 135.

4th, Fusion 66.
5th, Ditch Dogs 35.

Day One.

Division Four.

1st, Alamo Heroes, 219.
2nd, Total Package, 203.
3rd, Storm, 167.
4th, Brothers in Arms, 127.
5th, Game Over, 21.

Day One.

Division Five.

1st, Shades of Grey 255.
2nd, Short Timers, 278.
3rd, Bush Babies, 190.
4th, Stealth, 129.
5th, Nordic Wolves, 14.

Day One.

Division Six.

1st, All Americans, 282.
2nd, Hawks, 199.
3rd, Black Widows, 189.
4th, Highlanders, 123.
5th, Top Cats, 120.

Day One.

Division Seven.

1st, Rage, 223.
2nd, Zero Boys, 273.
3rd, Fat Freddy's Cats, 236.
4th, Bean Machine, 108.
5th, Venom, 12.

Day One.

Division Eight.

1st, Terminators, 291.

2nd, Suspect Device, 201.

3rd, Misfits, 118.

4th, DBD, 84.

5th, Viking Warlords, 6.

Day One.

Division Nine.

1st, Predators, 360.

2nd, Banzai Bandits, 282.

3rd, Weapon X, 26.

4th, Tazmanian Devils, 13.

5th, Time Bandits, 48.

Day One.

Division Ten.

1st, Bo Peep & His Sheep, 285.

2nd, Hamburger Hillbillies, 250.

3rd, MUF's, 143.

4th, Redskins, 126.

5th, Dead Sheep, 0.

Day One.

Division Eleven.

1st, Eagles, 360.

2nd, Vulcans, 192.

3rd, Manchester Lions, 135.

4th, Lost Boys, 27.

5th, Bad Company 2, 1.

Day One.

Division Twelve.

1st, Bad Company 1, 269.

2nd, Gulo Luseus, 187.

3rd, Punishers, 128.

4th, ZAP Tengus, 58.

5th, Norty Boys, 20.

Day Two.

The new divisions were formed with the Eagles seeded first in Division One, the Nam Wreckin' Crew at the head of Division Two and The Predators leading Division Three. The three favorites, each with a perfect score in day one had to be seeded alphabetically because of the three way tie. The Eagles had to face the 13th place team, Bad Company One in Division One, and the two teams could only manage a near body count draw. The Eagles fared better against the other teams in the division scoring two maxes and a near max against the Bush Babies, Top Cats and Ditch Dogs. However, a 20 point penalty gave them a second day score of 271 with a cumulative total of 631. It was a guaranty into the final fifteen, but they would have to wait until the completion of the afternoon's round to see what their place would be and which fields they would play. Bad Company scored two maxes against the Bush Babies and the Ditch Dogs, but the Top Cats stood them up and nearly maxed them with 87 points. That gave Bad Company 1 a score of 207 for the day and a cumulative score of 476. It was definitely a nail biting time and it was going to be a long day for Bad Company. If they made it, it would be by the skin of their teeth. The Bush Babies also had two maxes and a cumulative score of 409. They were secure to move on in the amateur semifinals. The Ditch Dogs and Top Cats were out of it with gallant efforts and hopes for next year.

The Nam Wreckin' Crew also found the going more difficult on the second day of play. Pete Robinson, captain of the Nam saw that he had to face his brother's team, Shades of Grey who finished 14th. They played to a predictable body count near draw with Nam eking out the victory, 21 to 18. Nam also had difficulties against Enigma with neither team able to secure the other's (lag and penalty points wiping out the points earned. Nam did better against the Black Widows, scoring a max, and the Misfits, also scoring a max, but with 12 penalty points. They ended the day with 182 points and a 542 cumulative point total. Like the Eagles, they were secured of a spot in the semifinal round, but had to wait until evening to know their position. Shades did very well against the other three teams, hanging flags on each. Their final cumulative score was 496. That should have been enough to get them through, but it wasn't a sure thing. The Black Widows scored two flag hangs against the Misfits and Enigma and comfortably made it to the amateur semis. The Predators didn't stumble. Fat Freddy's Cats, Gulo Luseus, the Blackbirds

and the Lost Boys all got railed on as The Predators stood alone at the end on day two in the number one spot with eight perfect scores and no penalty points. Fat Freddy's Cats scored maxes on the other teams but were hit with a 25 point penalty against the Blackbirds. Still, that was enough with 481 total points for the two days of play to move them into the amateur semifinals and quite possibly, if they chose, into the pro semis. Gulo was out of contention in the pro division with 349 total points, and the Blackbirds and the Lost Boys also had to pack it in.

Team Tiger Stripe (the Florida Terminators) lead Division Four as the number one seed and made short work of the Bean Machine and Weapon X, scoring two maxes. The Hillbillies didn't fare much better as the Florida Terminators scored 87 points with a flag hang and a near sweep. Storm however rained on their parade beating the Florida Terminators in a body count game, 21 to 18. Still, the Florida Terminators ended the day with 282 points and a cumulative score of 590. They were moving on. The Hillbillies having maxed against the Bean Machine and Weapon X was also moving on, in the amateur division, with 449 total points. The others had to call it a day.

Division Five saw the Terminators take on the challenge of two other pro teams trying to get back in the running, the MUFs and Rage. The Terminators withstood the challenge scoring maxes against Rage, the SF Cougars and Games Over for a day's score of 294 and a cumulative score of 585. They began to prepare for Monday's play. Rage made a valiant effort maxing the MUFs and Games Over, but a 50 point penalty in the Games Over game took away any chance they had of advancing. The MUFs showed them quality by nearly maxing the Terminators (87 points) and the SF Cougars (84 points) and maxing Games Over, but their loss to Rage took them out of it. So were the SF Cougars and Games Over. Better luck next year.

Bo Peep and His Sheep headed Division Six and took a leaf out of The Predators' hook by maxing all four games and ending the day firmly in second place overall with a cumulative score of 645. The Manchester Lions, having played the Sheep on the previous day had the misfortune to draw them again. Undaunted by their loss to the Sheep, they managed to regroup and score two maxes and a flag hang for a total of 245 points for the day and 371 points in all, enough to get them into the amateur semis. The Alamo Heroes maxed the Norty Boys and maxed DBD, but the losses to the Lions and the Sheep and some penalty points put them out of reach of the semifinals. DBD and the Norty Boys also had to settle for only two days' play.

The Panthers started the day with 285 points, tied with Bo Peep and His Sheep and the Turks, but by virtue of the placing in the alphabet, led Division Seven. Continuing their winning ways, the Panthers maxed the Cheetahs, Pagans and Master Wizards, losing only to the Nordic Wolves in a hard fought game. With 579 total points, the Panthers were going on to the pro semifinals. The Cheetahs, an amateur team, maxed the other three teams in their division, ending the two days of play with 491 points. They may well have a choice on Sunday evening of whether to go pro into the pro semifinals or stay an amateur team and compete in the amateur semis. The Pagans, Master Wizards and Nordic Wolves, each of which scored a maximum game during this day's play, had to be content with that memory as the tournament was over for them. The Turks began to catch fire in Division Eight, missing out on a perfect score by a mere three points. Their victims were Total Package, Stealth, Fusion and the Tazmanian Devils. All but Total Package had a flag hang in that division, but no team, other than the Turks who finished in third place overall, was able to move on.

The All Americans led Division Nine with four flag hangs, three of them by maxes. They ended up in fourth place and had to prepare to face The Predators in the semifinals. Suspect Device managed a near max against Venom, but it was nowhere near enough to move them on. The Punishers, an amateur team, rebounded from the day before to score three maxes and end up with 401 points and a spot in the amateur semifinals. The Woorlords maxed against Venom and took out nine Suspect Device players before Suspect hung on them, but those were the only bright moments for them on this day. Venom had a bad two days, and both teams packed hoping for better fortunes in the future.

The Banzai Bandits were in 10th position at the end of day one and built on that scoring two maxes against ZAP Tengus and the Viking Warlords in Division Ten. They also scored a near max against Brothers in Arms, but got stopped cold by the Hawks who were unstoppable. The Hawks maxed the Banzai Bandits and ZAP Tengus, scored a near max against Brothers in Arms and had a flag in transit against the Viking Warlords. Both the Banzai Bandits with 564 cumulative points and the Hawks with 526 points moved on into the pro semis, while Brothers in Arms, by virtue of their max against the Viking Warlords and near max against ZAP Tengus, made it (barely) into the amateur semifinals.

The Short Timers were not to be denied. They were top seed in Division Eleven and needed to score well to be assured of a spot in the semis. They were up to the mark as they maxed the Redskins, APC Tiptoe and Bad Company 2. The Camp

Tigers were the only team to ruin the Short Timers' perfect record for the day, maxing the Timers, but picking up 21 penalty points in the process. The Camp Tigers are an amateur team, and by virtue of their max against the Timers and near max against APC Tiptoe, they moved on as an amateur semifinalist. The Redskins were close, having maxed the Tigers and APC Tiptoe. They needed help to move on to the semis. They were in 11th place, and one of the amateur teams had to move into the pro semis in order for them to move on. No such amateur team bit, and the Redskins had to pack it in along with APC Tiptoe and Bad Company 2, with a fine performance. The Zero Boys, a pro team, and the Vulcans, an amateur team, were numbers one and two in Division Twelve. The Vulcans were only one of three teams to max on the second day (along with The Predators and the Sheep), and the Zero Boys were not far behind with three maxes. The Zero Boys moved on into the pro semis with 552 total points, and the Vulcans, who could have made that choice also with 552 total points, decided to stay amateur, and be seeded number one in the amateur semifinals. The Highlanders, Time Bandits and Dead Sheep, each with a max to their credit, nevertheless had to pack it in.

Day Two.

Division One.

1st, Eagles, 631.

2nd, Bad Company 1, 476.

3rd, Bush Babies, 409.

4th, Top Cats, 264.

5th, Ditch Dogs, 176.

Day Two.

Division Two.

1st, Nam Wreckin' Crew, 542.

2nd, Shades of Grey, 496.

3rd Black Widows, 393.

4th, Misfits, 169.

5th, Enigma, 102.

Day Two.

Division Three.

1st, Predators, 720.

2nd, Fat Freddy's Cats, 481.

3rd, Gulo Luceus, 349.

4th, Blackbirds, 200.

5th, Lost Boys, 56.

Day Two.

Division Four.

1st, Fla. Terminators, 590.

2nd, Hamburger Hillbillies, 449.

3rd, Storm, 279.

4th, Bean Machine, 153.

5th, Weapon X, 152.

Day Two.

Division Five.

1st, Terminators 585.

2nd, Rage, 389.

3rd, MUF's, 422.

4th, S.F. Cougars, 289.

5th, Game Over, 41.

Day Two.

Division Six.

1st, Bo Peep & His Sheep, 645.

2nd, Alamo Heroes, 385.

3rd, Manchester Lions, 371.

4th, DBD, 159.

5th, Norty Boys, 149.

Day Two.

Division Seven.

1st, Panthers, 579.

2nd, Cheetahs, 491.

3rd, Pagans, 255.

4th, Master Wizards, 237.

5th, Nordic Wolves, 161.

Day Two.

Division Eight.

1st, Turks, 642.

2nd, Total Package, 198.

3rd, Stealth, 274.

4th, Fusion, 320.

5th, Tazmanian Devils, 142.

Day Two.

Division Nine.

1st, All Americans, 633.

2nd, Suspect Device, 279.

3rd, Punishers, 401.

4th, Woorlords, 222.

5th, Venom, -13.

Day Two.

Division Ten.

1st, Banzai Bandits, 564.

2nd, Hawks, 526.

3rd, Brothers in Arms, 343.

4th, ZAP Tengus, 84.

5th, Viking Warlords, 128.

Day Two.

Division Eleven.

1st, Short Timers, 560.

2nd, Camp Tigers, 388.

3rd, Redskins, 322.

4th, APC Tiptoe Boys, 104.

5th, Bad Company 2, 210.

Day Two.

Division Twelve.

1st, Zero Boys, 552.

2nd, Vulcans, 552.

3rd, Highlanders, 243.

4th, Time Bandits, 177.

5th, Dead Sheep, 95.

Amateur Semi Finals.

Monday morning and crunch time. Two five team amateur and three five team pro divisions were set to begin. At the end of the mornings play, only five pros and five amateurs would be left out of the sixty teams that began. The Vulcans, Fat Freddy's Cats, the Bush Babies, the Black Widows and the Manchester Lions squared off. Fat Freddy's Cats and the Bush Babies each scored well with two maxes. The Cats did the Vulcans and the Widows, and the Babies did the Widows and the Lions. By virtue of these maxes, the Bush Babies and Fat Freddy's Cats moved on. Although the Black Widows scored a near max on the Manchester Lions (87 points) it wasn't enough. The Vulcans and the Manchester Lions fell flat on this morning. The Lions suffered a major hotgun penalty which took the starch out of them. That happens to good teams. They each will be back and should never be taken lightly. The Cheetahs, Hillbillies, Punishers, Camp Tigers and Brothers in Arms faced off in the second amateur semifinal division. Brothers in Arms scored a max with a 10 point penalty on the Cheetahs and near maxes on the Punishers and the Camp Tigers. The Camp Tigers went flat and were soon out of it. The Cheetahs had two near maxes against the Hillbillies and the Punishers, but suffered 25 point penalties in each game, as well as in their game against Brothers in Arms. The Hillbillies were able to max the Camp Tigers, suffering a 10 point penalty in the process, and the Brothers. The Punishers maxed the Hillbillies and scored a near max on the Camp Tigers. Penalty points determined which teams moved on in this division, and the fortunate teams turned out to be the Punishers and the Hillbillies.

Amateur Semi Finals.

Division One.

1st, Bush Babies, 225.

2nd, Fat Freddy's Cats, 172.

3rd, Black Widows, 144.

4th, Vulcans, 81.

5th, Manchester Lions, -53.

Amateur Semi Finals.

Division Two.

1st, Brothers in Arms, 246.

2nd, Punishers, 232.
3rd, Hillbillies, 187.
4th, Cheetahs, 144.
5th, Camp Tigers, -11.

Pro Semi Finals.

The big show was about to begin. Bad Company 1 did make it, as the 15th and final team, since the amateur teams ahead of them in points all opted to stay amateur. But Bad Company was hurting with three top players, including Captain Steve Mattacott, down.

Division one saw The Predators take on the All Americans, Terminators, Short Timers and Hawks. The Predators continued their winning ways with another 360 point perfect score. The Terminators went flat, unable to score a flag hang. Each of the All Americans and the Short Timers scored a max on the Terminators but were unable to do much more. The Hawks showed that their max on the All Americans was no fluke as they repeated the feat in the semis. They also maxed the Terminators. With two maxes and 220 points, the Hawks were in decent shape to go on, but they had to await the outcome of the other two divisions' play.

Bo Peep and His Sheep took on the Eagles, Panthers, Zero Boys and Shades of Grey in Division Two. They also flattened with their best game coming against the Eagles, winning 24 to 12. The Zero Boys also went flat, unable to score a flag hang. The Eagles hung on the Panthers, Zero Boys and Shades of Grey for a spot in the finals. The Panthers maxed the Sheep and Shades, but 202 points just didn't do it. Shades scored two near maxes on the Sheep and the Zero Boys, but wound up behind the Panthers and out of it.

Division Three produced three finalists as the Turks maxed Team Tiger Stripe and scored a near max on the Nam Wreckin' Crew for a total of 222 points. The Banzai Bandits maxed Bad Company 1 and scored a near max on Team Tiger Stripe for 230 points, and the Nam Wreckin' Crew maxed Team Tiger Stripe and Bad Company for 225 points. Bad Company maxed the Turks and Team Tiger Stripe, but were unable to score enough points to go on, ending the morning with 210. There was some question at the end of the morning's play about penalty points assessed or not assessed against NWC in a previous semifinal game.

Unfortunately, although 10 points was at issue, the controversy had major implications and repercussions, since if assessed, NWC would end up with 215

points in sixth place and out of the finals in favor of the Hawks, and without such an assessment, NWC would go on and the Hawks would go home.

Controversies like that don't end nicely. Someone is always hurt. This time it was the Hawks who played their hearts out and thought that they were in, only to be crushed by disappointment. They showed themselves to be a class team in this tournament and, hopefully, will find themselves on top before too long.

Pro Semi Finals.

Division One.

1st, Predators, 360.

2nd, Hawks, 220.

3rd, All Americans, 124.

4th, Short Timers, 86.

5th, Terminators, 11.

Pro Semi Finals.

Division Two.

1st, Eagles, 262.

2nd, Panthers, 202.

3rd, Shades of Grey, 170.

4th, Zero Boys, 98.

5th, Bo Peep, 75.

Pro Semi Finals.

Division Three.

1st, Banzai, 230.

2nd, Nam Wreckin' Crew, 225.

3rd, Turks, 222.

4th, Bad Company, 210.

5th, Florida Terminators, 75.

Amateur Finals.

The five top amateur teams prepared to square off in the amateur finals. The pressure was on and the tension was high. The Punishers and Hillbillies were unable to get it moving while the other three teams each scored two flag hangs. Brothers in Arms beat the Punishers and Fat Freddy's Cats with identical scores of

87 to 21. They lost to the Bush Babies, however, who had a flag in transit and could only manage three eliminations against the Hillbillies, who beat them 21 to 9. With a 10 point penalty factored in, the Brothers ended the finals with a total of 191 points and third place. The Cats maxed the Punishers and scored 87 points against the Hillbillies, but scored only four eliminations and got a 10 point penalty in their game against the Bush Babies. 200 points earned them second place. The Bush Babies had two maxes, against the Hillbillies and the Cats and a flag in transit against the Brothers. Only the Punishers did them in a body count game 21 to 3, but the Babies had the rattle and took the prize with 234 points. They became the Amateur Champions of the 1993 European Open.



Amateur Finals.

1 st , Bush Babies,	234.
2 nd , Fat Freddy's Cats,	200.
3 rd , Brothel's in Arms,	191.
4 th , Punishers,	81.

Pro Finals.

The pros were about to begin in a dream finals match. The three favorites were there, The Predators, Eagles and Nam Wreckin' Crew. The 1992 defending champion Turks made it, as did the Banzai Bandits, a Cinderella team from the Midlands. Unfortunately, the Eagles, midway through the match, suffered a call that they thought was wrong and showed a bias. The Eagles felt so strongly about it that they promptly withdrew from the tournament. This action zeroed out their scores and they automatically ended up in fifth place. It was unfortunate, since the Eagles, by virtue of their talent and stellar play, belonged in the finals contesting for the top spots. The Turks just couldn't get started and suffered flag hangs by the other teams left.

They ended up with 129 points and fourth place. The Banzai Bandits had a hang against the Turks, were maxed by NWC and The Predators and ended up with 168 points and third place. Nam rolled on everybody but The Predators and finished with 285 points and second out of 60. The Predators had yet another perfect score and were the decisive winners. To measure the strength of The Predators, one must bear in mind that this team won three out of the last four events, conceded to be the biggest tournament in Europe. The Predators placed second at the World Championships behind the All Americans. They won all of their games (fifteen of them) by maximum scores without suffering a single penalty point and is the only team in the history of paintball to accomplish a win at a major pro tournament in such a convincing manner. The Predators have already paid the entry fee for the World Cup to be held in New York in September and given their performance here, they will be coming in as one of the favorites.



Pro Finals.

1 st , Predators,	360.
2 nd , Nam Wreckin' Crew,	285.
3 rd , Banzai,	168.
4 th , Turks,	129.
5 th , Eagles,	0.

Retrospective.

After 2.3 million paintballs were fired, the awards ceremony was held in the great barnlike structure with over 200 people in attendance. Speeches were given by team captains, some thankful and some critical. All were allowed to speak and even those players critical of the organization were listened to.

The 1993 R.P. Scherer/Mayhem European Open Championship was a gigantic undertaking. Problems are bound to arise at any such event. The problems should be addressed and steps should be taken to insure that they will not be repeated,

but such problems should in no way diminish the successes and accomplishments achieved. Congratulations to the marshals and staff, the sponsors including Mayhem Paintball Games Ltd., R.P. Scherer, Tiger Stripe and J.T. Paintball for the marshals gear and True Colors for the armbands, the organization, and, most of all, all the teams that participated.

Brass Eagle World Speedball Championship, 1993.



For the past five years the Brass Eagle site to the West of London has been the venue for this prestigious event. From its humble beginnings back in '89 when it was the first Speedball arena in Europe let alone tournament and it attracted a modest 16 teams; it grew steadily until last year when it attracted 40 teams from all over the world.

However, this year it very nearly didn't take place. Apparently person or persons unknown, as they say, profligate a rumor that the event would not be taking place. At one stage there were thirty teams that had said they would be taking part and a steady flow of new teams looking to get in. When the organizers realized that deposits were slow in coming in they got on the phones to the teams to see what was going on. It then became apparent that most of those teams had been told or heard from somewhere that the event was cancelled. Many had already committed themselves to alternative venues and paid deposits so that when the weekend arrived only ten teams were due to take part.



To play off ten teams against each other round robin style requires some 45 games to be played. This might sound like an incredible number especially for one arena, but as we all know speedball is a fast and hectic game which is usually over in a matter of a couple of minutes. In fact with a five minute game time, there would be only just enough games to fill one day let alone the whole weekend that the tournament usually took up. So it was decided that it would take place on just the Saturday.

As has been previously mentioned, the arena was purposely built for speed- ball. It is sixty yards long by forty yards wide and is surrounded by a steel wall. There are three buzzers that score points, one on either end and one in the middle. Just to add to the fun and sense of challenge, the center buzzer is on an island surrounded by a moat filled with water. Even jumping from a standing start on the edge of the moat it is still tricky to touch down without getting a soaked. Points are also awarded for each player eliminated. Points were scored thus: player elimination 2 points, each player that hit the center buzzer 5 points and the end buzzer finished the game and scored 15 points.



Perhaps more importantly in this type of game is what the penalty points are dished out for. Speedball is such a fast game that a player lingering on the field firing his gun after he has been hit can alter the outcome of the game in just a few seconds. With the high level of marshaling at this event, many players came unstuck and through no real fault of their own incurred penalties for playing on. Only one team, the all sorts managed to get through the whole event without clocking up any penalties. Indeed the Zero Boys and the Dead Sheep incurred so many that they actually finished the tournament with negative points. If you took away all the penalty points you do get some quite different results. Without penalties, Storm would have been first instead of second, the first placed Hawks would have dropped a position to second, the Predators would still have been third, but the Unforgiven and DAC would have swapped positions with DAC dropping from fourth to fifth and the Unforgiven moving up to take their position. STW would have remained at sixth, the ill-fated Zero Boys would have moved up from last place to take the all sorts seventh place, with them dropping one place to eighth. Shadow Company and Dead Sheep would also have dropped one place to ninth and tenth respectively.



As you can see from the above, the big surprise was that the Preds didn't win. It's seemed lately that they've got stuck in a rut and winning has become a bit of a habit for them, I can of course think of a lot worse habits to pick up. Maybe they were just having an off day, or maybe Speedball just isn't their game. The Hawks and Storm are both known for being exponents of the art of Speedball, to the point where Storm will play virtually any Speedball tournament they can find. In truth there aren't very many Speedball tournaments held in the UK, with this one and the Skirmish Arena Ball being the only major ones. This reflects the average player's attitude towards this style of play. It seems a shame, as it would be far easier to involve the general public as spectators with games played in arenas rather than the more popular woodland games.

When all was said and done everyone who turned up, be they spectators or players had a great day of highly competitive paintball. The top three teams went home with some of the best silverware that I have ever seen given out at a paintball event and also prize money in their pockets. The organizers tell me that they are still getting phone calls from teams who were told that the event was



cancelled and are now very unhappy that they missed it. The original rumor has now been tracked back to two sources, neither of which is very popular with the teams anymore. If you hear a rumor that an event you are interested in has been cancelled, don't take anyone's word for it except the organizers, that goes for people involved within the industry too as you will not be popular if players think that you are deliberately misleading them even if it was a genuine mistake.

Pos.	Team.	Points.	Pen.	Total.
1 st	HAWKS	428	10	418
2 nd	STORM	445	67	378
3 rd	PREDATORS	393	45	348
4 th	DAC	292	8	284

5 th	UNFORGIVEN	329	89	240
6 th	STW	259	85	174
7 th	ALL SORTS	139	0	139
8 th	SHADOW COMPANY	135	10	125
9 th	DEAD SHEEP	12	65	-53
10 th	ZERO BOYZ	146	227	-81



Skirmish Kent Arenaball, 1993.



On the weekend of June 26-27, Skirmish and PGI collaborated once again to stage the annual Arenaball extravaganza. Described as the 'ultimate adrenaline experience', the game always guarantees excitement for players and spectators alike. Tim Tighe went along to view the game from both sides, before hobbling home.

The annual Skirmish/PGI Arenaball event was held on a very hot weekend near the end of June at Skirmish Kent. Following last year's huge success I was surprised to see that only 20 teams had entered. This exciting, colorful and watchable event is for teams of every caliber and I would have thought a Field of 40 teams would be easily attainable. Sides such as NWC, Fusion and Bad Company had two or three teams entered. It was decided there would be a 20-team round robin format but after round 7 it became obvious things had to change. A captains' meeting was held and it was decided to finish games at round 8 and see who had qualified from the scoreboard at that stage. The top ten teams were to go through to two leagues of five, first playing four games each. Then the winners of each league would play-off for first and second, with the runners-up fighting it out for third and fourth. Following the captains' meeting, both NWC teams, amongst others, pulled out on financial grounds. To use them as an example, each team had used six boxes and



spent £450, so the guys decided to cut their losses, plus one or two players were no longer enjoying the tourney. Both Nam teams had looked like qualifying, so Rage (12th) and Fusion (11th) found themselves in the finals when NWC dropped. I think many non-qualifiers were glad not to progress, simply could not afford to go any further. Maybe it was that the almost complete use of semis gave everyone an

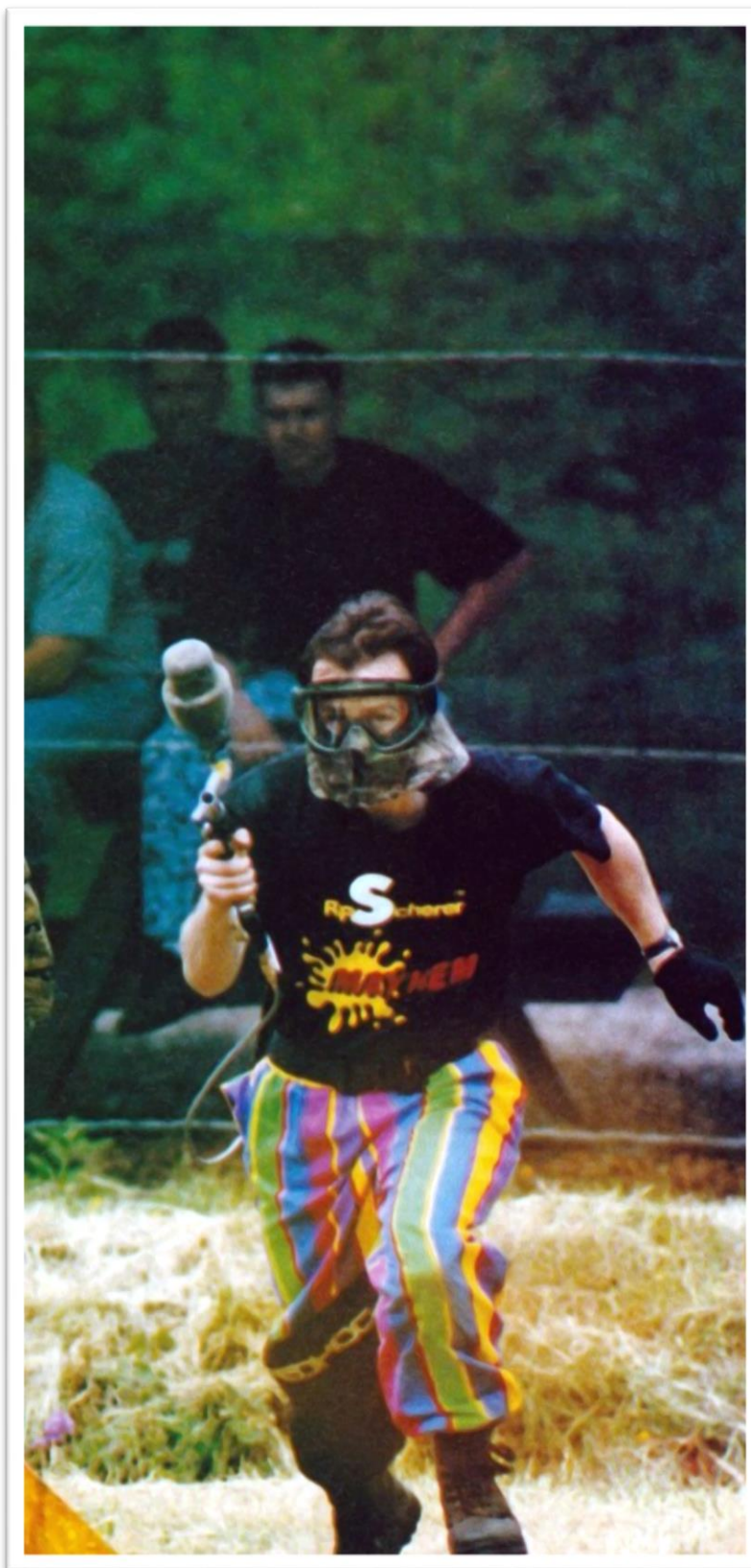
unrealistic and under-estimated idea of how much paint would be used. Last year was one of transition between pump and semi and the Sterling was still very much in evidence, so perhaps it gave a false impression of how it would be this time around.

The first day's play saw some really exciting games. Players didn't realize how tight into barricades they had to keep and how quickly they had to move to win in only five minutes, so initially, games were more open and free-flowing than in the finals. It didn't really matter if you had any tactics or not - if you got lucky and took some heads early on, then this allowed you to move. Generally, the teams that kept barricade hopping won! At the end of the first day, the ten teams who qualified for the semi-finals (one way or another) were: Predators, Bad Company Chaos, Black Pistols, Colonial Marines, Scratch (featuring Bad Company players and such notables as Doug Setters), War Party, Turgers (Turks and Tigers), Enigma, Fusion and Rage.

Worthy of special note, Black Pistols, Colonial Marines, War Party and Enigma had all played like men possessed. Rage were lucky to make it to the semis.

League 1.

Predators, Black Pistols, Scratch, Turgers and Fusion.



During this whole round-robin league, there were only three max-outs in all games played, two for the Preds and one for Fusion. Black Pistols beat the Predators on body count 1510 and in the next game Fusion did likewise, taking more points, however, in a 30-15 encounter. So a terrible start for the European Champions. All First and second round games were draws, although Turgers did grab the flag against Black Pistols. Two maxes in the last games gave Preds first place with Fusion's max securing second.

League 2.

Bad Company Chaos, Colonial Marines, War Party, Enigma and Rage. There were four max-outs in this league, the most surprising being Rage's over Chaos. When they played each other the previous day, Bad Company maxed without loss, but this time the tables were turned. Bad

Company's large squad has recently been strengthened by Phil Ham (ex-Predator) and he really seemed to make a difference, with some accurate shooting. Enigma, who had played well throughout the tournament, bombed in their first game, drawing with War Party but picking up 50 penalties for playing on, then being maxed by Colonial Marines in their next game. (CM had already drawn with Bad Company in round 1, beating them 30-20 on headcount.) War Party seemed to struggle in this round but held on long enough to deny Rage a chance of a first/second place play-off Rage only scored 45 when they needed 100 to just finish ahead of Bad Company Chaos. However, it was enough for second place in the league behind the well-deserved number one spot for Chaos.

Semi-Finals.

League 1.

1st, Predators, 225.

2nd, Fusion, 190.

3rd, Turgers, 130.

4th, Scratch, 85.

5th, Black Pistols, 75.

League 2.

1st, Bad Company Chaos, 240.

2nd, Rage, 190.

3rd, Colonial Marines, 170.

4th, War Party, 60.

5th, Enigma, 10.

Finals.

First/Second Place Play-Off.

Predator's v Bad Company Chaos.

Bad Company Chaos looked like they had this one in the bag from the start, taking two Predators straight away. Preds pulled back one but Bad Company matched it and a real battle commenced.

Predators lost another, making it 4-2 to Bad Company but then Vic (Preds) out on the left took Bad Company's right-corner player and started to move up until he got to Bad Company's back line. Graham Easton (Bad Company) went out next and the three remaining Preds, including Big Dave, started to clean up, taking Simon

Peniston-Bird, then Phil Ham, They finished up winning with three players left. It was the best game of the tourney well played Vic and Big Dave! The Predators really showed what they were made of and proved themselves to be worthy champions.

Second/Third Place Play-Off.



Rage v Fusion.

Rage had looked good in their earlier game versus Fusion but this time they failed to move, whereas Fusion gradually increased the pressure, moving up their right flank. With no time limit to the game and flag securement ending it, the teams battled it out for 14 minutes. Eventually, after some really good aggressive play, victory belonged to Fusion, losing only two players, and one of those walked out of the boundary! A very impressive performance, and consistent too their flag was

posted only once during the whole tournament, versus Colonial Marines. (All their guns had been converted into ProMags by Preds captain Marcus Davis.)

Preds picked up a well-deserved £1,000 for first place, Bad Company £750 for second and £500 for third-placed Fusion. (It's a pity it wasn't £250 for Rage in fourth!)

Some people may disagree but I thought it was an excellent tournament and exciting right to the end. Well done Skirmish Kent - an excellent show, despite a small hiccup!

Marshaling was excellent. Rate and Dean Farmer, Pushy, Del, Steve, Micky and all the rest judged 132 games and really put 110 per cent into the finals. Well done guys, you were great. RP Scherer paint (orange and yellow Euro-Flight) was of very good quality. I didn't have a single burst during the games I played, which is exceptional for

Arenaball considering the amount of rounds fired.

As usual, the games made great viewing and the spectators could get really involved this year, with shouting, encouragement etc. permitted for the first time. This added to the enjoyment for players and non-players alike and made for a great atmosphere. This year the event was in aid of spina bifida. A raffle and auction were held to raise money with free donations on offer from the likes of Marksmann, Belsales, MDS, Powerpulse, London Paintball Company, Mayhem and Proline. Well done and thanks to everyone who helped towards a good cause.



Sidcup 5-man, July, 1993.

On July 4, Doug Setters and Tom Davey ran one of the biggest one-day events ever: the National Survival Game 5-Man Championships, with 37 teams playing!

The NSG tourney took place at Sidcup one of the most popular tourney venues in the country where teams regularly

battle it out in 12, 10, 7 and now 5 player events. The 185odd players on the day were to cram in 14 rounds of paintball by lunchtime, with the semifinals taking place in the afternoon. Tom had worked out an incredible play list, with muster, start and finish times for each round and a five- minute turn-around between games. I believe the day only finished 15 minutes behind schedule and with 22 rounds - that's pretty good going! The safety area has been extended and fitted out with extra seats and tables to accommodate the large number of people. Five massive scoreboards sat ready for a massive calculation exercise carried out by Tom and Leslie Monkman-Farmer. Marshals were drafted in from Dragon Company and the Panthers amongst others. Ten fields were to be used - some of the old 10 man playing areas had been divided into two, some of them remained the same or only slightly changed and a couple of new ones were created. There was a good variety of cover between the fields and also in the size. The teams were split into five divisions, three of seven and two of eight, with an impressive line-up filling the spaces: three Predator teams, two Bad Company, two Shades of Grey, the Turks, Nam, Hawks and the Untouchables (Short Timers and guests). All these teams were given 'pro' status. Every other side received an 'amateur' ranking, including Fusion, two teams from the Bush Babies, Rogue Troopers, Jesters, Woolords, Punishers and three from Brothers in Arms.

After the preliminary rounds the top two teams would go into the pro semi-finals with two divisions of five, and the same for the amateurs. The finals would be a



four team round robin for each level. All entrance fees were returned in prize money in fact entries for 40 made up the financial prizes even though only 37 were present on the day. Paint was orange RP Scherer. At the World Open Fives most of the games were over extremely quickly just a couple of minutes - but at Sidcup the variety of cover and fields made

for a variety of game duration. This, combined with the hectic schedule, really kept your mind working. At the end of the day, the finals teams looked as though they'd just played Mayhem. Well, they had played 14 games in one day. The Adrenalin buzz must have been amazing because players didn't have a chance to come down from it a day of pure paintball. Needless to say there was some great play. There's one game I particularly want to mention (though I was asked not to in case the size of Darren's head equals that of his nose). This was between the Turks and Split Personalities on one of the smaller fields - loads of cover, ferns, bushes, trees and barricades; a dinky little field that looked good to play. Darren of the Turks did very little for most of the game except stay in and look a bit concerned as most of his team got shot out. In the last two minutes he suddenly came to life, destroyed two-thirds of the Split P's, grabbed the central flag and hung it just within time. Sorry Turks, but he played a great game.

The Preds played brilliantly. Phil Ham was back after a very short spell with Bad Company, captaining Amalgamation. They got three maxes in the preliminaries while Masai got five and Zulu six. This was enough for all three to go straight into the semis. Bad Company's first team, Chaos, made it but their second team didn't. It was the same with Shades, whose second team comprised guests and new players. Nam and the Turks also made the semis but the Hawks and Untouchables missed out. Three amateur teams made the pro semis, Stealth and both Bush Babies teams playing well after their Young Gun win at Mayhem.



Amateur semi teams included Fusion, trying to follow up their Arenaball success. The Tigers had a bad start to the day, missing several players and having to take on last minute recruits from other teams. But they maxed their last two games and made the semis. It was good to see both Rogue Troopers teams get through the first round. They've marshaled tourneys at Sidcup so often it must have made a nice change to play! In the first round of the semis, this year's Mayhem Champs, Preds (Zulu), played last year's, Turks, and won. They then did the same thing to Bad Company on the same field, same end. Bush Babies 1 played a good game against Nam. Though Nam grabbed the

flag they were unable to hang it and the game ended with a Bush Baby hunting the flag holder. Bad Company nearly maxed the Nam but only scored eliminations in their other games, so they didn't make the finals and nor did Nam and Bush Babies. In the other semi division, the two Preds teams qualified, making it a hat-trick, and the Turks made up the fourth place.

From the Amateur section, the Tigers, Split P's, Black Widows and Rogues 2 made it through. By this time the games were becoming a blur. In the pro finals there

was Rhodesian camo everywhere. The Turks played Zulu again and were maxed once more, while Masai maxed Amalgamation. Zulu went on to beat Masai, who were leading by 2 points before the game, in a hard-fought contest. Meanwhile the Turks grabbed Amalgamation's flag but failed to hang it, putting them in third place. In the last round, Turks drew with Masai, the latter picking up 25 penalties. In the other game, Marcus made the first grab for Zulu only to be shot by Amalgamation's Phil Ham, who then managed not only to shoot most of Zulu but also his own team before hanging the flag. Draw your own conclusions but it was funny to watch.

So Preds Zulu finished on top, Masai came second, Amalgamation third and Turks fourth. A right tidy result for The Predators! But the four finals teams played good paintball and deserved their placings. The Tigers stormed the amateur finals, only losing to the Rogues who came second, Split P's finished third, Punishers fourth.

Final Placings.

Pro.

1st, Preds Zulu.

2nd, Preds Masai.

3rd, Preds Amalgamation.

Amateur.

1st, Tigers.

2nd, Rogue Troopers.

3rd, Split Personalities.

4th, Punishers.

It was an excellent tourney - good field's good play and well run. Well done to the organizers and the winning teams. See you at the next one.

Sidcup 10-man, August, 1993.

For some unknown reason, the NSG 10-Man Championship has always been underrated. This year all the teams who didn't enter missed a cracker at Sidcup, Kent on August 1.

Whenever I think of Sidcup, I think of barricades. This site really brings bunker clearance skills to the fore. Tight play is essential along with fast moves and plenty of suppressive fire.

Many people regard Sidcup as a 'big paint' site and if you sit behind barricades without moving, then it will be. But if you move around, hopping from cover to cover then it is possible to get through some quick games.

The teams for this tournament were divided into two leagues of eight with the top two pro and amateurs going through to round robin play-off leagues for the finals. One variation to the normal rules was a maximum of 50 points at the chrono. (This rule is also being used in the HCL this year.)

League A consisted of the Predators, Shades of Grey and Rage in the pro category, and Bush Babies, Jesters, Spartans, Perfect Gents and Split Personalities in the amateur rankings.

The Preds always play well at Sidcup and they started with a max, but 50 penalties, very unusual for them. But they recovered to go on and max their remaining qualifying games, with 10 more penalties for a hot gun.

Shades also started well, then lost to the Preds and drew with Rage. Shades looked like they were winning this game and would have if one of their players hadn't shot three of his own men in the back as they were pushing forward. So the final score was 37 each. With two more maxes under their belts Shades went on to qualify in fourth place.

Rage started okay with a max in six minutes but only one more win and too many draws left them well short on points to qualify - but only 10 penalties all day for one small indiscretion: newbie Danny dropped his pack and gun to run for the flag. The rest of Rage made sure he knew this was slightly out of order. Barricade fields are never good for trying out new players so Rage didn't expect too good a result and weren't disappointed.

The Bush Babies didn't really kick into gear until the last few rounds. Fifty penalties hurt them early on but they went on to qualify. Counterpunching was their game and sometimes they ran short of time and a draw resulted.

Jesters were on a roll from the start with three maxes, but penalties (24 and 15) in two of these. Definitely an aggressive team who were always looking to win and

this attitude paid off by getting them into the amateur finals.

Spartans had a hard time of it, with a highest score of 21 but this tourney was a learning process for them. Perfect Gents did get one max but in their last game versus the Jesters they failed to score but drew the game with two players left against ten men.

Split Personalities had two maxes but gave Rage a very hard game on field 2 for a draw, and then Shades on field 5 for another draw - not bad against these teams.

League B had four pro teams: NWC, Panthers, Thunder and Storm. There were four amateur teams also: Punishers, SF Cougars, Team Survival and the aptly named Smart as a Carrot.

NWC without Pete Robinson (who was in Menorca) started with a max but were held to draws versus the Panthers and then Storm. They then continued to max in the last game versus Thunder where they missed just one player. NWC and Panthers both looked like they meant business all day, finishing first and second in the league respectively (Panthers were just 9 points behind with five maxes to NWC's four).

Thunder were hurt by two many draws (even though Quincy, formerly of the Eagles, was playing for them). Storm, although with two wins to their credit, suffered from the same problem, ending up 9 points behind Thunder.

The Punishers were going well and two wins and a few draws was enough to put them into the amateur finals along with Smart as a Carrot, who beat Team Survival to it by just 10 points.

Amateur Finals.

The Punishers were the highest scoring amateur team and they were going to continue that into the finals. One max, a near max plus a lowly 19 still gave them 10 points more than the Jesters in second place. Even though the latter maxed twice, their score of 6 versus the Punishers decided their fate.

The Bush Babies and Smart as a Carrot had only 3 points (ie one player shot out) between them in third and fourth.

1 st ,	Punishers,	196.
2 nd ,	Jesters,	186.
3 rd ,	Bush Babies,	67.
4 th ,	Smart as a Carrot,	64.

Pro Finals.

In this final round there was only one max and that was in the last game for NWC over Shades. After the first two rounds all the games were drawn and NWC were fourth on 31 points. Panthers were leading, then came Shades and the Preds. It was very close, with 10 points between the top three.

Marcus picked up 10 penalties for dropping his hat (not his trousers for a change) so in the last round anything could happen. Preds and Panthers drew, even though Panthers were well up on bodies for most of the game (8 to 3 at one stage). NWC maxed Shades with only three players left in a very close game on field 6, which put them out in front by only 31 points, but enough to take the title of NSG 10-Man Champions.

1 st , NWC,	127.
2 nd , Panthers,	96.
3 rd , Shades,	86.
4 th , Preds,	74.

Preds fourth! Is the world ending?

A very good tourney. Well done Doug Setters and all the marshals and staff at Sidcup. I've got a feeling that this tourney will be much bigger next year. It deserves to be!



The World Cup, 1993.

The World Cup Tournament of 1993 was a significant and important event for many reasons. Historically significant since this is the fourth year the event has been held; since 1990 the World Cup in Newburgh, New York has played host to teams from around the world, and has weathered many changes, seeing a shift in format from a fifteen

player, 12 gram, and limited paint format to a ten player open class, unlimited paint competition. It has even undergone a change in sanctioning, as this year it became one of the premier NPPL events.

This significance goes beyond historical recitation, however. Not only did the World Cup represent the NPPL's fourth event of the year (a huge milestone for the fledgling organization), but it was the last time (at least for some time to come) that this premiere 'player's tournament' will be held in New York. It was also the last time that Master Blasters, who's refereeing has been synonymous with the World Cup, would be providing the marshalling (at least for some time to come). Not that the Master Blasters' refereeing isn't appreciated— far from it! The Master Blasters team is the epitome of tournament caliber reffing. However, everyone agrees that four years in a row is a bit much. The Blasters would like to get back to playing and new teams need to be brought along. Thank you Blasters!

Finally, and perhaps most far-reaching of all, the World Cup provided an opportunity for the NPPL to welcome several British teams into the fold. The organization was eager to display its wares for our compatriots from across the big pond. The NPPL has become a brotherhood of teams, where competition remains out on the playing field after the game is over. Of late there has been a distinct rivalry between the US and UK team's one which has bordered on animosity at



times, so it was time to show the citizens of the commonwealth that the NPPL fraternity extended across the ocean.

The task was accomplished and then some. All lingering questions of favoritism have been banished and the Brits may well form something akin to NPPL within their own borders. Good O!

On the sporting end, it was a very important tournament. Naturally, everyone wanted to capture first place and the cash or prizes which went along with the honors. It was generally believed that this year's World Cup, which is and will be the only tournament in 1993 to number among its competitors the winners of all the major tournaments held on both sides of the Atlantic, will truly define the World Champions of professional paintball. The field of amateurs was

international and one of the strongest as well, and the winners in that category could also argue with some justification that the championship mantle is theirs, as

well. The pros competitors included the winners of the Dallas Open, the Boston Cup and the Chicago Open, the Ironmen, Aftershock and the All Americans. Texas Storm was there, still looking to improve their position for future seeds, while the Wild Geese wanted to keep the roll which they started in Chicago going. The Terminators were looking for their third finalist finish in a row. The Swarm. Express, the Annihilators and the California Bushwackers had returned, as had the East Coast Eliminators, Constant Pursuit and Bad Company. Three new pro teams made the trip, the Jacksonville Warriors, who valiantly entered as a professional team, despite eligibility for amateur status, and two UK teams, the Predators (that's *the* Predators, mind you!) and the Pythons, who had, as the nucleus of the Hawks team, placed sixth in the field of 60 at the Mayhem European Masters.

The Predators were looking for a trans-continental championship. Since no American team was able to win a first at the Mayhem Masters, the Predators were the only team who could possibly capture such an honor. If that isn't enough heat, let's throw this on the fire. Thunderstorm was there, looking to lock the absent Texas Black Diamonds out of first place in the amateur rankings. The SOBs wanted to repeat or better their Chicago performance. Damage Inc. wanted in also, as did the All Americans amateur team and the PBL Elite from Canada; all had done exceptionally well at the Boston event. Following along behind them at their first ever NPPL fest could be found a Wild Geese, Predators, Farside, Phantom Force, Section 8 and Avante Garde. Accompanying PBL Elite from Canada was the Reservoir Dawgs. The Zero Boys, courtesy of the Invisible Men, the Dutch Boys and Thunder- Lizards, rounded out the amateur field.

The field was packed, stuffed to the bursting point in fact. There were so many good teams there, amateur and professional alike, that it was no surprise that hardly any of the initial rounds of play went as expected. Virtually every pro team dropped a game, or came close to doing so, against at least one of its amateur opponents. NPPL tournaments have become the hallmark of excellent play. Even those teams which didn't move on to the semifinal rounds could take comfort in the fact that they had played some of the best paintball in their lives.

Those moving on, however, had their work cut out for them. In the pro games, two team were actually preparing to go home after the semi-final round when they found out that last game stumbles by front-running teams had put them back in. Texas Storm benefited from a low-scoring All Americans' game, while the

Predators must have been praying real hard: a hot gun penalty in the Terminators last game dropped the Florida team's total low enough for the Brits to qualify.

New faces among the amateur crowd suddenly found their second wind and did some amazing things; Avante Garde must have been hiding a left hook all event long: they went from barely making the semis to maxing all of their supposedly tougher games. The Wild Geese Predators did virtually the same thing, with their victory over Thunderstorm proving to be the tie-breaker that put them on top:

This issue I begin a new format for the presentation of team performance at tournaments. Once you become familiar with it, it will be much easier for you to tell who played whom and how they did.

The format works as follows:

Team Score Opp. 1 Score Opp. 2 Score Opp. 3 Score Opp. 4 Total Place

Score opp# means the points earned by the team against opponent number x in that division. Total shows the total score for that round of play. Place shows the team's finishing place at the end of that round of play.

First Preliminary Round

Team	Score Opp. 1	Score Opp. 2	Score Opp. 3	Score Opp. 4	Total	Place
Ironmen	XXX	76	100	100	276	3
Swann	3	XXX	22	100	125	18
PBL Elite	9	100	XXX	24	133	12
Zero Boys	3	15	37	XXX	55	23

The Ironmen hung the flag in all three games they played. Only a hot gun penalty kept them from a perfect 300 round. Swann played great against the PBL Elite but stumbled when they figured, mistakenly, that all 10 of the Elite were eliminated. One was left, a sixteen year old player who came up behind the seven remaining Swann players and eliminated the lot, pulling and hanging the Swarm flag. Swarm, a great veteran team, never recovered. The Zero Boys played Elite tough, pulling the flag. Unfortunately they ran out of time before getting it back to their base.

All Americans	XXX	100	100	100	300	1
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Constant Pursuit	-5	XXX	100	100	195	8
Damage Inc.	15	15	XXX	24	54	25
Wild Geese Prods	18	24	37	XXX	79	22

The All Americans took up where they left off in Chicago, with a max, followed by a mux, followed by a max. Constant Pursuit with the exception of their game against the Double As, were on track and on target maxing two strong amateur teams (both of which made it to the final four). The Geese pulled on Damage, but couldn't hang before time expired.

Aftershock	XXX	9	100	100	209	6
East Coast Elim.	12	XXX	18	24	54	24
All Americans Am	6	18	XXX	100	124	20
Section 8	15	95	21	XXX	131	14

The East Coast Eliminators gave Aftershock an early wake-up call, standing the Shockers up and winning on body count. However. East Coast was not able to capitalize on their games with the amateur teams it faced, in fact Section 8 pulled and hung on them. The Eliminators ended the day in a deep hole. The All Americans amateurs evened the score for the Eliminators by hanging on Section 8.

Predators	XXX	100	100	100	300	2
CA Bushwackers	15	XXX	94	100	209	5
SOBs	6	18	XXX	100	124	19
Reservoir Dawgs	15	3	12	XXX	30	28

The Predators, like the All Americans, took up from their 1993 Mayhem Masters performance when they went 15 games with 15 maxes and no penalty points. The California Bushwackers, except for their loss to the Pieds, managed two convincing

wins with flag hangs on the SOBs and the Reservoir Dawgs. The Dawgs also fell victim to the strong SOB team with a pull and hang.

Bad Company	XXX	90	12	27	129	16
Pythons	15	XXX	11	21	47	26
Phantom Force	100	21	XXX	27	148	11
Thunderstorm	100	21	12	XXX	133	13

This division, on paper, was the most even and the toughest for the teams. The Pythons, a strong and respected team from the UK couldn't get it on track and fell victim to all three of their division neighbors. They suffered a pull and hang at the hands of Bad Company and got stood up in body count games against Phantom Force and Thunderstorm. Bad Company also, except for their hang on the Pythons, were stopped cold by Phantom Force and Thunderstorm, each of which scored a max on the Company. BC pushed Phantom Force hard on Pbanderosa, but was stopped cold suffering big losses. BC did not have the manpower left to stop the Forces counterattack and fell victim to the pull and hang. Phantom Force beat Thunderstorm, eliminating all but one player, but was unable to secure Thunderstorm's flag.

Terminators	XXX	100	34	24	158	9
Farside	12	XXX	18	100	130	15
NE Express	30	97	XXX	21	148	10
Jack'ville	31	18	34	XXX	83	21

Warr.

The Terminators started slow, maxing only Farside, losing to the Jacksonville Warriors in a body count game and failing to hang on Express. A flag hang over Farside was the only high point for Express the first day, as they were stopped cold by the Warriors and the Terminators. Farside rebounded and took it to the Warriors with a max game, but the Warriors scored enough points in their three efforts to remain in it. They would need a strong showing the second day to advance, however.

Wild Geese	XXX	100	21	100	221	4
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Avante Garde	6	XXX	18	18	42	27
Storm	100	100	XXX	7	207	7
Annihilators	12	100	15	XXX	127	17

Avante Garde could buy n break the first day, falling victim to the Wild Goose, Texas Storm and the Annihilators in three straight maxes, The Geese stumbled against Storni but recovered to beat the Annihilators in a rock ‘em-sock ‘cm game 100 to 21. Storm maxed the Geese all right, but were stonewalled by the Annihilators who took a body count win. .

The end of the first day of play saw just seven teams with over 200 points, led by the All Americans und the Predators with perfect 300s.

Day Two Preliminaries

Team	Score	Opp.	Score	Opp.	Score	Opp.	Score	Opp.	Tot 1	Tot 2	Plac e
	1		2		3		4				
All Americans	XXX		100		100		27		227	527	1
Constant Pursuit	9		XXX		100		21		130	325	11
Farside	12		15		XXX		27		54	184	22
Wild Geese Pred	100		100		100		XXX		300	379	8

Talk about upsets. The Wild Geese. Predators, in 22nd place with just 79 points at the end of the first round of play, rises like a Phoenix from its ashes and takes out the All Americans, Constant Pursuit and Farside with three maxes moving them into 8th place overall. They could do no wrong, plying smart stand-up paintball and stopping all attacks with withering barrages of paint and devastating counterattacks The kiss to the Wild Geese Predators was a wake-up call for the AAs. who then promptly maxed their next two games for a number one finish after the prcliminaiy rounds of play. CP. in losing to the Wild Geese. Predators was knocked out of contention for semi-final play, a costly loss. Farside wasn't able to

get it on track the second day and was also among those whose tournament play ended Saturday.

Terminators	XXX	100	21	100	221	379	9
Predators	15	XXX	100	100	215	515	2
Bad Company	100	15	XXX	100	215	344	10
Zero Boys	15	12	9	XXX	36	91	27

The Zero Boys couldn't by a break this tournament Except for the PBL Elite, this put-together amateur team was stuck facing five pros during the prelims, including the Ironmen the first day and now the Predators on day two. Undaunted, they prepared to face the Prods on Ambush Pines in their first game, and for a while, it proved interesting as Patty' Fusco of the Zeros nailed three Prods and Bart, her husband got a fourth. But miracles were not to be this day for the Zeros as the Prod* turned the game around with a pull, a hang and a max. The Prods did Bad Company as well in a convincing max win and were rolling into their game with the Terminators. The Terminators came in a little tight, having maxed the Zero Boys, but losing to BC in a hard fought contest. UK) to 21. The Prods had a lock into the semis, but they wanted this w in badly. It would keep they perfect streak of all maxes going and put them in number one position going into the next round. The Terminators had other ideas. They play a territorial game, choking off their opponents' breathing room and smothering them with constant pressure. The Terminators played the Prods perfectly on Ponderosa. Hitting the low side from the near station and not giving the Prods any room to maneuver. Eventually, the Terminators were able to box and eliminate the Predator defenders and secure the flag for a max win. The perfect streak of the Predators, as w ell as the all Americans was broken and they went into the semis as second seed.

Iron men	XXX	100	34	100	234	510	3
NE Express	3	XXX	15	12	30	178	23
East Coast Elim.	24	50	XXX	100	174	228	19
Annihilators	6	15	12	XXX	33	160	25

The Ironmen had a chance to move into the number one spot at the end of preliminary play, and be «an the day right with a max over the Annihilators, hut then met Aftershock's nemeses on the first day, the East Coast eliminators. ECE proved that their game against the Shockers was no fluke as they shocked the Ironmen who pulled on ECE. with just two players left, but ran out of time before they could lung. The Ironmen then maxed Express to take a number thive seed into the semis. Neither Express nor the Annihilators could buy a break the second day. Express fell victim to ECE who pulled and hung on them and lost to the Annihilators in a close body count game 15 to 12. The Annihilators were stood up by ECE which sealed their fate in this tournament as all in this division, but the Ironmen. went home early.

Phantom Force	XXX	12	3	24	39	187	21
Wild Geese	100	XXX	21	97	218	439	7
Swarm	100	18	XXX	12	130	255	17
Damage Inc.	100	15	97	XXX	212	266	13

Phantom Force, which did so well as an amateur team the first day could do nothing on the second day as they got maxed by all else in their division. Swarm did well against Phantom Force and played the Geese hard to a close body count game, but stumbled again against damage Inc. who nearly maxed them with a pull and hang. Damage's scores against Phantom Force and Swarm put them in the amateur semis, and the Geese, with a near max against damage and a max on Phantom Force, easily secured a spot in the pro semis Phantom Force was able to squeak in on the strength of their first day showing.

Thunderstorm	XXX	100	18	12	130	263	14
All American Am	21	XXX	6	18	45	169	24
Aftershock	100	100	XXX	100	300	509	4
Avante Garde	95	100	18	XXX	215	257	15

Aftershock turned on the afterburners, mowing down everybody in their path with three straight maxes and fourth seed in the semis. Avante Garde turned it completely around hanging on Thunderstorm and the All American amateurs to squeak into the amateur semis. Thunderstorm stumbled, maxing only the AA amateurs, but their strong performance on the first day of play put them into the amateur semis as well.

Bushwackers	XXX	100	100	30	230	439	6
SOBs	12	XXX	30	90	132	256	16
PBL Elite	6	30	XXX	21	57	190	20
Pythons	30	27	18	XXX	75	122	26

The Pythons were almost able to turn it around against a strong Bushwacker team, but a one-for-one penalty in the closing moments of the game, called immediately after the last Wacker was eliminated, took out the last Python before the Wackers' flag could be pulled, and the game ended in a rare 30 to 30 score, all players on each side having been eliminated. After the game, the Pythons were unable to secure either PBL Elite's or the SOBs* flag, which meant the end of the road for them. PBL Elite were also unable to pull a flag, but their body count results, was enough to squeak into the amateur semis. The SOBs were able to hang on the Pythons which was enough to get them into the amateur semi-finals. They were helped by their 30 to 30 rarity against PBL Elite, two such games in the same division. The Bushwhackers were able to max both Elite and the SOBs for a strong score of 230 for the round and a place among the top eight pro teams in the world.

Storm	XXX	100	100	95	295	502	5
Section 8	6	XXX	19	95	119	250	18
Jack'ville Warr.	24	100	XXX	100	224	307	12
Reservoir Dawgs	6	6	6	XXX	18	48	28

Storm was a sleeping giant coming alive. Only one minor hot gun penalty kept them from a perfect score with three maxes on the day. Their victims included the Jacksonville Warriors. Section 8 and the Reservoir Dawgs. The Warriors showed

their mettle by maxing both the Dawgs and Section 8. but their relatively low score on the first day kept them out of contention for the semis. Section 8's near max of the Dawgs was enough to get them into the amateur semis.

Semi-Finals

Amateurs

Team	Score	Score Opp.	Score Opp.	Score Opp.	Total	Place
	Opp. 1	2	3	4		
Section 8	XXX	90	9	13	112	6
PBL Elite	12	XXX	6	9	27	8
Thunderstorm	100	100	XXX	24	224	3
Wild Geese	24	100	100	XXX	224	2

Thunderstorm rolled over PBL Elite and Section 8 to secure a spot in the final four. The Wild Geese, Predators continued their winning ways by maxing both Thunderstorm and PBL Elite. Although Section 8 scored a near max on PBL Elite and stopped the juggernaut of the Wild Geese. Predators, it wasn't enough to overtake the two teams with two maxes each, and they joined PBL Elite on the sidelines.

Damage Inc.	XXX	18	100	100	218	4
Avante Garde	100	XXX	100	100	300	1
SOBs	18	1	XXX	100	119	5
Phantom Force	12	12	12	XXX	36	7

Avante Garde completed their turnaround with three against Damage Inc., the SOBs and Phantom Force. Avante Garde was now the team to beat as they moved into the amateur finals. Damage Inc. made its presence felt with maxes over the SOBs and Phantom Force, and although the SOBs maxed the Force, it was not

enough to overcome the point lead of Avante Garde and Damage.

Semi-Final.

Pros

Team	Score Opp. 1	Score Opp. 2	Score Opp. 3	Score Opp. 4	Total	Place
Bushwackers	XXX	27	30	15	72	7
Terminators	44	XXX	78	27	149	5
Predators	37	24	XXX	100	161	3
Aftershock	100	95	15	XXX	210	2

The Terminators took on the Predators for the second time in this tournament and the results on Top of the Ridge was the same as on Ponderosa. The Terminators smothered the Preds in a territorial game that saw heavy casualties on both sides. Meanwhile, Aftershock maxed the Bushwackers in its quest for a place in the final four. The Preds were able to pull on the Wacken, but the Wacken recaptured the flag eliminated all of the Preds in the process. The one lone Wacker left on the field was unable to get the Pred flag hung and the Wacken had to settle for 30 points. The Predators needed a max against Aftershock and a miracle to make it into the final four. They got both. The Terminators hung on the Bushwackers eliminating the Wacken from contention, but a malfunctioning gun resulting in a 50 point hot gun penalty took the Terminators out of it as well.

All Americans	XXX	18	6	100	124	6
Wild Geese	37	XXX	6	9	52	8
Ironmen	24	100	XXX	100	224	1
Storm	15	100	15	XXX	130	4

The All Americans faced a résurgent Geese team in the first game and were blown back but a devastating Geese attack. The All As had nil that they could do to keep the Geese off their (lag. The (leone finally pulled on the Double As, but were unable to hang before time ran out. The Ironmen were able to max Storm and take a comfortable lead into the second set of games as the only team to hang. The

Ironmen were also unable to hang on the Geese, giving them an insurmountable advantage to place in the final four. The All Americans kept pace by maxing Texas Storm. Neither the Geese nor Storm was out of it though, since the AAs could be stopped by the Ironmen and the winner of the Geese, Storm game could advance on a max. That is precisely what happened. The Ironmen stopped the nemesis in Chicago and Storm maxed the Geese to pull ahead of the AAs by just 6 total points. It was enough, though, to place Storm in the finals and last year's world champions on the sidelines.

It was decided that all the finals games, both pro and amateur would be played on Ponderosa and Ambush Pines. The sidelines were packed on Ponderosa since virtually the entire field could be viewed from vantage points along the near tape. The spectators were there, and the teams were pumped and ready.

All of this excitement set the stage for a truly magnificent set of finals games

Finals

Amateur

Team	Score Opp. 1	Score Opp. 2	Score Opp. 3	Score Opp. 4	Total	Place
Avante Garde	XXX	100	12	21	133	1
Wild Geese Prod	12	XXX	18	18	42	3
Thunderstor m	12	21	XXX	6	39	4
Damage Inc.	21	37	12	XXX	70	2

In the amateur Ramos it was two repeat offenders versus two upstarts: Damage and Thunderstorm had been here before, while Avante Garde and the Wild Geese Predators had their first chance at the gold. The early games in this division only served to turn up the pressure, with the teams all scoring low body count games. The second round was virtually identical leaving the field wide open for anyone to take it. Damage Inc. enjoyed a slight lead over the pack and were counting on the last round to be repeats of the first two. This mistake cost them first pince. Dit

Avante Garde came from behind to max the Wild Geese. Damage settled for second with the Wild Geese. Predators and Thunderstorm in third and fourth, respectively.

Over on the professional fields, it was even money whether the Aftershock-Pros, or the Ironmen-Aftershock game would be the decision maker. Aftershock took command of their first round game against the Preds, thrashing them with a textbook massed advance and putting 100 points on the board. This was the flip side of the game between these two teams in the semi-final round where the Predators, with their backs to the wall, took Aftershock apart, maxing the game to make it into the finals. With the Ironmen neck and neck with Storm at nine men each, it was Aftershock's ball game all the way. Once they had beaten Texas Storm with another max, and finding out that the Predators pulled on the Ironmen, but failed to hang, it was jubilation time—with one game left to go. The last game saw the Ironmen making a last ditch attempt at second place, beating the 'Shockers, but the Preds had other plans and maxed Texas Storm, to take second for the second year in a row. The Ironmen had to settle for third, while Texas Storm took home fourth.

Professional

Team

	Score Opp. 1	Score Opp. 2	Score Opp. 3	Score Opp. 4	Total	Place
Ironmen	XXX	100	9	27	136	3
Aftershock	27	XXX	100	100	227	1
Predators	37	18	XXX	100	155	2
Storm	27	15	18	XXX	60	4

Sidcup 12-man, December, 1993.



Ten teams entered this 12-Man and a quality line-up it was too, despite Shades of Grey choosing not to defend their title, playing at Eurosplat instead. Preds and NWC topped the field as favorites to win; Sidcup is a local site to both sides and they know it well. The Hawks were also worth a bet following recent impressive performances. Alamo Heroes always like big team events and it was good to see them turning out. The Bush Babies, Vulcans, Punishers, Brothers in Arms, Star and Run Riot all had full squads, the Nam had to make do with 11 players. The fields at Sidcup are always a pleasure to play and because of their size they are well suited to 12- Man competition - in fact it's one of the few sites in this country capable of accommodating teams of this size. Anyway, onto the day's play. Vulcans and Alamo both picked up penalties in round one (50 and 20 respectively), but Preds and Nam both got off to a good start, maxing all of their first three games. It took the Alamo Heroes to spoil NWC's day, maxing them 96-12 in round four, but the Preds rolled on despite picking up 10 penalties. Both Star and Run Riot had a hard time of it but when they met on field two, it was some encounter. Star had the top end and very little cover so they stayed well back. Run Riot, on the other hand, had barricades



and room to maneuver. The game went to time but was a real stand-up-and-slug-it-out match, well worth watching.

The Hawks started with a max but then things got tough and they only managed 37 as a high score in the rest of their games. They have been playing well lately so perhaps it was just an off day.

Brothers in Arms won my award for the day with their precise but expertly executed bunker stacking maneuver; three players, all sized and graded, managed to use just one barricade as cover whilst pushing a tape - it could catch on. But apart from one max they struggled bravely. Despite a crushing 50 penalties in game one, the Vulcans definitely lived long and prospered. They fought back and, with a midday run of four straight maxes, secured third place.

The Punishers and Bush Babies were only four points apart at the end in sixth and fifth place respectively. A reasonable outing for both sides, especially with the teams ahead of them going so well.

The game of the day was NWC versus Predators. So many times this match has thrown out low scoring draws, but not this time.

Both teams broke each other's opposite flank and twisted around the field. NWC grabbed the Preds' flag but were unable to hang it - final score was 46-36 to the Nam. Apart from the 10 penalties, these were the only points the. Preds dropped during the day in an exceptional performance, even by their standards - they're back.

A very well run tourney - well done Doug, Eddy and the marshals.

Here are the final placings after 'swing points', whatever they are -1 still can't understand it). Although there were ten teams, each only played seven games.

- 1st Predators.
- 2nd NWC.
- 3rd Vulcans.
- 4th Alamo Heroes.
- 5th Bush Babies.
- 6th Punishers.
- 7th Brothers.
- 8th Hawks.
- 9th Star.
- 10th Run Riot.

As seen through the Predators eyes!

Sunday morning. We're all standing around shivering like icicles getting ready for our first game. The marshal calls us for 1st game on field 2, a large field by English standards, about a quarter the size of "Ponderosa" in New York to give our Americans cousin's sonic idea of a typical English field. You have barricades every 15 to 25 yards the length and width of the field and numerous trees. As you can

ascertain it is very easy for negative teams to hold or better teams because of the layout, of the fields as they just sit and wait for the better team to make an aggressive move. Anyway on to the first game.

GAME 1, BUSH BABIES.

FIELD 2.

The Bush Babies are an up and coming team and on their day are very difficult to beat. They just seem to be very inconsistent the game starts, and we make quite a break out gaining 70% of the field and stopping the Bush Babies from making their positions. First blood to the Bush Babies, we lose one man and his is followed by three Bush Haines. We mow up again and increase pressure on the left and they find they have nowhere to go. We fire now cross-firing, then directing towards the center. It's now just minutes before we take the flag and max. Game over.

A very, good shirt for us. Fortunately we had the better end. In the meantime we were receiving paintballs from other fields, surprise, surprise. The Alamo Heros actually beat (on field three, a bad field) the Nam Wrecking Crew. Maybe the Nam didn't have a good start to the day but they improved dramatically over the course of the day. They are probably our stiffest opposition in the U.K. that we play regularly.

By now we had played three games, all strategic maxes. A couple of hard times but we played through.

GAME 4, HAWKS.

FIELD 2.

This team you should all know by now as they beat the AAs twice convincingly at the Mayhem Masters 1993. This time we got the other end of the stick. We were coming up. The game starts and we don't make the same mistake as the Bush Babies, we are prepared to lose players at the break out to make our positions. A surprising break out with the Hawks dropping short and enabling us to get good positions and better angles to cross fire. This was to become their downfall. We started to make players move left to right, right to left, working for the weakest opposition in the field. We found our victims. We now started to pour through. As they dropped back we continued to push them back, all the way to the back, to the flag base. Nowhere to run, nowhere to hide; paint pouring in from all directions. The game goes to us, a very hard fought game. The Hawks prove their technical skills yet again, a good game. Marcus asked their captain "Why did you drop

short?" He replied "We tried something different. It didn't work. Had we have broken out further, things might have been different, it didn't work."

The next game was the Big One against the Nam Wrecking Crew.

GAME 5, NWC.

FIELD 5.

We went into this game knowing we have the point's advantage as they lost one game earlier. The whistle goes off on a typical breakout from the Nam. They drop short and let us come. Whenever we have played them they have always sat and waited for us and have always been prepared for a head count, win or draw.

After 10 minutes, both teams are locked in a stalemate, headcount at 2 each. Now things start to move. We start to push to their right and they start to push ours. Marcus and I move forward, taking their key men in the center and the flank. Unbeknownst to us, in the heat of the game, they have pushed heavily into our left flank. We go home and watch them from the sidelines.

Both teams are in opposing flog bases and all hell breaks loose. Paint checks are being called, and marshals and player's ore all over the place. A Nam player grabs our flag and on his return to hang it gets eliminated by one of our players in his flag base!

Believe it or not, the game ended with one novice player on the field. A moral victory to the Nam ns they kept their own flag. But they did not hang ours. It was the most exciting game we have ever played against the Nam. Let's hope they continue to play as positively as this in the future.

We played the next game against the Punishers which we won giving us a 60 point cushion over our nearest rival, the Nam. GAME 7, THE VULCANS, FIELD 2 (YET AGAIN!)

All we have to do is eliminate 4 Vulcans to win the tournament. We would not settle for a body count win. However, which is an easy thing to do. We always try to max. The game was very similar to the Hawks game, they also dropped short and fell into the same trap as the Hawks. And so we picked up another hard fought max. We ended the day with another 1st place, a decent score and another title to add to our collection.



Some tournament sidelights: The tournament was Bring Your Own Paint with a total of 1600 pounds prize money being paid out down to fifth place. The modest prizes reflect a growing U.K. trend of low cost tourneys for the players.

Just to enlighten our friends across the pond. English-style paintball is very tactical due to the confined size

of the fields. And it is not as aggressive as state-side paintball. This is why we like to come to the States, because you guys like to come out to play! We look forward to seeing you soon.

Sidcup, 5-man Pump, 1994.

On the surface, the pump tourney seems to be a bit of a Dinosaur, gone and never to be seen again. But 16 teams entered this event and it was the most enjoyable tourney I've watched since Nashville.

The format was two divisions of eight teams, with the top two in each going into the play-offs. "I got the idea from the International Masters after playing in the 5-Man Pump," said Doug Setters, "and speaking to the players, I haven't found anyone who isn't enjoying it. The general feeling is that players want more of these pump tournaments.

"They are cheaper to play and there certainly seems to be less infringement of the rules. The games are played at a pace the marshals are able to control and they can see what's going on. You can't hide behind walls of paint - you have to go out and play.

So it's more tactical in some ways."

Division A: Predators, Rogue Troopers, Alamo Heroes A, Shades of Grey, Punishers Purple, Split Ps B, Recon 69th, Shrift.





One notable game in this group was the RTs versus the Preds. RTs didn't lose a player in a storming victory!

Preds did get it together eventually and looked very comfortable using their Sterlings. Shades also played well, especially in the afternoon when they woke up! They made it to the play-offs along with the Preds.

Recon 69th suffered but still seemed to be enjoying it.

Shrift included the two Ray Cains, Keith Williams and Nigel Streeter, who admitted he was a little rusty and didn't move as well as he should have - after all, moving is the key to 5-Man.

The Alamos came third in the division, but a long way behind Shades.

1st, Predators, 448.

2nd, Shades, 426.

3rd, Alamo A, 348.

4th, Shrift, 282.
5th, Purple Punishers, 270.
6th, Rogue Troopers, 152.
7th, Split Ps B, 132.
8th, Recon 69th, 32.

Division H: Teem Sterling, LPC, Alamo U, Wort dame Products, Gold Punishers, Split Ps A, Recon 85th. Pistol Knights.



Team Sterling has had many different players over the years, but this time three ex- Barts Stud Squad players were in the line-up: Jacko.

Ban and Rale, alongside Dave and Jamie Galsworthy and Paul Mills. The ex-BSS players really went back to basics with black sweatshirts.

Idema vests and JT Factory Platoon caps.

Despite their considerable experience, they still clocked up 54 penalties for a hot gun or two in game 1 versus Pistol Knights.

LPC also had a strong team but in the first round versus Recon 85th they could only manage possession of the center (lag.

Alamo Heroes B were really a novice team made up of site marshals from Steve Collins's home site. Steve said he put them in the tourney to give them a taste of competitive play.

Won* Game Products turned out with Cockers, only one of which started life as a complete gun; the rest were made up of bits and pieces including a pump-action Mini Cocker with a 14in Smart Parts barrel. Gas bursts were minimal as most of them ran remote bottles. The team had an excellent day and followed the Sterlings into the play-offs only 20 points behind.

Gold Punishers failed to score in their first game and then again in the fourth. They then went on to collect a mass of penalties in the fifth and sixth rounds. .Split Ps A finished just one point behind them but generally scored slightly lower all day. Recon 85th faired just a little better. 25 points ahead. The Pistol Knights scored nothing in round 4, maxed round 5 and then another zero in round 6, which put them well out of the running.

1 st , Team Sterling	419
2 nd , WGP	397
3 rd , LPC	362
4 th , Recon 85th	231
5 th , Gold Punishers	208
6 th , Split Ps B	207
7 th , Pistol Knights	155
8 th , Alamo B	45

Finals.

Round 1.

Preds turned it on versus Shades and took them apart (80 to 6), which was surprising as Shades had been playing really well. Team Sterling got the center flag versus WGF but couldn't hang it and the game finished 67 to 21 (less four penalties to WGF).

Round 2.

Preds rolled on versus WGF, maxing them without loss - an excellent win over a team that had played tight and aggressive all day.

Shades got the upper hand versus Team Sterling. They grabbed the center flag, then the grabber was shot. As the Sterlings advanced rapidly. Shades' left tape player ran for the center to regain possession of the flag. Bart ran past and bounced two balls off him so as the whistle blew for game over. Shades took it 41 to 9.

Round 3.

Preds could not lose now, even though the Sterlings beat them 41 to 12 in the last game to clinch second place.

WGF got their only max of the finals over Shades, losing one player and winning 80 to 3 to put them third and Shades fourth.

Final Scores.

1st, Preds, 172.

2nd, Team Sterling, 117.

3rd, WGP, 97.

4th, Shades, 50.

I spoke to Vic of the Preds and he said he had really enjoyed it. "There was more opportunity to move about and I think it is a more skilful game in some ways."

Bait's reaction was a little stronger: "If I hadn't enjoyed it today I was seriously thinking of leaving paintball, but I've thoroughly enjoyed it and I now know what's spoiling the game - semis. They are taking the skill out of it."

It was a very enjoyable spectacle - more tactical and much more fluid than semi tourneys, and cheaper too.

I'm sure there is a market for pump only tourneys alongside the semi scene.
Well done Doug and Eddie, another great job!

Kooh Doow, 5-man Pump, 1994.

Following hot on the heels of Doug Setters' tourney at Sidcup, Tim Taylor organized a similar hash at what I think is the finest 5-Man site in the country - Kooh Doow.

Both Doug and Tim played this format in Nashville '93 and along with Tris, Phil Ham, Dave Galsworthy, Mick and myself - we really enjoyed it (especially as we were the only team to beat Aftershock in any of the competitions there). Judging by the entries into both the recent events, many players in England enjoy it too!

Two divisions of seven teams played ten minute games, with the top two in each division going into a round-robin four-team play-off.

Division A: Rage Horrible, NWC A, Iron Wolf, Nasty Sterlings, Hillbillies, Team Sterling, Union.

Rage Horrible played a stornier all day and maxed every game bar round 5



versus Hillbillies, where they only scored 10. However, they had done enough to qualify for the finals with 610 points.

NWC A also maxed all games bar one, versus Rage in the opening round, and finished first in the group by five points.

Iron Wolf A played well but round 2 upset them; in their game against NWC a marshalling error let them through to clean up. However, NWC questioned the mistake and a replay was proposed but Iron Wolf declined to play it. Therefore, they scored nothing and gave the max to NWC.

Nasty Sterlings got two maxes but a draw and low. Scoring losses put them out of it. Hillbillies had quite a good day and an excellent win over Rage Horrible. They finished third in the league but 150 points behind Rage in second.

Team Sterling had a different line-up to the previous week and also a different performance - two maxes, a zero and low scores kept them well down the table. Union had a highest score of 15 but at least they got points in every game - but not enough to keep them off of last place in this division.

1st, NWC, 615.

2nd, Rage Horrible, 610.

3rd, Hillbillies, 439.

4th, Iron Wolf A, 350.

5th, Nasty Sterlings, 280.

6th, Sterlings, 230.

7th, Union, 134.

Division H: NWC H. Predators. Manchester Lions. Norfolk & Chance; Iron Wolf B. Dismantles, Rage Cuckoo.

NWC B had three maxes and three losses to put them fourth in the division. Little Rob said they didn't have a good day - to say the least!

Predators started well but were taken apart by Rage Cuckoo in round 3. Dave Spittle's one-man-stand gave them 5 points after he took out one player at the end. But the Preds got it back together, even though Manchester Lions and Norfolk & Chance gave them two tough games.

Manchester Lions were always in the running to qualify and played some hard games. Their last versus the Preds helped them no end; although they lost, they gained 25 points taken off the Preds for playing on - this put them 10 points ahead of Rage and into the finals.

Norfolk & Chance had a bit of an iffy day. They scored a fat zero versus the Preds in round 2 but a solid win over Iron Wolf in the last round, which put them level with IW at the end of the day.

Iron Wolf missed one Dismantler in the opening round then missed all of the Preds in round 2 to score zero. They improved with two maxes then flopped with another blank score versus NWC. They finished fifth in the division on 310 points.

Dismantlers may have been up and down but in the last round they really messed up Rage's left, worked hard and went through to mop up - a really well-played game.

To say Rage Cuckoo, with me in the line-up, had a slow Start is an understatement.

We started off by scoring five points, then lost 56 at the chrono which really set us back. Alone against four Man Lions with no bolt in my Sterling, a dead man's walk worked well enough to get me their flag but I was soon taken out as they charged in and mopped up.

However, the next game against the Predators was excellent, maxing them and only losing one player. The

1st, Predators, 540.

2nd, Man Lions, 470.

3rd, Rage Cuckoo, 460.

4th, NWC B, 445.

5th, N & C, 310.

6th, Iron Wolf, 310.

7th, Dismantlers, 305.

Game against NWC was another good one, where we only lost two players in the dying seconds when their last man Mark took out Tris and Martin, But Dismantles spoiled our day and put us out of the finals.

Finals.

Preds had two maxes but a draw against the Man Lions was enough to win it. NWC maxed. The Lions for the loss of 5 points. Rage drew with NWC and Lions and lost to the Preds. The final was never close - the two maxes gave the Preds an unassailable lead.

Another lively tourney, despite the mud and slippery conditions, and I think most enjoyed it. Well done Tim Taylor (especially for the score sheets which make my job so much easier).

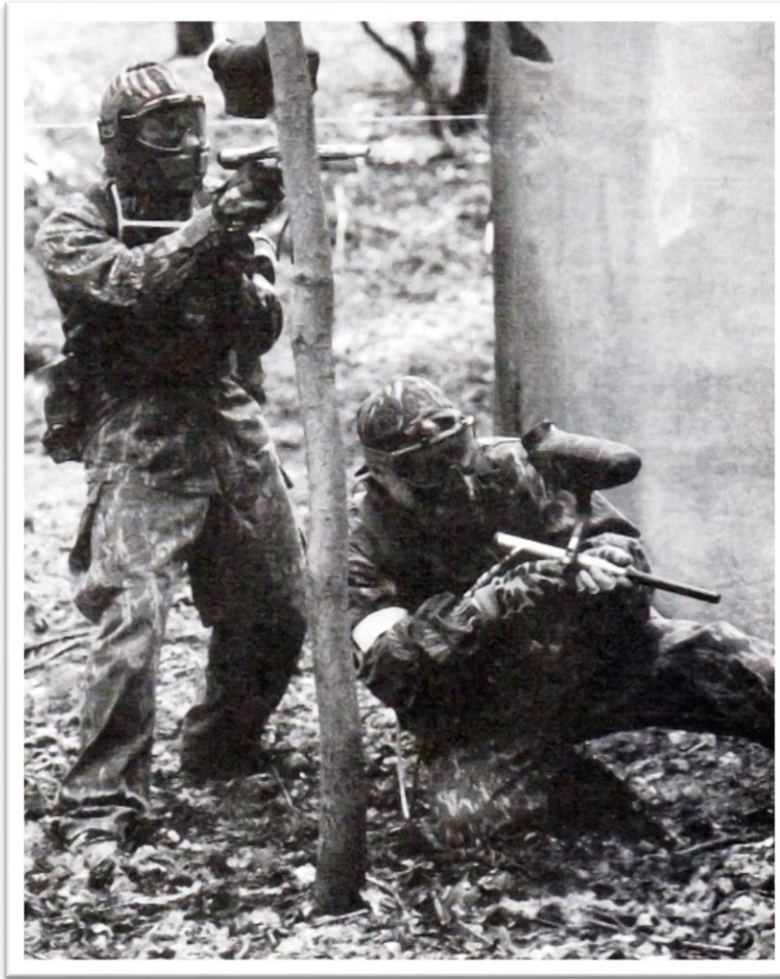
Final Positions.

1ST, Predators.

2ND, NWC.

3rd, Man Lions.

4TH, Rage Horrible.



Kooh Doow 7- Man, February, 1994.

Kooh Doow saw yet another impressive lineup for their February 7-Man event.

Sixteen teams in two divisions all played seven games in the qualifying rounds with the top two teams from each division going into a four team round robin playoff.

Division 1.

The Mayhem Tigers, Mr Beanz, Union. Manchester Lions Tails, Iron Wolf, Rampant Roosters, Norfolk and Chance and

Star. The Tigers continued their recent roll and looked like qualifying with ease, until they met N&C that is, who took them apart and also boosted their own chances of making the playoffs. N&C have really improved lately and showed this by winning div 1, 26 points ahead of the Tigers.

Manchester Lions always seem to make the final four at Kooh Doow but not this time. A real surprise was Star's performance finishing third in the division. Mr Beanz. Union and Iron Wolf were closely grouped midway in this division with the Rampant Roosters bringing up the tail end.

Division 2.

Predators, Manchester Lions Heads, Enigma, Fat Freddie's Cat. Alamo Heroes, YBG, Hellwood (from Paris) and Manchester Lions Young Gun team.

Preds had this one wrapped up so it was a fight for the other qualifying place. Either Enigma or Alamo could have done it and only four points separated them at the end with Enigma just taking it. Lions Heads were well below par as were FFC. Hellwood had travelled from Paris and their game v the Cats was a treat. Two players remaining on each side in the last minute of the game. FFC rushed their left tape and took one of the two Hellwood players. While the other one ran the length of the field to grab the flag then go back and shoot the two Cats, grab his own flag along the way, and win the game with seven seconds to spare. Brilliant play by Phillippe. YBG finished thirty points ahead of them but sadly Lions YG's were well out of it. Preds and Enigma make the finals.

Finals.

Round 1. Norfolk and Chance roared on maxing Enigma 10020. Preds had a tougher time of it v the Tigers. Preds had the worst end of field two, looking into the sun, and soon lost their right hand flank. Tigers curled round as their own right flank pushed taking out Bart then Marcus and finally Doug Knight. Not taking anything away from the Tigers, they played an excellent game only losing one player. Tigers 100, Preds 4.

Round 2. Preds max Enigma 10012. Tigers had their toughest game of the day, once again v N&C.

Tigers pushed right but N&C took them and pushed back. Tigers tried again and got through with Phil Ham grabbing the flag and returning it but waiting outside his own base. The last two N&C players took two more Tigers and charged towards Phil who hung the flag for a score of 92 points to N&C's 20. A hot gun knocked another 26 points off the Tigers score to put them on 66.

Round 3. Preds maxed N&C 100-4, even though Mark of the Preds shot team mate Jacko as he carried the flag home, luckily it bounced. Tigers maxed Enigma 100-12 to secure a well-earned first place.

A really lively tournament even though it was very' cold all day. Well done Tim Taylor another excellent event.

Kooh Doow 7-Man, March, 1994.

The Super Seven .Series, organized by Tim Taylor, at the popular Midlands site Kooh Doow, yet again attracted thirteen teams. The fourteenth. Shadow Company failed to show but up and coming Norfolk and Chance seeded in league two, offered to play in league one as well. Only the scores from their seeded league counted but they regarded the extra games as good practice. The teams were divided into two leagues of six with the top two teams in each league going into a four team round robin final.

League 1.

Rage. Fusion. Fat Freddy's Cats, Norfolk and Chance. The Rats and the Dingoes.

Rage looked set to take this division but they stumbled in their first game v Fusion when they were maxed. Unfortunately, for Fusion, they pulled a massive hot gun (180 penalties) which automatically gave Rage the max. Recovering from this. Fusion never lost another game all day but could not pull back the deficit. Without the penalties they would have won this division.

Rage maxed all other games except v FFC where both teams had each other's flags and time ran out just as Lee went to hang it for FFC. The Cats did finish the qualifiers on a high note maxing their last two games, making sure of their place in the final four.

The Dingoes and the Rats had a tough time of it with respective scores of 140 and 48 but neither team picked up any penalty points

Results,

Div 1.

	score	Pens
1 st , Rage.	455	0
2 nd , Fusion.	227	180
3 rd , FFC.	312	16
4 th , Dingoes.	140	0
5 th , N&C.	293	39

6th, Rats. 48 0

League 2.

Predators, Upset. Knights of Neeh (Dragon Co), Norfolk and Chance, Star and the Interceptors.

The Preds looked solid but even they had a few hiccups. The Interceptors gave them a run for their money by maxing them 10030. Jacko was on the Interceptors' flag base on his own but was then shot out and the Interceptors rolled on taking the remaining Predators for a superb win. This all happened in the last round after the Preds had maxed all their other games.

Norfolk and Chance were always in contention but in the final round their captain. Jim picked up 10 penalties for a hot gun which left them just two points short of qualifying for the finals after playing some fast, aggressive paintball all day.

The Knights of Neeh had a rough day only maxing their last game v Star In three of their games they only took out one opposition player each game, scoring only four points each time.

Upset were a little way behind them, failing to score in their first game, picking up 30 penalties in the last round. Upset usually have a good day at Kooh Doow but not today.

Star failed to max any games. They also picked up 56 penalties halfway through the day which left them way behind the rest.

Results,

Div 2.

	score	pen
1 st , Predators.	414	16
2 nd , Knights of Neeh.	132	0
3 rd , Interceptors.	412	0
4 th , Upset.	114	30

5 th , N&C.	410	10
6 th , Star.	26	56

Finals.

Preds played FFC first and maxed them but chrono problems gave the Preds a 60 point penalty and FFC got the max. Rage had a close game with the Interceptors and were maxed with just two Interceptors remaining.

Rage then went on to max FFC for the loss of only two players while the Preds won but left one Interceptor on the field so the final score was 96-20 to the Preds.

In the final round the Preds maxed Rage 100-20. The Interceptors-FFC game was strange to say the least Interceptors had the Cats flag and ran it back to their own base but didn't hang it, as the remaining Cats pushed, the flag carrier decided to take them on and lost. FFC grabbed both flags and ran them in for a max. (Oh well, we all make mistakes)

Results.

1 st , Predators	236
2 nd , FFC	208
3 rd , Interceptors	140
4 th , Rage	132

Norfolk and Chance did receive some compensation, getting the most promising Intermediate team award plus Captain Jim Frensham picked up the player of the day award. Well done N&C.

This was the closest tourney I have seen for a long time at Kooh Doow. The marshalling, performed by the Banzai Bandits and Sioux, was very good.

Mayhem, 1994.



This was the first mayhem without Bad Company, Gary Hand and the Crawly Contingents team The Panthers were in it and the consensus of opinion was that it was the best Mayhem yet. In fact, here at PGI we think it was the best event ever held anywhere in the world. The quality of play was superb and the facilities were better than ever before. Teams from all over the world attended, giving the Championships a real International flavor. Despite heavy rain the week before, the site on the days during the event was in very good condition. Most teams turned up on the Friday before blast off just as things were drying out to find Paul Wilson in wellies doing his traffic cop impersonations. Baldrick was practicing to be a radio ham but didn't know if he was AM or FM. Tony was wandering around mumbling...boxes, I must have more boxes

On Friday evening the annual ritual of the Captains' meeting took place fronted by Steve Baldwin and the three Ultimate Judges. It was conducted along similar lines to the popular T.V. show 'Have I Got News for You', but Baldrick's impersonation of Angus Deighton was better than the man himself. The big three from Mayhem all managed to avoid the men in white coats from the Institution, and on Saturday morning the start button was pressed and everything clicked into gear. The sun shone, as if to order, and this made some fields even harder to play. Brilliantly lit patches of ground where the tree canopy was a little sparse and dark patches in the thickly wooded areas, a photographer's nightmare but a dream come true for



some team's style of play.

Game On.

All 12 fields started together and the race was on. Groups 1-6 played in the morning and 7-12 in the afternoon, the morning session threw up more than a few surprises. In Group 1 the AA's maxed three games but didn't have things all their own way; BIA surprisingly only managed one max but Masters Wizard picked up penalties on their only max which left them trailing behind the Brothers. Iron Wolf joined the one max brigade but a monstrous -50 in their last game put them well down the table. Lost Boys didn't know where they were and the most they scored in any game was 12pts for four players eliminated.

Group 2 saw Banzai Bandits storm over everyone. Four maxes and no penalties put them into first place for day two, even though other teams had straight maxes, they took top slot alphabetically. Their close rivals, the Terminators had a hard time of it they took out only three Banzai as they lost to them. They rallied a little to max their second game but 42 penalties from their last game, in which they had a flag in transit, really hurt. Hillbillies finished up only 8pts behind the Terminators. They too had one max and a fistful of penalties. Shadow Co fared a little better, still only one max but two very close games for two scores of 27 and an in transit put them third behind Banzai and Bad News who surprised many people with two maxes. They failed to score v Banzai in the last round but they had done enough for second place in this group.



Group 3 had a frightening start for Bo Peep II. Lions A took them down to one man with five Lions still live as time ran out. BP II recovered from their shock and took full points from their remaining games, with a big sigh of relief. Lions A followed suit and would have won this div. except for the 16 penalties in their last game. The Cheetahs were expected to do well but they didn't show much

potential until the last game when they maxed out. Their highest score was 15 up to the final round. Game Over, from Germany, shot out 12 players in four games to leave them well below the others in this group. They failed to score in their first game but they really enjoyed themselves.

Group 4 also had an alarming start. Shades of Grey could only draw with Kuttin Kru and it was dead level on 21 pts each as the game finished. SOG needed to step up a gear and did so with three straight maxes and no penalties by Saturday lunch time. The Kru had a couple of draws and managed to max their last game to improve their total dramatically. Redskins started well but then tailed off towards the end of the session. A Few Good Men fought bravely but in vain, the final blow coming in the last round where they failed to score. The Snow Boys got off to a great start, the only max of the round but slowly they dwindled as the rounds went past. Still, a score of 153 put them level with the Kru by the end of the morning session.

The team everyone wanted to see, the Ironmen, topped Group 5. Rage had them first any eventually the obvious happened. The Ironmen maxed them and everyone else in the group. They did pick up 36 hotgun penalties v Rage but this was only a slight blip to their master plan. Rage maxed the Punishers (even though they thought this was going to be one of their hardest games), then the Top Cats



but ran out of time v Team Cyborg.

The Punishers played some blinding games, their max v Cyborg was a pleasure to watch and they finished just two points behind Rage. They seem to be really getting things together and are a very hard team to beat. Top Cats had their only

max marred by 20 penalties, Lady Luck was not with them on that game.

Team Cyborg had a high score of 24 but that was the best they did.

I, for one, did not appreciate Team Cyborg's shouts of 'Seig HeiT in the flag base before the start of each game. This is not the image that the sport wishes to portray and Steve Baldwin commented: Had I have known about this, they would have been immediately penalized for unsportsman-like conduct Many other players had slightly more direct ideas on how to stop this but professionalism ruled.

NWC grabbed Group 6 by the balls and shook it. They maxed every game but picked up 10 penalties. They played like a team possessed and were clinical in how they devoured the other unfortunates in this group. Gulo Luceus maxed once and had a couple of hard games where they bumped up their points in what can only be described as a difficult league. Stealth were no mugs, they had a flag in transit and a max but trailed just behind GL at the end of the session, Lions B really went for it. A max and an 87 put them in second place in the group, brilliant seeing as they were ranked Amateur. Southern Connection, another team from Germany, played their best game first then trailed off a little. These guys played some of the fairest paintball I saw all weekend. I don't think a marshal ever had time to pull one of them out. They were always up and walking as soon as they were hit.

The Afternoon session kicked off at 1.30pm.

In Group 7 The Predators emulated the Banzai by maxing every game with no penalty points in sight. Was this to be a re-run of their 16 straight maxes of '93?



The Woorlords started shakily but after getting over their 18 penalties in game 2 they maxed both remaining games. Mr Beanz were well fancied by many people to do the business at Mayhem but despite some aggressive games they were dogged by penalties, 92 in total, which left them well down the table at the end of the day.

Highlander were all over the place, failing to score

in their first game then maxing the second, rumor has it that they sobered up but it's more likely they drank vast quantities of Scotch between games, The Gladiators started with a minus score, -40, and just managed to get back into the black by the end of the day.

Group 8 was a real mixed bunch. Turks and Timers had to contend with the Ditch Dogs who could cause an upset or two. The Turks were maxed by the Timers in the first round but the Timers pulled a hotgun just to take the edge off their win. The Turks went on to pull their own penalties in the next game but succeeded in maxing the last two without too much trouble. The Timers had a real good run, maxing their next two games and grabbing a respectable 21 pts in the final round. The Ditch Dogs topped this group with three maxes and no penalties, they really were on form, a hint of things to come? The Misfits had a hard time on top of which they collected 20 penalties, by game three they balls and shook it. They maxed every game but picked up 10 penalties. They played like a team possessed and were clinical in how they devoured the other unfortunates in this group. Gulo Luceus maxed once and had a couple of hard games where they bumped up their points in what can only be described as a difficult league. Stealth were no mugs, they had a flag in transit and a max but trailed just behind GL at the end of the session. Lions B really went for it. A max and an 87 put them in second place in the group, brilliant seeing as they were ranked Amateur. Southern Connection,



another team from Germany, played their best game first then trailed off a little. These guys played some of the fairest paintball I saw all weekend. I don't think a marshal ever had time to pull one of them out. They were always up and walking as soon as they were hit.

The Afternoon session kicked off at 1.30pm.

In Group 7 The Predators emulated the Banzai by maxing every game with no penalty points in sight. Was this to be a re-run of their 16 straight maxes of

'93? The Woorlords started shakily but after getting over their 18 penalties in game 2 they maxed both remaining games. Mr Beanz were well fancied by many people to do the business at Mayhem but despite some aggressive games they were dogged by penalties, 92 in total, which left them well down the table at the end of the day.

Highlander were all over the place, failing to score in their first game then waxing the second, rumor has it that they sobered up but it's more likely they drank vast quantities of Scotch between games. The Gladiators started with a minus score, -40, and just managed to get back into the black by the end of the day.

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Group 10 hosted the MUF's, who played a blinder and maxed three out of four games, losing only one, Steve Collins' Alamo Heroes had a terrible start. They didn't shoot a single MUF in the first round and the MUF are not renowned for being fast movers. They were sorted by round three and went on to win both of their last

games, collecting 14 penalties along the way. Tom Seligmans Camp Tigers only took one max and this was surprising. They have been together for quite a while and are one of the best teams in France. Maybe, like French wine, they don't travel well. Gauntlet started well enough but penalties in the last round dropped them to 45 by the end of the day. Another French team in this group was the Irreductables. After a relatively good opening round they stumbled with three low scoring games. It was time to put his money where his mouth is for Robbo. Shockwave headed Group 11 and maxed all four games quite convincingly. The smirk on his face said it all I told you so! Fusion woke up after game 2 and went on to grab an 87 and a max to try and rival Shockwaves performance, they just fell a little short but were improving with every game. The 5F Cougars were the real surprise of this group. Two straight maxes plus 24 points from the last two games put them just inside the top 20 at the end of the day. Bean Machine, from Jersey, never won a game but they did have a couple of dose ones, their challenge was damaged by two low scores and they finished on 54 points. The only team in the competition from Finland were Koojootit. They were lively to say the least and they managed an in transit but ran out of time before they could hang the flag for their first max. Their last game was a bummer, scoring only three points, but they made it into three figures by the end of the day.

Group 12 was led out by the Panthers. Much to everyone's surprise they didn't seem to get started. They drew two games before their first max then fell back to drawing again. They needed to pull themselves together if they were to mount a serious challenge for a finals place. Fat Freddys Cat started with a near max over the Panthers but then took until round 4 before postil their first 90 of the day. The Tasmanian Devils started with an in transit then had three hard games which left them in 44th place overall. Reservoir Dogs were the whipping boys for this group and the best they scored was 15 points in the second round. Out of the blue came Weapon X. Three maxes and an 18 rocketed them to the top of this group although they took 26 penalties with them to finish in an astonishing 14th place. They looked like they could improve on Sunday. Banzai slowed noticeably and only maxed the first game then collected penalty points in one of their two in transit games. Timers rock and rolled their last three games to finish on a high that was popped when they got stung for 50 penalties in the last game. Fusion, Iron Wolf and Team Cyborg all struggled, the last two mainly with the penalties they were collecting.

The Preds unbroken run was shattered by the Woorlords, who maxed them 90-15. Quite an achievement, they were the only team to max the Preds. Both of these teams went on to max their remaining games but the Woorlords outscored the Preds by 33 points in the morning session. The Head Hunters were out of it with a total of 166 penalty points which left them on a total of -43 for the first two days. Shockwave had Krust down to one man as time ran out but then maxed the remaining games to make sure of a place in the semifinals. Krust picked up 50 penalties then maxed a couple of games to get into the Amateur semis. Shadow Company gave Shockwave a fright by sending eight players down the right tape and center and were on the flag base in the first minute. Shockwave recovered and carefully moved up field to max the remaining Shadow Co players. Worth a try I suppose. Robbo was not too amused but the important thing is that his team won the game, eventually. Southern Connection got their only max of the event but this was a hard group to play in. NWC stormed on with another four maxes but once again picked up a few penalty points along the way. Eight straight maxes speak for themselves. They were the only European team to do it in the first two days. FFC dwindled with a flag in transit being their only high point of the day. Alamo surged forwards for a while but soon died off, two maxes and an in transit couldn't put them in with a chance Redskins maxed but were clobbered with 34 penalties which put them out of it.

The Ironmen romped through their group with another four maxes and no penalties, qualifying in second place just 6 points behind NWC. Gulo and Black Widows were fairly evenly matched but the Terminators died the death. Their worst ever Mayhem performance. Bean Machine finish their run with a max but low Wores early on kept them out of the running. Shades started to look like champions with four more maxes to add to the three from day 1. Lions B struggled until the last game when they maxed and crept into the Amateur semis. BIA fared better than second place seeding in the amateur semis. They finished in fine style maxing their last two games. Kuttin Kru scored 116 in three games, penalties that is. Their tournament was over. The Ditch Dogs seemed to let things slip on the second day while the Turks finally showed what they are made of (when they are nearly sober) by maxing the last three games. Snow Boys and Taz Dev's were about even but Game Over's game was over. Lions A drew with Rage, just taking it on headcount but losing it with chrono penalties. Rage went storming on with three maxes while Lions had two and an 87. Stealth and Gauntlet both copped for penalties while the Lost Boys remained unscathed, at the out but couldn't grab the

flag then ran out of steam. The MUF's finished with a max but collected 70 penalties in two of their previous games and were not destined for the semifinals this year. The Wolverines finished on a high with two maxes even though they got penalties with one of them. Bo Peep I had a max and a near max but also had penalties and were destined to watch the semis rather than play in them. Highlander peaked with a 52 point game but the emphasis is on enjoyment first and foremost, paintball doesn't come a close second. The Vulcans were going for it with a max, then an in transit, then another in transit for 50 points but also 50 penalties. They finished with a clean pair of heels and qualified in 12th place for Pro semifinals. Bad news worked slowly up to a near max (87) while Mr Beanz maxed twice then saved paint for the semifinals by the look of the scoreboard. Koojootit had a high score of 18 with no penalties which put them in the top 50 overall.

The Amateur Semi Finals.

Of the 60 teams entered, 36 are classed as Amateur. The ten top scoring Amateur teams automatically qualify for the semifinals on 'Mayhem Monday'. They are split into two divisions of five and play four games each. Semi-finals are usually very tight affairs, no team wants to give anything away. These semifinals were no different. The fields certainly played their part in this, a couple of them seemed incredibly difficult to win on. If you got the 'wrong end' you had no option but to dig in because any move forwards resulted in instant elimination. It became possible to qualify for the finals by scoring just one max plus points from draws, only Mr Beanz scored more than one max, that's how tight it was. The outcome of all this was that most games went to time, the marshals got bored and frustrated and the players had very little turn-around time between games. This all adds up to a pressure cooker situation which some marshals dealt with better than others.

The Games Div. 1.

This consisted of the SF Cougars, Krust, Bad News, Mr Beanz and Weapon X. This was the more open of the two divisions by virtue of the fields they played on, in fact four of the five finalists came from this division. The first round produced two draws as the teams felt their way around the new fields. The second round gave Mr Beanz their first max v Weapon X who didn't do too badly on body count. On the other field Bad News got the better of Krust on body count only. Round

three continued the trend of draws although Krust did win but missed the last two Weapon X players while Bad News drew v SF Cougars. Round four really opened things up as the Cougars took on Mr Beanz. The Cougars really needed to win and this they did with a concentrated effort from the middle of the field. Beanz took out four players which left them needing an in transit from their next game to qualify for the finals. Bad News put themselves out of the running by drawing with Weapon X who needed to beat the Cougars in the last round to stand any chance of qualifying. Round five was the most exciting of all. Producing two maxes. Mr Beanz blitzed through Krust on field five when they worked the middle of the field and the ridge superbly. Weapon X ran riot over the already qualified Cougars so they were not too upset.

Div. 2.

This was a much tighter draw than the first division. It hosted the Ditch Dogs, Manchester Lions B, Black Widows, Wolverines and the Punishers. Only two maxes were posted in this entire division. This wasn't really down to the teams, the Ditch Dogs were aggressive throughout the whole of the event as were the Lion B. The first round was a tense affair which resulted in two low scoring draws. The second round brought the Lions together v the Black Widows and to be honest it was a pretty dull affair, the Lions had to hang back which helped the Widows no end. On the other field the Wolverines were being penalized and the swing points gave the Punishers a half decent score of 37. Round three saw the Punishers play the Lions and it looked like deadlock would be broken. Punishers went down two men but the Lions failed to realize this and it cost them their place in the final. Meanwhile the Ditch Dogs hunted down the Wolverines to post their first max and secure their place in the final. The Wolverines are French and it was good to see them in the semis. It showed that the Continental game is improving which can only be good news for all European teams.

Round four was full of controversy. The Wolverines maxed the Lions while the Black Widows gave swing points to the Ditch Dogs helping them no end. The Widows were out of it now but the Dogs were still very much in. The final round, although lacking in points made up for it in drama. Lions had everything to play for v the Ditch Dogs as did the Punishers v the Widows. The Punishers were under pressure and settled for a draw. The Lions meanwhile had taken the initiative and got the Ditch Dogs down to two players. They then tried a last minute move down

the left tape which didn't quite work and gave the last Dog a chance to go for the flag only to go one for one with the last Lion. It was enough for the Ditch Dogs to go through to the finals.

The Amateur Finals.

Luckily fields 5 & 6 were used. They were conducive to open play and less likely to result in the draws that had plagued the semifinals. The five finalists were: Ditch Dogs. Weapon X. Mr Beanz, SF Cougars and Krust. Weapon X. The first team from the Continent to make the Amateur finals. Their team line up had nine Germans and a Parisian (French for those who don't know where Paris is). It had cost each one of them around £1000 to play the Masters event and this was their second visit, last year they finished in the high forties. They were very easy going and extremely approachable, a reporters dream. They really lost all hope of bettering fifth place when they copped for 100 penalties. They were the highest finishing Continental team so they still have something to be proud of. SF Cougars.

Qualifying in second place, the Cougars had earned their spot in the final and it looked like a three horse race along with Mr Beanz and the DD's. The Cougars didn't quite live up to expectations even though they had a good win over Weapon X which gave them their best score of 72. Having said that, three days of paintball does take it out of you and they were not at their best going into the final games. They shouldn't be too disappointed though, they played really well. Krust Very much the dark horse of the Amateur finals, they beat the Cougars for third had cost each one of them around £1000 to play the Masters event and this was their second visit, last year they finished in the high forties. They were very easy going and extremely approachable, a reporters dream. They really lost all hope of bettering fifth place when they copped for 100 penalties. They were the highest finishing Continental team so they still have something to be proud of. SF Cougars. Qualifying in second place, the Cougars had earned their spot in the final and it looked like a three horse race along with Mr Beanz and the DD's. The Cougars didn't quite live up to expectations even though they had a good win over Weapon X which gave them their best score of 72. Having said that, three days of paintball does take it out of you and they were not at their best going into the final games. They shouldn't be too disappointed though, they played really well Krust. Very much the dark horse of the Amateur finals, they beat the Cougars for third don't like to sit back all that much and this must have lost them a few games over the

weekend but it made for great viewing.

Mr Beanz. Following an impressive league debut, Mr Beanz came to Mayhem on quite a high. This was no false confidence. They qualified for the finals in first place and maxed out in both of the first two finals games. Their game v Weapon X was very professional. Even though they had two guns down from the start they still kept pushing and were rewarded with full points. It was the Ditch Dogs game that lost them the tourney and was possibly the only bad game they played. Perhaps they were a little unlucky, you would have thought three maxes would have given them first place. Ditch Dogs. The Dogs were the other team to watch in the finals. The first two days went well and they made the semis in first place, then they faltered a little but still made it to the finals. They started their challenge in the finals by maxing Beanz came to Mayhem on quite a high. This was no false confidence. They qualified for the finals in first place and maxed out in both of the first two finals games. Their game v Weapon X was very professional. Even though they had two guns down from the start they still kept pushing and were rewarded with full points. It was the Ditch Dogs game that lost them the tourney and was possibly the only bad game they played. Perhaps they were a little unlucky, you would have thought three maxes would have given them first place. Ditch Dogs. The Dogs were the other team to watch in the finals. The first two days went well and they made the semis in first place, then they faltered a little but still made it to the finals. They started their challenge in the finals by maxing Weapon X in about eight minutes but they didn't stop there. In a hectic game v Krust they did enough to grab the flag but failed to hang it as time ran out. They had to beat Mr Beanz in the next round to keep their hopes alive for the title. This game was very slow for over 20 minutes. Neither team would take the chance until the Dogs went for it two minutes from time and punched a hole in Beanz left tape. It was a very impressive push and fitting that this style of play should give them the title. They went on to beat the Cougars and finished as worthy winners for the positive paintball they had played. They went at teams and reaped the rewards.

Pro Semifinals.

Fifteen of the original starters qualified for the semifinals. They were divided into three divisions of five and there were some surprises amongst them. Namely Rage, Woorlords, Short Timers and the Panthers. Not surprising at all was the fact that three US teams were in there, Ironmen, All Americans and Bo Peep II. Only the top

five scores qualified so maxing out was of the utmost importance. NWC had qualified in first place over the first two days and had maxed out in every game, as had the Ironmen. Were they set to equal The Predators record of '93? On paper this looked to be the easier league of the three but they played on fields 1&2 which balanced things up quite a bit. The Ironmen and Predators were set to meet in the semis, not as everyone suspected, the finals. Definitely not the easiest of leagues but fields 3&4 were very playable and anything could happen. Rage looked set for a very rough time ahead.

Shockwave had maxed every game bar one but with two of America's top teams in Division 3 the outcome was unpredictable, especially playing on fields 5&6.

The Panthers had just scraped in at 15th, but had definitely got into their stride.

The divisions were split, as follows:

Div.1.

NWC.

Shades of Grey.

Manchester Lions A.

Woorlords.

Turks.

Div.2.

Ironmen.

Predators.

Banzai Bandits.

Short Timers.

Rage.

Div.3.

Shockwave.

All Americans.

Bo Peep II.

Vulcans.

Panthers.

Div.1.

NWC continued their roll even though they picked up 30 penalty points along the way. Shades had a terrible start v NWC, only scoring 6 points but two maxes and an in transit put them back in the running. Lions A bombed with a minus 20 in their first game and they knew they were out of it. Woorlords also hit minus figures first off, -26, but came back with two 27's to get them a respectable score. The Turks were all to bollocks. Minus 12 then minus 24, one max and a win for 81 points left their position well up in the air. They depended on other divisional scores to see if they made it to the finals, as usual!

Div.2.

Ironmen met the Preds first and no one gave an inch. The score was 9-6 to the Ironmen until they got clobbered 42 penalties at the chrono. They came back with two maxes and a draw for 18 and it looked like they would make the finals. Preds then maxed all three remaining games but went hot twice for 16 and 12 points respectively. They were definitely in the finals. Banzai had an in transit v the Timers but that was it. Rage maxed them and they also picked up penalties in this game so their finals place had gone. The Timers suffered with three scores of 18 and a 9. Penalties totaling 22 points buried them. Even though they drew with Ironmen, Rage lost to the Preds and Ironmen but rallied to max Banzai and get an in transit v the Timers, both games they played on field 3. The end of Rage's run but a lot better than most people had expected.

Div. 3.

No team from this division qualified for the finals. Shockwave had two maxes but also picked up 70 penalty points at the chrono (for a more detailed report on this see Robbo's View). They were never beaten throughout the tourney and were well set to take their place in the finals but luck/fate took control and they were out. The AA's had a hard time digging people out but did manage a flag in transit in their last game but it was too late to make a difference. Bo Peep II had similar problems but managed a max in their final game. The Vulcans did a little better with two in transits but they also had a score of 3pts which gave them little chance of making the finals. The Panthers, who had scraped into the semifinals in 15th place topped this division. No penalties and a max helped but they were still 10pts short of the Turks to qualify as one of the top five scoring teams. Most teams in Div. 3 commented that the fields were prone to draws. Judging by the scores they



may have been right. The fact that no team qualified from this division must say something, or maybe it was that the teams were evenly matched. This is possibly one answer. On day when Rage played the same fields we managed to get three maxes and a draw but obviously the competition was harder in the semifinals No time for reflection, the top five went into the finals straight away and it looked like turning into a battle royal.

Semi Final, Results.

1 st , NWC,	258.
2 nd , Predators,	248.
3 rd , Shades of Grey,	233.
4 th , Ironmen,	165.
5 th , Turks,	162.
6 th , Panthers,	152.
7 th , Vulcans,	145.
8 th , Bo Peep II,	138.
9 th , Shockwave,	137.
9 th , Rage,	137.
11 th , All Americans,	95.
12 th , Woorlords,	71.
13 th , Banzai,	63.

14th, Man Lions A, 49.

15th, Short Timers, 41.

The Pro Finals.

NWC. Predators, Shades of Grey, Ironmen, Turks.

Only four games to go before the 1994 European Champions were decided.

The semi-finals had been tough. No team maxed all games and four out of the five finalists picked up penalty points, only Shades came through clean. NWC qualified in first place on 258 points, even though they picked up 30 penalties, Preds came in second on 248 with 28 penalties, Shades third on 233, Ironmen fourth on 165 with 42 penalties and Turks fifth on 162 with 36 penalties. The Turks were surprised to be there. Keith Williams had packed his kit away and was walking to his car as the semifinals finished, when he heard the news that they had qualified. Robbo's prediction of the 'dark horse' had never been more accurate.

First round.

Preds v NWC. By this time the Preds had clicked up a gear but NWC had in their own words peaked too soon. Their excellent display in the qualifying rounds had got them to the finals but they tired a little and playing the Preds first didn't help. Preds maxed them without losing a player. To add to their troubles NWC picked up 12 penalties at the chrono to put them on minus 12 after the first round. The Preds were superb and their game had noticeably sharpened from the semi-finals. Preds 90. NWC-12. Shades v Ironmen. Shades had been solid all along. The Ironmen found they were too tough a nut to crack despite pushing on them in the dying seconds. Shades counter pushed and took all ten Ironmen but time ran out before any of their three remaining players could grab the flag. Shades 30, ironmen 21.

Second round.

Preds v Shades. The game was getting stagnant early on until Marcus tried a 'dead man's walk' from center field to Shades right tape. It worked and the Preds got the break they needed, the game was far from over but this advantage of pushing the tape was enough for the Preds to go on and max. Preds 90, Shades 12. Ironmen v Turks. The Ironmen had to max and fast. They threw everything they had at the Turks who had sat out the first round on a bye. Turks took four

Ironmen but too late. They went down under a torrent of paint as the Ironmen ran past. Ironmen 90, Turks 12.

Third round.

NWC v Shades. NWC desperately needed points and pushed hard on the Shades. They took four for a loss of nine players in one of the fiercest battles of the whole event. Try as they might, NWC could not regain their earlier form. Shades 27, NWC 12. Preds v Turks. The Turks were no match for the Preds now. They were smokin' and nothing short of a max would do. The Turks offered some resistance but it was 'Mission Impossible' trying to stop the Predator tide. Preds 90, Turks 12.

Fourth round.

Shades v Turks. Shades upped their game and gave the Turks a hard time right from the start. They were not giving up on their bid for the title and they methodically wore the Turks down and maxed out with five players left. Shades 90, Turks 15. Ironmen v NWC. The Ironmen were really fired up following their draw with Shades and were determined to win and give away as few points as possible. NWC were down, following their relatively poor performance so far in the finals, but not out yet. Their hopes for a top three place were dashed as the Ironmen maxed them and they only took out two of the opposition. Ironmen 90, NWC 6.

Final round.

Somehow, in most competitions it always works out that the top two teams end up playing each other last and this was no exception. The Preds played the Ironmen on field 1 and either team stood a chance of winning the title. The Ironmen had a hard job ahead, they needed to max the Preds and lose no more than seven players to ensure victory. They lost the toss and had the harder end of the field to push from and things didn't look good. They lost Dave Youngblood in the first few seconds as he made a long run to a ditch in center field. Preds played a strategic game and after three more Ironmen walked out they started to push. Marcus was rattling off shots left, right and center. When he hit the tree Ironman Marty was standing behind, Marty yelled: Good shot buddy, you got the tree! Get a sight on your gun and you might hit me next time! Marcus replied: I can't be too bad a shot, I've hit two of you already! Ironmen still fought back and tried to push



once again. Preds fell back as time ran out and they had won on head count 6-4. In the dying minutes it was most entertaining to hear Syd Spittle working out how much money per minute they were making; Christ, I can't believe it, five minutes to go. That's £2000 per minute. Preds 18, Ironmen 12. In the other game NWC regained some of their dignity by maxing the Turks 90-9 and grabbing fourth place at the same time while pushing the Turks into fifth. For the fourth time the Preds had won Mayhem and raised a triumphant two fingers to all who doubted them.

They will not deny that it

was much harder this year than last. The Ironmen were worthy opponents, as were all the finalists. Preds never lost a game but were held to a couple of draws. The bottom line is THEY WON!

Results.

1st, Predators, 288.

2nd, Ironmen, 213.

3rd, Shades of Grey, 159.

4th, NWC, 96.

5th, Turks, 48.

The awards ceremony was very well attended compared to other years. Hundreds of people stayed to watch the teams receive their rewards. The trophy display was

exceptional. Awards were presented for Pro finalists, Amateur finalists and for the five man competition, organized at the last minute by Chris Buck. Everyone who received an award deserved to have their say. They earned that rite. The Turks want to see a 6th place award next year because they have won 1st to 5th so far and need something to go for. NWC had no need to be despondent, they showed why they are still in the top three in Europe and I'm sure that on reflection they will see just what they achieved. Shades came so close but third place at Mayhem is no disgrace, especially when the two teams above them were the Ironmen and Predators. Mel Robinson gave the -funniest speech I ever heard and should seriously think about taking up after-dinner speaking. Bob Long spoke for the Ironmen. He said that the tournament was superb and despite rumors in the USA he had not experienced any bias whatsoever. He also thanked everyone for their hospitality and promised to return next year. He especially thanked all the wives and girlfriends of players who put up with so much crap from paintballers and who, without their support, would not have made the event so enjoyable. Marcus once again led The Predators onto the winner's rostrum. He told everyone that they regard the Ironmen as 'Brothers in Arms' and he thanked them for the great games they played. The Preds deserve all the support that British paintball can give them, when they travel abroad and represent our country. Their eyes are now firmly on the World Cup in Orlando at the end of September and I'm sure PGI speaks for everyone when we wish them the best of luck.



World 5-man, 1994.

Jerry Ward-Barber's Finmere site once again played host to one of the best events in the country, the World 5-man put on by Mick Holdaway of European Paintball Supplies. The event was sponsored by Zap, amongst others, and their new ball was to get its first outing in a major tournament. Talk about 'in at the deep end'. The World 5 man has always been well supported and this year was

no exception with teams from as far afield as Portugal attending. The Predators had their two famous fives in, Zulu and Masai, along with two Panthers teams, two Jesters, two Iron Wolf and two teams under the name Estratego from Portugal.

There were three divisions of ten teams, or should I say there should have been. Unfortunately three teams failed to show and they were all from Div.1, leaving seven teams to battle for six qualifying places. The other two divisions didn't have it quite so easy, each team had nine games to play to reach the semi-finals. Six top placed teams from each division went on to the semifinals in two leagues of nine teams, then on to the finals went the top three from each of these leagues into a six team, five game round robin. Making it's first outing was the new Zap Advantage, bright blue in color, and it really did mark well. It was the hottest weekend of the year so a true evaluation of the paint was difficult. Different teams had different views but everyone agreed that a big bore barrel was a necessity and from the games I watched it seemed to fly straight enough but it's one excellent quality was that it marked like nothing I have seen before. It really was thick and, if left to dry, left a waxy mark on anything it touched. There was no getting rid of this stuff!

The first division had a really mixed line up: Cohesion, Estratego I, Outlanders, Iron Wolf II, Preds Zulu and the Hillbillies. It soon became apparent that the only team not going to qualify would be the guys from Portugal. Not that it mattered to them,



they seemed to be having a really good time and certainly believed in going for it, their sister team in Div. 2 caused an upset right from the start. The Outlanders and Cohesion were not far apart and had done enough to qualify but how far they could go was anybody's guess. Similarly Jesters W and Iron Wolf II were also very close but even they were well behind the Hillbillies who surprised many people by finishing the day just 36 points behind Preds Zulu who maxed every one of

their games to end on a perfect 270.

Division 2 was by no means an easy league. The Copycats, Delta Force, Extractors and Panthers II all failed to make the cut. The Panthers v Turks game turned out to be a real nail biter but the Turks emerged triumphant then had a massive hot gun and 50 penalty points. Luckily they had done enough to qualify before this disaster, Team Too Sexy headed the division into the semi's followed by the Gypsy Jokers, Total Kaos, SWAT then Iron Wolf I who scraped in by just two points over the unlucky Panthers. Iron Wolf breathed a sigh of relief and realized that they had used any luck that was theirs on this the first day. Only 50 points separated the first and last qualifiers in this division which shows just how tight it was. In the remaining division Estratego II pulled off the coup of the event by beating Panthers I. To say that the Panthers couldn't believe it is an understatement, even Ray Cain Jr was gob smacked. This was Estratego's best game, they only scored 32 points all day, but they were over the A moon with this single result. Preds Masai did not enjoy the same success as Zulu but did finish top of the division despite a couple of dodgy games. Panthers came quickly to their senses and finished just 24 points behind Masai. At the other end of the scoreboard Wycombe Warriors had a day

they would rather forget, finishing on 22 points. Pussy Patrol also suffered but the Smokin Beagles were unlucky to miss the cut by just four points. Total Respray were a whisker ahead on 104 but it was enough. Evolution were the same distance in front of them but quite a way behind Jesters LA who had a comfortable ride into the semifinals. The Split P's were snapping at the ankles of the Panthers and looked to do well in the semi's.

Division 1		Division 2		Division 3	
Predators Zulu	270	Too Sexy	192	Predators Masai	218
Hillbillies	244	Gypsy Jokers	172	Panthers I	194
Jesters W	198	Turks	168	Split P's	185
Iron Wolf II	174	Total Kaos	158	Jesters LA	124
Cohesion	138	SWAT	146	Evolution	108
Gulanders	128	Iron Wolf I	142	Total Respray	104
Estratego I	34	Panthers II	140	Smokin' Beagles	100
		Extractors	106	Pussy Patrol	50
		Delta Force	64	Estratego II	32
		Copycats	54	Wycombe Warriors	22

Semi Finals.

The 18 qualifying teams were divided into two leagues of nine* giving each team a further eight games.

League 1 brought together the Hillbillies, Preds Masai, Gypsy Jokers, Jesters W, Split P's, Total Kaos, Cohesion, Evolution and Iron Wolf I. Most players regarded this as the 'easy' league with only one well known Pro team in its ranks, Predators Masai. After two rounds the Preds were seventh on 4 points, much to everyone's surprise. Jesters W led the field on 40pts with Split P's dose behind. Total Kaos scored a total of 8 points but copped 10 penalties to put them on minus 2.

Masai pulled themselves together and went on to max all their remaining games but it was only enough for second place. The dark horse of the league was Iron Wolf I. After the first days play they got it together and had only two bad games combined with six maxes to put them out in front by just two points. Despite their relatively good start, the Jesters W really tailed off. They looked like being real



challengers but it all came to nothing. The Hillbillies who had done so well on the first day could not find their form and four wins/ four losses was not enough for them to qualify for the finals. Gypsy Jokers maxed twice but six losses put them just behind the Jesters. Split P's started the semis well, leading on 90 pts after four rounds but their charge stopped there although they maxed the last game. Cohesion and Evolution were evenly matched on the opening day and remained so in the semis, both finishing on 40 pts. Cohesion scored in every game but never maxed out while Evolution had four games without a point being

scored but they did get one max which bumped up the score.

Iron Wolf I, 186.
Preds Masai, 184.
Total Kaos, 148.
Gypsy Jokers, 86.
Evolution, 40.
Hillbillies, 138.
Split P's, 130.
Jesters W, 88.
Cohesion, 40.

Total Kaos played a blinder. Their duff start spurred them on to greater things and they went from minus figures to a place in the finals even with one game where they failed to score.

League 2 looked much more challenging with three Pro teams lined up for a place in the finals, Preds Zulu (yet to drop a point), Panthers I and the Turks. Iron Wolf II and the Jesters LA matched their sister teams in league 1, theoretically giving them two bites at the cherry. Too Sexy, SWAT, Outlanders and Total Respray filled the line up for a tough morning's play. Preds Zulu continued their unbeaten run up to the last game when they met the Turks and their magic spell was broken. One player on each side was left standing as time ran out to give both teams a score of 8 pts. The Turks were a bit hit and miss. They had some excellent games, and certainly improved when they dropped Darren Doherty, but they had two dreadful results. The first was v Iron Wolf II when they failed to take any player out but worst still they played S.W.A.T. (Sensible Wombles Attack Together) and were maxed out for a score of two solitary points. Oh dear, I have a feeling that the Turks will be reminded of this forever more!

The Panthers didn't get off to a good start by any means, maxing their first game then losing the next two to the Preds and Turks respectively, but then they dug deep and maxed all the remaining games to grab their place in the final.

Iron Wolf II were one max behind the Panthers (30pts) and surprised everyone when they joined Iron Wolf I in the finals. The games they lost were always close but five maxes helped r them to the finals just two points clear of the f Jesters LA. A one man margin is pretty hard to swallow when you have played so well but the Jesters impressed many people and they will be back.

The Outlanders made the most of reaching the semifinals and enjoyed themselves, as did Total Respray who tried a five man push down their left tape v Preds Zulu, it didn't work but the move was well applauded by all the spectators.

SWAT and Too Sexy were mid table and each enjoyed the maxes they had but by the halfway stage it was clear that neither were going to make the finals.

Predator Zulu, 218.

Jesters LA, 160.

Panthers I, 192.

Turks, 120.

Iron Wolf II, 162.

Too Sexy, 106.

SWAT, 96.

Total Respray, 70.

Outlanders, 12.

The Finals.

Wolf I met Wolf II and mayhem ensued, with team I having three players left at the end but disaster for team II, they scored 4pts and got clobbered 50 penalties. It would take a miracle to get them into plus figures by the end of the finals.

Zulu took no prisoners from Masai, maxing them 30-6 the same score as the other game going on. Panther's v Total Kaos. Kaos held them off well but with three minutes to go Panthers made a superb push and deserved the max. They certainly worked for it.

The next round proved even harder for them, they faced Masai who desperately needed points. Panthers went for it big time, taking two Preds and keeping them trapped in one corner of the field behind their own base. Ray Cain ran around so much it made my head spin, but all to no avail. Masai stood firm and pushed back near the end, with Bart running the length of the field on his right tape, only hindered when his remote hose got snagged in a tree and ripped his backpack apart. Always the professional he stopped, shoved his bottle and mega remote down his jacket then carried on to grab the flag and hang it with seconds to spare. A real close game. In the other games Iron Wolf II had not given up hope and got Zulu down to two players before being maxed.

Iron Wolf I stayed level with Zulu by maxing Kaos but next round when they met the Panthers their roll stopped. Three Wolves moved on the last Panther and they grabbed the flag as time ran out, only scoring 10pts for the five eliminations. You cannot waste time in 5 man events and they learned a hard lesson. Masai demolished Iron Wolf II without losing a man. Quite a feat at this level of competition. Zulu maxed Kaos 30-4 to keep their finals record of straight maxes intact and went on to max Iron Wolf I in the next round in one of Zulu's closest games of the day. Dave Spittle grabbed the flag and fell arse over tit. scrambled to his feet and managed to hang it as time was called. Their record was blown when they were penalised 2pts. By this stage Zulu could not be beaten, they were 42pts clear of the next closest team.

Ray Cain had his moment of glory for the Panthers when they met Iron Wolf II. He ran down the tape and proceeded to take out all of the opposition on his own before grabbing the flag and returning with it much to the surprise of the other

four Panthers. A max without loss. Superb.

Masai ran out of time v Kaos. The same as Iron Wolf I in the previous round, they maxed them out but left it too late to hang the flag.

In the final round Wolf I put paid to Masai's chances by beating them 30-2, while the other Pred team had their only loss of the finals to the Panthers. It was a hell of a game though, only one player was left standing when the dust settled. Wolf II finished on a high note by maxing Kaos, but even these 30 pts left them on minus 10.

FINAL SCORES.

1st, Predators Zulu, 126.

2nd, Iron Wolf I, 106.

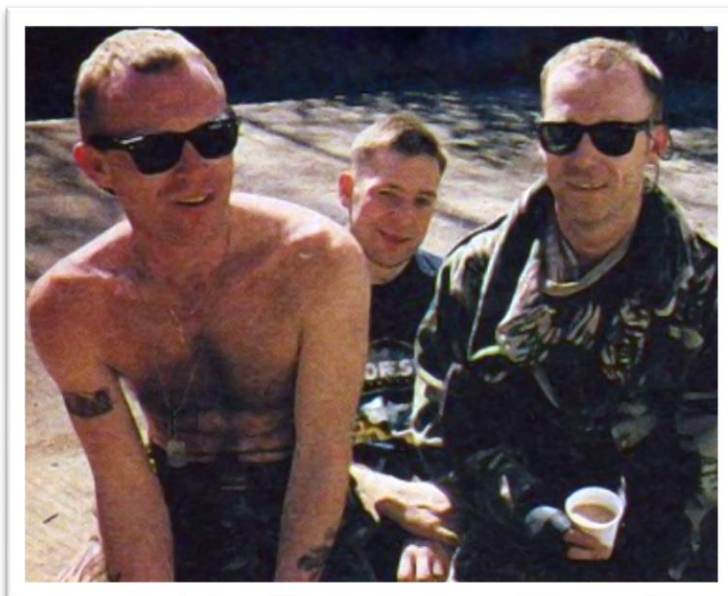
3rd, Panthers I, 98.

4th, Predators Masai, 78.

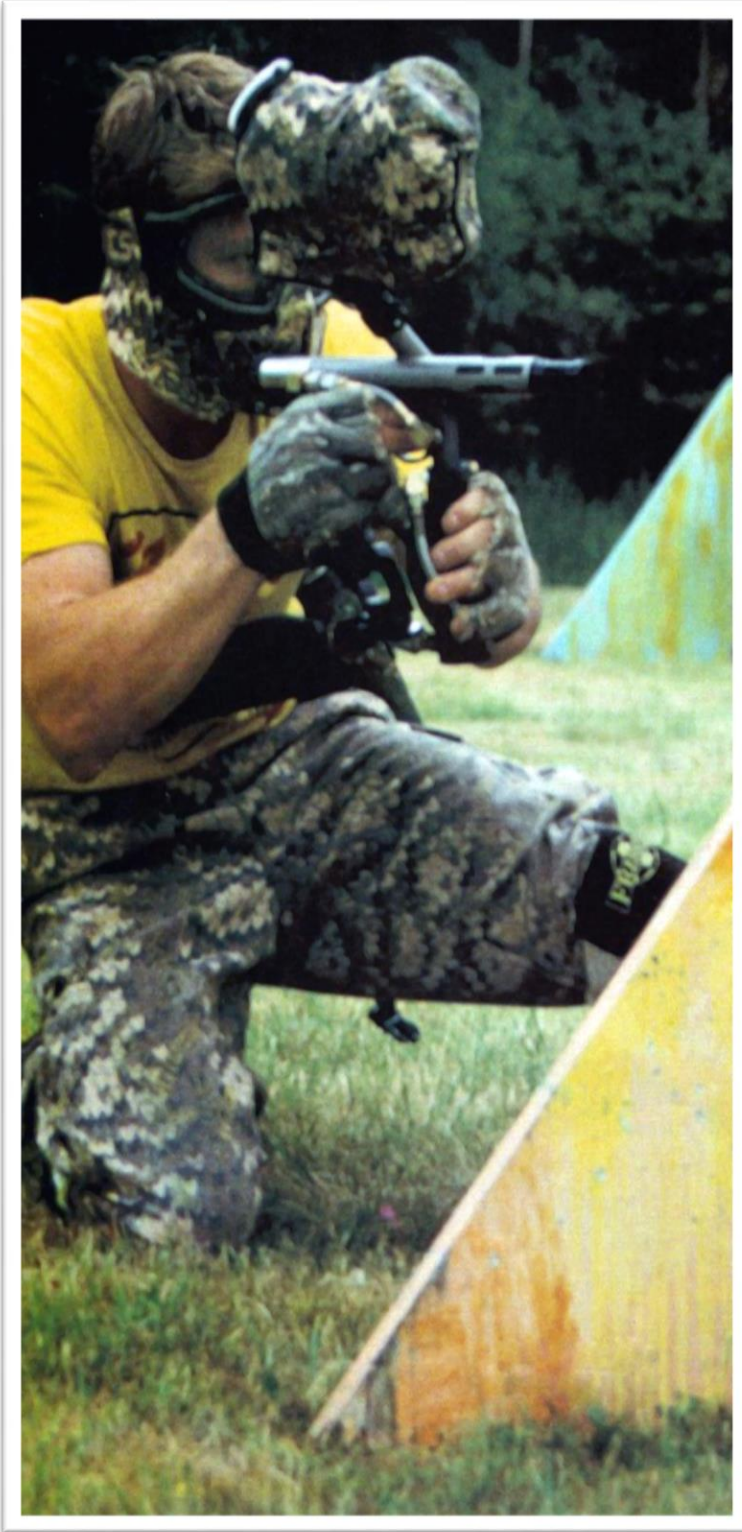
5th, Total Kaos, 28.

6th, Iron Wolf II, -10.

Many people expected the Preds to win and they were not disappointed, but it was surprising to see Masai come fourth. The stars of the event must be the Iron Wolf teams. Second and sixth out of 27 teams is good going by anyone's standards and these guys played their hearts out. Well done. Total Kaos surprised a few by making the finals and they always fought hard games taking the Panthers and Preds Masai to time and denying them the max. They showed that they deserved



their place in the top six. The Panthers must have been the hardest working team in the finals they rarely stopped moving and always went forwards. Mick Holdaway has a team to be proud of. Well done Marcus. Rafe, Doug, Big Dave, Vic and Dave Spittle. (Hang on there's six of 'em, maybe that's why they won!)



Skirmish Kent, Arenaball, 1994.

Arenaball is one of the most popular events on the paintball calendar. It's fast, fun and colorful. Teams of all levels can compete on a fairly even basis and this year's event certainly got the recipe for success spot on. The competition was cut to a single day, with the added bonus of bring your own paint. These two factors significantly cut the cost of playing what is usually regarded as an expensive outing. As usual the weather was superb, Steve Mattacott must have a direct line to God, every year the event seems to have the luck of the Irish. Two other changes for this year, one a PA with some neat music and sporadic commentary by Mr Mattacott; two, the option to shout and scream from the sidelines. This latter concession made the field uneven, in that if you got the end with the spectators you had a hundred people volunteering to be your eyes.

But nobody seemed too bothered - in fact nobody seemed too bothered about anything. Lately, a few opinions, regarding paintball marketing, have focused on



Arenaball as a possible candidate to push to the fore and it would be interesting to see how the organizers and players would respond to the potential relevance of the tourney. Marketing is a serious business, but from the look of some teams, they were taking this competition business anything but seriously.

The Turks were heading the silly brigade decked out in dresses which was completely ridiculous because some of them were completely out of fashion and only Dave Smith managed to come up with the required combination of femininity and elegance. The majority of the rest of the teams had gone to some effort to look routinely summery with the obligatory bright colors, weird squidgy things and freakish head garb. One point, perhaps the organizers should ban the wearing of camo, I can't imagine there would be that much of an outcry, and it would re enforce the need to make this visually exciting.

Div. 1.

Preds.

Tigers.

Rage.

Woorlords.

Enigma.

Black Pistols.

Pies R Us.

Gravediggers.

Div. 2.

Nam Wreckers.

Short Timers.

Storm 1.

Fusion.

Iron Wolf.

Colonial Marines.
Fury (no show).
Harlequins.

Div. 3.
Shades of Grey.
Turks.
Shockwave.
Gulo.
Kuttin Kru.
Storm 2.
War Party.
The Devils.

The scene was set for the day, a competition with none of the usual pressures that always seem to dog these affairs and hopefully everybody could go home having had a good time. I'm not going to go into game-by-game accounts. Arenaball isn't about who beat who, it's about who took part and how big a laugh it was. Besides, every game is the same: 14 people run out a few yards, shoot until their finger bleeds for two minutes, and whoever's left wins. (The average paint usage was approximately 200 balls per game per player. The average game time was approximately three minutes. This means that 1400 balls were fired at the opposing team in 180 secs, with each player having to dodge just over one ball per second. Those stats should give you some idea.) Twenty eight teams turned up representing the entire spectrum of paintball from the lowly to the mighty. Having said that there does seem to be an Arenaball club growing. If you look at the divisions I think you'll notice that the majority of these teams were here last year, and the year before that. Familiar faces such as the Black Pistols, War Party, Colonial Marines always do well, adrenalin freaks that have sussed out that this is a leveller tournament: the gap here between the nobs and the nibs is not as great as it is out in the woods, and there's opportunity aplenty to bite back at the big boys. And that's just what happened to teams like the Short Timers, who lived up to their name in the early games. The brilliant War Party turned over the Shades; Storm were bamboozled by the ferocity of the attack and the Turks obviously didn't understand the rules. The Nam were Iron Wolfed to death, but it was the mighty Preds being wrestled to the ground by the Woorlords and the Gravediggers that caused a buzz, with Steve Mattacott nearly falling out of his chair with excitement



at one point. (The Woorlords are becoming a bit of a bogey team for the European Champions. They caused the Preds to stumble at the Masters the month previous.) But, as always, the Preds persevered - superb JT kit flashed in the sunshine and they looked like the Tour de France on acid.

Shockwave and the Eric Cantona of paintball, Pete Robinson, were sickeningly accomplished and maxed out every game to head the table at the end of the qualifiers. Somebody ought to tell big Dave they have to lose a few on the way to add to the excitement. No volunteers? Oh well.

The event was arranged such that the top qualifying 16 scores would go through to the next round where it would be contested on a knockout basis. This is when the fun really started.

There was no time limit on these games, with teams playing until the centre flag was posted, so players started to make fatal mistakes like thinking about what they were doing; playing a little more cautiously (only 175 balls in the first minute) and making sure any break was forced home.

I'm not sure whether this time limitless format is a good idea.

I enjoyed watching and playing in the knockout, but the cutting edge was missing.



Perhaps it should be looked at.

Into the knockout stage went: Shockwave, Fusion, NWC, Short Timers, Iron Wolf, Mayhem Tigers, War Party, Rage, Predators, Pies R Us, Woorlords, Colonial Marines, Shades of Grey, Kuttin Kru, Gulo Luceus and Storm I.

By the time the dust had settled from the knockout round it was straight into the quarter finals, with only eight teams still standing.

Shockwave, Storm, Shades, NWC, Predators, War Party, Tigers and the Woorlords.

All teams played well and generally give as good as they got. The only disappointment was that the Nam were missing from the final four. They met the Shades on the way and it obviously meant that one of the

seeds was going to take an early bath. The Shades turned on the style and the Nam took it on the chin..sparko!

However, both teams walked off the field laughing and back slapping each other when was the last time you saw two high profile Pro teams enjoy each other's company like this?



Semi Finals.

Preds v Shockwave.

Shockwave were still going all guns firing storming through Fusion and fusing through Storm, they posted a place in the semi against the Preds.

Dare I say that this game had it all. It wasn't a mad rush for glory, but the excitement and the tension, the tactics and the technique were all there in abundance. This was pure drama and curiously, the crowd shut up for this one, only the relative team camps voiced approvals.

Although first blood went to the Preds, Shockwave hit back and took three for no reply. But Shockwave weren't moving, indeed some weren't firing and the spectators behind the Shockwave line gasped as it became evident that three guns were in pieces on the floor. It didn't take long before the Preds sensed something was amiss and to their credit gave us a demonstration on pin point accuracy. Moving now on the final few Shockers, desperately trying to get shots out of their barrels, the Preds cleaned up and whooped for glory. It was a tight game, and you could see from Marcus' face that the Preds had come close to losing their title... and it wasn't all over yet.

Finals.

Preds v Shades.

The Shades had dispatched the Mayhem Tigers in an equally tense semifinal and now lined up for the big one. Again a bit of a standoff with both teams allowing fate to decide the outcome and this was understandable as any movement up field was quickly punished by the caliber of player out there.

This was a game of attrition and it was the Preds who got the first break. They kept the edge throughout and although the Shades fought hard to stay on the field, the body count escalated and the tournament once again belonged to the Predators. So, Marcus and the guys put another title on the mantle- piece and it's becoming difficult to imagine that the records they are setting will ever be beaten.

Shockwave had to settle for third and the Tigers fourth. All-in-all the tournament was a great success for paintball and if Robbo is right in his article of the other month, I could not think of a better vehicle for the marketing of paintball to the general public than this spectacle called Arenaball 94.

So well done to Steve and Jenny and all the guys and gals that helped make this a blinding day. One word about the marshals: everyone is going to moan about refereeing. A few complaints were levelled that the marshals didn't move in quickly enough. However, in Arenaball it is possible to judge from a distance and from what I saw they were performing well under terrible stress and hails of paint. They need every congratulation, cos I know one thing I wouldn't like to do it. Well done.



Paintball Park Marballiser Tournament 1994.



The growth in popularity of Paintball Park will come as no surprise to anyone who has played there. With some of the best facilities and fields in the country any tournament organized at the Park is always very well attended.



The first in a series of Marballiser tournaments, run in conjunction with Mayhem, attracted 20 teams including the Predators who, on their first visit to the site, were amazed at the individual team shelters and all the other amenities.

Entry fees were £15 per player, seven man teams with site paint at 3p per ball. This was a prize money event (something of a rarity) with the top three placed teams in the Open category each receiving a cheque but at the end of the day it was decided by the organizer's to award free entry to their next competition to the fourth placed team. Two colors of Marballiser were available, black/yellow and pink/white. Initially teams went with what they knew best and the black/yellow performed to its usual high standard. By mid-morning the pink/white was making an appearance and it was equally impressive.

The Teams.

There was a separate Novice division with five teams in it who played a double round robin. They were: The Unknown, Cobra II, Mavericks, Killing Time and Star Blue.

As the day went on two teams withdrew from the Novice category. Because of the

size of their paint bill, which left the Unknown. Cobra II and Killing Time battling for the top three spots. Home team Cobra II took first place with the Unknown second and Killing Time third.

In the Open class the other 15 teams drew numbers from a hat to decide the make-up of two divisions with a mixture of Intermediates and Pros. The winners of each division were to play off for first and second place while the runners up would play for third and fourth.

Division 1 had an interesting mixture with Manchester Lions and Fat Freddys Cat making up the Pro contingent and the Mohicans, Cobra I, Pies, Hillbillies and Shadow Company representing the Intermediates. Charlie Don't Surf failed to show and each team received 100 points when they were scheduled to play them.

Division 1.

As usual, the Lions were well up in the running all day with four maxes and three very close games. It should have been enough for them to qualify for the first place playoff but 63 penalty points killed them. Without these penalties they would have topped their division.

The Mohicans should really have played Novice. They were well out of their depth in the morning games but improved slightly during the afternoon to lose a little more respectably.

Fat Freddys Cats were on a par with the lions but also picked up penalty points which put them out of it. They were one of two fancied teams to win this division but inconsistency plagued them throughout the day.

The home team, Cobra I, found the going much tougher than usual. As the site attracts bigger and better teams, they are finding things a little tough. They played a couple of good games but their all-or-nothing approach won't work against experienced teams.

Pies played a stormer. Four maxes and three 25's from their other games kept them in the top three all day. Their 20 penalties didn't do too much damage but enough to ensure they only qualified for the third place playoff in the finals.

The Hillbillies had virtually identical scores to pies but no penalties. This small advantage put them at the head of the field and into the first place playoff. They had remained consistent all day and had just one more game to go to win the first Marballiser tournament.

Shadow Company were a shadow of their former selves. Just one max to their credit saved them from the wooden spoon but they were never close to showing

their usual form. In round three they gave the Hillbillies one of their hardest games, both teams had two players left when time was called, but pulled 20 penalties just to take the shine off the game.

1 st , Hillbillies,	470.
2 nd , Pies,	455.
3 rd , Mail Lions,	412.
4 th , FFC,	401.
5 th , Cobra I,	255.
5 th , Shadow Co,	255.
7 th , Mohicans,	170.

Division 2.

This was a very tough draw. Predators, Tigers A & B, LSD, SWAT, Star Red, Rage Baby Doll and the Swamp Terrorists.

The Swamp Terrorists were well out of their league and should have played in the Novice section, this was their first tournament and they couldn't believe it when they saw the draw. Even before the first game they decided to put this event down to experience. All credit to them, many Novice teams would have pulled out when faced with such opposition.

Rage Baby Doll are an Intermediate team that has formed to play the MCL Div.2 next season so a few outings before the start of the league games would come in handy as practice. Ian 'Brad' Bradley led his new team out, all smartly dressed in new Tiger Stripe camo's, courtesy of Mayhem. They had a tough start playing the Prods but picked up three maxes from their remaining games. Not a bad performance overall, considering some of the players had to have rust scraped of them, it was so long since they had played.

The Predators were led out by Syd Spittle in Marcus' absence. They maxed all games quite convincingly until they met Tigers B. Both Rafe and Bart had made plenty of ground in the center of the field but eventually Rodney of the Tigers took them both out. Vic battled it out alone by his own base and did enough to save being maxed.

LSD were another team who really should have played in the Novice category. Their highest scoring game was v Tigers A in the opening round but it was all downhill from then on. Along with the Swamp Terrorists, they stuck at it when it

would have been so easy to pull out. Especially when they only had six players. Tigers A were missing 'Smokin' Tony Butler but a replacement was found at the last minute. From the depths of darkest East Sussex came Paul Wilson. Paintball Park is his kind of site. You can sit around smoking, drinking and talking without paintball getting in the way of a good time.

This Tigers team were up and down like yo-yos. Three maxes put them towards the top of the table. They narrowly lost to SWAT in round four and drew with Star Red in the final round. Their game v Rage was also close, until Rage pushed on them in the last two minutes. They stayed tight and maxed out for the loss of only one player.

Tigers B stormed all teams and only failed to max The Preds. They were in the Preds flag base battling it out with Vic when the whistle blew. Their place in the finals was assured but the 20 penalties picked up in the first game of the day became more significant as the event progressed. Eventually the Preds finished 5 points ahead of the Tigers, depriving them of a chance to play for first place. This was one of the Tigers best outings and, despite the penalties, they were well pleased with their performance.

SWAT were leading the field going into the fourth round where they met Tigers A and the game went to a draw. Next round they met Rage and disaster struck in the form of a hoi gun. A record 128 penalties at the chrono really stopped their gallop. Then the Preds maxed them followed by 'Tigers B who didn't lose a player. SWAT were very impressive at the start of the day but they lost faith following their hot gun. They'll be back.

Star Red started slowly but then had a couple of maxes which perked them up. Unfortunately one of the maxes was accompanied by penalties which didn't help but they were definitely an Intermediate team and they kept their heads against strong opposition.

Results Div 2.

1 st , Predators,	615.
2 nd , Tigers B,	610.
3 rd , Tigers A,	370.
4 th , Rage Baby Doll,	323.
5 th , Star Red,	246.
6 th , SWAT,	242.

7th, LSD, 40.
8th, Swamp Terrorists, 13.

Playoffs.

Preds v Hillbillies. This was one hell of a game and the Preds had their work cut out. The Hillbillies made excellent use- of the cover at their end of the field and the Preds could find no way through their left tape, a lone Hillbilly kept three Preds at bay with some very accurate shooting. Preds pushed their right tape and eventually got through but it was touch and go at one point.

Tigers B v Pies. Tigers continued their winning ways and maxed Pies who put up a spirited defense. The Tigers were more than a little annoyed not to be playing for first place and had to content themselves with third.

1st, Predators.

2nd, Hillbillies.

3rd, Tigers B.

4th, Pies.

There was nothing but praise for the tournament from all the teams involved. Even a torrential downpour and thunderstorm didn't deter them. The individual team shelters really came into their own. Only the Novice teams, who were unlucky enough to be playing when the rain started, got wet. The catering was excellent. There was even waitress service to the huts as teams prepared to start the days play, and throughout the day for drinks etc.

The trophies were the much sought after cast figures and even the Preds were impressed with the site and its facilities.

The marshals deserved a round of applause for good, solid, unbiased marshalling which helped the whole event run smoothly.

There will be many more events at Paintball Park and with the standard of facilities the site provides it will undoubtedly become one of the most popular sites in the country.

League Cup Final, 1994.



The idea of getting the top three teams from each League in the country to play off for the League Cup is excellent. Everyone had to earn their place, which made the line up quite selective. The eight leagues, four Home Counties, two Midland and two Northern, put up 23 teams between them, divided into four divisions of six (Div.3 only had five and Legion of Doom failed to show up in Div.1). The two top scoring teams in each division went into the semifinal round, divided into two groups of four with each team playing a further three games. The winners from each of these two groups would play off for first and second place while the runners up played for third and fourth. In contrast to the League Cup Warm Up there were plenty of marshals. At least five on every field plus line judges. When bye games occurred in divisions 1 and 3 the marshals from these fields reinforced the other fields with games on them. By the semi and final round there was virtually a one to one ratio of players to marshals. The event was not without problems. Time keeping was inconsistent with several games being stopped short, an important factor as you will see later. One player commented "The most dangerous thing here today is a judge with a stopwatch and a radio."

The Divisions DIV.I

Division 1 hosted the current HCL champions Shades of Grey. They were accompanied by the Jesters, the Terminators, Brothers in Arms and Mayhem Tigers



Young Guns. Each team had one bye game for which they received a maximum 90 points. Shades didn't really need this help, they had maxed every game up to the last round when trouble struck in the form of the Tigers YG. Shades were down to three players with seven Tigers bearing down on them. Game over was called, much to everyone's amazement, four minutes early. This didn't really matter to Shades but it deprived the Tigers of a possible max

which would have put them into the next round. They already had the center flag and were up 41 points to 9. The Jesters benefited most from this mistake. They were the lowest scoring team to make the next round and if the Tigers had maxed out, they would have been 19 points behind them. The Jesters were packing up when the news came through, much to their delight, the 90 penalties from their first round game had put a damper on things and now they were presented with a second chance. The Terminators also suffered a first round set-back, 28 of them in fact, during their only max of the day. The Terms have a lot of rebuilding to do before next season but full credit to them for attending, they had earned their place at the Cup Final.

Brothers in Arms failed to max despite playing like men possessed. Their game v Shades was one of the best on the day but it wasn't enough to give them 90 points. The Mayhem Tigers YG gave themselves a hard time, especially at the chrono. Apart from the time mix-up v Shades they had already pulled 76 penalties,

without which they would have sailed into the next round. It was not to be their day.

Results.

- 1st, Shades of Grey, 369.*
- 2nd, Jesters, 213.*
- 3rd, Tigers YG, 204.
- 4th, Terminators, 191.
- 5th, Brothers in Arms, 171.

* Qualifiers

DIV.2.

NWC laid the law down in this division. Only Norfolk and Chance ignored their authority and took them to a draw. N&C were up on numbers but NWC had the center flag. A real humdinger, this was the only game Nam failed to max and the only game they pulled penalties in. It must have been their mid-day crisis. Mr Beanz were full of them. Despite losing the first game to NWC they stormed back with three straight maxes. It was their turn to meet N&C in the last round and their



maxing streak came to an end in a very close game which went to time with Beanz on top 56-9. The Vulcans also had a close game to start with but then lapsed until the last two rounds where they maxed both games but it was too late to make a difference. The Gangsters took them down to one player but it was the closest they came to winning a game. They did snatch a center flag v

Force but this was a hard division for the Northerners. Force and N&C ended up level on 83 points at the bottom of the pile. Force had their best result v N&C in the opening round, an 87, but it was all downhill from then on. N&C were the proverbial thorn in everyone's side. They only maxed once but the other teams won't forget their games in a hurry.

Results.

1 st , NWC,	388.*
1 st , Mr Beanz,	341.*
2 nd , Vulcans,	234.
3 rd , Gangsters,	116.
4 th , Force,	83.
5 th , N&C,	83.

DIV.3.

The most striking thing about this division is the absence of penalty points. Not a single team was penalized in the qualifying rounds. Banzai Bandits led the whole competition with their four maxes and a 35. Shock Rave gave them their hardest game, taking the Banzai down to three players but the crafty Northerners had grabbed the center flag for 20 points and managed to hold off five Shockers until time ran out. The Panthers weren't far behind and, following a few frantic games, made it into the next round with ease. Had Alamo been in divisions 1 or 2 they would have qualified with a score of 248 but this was a hard group. A single max over the Dismantlers was the highlight of their day until a center flag grab came to them in the last round. Dismantlers were disappointing. Following a superb season in the MCL Div.2 they bombed out, by their standards. There was not a max in sight and they were glad when the end of the day came. Shock Rave were in to replace Fat Freddys Cat and certainly made the best of it. The Banzai game will testify to that.

Results.

1 st , Banzai Bandits,	395.*
2 nd , Panthers,	323.*

3rd, Alamo Heroes, 248.

4th, Shock Rave, 185.

5th, Dismantles, 150.

DIV. 4.

What division 3 lacked in penalties, division 4 made up for. Every team was clobbered. The normally penalty free Predators won the penalty competition with a huge 99 point total. They are one of the few teams that can cope with such a blow and still qualify. Manchester Lions held them up in the first game then Short Timers did the same in round three. The Preds did grab the center flag in both games and this certainly did them no harm. They needed all the points they could get to cope with the penalties but as always luck was with them and their three maxes put them into the semifinals. God only knows what happened to the Manchester Lions! The high spot of their day was maxing the Punishers in the final round. Holding up the Preds at the start of the event must have taken it out of them. The Short Timers really showed the form that had earned them promotion to the premier division of the HCL. Three maxes and only four penalty points put them at the top of this division. The Preds outscored them but also out penalty pointed them. The Punishers (one of my favorite teams) struggled for most of the day. No maxes but an 87 v Shadow Company gave them some respectability following their dip into minus figures in round 1. Maybe post Mayhem depression is still lingering. Shadow Co. were close behind the Preds at one stage but only in the penalty race. This put them way out of touch with virtually everyone in this league, in fact everyone in the competition. The Masters were another hot team, at the chrono at least. A massive 60 points did them no favors v the Lions. They did well to max out their close rivals for the loss of only three players but those penalties killed them.

Results

1st, Short Timers, 299.*

2nd, Predators, 256.*

3rd, Masters, 194.

4th, Punishers, 191.

5th, Manchester Lions, 148.

6th, Shadow Co, 58.

The Semifinals.

The eight qualifying teams had just three more games to decide who made the finals. The divisions were drawn out of a hat much to the entertainment of the crowd as Shades, Beanz, Predators and NWC were lumped together in Division A

Division B consisted of: Short Timers, Panthers, Banzai and the Jesters.

DIV.A.

Shades had a hard time v Mr Beanz but managed to max them eventually. They met NWC next and it was a very close thing. Shades had played field 1 three times while NWC had yet to even look at it. Field 1 was definitely the fairest field to play with no bias to either end. Shades won the toss but NWC won the game by just one body and a center flag grab. It was a pleasure to watch them battle it out. Shades had their fate sealed by the Preds losing 18-90 on the strange field 3. Their chance of the double, league and cup victory, had gone. Mr Beanz were maxed in each of the semifinals games but they could not have had a harder division. Preds had another close game v NWC with only the center flag grab dividing them. They were level on bodies. Two maxes, over Shades and Beanz, put the Preds into an unassailable lead and into the first place play-off. A draw with the Preds and with Shades, plus a max over Beanz, was enough to give NWC a shot at third place.

DIV. B.

Despite getting the Panthers down to one man and grabbing the center flag, the Short Timers couldn't get a max in the first round. They made sure they maxed the last two games to put themselves into the final round v the Preds for a chance to be the first team to take the cup. The Panthers only played two games then pulled out. The 50 penalties v Banzai gave them lit tie hope of challenging the leaders. Banzai also collected 50 penalties but this was against the Jesters in the opening game of the finals. Then they maxed the Panthers but pulled a crucial 4 penalties which eventually let the Jesters into the third place play-off. The Jesters benefited once again when the Panthers pulled. They were awarded a 90 point max and pipped Banzai by just three points to play off for third and fourth place v NWC. Geoff's boys had the luck of the Devil having made both rounds by factors outside their control.



The Final.

1st and 2nd place play off, Predators v Short Timers.

Neither teams had played field 1, so it was an ideal setting to decide the League Cup Champions. Spectators crowded the tapes as both teams played a game worthy of its status. Rafe ran for the center flag right from the off and got the Preds 20 points. He only survived a few seconds after the grab but it was enough to give his team a real boost. The Timers lost three players virtually on the break and held out until concerted pressure from the Preds broke their left tape. The



Timers had been steadily taking heads on their right tape and as Bart ran to grab their flag they got up and charged the Predator flag, grabbing it with seconds to go. As game over was called and the

dust settled, three Preds and two Timers remained standing, each team had the other's flag. One player or three points gave the Predators the title but they knew how close it had been. This must go down as one of paintball's classic all time games.

3rd and 4th place play off, NWC v Jesters.

The Jesters grabbed the bull by the horns and went for it. NWC on the other hand grabbed the center flag and 20 valuable points. This game was worthy of being the first place play off. The Jesters pushed and got NWC down to one player with four of their own men left as time ran out. That center flag grab gave NWC third place while the lucky Jesters settled for fourth.

NWC 38 Jesters 27

Finally at 8.35pm it was over bar the presentation. The world's longest tournament. WDP had put on a good show with their small marquee which hosted



the trophy giving. Little Rob of NWC echoed the thoughts of many when he said: "There were a few good marshals but generally it was pretty dire." Marcus agreed but added: "If the top teams just play the game, where do you expect to get top marshals from? Giving other players the opportunity to marshal can only improve the general overall quality." The tournament took some organizing and despite being let down by marshals at the last minute, Tim Taylor did a grand job. Personally I think there were marshals present that should not be allowed within a hundred yards of a stopwatch or radio ever again, but if field judges keep their own time in addition to the official time, it becomes obvious when mistakes are being made and they can use their own initiative to finish the game correctly.

I'm sure the event will run next year but where it will be, who knows?



NSG 5-Man Championship, 1994.

The National Survival Game 2nd British open 5-Man Championship ranks as one of the top events in the country. It is one of a few prize money/site paint tournaments that remain popular and this year's turnout was one of the best ever. It was an International class field and the games were World class.

It has been a while since Doug Setters has run a big event but the NSG 5-man showed he was back with a vengeance. Thirty two teams attended from Europe and the USA. The lineup shouted quality and the competition was fierce for the £5.700 in prize. The Sidcup site has always been popular but improvements have been made to the base camp and alterations to the fields. The large field 1 was cut in half for the 5-man event giving a flat field at the top of the slope and a dark, wooded field stretching towards the site entrance.

Everyone was pleased to see that the classic field 2 had escaped unscathed, the only difference was the mass of tall ferns that had sprung up in the bottom half of the field. Field 2a proved to be the nemesis of many teams. It was heavily barricaded with thickish cover along one side and a Land Rover parked on the field at one end. There were more than a few draws on this field and many teams decided to wait, then counter attack any pushes by the opposition. Field 3 was new and proved to be evenly balanced. It was big, fairly open with barricades scattered around but teams really had to work hard to gain ground. It was an ideal 5-man field: not too thick with plenty of room to maneuver.

The remaining three fields (5.6 and 7) were virtually unchanged. The Plan Every team that had paid a deposit turned up, and were divided into four leagues of eight with two Pro teams in each league and six Young Gun. 'Die two top scoring teams in each league would go through to the Pro semifinals, regardless of status,

with the top two YG teams in each going into their own semi's round. Each semi had eight teams divided into two leagues of four who would then play three games with the two top scorers going into a four team round robin final. In the finest tradition of 5-man the games were only 10 minutes in length. No time to sit around thinking of a plan, just get up and do it, especially with the center flag format in operation. Considering the number of teams and the number of rounds, it was nothing short of a miracle that all games started on time (OK, they did run four minutes late for a couple of games but that's not bad over nine hours) and when the finals got underway teams had 30 minutes from the end of a round to the start of the next in which to get sorted out. Overall the atmosphere was very relaxed and only Darren Doherty of the Turks rushed around, desperately trying to borrow a gun from anyone stupid enough to lend one to him.

Div. A.

All Americans.

Shockwave.

Blue Masters

Wizard Hellwood (France).

Fly Fishing.

Total Respray.

Split Personalities A.

Black Pistols.

Div. B.

Predators Masai.

Turks.

Rogue Troopers.

JR Hartley.

Norfolk & Chance.

Outsiders (Belgium).

Better Than Life.

Masters Merlin.

Div. C.

Predators Zulu.

NWC.

Punishers.

Unforgiven A.

Wildcats.

Outsiders (UK).

Ballistic.

Los Locos (Sweden).

Div. D

Shockwave.

Red Must.

Iron Wolf.

Unforgiven B.

War Party.

Total Kaos.

Split Personalities B.

Extractors.

The cross section of teams ranged from very Young Gun to very Pro but judging by the results things didn't always go as expected. It was obvious that the seeding had been thought about long and hard, and Doug Setters had got it right. The crunch

games for the qualifying rounds came at the start of the day with the two Pro teams playing each other first.

Division A,

All Americans met Shockwave Blue first off. Robbo had been looking forward to the game but was shot out in the first 30 seconds so he took the opportunity to had two respectable scores, one at the start of the day and the other near the end, but their flamboyant style cost them several games. Split P's A, as previously mentioned, were the nemesis of many teams in this division. They were an



awkward team to play and never gave an inch. 'Hus approach got them into the YG semifinals where they could make life difficult for even more teams. The Black Pistols surprised everyone. They qualified in second place and automatically went into the Pro semis. They lost their first game then maxed four in a row. It must have been too much for them because they lost the last two games without scoring a point, but they pipped Shockwave to the semi's by seven points.

Division B.

Preds Masai stumbled at the start of the event by losing on points to the Turks. They soon overcame their shock and went on to win all their remaining games convincingly, The Turks were matching them point for point most of the morning despite copping 50 penalties for a hot gun. They would have outscored Masai but for this.

No real upsets in this division, both Pro teams qualified well ahead of the field.

JR Hartley took third place and qualified for the YG semis with two maxes and a smattering of very close games, closely followed by Norfolk & Chance who adopted

a different method of qualification. They went for the all or nothing approach and gained three maxes and a centre pull with three low scoring games. It was their first visit to Sidcup but it will not be their last. The fields suited their style of play and they rose to the challenge of playing what was a new site for them.

The Outsiders from Belgium used a similar tactic but it didn't work quite so well, two no scoring games plus 22 penalties in one of them gave them fifth place. Masters Merlin fared a little better than their brother team in divA but seemed to make hard work of games they should have won easily when they had an advantage. The Rogue Troopers should have used the Splatmasters they were famous for. They did max twice but their other scores were dire. Three games without scoring a point should have these guys sorting through their kit bags for their trusty Splats. Better Than Life needed another life, in fact they needed several. The high point of their day was scoring 12 points v JRH but that was as good as it got. They looked like they enjoyed it and that's what the game is about.

Division C.

This was the toughest division on paper. Preds Zulu took two rounds to sort out their lives, losing to NWC and the Punishers at the start, of the event. Four maxes and a close game v Outsiders UK put them into the Pro semis along with NWC. Really the Nam team should be called NBC (New Bad Company) with the likes of Steve Mattacott, Mrs Moore and Martin Cooper playing for them along with Nam's new signing Sweet Pea (ex-Turk and Short Timer). To add some authenticity to the squad Ashley led them to qualify in first place in this division. The Punishers slowly



wound themselves up into a frenzy by lunch time and maxed the last four games, but unfortunately pulled 42 penalties in the final round. Third place and the YG semis was their final reward from the qualifiers. Hot on their heels were the Wildcats who, despite having three games where they scored nine points per game, finished level with them. They started well and then had a lean spell but retained their composure to accompany the Punishers into the semis.

Unforgiven A were steaming along nicely until the last game where they pulled 50 penalties, but this didn't really change the outcome of the division or the positions. The Outsiders UK were never in contention as far as placings were concerned but their scores reflected just how close most of the games had been.

Ballistic and Los Locos (Sweden) finished the day within two points of each other. Los Locos' 50 penalties kept them firmly near the bottom of the division but they played well enough. They must build 'em big in Sweden, most of the team were huge which is not an advantage in 5-man on tight fields.

Division D.

Shockwave Red got stuffed by MUST in the first round and then had to work hard to make sure they qualified. They stepped up a gear following their initial defeat but didn't have things all their own way. Only two maxes but four relatively high scores saw them go through to the next round.

MUST always looked as if they would qualify but in the final three rounds they were gradually overtaken by Iron Wolf. There were only 15 points difference at the end of the session but MUST had missed out. Iron Wolf had been just that bit more consistent throughout the qualifiers and earned a place in the Pro semis.

Unforgiven B took the honors in the YG stakes closely followed by War Party with only nine points dividing the two teams.

Total Kaos, Split P's B and the Extractors were left lagging behind. Too many draws left all three teams well short of a place in the YG final.

Semi Finals.

This round was seeded on scores from the qualifiers with teams placed 1-3-5-7 making up league A and teams 2-4-6-8 making up league B. This applied to both the Pro and Young Gun sections and gave rise to four very interesting divisions.

Young Gun A: Punishers, JR Hartley, Fly Fishing and War Party.

In a three game round robin there is little room for error. Both JRH and War Party stalled well but Fly Fishing and the Punishers overtook them to qualify for the YG final. The games were extremely tight but the Punishers scored a valuable 77 over War Party while Fly Fishing grabbed 65 over their stable-mates JRH.

Results: Punishers 110, Fly Fishing 86. War Party 74, JRH 69.

Young Gun B: Wildcats, Norfolk & Chance, Unforgiven and Split Ps.

The Wildcats continued their run by beating N&C in the first round but N&C charged back with two strong wins to grab a place in the finals and finish as top qualifiers.

Unforgiven bombed in the opening round to -28 and spent the rest of the semifinals trying to get into plus figures. Split P's were the only team to max in either division but this was not enough to give them a shot at the title.

Results: N&C 141, Wildcats 126, Split P's 110, Unforgiven 2.

Young Gun Finalists.

Norfolk & Chance, Wildcats, Punishers and Fly Fishing.

Pro A: Predator Masai, NWC, Predator Zulu and Black Pistols.

Two Pred teams in the same league meant a tough time for NWC and the Pistols. Both teams looked strong in the opening round with Zulu maxing the Pistols without loss and Masai beating NWC on heads but things were to change. NWC met Zulu on the difficult field 2a and despite grabbing the center flag first, Zulu pushed too soon and NWC mopped them up.

The Black Pistols gave Preds Masai a tough time in a game which ended drawn but had the Pistols on top 12-6. NWC took their chances in the last round, maxing the Pistols for a loss of two players. Masai grabbed the center flag v Zulu but it wasn't enough to get them into the finals.

Results: NWC 163,

Preds Zulu 107, Preds Masai 85, Black Pistols 18.

Pro B: AA's, Turks, Shockwave Red and Iron Wolf.

The AA's knew what was needed to get to the finals and grabbed the center flag in all three games. The Turks took them down to one player in the first round but they maxed Iron Wolf without loss and then beat SW Red on points.

Shockwave Red also maxed Iron Wolf without losing a player then went on to max the Turks for a loss of one. Iron Wolf also suffered at the hands of the Turks, they took just two of them before being maxed.

Results: Shockwave Red 172, All Americans 134, Turks 95, Iron Wolf 6.

Pro Finalists; Shockwave Red, NWC, All Americans and Predators Zulu.

The finals fields were selected by the team captains and the marshals. A couple of fields were steered clear of but the final decisions pointed to fields 1a, 2,6 and 7.

The tournament was building to a climax and most of the non-qualifying teams stayed behind to watch the games. The great advantage Sidcup has is its spectatability. The tapes were lined with onlookers for most of the games but unfortunately interest was biased towards the Pro division.

Young Gun Finals.

Norfolk looked like maintaining the run with a win over the Wildcats. N&C grabbed the center flag and clung to it as if their lives depended on it. The Wildcats clawed at them but could only take out two players as the horn sounded.

The Punishers were bashed by Fly Fishing but benefited from swing points to end up 29-19 in their favor.

The two teams that had looked most promising all day, Punishers and Wildcats, had both started badly and the title was still up for grabs. They met each other in the second round and this game earned my nomination as 'Match of the Day'.

Norfolk's hope of first place disintegrated when Fly Fishing maxed them and jumped into the lead.

In the final round the Wildcats met N&C and needed to max out and for Fly Fishing and the Punishers to draw. Wildcats only managed to grab the center flag while the Punishers won leaving one player live, but it was enough to give them the title, NSG Young Gun Champions 1994.

Results YG Final.

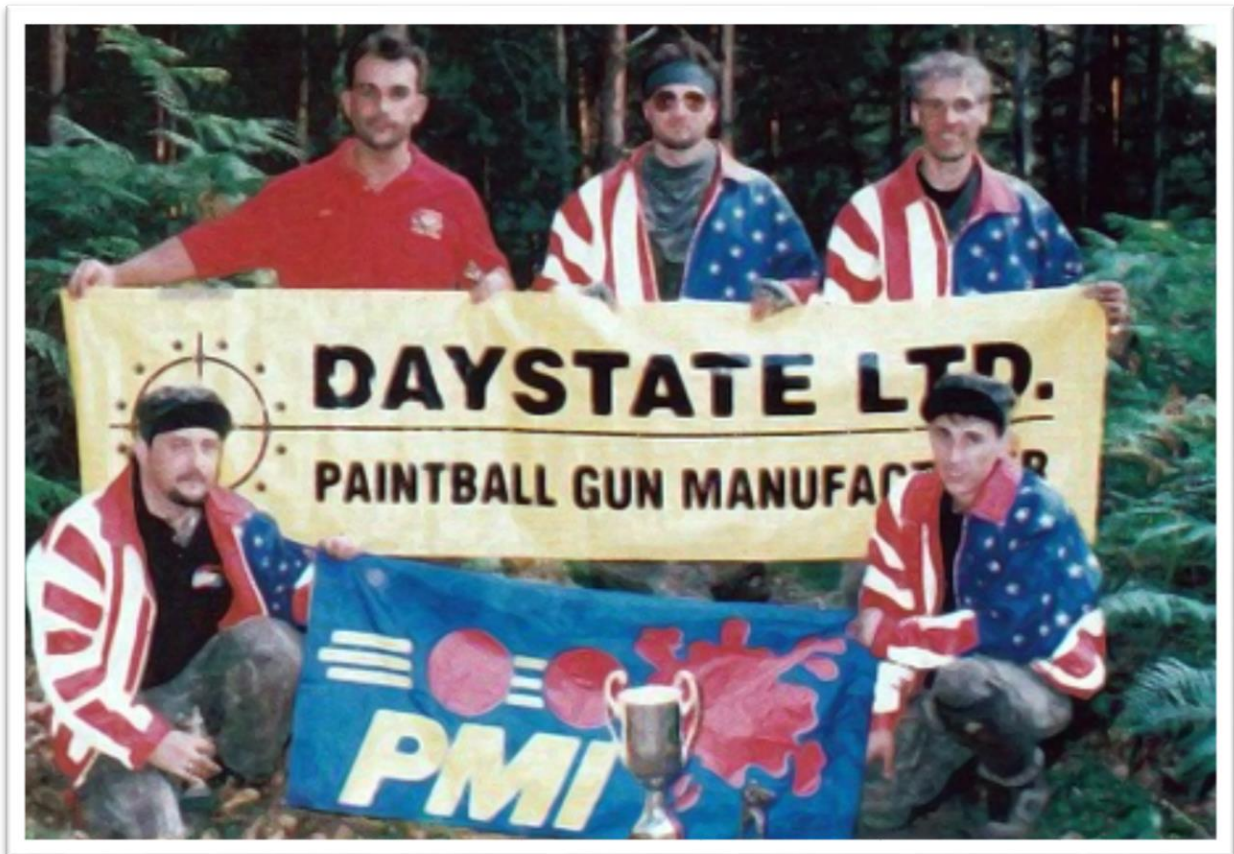
1st, Punishers, 130pts, £1000.

2nd, Wildcats, 118pts, £650.

3rd, Fly Fishing, 108pts, £400.

4th, N&C, 56pts, £350.

Meanwhile the Pro finals were in full swing.



Preds Zulu met the AA's on field 2. It was a very tense affair with neither side giving an inch. Adam Gardner was just behind the center flag but couldn't get his head up to run and grab it. His opposite number, Marcus, did get the chance to dart in and give the Preds a great advantage. Eventually Adam was taken out and another AA but that's how it stayed until the final whistle.

Preds pulled 10 penalties of which the AA's received five. Shockwave pulled the center flag v NWC and sat on it. Fort}' four points is quite a lead and no team would give it away easily. Preds Zulu marched on in round two, picking up one of only two maxes in the Pro finals over Shockwave. The AA's grabbed the other max over NWC. The AA's could win if they maxed Shockwave and Preds drew with NWC but the Preds had other ideas. The AA's met Shockwave on the field they played



the Preds and the game was very similar but this time it was the AA's who grabbed the center flag and tried to max out. Shockwave held firm and the AA's hope for the title evaporated. On field 6 the Preds hunted NWC down to one man and hung the flag for a score of 77 to NWC's 6 and the title of NSG 5-man Champions.

Results Pro Final

1st, Predators Zulu, 188pts, £1400.

2nd, All Americans, 123pts, £900.

3rd, Shockwave Red, 59pts, £600.

4th, NWC, 24pts, £400.

Both finals were a superb climax to an excellent event, one that will surely be full long before the off next year.

At the presentation ceremony all teams were full of praise for the organizer's and especially the marshals who did a sound job on a long, hot day. Whether you were a Pro or a Young Gun everything about this event was professional and PGI looks forward to sponsoring it next year along with LPC and Mayhem RP Scherer.

NPPL series, Dallas, 1995.



The 1995 NPPL series shivered to life in a frozen Dallas. The weather is usually fine at this time of year but just to add another dimension to the competition, the temperature dropped off the scale and it was just like a Winters day in England. Loyd Park was the host site for a packed house of 40 teams for the 10 man event.

The Park has superb facilities with plenty of parking areas and covered tables all within easy walking distance of the fields.

The Park has power and water supplies every few yards for the RV's and trailers who usually use the area. The check-in desk and splat tables were situated just a few yards from the chrono area which was only 50 yards from the fields. The assembly point got a little crowded at times but with four chrono's in operation players were soon whisked through. The playing areas were almost identical to the 1994 set up but a couple of the fields had been widened and one or two bunkers had been, moved. All four fields held different challenges even for the Pro teams, some loved the open/ fields while others preferred the thicker fields. Fields 2 and 4 were side by side and the gap between them was perfect for spectators. The side of both fields nearest the wire were where all the action took place and where teams pushed in the closing minutes of games.

Full House.

The event was completely sold out and had several teams on a waiting list in case anyone dropped out.

The 40 teams were split into ten groups of four on the first two days of qualification. Each team would play three games each day. The Amateurs mixed with the Pros and the top eight scoring teams in each category would go through to the semifinals on the morning of day three.

The Predators were the only non-American team present, accompanied by Paul Wilson and Keith Belsey who hovered nervously around the five Preds sporting Autocockers. He need not have worried, the guns were sweet throughout the event.

There was another significant British presence, mainly on the All Americans team. Does the USA have a Trades Descriptions Act? Three member of the ten man squad are British; Graham Easton, Phil Ham and the latest recruit Pete Robinson. Maybe the Nearly All Americans would be a more accurate description.

Shockwave's Dave Stewart made an impression playing with the Enemy, Aftershock's second team. He slotted in perfectly and was encouraged to play well up front.

The marshalling was taken Black Diamonds and Jeff Williams and John Kirkpatrick ensured everyone was on the ball. Their sweeping style allowed the games to flow freely without too many interruptions with marshals calling players neutral.

One interesting point was the number of marshals per field, never less than six and some times as many as eight.

Qualifying.

Pro Teams.

Ironmen • Aftershock • All American4
Bad Company • GBD • Rage
Palm Beach Predators • Xpress
Bushwackers • Jacksonville Warriors
Navarone • UK Predators • Swarm

Amateur teams.

Chargers • Enemy • Tom Cats
Houston Heat • Shockforce
Power Play • Team Xtreme
Desert Heat • Phantom Force
Washington Reign • Risky Business
Outerlimits • Easy Company
Devil Dogs • Sidewinders
Nemesis • Pirates • Posse
All Americans II • Ohio Black Reign
Palm Beach Predators II • Zero Boys
Timberwolves • Swatt • Mercenaries
Marine Team • Flatliners

For the first day's play the magic number has always been 300 points. Surprisingly only two teams achieved this, the All Americans and Aftershock. The Ironmen maxed all of their games but pulled a hot gun and lost 36 points and the Jacksonville Warriors nearly pulled it off but had 5 penalty points deducted from their 300 total. The Predators were up there with the best of them, having watched they play for many years, they didn't seem to be on their top form but certainly improved as the games rolled along. They got their three maxes but as with the Ironmen they pulled hot gun points too. The cut off point for the top ten



teams was quite low 218 points. GBD sneaked in at 10th place and only one Amateur team finished above them Washington Reign who took 7th place.

All of the other ranked Pro teams maxed twice and their positions for the second day were decided by the points scored in the game they lost. The points range was very close amongst these teams and Washington Reign, Rage and GBD were the only three teams who didn't max three games and whose position was not set by penalty points.

In the Amateur section Easy Co and Power Play were just a little way behind the leaders Washington Reign, with a host of other teams within 10 points of them. The second days play would be crucial with such a close grouping from the first day. Every elimination would count.

On the second days play only one team kept their perfect score, the All Americans. They really were on top form and looked a good bet to take a place in the finals. Only three other Pro teams got their act together and maxed all three games;

The Ironmen, Palm Beach Predators, Bad Company. Washington Reign scored a perfect 300 on the second day and qualified for the Pro semifinals but under the NPPL rules they have a choice of going pro or opting to stay in the Amateur bracket, they took the latter which let Jacksonville Warriors into the Pro semifinals despite collecting 88 penalties throughout the days play.

The Predators, Aftershock and GBD were all on line to take three maxes but screwed up by losing their last games in the qualifiers. Ron Kilbournes Bushwackers stopped Aftershock in their tracks while the All Americans II upset the Predators. GBD lost to Team Xtreme and collected penalty points for a hot gun which put

them out of the running. Despite these losses the Preds and Shock had done enough for a Pro semifinals place. Rage only maxed once but scores of 88 and 97 from their other two games and no penalties put them in 6th place and gave them a chance to play on the following day.

In the Amateur section AAll and team Xtreme followed Washington Reign's lead and maxed all three games, unfortunately AAll pulled a few penalties but not enough to keep them out of the semi's. The Enemy lost to Aftershock in the opening game but recovered enough to keep hold of a spot for the semi's. Nemesis and Desert Heat both qualified from the bracket and were joined by the Tom Cats Power

Play. The eight semifinal teams were divided into two groups of four. They were seeded by score with teams finishing 1st, 3rd, 5th and making up one group and the even finishing teams making the other.

Washington Reign had their hands full with AAll and Nemesis in the same bracket. This was always going to be a close run thing but

Nemesis made the best of it with two maxes and just failed to get the third when time ran out as the flag was being run home. Reign and AAll just had two games each that were below par and basically put both teams out of the event. Desert



Heat were the dark horses and worked the numbers and kept clocking up points along with one max to creep ahead of Reign and grab a finals place.

In the other bracket Aftershock's second team, the Enemy with guest British player Dave Stewart, tore things up. Three straight maxes to grab a finals place by the balls. Team Xtreme went at them hard and even though they lost, the kills they took gave them enough for a place in the final four along with a single max. Power Play made the most of their game v the Tom Cats maxing them 100-18 but it wasn't enough to get them any further. The Tom Cats were outplayed in all of the semifinal games but had done well to get this far.

Results.

Am 1.

Nemesis, 240pts.*

Desert Heat, 155pts.*

W Reign, 136pts.

AAII, 119pts.

Am 2.

Enemy, 300pts.*

T Xtreme, 221pts.*

Power Play, 130pts.

Tom Cats, 45pts.

* Qualifiers.

The Pro Semi Finals.

Fate threw her dice and put together the strongest semifinal group ever seen. All Americans 1, Ironmen, Aftershock and the Predators. What a line up! The opening round saw the AA's face the Preds. This was always destined to be a killer game and it went to the wire with the AA's rushing in the final seconds but far too late to take a max. They lost five players while the Preds lost two but both teams were

losers with such low scores. Aftershock and the Ironmen knew they had to go head to head and even if one of them lost the body count may be enough to put them into the finals. The Ironmen maxed but Aftershock took a valuable 21 points from them, enough for a finals place as it turned out. The Preds kept at their job but even when they maxed Aftershock they were still short. Their game v the Ironmen went to time as Darryl Trent ran the Preds flag back and the Ironmen had to settle for 40 points but it was enough for a place in the next round. The other semifinalists were fairly well matched on paper. Rage had been playing extremely well but their luck ran out when they pulled a hot gun and ran into minus figures v Palm Beach Predators. Jacksonville Warriors also suffered the same fate v PBP and even though they maxed Rage, they were going home. Bad Company kept their heads and grabbed three flags but only managed one max score but this was more than enough to see them through.

Results

* Qualifiers

Pro 1.

Ironmen, 158pts.*

Aftershock, 139pts.*

Predators, 127pts.

AA's, 36pts.

Pro 2.

Bad Company, 212pts.*

Palm Beach, 142pts.*

J Warriors, 91pts.

Rage, 32pts.

The Amateur Finals

Desert Heat played smart in the semifinals but they needed to play hardball in the finals to get anywhere and this they failed to do. Major penalty points killed their chances after the first game and it was a three horse race from then on. The

Enemy had roared through the semifinals with perfect points, the only team to do so in any of the semifinal rounds. Team Extreme couldn't beat them but managed to get them down to three players before being hung on, but the finals are a whole new ball game and they had their revenge maxing the Enemy for a loss of 5 players.

Nemesis also trashed the Enemy who seem to have peaked too soon and the running really was between Nemesis and Extreme. When they met the draw seemed inevitable but Nemesis pushed things to the limit and grabbed the Extreme flag but failed to hang as time ran out. The 28 point difference in scores gave them the Amateur title. Both teams maxed twice but it all came down to one single game.

Results.

Nemesis, 240pts.

TeamXtreme, 212pts.

Enemy, 131pts.

Desert Heat, 14pts.

The Pro Finals

After surviving possibly the toughest semifinals of all time, the Ironmen and Aftershock were both smokin' going into the finals. Bad Company and Palm Beach hadn't had too tough a time in the semis but they were facing a real test in the finals. Aftershock faced BC on the testing field 2, Shocks favorite field. BC didn't hang back and one player (Jackie) crawled well into Aftershock territory but his efforts were wasted as he was finally taken out from the center by Mike. As the pressure mounted Shock turned up the heat and maxed BC for the loss of only three players. On the bordering field the Ironmen tore up Palm Beach but lost more players than Shock but the two favorites were neck and neck.

As in most competitions there is always one crunch game and the Aftershock/Ironman game was the one in Dallas. Both teams know each others every move and the game started warily. This was the middle game of three for both teams and they both banked on maxing their third game so whoever took the win, even on headcount, would take the title.

As the battle raged and time was running out the score was 2 all, but in the last couple of minutes Shock took out Youngblood from the Ironmen putting them ahead but didn't realize. A draw would give the title to the Ironmen, being seeded higher than Aftershock in the NPPL rankings, so Renick rushed for a bunker thinking the game was tied and got shot which really did tie the game.

Bad Company came back into the hunt with a max over Palm Beach which put three out of four teams on 109 points. The title chase was still wide open but no one would have bet against Aftershock and the Ironmen in the last round.

In the final two games the outcome was predictable. The Ironmen were all over Bad Company like a cheap suit, BC managed to take just one player before capitulating while the Palm Beach Predators did a little better, managing to take two Aftershock players before being maxed.

Both the Iron men and Aftershock were dead level on 209 points but the rules for this situation have been laid down for a long time and the deciding tie-breaker was once again the NPPL seeding system. The Ironmen are ranked higher than Aftershock so they took the title, emulating last year's performance.

Results.

Ironmen, 209pts.

Aftershock, 209pts.

Bad Co, 112pts.

PBP, 36pts.

Despite the cold start, the opening round of the 1995 season really warmed up. The Dallas event is always enjoyable and is something of a showcase for teams, allowing them to show off their new sponsorship deals and equipment. Following the Christmas break most teams were eager to get back into the swing of things. Judging by the entries the whole series looks like being over-subscribed which goes to prove the format does work and it is exactly what the teams want.

British World 5-man Championships, 1995.



The Tournament was scheduled as a two day event keeping to the traditional date of the weekend around the 1st of May. The British Government had their day by changing the National May Day holiday to the following week, (probably to try and scupper our tourney). Consideration of moving the date a week to conform was rejected on the grounds it was also VE Day that weekend and did not seem appropriate.

Twenty eight teams had paid up and confirmed ready to go. The number of teams evidently reduced by the error of judgment between Badger of the UK and OPM in Germany scheduling their Tournaments on the same day, a problem not to happen next year. The numbers reduction only meant a hard weekend of paintball for the extremely high profile competitors.

The tournament attracted a further endorsement from 26 sponsor's prizes for the teams.

The prize money was the entrance fee's returned to the top 6 Teams and the full ZAP sponsorship of the tourney was passed back to the players with 1000 Premium ZAP Paintballs given to each player in attendance.

The Friday before the tournament saw over 50% of the teams taking advantage of the free paint to chronograph, followed by the obligatory walking of the fields. The atmosphere of a good weekend had begun for an amazing exodus of 10 teams using their passports to leave the tranquil laid-back tournament scene of the North. The camp site wobbled with many a strange accent of stories involving black pudding and tripe* Survival Game Elsham was well represented within these ranks having two sponsored teams down and a further two that had won their tournament places after triumphing in a local bash.

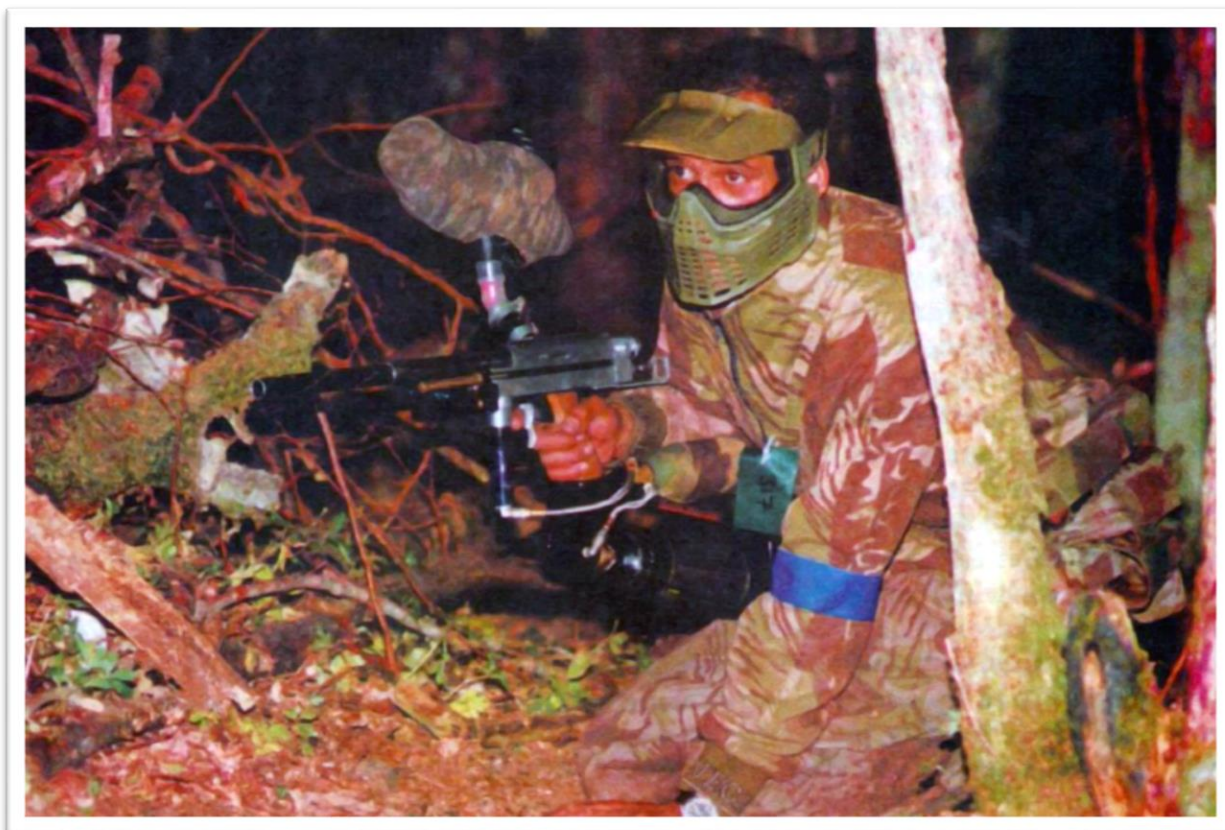
DAY 1.

The Morning, as usual, started late with most teams arriving 5 minutes prior to the Captains Meeting. It was evident the numbers had been reduced to further casualties with a final appearance of 22 teams. Not a Problem. Anticipation is part of good tournament organization and the matrix of 22 teams in two leagues was produced in advance. The lead up fun to the start date had a raffle for the teams who applied early to win Seven Boxes of ZAP paint for the day. As luck would have it, the team that won was the Death Wombles who failed to show. Not to display any bias, the paint was placed at the Chronograph for Day Two to use free of charge.

Today's leagues would produce, by 1700, a 12 Team league for the prize money and a 10 team league for the minor league trophies. Little were we to know how close it would be.

Shock after shock saw the points in League One between 2nd and 10th positions stay within a game. League Two featured a similar result, apart from the unfailing domination of the world class Predators. The day's ambiance started at 8°C and crept up to a murky 18°C by 1600. Needless to say, about four teams from each league were hit by chronograph penalties going into the final games of the day.

Behind the Predators in League Two came a good performance from the Vulcan's. Straight wins to game four, they fell fowl of a punishing game with an out of form NAM, a draw was a fair result with both teams giving nothing away. The Vulcans' only defeats were from the Barrels of the Preds followed by a hasty win without max points from a team in sparkling form, Unforgiven-2. Unforgiven started the



day at break speed with a confidence boosting 4 straight maxes before being brought down to earth by the Punishers. Unforgiven could not be, for the next two defeats in three games. Then the result they will always remember; a win against the Preds, not a max, but a win all the same.

The next item worth a mention was an over-whelming production of forced play by the Punishers. They started Round One with minus 20 points for a hot gun and battled through max after max to finish 4th of the day. As a spectator, you could get away with saying two of the games they lost were extremely unlucky. Fifth was the cut of form of NAM falling fowl of the less known teams playing their hearts out. Yet, as testimony to the tight games NAM had still achieved, max points from 5 of their 10 games.

The other teams in League One deserve just as much of a mention, but space will not allow us to give credit to their performances. Whilst we focused on League Two having two of the lineup favorites, no one could have imagined how close League One was to be. Shades of Grey were, without a doubt, in form. Fresh from storming a 10 man the week before, they hit the five man with the force of a epileptic cheetah moving up field in two and three minute games. They did not

have it all their own way, however, the lowliest team at that time, the Librarians, back-doored the Shades and achieved their first max. Shades again fell fowl in the final rounds they changed position 9 times and stood second right up to round 10 where two defeats left them at fifth. Again, every team did so honorably well, they all deserve a mention.

League One.

1 st	Shades of Grey	402
2 nd	Unforgiven 1	388
3 rd	Dead Meat	372
4 th	Total Package	324
5 th	Split P's J	260
6 th	Team Too Sexy	244
7 th	Librarians	172
8 th	Northern Blitz	161
9 th	Smoking Beagles	130
10 th	Cohesion	94
11 th	Team Fury	86

League Two.

1 st	Predators	424
2 nd	Vulcan's	386
3 rd	Unforgiven 2	358
4 th	The Punishers	306
5 th	NAM	274
6 th	Cougars	234
7 th	Q.E.D.	154
8 th	Split Fs H	140

9 th	Smart as a Carrot	104
10 th	Magic Roundabout	78
11 th	S.A.D.	22

The lack of penalties in Day One gave credit to the players and Marshals. Generally all points were down to a few guns, primarily in League One to Unforgiven twice and an unfortunate double 50 to Magic Roundabout for a couple of loose anti-tamper devices. An excellent faultless performance by the EPSF Qualified Tournament Marshal's gave the impression no one had to worry about the opposition, this allowed every team to run fair and thus reduce the chance of anyone being penalty pointed. The one-for-one rule still talked about, was not used and the joint professionalism of the players and marshals showed it was not required.

DAY 2

With Every team being handed their running order and time sheets, the second day started and ran to time through the next 22 games. League One had 11 rounds to battle and League Two had 9. After the UK Sports Council recently refused paintball it's rightful sports recognition, I would have liked them to compare 110 people, fully kitted, playing 21 games in heat for 30 hours with any other recognized sport. Today was to see rightful 5 Man champions. Not just first place but down to 22nd.

As space runs out a few mentions of shocks and performances is all that may follow over a tense competition destined to go to the wire. The first game on Day Two was the point of excitement. Shades of Grey against the Predators, the winners from the two previous leagues. Marcus' lads will be the first to admit the Shades played a blinder with fast aggressive play. A hot gun penalty for the Preds on the exit made a large hole for the defending champions to dig out of. That was to be the only relapse of constant championship play from the Pred s who managed to max easily to Round 9 where they suffered another uncharacteristic defeat from an exceptional Vulcan 5. The Shades managed to capitalize on their early win and strode out with a clean sheet right up to the last game when they handed Unforgiven 2 a max on a plate. The 50 points managed to lift Unforgiven 2 to 5th place and into the prize money when 9th place was looking favorite. Nam's

second day playing with the type of hard opposition they are used to, lifted their play to the standard they are renowned with 8 straight max outs, falling only to the Cue and Two then meeting a last ditch effort from Total Package. Total's final seventh place will not do them justice on how close they came on most games I witnessed.

The Vulcan's were simply awesome. Five man is a fast game, we know, but these guys must all manage the 100 meters in sub 12 seconds. A mental achievement of coming back from game three after a bruising 50 penalty points for a knackered gun was a joy to watch. The 3rd round was followed by games with all the other big boys and I expected a mental hammering. However, the final 5 max cuts gave the Vulcans a well-deserved 4th place.

Split Personalities must have thought they were out of their depth when the day started badly. A win and four losses, saw them fight back to sit in the money going into the final round. A credible 6th, five points off Unforgiven at fifth, is no mean feat in this company. Strangely enough, only five points behind were Total Package revived after a previous night on the beer. Team Too Sexy which I often describe as a Gentlemen's Team qualified for the finals for the last three years and showed high in the listings. Their ninth place can be attributed to gaining only six points in the final three games. Bad luck, bad heads or bad sex can only be answered by them. Unforgiven 2 and Dead Meat had both done well on the first day, but found it a hard pace day two. Propping up a field of this caliber, however, is nothing to be ashamed of. Finishing last of the northern teams may have been a ploy for Dead Meat as one of the extra prizes was a ZAP Sponsorship deal for the year. Cougars will want to forget the day. I would hope they do not. A heavy blow in the final round did them no favors in score, but propping up the day meant they won a camo sponsorship deal with seven sets of new trendy undercover cammies.

League Two

The Librarians seemed to get most of their own way on Day Two. Almost all the teams in this league would normally play in a novice or young gun tournament, (a credit to them all for competing in an open tournament). Day Two, the Teams would find the pressure off and the games analogous as they would be used to. There was no superiority after the Librarians. Almost all teams dropped a game or two. For instance, Smart as a Carrot started with two defeats before climbing to an prospective 2nd place. With six out of 9 games going Carrots way, you would not expect, by round seven, to see a photo finish. The Magic Roundabout took the



booked place of the Atomic Rooster who only managed to field their captain, yet, this mix match managed a good third in front of a hastily formed Q.E.D. Cohesion started at a good pace and lost the middle order to what can only be described as unlucky. Cohesion's first game showed just how the atmosphere was to be in this league. Team Fury where due to play Cohesion in the first round, but due to a team going to the wrong field they missed the start. In the interests of fair play, the teams decided to re-stage the match at the end. Team Fury finished at seventh finding their trip down south a little daunting. They had one good game against S.A.D. and another with Split P's 2, but consistently took out three of the opposition without reward. S.A.D., who managed to just have fun all weekend without a win, showed the spirit of the novice is alive and well. Their companions in comparable status where Northern Blitz who soldiered on with a borrowed player whenever they could. Four maxes and a couple of fair results where decimated with a 50 penalty for a warm gun when just getting into their stride.

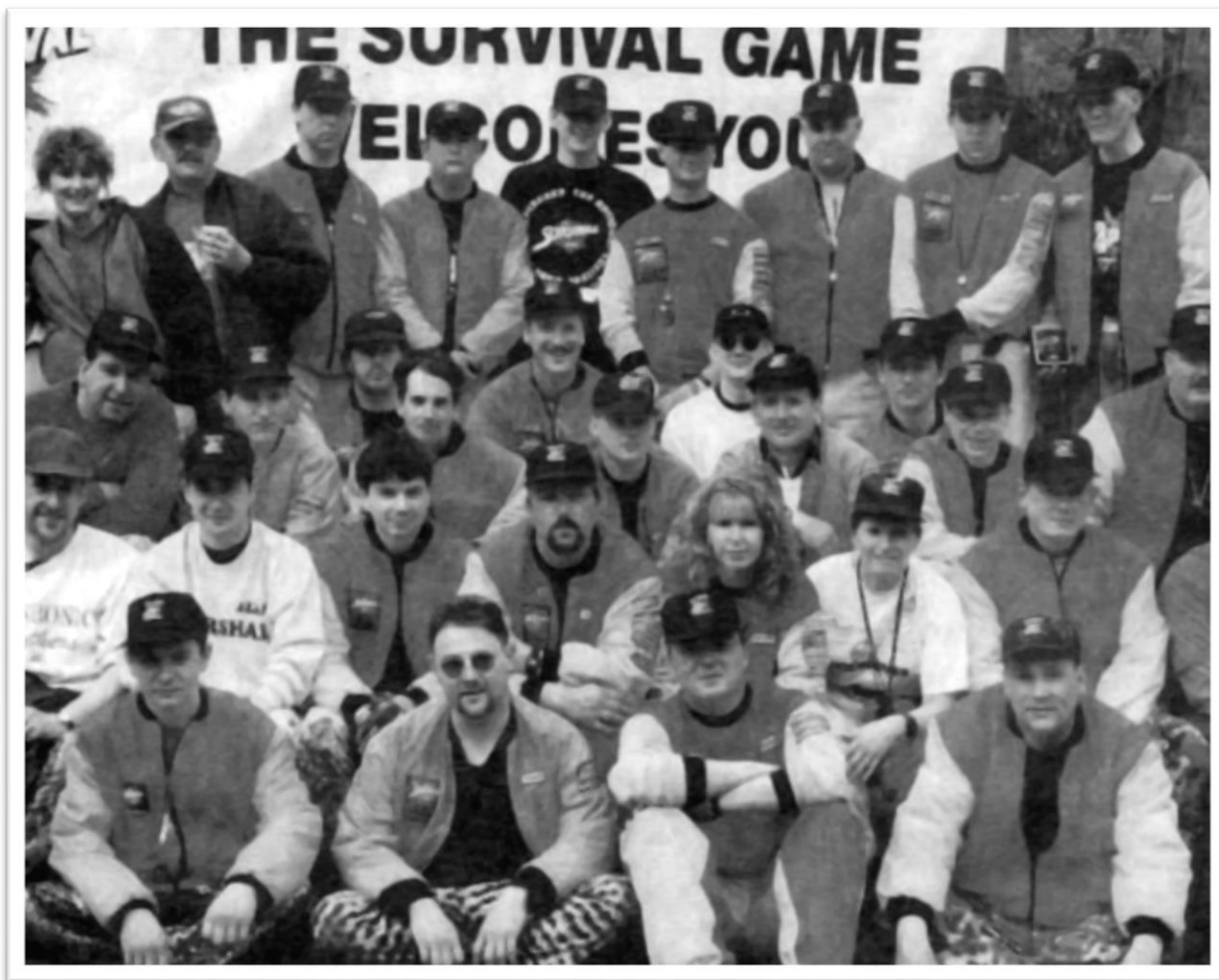


Split P's Hyde finished 9th but by no means deserved to be. The mental exhaustion of Day One left this normally proud team fighting for a little form to restore their confidence. It did not come until the last round against those underdogs S.A.D. Smoking Beagles I have had the pleasure of meeting before in the Student Championships. For students to achieve such a showing in a high profile tournament is a credit to them. A nicer bunch of guys you would never wish to meet. They played their hearts out on a student budget of paint most teams normally use for chronographing..

The prizes from the trade were numerous with Q.E.D. walking off with seven ZAP sweatshirts. 10 teams received a deluxe fill rig, Courtesy of Marksmann Paintball, HMP supplied team kit and gun bags to match the winning teams' camo (I wanted one of them). D.A.C. donated 7 High Spec Barrels of the teams choice. Predator Paintball donated a barrel from the pro product range and added the anodizing for the winners gun to match the barrel chosen (1 wanted one of them as well). Undercovers Steve Bull gave a set of seven trendy new camo suits to the Cougars.



The Players' Player award of a Daystate Back Pack Air System went to Paul Mills of the Shades. Split P's were chuffed with a crate of beer each from the Survival Game. The Paintball Company from Scotland donated an FX won by Unforgiven, who also won, strangely, their fee's back when really they had won their entry to the tournament anyway! Seven ZAP tee shirts and seven hats went to a pair of hands that reckoned they deserved them. The luckiest player of the day won a Sterling STP Pump. Needless to say, many a player had their eyes on this gift. A lucky team won a years' subscription to PGI Magazine. S.A.D. then had their day when they won seven boxes of ZAP, when they hadn't even used that many all weekend. Powerpulse had donated two 45 Expansion grips which I was hoping didn't get collected. The money went to the top six, notwithstanding the other goodies they may have won. Trophies were in abundance. No less than three teams won a years subscription to the Worlds Finest "Paintball Sports" which is part distributed in the UK By Global Leisure. The Shades were crowned the British World 5 Man Champions and took the big check, the big trophy and four further donated prizes. Free entry into the French Open in September was donated by



Tom Seligman at CAMP Paintball Products, France, and to help them on their way, a massive thanks to Stena Sealink who donated the six free passage tickets to get the lads to France for the game. A massive thanks because Stena Sealink are the only consistent outside sponsor to help paintball in the UK. Dangerous Motifs, the Inventors of the infamous Character Cammoman, donated seven trendy specially designed sweatshirts for the event with the word “Champions” printed on the back.

Accolades for the organization and the exemplary marshaling were given by all the teams in attendance. A big well done to Badger and Jerry of Global Leisure and a large pat on the Back to the EPSF Tournament Marshals whom numbered over 40 on each day. A big thanks went to the little guys that helped carry bags and made the players tea all day. A special well done to Day State for backing up the teams on air under difficult circumstances.

Final note: See you all in France in September.

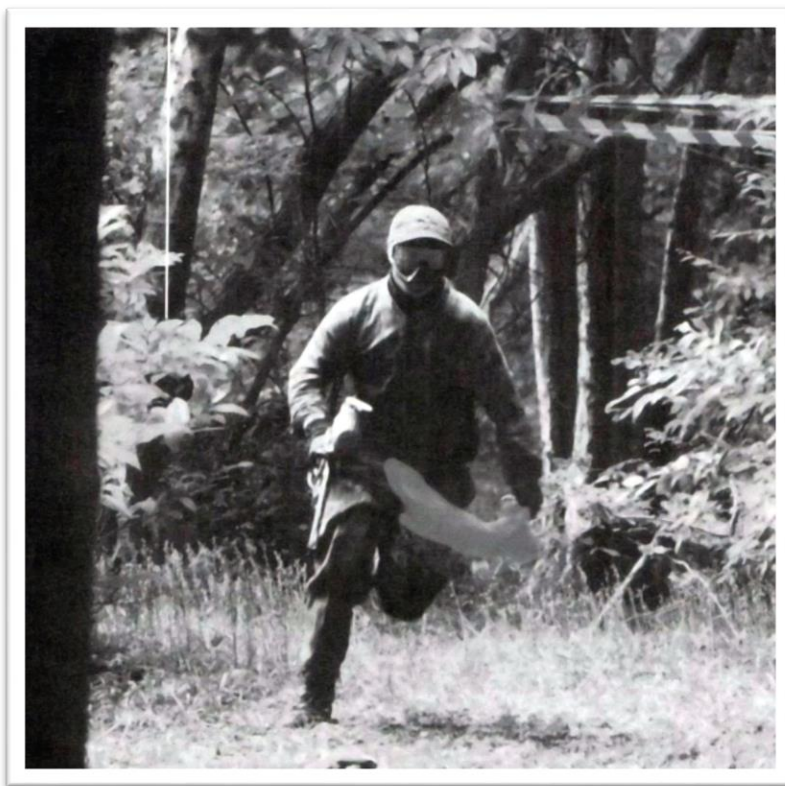
Final Placings:

1 st	Shades of Grey	502
2 nd	Predators	428
3 rd	NAM Wreckin' Crew	408
4 th	Vulcan's	306
5 th	Unforgiven 2	236
6 th	S Personalities J	231
7 th	Total Package	226
8 th	The Punishers	214
9 th	Team Too Sexy	208
10 th	Unforgiven 1	164
11 th	Dead Meat	90
12 th	Cougars	18
13 th	Librarians	370
14 th	Smart as a Carrot	323
15 th	Magic Roundabout	286
16 th	QED	280
17 th	Cohesion	262
18 th	Northern Blitz	194
19 th	Team Fury	139
20 th	Smoking Beagle	130
21 st	S Personalities H	89
22 nd	S.A.D.	46

Mayhem, 1995.



Surveying the crowd at Mayhem on a sunny Saturday morning the first thing that struck me was the variety of people at the event: surf bums mingle with Mad Max clones, adrenalin junkies chat to accountants and shop assistants kick back with athletes. It's a real gathering of the tribes, and they're all here to play Paintball. Everyone is in a good mood despite pre-tournament nerves, and the Held are looking great. Messrs. Wilson and Baldwin are rushing about making sure



everything's running smoothly (It is) and you can feel the tension and excitement in the air.

The teams head out onto the fields armed with their guns, Claire and I follow them tooled up with our cameras. Our agenda is simple: we go in. We do the job, we get out nobody gets hurt. Unfortunately something tells me things aren't going to be quite that easy...

Saturday.

Division 1.

Aftershock got off to a perfect start, maxing the Woollords in what was their hardest game of the day. Kuttin Kru 2. All Stars and Gauntlet all suffered the same treatment, but 24 penalties prevented the Americans from getting a perfect 360.

The Woollords were also looking really strong. After their tough first game they maxed the remaining three in style.

Kuttin Kru 2 maxed the All Stars for the loss of only five men but ran into problems against Aftershock and the Woollords and drew with Gauntlet.

The All Stars had a poor morning, failing to Max and picking up 32 penalties against Aftershock. They finished the day with a mere 22 points.

Gauntlet fared slightly better, taking out six All Stars and picking up 15 points against Aftershock in a plucky performance.

Division 2.



Palm Beach Predators were fortunate in their opening game against Storm, only triumphing after the Brit boys suffered a lapse of concentration. After this Max they steamrolled the Punishers for the loss of only three men and continued in style against Hamburg Highlander and Kojootit.

Storm recovered well to max the Punishers, but found Kojootit too tough a nut to crack and couldn't finish off Hamburg Highlander.

The Punishers started well. Maxing Hamburg Highlander, but only managed to get 39 points out of their next three games. They played well below their potential to finish 36th on day one.

Hamburg Highlander played hard, but found this group pretty tough going. They only managed to shoot out two Kojootit players, but put up a good fight against Storm.

Kojootit had a blinding first day: they Maxed out against Hamburg Highlander and the Punishers and looked very impressive.

Division 3.

Hellwood's aggressive style stood them in good stead at the Masters; they maxed against Redskins and Boyz Don't Cry and during their match with Pagans one Hellwood player had three Pagans pinned down on the left tape - not bad going against an in-form Pagans line-up.

Ditch Dogs Maxed both Redskins and Pagans, drew with Hellwood and were surprisingly maxed by Boyz Don't Cry.



Boyz Don't Cry endured tight games with the Redskins and Pagans before Hellwood over-ran them. Maxing the Ditch Dogs gave them just the boost they needed for Sunday's games.

The Pagans looked pretty good to me but they failed to Max all day - missing one Redskin in their third

game. They pushed too late against Hellwood to really threaten the flag, but Sunday promised much if they could regain that killer instinct.

Division 4.

Four straight Maxes saw an awesome looking Predator team finishing the day on maximum points. They lost only three players to Strike Force and Camp Tigers and one to the Hillbillies. In full flow they looked capable of destroying anybody.

Strike Force, bolstered by the Gardner boys and Graham Easton from the All Americans, recovered from their tangle with the Preds to get three straight Maxes. Two quick kills Vs Camp Tigers saw them over-run the French team in fifteen minutes.

Camp Tigers Maxed the Hillbillies after a push on the top tape by the British boys failed. A tight game against countrymen Freres Petards and low scores against the other two teams left them mid-way down the table at the end of play

Freres Petards Maxed the Hillbillies for the loss of only five men, but could only take-out two members of the Preds and Strikeforce.

The Hillbillies had a tough first day, and went into Sunday with it all to do.

Division 5.

The Banzai Bandits started convincingly with a Max over Alamo Heroes, but were Maxed by the Masters and held in a tight game with the Wildcats.



Alamo Heroes improved as the day went on finishing up with two Maxes against Highlander and Wildcats.

The Masters also finished up with two Maxes: the Geordie boys must have been over the moon with their trouncing of fellow Northerners Banzai.

Wildcats went the opposite way. Maxing their first two games in style, but finding the last two harder going. Finishing in 17th place on day one was a great result - especially as this was one of the tightest groups.

It was a long way for Highlander to travel, and they were maxed in all four games. 57 points at the end of the day left them in 50th place, one slot below their German namesakes.

Division 6.

Shockwave had a storming start, and four straight maxes had them brimming with confidence at the end of play. The semi-finals were already beckoning.

In stark contrast. Gulo Luseus had a 'mare; they only managed to take out one of Robbo's boys and ended up with 63 points. Like the Punishers, they failed to live up to expectations.

Ton Ton Flingeurs surprisingly failed to get a Max all day and they would have hoped to finish higher than 43rd. Yet another team hoping the draw for day two would be kind to them.

West Coast Maxed Rebellion convincingly, but 48 penalty points left them with a lot of work to do on Sunday if they were to progress.

Rebellion hung the flag but missed a player against Ton Ton Flingeurs and held Gulo Luseus in a tight game.

Division 7.



MUF started off on field one against the Vulcans; mid-game four Vulcans shot up the line and out of sight; a minute later Ron Kilbourne came charging back down, only to be shot out by a well-hidden Vulcan. The game ended in a draw, setting the tone for the rest of the day. MUF only managed one Max all day - over Estratego.

A lot of people thought the Vulcans could do the business this year, and two Maxes left them well placed going into day two.



Black Widows started well. Maxing Estratego, but 72 penalties pushed them further down the pecking order than they would have liked.

Portugal's Estratego had a poor start to say the least: they failed to score against MUF and accrued 44 penalty points in their first game. They gained the dubious honor of being the only team to finish on minus points.

In stark contrast Top Cats had a killer start. One Max

over MUF and two high scoring games saw them top the group and surprise everybody; nice work fellas!

Division 8.

It's getting a bit predictable isn't it boys...

Once again the Turks blitzed all before them, losing only two men in a classic against the Short Timers. They joined the Preds and Shockwave as the only team to finish on a perfect 360.

Short Timers recovered well from their encounter with the Turks. Maxing the other three teams in this division comfortably.

Tag replaced Bad News but found the going pretty tough. They fought hard but only managed to get 19 points all day.

The A-Team fared better, but penalties hurt them pretty bad. Another team hoping Lady Luck would help them out on Sunday.

Indians started well. Maxing the A-Team but 50 penalties took the edge off a great performance against Tag.



Division 9.

NWC got off to a poor start by their own high standards, they just weren't gelling as a unit and didn't really like the fields they'd drawn. Man Lions A beat them on headcount and they failed to hang the flag against the Brothers. Maxes against Stealth and Gladiators pulled their score up but finishing third in their group wasn't part of the pre- Mayhem game plan.

Man Lions A got two Maxes, and missed one of the Brothers to deny them a third. They topped the group comfortably and looked good all day.

Brothers in Arms YG also had a blinder, two Maxes combined with two high headcounts saw them finish in 19th place after day one.

Stealth left a player alive against the Gladiators, missing the Max by three points. Unfortunately they found the other teams tougher nuts to crack.

It was a similar story for the Gladiators. They found the going pretty rough but played out of their skins against the Nam leaving only one Wrecker on the field.



Division 10.

Wolverine's aggressive style impressed me greatly, and three Maxes saw them finish seventh. On this form a finals place was a distinct possibility.

The Panthers Kept Wolverines at bay, but this was the best they could manage. They battled hard but finishing 51st on the day left them with it all to do

Man Lions B failed to Max and fifty penalties against the Pirates left them skulking at the bottom of the group.

Iron Wolf, on the other hand, played like men possessed. They breezed through the first three games, with only Wolverines throwing a spanner in the works. After finishing 10th overall, they were the highest placed Amateur team. Their captain was entertaining thoughts of going Pro if Sunday treated them as kindly, but the rest of the team were not so sure.



The Pirates also had a great day. Maxing Panthers and Lions B. With 210 points on the board, a place in the semis was well within their reach.

Division 11.

Like the Nam, Shades of Grey found the going pretty rough. Kru 1 and Norfolk made life difficult for them, and Maxing their last two games still saw them finish second in the

group.

Kuttin Kru 1 also got two Maxes (over Norfolk and Woodland Shadow), and two other high scoring games saw them top the group.

Norfolk n' Chance started brightly - Maxing Woodland Shadow - but ran into trouble against Shades and the Kru. We blame guest brummie Tim Taylor.

The Cougars also maxed the unfortunate Shadow, and fought hard in their remaining games. Finishing 29th from such a tough group did not leave them too far off the pace.

Woodland Shadow were the whipping boys of group eleven, but they kept fighting regardless. Hopefully Sunday would give them a chance to add to their 61 points.

Division 12.

The Iron Men were one of the teams everyone wanted to see. Their open, attacking style of play paid dividends and only 52 penalties prevented them from hitting the magic 360.

Fat Freddy's Cat recovered well from their initial encounter with Bob Long's boys to Max the next three games. Finishing 12th overall left them primed for a semi-final position.

Shadow Co Maxed Berserks before falling before FFC and the Ironmen and beating Lost Boys on headcount.

Berserks looked pretty good but could only Max out once, Vs Lost Boys. Finishing in 37th place left them in hope of a better draw for Sunday.

The Lost Boys were on the receiving end of Maxes from everyone bar Shadow Co. Ten penalties in their last game was an unfortunate end to a hard day's play.

Scores after the first day.

Team,	Penalties,	Overall Score.
1 .Predators	0	360.
2. Shockwave	0	360.
3. Turks	0	360.
4. Palm Beach Predators	18	342.
5. Aftershock	24	336.
6. Ironmen	52	308.
7. Wolverines	0	300.
8. Woorlords	0	291.
9. Man Lions A	0	288.
10. Ironwolf	4	281.
11.Strike Force	0	279.
12. Fat Freddy's Cat	0	278.
13. Short Timers	0	276.
14. Banzai Bandits	0	251.
15. Kuttin Kru 1	0	251.
16. Shades of Grey	0	242.
17. Wildcats	4	235.

18. Top Cats	2	234.
19. Brothers in Arms	0	222.
20. N.W.C	0	222.
21. Vulcans	0	219.
22. Storm	0	216.
23. Masters	0	210.
24. Pirates	0	210.
25. Ditch Dogs	0	207.
26. Hellwood	0	207.
27. Kojootit	42	200.
28. Alamo Heroes	14	199.
29. Cougars	0	164.
30. MUF	2	160.
31. Boyz Don't Cry	0	144.
32. Camp Tigers	0	141.
33. Pagans	0	138.
34. Norfolk 'n' Chance	20	133.
35. Shadow Co	0	132.
36. Punishers	0	129.
37. Berserks	0	126.
38. Freres Petard	0	126.
39. Rebellion	0	126.
40. Stealth	0	126.
41. Kuttin Kru 2	8	118.
42. Indians	50	110.

43. Ton Ton Flingeurs	0	110.
44. West Coast	48	102.
45. Black Widows	72	84.
46. A-Team	48	84.
47. Gladiators	0	78.
48. Gulo Luseus	0	63.
49. Hamburg Highlander	6	60.
50. Highlander	0	57.
51. Panthers	18	57.
52. Gauntlet	0	51.
53. Woodland Shadow	0	51.
54. Hillbillies	6	48.
55. Lost Boys	10	41.
56. Redskins	28	41.
57. Allstars	32	22.
58. Tag	14	19.
59. Man Lions B	50	10.
60. Estratogo	86	44.

With three American teams and one French in the top ten, the foreign challenge looked menacing to say the least.

Sunday.

Division 1.

Predators, Short Timers, Ditch Dogs,

Berserks. Hamburg Highlander

The Preds started where they left off repeating Saturday's score with four straight Maxes. They power housed Hamburg Highlander, with Rafe and Vic screaming down the top tape before the whole team swept forward to finish off the unfortunate Germans. The Short Timers Maxed Ditch Dogs but were nearly Maxed by an in-form Berserks line-up, who only missed one Timer in a great performance. The Ditch Dogs managed to Max out twice, but failed to score against the Preds, whilst Hamburg Highlander could only notch up 21 points all day. Hats off to the Berserk boys, they played hard and stood a chance of making the semis.

Division 2.

Shockwave, Banzai Bandits, Hellwood. Freres Petard. Highlander

Quite a good crowd turned up (considering it was 8 0 clock and pissing it down) to see Shockwave take on Banzai Robbo took up an advanced central position but lacked support The game looked like ending in a draw before Ledz took one in the face, two more Banzai's quickly followed but time ran out before Shockwave could get the flag While Shockwave were marching toward the Semi's the Banzai's were having a few problems 34 penalties and a headcount defeat by Hellwood left the Mane lads biting their nails m dread Hellwood and Freres Petard Maxed Highlander, but neither had much hope of playing on Monday.

Division 3.

Turks. Kuttin Kru 1, Kojootit, Rebellion, Panthers

The Turks nearly managed to repeat Saturday s performance, but a draw with the Kru m a hard fought game put paid to that. The Kru managed two Maxes and were looking good for a place m the Semis, while Kojootit kept on surprising everyone with two Maxes of their own A place in the semis looked a near certainty Rebellion Maxed Panthers and had a couple of high scoring games, while the aforementioned Panthers found things a little too tough for their liking.

Division 4.

Palm Baach Predators, Shades of grey, Alamo Heroes. Stealth, Gauntlet

Three Maxes looked certain to put a confident Palm Beach side into Monday's draw, but they didn't have things all their own way by any means The mercurial Shades hit peak form to tear through the Yanks and everyone else with four straight Maxes, on this performance the sky seemed to be the limit Alamo Heroes

Maxed Stealth and Gauntlet, while Gauntlet added to Stealth's misery. Maxis them for the loss of five men.

Division 5.

Aftershock, Wildcats. Cougars, Kuttin Kru 2, Woodland Shadow

Only 20 penalties prevented Renick Miller's team from hitting a perfect score The Americans really seemed fired up and intent on taking the Masters crown back over to the States The Wildcats continued to impress, they Maxed twice and nearly managed a third leaving one Cougar alive in their second game Cougars Maxed Kru 2 but were surprisingly Maxed by Woodland Shadow, who were in turn Maxed by the Kru.

Division 6.

Ironmen. Topcats. MUF. Indians. Hillbillies

The Ironmen didn't have things all their own way on day two they failed to Max the Indians who put up a terrific fight good on you boys They earned Bob Long's respect and gave the Ironmen their hardest game of the tournament. Topcats Maxed the Hillbillies and this, combined with a couple of good headcounts saw them in with a chance of progressing onto day three The MUF's also Maxed the Topcats but had hot gun problems to contend with, and failed to score significantly elsewhere The Indians battled well all day, but a whopping 90 penalties in the first game put paid to their aspirations despite Maxing the unfortunate Hillbillies The Hillbillies did put up a great performance against MUF which earned them a good deal of respect

Division 7.

Wolverines. Brothers in Arms. Boyz Don't Cry. Ton Ton Flingeurs. Lost Boys

The Wolverines continued in style. Maxing twice and getting 87 points against Brothers in Arms Could a French team make the finals for the first time? The Brothers had another good day and four high scoring games booked them a place in the semis. Boyz Don't Cry didn't fare quite so well, only adding 67 points to their first day total Ton Ton Flingeurs Maxed out against the Germans but failed to score significantly elsewhere The Lost Boys should be well pleased with themselves; one Max and three high scoring games saw them finish on a high note.

Division 8.

Woorlords, NWC, Camp Tigers. West Coast, Redskins

The Woorlords failed to live up to expectations despite hammering the Camp Tigers; they'll be back for certain. NWC started to look really good, turning it on with two Maxes (they were only denied a third by eight penalty points), but were on the receiving end of some stick from the Redskins, who played like men possessed all day. Camp Tigers Maxed out against the Redskins but failed to notch up many points elsewhere West Coast came within a whisker of Maxing the Frenchmen and gave everyone else a good game

Division 9.

Man Lions A, Vulcans, Pagans, Black Widows, All-stars

Man Lions A continued in top form, only being held up by the Pagans who beat them on headcount. The Vulcans had another mixed day. Maxing the Black Widows but being on the receiving end from the Lions. The Pagans were another YG team to play well above themselves, and a deserved semis place was waiting for them Black Widows sorted out the problems that had plagued them on day one but didn't do enough to extend their run in the competition. The All Stars didn't have much joy, but they have gamed vital experience which »s sure to stand them in good stead for next year.

Division 10.

Ironwolf, Storm, Norfolk 'n' Chance, A-Team, Tag (Did not play, each team awarded 80pts)

Ironwolf didn't put quite so many points on the table as they had on Saturday, getting Maxed straight off by Storm, but they did enough to qualify for the semis in style Storm also Maxed the A Team, but had a fight on their hands from those aggressive Norfolk boys - who really put the pedal down on day two in their own inimitable fashion. Iron Wolf found Jim Frensham's boys just too hot to handle A Team got a couple of pretty good headcounts but found the going a little tough against such stiff opposition.

Division 11.

Strike Force. Masters. Shadow Co, Gladiators. Man Lions B

Strike Force were another team who turned it on for day two. picking up 320 points and sending out warning signals to the other Pro teams Masters Maxed the

Gladiators and grabbed a couple of flags to cruise into the YG finals Shadow Co scored well in all four games but failed to Max, and were on the receiving end of a Max from the Gladiators. Man Lions also gave Shadow Co a run for their money but could only accrue 78 points over the two days.

Division 12.

Fat Freddy's Cat, Pirates, Punishers, Gulo Luseus, Estratego

Fat Freddy's started as they meant to go on, maxing the Pirates for the loss of only four men and Estratego for only three. The swashbuckling Pirates mauled Estratego, but 62 penalties didn't aid their cause. The Punishers got it together with two Maxes and hauled themselves up the table and into contention. After being done by the Punishers Gulo Luseus notched up three straight Maxes, but it was a case of too little too late. Hats off to Estratego, they made the trip over here at considerable expense and played their hearts out. They pulled the score back to minus two after the second day.

Scores after the Second day.

Team,	Penalties,	Status,	Total Score.
1. Predators	0	Pro	720
2. Aftershock	44	Pro	676
3. Turks	0	Pro	651
4. Shockwave	22	Pro	638
5. Ironmen	52	Pro	625
6. Shades of Grey	0	Pro	602
7. Strikeforce	0	Pro	599
8. Palm Beach Preds	48	Pro	594
9. Wolverines	2	Pro	583
10. Man Lions A	0	Pro	579
11. Fat Freddy's Cat	26	Pro	555

12. Wildcats	4	Am	508
13. NWC	8	Pro	502
14. Bros in Arms	6	Am	501
15. Storm	0	Pro	497
16. Kuttin Kru	6	Pro	496
17. Short Timers	16	Pro	470
18. Iron Wolf	4	Am	447
19. Banzai Bandits	34	Pro	427
20. Hellwood	10	Pro	419
21. Masters	0	Am	409
22. Woorlords	8	Pro	406
23. Alamo Heroes	14	Pro	403
24. Kojootit	42	Am	401
25. Vulcans	32	Pro	400
26. Norfolk 'n' Chance	45	Am	389
27. Ditch Dogs	18	Pro	381
28. Topcats	2	Am	369
29. Punishers	0	Am	351
30. Pagans	0	Am	348
31. GuloLuseus	0	Pro	339
32. Berserks	14	Am	312
33. Cougars	0	Am	302

34. Indians	140	Am	292
35. Pirates	62	Am	292
36. Rebellion	0	Am	282
37. Shadow Co	0	Am	275
38. Kuttin Kru 2	8	Am	247
39. MUF	38	Pro	239
40. Freres Petard	8	Am	238
41. Lost Boys	38	Am	235
42. Redskins	50	Am	227
43. Ton Ton Flingeurs	0	Am	227
44. Black Widows	72	Am	219
45. West Coast	68	Am	214
46. Boyz Don't Cry	2	Am	211
47. A-Team	48	Am	208
48. Gladiators	10	Am	206
49. Camp Tigers	42	Am	199
50. Gauntlet	0	Am	195
51. Woodland Shadow	0	Am	186
52. Hillbillies	18	Am	150
53. Stealth	48	Am	129
54. Panthers	18	Am	123
55. Highlander	0	Am	117

56. Hamburg Highlander	33	Am	81
57. All Stars	32	Am	79
58. Man Lions B	78	Am	74
59. Tag	14	Am	19
60. Estratego	86	Am	-2

Monday.

Amateur Semi-Finals.

Group 1.

Wildcats, Iron Wolf, Kojootit, Topcats, Pagans

These games were played on fields seven and eight, and an awful lot depended on who won the toss - especially on field seven. The team with the high base managed to control the vital top ridge in almost every game I saw, with one or two exceptions. We expected to see some tight games, and were not disappointed.

Wildcats and Iron Wolf dominated this division, with the Wildcats having the edge over 'Wolf after maxing them in the first game. They also Maxed Kojootit and Pagans, but were held by Topcats in a low-scoring game. Iron Wolf Maxed Kojootit and Pagans to haul themselves into the finals. Topcats Vs Pagans was a very tight game with the Pagans pushing hard in the middle towards the end. The game ended in a draw with five kills apiece - which didn't help either side out very much. Kojootit finished strongly against Pagans - getting the flag in transit - unfortunately 32 penalties against Topcats put paid to their dreams of glory: but what a performance. All the YG teams played hard and fair from what I saw and were a credit to the sport.

Group 2.

Brothers in Arms, Masters, Norfolk 'n' Chance, Punishers, Berserks

This really was a tight looking group: the Punishers, Norfolk and the Brothers were all strongly tipped to do very well this year. Hell, even Leviathan fancied them! But it was the dark horse of this year's YG section who took the division by the scruff of the neck.

Berserks from Denmark had a stunning morning and were the highest scoring YG team in either group. They Maxed the Punishers for the loss of just four men before succumbing to the Masters. But after this hiccup they were unstoppable, over-running Norfolk and the Bros for two straight Maxes. The Masters also finished up with two Maxes after a close run thing with the Bros. Norfolk did things the other way around, Maxing the Punishers and Masters straight off but only accumulating 36 points from their last two games. They finished neck and neck with the Masters on 216 points.

The Brothers were the second highest YG qualifier, but one Max and three good headcounts just wasn't enough to take them any further. The Punishers fared even worse, finishing the day with a total of only 51 points.

Pro Semi-Finals.

The pro field was now down to fifteen runners and the three groups consisted of the following teams; in group one we had Shockwave, the Preds, Strike Force, Storm and the Manchester Lions. This group looked like a three horse race with Shock, Preds and Strike Force the three main contenders looking to go through.

In the second group we had Shades of Grey, NWC, The Turks, The Short Timers and the surprise of this group, French team Wolverines. This group could cause problems because on the face of it most of them were evenly matched. If you were looking to get Max outs then this could well be a difficult group to be in, and so it proved - with only one of the teams going through to the final five.

In the third group we had an All American Affair; the Ironmen, Aftershock, Palm Beach Predators, Fat Freddie's Cat and finally Kuttin Kru. The Yanks must have been cursing their luck, as they had travelled across the Atlantic just to play teams they face all year round. The Ironmen and Aftershock were favorite's to go through from this group with the other teams left to fight for scraps. Palm Beach Preds are not all that well known over here but Stateside they are a well-respected team, and if anybody was going to upset the applecart in this group then it would be them. They had played some brilliant Paintball in the preliminary rounds, but now came the real test against some old adversaries

The first game in group one was field one with the Preds going up against Shockwave Now whilst the vast majority of fields aided flowing, attacking Paintball, this field killed it stone dead. At one end was a jungle and the other was an open space infested with barricades The team at the thick end could not push out of the

thick stuff for fear of being ripped to pieces Equally, the team that drew the barricade end would find it very difficult to push into the thick stuff as the opposition lay in wait.

The Preds drew the thick end and it was obvious from the start of the game that this was not going to be over quickly Both teams probed tentatively with neither making much ground after the first twenty or so minutes The game really took off with a couple of minutes to go when the Preds started to move up Shockwave's left hand tape but the assault was quickly dealt with. The Preds sustained the loss of four players while Shockwave lost only one man. The game ended up with Shockwave gaining a body count win over the Preds, This did neither team any favors, but Shockwave at least had those few extra points that could prove invaluable at the qualification stage. The Preds went on to Max out the remaining three games, assuring their place in the final The other place was taken to>y Shockwave as predicted, but only after a very tense last game against the Manchester Lions Shock had maxed out on Strike Force and Storm but needed a flag in transit Vs the mighty Lions With a few minutes left the last three Shockwave players hit Man Lions who had seven still on the field of play it was a do or die attack with Robbo managing to eliminate four players on the way to the basecamp and grabbing the flag with only seconds to spare

Group 2 was a fascinating struggle among four of the top teams in the UK. all of whom have played each other on so many occasions before The Shades got off to a shaky start, only managing 42 points from their first two games whereas the Nam had a stormin' morning, only one elimination short of three maxes in their first three games This left the Nam sitting pretty for their last game against the Shades, who had to win to have a chance of qualifying With the Nam having already qualified Shades ripped into them on field five and Maxed out. leaving the hand of fate to decide whether or not the Shades 190 points would be enough But a hot gun and a Staggered performance against the Turks when the Shades had the game in the bag meant that qualification was to elude one of the most popular teams on the domestic circuit Elsewhere the Timers revenged themselves on the Turks for their first round defeat on Saturday The Nam were the only team to qualify from this group, but French team Wolverines came within five points of making the final five C'est la vie The last group went to form with both of the top two American teams getting three Maxes Their only hiccup was against each other, but that was to be expected, and the Ironmen managed to get the all-important

psychological advantage over Renick Millers boys by grabbing their flag and getting transit points.

So the final five had been whittled down to the Ironmen. The Preds. Shockwave. Aftershock and last but not least. NWC. What a line up and one which just so happens to coincide with PGI's prediction We all waited with baited breath as the gladiators of Paintball prepared to do battle.

Pro Semi-Final Scores.

Team,	Penalties,	Total,	Position.
Aftershock	36	255	4
Fat Freddy's	60	41	12
Ironmen	0	317	1
Kuttin Kru	85	110	10
Man. Lions A	16	35	13
NWC	0	279	2
Palm Beach	52	29	14
Preds	0	273	3
Shades	31	190	7
Shockwave	0	233	5
Short Timers	0	141	8
Storm	38	28	15
Strikeforce	2	112	9
Turks	12	69	11
Wolverines	0	228	6

Amateur Finals.

Fields five and six saw the cream of this year's Young Gun crop do battle for the ultimate prize Both field had seen more than their fair share of draws, and final round tension between such evenly matched teams was unlikely to change things.

Berserks came from nowhere (well. Denmark) to qualify in first place for the finals and really did make everybody sit up and take notice Whether they ran out of steam or the other teams stepped up a gear we'll never know, but they failed to get a Max out and could only summon up enough energy to shoot out two members of an impressive Iron Wolf side in their last game They managed to draw with the Wildcats in a tight game, but had little joy elsewhere They made a lot of friends at Mayhem and gained the respect of their opponents, proving that France and Germany aren't the only European countries threatening British dominance.

The Wildcats were another team to have a superb tournament. 17th after day one and 12th on day two (finishing above the likes of NWC) left them hungry for the top spot Alas it wasn't to be.

Ten penalties against Berserks got them off on the wrong foot and they couldn't match their pre-final form despite beating Norfolk on headcount Mayhem was a great showcase for their talents, and we predict bigger and better things for the feline crew over the next few months.

Everyone likes watching an aggressive team hell-bent on winning, and few are more exciting than Norfolk n' Chance when they're on song A Max against Berserks and three high headcounts left them on a very respectable 148 points Every team they faced in the finals had their hands full, and if they keep progressing the call of the Pro ranks may be too hard for them to resist Jim's boys were a major part of the strong contingent of Northern teams to do extremely well at Mayhem.

Iron wolf were the highest placed YG team after day one and their form held right through the tournament A flag in transit in their first game and two Maxes over Wildcats and Berserks might have been enough for them to take first place on another day, but it wasn't to be for the boys from Lasham, A certain set of Geordies had other ideas...

The Masters stamped their authority on this group right from the off. Three straight Maxes and a headcount win over Iron wolf saw the Newcastle Brown-fueled boys take the Mayhem crown The training they received from Robbo and Phil Ham obviously paid dividends It's a long way to travel from the North-East to find decent opposition, and the time, money and dedication Hedley's lads put in

year in, year out, made them worthy and popular winners. PGI wishes the Masters, and all the other teams to take part in this great tournament, every success in the future. The YG teams are Paintball's unsung heroes and deserve all the help and support we can give them.

Amateur Final Scores.

Position.	Team.	Position.
1 st .	Masters	297
2 nd .	Iron Wolf	235
3 rd .	Norfolk "n" Chance	148
4 th .	Wildcats	53
5 th .	Berserks	48

The Ironmen got off to a flying start maxing out their first two games against Nam and The Preds. Both games were played in the same way, with relentless assaults by the seemingly irresistible Ironmen. No matter what the Nam and The Preds tried to do, it was inevitable that the sheer power of the Ironmen's attacks would prevail, and prevail they did. For those people lucky enough to see these games, it was a fantastic display of aggressive Paintball against two of the top sides in the UK - the applause for these victories was deafening as the crowd warmed to the men of steel doing the business.

The Nam only got one Max in the finals, but were desperately unlucky in their final game against Aftershock. This game was a real crowd pleaser with Nam gaining the edge and looking like taking the win, it wasn't to be, however, and the game ended up with one player left alive on either side. The Preds played Aftershock in their first game and only managed a draw, but bounced back in game two to Max out the Nam. But the writing was on the wall for a while to see as the Ironmen moved closer and closer to lifting their first Mayhem title. As the finals unfolded, it looked as though the Ironmen could not be stopped, but a hot gun cost them 42 points. This could have meant disaster for the Californians, because in round four they could only draw with Aftershock; if the Preds beat Shockwave, then the Ironmen had to Max out against Robbo's boys to take the title.

And so it proved to be. The Preds played a great game on field three against Shockwave and got the precious ninety points. A touch of irony crept in as they looked to the team they had just beaten to hold the Ironmen to a draw. But the Ironmen had an iron grip on the cup and no way were they going to let that happen. Their last game against Shockwave was a real belter, with Robbo's team hitting them full on. Paint filled the air and within a couple of minutes Shockwave had gained a ground advantage, with Adrian Bell crawling over thirty feet and then going over the top of a barricade to eliminate Clayton of the Ironmen.

A fierce firefight ensued with Bob Long quickly realizing that unless he stopped this push then all would be lost. Shockwave pushed and pushed only to be met by a hail of paint; one by one the assault party dwindled and left the Ironmen to counter attack with devastating efficiency. It must have felt like the Alamo for Jem of Shockwave as they swarmed over the brow of the hill and, although he managed to eliminate three of them, their push was just too strong and the Ironmen Maxed out in what was a truly great attacking game from both sides.

So the Mayhem champions were the Ironmen, and what a popular win it was. National bias was put on the back burner in appreciation of their exciting style of play. If this is an indicator of Paintball to come then we owe the Ironmen a great deal, because as a spectacle I have yet to witness such enjoyment from both player and spectator. Well done the Ironmen, but watch out...the Brits will be back!

Pro Final.

Team.	Penalties.	Total.	Position.
Ironmen	54	237	1 st
Preds	2	214	2 nd
Aftershock	14	133	3 rd
NWC	34	92	4 th
Shockwave	0	54	5 th



Arenaball, 1995.

Saturday, Pump.

Planet Paintball really is second to none if you're looking for top class facilities and an atmosphere that exudes professionalism. The superb safezone was in immaculate condition and Steve had personally polished every blade of grass on the fields. Unfortunately his direct line to God must have

been permanently engaged, as the weather didn't quite live up to the high standard of play. Still, you can't have everything.

Unfortunately a mere six teams turned up for Saturday's pump only tournament, which was a real shame as the action was on a par with, if not better than, Sunday's. Playing with pumps really separates the men from the boys and produces the kind of stand-up, head to head Paintball which semis so often deter.

The format for the day's play was two straight forward round robins, one in the morning and one in the afternoon.

The Screaming Leprachauns came all the way from Ireland to test their pump-skills against the likes of the Predators and Team Sterling, and they gave the Preds a real scare in their 2nd encounter: Rate got taken out en route to the 5th barricade from the breakout and two more Preds quickly followed. A momentous victory looked to be on the cards until Marcus redressed the balance with two great shots. From then on it was all over bar the shouting.

The leps were well received by all the other teams and really enjoyed themselves. Hopefully they'll be back over to try their luck again in the near future.

The Black Widows finished one place and 60 points higher than the Leprachauns, with the two teams facing off in one of the most exciting games of the day. The



Widows emerged triumphant but found the going pretty tough elsewhere with the Punishers really giving them a hammering.

The Punishers were joined by Dave Stewart for the day, and looked rather fetching in their tailor-made yellow t-shirts. They started poorly - getting

mullered by the Preds - and were up and down all day. On numerous occasions they seemed to have the upper hand only to have victory snatched away from them.

War Party did remarkably well considering they played with only six men for the majority of the day. They earned a hard fought draw with Team Sterling in the morning and picked up as the day went on. Their captain (who had injured his back earlier in the day) pulled off a dead man's walk Vs the Preds. He strolled up to Bart and planted one right in his goggles; the expression on Bart's face was priceless, sheer amazement. Officially The Walk' was not allowed, but when the initial recriminations died down no-one was particularly bothered. It was that sort of day, relaxed and enjoyable. War Party could have finished higher but were handicapped by the arrival of Robbo, who joined them for the last few games. Team Sterling fielded an international line-up. with Jacko heading British/French/Danish team. They played some fantastic games, with none of their players afraid to go head to head with the opposition. Their first encounter with the Preds was a harsh one, with all the Sterlings bar Jacko being shot out and the Preds descending on their erstwhile team-mate, who was stuck alone in the corner. Fortunately they were too kind to drill him from point-blank range.

Their next encounter, however, was a totally different story. The Sterlings tore upfield and ripped the Preds apart without losing a man. Definitely their most satisfying result of the day.

What can you say about the Preds? Their systematic destruction of the opposition resulted in nine Maxes, with the almost telepathic understanding between Rate



and Bart causing teams untold worries on the tape. They were regularly making the 3rd and 4th barricades straight from the breakout and pumping faster than most players fire their semis. If Marcus and Co could carry on in this fashion on Sunday, the double looked academic.

Pump, Results.

1 st Predators	900
2 nd Team Sterling	750
3 rd War Party	540
4 th Punishers	485
5 th Black Widows	220
6 th Screaming Leprachauns	160

26 teams arrived for their yearly dose of speed and as the action got harder and faster, so did the music. Mr Mattacott took over and delivered his own unique



commentary over the techno Beats, whilst everyone else screamed themselves hoarse trying to coach their team to victory. The line-up was pretty much as expected, with NWC and Short Timers the only notable exceptions.

This stage was played as a round robin with two divisions of seven and two of six. The top four qualifiers from each division were guaranteed a place in the next round, while those knocked out were guaranteed a place in the spectator area drinking lager. What a choice.

Sunday's First Round Divisions.

Division one.

Predators.

Turks.

Wildcats.

Punishers.

Tigers B.

Fusion.

Crisis.

Division two.

Shades of Grey.

Tigers A.

Kuttin Kru.

Ditch Dogs.

Delta Force.

Smart as a Carrot.

Dawn Raiders.

Division three.

Shockwave.

Storm.

Sterling.

Predators.

Brothers In Arms.

Gulo Luseus.

Kuttin Kru 2.

Division four.

Strikeforce.

Iron Wolf.

Woorlords.

Sting.

Split P's.



Harlequins.

The Turks rather surprisingly opted for the former and qualified 4th from division one The Preds didn't have things all their own way by any means: they were soundly beaten by the Wildcats, a result which had Mattacott exploding with glee over the loudspeakers. Like Iron Wolf, the Wildcats are on a post-Mayhem roll and they cruised into the next round with ease along

with Tigers B Fusion and Crisis both played well (with Fusion comfortably Maxing the Turks) but couldn't progress from such a tough group and the Punishers had a 'mare, bringing up the rear on only 165 points. The Shades turned up the heat with six straight Maxes and strolled into the next round without breaking a sweat. Tigers A also switched on the style to romp home and dominated this group along with the Shades. Smart as a Carrot looked very organic in their orange and green gear, and the Vegetable Gods were obviously smiling on them as they qualified 3rd. The Dawn Raiders took the final place in this group, leaving the unfortunate Ditch Dogs out in the cold. Kuttin Kru didn't have a good day by their own high standards and joined Delta Force on the sidelines. Shockwave dispelled any rumors that they'd split by turning up and topping division





three, but they didn't have the easiest of mornings. The Sterling Preds picked up where Team Sterling left off on Saturday and played with class and finesse, as did an aggressive Storm side. Gulo Luseus and Brothers in Arms battled it out for the best dressed team award, the Blues Brothers look finally beating Gulo's psychedelic efforts.

Unfortunately for the Bros, Gulo had the edge when it came to stylin' on the fields, with the Zap boys taking fourth place. John Bonich and Co waved goodbye and Kuttin Kru 2 exited along with them.

Iron Wolf topped division four and played tight, controlled Paintball all day- clinically removing all who stood before them, Sting also had a great morning with their attacking style of play paying dividends. Strikeforce could only manage 3rd place and were not looking at their best, while the Woorlords sneaked in through the backdoor to take fourth. Split P's only managed one Max all morning, which was one more than the Harlequins...who managed to finish in last place overall.

Knockout Stage

Into the knockout stage went the Dawn Raiders, Woorlords, Preds, Shockwave, Strikeforce, Tigers B, Sterling Preds, Smart as a Carrot, Tigers A, Wildcats, Gulo Luseus, Turks, Iron Wolf, Shades of Grey, Sting and Storm, These games were played without a time limit and





the tension really started to show. Several players made the classic error of concentrating on what they were doing, and some fools even discussed tactics.

The Preds made short work of Dawn Raiders, finishing them off pretty quickly, while Shockwave took their time dealing

with the Woorlords, Tigers B took out Smart as a Carrot's left tape and swept forward on the right and down to the middle to uproot the remaining Carrots, Strikeforce's encounter with the Sterling Predators was a tense chess match, which Strikeforce finally took for the loss of only one man. Tigers A joined their B team in the next round after seeing off the Wildcats and Gulo Luseus fell to Iron Wolf.

The fact that the Shades were the only team on a perfect 600 didn't seem to bother the Turks in the slightest as they booked a place in the next round, and Storm destroyed Sting, sweeping forward en masse to finish in style.

Quarter Finals.

The Preds clinically took Tigers B out with the Turks doing the same to Tigers A. Once again the Preds looked to be in unstoppable form. Shockwave pushed Strikeforce hard on the left hand side in a game that could have gone either way. Shock eventually broke down the tape and Big Dave went round the back. Phil Ham was the last to go, finally taken out of the bottom right corner. Storm for some reason decided to go into headless chicken mode against Iron Wolf, Sosta's boys were well up until they all decided to push and Iron Wolf just stayed tight and ate them for breakfast.

Semi-Finals.

The Preds wore the Turks down until only Steve and Ledz were left. Steve was in the bottom right corner playing cat and mouse with an elusive Predator; he held out well before falling to a superb headshot and Ledz inevitably followed. The

other semi stayed true to form, with Shockwave beating Iron Wolf in an intense game to earn themselves a shot at the title.

3rd and 4th place play off, Turks Vs Iron Wolf.

This was a long, drawn out game with periods of total silence interspersed with heavy fire. Iron Wolf were strong on the left tape and sprayed paint crossfield to keep the Turks heads down. Ledz went head to head down Iron Wolf's right and took his man out, but was instantly lit up by the remaining Wolves. Another Turk followed 30 seconds later and Iron Wolf took over.

After coming 2nd in the Amateur section at Mayhem and 3rd here the lads from Skirmish Lasham must be thinking about joining the Pro ranks - what about it boys?

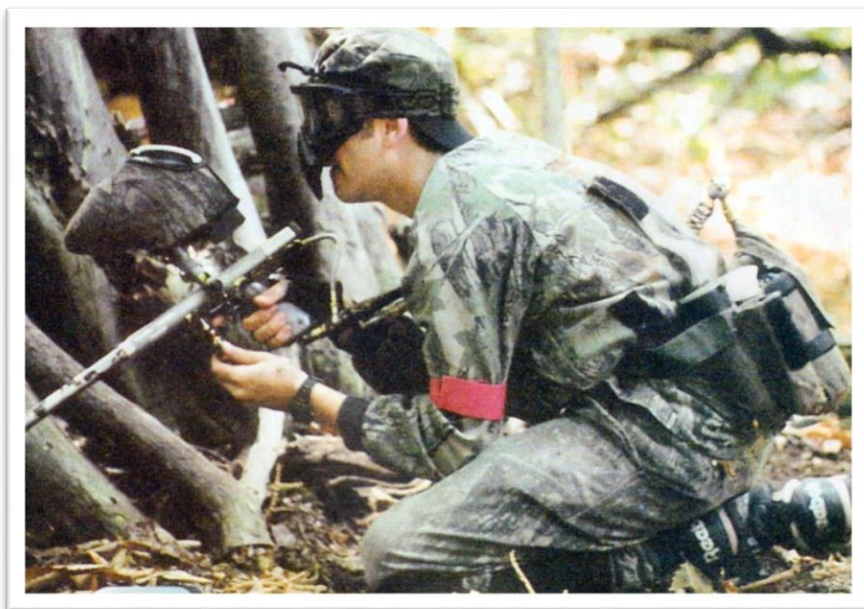
The Final, Shockwave Vs Predators.

Shockwave lost Dave Stewart on the breakout to a shot on the goggles, leaving Jem to hold the right tape alone. Their reply was instant; one Pred fell after a minute,



followed by another 90 seconds later. Gary and Robbo started to push in the center, two more Preds fell and Jem stormed up the tape and round the back- the rest of Shockwave shot forward and eliminated the remaining Preds leaving Rate alone in the corner. Shockwave converged on him and the inevitable followed. Truly a momentous victory.

And that was that. Shockwave accepted their trophies with ear to ear grins while Marcus was gracious in defeat, congratulating Robbo's boys in an excellent speech. We need more events like this on the Paintball calendar, where having a good time takes priority over bickering and in-fighting. Arenaball must be one of the few events where everyone goes home happy. Everyone, that is, apart from Darren Docherty...but that's another story.



Sidcup, NSG 5- man British Open 1995.

Take a liberal measure of Predators, sprinkle on a few of the Nam, stir in the Shades and Shockwave, add a dash of Turks for good measure and garnish with a few Euroboys. Serve in

the sunshine at Sidcup and what have you got? The NSG 5-Man British Open. Poetic ramblings and whimsical snapshots by Ralph 'Wordsworth' Surry.

The sun was out. the sky was blue, they had lots of paint to shoot at you. Sorry, couldn't resist it and nothing rhymed with Sidcup. Still, what a day!

Doug Setters third annual NSG British 5-Man Open was a great success: still that's what we've come to expect from the staff at Sidcup. The 10 minute, center flag into the opposition's base format works well at 5-Man level. The two top teams from each division progressed into separate Pro and Amateur semi-finals and finals.

The whole shooting match was sponsored by Paul Tornier from RP Scherer, attracting 15 of last year's entrants to slug it out with teams from France, Belgium and Sweden to take the total entries to 29. The event was an organizational triumph - even the weather perked up on cue - and, with a total purse of £4,600 and trophies down to 4th for both sections, the scene was set for some great action.

Division A.

Force had no flag grabs but they did deny Masai, House of Paint and Tribe Maxes. The only team to feel any force were the Equalisers, who were outpointed 12/9. The Equalisers did manage first grabs against Masai and the Wildcats, but the



other teams were more than their equals, with Tribe beating them without losing a man.

The Tribe Maxed the book-keepers and the aforementioned Equalisers, hung the Wildcats flag and got a good score against Force. They looked to be on the warpath, but 42 penalties cost them a place in the Amateur semis.

The Librarians last two games produced Maxes over the Wildcats and Force but like Tribe penalties cost them a semi spot. It wasn't one of the Wildcats better days: they Maxed Force and hung House of Paint and the Equalisers flag, but were out for a duck against Masai. However, discipline over the chrono kept the Cats on course for the semis.

House of Paint from France were the Maison du Ponts today. Only Wildcats gave them a real test, and two Maxes and three 44 point hauls put them on the right track for the semis.

Four Maxes and a 77/9 win over Masai in their first game set Turks A on their way to the semis. House of Paint outpointed them 44/12 and Wildcats held them 3/3,

but apart from that it was plain sailing. Preds Masai only faltered against the Turks, with three Maxes and a near miss against Force steadying them.

Division B.

Perhaps Fly Fishing were using the wrong bait, as their only catch of the day was Split's Jeckyl.

Punishers A didn't want to know, taking the bait without a scratch. Split P's Jeckyl suffered two Maxes to Fly Fishing and Team Too Sexy.

They pulled the center flag against Shades and Shockwave YG and. after a quick line-up change, grabbed a re-hung flag to beat Nam A.

Fly Fishing had their waters nipped in the opener by Shockwave YG, who went on to shock the Shades 41/9 and the Punishers 30/6. Punishers A cruised into re Amateur semis by being very difficult to beat. They Maxed Fly Fishing and hung against the Sexys. Shades and Nam were denied Maxes and Shockwave YG were the only Amateurs to outpoint them.

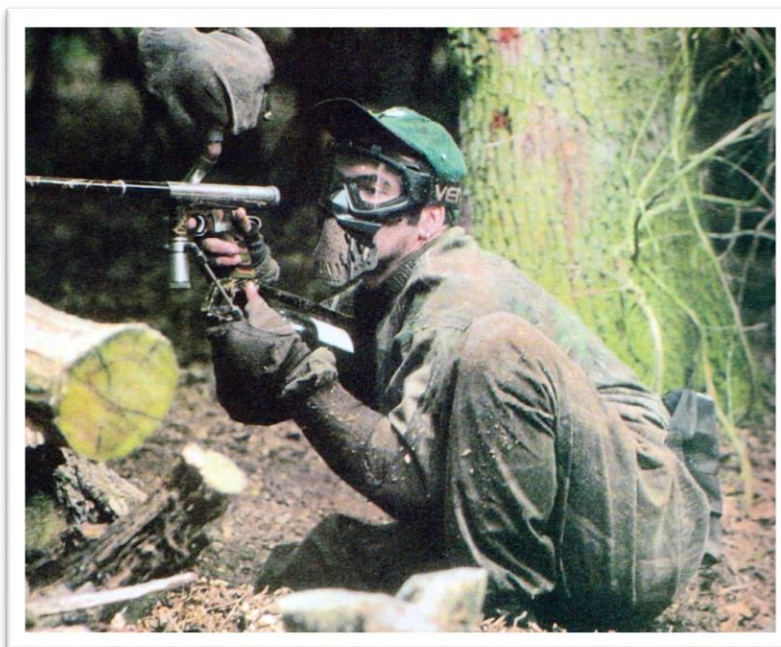
Nam A looked good for qualification until the Jeckyl game. They then needed to beat Team Too Sexy in the final game to be sure of a semi spot. Neither team pulled the flag which left Nam sweating over whether the Sexys would take the Pro semi place.

Team Too Sexy teased their way to the top. Maxing Splits and Shockwave and almost doing the same to Fly Fishing. Flag pulls over Shades and Punishers A meant they'd qualified for the Amateur semis before the Nam game. They took the game to NWC, kept ahead on the scoreboard and had the choice. Eventually they chose to let Nam off the hook.

Shades of Grey also had a nervous last round when they had a bye. They'd scored well in all their games but had failed to Max, and had Too Sexy pulled first against Nam and Nam gone on to win the game, it could've been the Shades sweating on Sexys decision.

Division C.

Belgian team the Outsiders were left out in the cold all day. They suffered five defeats, with their only highlight being a 30 15 win over the Glory Boys. Top Heavy were out for a duck twice to Norfolk n Chance and Zulu, and only managed one Max over the Outsiders. The Glory Boys from France first- pulled the two Pro



teams flags to deny them Maxes. It's a pity these were the last two games, as they could've done with the inspiration earlier on. They weren't maxed by anyone but didn't Max themselves their best result being a 44/12 victory over Top Heavy.

JR Hartley were also ducked by Zulu but scored we elsewhere, they didn't manage to Max, but outpointed Shockwave

Red and managed to qualify for Amateur Semis. Shockwave Red were shocked to find that everyone bar the Outsiders was going to give them a hard time. This was expected from Zulu, but they were denied a win; only the Glory Boys game ended decisively in Shock's favor. Norfolk n Chance were another Amateur team who had a choice of which path to take. Maxes over Top Heavy and Shock the Glory

Boys. Their main strength was that even when beaten they were not Maxed, and they stayed clear over the chrono.

Preds Zulu had three Maxes and two first flags going into their last game and had in effect already qualified. The Glory Boys were the only team to touch a flag during the Zulu's qualifying rounds.

Division D.

Split P's Hyde out-pointed Punishers B 35/15, and managed to deny Nam B and Crisis Maxes. Punishers B highlights were first flag pulls against Turks B and Shockwave Blue. Crisis Maxed the Punishers and outpointed Hyde 27/15. but the result that had Sidcup buzzing was their 50/3 victory over Shock. Turks B had one Max and a flag hang over Hyde and Punishers respectively. First pulls were achieved over Crisis and Nam B. but with three Pros in the division no-one could afford to slip up. Especially as the team from Sweden were showing their True Colors with four Maxes and a first flag grab Vs Nam B. This was offset by 44

penalties, and Shockwave also gave them the blues. They still managed to make the Amateur semis with ease and put the frighteners on one or two Pro teams.

Nam B lost their opener to Shockwave Blue, then Maxed Crisis but were outpointed by the Turks. Nam were helped out by True Colors twice at the end - their penalties left things wide open and their Max against the Turks, coupled with Nam's victory over the Punishers, guaranteed a semi spot for NWC.

wave Red and a near miss against the Outsiders were backed up by a points win Shockwave Blue's Maxes over the two Pro teams put them into a commanding position from the off. Crisis then rocked the Shock, but they bounced back with two more Maxes.

Divisional Results.

*denotes Pro status.

	Pts	Pens	Total
Division A.			
Masai*	423	0	423
Turks A*	412	0	412
V House of Paint	319	0	319
W Wildcats	249	0	249
Librarians	261	18	243
Tribe	267	42	225
Equalisers	63	0	63
Force	51	0	51
Division B.			
Shades*	286	0	286
Team too Sexy	285	0	285
Nam A*	267	0	267

Punishers A	226	4	222
Shockwave YG	166	0	166
Splits Jeckyl	154	0	154
Fly Fishing	107	1	96

Division C.

Zulu*	356	0	356
Norfolk n Chance	290	0	290
Shockwave Red*	207	0	207
JR Hartley	187	0	187
Glory Boys	122	0	122
Top Heavy	134	12	108
Outsiders	63	0	63

Division D.

Shockwave Blue'	388	10	378
Nam B*	311	0	311
True Colours	347	44	303
Turks B*	228	0	228
Crisis	169	44	125
Punishers B	78	0	78
Splits Hyde	77	20	57

Amateur.

Semi-finals.

Division A.

The Swedish Colours were flying high after ducking the Sexys. while JR Hartley's Max over Punishers A was tempered by 12 penalties in round one. Round two saw the Sexys turn it on and take the Punishers 74/9.

The Hartleys bagged one player from either side against the Swedes, who then copped 20 penalties. Duck scores and penalty points had everyone reaching for their calculators in the final round. True Colours topped the group by Maxing last year's Amateur champs the Punishers, who had a thoroughly miserable time of it. The Sexys joined Colours by drawing with the Hartleys to stay three points ahead of last year's finalists.

Division B.

Two of last year's finalists got off to good starts. Norfolk n Chance Maxed House of Paint for no loss and the Wildcats got the better of Crisis 44/6. Norfolk n Cats game was a close one, with the Chancers clinching it 32/27. House of Paint recovered from their first round drubbing to beat Crisis 41/9. Norfolk almost fluffed a finals place by losing 44/9 to Crisis and picking up 10 penalties. The Wildcats joined Jim Frensham's boys in the final despite losing 41/9 to House of Paint. If the French had scored at all in their game against Norfolk, or hadn't lost 18 pens in their last encounter, they would have made the final. C'est la vie.

Amateur Semi-final Tables.

Division A

	Pt s	Pens	Total
True Colours	160	20	140
Team too Sexy	86	0	86
JR Hartley Punishers	95	12	83
Punishers	18	2	12

Division B

Norfolk n Chance	121	10	111
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Wildcats	80	0	80
House of Paint	82	18	64
Crisis	59	0	59

Semi-finals.

Division A.

A won the battle of the Nams and Preds Zulu Maxed Shockwave Blue in the first round. Nam B were Maxed again in the second round Zulu while their A squad drew with Shockwave Blue 9/9. Zulu's two Maxes had booked them a place in the final and Nam A would join them if they could pull the center flag against Zulu or their B team did the same to Shockwave Blue. Both teams achieved their objectives and, although both teams lost in the end, Nam A were in the final.

Division B.

No Maxes in the first round; Masai led the table by beating the Turks 47/15 and Shades had a reasonable start taking Shockwave Red 24/9. Masai looked to be joining Zulu in the final when they almost Maxed Shockwave 77/6.

The Turks moved up to 2nd place by taking the Shades 32/18. Shades clinched their final place by Maxing Masai for no loss. The Turks could have progressed had they won their tie with Shockwave; Darren's boys took Shock' 44/6, but needed a Max to scrape into the final.

Pro Semi-final Tables.

Division A.

	Pts	Pens	Total
Preds Zulu	225	0	225
Nam A	110	0	110
Shockwave Blue	83	0	83

Nam B	39	4	35
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Division B.

Preds Masai	124	0	124
Shades of Grey	122	0	122
Turks A	91	0	91
Shockwave Red	21	0	21

Amateur Final.

In a final there's nothing like stuffing it up your opponents in the first game. The benefits are two-fold; firstly the points advantage is so huge that it's virtually game over for whoever loses and tough on the others if they've drawn or lost. Secondly, the psychological effect it has on all participants gives you an advantage as well. The Swedes nailed their True Colors to Norfolk's mast, giving them no chance by Maxing out. Team too Sexy handed out a similar mauling to the Wildcats, but both defeated teams responded excellently in the second round.

Norfolk took Sexy out 50/3 to give themselves a chance and the Wildcats were even bolder. From the off they pulled the center flag and ran it straight to the Colors base to win 68/3. Only 27 points separated the four teams, so the event was wide open, The Wildcats couldn't repeat their previous round performance but did enough to stop Norfolk winning the group: Norfolk got a first grab and shot out all the Cats but couldn't regrab the flag to Max, True Colors and Too Sexy both had the same number of points and, with the others breathing down their necks, it was make or break time. Colours made the breakthrough by getting first grab, too Sexy knew they were up against it and threw everything into the fray. They scored enough points to secure 2nd place from last year's finalists, but the day belonged to True Colours.

Pro Final.

The old hands know they cannot afford to let their opponents get too far in front - as a consequence the games become that bit more cautious and predictable.

Preds Masai grabbed Zulu's flag and hung onto it to win 41/3 and Shades also first pulled Nam, who's last player got the flag with seconds to go. He chose to hang onto it for transit points, believing that any remaining Shades players would be somewhere near their own base and he was not about to walk into a trap. The last Shade had no such plans and went on a Nam hunt; he found his quarry, shot him and went on to grab the flag as the hooter went. 30/12 to Shades.

Shades then took control of their own destiny by almost Maxing Masai 77/6. Nam moved into 2nd place when they pulled and held to beat Zulu 41/3. Nam repeated this with a 41/9 victory over Masai on the same field from the same end to secure 2nd place. Shades increased their lead thanks to a first grab and did enough to stay clear of the pack in spite of losing to Zulu, who took them 32/24.

Pro.

	Pts	Pens	Total
Shades of Grey	131	0	131
NWC	95	0	95
Masai	56	0	56
Zulu	38	0	38

Amateur.

True Colours	163	0	163
Team too Sexy	95	0	95
Norfolk n Chance	85	0	85
Wildcats	38	0	38

So the Shades picked up their second NSG 5-Man title of the year to erase, somewhat, the disappointment of the Mayhem Masters. With both this and the Zap World 5-Man under their belts, all the Shades need for the treble is victory at the Gold Cup. This would leave them as undisputed 5-Man champions and most definitely the team to beat at this level. But can they turn this blistering form into consistent 10-Man success? Time will tell...



NWC and the Preds swapped results from that previous NSG encounter: all three teams proving they are still the ones to beat at Pro level. The question is, how long before the Europeans are knocking on the door at this level? British Amateur teams need to sit up and take notice of True Colours and their European competitors.

After Nam's exploits at the World Cup and Banzais' good showing at Pittsburgh, the Americans know that the Predators (who for so long were our lone standard bearers) aren't the only Brits they have to respect. By the same token, we need to heed the threat from Europe.

Doug's next big event is the NPPS at Europlat in October. If it goes half as well as this one it will be a roaring success, and I wouldn't bet against a European team ^ getting in amongst the honors.

Gold Cup, Famous Five, 1995.



The line up included all the big names in Pro Paintball – with LPC doing a good impression of the Nam for the day. The Young Gun scene was also well represented ranging from new boys Scrumpy Jacks, through the German Lost Boys, to the aged but very nice Redskins.

After the 5-mans at Sidcup and Finmere it was going to be interesting to see if the mighty Shades were going to pull off the triple. Under Webby's control they've got one tight 5 man. Or would the Preds return to form and recover some ground?

Plus, how would Shockwave fare? Robbo's on an island in the South Pacific (no nothing to do with the EPSF) and Phil Ham was at the helm. And then there's the Turks/Hawks beat combo who looked keen to impress but like Shockwave, didn't really anticipate what misery laid in wait.

The event was organized into four divisions of nine. The first two Pros and YG s from each division would qualify for a 'knockout' stage. Unfortunately, 'knock-out' tends not to equate with 'exciting' as teams get a body up, then sit. It's boring, it's un- adventurous but it's the right thing to do.

Would this follow the same pattern?

A 10 minute time limit with a center flag ruling resulted in only 84 maxes all day. It also contributed to some big teams being turned over as they ploughed forward from the off only to meet less experienced but, importantly, more cautious opposition.

Games kicked off at 9.00 and at times the pace was relentless.

Division A.

Preds Zulu.

Turks Blue.

LPC.

Vulcans B.

Split Ps.

Fusion Kaos.

Black Widows.

Redskins.

Magpies.

Division B.

Shockwave A.

Banzai.

Fusion.

Dragon Co.

Scrumpy Jacks.

Preds Masai.

Storm Lightning.

Team Too Sexy.

Syndicate.

Division C.

Shades White.

Storm Thunder.

Iron Wolf.

Equalisers.

Sting.

Shockwave B.

Kuttin Kru A.

GL Lemmins.

A few Good Men.

Division D.

Turks Red.

Short Timers.

Kuttin Kru.

Too Lost Boys.

Stress.

Shades Black.

Vulcans A.

Cougars.

Ghost Dancers.

Div A.

Turks Blue scorched their way through with a big 152 pts and 1st place and Split Ps followed them having quietened the Preds who also fell to a neat looking Vulcans B. The Redskins and Widows played magnificently well to qualify as YGs with the



Widows losing narrowly against Zulu and the Redskins delighted with the Turks' flag. The Magpies had a bit of a bummer, but showed signs and should not be overly worried with the result considering the quality of opposition in this division.

Div B.

Shockwave didn't lose a single game although they missed two Maxes. They went through as first team, and Sosta's Storm Lightning (featuring the wondrous Stevie Beale, more later) stomped through after them. Big things round the corner for the Zap boys? Banzais had a duff start with a defeat by Fusion and at one point their scorecard looked as if it'd been lifted straight from Revelations: 6,6,6. Ledz was still smiling and they picked up. Preds, much to everyone's surprise, bowed out.

On the YG side brilliant performances from Team Too Sexy and the streamlined Dragon Co - limited to 5-man tournies now.

It's good to see the guys and gals still up for it. Scrumpy Jacks were thrown in at the deep end and fared well, Syndicate finished off their day being herded into the Fusion base camp by Fusion themselves. They only just missed qualifying; better luck next time boys.

Div C.



Shades and Shock eased through with a few bodies to spare. Some excellent skills here, if you're an YG team, take the time out to watch these pros play. They make the turmoil of 5-man seem effortless, plenty of lessons to be learned. Kuttin Kru were half a game away from qualifying, they've put in some neat play recently and deserve more credit. We'll be keeping an eye on them. Tight at the top but the YG's took a beating

Equalisers and Sting pushed through to the YG semis with Sting being helped on one occasion by someone we all know and love.

Div D.

Turks Red go through with no worries, probably cos 'Le Grande Hooter' was in the other team. Shades Black, however, played well but failed to qualify, draws with Turks and and the brilliant Lost Boys could not be made up. Instead Big Dave of the Vulcans, inspired by the news that Dalglish is reforming the Blue Berets, pushed through to the glorious last eight.

Kuttin Kru Too and the Lost Boys are YG champs, with the Kru showing their class. Lost Boys get a payback for putting in the effort to travel, well done guys.

Those who hung around for the semis witnessed a strange blend of paintball. OK



There was the odd bit of genius, but mostly one team got a body up, got a yard from the center flag and then just waited. The opposition had to come out and invariably lost more men whence the game fizzled out.

Add to that a biased end, and you've got more than an ounce of grumpiness.

Turks Red took on rampant Storm Lightning and couldn't manage a single kill. While Sosta's boys zapped three to sail on into the semis. Turks Blue also ducked against Shockwave B who got a flag win.

Shockwave A found the Vulcans harder to beat, but a flag n transit helped them along the way, the sole Max of this round went to the Shades White who saw off the brave Split Ps.

Whether 'knockout' is viable in the woods, and on anything other than a level playing field, we don't know - but it's one for the organizers to think about.

Semis.

The Shades booked their place in the finals by trouncing Shockwave B while in the other semi Storm grabbed the flag without anyone noticing. This was a tense and intelligent game, marred only by confusion on the top tape as to whether Shock's tape-man was eliminated or not. Whatever the fact of the matter, transit points and three eliminations saw Storm into the final.

Final

Well, well, well, - an all Zap affair; Shades, chasing the elusive hat-trick. Vs a rampant Storm. Play of the day came from Storm's Stevie Beale, who broke to practically the opposite end of the field. He got a few shots m on Stevie T before being walked down by Shades tape-man Rob. Stevie T grabbed the flag with a cry of 'He does it again', only to fall flat on his face and lose his hopper. Now that's style!

Fair play ruled the day, with a Storm player being hit on the palm whilst on the move and calling himself out. Shades pushed the tape after going up on heads and the treble was in the bag.

So. a top day with a few surprises. Questions must be being asked in the -reds camp, and the Timers could have done with Darren's presence on the fields (yeah, right). The Turks maybe should've gone a wee bit further as well. Still, funny old game innit?

Unfortunately Shades couldn't pick up the *legendary* Gold Cup as Phil Ham had flogged, sorry forgotten, it.

Some people...

Rafe watched the YG semis and Finals and. although he didn't get to see all the games, the buzz could be felt from the sideline.

The Lost Boys played consistently well, their quarter final game against Team Too Sexy was both close and exciting. The teams probed each other well (!) and although the Boys were up on eliminations. Sexy had the flag. Sexy went through. By the way. who shouted "come and lay your towel on my barricade"?

The Kru played good ball all day with Kempy at the helm and a guest spot for John Bonich. If you ever get the chance of using John's paint chucker, do so, it's the bees knees. Well, the Kru were put out by a bubbling Dragon Company in a fast and frantic game.

Equaliser Vs Redskins.

Sorry, I didn't get to see this game, but the Equalisers won through with a flag in transit and four eliminations. Sting, with Steve Woolley, played a superb tournament and with only four players remember. They met the Black Widows in the quarters and I expected the Widows to go through, having given Preds Zulu a hard time earlier in the day, but it was Sting who edged through.

Semis

Sting Vs Dragons.

DC had the bit between their teeth and their fast breakout with good shooting pushed back Sting's first punch. Sting went to ground and pulled the Dragons in. In the last minute the call Jehova' went up, and the Dragons flew forward grabbing the flag not once, but twice. A valiant effort but a resilient Sting stayed cool and moved through to the final.

Equalisers Vs Team Too Sexy

Frustration reigned for the Equalisers as Sexy grabbed the flag in the opening seconds. The EQ's were forced to go for it - and as we've said, aggression wasn't necessarily the key. Sexy won 11-2 and moved on to glory.

The third/fourth play off gave Dragon Co. another chance to try out their Jehova' play.

This time it was successful! They played hardball and won a max - the first of the afternoon session.

The final was another torrid affair. On the whistle. Sexy's Richard came out of his blocks like Linford Christie (minus his lunch box), grabbed the flag, was shot by Steve Wooley but it bounced and then disappeared round the back. Sexy went to ground and Sting's venom wasn't strong enough. They were wiped out pushing onto thick stuff leaving Sexy on the field on their own with three minutes left. Good tactics by Sexy.

Well done to all the teams. Look out for A Few Good Men, they add color in the shape of Freddie - not only can he shoot straight, but he can boast a bigger lunch box than Linford. The marshals on Field 4 got my vote, two Tigers and three Hitmen, very consistent. Keep it up lads!

Keep your dicks out the dirt!

NPPL Chicago, 1995.



This was my second trip to the States the first was when played in Nashville back in '91. I knew the heat and giant man-eating mosquitoes were going to be a problem so I sensibly went with absolutely no preparation, looking forward to a great deal of discomfort - which was forthcoming. The final score was to the mozzies. Despite loads of borrowed insect repellent. The mosquitoes are for the uninitiated, armed with lances, wear armor and are about the size of small birds well, nearly

After 20 hours travel Rafe and I finally arrived at the holiday inn. We found our way to the bar to see who was there and found Rage playing pool - the standard of pool playing at this event was at least as good as the Paintball, especially from Messrs Robinson and Frensham who held up the English end well and took plenty of money off the Yanks, Jim was out there with Ledz and both were playing for



Renegade in the 5-Man and AA's 2 m the 10-Man Amateur. The next evening Rafe went out hunting for teams to guest for and was accosted by Terminal Velocity, who were overjoyed at their acquisition. The day of the 5-Man dawned and off we went.

Rafe's bit.

No Pressure Paintball It's been my opinion of late that the Pro Paintball' Circuit has stagnated So I have left it behind and moved to fresh pastures only to find the herbivores have become tigers I am referring to the fact that the Amateur ranks are most definitely playing some hardball out on the park today My brother Bart and PGI gave me the opportunity to attend the NPPL (No Please Pay Less) in Chicago. It was not my intention to play, but i still took my kit just in case.

I always find the American hospitality the best, both within and without Paintball. Their whole attitude towards our sport is positive and they never seem to dwell on the negative: pushing forward and up! (but my watch said 11 pm), confused on the yellow nectar and chatting away to Foxy and Toddy from Team Rage. They were full of how well they had done Down Under in Aussie Land. They had a lot of



respect for the Australians. I asked them to look after Claire whilst I popped out for a fag, OOPS! I mean cigarette. Curiously, they all seemed quite keen to see me go I knew I was a shit player, but I thought they might have asked me to play Never mind I thought, secure in the knowledge they'd never make the big time!

The next day both myself and Claire chilled out by the pool. This is where she informed me of my 007 PGI (Paintball Gods incorporated) Assignment. (She made it clear that my sun lounge would self-destruct in 10 seconds) I was to play and report on the Amateur 5 man.

A smile stumbled and staggered across my face and I made a note to remind myself to find a team. Then I realized. Most of the teams playing the next day were all down at the site (no wonder the hotel was like a ghost town) and I had no transport

Eventually I was approached by KC (Billy Big Arms) of Terminal Velocity out of St Louis. This Midwest Amateur team had only been together for four months Perfect. This was to be an all-new experience and a pleasant break from the hi-pressure Pro game.

The atmosphere and vibes were great and we qualified for the semi-finals...just! The semis were to be played in the morning and finals in the afternoon. We faced team Fox, on form and bubbling from the earlier rounds. Unfortunately they beat



us Max to three eliminations. The All Americans won the event and took the 5-Man series title, top job boys.

As for the 10-Man, well Claire's covering that, all I say is that the English and French guys really cut the mustard in Chicago. Wolverine Captain Edouard really kept us all bubbling along and UK baller's better watch out for them in the future.

Thanks to Renick and the Aftershock boys, they put on an excellent show. I was in Dallas back in March and that was good, but this was on a different level Asta La Vista Baby!

Back to Claire.

By Thursday evening the hotel was overflowing with Paintballers of all shapes and sizes John Sosta and Howard Colby wandered in and Laurent Allais from Paintball 100% turned up with the Wolverines. It transpired that the French side had left three of their best players at home. This was easily remedied, as Rafe, John Sosta and John Bonich guested for them on both days, whilst Mark Church from the Preds helped out on the first day and Squinty from Terminal Velocity did the business on the second Communication was obviously going to be a problem -



most people can't understand Rafe at the best of times, but fortunately the Wolverines have their fair share of space cadets.

Aftershock and Renick Miller were responsible for organizing the event and coordinating things off-field. Only three fields had been used during the 5-Man; the same three were used for the 10-Man (but enlarged slightly) and a fourth was added. There was a surprising range of cover considering how close together the fields were.

Field Four.

This field had a very interesting barricade, like a doorway with a window and a slanting supporting wall shielding the player from the rest of the field. Jacko from the Preds and Paulo from Rage set a precedent in the 5-Man by taking one side of this structure each. Through the window they checked each other and waved, but were unable to shoot each other out because of the angles from the



rest of the field As the team coming from the bottom end could break to this far more easily, one of the first things the other team did was to repaint the window every game to prevent it being used as a vantage point. This was the only bit of totally innovative cover, and it's something we could play around with. If we have to build barricades because the natural cover ain't good enough then why make 'em all the same? Field four also had an area to one side of thigh high grassy stuff much used for crawling. Unfortunately this was totally out of view of spectators, as a lot of groovy moves were made down this side. This field also included barricades, some at awkward angles, and others with large open areas between them. This was so unlike certain English fields, where you hardly have to move to change barricades. Here just one person moving and getting eliminated could open up the whole field in seconds.

Field Two.

This sloped from one tape to the other and had quite a lot of ground cover, but again the breaks between decent cover were rather big. This field also had a huge tree near the tape which most teams used to excess. The best game on this field involved the Ironmen, who completely ignored the 'castle' tree and broke past it with four men along the tape, whereas most teams only used two. With this

extremely aggressive play in a place where no-one expected it, combined with total team coordination, the game did not last very long.

Field One.

Several long breaks on this one and a massive tree in the back corner near the spectators grandstand. From this tree a great deal of the field could be covered – including the back tape, as there was a lot of back-dooring on this field. One of the most interesting games on this field was Swarm Vs Jacksonville Warriors in the prelims. The Warriors had back doored Swarm, who had a guy behind the big tree shooting at three or four players on the back tape. Although it all looked pretty bad for him, he held them off superbly until, just in time, Swarm came round with the Warriors flag and back doored the back-doorers, so to speak.

Field Three.

A nasty field and the most biased of the four. It sloped downwards from one corner with thick ground cover and big trees. Halfway across the field it dropped rapidly down into a stream that cut across the field and was home to some particularly evil mozzies armed with crossbows and wearing Tigerstripe.

On the other side of this was a wide area of the high grassy stuff. To win from the bottom end you had to send crawlers through this and up to the back tape to get behind the base camp.

The opposition could make this extremely difficult by placing a guy on the side of the hill behind a big tree and sending another down into the back corner.

However, the only alternative from the bottom end was to try and break out over the brow of the hill.

One of the few teams to win from the bottom end was the Wolverines in their first game, against Team Challenge. Rate broke out to the grassy stuff with three others and crawled down the tape on his own with paint raining down from the hill. He took out one of the players in front and then another on the arm. He continued down the tape having a head-to-head with the guys in the basecamp, taking the flag and backdooring the rest. Nice start for the Wolverines.

And they're off.

There were a total of 42 teams in the 10-Man, 15 of whom were Pro. The teams were divided into divisions of four and one league of six.

The scores were ultimately added up and the divisions for the following day worked out in a similar fashion to Mayhem. Teams finishing on the same number of points got placed according to their seeding, so an Amateur team could be placed higher for the second day than a Pro *side if they scored more points.*

The Ironmen, Rage, Bushwhackers,

Swarm, Palm Beach Predators 1 and Avalanche were the only Pro teams to achieve three Maxes on the first day. Of the Amateurs only Team Image got a hat-trick, with Ohio Black Rain missing out by just one elimination. The majority of the points were on the flag, 50pts for a hang but only 30 for 10 eliminations,

I don't think that this method of scoring, although common, truly reflects the game. Removing all the opposition players from the game only leaves the hanging of the flag down to time. The removal of 10 players from the field is extremely hard work and the points should reflect this more clearly. How about a system where the flag points cannot be higher than those for eliminations of the whole team? Perhaps this would speed the game up and discourage players from sitting back until the last few minutes, when they are obliged to go for the vitally important flag points. On the second day the Ironmen and Avalanche continued their rolls, both achieving another three Maxes, and Bad Company Maryland and bumped their score up with three.

To get through to the Pro semis at least five Maxes were needed - the lowest qualifying score was five Maxes and four eliminations by Bad Co. This reflects the high standard of play by the Pros.

For the Amateurs the lowest qualifier were Nemesis with 317pts - only two full Maxes.

Top scorers were Ohio Black Rain with five Maxes and six eliminations. Some teams sat back and got out their JCBs, but on the whole the games were fairly aggressive.

The Preds failed to make the semis, having only achieved four Maxes. They did not play to the best of their ability and this is the fifth consecutive event where they've not produced what we've come to expect from them. We'll have to wait and see what happens to them: looking back overtime at other teams who have remained successful and kept most of their members for years, they've all hit bad patches. The Preds have enjoyed more consistent success than any other European team - four Mayhem wins...beat that! I guess we'll just have to wait and see what happens

at the Campaign Cup. Wolverines were the only other Euro-team and they also failed to qualify for the semis. They were one of very few teams to manage a win from the bottom of field three. With four players virtually unable to communicate with the other six they did remarkably well and finished a mere three points behind the Preds. They could have entered as Amateurs as this was their first NPPL event, but entered as Pro with the "mistake" idea that they'd get to play more Pro teams.

In their last game they fell victim to a strategy Robbo likes to call 'send 'em home. The other team needed no points as they'd already qualified for the Amateur semis, so they sat back and let the Wolverines do all the work. Had the Wolverines won they'd have gone into the Pro semis and been no threat to this team, you'd have thought the team captain would have used this as an opportunity to play their best game plan on a field that was going to be used for the semis, rather than dig in.

Semi Finals.

The Ironmen continued their consistent run,

Maxing the other three teams in their division, Rage, Jacksonville Warriors and the Bushwhackers. Both the Warriors and the Whackers Maxed once, but failed to qualify, leaving Rage to join the Ironmen, the finals. In the second division Avalanche looked to be in the best position, but surprisingly failed to Max Palm Beach Preds achieved two and secured a place in the finals, whilst the AA's narrowly missed two Maxes and went through 2nd. Bad Co Maryland also failed to Max and exited.

In the Amateur semis Houston Heat dramatically improved on their prelim score by getting three Maxes. Team Image, started by ex-AA's the Malcheski brothers, tailed to continue their impressive run by only Maxing once and missing out on qualifying by six points. Nemesis went through, which I'm glad about as they got a raw deal in one of their games on field two. Extreme and Ohio Black Rain joined them in the finals.

Finals.

These were played on fields one and four with Amateur and Pro games taking place alternately. Extreme steamed ahead with two Maxes from two games and

were untouchable, Houston Heat, Nemesis and Ohio Black Rain followed in that order.

All four teams in the Pro finals had also played the 5-Man - all with two teams - so this was their fifth consecutive day of hard 'ball in crushing heat and humidity.

The All Americans - NPPL 5-Man Champions - played consistently well throughout. They failed to Max during the finals, but scored well enough to finish 3rd. The Ironmen had played superbly throughout the prelims and only lost to Rage in the finals. In their first finals game they stormed Palm Beach on field one, winning in four and a half minutes - games like these are a pleasure to watch. They also Maxed the AA's, and played the whole event with a professional and relaxed attitude and thoroughly deserved 2nd place.

Palm Beach Predators only dropped five points during the prelims and Avalanche were the only team to take them in the semis. Their Pro 5-Man had reached the 5-Man semis, but although they played hard in the 10-Man they failed to Max a game in the finals or score significantly.

Rage, the winners of this tournament, worked hard and deserved to take him the \$15,000 prize. You were right Foxy. On the first night I asked you who was going to win and you said you were! They only went Pro last year and have taken on four ex- Florida Terminators (who spent their time fluently conversing in some foreign lingo). They're not as professionally clinical as the Ironmen but they wanted to win so bad and played their hearts out. Well done guys.

Well that's it. I'd like to thank Foxy for the info, Danny for entertaining us, Squinty for being a dude, Nevada for being a dog and Steve Davidson for providing me with all the scores and stats. Cheers to the Wolverines for being their generous selves and special thanks to Howard Colby for help on the evening of the last day - you're a true gentleman!

Pro Finals

Rage	1st
Ironmen	2nd
All Americans	3rd

Palm Beach
Predators

4th

Amateur Finals

Team Extreme

1st

Houston Heat

2nd

Nemesis

3rd

Ohio Black Rain

4th



NPPS Round One, Blockbuster, 1995.

With the Campaign Cup and Camp Masters a mere seven days before this event, many claimed it was doomed to failure. 'There aren't enough 10-Man teams' they said. 'The timing's all wrong' they said. 'It'll never come off' they said. They were

wrong. Believe the hype. Did you know this opening round of the 95/96 NPPS series was the first time since Mayhem that the 10 best teams in the UK were in the same place at the same time? Did you also know the next time these teams will be brought together is likely to be the second round of the NPPS in April?

Gloomy that innit? In his end of day speech Marcus Davis echoed the feeling of many that the UK scene will fail on the World circuit unless we play more 10-Mans of the quality that Messrs. Hall, Taylor and Setters presented us with at Europlat at the beginning of October. The organizers and marshals, the sponsors and the players present are doing something about this and should be credited. The hype was meaty the expectations reserved and the prizes impressive (my team bombed out to 7th Amateur and still came home with £250 worth of kit, unfortunately none of it was camo), but there seemed to be more involved than simple paint grabbing. Everyone taking part was clearly proud to be contributing to something new in Paintball and they should all be bleedin' proud of themselves cos it was a blinkin' good day. Twenty four teams lined up in four groups of six with the top two from each group going forward into the Pro semifinal and the top two Amateurs doing similar.

The winners of these groups would then contest the finals. Most people's predictions for the overall winners centered on five teams: Nam, Preds, Shades, Shockwave and Turks and recent form did not disagree with their selection. The Preds have had a rough time of things lately but only a mug would write them off. The Shades and Shockwave have had the better results recently with the Nam having

gone into hibernation. And the Turks win at the Campaign Cup seemed to indicate an end to their problem of team cohesion and consistency, but this competition gave them an opportunity to re-establish themselves amongst all of the big boys. As for the Ams, well the intelligent money went on True Colors (PGI's tip) with Iron Wolf and Fusion in with a shout.

Div A.

No real surprises here with Shades missing only one man out of the 50 they faced, and that in a humdinger with Iron Wolf. Storm look so good at Euroslat and despite missing a couple of first team members and losing their opening game to Shades, they just about coasted the rest.

Ditch Dogs had an average outing, Iron Wolf are dead tasty and Top Heavy got a neat result Vs DDs and a winning start against fellow Ams Fake ID. It was a learning curve for ID; they were perhaps a little overwhelmed but they're an NPPS team now and in this company they can only learn and improve.

Shades	447	Iron Wolf	246
Storm	369	Top Heavy	207
D.Dogs	171	Fake ID	44

Div B.

Shockwave's division with very little in the way to argue * even the absence of Phil Ham and a few first teamers didn't seem to upset the rhythm. To their credit the Banzai's took seven of them in a first game head-to-head and looked unruffled until a big hot gun against Fusion sent them spinning towards blow-out city. Frensham's spanking new UK Firm (Norfolk & Chance & Wildcats) gathered Maxes around them and stood a cool 51 points ahead of Ledz and the Gang going into their last round swap meet. UK Firm into the Pro semis on the first time out? Nope! Banzai's triumph in a bit of a thriller with four Vs two left on the field as full time approached. A flag hang to Banzai. Phew. The rest of the division shimmied into position with Fusion comfortably through despite two hot guns (the first IN THREE YEARS they've been together) and a lucky annihilation courtesy of Shockwave. Arena and Force's encounter should have decided which other Amateur would wrestle with Fusion in the semis, but it didn't quite turn out like

that. Arena got the win (just...1 on 1 with a flag hung) but suffered a big -50 hot gun, followed by a similar -16 in the game against Banzai. Goodnight and a lesson well learned, but for those guns they'd have likely come home with a couple of hundred quid's worth of kit.

Shockwave	450	Fusion	191
Banzai	309	Team Arena	48
UK Firm	294	Force	72

Div C.

I could swear the Preds were smiling and it couldn't have been just cos that nuclear tipped, secret shenanigan Stevie Beale was steppin' out with them, A first game conclusive victory over the Turks set the Preds in motion and they cruised into the semis knowing there were three more obstacles between them and a restful night's sleep. Turks recovered and saw off the rest of the group despite a near hiccup against Kempy's Kru, but with players of Keith and Darren's stature they can mix it with the best of 'em. Fat Freddy's Cat and the Kru battled it out for Pro 2 honors, with the Cats just sneaking it, while the Top Cats Maxed the Outsiders but had little joy elsewhere.

Preds	448	Fat Freddie's	229
Turks	360	Top Cats	138
Kuttin Kru	219	Outsiders	42

Div D.

Arguably the toughest group of the lot caught the Nam off guard and benefited a brilliant True Colours and an equally impressive Tigers. The Nam were lucky, they'll admit that a first game defeat by the Tigers is nothing to be ashamed of and they bounced back with three Maxes, which suggests they should set their alarm clocks an hour earlier these days. However, the Colours ended their jolly into the semis with a point's draw 31-28 which left Micky's boys looking for the Vulcans to hold off Simmonds and the Tigers in a low scorer. Urk! It didn't even get that far. Nam pull a hot one over the chrony... it's-50 and they are surely out if TC want to go Pro. Luckily for the Nam the Colours decided to stay Amateur; the boys in

Tigerstripe took a deep breath and plunged on into the semis. This was the second occasion when the Nam's fate rested on True Colours, exactly the same thing happened at the NSG 5-Man. Maybe next time the Colours will opt for Pro and so oust the Nam. Funny old game, innit?

Meanwhile over on fields five and six the Vulcans (seeded Class 2 Pro) are getting the body counts without finishing off the game. The Vu leans despair; their technique is first class; their counter-attack play well rehearsed but they're missing the odd bit of luck that'll put them in the top drawer. PGI goes back a long way with the Vulcans. Big Dave's number one in our book, an underrated captain who deserves a big rub (of the green that is).

NWC	260	Alamos	33
Tigers	387	True Colours	312
Vulcans	247	Evolution X	

Amateur Semis.

Division 1.

Iron Wolf	Outsiders
Fusion	Evolution X

Nightmare time for Fusion. Up on body count against Iron Wolf they conspire to lose on points 31-28 and then promptly pull their third hot gun. It couldn't get worse. Yes it could! At least four men up in round two they self-destruct and allow some very wicked Outsider individuals to mop up. Lucky there were no Novice Splat teams entered. It was Evolution's round and they capitalised with points victories over Iron Wolf and Outsiders and a Max against a dazed and confused Fusion. Some good teams here, with Evolution starting to show a bit of class.

Division 2.

Topcats	Top Heavy
True Colours	Force

True Colours march on - 90, 90, 90 and only lose two players in all the semi games! Bloody sickening that. These Swedes are coming on leaps and bounds, Powerball have got themselves a good side. Top Heavy continued where they left off in the morning, enjoying a point's victory over the Topcats to secure a place in the third

and fourth play-off. This level is a bit cutthroat for Force, however, by the she moon they took five and six players with them from Top Heavy and Topcats and seemed to realize there isn't that big a gap to jump.

Pro Semis.

The Pro semis highlighted perhaps a weakness in the structure of the tournament which wasn't so obvious in the Amateurs. Basically the semi divisions were pre-ordained - i.e. the winners of divisions A & B and the runners-up from C & D formed Pro Semi division 1 and vice versa for division 2. It's been mooted that this should be changed and worked out on the scores on the day. This meant we had Shades, Nam, Turks and Shockwave in one group (gulp) and Preds, Tigers, Storm and Banzai in the other, Some of the big boys were destined for an early bath...

Division 2.

Preds	Tigers
Banzai	Storm

Every team realized that one mistake could prove fatal, each game was a mini-final in itself. The first round demonstrated that with only the Turks getting any points to speak of (58 point transit against the Nam). Nam struck back straight away and Robbo's team shocked the Turks with a steamroller push losing only one man on the way. The decider: Nam (114) Vs Shockwave (115) on field 1. The Nam had the top end, played it perfectly and allowed Shockwave no opportunity to counter. Shades notched their first Max of the semis against a tiring Turks and pipped Shock into the third and fourth play off by six points.

It'd been a close one in the morning, but now the Nam were in the final and they were looking for the Preds.

Division 1.

Shades	Turks
Shockwave	NWC

They were not to be disappointed. The Preds played professional ball with two good Maxes Vs Tigers and Banzai before a comfortable draw with Storm helped

both teams out. Sosta had his richly deserved 3rd/4th playoff place to reaffirm Storm's maturing position in the top six or seven teams in the country, and the Tigers pulled out of a nose dive to beat the tired Banzais (who were now facing a Macdonald's and a five hour drive home). It's good to see the Tigers play as well as they did in this first round of the NPPS. They've had a few ups and downs over the last 18 months but have come out of them with a competitive spirit and good humor. Here's hoping they continue down this path. Amateur finals

Well, well, well. Who'd have thought that, after their modest performance at the Campaign Cup and a quiet first session, Evolution X would storm through at the end to beat True Colours and take the Amateur prize. They are a well marshalled and organized side who play extremely tight ball, and have thrown themselves up as Amateur team to beat in the next round.

True Colours richly deserved their 2nd spot and will hopefully be back to challenge for the title next time around. Once more Iron Wolf prove their consistency and remain up there with the best of 'em, beating another shock team - Top Heavy - into 3rd. Young Timmy Taylor has raved about these boys in the past, and I'm sure we'll be seeing more of them.

Pro Finals.

It seemed fitting that the oldest two teams in the tournament should battle it out to be the winners of the first NPPS event. And what a bash it was with push and counter push being the name of the game. Marcus found himself in a position where he had to hold off four of the Nam on his own. Like a true captain he eliminated all of them leaving his opposite camp to gain a flag in transit.

Marcus said afterwards that it was one of the best games he had ever played in and this is testament to both sides quality of play. Both teams went for it and the spectators appreciated it.

The 3rd and 4th place play off saw Shades overpower Storm in a repeat of the Gold Cup final earlier in the year. The Shades just keep going from strength to strength and look better with every outing, it's a shame they're not going to test their mettle at the World Cup.

End of Play

So the old guard made it a Scherer one-two in the end, a result which harks back to days gone by when you could nigh on guarantee a Preds/Nam double header. In



the Amateurs the reverse was true, with new names like Evolution X, True Colours and Top Heavy staking their claim. The UK scene really is more open than ever before, and it's an exciting time to be involved in tournament Paintball.

After the end of day speeches were dealt with and the mass of prizes doled out, the organizers could finally look back over a superb day's Paintball. Everyone I spoke to thoroughly enjoyed the event and is eager to get into the next one at Finmere, already there's a major buzz going round

the circuit. If current interest is anything to go by, round two could see 40 teams battling it out.

On a personal note I'd like to thank a couple of players who went out of their way to give me considerate advice after my last game. So here's a big, warm-hearted thank you to sweetie-boy Dave Spittle and (his rumored very close friend and accessorizer) Ashley Wright. Owen on the other hand saw it straight - the geezer was a in my way, he had to go.

Series Points.

Pro Ranking Order.

1. Predators 10
2. Nam Wreckin' Crew 9

3.	Shades of Grey	8
4.	Storm	7
5.	Shockwave	6
6.	Mayhem Tigers	6
7.	Banzai Bandits	6
8.	Turks	6
9.	UK Firm	6
10.	Vulcans	6
11.	Fat Freddy's Cat	6
12.	Kuttin Kru	6
13.	Ditch Dogs	6

Pro 2 Ranking Order.

1.	UK Firm	10
2.	Vulcans	9
3.	Fat Freddy's Cat	8
4.	Kuttin Kru	7
5.	Ditch Dogs	6

Amateur Ranking Order.

1.	Evolution X	10
2.	True Colours	9
3.	Iron Wolf	8
4.	Top Heavy	7
5.	Top Cats	6
6.	Outsiders	6
7.	Fusion	6

8.	Force	6
9.	Team Arena	6
10.	Fake ID	6
11.	Alamo Heroes	6

Campaign Cup, Magnificent 7, 1995.

Niall and the Campaign crew spent a lot of time and effort re-designing the fields and setting up the stage and safezone to try to make this event really stand out. All the hard work paid off as the fields played very well - field one in particular yielded several exciting encounters. Unfortunately several teams pulled out at the last minute, completely messing up the running order. Now this caused some pretty major delays: these teams had paid their deposits and were confirmed to play, yet for reasons unknown decided not to show. Some of the culprits only informed Niall of their decision on the Saturday morning, which really is taking the piss. A new schedule had to be knocked up so the Campaign team spent most of the morning frantically sorting things out.

Thankfully most people remained good humored and just got on with the business of playing. The tourney was run to a pretty standard 7-Man format, with 15 minute games and the 1-4- 1 rule in operation.

Division One.

Wayne Monkman marked his return from the Paintball wilderness by topping this tight division with his thrown together Part Timers, featuring Martin Cooper and John Bonich amongst others. Three fat Maxes and high eliminations elsewhere saw them just edge out the Banzais, who proved to be infuriatingly inconsistent once again. In full flow they can destroy anyone, but their great games are counterbalanced by their average ones.

Those kissin' cousins the Hillbillies had an odd first session; they started with a brace of Maxes and a near miss, then failed to score in their next game. A Few Good Men did it the opposite way, starting slowly and finishing with a Max, while the Split Devils found the going a bit too tough and only managed to amass 65 points.

Division Two.

The Turks kicked into gear from the off and blitzed this division with relative ease, only the Smokin Beagles gave 'em a hard time. They finished a full Max ahead of nearest rivals the Man Lions, who ducked against the Turks, drew with the Compton Gs and then maxed everyone else. The Kestrels Maxed Pirati and the Beagles and transited the Gs, but were hammered by the two top seeds. They played some class 'ball though, as did the Smokin' Beagles. The dogboys Maxed

Pirati and the Gs and had the Turks down to one man with three Beagles left on the park, but time denied them a memorable victory.

The PGI Compton Gs were thrown together on Friday morning to help Niall out of a *jam*. and featured Belgians Frank and Bart »who travelled over the night before with only 12 hours' notice) Will from West Coast/Krust, Blue Berets Rob Dalglish, Rube and Bob and Steve Duffy. One Max (over Pirati) and a transit against the Kestrels (thanks to a superb dead man's by star player Will) were the day's highlights; getting Maxed by the Turks in two minutes, however, wasn't on the agenda. Pirati had come over from Italy and were far and away the most entertaining team to watch. They obviously think cover is for jessies and that it's rude not to break out to at least the opponent's flag base. They may not have won any games, but they got some good headcounts and clearly enjoyed themselves. Look up the words fast and loose in a dictionary and you'll see a pic of Giuseppe and Co grinning back at you...

Division Three

Due to the aforementioned dropouts there were only five teams in this group, so each team's fifth score was an average of the previous four.

Ominously, the Predators clocked up three straight Maxes and one which had the sheen taken off it by hot gun penalties. The boys were starting to look good. As were Team Too Sexy, who strutted their way into 2nd with three very convincing victories. These two sides were head and shoulders above the opposition, including the Punishers, fresh from their recent Superbowl triumph. They could only notch up one Max; a result which belies the squad's talent. Evolution X also Maxed once, but played very tight all day, while Damned Dutch found the going a bit too tough. Like Pirati they failed to Max, but scored reasonably well in the headcount stakes.

Division four.

Along with the Turks and Preds, Team DAC looked like being the boys to beat - ending the first session as highest scoring team with four straight Maxes and a hang. Funnily enough Ralph didn't try a dead mans all day; wonder why? The Vulcans were hot on DAC's heels, but 50 hot gun points saw them slip further down the table than they deserved. French blokes Frere Petards were also doing the business, with a pair of Maxes and some good headcounts, and Crisis were looking pretty solid and getting points on the table.

Amateur Finals.

1 st	Hillbillies	210
2 nd	Frere Petards	124
3 rd	A Few Good Men	100
4 th	Indians	70

Pro Finals.

1st	Turks	205
2nd	Predators	155
3rd	Team DAC	135
4th	Team Too Sexy	50

The Gladiators, aided (?) by Barry Fuggle, notched up a good Max but lost 38 valuable penalty points and the Black Widows had a bit of a 'mare, only amassing 85 points.

Because of the earlier hassles, Niall decided to do the second day's re-draw early and have every team play two of their Sunday games on the Saturday afternoon.

Second Round.

Division One.

Team DAC continued in fine form with three Maxes and booked their place in the Pro Finals - they looked sharp, and many people were wondering whether this thrown-together team could cause a major upset. The Vulcans also picked up where they left off, with two Maxes and a near miss, but unfortunately didn't do quite enough to continue in the competition. The Part- Timers tailed off slightly, as did the Smokin' Beagles, who could only accrue another 47 points from five games.

A Few Good Men really started flying; one surprising Max over Team DAC, one hang and a transit shot them into contention for the Amateur Finals. Unfortunately Damned Dutch couldn't emulate them; a huge 94 penalties from two games saw them add a mere six points to their first round total.

Division Two.

The Preds firmly dispelled any rumours that they were losing their edge by Maxing every game and ending up with 955 points from a possible 1000. Banza hammered the Gs and Pirati but made little impression elsewhere, while Frere Petards had an excellent session and strolled into the Amateur finals. Compton Gs took three Preds out in the first minute but still managed to lose (despite some excellent play by Rube) and didn't really get much joy elsewhere. Neither did Evolution X, WHO emulated the Gs in picking up only one second session. Pirati didn't change their tactics and kept throwing themselves at all before them, but unfortunately their results didn't change either.

Division Three.

The Turks continued playing fast and aggressive ball and qualified with ease, whilst the Lions packing. The Punishers and the Indians battled it out for 3rd in this group, the Indians just edged it and sneaked into the Amateur finals. The Gladiators Maxed Split Devils but had little joy elsewhere while the Devils themselves could only manage 10 eliminations from their five games.

Division Four.

Another five team division, so once again an average was taken to give the teams a fifth score, Team Too Sexy stormed through the opposition to pick up three Maxes and the option to step up into the Pro Finals. Much to their credit. they decided to mix it with the big boys. This time round the Hillbillies decided to start slowly and then wound themselves up; they finished this session with a hang and a Max and hoe downed into the Amateur finals. Crisis continued to play well, but unfortunately 50 hot gun pens held them back a bit, and the Widows had a far better day's play. Unfortunately for the Kestrels, a combination of low scores and penalties actually gave them an average result of - 3...oops.

Pro Finals.

Cup holders the Turks took the Preds on, and we all thought this was going to be the one to watch. Unfortunately after 10 minutes the Preds had only lost one player, from the right tape, and the Turks still had seven players on the field. Both teams seemed quite cautious and were happy to play for the draw. While this was happening it was all going down on field two, where Team DAC were playing against

Team Too Sexy, There was some intense firepower emanating from the far tape and DAC swept round to Max with only seconds to spare.

The Preds took DAC's flag in the next round while the Turks overpowered Too Sexy. Going into the final round DAC had a 25 point lead over the Turks, so their encounter was always going to prove crucial. Both teams knew that a low scoring draw would give the Preds a chance of victory should they beat Team Too Sexy. The Turks played some storming stuff from the bottom end of field one, with John Boy and Jamie making full use of the ditch; the boys got up on heads and pushed on for the Max. Meanwhile the Preds were finding Too Sexy a very hard nut to crack. The Sexual ones took four Preds out and looked as if they might hold Marcus's boys, but the Preds got the Max at the death.

So the Turks took an historic and well deserved hat trick with the Preds trailing 50 points behind them. Team DAC performed superbly well and should be well pleased with their contribution: The tournament, and Team Too Sexy deserve all the credit in the world for being ballsy enough to step up and mix it with the Pros. They didn't look outclassed and have got to be one of the teams to watch out for over the coming months.

Amateur Finals.

A Few good men missed one of the Indians out as they mopped the French boys up, while the Freres and Hillbillies had a tense encounter which resulted in only two eliminations apiece. The Hillbillies were shooting well and seemed to have the upper hand, but it resulted in a draw. After such a low scoring start the Hillbillies realized the needed to get a few points in the bag so they stepped up a gear and annihilated the Good Men for the loss of only one player. The Indians came up rumps by one elimination in the French encounter, with 16 penalty points hampering the Freres' cause.

The Hillbillies went into the last round with a narrow 10 point lead and. on paper at least, all four teams could still claim victory. The Hillbillies, however, were having none of it. They ploughed into the Indians and took the Max for the loss of two players, while Frere Petards finished on a high note by steamrolling the Good Men for no loss at all.

Sidcup 12-man, Challenge Shield, November, 1995.



13 teams is a pretty good turnout for November; it was 14 but those naughty Fusion fellas dropped out at the last minute. Fortunately Doug took this little hiccup in his stride and the day ran very smoothly. He'd adjusted some of the flag bases on certain fields to make them play a little differently, but the excellent field's one and two remained unchanged. The other fields provided a variety of challenges: some were spindly with the occasional clump of thick stuff and some had large trees with good fields of fire. Basically there was something for everyone. The teams were split into two divisions, seven in one and six in the other, with the top team in both divisions playing off for 1st and 2nd place following the qualifying rounds. Each group had two Pro 1 class teams, two Pro 2 and a handful of Amateurs. Hellwood had travelled from France to play one of their favorite UK sites without a full-strength squad, as the team have recently lost several key players and are in a rebuilding stage which will take a few months to complete. Compatriots House of Paint joined them for their first ever 12-Man outing, and luckily they were drawn in different divisions and got the chance to play a good selection of UK teams. Both the Predators and NWC were short of players at the start of the day, but luckily (?) for the Preds, Darren Docherty turned up late and, er, disorientated. He managed to stand in the flag base at the start of each game so the Preds did have the full complement, in number if not in spirit. NWC borrowed Spud Jamieson, who'd only come along with dad Gary to watch a few games, and he played very well indeed.

Division A.

Shockwave and the Preds matched each other point for point initially, but a large hot gun penalty knocked the wind out of Shock's sails. Mel Robinson combined nicely with the deadly duo of Brother Pete and Phil Ham, who both managed to get free windows in their diaries and played together on British soil for the first time in many months. House of Paint gave them a hard time, and then they faced the Preds in the last round. Robbo's lot needed to Max and lose very few men; rest



assured, the Preds didn't let them. Marcus' team didn't have things all their own way, however. Doug Knight had the luck of the devil when one of Kuttin Kru's players did the walk on him. He was behind a barricade when Marcus and one of the Kru were eliminated and walked down the tape toward him. A live Kru player spotted his opportunity and tagged along with the group as it neared Dougie. He hit Doug twice, but both shots bounced and Doug stormed after the Kru player who was on his way toward the Preds flag. Kru had their chance but couldn't quite take it, the Preds kept their flag, just.

The Kru kept their act together and, despite not getting any straight Maxes, they did more than enough to come 2nd in the group and win a chance to play off for overall 3rd/4th place. The Punishers were a little off form, they usually excel at Sidcup but could only get 4th spot, despite playing some good stuff. House of Paint certainly didn't seem overwhelmed by the occasion. They were stylish and aggressive but lacked experience of the Sidcup fields, consequently losing three games they should have won. No Maxes, but they earned a lot of respect and are sure to be back. Evolution X and the Hillbillies were hard put to make a real

impression on this division. Hillbillies had a good go at House of Paint, but ran out of time after eliminating all the French players. Evolution X came close behind, but both teams were well out of the running.

Predators,	494.
Kuttin' Kru,	389.
Shockwave,	368.
Punishers,	348.
House of Paint,	151.
Hillbillies,	136.
Evolution X,	129.

Division Two.

Only six teams in this one, but still a tough draw. Shades of Grey threw the advantage to NWC after the first round when they failed to Max and the Nam picked up on this immediately, keeping the Shades under pressure with a string of Maxes. They were scheduled to play each other in the final round, and a draw gave Nam the top spot and a chance to take on the Preds for the title. Iron Wolf were surprise contenders at the start of the day; they upset the Shades and gave everyone else really hard games. They certainly had their tactics worked out right and 12- Man seems to suit their style of play. Hellwood arrived short of players but soon recruited two locals to fill in for them (two guys called Dave and Paul who had never played competition 'ball before, but performed surprisingly well). They were noticeably below par as a unit, however, but as I mentioned earlier they are restructuring the side. Man Lions have never suffered from a shortage of players, but they would have needed to field 15 men to make an impression on this event. They fell well below their usual standard, failing to capitalize on several advantages. Draws just don't get you anywhere, when they did push they looked good, but always seemed to leave it too late. Niall Squires bolstered the Westcoast squad, pulling off an excellent dead man's against Hellwood, but they were out of luck no matter what they tried. Being several players short didn't help and they played hard, but it was to no avail.

Nam Wreckin' Crew,	415.
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Shades of Grey,	344.
Iron Wolf,	271.
Manchester Lions,	202.
Hellwood,	177.
Westcoast,	111.

In time-honored fashion the Predators met NWC in the final play off for top spot, and as usual it wasn't the most exciting of games. The Preds took it on headcount after NWC tried to push in the dying seconds. Playing | from the top end of field two didn't help their cause much the bottom of the field has far more cover. Kuttin' Kru played a similar game to the Preds get up on bodies and make the opposition work to win. Shades did their best but it just wasn't enough, and the Kr were more than happy with a 3rd spot and their best day's play for many months. Iron Wolf took 5th when Shockwave declined to play off, while Man Lions lost out once more with the Punishers just French teams play each other, and it was one hell of a clash. Eventually House of Paint defeated Hellwood in one of the most enjoyable games of the day.



- 1st Predators.
- 2nd Nam Wreckin' Crew.
- 3rd Kuttin' Km.
- 4th Shades of Grey.
- 5th Iron Wolf.
- 6th Shockwave.

- 7th Punishers.
- 8th Manchester Lions.
- 9th House of Paint.
- 10th Hellwood.
- 11th Hillbillies.
- 12th Evolution X.
- 13th Westcoast.

This was an excellent day with more than a hint of the old 15-Man scene about it, and the marshalling was very well executed. Turnaround times were spot on and play was done and dusted by 4.00pm including the awards ceremony. At a time when UK 10-Man events are few and far between it took some balls to put on a 12-Man, but Doug got it dead right. Quality competition, quality field, how about another one in the summer when the grounds had a chance to recover.



France, 1996.

French Paintball has progressed rapidly over the past two years in terms of both playing ability and tournament organization. Events in France always have a certain flair and the fact that this event was held in the sunny South of France went a long way to enhance the overall image of European Paintball. Organized by Charles and Laurent of Paintball & Co and assisted by Tontons Flingueur, this event had attracted major

sponsorship from RP Scherer, Powergames, YVGP and a host of other major industry names. The overall impression of the event was as a paintball extravaganza. Three days of pure paintball with superb facilities and excellent organization.

The team set-up area was housed in a huge marquee. Festooned with tables and chairs, first class accommodation by comparison to most other events while the trade show was located in a large sports hall with all the facilities that you could ask for.

Score keeping was taken care of by a computer company whilst on the other side of the sports hall a bank of TV screens showed up-to-the minute games filmed by on-field video cameras.

Alongside the players area was the catering facility which provided quite a varied selection of snacks, but the only down point for us British coffee drinkers was the lack of mild strong coffee.

The Lineup.

Teams from the USA, England, Germany, Portugal, Switzerland, Spain, Belgium, Italy and, of course, France, all made this a truly international event. The growing trend towards 'no-camo' in Europe saw teams magnificently turned out in brightly colored sports suits, JT concept tops, custom camos (the Banzai Bandits looked great, their Renegade camo matching their splash anodized Autocockers and the All Americans in the latest Renegade offering, Untamed Fury). Full marks to WDP's Team Pirati from Italy who entered three teams all wearing the superb UFO sports outfits looking very sharp and to Viva Zappata from Paris who all wore sombreros and striped blankets and looked like extras from The Good, The Bad and The Ugly.

The Mayhem Tiger presented Smart Parts with a beautiful brass Tiger in appreciation of the companies support over the past year. It was much more substantial than a few muttered thank you words so often said at the end of tourney trophy presentation.

What's On.

The event was broken down into different competitions, semi-auto and pump classes, speedball and a one-on-one tourney, all offering substantial prizes to the finalists and plenty of fun to all the competitors.

The Semi-auto competition had 10 fields of play, all similar to US fields rather than UK fields, fairly open with plenty of places to move to for the faster teams willing to take a chance or two. All fields were very easy to spectate at (the marshals were pretty easy going during the first two days of play concerning spectators), and, as most fields were next to each other, it was easy to watch two games at the same time. The Pump gun event had four fields and there was even a separate speedball field.

Playtime

Forty six teams were entered into the semi-auto class and divided up into 10 groups of five (four groups only had four teams). There were three rounds of play before the semi-final cut, so, in effect, every team played at least 12 games even if they didn't make the semi's. Teams who made the finals round had played 20 games by the end of the event.

The first round consisted of four games. Then everyone was re-seeded by score for a further four games, then reseeded again. The semifinalists were the top 10

scoring teams over the first three qualifying rounds and the finalists were the highest scoring five teams of the semifinals. The Amateur Section consisted of teams ranked 11-25 following the first three qualification rounds.

In the pump gun event twenty teams were re-seeded three times, into four groups of five, with the top five scoring teams making up the Pro finals and the sixth to tenth scores making up the Amateur finals section.

Qualifying Rounds.

Only two teams kept perfect scores throughout the qualifying rounds, the Indians and the Predators. The CAMP Tigers, Banzai Bandits, All Americans, Kings and Mayhem Tigers were hot on their heels with perfect scores in two out of the three seeded rounds.

The Wolverines, NWC and Hellwood were only a little way behind but a mixture of draw n games and penalty points kept them in the bottom end of the top 10 teams.

There were plenty of turnover games where the underdogs maxed out much more experienced teams, but generally these were between Novice and Intermediate teams. The Pro's escaped any such real embarrassment.

Semifinalists Pro and Amateur (qualifying round scores).

Pros.

1 st	Predators	1440
2 nd	Indians	1440
3 rd	Banzai Bandits	1420
4 th	All Americans	1370
5 th	CAMP Tigers	1320
6 th	Kings	1320
7 th	NWC	1230
8 th	Mayhem Tigers	1210
9 th	Hellwood	1174

10th Wolverines 1172

Amateurs.

11th Fer de Lance 1166

12th Artistes Peintres 1165

13th SWAT 1146

14th Bad Karma 1082

15th Freres Petards 1077

16th Irréductibles 1076

17th Dragons 1040

18th Werewolf 1022

19th Morfalous 1002

20th Psykopats 990

21st Kaotiks 960

22nd Raptors 946

23rd Banzai 100% 927

24th House of Paint 832

25th Belgium Raptors 826

Semi-finals Amateur.

Fifteen teams lined up for what was to be an intense round of the Amateur event. Three brackets of five teams battled it out for the five finals places and amazingly none of the top 6 semifinal qualifiers made it to the finals. The Dragons (17th), Werewolf (18th), Kaotiks (21st), Raptors (22nd) and Banzai 100% (23rd) all nipped in to make the final round. All of these teams decided to go for broke and it certainly paid off.

Banzai 100% were thrown together just for this event and improved as the show went on, taking second qualifying place in the finals. Werewolf took top spot with four aggressive, yet controlled, games and looked like taking the title but nothing is ever certain in paintball.

Dragons, Raptors and Kaotiks were always close throughout the event and there was virtually nothing between them by the time they qualified for the finals.



Top Gun.

The one-on-one top gun event attracted a huge number of entries. All of the All Americans entered except 2-E (who reckoned he never had any luck at this type of game) and Phil Ham who had injured his knee.

Each player was given a Trracer pump gun and a hopper of paint so emphasis was on skill rather than quality of equipment. The opening round was played on the first day, then the final rounds on the evening of the second day.

It came as no surprise that the final four players were all from the AA's; Chuck Hendsch, Bill and Adam Gardener and the Master himself, Robbo.

Bill and Adam lost out in the semifinal round and Robbo faced Chuck for the top gun title and all the glory! Shock, Horror! Robbo lost! RP Scherer's Chuck blew him away and Robbo denies he threw the match just so the AA's could keep their RP Scherer sponsorship. Even me watching could see that Chuck had youth and ability on his side, and he didn't seem impressed by his team mate's reputation in such competitions.

Said Chuck; "I watched Robbo in the qualifying rounds and tried to figure out his style but I soon realized he didn't have one! He just relied on the odd lucky shot. Knowing that, the rest was easy. He didn't realize that RP Scherer balls are designed not to break on the company's employees. Er... it may be a good idea not to print that. You know how sensitive old players can be. Oft?

Sure Chuck, whatever!

Well done Chuck. Hard luck Robbo!

Semi-finals Pro.

Down to just two groups of five teams in the pro division, the action really began to heat up.

Group 1: Predators, Banzai Bandits, CAMP Tigers, NWC and Hell- wood.

The Preds started surprisingly badly following their undefeated run in the opening rounds. The Banzai ripped them for the loss of only two players then to add insult to injury the Preds lost their 20 points to a hot gun, which meant they started the second game on zero. Two maxes got them back in the running but their game against Hell- wood will long be remembered. Not too difficult for the Preds, they

shot every Hellwood player and only lost three of their own, but ran the flag back into their own base, which immediately ended the game and gave Hellwood an extra 50 points for the flag hang. Final score: Preds 70, Hellwood 80.

Banzai continued to roll by maxing Hellwood but then stopped dead when they met NWC who maxed them without the loss of a man. The hoys from Manchester bounced back in their final game, maxing the CAMP Tigers who sent 6 players down one tape. Banzai reacted quickly, and stormed the opposite side while one of their players held the Tigers at bay. The Banzai's took top qualifying spot in the final five despite having a no-score game.

The CAMP Tigers had battled bravely, but despite maxing Hellwood, they collected 20 penalties at the chrono then only took one Banzai out as they lost their final game. Tom Seligman's team had shown an inventive and interesting style in many games but they could make little ground in the semi-finals.

NWC remained penalty free throughout this round of the competition. The Tigers gave them a hard time at the start of the semis, but two maxes later on were enough for a finals place.

Hellwood struggled throughout this round, even though they had Superstar Rafe Farmer on their team. Three eliminations was their highest score and they were thankful to the Preds for the extra 50 points from a costly mistake.

Group 2: Indians, All Americans, Kings, Mayhem Tigers and Wolverines.

The Indians had been playing to their limit and had maxed every game to reach the semifinal round. They had been down on numbers in many games and still managed to turn things around. A real classy team. When they met the AAs everything went crash. The AAs never lost a player and flattened the Indians. The French team struggled back into the competition, but despite maxing the Kings, drawing with the Tigers and taking 110 points from the Wolverines, they were out of the running. Penalty points in their last game really put the stop on it.

The All Americans started well enough by maxing the Indians but found things a little tougher against the Wolverines and then the Mayhem Tigers (all the Tigers were eliminated but the AA's ran out of time). They finished on a high against the Kings and looked secure for a finals place.

The Mayhem Tigers played out of their boots, narrowly maxing the Kings with just one player remaining but the crunch game was their last against the Wolverines, and this loss put them out of the final five.

The Wolverines had plenty of hot gun penalties but, despite some mix ups with their scores, managed enough to snip fifth spot in the Pro finals and gain yet another chance to take the title.

Unfortunately there was one dark cloud to the event concerning the Marshals, and although important enough to warrant mentioning, it should in no way detract from the superb job and professional manner of 99.5% of the judges.

During the Pro semi-finals and finals, there were discrepancies over scores and chrono penalties. Data sheets were lost and penalties were challenged. The head field judge had a score sheet but it was 'unofficial*' and only the scores on the main board in the team area were regarded as 'official'. Differences became apparent and most of the team captains questioned officials as to what was happening.

Further investigation revealed the source of the 'mistakes' and the marshal was removed from the proceedings.

During the first two days of play, the marshalling was fast, enthusiastic, efficient and fair. There was no signs of bias for or against any team and the action of a single individual should not be taken as representative of all the judges.

The judges for the final rounds maintained a high standard despite the intense pressure of the occasion and should be commended on their enthusiasm. Anyone who has ever had to judge a NWC v Predators game in the final rounds of an international competition will know all about this pressure.

Amateur Finals

The amateur finals were virtually exclusively French, Banzai 100% consisted of players from Paintball 100% and the UK team Top Heave, Sponsored by Paintball Planet. The four other teams were Kaotiks, Raptors, Werewolf and the Dragons.

The Dragons never got sight of a max and had to settle for body count scores against four very good Amateur teams.

Werewolf and the Raptors were neck and neck throughout the finals but neither team could really challenge Banzai 100% and the Kaotiks.

These finals were much closer than the Pro division with only 20 points between Banzai 100% in first place and the Kaotiks in second. What a superb victory for a throw n together team who had pulled themselves back into the event from 23rd place at one stage. The opening day saw them finish well above Hellwood, Wolverines and the Irréductibles, but the second day proved to be much tougher. Never mind, they proved their point by taking top Amateur spot against some heavy duty opposition.

Results - Amateur Finals.

1 st	Banzai 100%	380 points
2 nd	Kaotiks	360 points
3 rd	Raptors	260 points
4 th	Werewolf	250 points
5 th	Dragons	110 points

Pro Finals.

So, despite the recent surge in abilities of French teams, only one home team made the finals, the Wolverines. Britain and the USA took four out of five finals places with the Mayhem Tigers narrowly missing out of qualification being beaten by the Wolverines for the fifth finals spot.

Even when the final five had been decided, controversy still raged about missing chrono and score sheets, but the team Captains were called together and it was decided to continue playing as planned. The games were a little behind schedule and time was the governing factor.

In the opening round of the final games there was an Old Firm clash, Preds v NWC which was to end in one of the most amazing score lines of all time. Darren led the Preds charge, closely followed by Bart and in the ensuing mayhem the judges ruled that all of the players had shot each other out! A tied score of 70-70. This set the pattern for all of the Preds games, to be fair they did manage to get the hard end of field two out of three times. Marcus proved to be a very poor coin tosser. Amazingly, they failed to max a single game, apart from the controversy surrounding the NWC game.

Banzai had little more luck. They did manage one max and that was over the Preds (for the second time in the competition), but they were well short of points in their other games. They had played with style and flair throughout the event, and that little bit of luck they needed deserted them in the finals.

The Wolverines were determined to regain the pride of France and put up a tough display in every finals game. Their max of NWC was decisive with five Wolverines racing top speed to eliminate the remaining NWC player at the end of the game. The AA's stopped their charge and only lost three players while maxing them out. Then the Wolverines went hot at the chrono. Recovering their form, they maxed the Banzai but then they drew with the Preds in the final game to leave them well short of first place. Finishing on the same total as NWC gave the Wolverines third place because they had collected penalty points and NWC were clean.

Nam had done well to recover from two hard draws on previous days and from fields not to their liking, but their performance improved in the semifinals and set them up for the ultimate round. The Predator game was perhaps a little lucky for them, but there was no questioning the NWC performance against Banzai. The game virtually went to full time, but NWC pressed home their advantage of the better end and took the full max.

The Wolverines hurt them badly in the next round, and it looked as if the Nam would be out of contention for a top three spot as they faced the All Americans in the final round. The game was hectic to say the least. The AA's wanted to win quickly to ensure first place but NWC had other ideas. Both teams were losing players at a rate of knots as the AA's advanced onto the NWC flag base, and in the final shoot-out, only one player was left standing, Robbo (only because he was too slow to keep up with the push), who hung the flag for the AAs third max.

The All Americans looked unstoppable in the finals. Only the Predators failed to give the AAs a string of four maxes. The game was tough from start to finish, and when the final whistle blew, only two players from each team remained alive for a 50-50 score. Banzai, Wolverines and NWC all fell under the AA hammer which put the Gardener boys 150 points clear of the second placed NWC. A superb first place performance throughout the entire competition, despite losing Phil Ham with a knee injury on the first day.

Results.

Pro Finals.

1 st	All Americans	410 points
2 nd	NWC	260 points
3 rd	Wolverines	260 points
4 th	Predators	180 points
5 th	Banzai Bandits	150 points



Pro Pump Finals Results

1 st	Chats D oc	400 points
2 nd	Scalp	390 points
3 rd	Billes de Clowne	380 points
4 th	Touristes	180 points
5 th	VivaZappata	80 points

Amateur Pump Final Results

1 st	Sniper Bannis	400 points
2 nd	AFT	370 points
3 rd	Fire Drôles	310 points
4 th	Picasso	190 points
5 th	Fun Ball	140 points



Trophy Time.

By the time the final games were over, the team area had been*cleared of tables and chairs were laid out for a capacity crowd to watch the prize giving.

Prizes were awarded in all categories and every team, from Pump Amateur 3rd place to Pro Semi 1st place, was given a rousing reception. Very few people had left the event early, even though the presentation ceremony didn't get underway until 8.00pm.

All teams commented on thé superb organization of the tournament at all levels, and considering the number of entrants and number of games, the time schedule was fairly well adhered to.

The marshals were drawn from every corner of France and generally were faultless, extremely enthusiastic and understanding (despite obvious language barriers) to most player's needs. Well done.

Well done to the All Americans, who promised to return next year, and to Banzai 100% for two truly outstanding performances. Charles, Laurent and all at Paintball and Co deserve congratulations for organizing such a high quality and damn fun event.

Mayhem, 1996.



This year's mayhem championships was predicted to be one of the most eagerly contested yet, with any one of about five teams in with a chance. The UK circuit has not been dominated as in previous years, and the tournament wins tended to be shared between Shades, Shockwave and the Preds with the Nam there or thereabouts. A couple of teams had demonstrated that they may well be improving, but nothing to indicate a threat to the established hierarchy. One of the reasons that this year's tournament was so open was the lack of top American teams in attendance; they had decided to concentrate their resources on the soon-to-be-held NPPL finals in August. This left only one representative from the US - the All Americans. This vacuum of quality was in part filled by the inclusion of the French contingent of teams headed by the Wolverines. Most pundits predicted that this was the year we would see at least one French team in the final five. Last year the Wolverines came within a couple of points of qualifying for the final stage so it was set for a great competition.

The day before the tourney started most teams took the opportunity to walk the fields amidst a deluge of rain with players looking apprehensive as the skies

remained an ominous grey. Saturday and Sunday played host to the first two rounds where all teams had to play eight games and, after the scores had been totaled in front of hundreds of nervous players, the semifinal groups and field allocations could be established. Here's how they fared:

Rebellion/AKA from the Midlands are a very tight, technically competent Amateur side; they adapted well to the fields and picked up three Maxes over the two qualifying days to make it through to the Semis with relative ease. Alamo Heroes, meanwhile, were having an absolute 'mare, they were the whipping boys of their group and finished up on -1 on the first day. They managed to get back into the black on day two to prop the table up six points. A lot of new blood this team, and it appeared the commitment was there, so it's just a case of sticking to it. The Americans must have been hoping for a perfect 360 on day one, but the Masters put up some stern resistance, taking eight AAs before they all departed the field, and prevented them from taking their flag. Apart from that, it was pretty much plain sailing for the Gardner boys, although Adam ruled himself out of the running after hurting his back playing football on Saturday. All Stars from Germany didn't have such a good Mayhem and failed to Max. Armed 'n1 Innocent fared slightly better, narrowly missing a Max by hanging while two opposition players were still on the field. Brothers in Arms had a tough division on both days, and their Pro status was slightly harsh, but they kept battling and picked up a Max. Need to drink a bit more! Ballistic Wizards are unused to 10-Man, but they managed a Max and got slightly better headcounts than Necky's boys to finish 11 points clear of the Brothers. Banzai Bandits, after a draw with the Man Lions, rolled along nicely on the first day - although they nearly ran out of time against Tonton. Day two saw them draw with the Shades despite continually trying to find a way through, but they had no worries about qualifying for the Pro semis. The Bladerunners' Pro seeding meant they had a lot of work to do, and three Maxes coupled with respectable scoring elsewhere saw them come real close to making the semis, maybe next time for the Star Trek kids. Boys Don't Cry were another team to only pick up one Max over the two days, while Swedes BTKA kicked some serious ass and proved that True Colours and the Teddy Bears aren't the only Swedish teams that can do a lot of damage. A very aggressive team, their five Maxes saw them finish a mere three points away from Pro qualification. Cripes! Fellow Scandinavians the Bullfighters weren't backward in going forward either, and a brace of Maxes saw them come close to a place in the next round. The excellent Camp Tigers took a beating off fellow countrymen Hellwood in a game that

cracked open in the final minutes down Hellwood's right. Great technique from Camp, and they look good too! They picked themselves up and played some neat stuff to sneak into the Pro semis. Thoroughly deserved. Cougars also played well above themselves and were desperately unlucky not to make it into the semis. Good attitude and some half decent players. JBB's Ditch Dogs haven't played to their potential for quite some time, but rose to the occasion to Max four times. The Powerballers were desperately unlucky to miss out on the semis, finishing nine points behind Iron Wolf. Portugal's Estratego had an absolutely appalling time at Mayhem '95 and finished on -2 points. They got it together this year and put 90 on the board to finish three places off the bottom. Perhaps have a tendency to crumble too easily, but they're heading in the right direction. Evolution three points away from Pro qualification. Cripes! Fellow Scandinavians the Bullfighters weren't backward in going forward either, and a brace of Maxes saw them come close to a place in the next round. The excellent Camp Tigers took a beating off fellow countrymen Hellwood in a game that cracked open in the final minutes down Hellwood's right. Great technique from Camp, and they look good too! They picked themselves up and played some neat stuff to sneak into the Pro semis. Thoroughly deserved. Cougars also played well above themselves and were desperately unlucky not to make it into the semis. Good attitude and some half decent players. JBB's Ditch Dogs haven't played to their potential for quite some time, but rose to the occasion to Max four times. The Powerballers were desperately unlucky to miss out on the semis, finishing nine points behind Iron Wolf. Portugal's Estratego had an absolutely appalling time at Mayhem '95 and finished on -2 points. They got it together this year and put 90 on the board to finish three places off the bottom. Perhaps have a tendency to crumble too easily, but they're heading in the right direction. Evolution X were odds-on favorites to win the Amateur section after the arrival of the All Americans bumped them down in the standings, and a massive 487 after penalties suggested the pundits might have got it right for a change. It's about time we caught up with these for an interview. Fat Freddy's Cat seem to be shying away from a lot of major events this year, but cometh the hour, cometh the team. They strutted their stuff to good effect and had no problems waltzing into the Pro semis in 9th place overall. Awfully ugly looking bunch, though. French blokes Freres Petards nearly blew it despite playing well, but they stole the final Amateur spot from the Hillbillies by only three points. No such luck for the Gladiators, who just made a three figure score, or for Gulo Luseus, whose two Maxes and a transit saw them fall well short of the Pro semis. Again some super pedigree players, but perhaps lacking co-ordination

throughout the team? Hellwood were another side who many people expected to do great things after their fantastic performances at the NPPS and Mayhem warm-up. Rafe took them through with ease; seven Maxes, one transit and a little swagger left more than a few Pros hoping to avoid them on Monday. Highlander scored a mere 18 points on day one and failed to Max all tournament. However, you can rest assured they won every single drinking game they played, and that's what counts to the Tartan Army. The Hillbillies were another side fancied to make an Amateur impression, but two Maxes just wasn't enough for the South Westerners a good team with a bum first day. After blowing out at Finmere, Gildas' Indians had a score to settle. A cracking game against Shockwave with most of the action in the first 30 seconds from game on was one of the most entertaining breakouts we've seen. A real stylish team: lots of balls, very quick and afraid of no-one. We expect them to go far. A smart first day was followed by an even better second and the chance to turn Pro. Perhaps wisely they decided to stay Amateur for the time being, a choice that Iron Wolf weren't given. Seeded Pro from the off, this newly sponsored Zap team fought tooth and nail to claw themselves into the reckoning for Monday. Finalists last year out, Kojootit played more aggressively this year and were far better to watch. Unfortunately, the results didn't match their performance...The Kuttin' Kru were another lot whose recent form had left a lot to be desired, and three Maxes just wasn't enough to see them through.

Another

German side, the Little Devils went the same way as the rest of their countrymen...close, but no cigar. The Man Lions got a lot of points on the board despite only Maxing twice, while the Masters Maxed four times to finish six points behind them. Both teams were unlucky not to make it any further, as were the MUFs who played exceptionally well to just pip the Lions and Masters to the post. A weird game against the Top Cats revealed Fred Schultz to be a true showman. A last minute push by the TCs was repelled by the MUF's right. The gap was there and Fred took the opportunity to show off, he broke his gun into three pieces and proceeded to juggle it down the field while running full pelt. To add insult to injury, he grabbed the flag, used it as a blindfold and juggled them back for a Max. Nam Wreckin' Crew's form since picking up sponsorship from Belsales has rocketed; their Evolutions were kicking and so was the team. They Maxed every game in the qualifiers to roll into 3rd overall. OPM Ugly Ducklings are a Danish team made up mostly of ex-Berserks and powered by OPM. They're an aggressive side who marched into the Amateur semis and looked more than capable of reproducing the form that took the Berserks all the way last year. Despite all the doom and gloom

merchants proclaiming the end of the Predators, they still Maxed all the way through, dropping only 25 points in the last game. The Redskins had been having a great season and they picked up where they left off with three Maxes and an extra day's play to look forward to. Good to see some familiar faces. Shades of Grey were warming up nicely with seven Maxes, while Shades II clocked up two Maxes of their own. They're coming on quickly, and will be looking to finish a lot higher come the NPPS. Two Maxes and a transit helped the rising Amateur stars the Sharks into the semis, with Niall Squire managing to get up and do the walk to pull a few points out of the bag when the team 'em. Shockwave finished on the same points as the Preds and were playing like men possessed, while a Sting side reinforced by several Punishers started strongly but dropped off on day two. Stress finished the Saturday on -7 points, although they showed a willing to go forward sometimes bordering on the suicidal. It's down to technique and coordination, cos the attitude is spot on. They played some good stuff on Sunday to pick up 69 points and regain their pride. Welsh Wonders Task Force found life a bit too tough at the Masters, as did Team Vision, who surprisingly only picked up one Max all tournament. The Teddy Bears, on the other hand, amazed everybody by picking up seven Maxes and topping the Amateurs by over 100 points. If you went down to the woods to meet these Bears, you definitely got a big surprise. Everyone expected The Firm to do the business at the Masters, but the boys from Brum struggled a bit on day one and a bit more on day two, going out in an early upset.

Results after qualifying rounds.

Pro.

1 st	UK Predators*	695
2 nd	Shockwave*	695
3 rd	NWC*	686
4 th	Vulcans*	651
5 th	All Americans*	648
6 th	Shades of Grey*	648
7 th	Hellwood*	644
8 th	Storm*	

9 th	Fat Freddy's Cat*	591
10 th	Turks*	589
11 th	Wolverines*	583
12 th	Woorlords*	541
13 th	Banzai Bandits*	532
14 th	Camp Tigers*	491
15 th	Iron Wolf*	422
16 th	Ditch Dogs	413
17 th	MUFS	412
18 th	Manchester Lions	409
19 th	Masters	403
20 th	Bladerunners	384
21 st	The Firm	365
22 nd	Kuttin Kru	354
23 rd	Gulo Luseus	331
24 th	Brothers in Arms	261

Tonton Flingeurs more than lived up to expectations, playing some brilliant ball along the way. The Topcats managed two Maxes, but still finished eight points below their second team, who only managed one, but it could have been so much more if guns had stayed up and running in the aforementioned game against MUF. Do you know the Top Cats have 25 players on their books? Blummin' eck! The Turks turned up (strengthened by Bad Co Maryland captain Tommy Cole, Claude and Fabrice from the Crows and the oh-so-dashing Bart Walkerdine from WDP), chilled out and spanked almost everyone they came across with Dave Coombes proving to be painfully accurate on the way. We always say that this could be the Vulcans' year: seven Maxes and 4th place overall after two days left us in real danger of getting it right for a change. The Wolverines missed out on the finals by a

whisker last year, and were playing well enough to suggest that they might edge it this time round Woodland Shadow also put in a much improved performance to accumulate two Maxes and some good headcounts. Last but not least, a rejuvenated Woolords decided that if stablemates the Ditch Dogs were going to turn it on, then they better had as well. Five Maxes and lots of points elsewhere saw them book a place in the Pro semis.

Amateur results after qualifying rounds.

1 st	Teddy Bears*	646
2 nd	Indians*	545
3 rd	Tonton Flingeurs*	520
4 th	Evolution X*	487
5 th	BTKA*	419
6 th	OPM Ugly Ducklings*	417
7 th	Rebellion AKA*	386
8 th	Redskins*	378
9 th	Sharks*	347
10 th	Freres Petards*	326
11 th	Hillbillies	323
12 th	Cougars	316
13 th	Bullfighters	291
14 th	Shades II	279
15 th	Ballistic Wizards	272
16 th	Sting	265
17 th	Little Devils	258
18 th	Topcats II	242

19 th	Woodland Shadow	239
20 th	Topcats	234
21 st	Highlander	229
22 nd	Kojootit	196
23 rd	Armed 'n' Innocent	189
24 th	Boyz Don't Cry	163
25 th	Team Vision	125
26 th	Gladiators	102
27 th	All Stars	96
28 th	Estratego	90
29 th	Stress	62
30 th	Task Force	48
31 st	Alamo Heroes	6

Pro semis.

Division one was a real mixed bag: the Preds, Hellwood and Banzai had all been expected to qualify with ease and, bar Banzai, they did. The Vulcans had exceeded everyone's expectations to finish 4th after two days with seven Maxes, and as for the Turks, no-one, least of all the team themselves, had any idea of what would happen going into the semis. Unfortunately they blew out big style and failed to Max. Odds are they won't play 10-Man again until next year's Masters - which would be a shame - but if rumors are true the team are about to step out with WDP's new Angel V-6 marker, so we could see them back on the circuit after all. The Vulcans also failed to make an impression on this division, with penalties taking the sheen off their only Max. The much-fancied Hellwood took both the afore-mentioned teams apart but were no match for the Preds or an in-form Banzai who were starting to rock. The Preds were down to nine men for the rest of the tournament after an on-field infraction against the Vulcans. The Predator involved was red-carded and the team lost 50 points from their total, yet they still managed to top the group and enter the finals as highest-scoring team. While

none of the groups were easy, Division Two was a real bitch. The All Americans and Shockwave were both favorites to make the final five, and a lot of people fancied the Wolverines and Storm to join them. Unfortunately for young John Sosta, it wasn't to be. They could only take one of Shockwave out in their clash, and didn't have much luck elsewhere. A Max and a transit wasn't enough to take the Wolverines any further either, and they joined Storm on the sidelines for the afternoon session after playing superbly all tournament, Shockwave faltered at the final hurdle.

Despite trouncing Storm and spanking the Wolverines they lost their flag to the Camp Tigers (the only team to touch it in 12 games), but it was their first game, against the All Americans, that was the real grudge match. With Robbo and Phil Ham playing for Shock against their 'other' team, both sides wanted this one real bad. 2-E got taken out of the middle early on and LD pushed up to a pallet on the tape. He was in tight and crossing on the far tape and middle and had to be removed. Mel Robinson bunkered him, but his gun got tangled up at the last minute - allowing LD to get a shot into Mel's goggles. Bill Gardner then moved up to the same pallet - boom, same result. Jem flew up the tape and dumped him, and Bill just got his Shocker up in time to take his assailant with him. Phil and Pete controlled things from the back, and Pete removed Greg as he charged downfield in a last ditch effort to get the flag.

A draw, but an exciting game which the spectators enjoyed. Surprisingly it was Tom Seligman's Camp Tigers who finished as highest French team: two Maxes and a transit saw this enterprising French side finish 6th overall and just 19 points short of a finals place. Unsurprisingly, the All Americans maxed everyone bar Shockwave to top the group and slip menacingly into the last round.

The vagaries of Paintball seeding saw Iron Wolf, generally classed as Amateur, seeded Pro for Mayhem. They did well to make the semis, but failed to win a game once there. To be fair, they are at least as good as several other European Pro sides, and should look at staying in the big leagues in the future. The Woorlords had been having a good Mayhem and Maxed Wolf, but 64 penalties dragged their score down just a little bit. They played some great stuff though, and have returned to form in a big way. Unfortunately the Shades lost their way after looking so good in the first two days. Only one Max meant their dreams of Mayhem glory were left in tatters. Disappointed they may have been, but they immediately put it behind them and were talking about winning next year within

minutes of bombing out. Fat Freddy's were a revelation and attacked the other sides with a hail of paint and long deep breaks. When the news came that they'd made the finals a huge cheer erupted from their tent, followed by a frantic rush to get everything sorted. Could they really upset the applectart? Not if the Nam, who powered through this division with relative ease, had anything to do with it...

Pro semi-finals.

Div one.

1 st	UK Predators*	304
2 nd	Banzai Bandits*	282
3 rd	Hellwood	207
4 th	Vulcans	68
5 th	Turks	33

Div two.

1 st	All Americans*	294
2 nd	Camp Tigers	233
3 rd	Shockwave	219
4 th	Wolverines	161
5 th	Storm	54

Div three.

1 st	NWC*	297
2 nd	Fat Freddy's Cat*	254
3 rd	Shades	156
4 th	Woorlords	68
5 th	Iron Wolf	51

Amateur semis.

Before the masters started, many predicted a significant French impact in the Pro section. Hellwood and the Wolverines were both seen as a major threat to the big five British teams, and some even thought the Masters crown might sneak its way across the channel. What few mentioned was the strength of the European Amateur sides. Of the 10 semi-finalists only four were English (Redskins, Sharks, Evolution X and Rebellion) with three French teams, two Swedish sides and one Danish crew representing Continental Europe. The Teddy Bears Indians, Tonton and Evolution X had all scored highly enough to qualify for the Pro semi's, the Teddy Bears massive 646 would have seeded them 7th, above the likes of Hellwood, Storm and Banzai. The chances of a British side qualifying for the Amateur finals, let alone winning them, didn't look good. Tonton took the initiative in Division One with a first round Max over the Teddy Bears, while the Sharks met Rebellion in an all-English affair. The Sharks threw players forward and broke the top tape, but couldn't dislodge the last two defenders. They shot out the remaining Sharks who were on the hunt for the flag, but failed to get up and grab the flag themselves. A 30-24 result did neither side any real good. Tonton looked unstoppable and Maxed everyone else for a straight 360. Their fast and aggressive style paid dividends, especially against back foot teams like the Teddy Bears - who also made it through by playing tight and drawing teams on. Not the best style of Paintball to watch, but extremely effective. Fellow countrymen BTKA Maxed once, as did Rebellion, but neither they nor the Sharks got enough points on the board to make it any further. Division Two was a tighter affair, with the OPM Ugly Ducklings topping the group on two Maxes. Freres Petards followed them with a Max and some high body counts, while the Redskins Max and a transit ensured a British presence in the finals. The Indians, after looking so good in the qualifiers, surprisingly bombed out in the semis, as did NPPS top boys Evolution X - who failed to Max. With four Euro-sides in the Finals, it looked as if at least one title was going abroad...

Amateur semi-finals.

Div one.

1st	Tonton Flingeurs*	360
2 nd	Teddy Bears*	210
3rd	BTKA	141
4 th	Rebellion AKA	111

5th Sharks 75

Div two.

1st Ugly Ducklings* 225

2nd Freres Petards* 151

3rd Redskins* 144

4th Indians 113

5th Evolution X 75

Amateur finals

Frères petards found life a little too tough for them in the finals, with their best result a 21-18 headcount win over the OPM team in the last round. The excellent Redskins got a superb Max over OPM to finish 4th, just behind the Ducklings themselves. While these three teams all deserved their place in the last five and played some great stuff, when it came down to the wire only two teams were in it. Tonton started well, Maxing the Ducklings, but had a nightmare against the Teddy Bears. Both teams' styles differ greatly, with the Tontons playing a pacey forward-thinking game and the Bears sitting back and waiting for teams to come at them. In this instance the Swedes style won out, with Tonton only able to shoot two of them out. This left things wide open, before the OPM Ugly Ducklings hit the bears like a tornado. Only one Duckling left the field while the other nine hammered the Teddy Bears to take the Max. After two rounds Tonton were on 99 while the Bears were on 93. Both teams maxed their next two games, so Tontons superior headcount won the day. This result was more than just a triumph for Jean-Manuel Maries and his boys, it was also a victory for aggressive, stylish Paintball. They deserve all the credit in the world for playing the game the way it should be played.

Amateur finals results.

1st Tonton Flingeurs 279

2nd Teddy Bears 273

3rd OPM Ugly Ducklings 144

4 th	Redskins	121
5 th	Freres Petards	57

Pro finals.

If Ladbrokes had been running a book on the Masters, the odds on this lot making the final five would have been pretty damn high. Sure, most people expected the All As and NWC to make it through, and few were stupid enough to write off the Preds or bet against Banzai hitting form, but Fat Freddy's? Credit where credit's due, they played well and kept their bottle while all around were in severe danger of losing theirs; they deserved a finals place for the first time in the team's history, as has happened at so many major events over the years, the Finals started off with the Old Firm clash right in front of the spectators on field three: Preds Vs Nam. The game started as most of their encounters do - cautiously. Marcus was in an advanced position on the left tape calling fire up from his back players and looked to be pretty safe. Darren Docherty made a run from deep into a center bunker and got taken on the way in, and then things really kicked off. Wayne made a great break down the top tape and shot Marcus in the side and then removed another Pred from the middle. Jamie and Ashley proceeded cautiously up the tape backed by Tris; the Nam had a considerable advantage, but Dave Spittle and big Dave played a fantastic back foot game as the Wreckers advanced. Paint flew and then Dave Spittle burst up field to return triumphantly with the Nam's flag. As this was going on the All Americans went through Banzai on field four for the loss of five players, so two teams had the perfect start to their finals' campaign. Fat Freddy's debut on field three was against fellow Northerners Banzai, and proved no less interesting than the previous encounter. Both teams broke hard, with Freddy's Pointman in particular making a lot of ground from the off. He kept it tight and survived the early onslaught - including a bounce off his leg from one of his own (very confused) players. Inevitably Banzai started to push, with Spanner moving the top before Speedy made a run through the middle. Jack joined Spanner in a flank push and then all hell broke loose: both Banzai's were hit at the same time as the Cats, and the standard confusion of who hit who first took over. Jack was put back in but, despite breakdancing up and down the tape to confuse Freddy's, soon got taken again. Bandits were disappearing all over the field, leaving Julian to face the remaining Cats. Unfortunately for him, there were a few too many...On field four, the All Americans faced NWC from the same end they beat Banzai; the Brits kept it tight and played an exceptional game, Maxing for the

loss of four players, back on the spectator field and the Preds had their chance to knock the AA's out of the running. LD and 2-E pushed the middle and tape hard, with LD enjoying the crowd's attention and entertaining them with some over-enthusiastic calls. Unfortunately the marshals were not so impressed, and he was repeatedly told to keep his mouth shut, much to his amusement. The Americans kept pushing and pulled Rodney up the tape in support: they broke the Preds down, despite a cunning late walk from Big Dave. With only Freddys to play, the AAs were still in with a shout. Banzai nailed the Preds, leaving only one player on the field, and the AAs faced Fat Freddys. The Cats shot loads of paint in an effort to keep the three furthestmost Americans down, but they played tight Americans down, but they played tight and responded with some superb snap shooting to take the game. So the Nam needed to Max Banzai to take their first ever Mayhem title - and become the first Mayhem sponsored team to win the event. They removed Stu and Speedy from the middle and started to move players up.

Wayne literally hit the tape pallet and removed Ledz from the center, and five of the Nam chased the remaining Banzai back towards his flag base before eliminating him and clinching an historic victory. NWC have been the bridesmaids so many times in the past in so many events; finally they've taken the crown they wanted more than any other.

Pro finals results.

1 st	Nam Wreckin' Crew	294
2 nd	All Americans	282
3 rd	UK Predators	210
4 th	Banzai Bandits	129
5 th	Fat Freddy's Cat	127

So the title of Mayhem Masters returns to the UK after the Ironien took it across the pond for the first time last year, and the Euro challenge at least in the Pro Leagues - was also seen off. Fat Freddy's came from nowhere with an excellent display and will now be seen as force to be reckoned with the world over, while Banzai's year just keeps getting better. Come the World Cup, the Bandits could be looking at another finals place the way things are going. What can you say about

the Preds? Making the finals with nine men is impressive enough in itself, but getting two Maxes once there - including one over the eventual Champions - is nothing short of incredible. Testament again to Marcus' iron will and the depth of experience and ability that the rest of the team possess. The AAs gave many of the players watching them on field three a lesson in how to keep tight and shoot your marker effectively. All awesome technicians they are a model of professionalism, and players like LD and 2-E know how to break a team apart as soon as the gap opens up. They won't be happy with 2nd, but they shouldn't be too disappointed either. The Nam's 2nd place in Toulouse, days after receiving their new Evolutions, was a statement of intent in itself, but this result confirms that NWC ain't going away for a long long time. As personal goal, the team have done their sponsors especially Mayhem Powergames and Belsales, proud.

WDP Hyperball, 1996.



This was more than just an NPPS event, more than a mere Paintball tournament, this was a glimpse into the next century. It's the sort of happening that the people who were there will tell their grandchildren about, and those that weren't will be kicking themselves from now to kingdom come at missing out on the most spectacular event in the history of the sport. The future really did start here. despite all the hype, all the rumors and all the little nudges and winks between the people in the know on the run-up to this event, nothing could have prepared you for what happened up at the NPF on the 27th and 28th of July. Just driving down the long track past all the banners sent a little shiver of anticipation running down your spine, but when you turned the corner...bang, straight between your eyes. There it was, a huge stadium with three spectator stands, a giant timer-tower and a field full of massive tubes that looked, well, awesome. It was as if someone had given HR Giger a blotter of acid, some old videos of 'It's a Knockout' and a brief to design an extreme sport for the 21st Century. This was WDPs baby, and they'd poured their hearts into it, along with hundreds of hours of manpower and an obscene amount of money. The whole show just oozed class, and Ged, Dave and the rest of the gang were wandering around like proud parents after the birth of their first child. And this baby wasn't Paintball, but Hyperball: a Technicolor hybrid designed to take the game out of the woods and into every city in the world. No more nipping out for a game of squash after work, soon you'll be able to pop down to the local Hyperball stadium round the corner from the office for a couple of games with the boys. Pubs are going to have Sunday morning Hyperball Leagues instead of football - team games, purpose built one-on-one and two-on-two courts: the options are endless. Gone are insect bites, gunk in your gun and



wallowing round in mud for any but the committed die-hards. Hyperball will bring us into the limelight up there with snowboarding, mountain biking, Skate boarding and all the other extreme sports. But there was more than just the Hyperball vying for your attention: a bungee crane had been brought in so the nutters out there could hurl themselves into oblivion, a laserquest area and beach volleyball allowed players to keep loose between games, a house DJ and rock band kept things bumping in WDP's Temple of Doom and some nice trade stands showed up from Paintball Planet: Undercover: Mayhem: WDP; Brass Eagle and a few more besides. As for refreshments, there was a fresh fruit stand with an even fresher young lady (wo) manning it and a couple of hot food concessions with exotic delights for every taste. Did we mention the outside sponsors yet?

How about Tango for starters. Yep, the Hyperball judges were all decked out in orange kit with white gloves bearing the Tango insignia - they even had a tumbler back-flipping his way across the field in front of the spectator stands. And that's not all. Those nice people from Toohey's (I'd rather have a Toohey's, rather have a Toohey's, rather have a Toohey's or two...or in one team's case 96 cans on Saturday afternoon) supported the event, so there was lovely lager available for the post-tournament wind-down and, for all those people who needed a legal pick-up, Pro-Plus and Gatorade had also stepped in to sponsor the festival. As for the TV, well, it was there with bells on. So many times in the past it's been promised but never delivered, but this time we had a bona fide crew and announcer and

Robbo as expert commentator - you can get the inside view from Pete elsewhere in the mag. The Daily Telegraph also turned up, as did several other papers, and they spent a fair bit of time with PGI's Dan Juttner and Cass from the Turks. Oh well, you can't win 'em all...

And what about the new kit on show? WDP's X-Rated Sports gear was being modelled by the Banzai's, Turks and Indians - the X-Rated swimsuits looked fabulous on the gorgeous WDP girls - and Ledz stepped out with the new Angel V-6 to devastating effect. Dave Galsworthy showed up with five Sterling Semis for the triumphant Amateur team to take away, and Stevie Bull had some nice new playing tops on show (see *Gear*). All of the razzmatazz and hoo- ha was in danger of obscuring the fact that this was the final leg of the NPPS and we had 10 different nations present, including two of America's finest in Image and Bad Company Maryland. The NPPS has been almost single- handedly responsible for breathing life into an ailing European 10-Man circuit, and the Series fully deserved a finale of this magnitude.

Division A.

Shades had been in severe danger of missing this event due to lack of team funds: commitments to playing the NPPL at Finmere and the World Cup had depleted their finances, and the absence of a paint deal didn't help much either. Enter JBB and Powerball. An 11th hour deal got the Shades up to Birmingham and gave them the chance to keep their title hopes alive. Once that lifeline had been thrown, there was no stopping them. Five straight Maxes in their own inimitable style, and the boys were back in the driving seat.

After being Maxed by Webby's boys, The Firm dusted themselves down and took the rest of the division bar Fake ID apart to leave themselves well placed for day two. Top Heavy, meanwhile, had a 'mare. They were one of a handful of teams with a chance at the Amateur title and, after Evolution X and Iron Wolf failed to show for this leg, they looked Britain's best shot to stop the Amateur crown heading for the Continent. Game one against the Top Cats, and Heavy threw it away - eliminating their own players in the process. A Max over Fake ID was marred by 38 hot gun penalties, and the last three games yielded a mere 36 points. Sunday meant one thing; three Maxes or bust. Top Cats fared better, hanging twice and picking up some valuable transit points, while Fake ID struggled despite a great game against the Ukrainians and a fantastic draw with The Firm. Ukrainians

Maxed the Top Cats and got their hands on a few flags to keep their semifinal hopes alive.

Shades	450	Top Cats	241
firm	316	Fake ID	86
Top Heavy	116	Ukrainians	195

Division B.

Some last minute line-up changes left little in the way of the Preds, who strode imperiously to five Maxes without Marcus and Darren Docherty, The Magic Merlins came in to replace the Vulcans and struggled all day, finishing on a negative score. Man Lions were on the ball, Maxing the Raiders and Merlins and comfortably beating Wolf. John Bonich's swansong with the Brothers saw them decimate arch-rivals Wolf and the Merlins and pick up points elsewhere, while Saxon Raiders played even better, beating their fellow Ams and taking nine of the Lions out.

Wolf had played well in the last leg of the NPPS, but Charlie's angels took a bit of a battering this time round - with only the Merlins proving to be easy prey.

Predators	450	Brothers in Arms	233
Magic Merlin	-34	Saxon Raiders	286
Man Lions	289	Wolf	150

Division C.

NWC, or Wreckin' Crew as they were known all week-end (much to their chagrin), didn't have things all their own way by any means. They started brightly, with Maxes over French Kiss and Force, but then drew with the Punishers and lost to the Sharks. They still topped the group, but not as comfortably as most people had expected. French Kiss was a CFN team made up of Wolverines, Fiellwood and Tonton players and, as you'd expect, they played some flamboyant and aggressive Paintball. They Maxed the Punishers and Force, but lost to NWC and the Sharks to finish 3rd in the group, Martin Billings Punishers were on top in several games but refused to go for it and take the Max. Losses and draws leaving them with a lot of grafting to do on Sunday. Sharks started brightly, getting the Punishers flag away in two minutes before losing the initiative and then Maxing French Kiss in a corker on field six. A draw with Force was followed by a victory over NWC, with Sharks' Will

on the way back across an empty field with the flag when time ran out. Force scored well against Sharks and Punishers, but found the two Pro sides a bit too hot to handle.

NWC	309	Sharks	299
French Kiss	297	Force	160
Punishers	152		

Division D.

Four Maxes and a near miss against the Ducklings left Shockwave almost 200 points clear of one of the tougher groups and kept their title hopes alive. The Turks, featuring a couple of Team Too Sexy and our own Dan Juttner, struggled a bit before Maxing the Chameleons and beating True Colours in a hard-fought game. The excellent Colours started superbly, hanging the flag with one Duckling left on the field and then Maxing RSA. They came desperately close to upsetting Shock before losing to the Chameleons and Turks, but were looking mean all the way. Ducklings also Maxed RSA, but the rest of their scores resembled a lottery ticket. RSA struggled against pretty much RSA, but the rest of their scores resembled a lottery ticket. RSA struggled against pretty much everyone before stacking eight players on the tape and power-playing their way to a Max over the Turks, while Chameleons played far better than the scoreboard indicates and were unlucky not to Max out twice.

Shockwave	430	Ugly Ducklings	208
Turks	211	RSA	130
True Colours	241	Chameleons	120

Division E.

Fate decreed that Storm and Bad Company were the first two teams to tackle the Hyperball field, and what better than a high profile UK Vs USA match to blood the spectator filled stadium and thrill the watching audience. Ultimate JD led his Tango marshals out along with the teams, and the tournament really kicked off. "Ladies and gentlemen, the game between Storm and Bad Company Maryland, two of the world's greatest teams, will begin in just one minute", a voice boomed over the PA. Someone in the spectator stand sniggered and muttered "Only sounds like one of the greatest teams in the world to me. Storm are rubbish." A couple of his mates

laughed their acquiescence, and settled back to watch the game. A few minutes later, and eight jubilant Storm players were left on the field with Company's flag comfortably in their possession... Sosta and Co went on to Max everyone bar the OPM All-Stars to top the group. Bad Company recovered well and maxed the other four teams to finish just six points beneath Storm. OPM All-Stars were playing some good stuff, maxing twice and only leaving one of Storm on the field to finish as 3rd highest Amateurs on day one behind Sharks and Saxon Raiders. Rebellion struggled after a good start against the All-Stars, as did Red Devils - although they did manage to Max Activ8. Activ8 also found life tough until the last round where they suddenly sprang into action and Maxed Rebellion for the loss of only five players.

Storm	388	Rebellion	122
BC Maryland	364	Red Devils	133
OPM All-Stars	282	Activ8	143

Division F.

Game two on the Hyperball was even more mouth-watering than the first encounter. Another UK Vs USA match saw Team Image (aided and abetted by Brass Eagle's JJ Brookshire and his Raptor) take on the Banzai. Image are performing superbly in the NPPL at the moment and have beaten the Ironmen in their last two meetings, so everyone expected this to be a real test for the Banzai's. The teams strode out, faced the crowd, shook hands and moved purposefully off to their respective ends. Game on and Jacko and Speedy worked the bottom tape with Stu taking the top. Jack, Ledz and Spanner were orchestrating from just behind and a classic team performance saw Image wilt and the Bandits take control. Image went on to Max their next three games but couldn't finish off the Mercs. Banzai, meanwhile, just maxed everyone in what was comfortably the toughest group of the day. The whole team were playing out of their skins, with Speedy in particular wowing the crowd and loving every minute of it. Ledz also stepped out with the new Angel V-6 marker a couple of times, and its firing rate was awesome - watch out for a review in the very near future. Camp Tigers Maxed fellow countrymen the Indians, Mercs and SAD, but could only remove three of Image and two Banzai's, which hurt their total. The Indians must've wondered what they'd let themselves in for when they saw this division, but the best looking bunch in Paintball (especially when lovely young Tess is playing for them) still

managed to rack enough points up to leave themselves a fighting chance of making the semis. Austrians Mercs started well with a Max over SAD, but had little joy elsewhere, while SAD had to be happy with some good headcounts, but must have gained some valuable experience playing against some of the world's best teams.

Team Image	352	Indians	208
Banzai Bandits	436	Mercs	131
Camp Tigers	285	SAD	42

And that was it, at least from a playing point of view. Matthew Green finally released his iron grip on the Toohey's and out came the beers. The DJ spun some nice tunes with Owen doing his best Mr Tambourine man impression, and everyone hung out playing volleyball, chatting, watching the exhibition tournament (and *the X- Rated girls*) and generally having a good time

Sunday.

All the teams were re-seeded into nine divisions of four for the start of Sunday's play.

Division A.

The top seeded Preds started out well, beating the Sharks on the Hyperball and then taking out the Mercs, before nearly losing to the Turks. Two Preds bore down on John Boy as the game wore to a close, and one was left on the field to hang the flag. Sharks finished as top Amateurs and 10th overall on Saturday, and found themselves in a tougher group than they'd have liked. Six Preds, a dull draw with the Mercs and a Max over the Turks on Hyperball saw them safely through. Turks also suffered a draw with the Mercs on field three and lost their two Hyperball encounters, and sadly exited proceedings. Will they be back? Mercs two draws and a loss did them no favors and they too joined Coombsey's boys on the sidelines.

Predators	720	Turks	272
Sharks	429	Mercs	205

Division B.

French Kiss started off by Maxing Shades on the Hyperball and then trounced the Ducklings and RSA to squeeze into the Pro semis, while Shades two Maxes saw them through with ease. The Ugly Ducklings beat RSA and picked *up* just enough

points elsewhere to make the *Amateur semis*, while RSA suffered in yet another hard group.

Shades	651	Ugly Ducklings	317
French Kiss	567	RSA	166

Division C.

The Banzai just kept on looking invincible and whacked everybody, while the Man Lions' only win came against Rebellion. Indians beat the Lions for the loss of only four players and scored enough elsewhere to make the *Amateur semis* while Rebellion bowed out one stage earlier than they had at Finmere.

Banzai Bandits	706	Indians	350
Man Lions	400	Rebellion	180

Division D.

Shockwave rolled on despite a hiccup against the Chameleons while Saxon Raiders cruised into the *Amateur semis* with ease. Ukrainians were Maxed by everybody, and the Chameleons found their form with a vengeance... unfortunately for them it was too little, too late.

Shockwave	644	Ukrainians	248
Saxon Raiders	422	Chameleons	269

Division E.

Storm started amazingly well, beating the Camp Tigers with only four players as the rest of the team had gone AWOL, but they then lost to badly to Top Heavy. Even a Max over Force wasn't enough to get them into the *Pro semis*. The cutoff point was pretty high for the Pros - six Maxes and two good headcounts. As in the NPPL, one mistake can send you home. Camp Tigers joined their Zap stablemates in the spectator stand, while Force had to bite their nails after Maxing Heavy and taking nine of the Tigers. Heavy had the better of both the *Pro* sides in this division and were back to their old selves, but unfortunately Saturday had hurt them too bad for them to progress any further.

Storm	554	Force	295
Camp Tigers	427	Top Heavy	255

Division F.

On Saturday they looked a shadow of their former selves, indecisive and slow, yet on Sunday they got three straight Maxes, one of which was over Bad Co. Just what is the deal with the Punishers? Company's slip against the Punishers (where a lone Punisher hiding in a bush took five Company players out to turn the game after BC had all but won it) cost them a semis spot by a mere three eliminations - Tom Cole's boys had played well enough to make the next stage, but sadly it just wasn't to be.

OPM All-Stars did enough to make the semis while Fake ID got some very respectable headcounts to bring their total up nicely.

Bad Company Md	558	Punishers	422
OPM All-Stars	370	Fake ID	118

Division G.

Image benefited from a good draw and unsurprisingly pulled three Maxes out of the bag, with Top Cats just behind them on two. The Cats qualified as second highest Ams and were looking tasty. Wolf had a bad day and could only add 30 points to their total, while SAD turned it on and spannered Wolf without loss -to pick up their one and only Max of the week-end.

Team Image	618	Wolf	180
Top Cats	433	SAD	138

Division H.

The Firm also picked up three Maxes and were the only Pro II team to make the semis, while True Colours Maxed twice and took eight Firm out to top the Amateur rankings. Activ8 were narrowly maxed by the Merlins and lost their other two games, while the Merlins managed to finish up on a positive score, which was nice.

The Firm	586	Activ8	191
True Colours	445	Magic Merlins	9

Division I.

NWC also had a perfect morning, while the Brothers beat the Devils thanks to a Matt Tudor double dead man's which wasn't too bad for an old fella.

NWC	579	Brothers in Arms	425
Red Devils	246		

Amateur semis.

Division A.

The Euro Amateurs once again dominated proceedings, with True Colours slaughtering all before them, hammering the Sharks on Hyperball before blasting their continental cousins again. Sharks form went to pieces on the nasty field three; they threw the game away against the All-Stars and a pullback move against the Ducklings failed miserably as well. The All-Stars fared even worse, while the Ducklings deservedly went through to the 3rd and 4th place play-off after playing the woods well.

True Colours	250	OPM All-Stars	40
Sharks	55	Ugly Ducklings	201

Division B.

Thankfully it wasn't all doom and gloom for the Brits, with Top Cats notching up Maxes over the Saxons and Indians to go on as the sole UK Amateur team in the last our Brothers and the Saxons both failed to Max despite having played some really good stuff over the week-end, with the Saxon's, led by Gareth and Scaramanga, showing they really should play a lot more 10- Man. Indians finally found themselves in a group which wasn't loaded down with superstars and promptly topped it, earning themselves a shot at True Colours in the final.

Top Cats	195	Saxon Raiders	55
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Brothers in Arms 71

Indians

199

Pro semis.

Division A.

The Shades took this group by the scruff of the neck, gave it a good shake and walked into the finals almost 140 points clear of the Predators. They spanked the Preds for the loss of only three players, got their revenge on French kiss, and were in devastating mood. Preds also lost to French Kiss, with their erstwhile team-mate Darren Docherty playing the game of his life and taking half of them out, which must have felt real good. A Max over the Firm got the Preds into the 3rd&4th place play offs, 14 points ahead of French Kiss. The Firm played hard against the French but had no answer to Shades or Preds. They'd still done enough to secure the Pro II title in their first year as Pro, which is no mean feat.

The firm 52

Shades 260

French Kiss

107

Division B.

Banzai, Shockwave, Image and NWC - ouch. With four of the best teams on the circuit all thrown together in the one group it really was anyone's division, especially after the first round. NWC beat Banzai 37-34, with Jack back-dooring three Wreckers, while Shock and Image tied at 28 each. Round two, and Banzai got back on Hyperball and back to winning ways, beating Shock, while NWC kept pace by Maxing Image. NWC led by three points going into the last round, but Shock held them to only 16 points while Banzai got 24 off Image, despite losing the game. So both Finals were Forest Vs Powerball affairs - Banzai Vs Shades, Indians Vs True Colours. Whatever happened, though, Shades and Colours had their respective Series titles sewn up.

Pro final.

Banzai bandits vs Shades of grey.

A packed Hyperball stadium saw both teams break hard and fast, with Stu doing a great move on the top tape for Banzai while Matt Schmidt and Rob Carlton were

pushing hard on the bottom for Shades. Banzai went up on heads before losing Jacko and then Speedy, who left his hopper up for just a fraction of a second too long, Banzai kept pressuring and worked the middle well, more Shades left the field and Jack picked off the final Powerballer with a great longshot to lead Banzai to a well-deserved victory. It was a fitting end to a fantastic tournament: both teams had been playing superb, aggressive Paintballers, both are young and dynamic and both are extremely popular around the world. For the Banzai, it confirms what they've long known: on a good day they can beat any team out there, bar none. And they do it their way - hard, fast and fair. The Shades result is a testament to their character and self-belief, they've had some worrying times lately, but have come through them together. Phil, Stevie and the rest of the team should be proud of their achievement and the consistency they've shown to become the first ever NPPS Champions.

1995-96 npps pro rankings.

1 st	Shades of Grey	27
2 nd	UK Predators	24
3 rd	NWC	22
4 th	Banzai Bandits	21
5 th	Storm	20
6 th	Shockwave	19
7 th	The Firm	17

1 st	The Firm	28
2 nd	Vulcans	15
3 rd	Kuttin' Kru	14
4 th	Punishers	13
5 th	Ditch Dogs	12

1995-96 npps amateur rankings.

1 st	True Colours	27
2 nd	Evolution X	19.5
3 rd	Top Cats	19
4 th	Top Heavy	18
5 th	Iron Wolf	17
6 th	Force	16
7 th	Fake ID	15
8 th	Indians	14
9 th	Brothers in Arms	11
9 th	Sharks	11
9 th	Team Wolf	11
12 th	Rebellion	10

Amateur final.

True colours vs Indians.

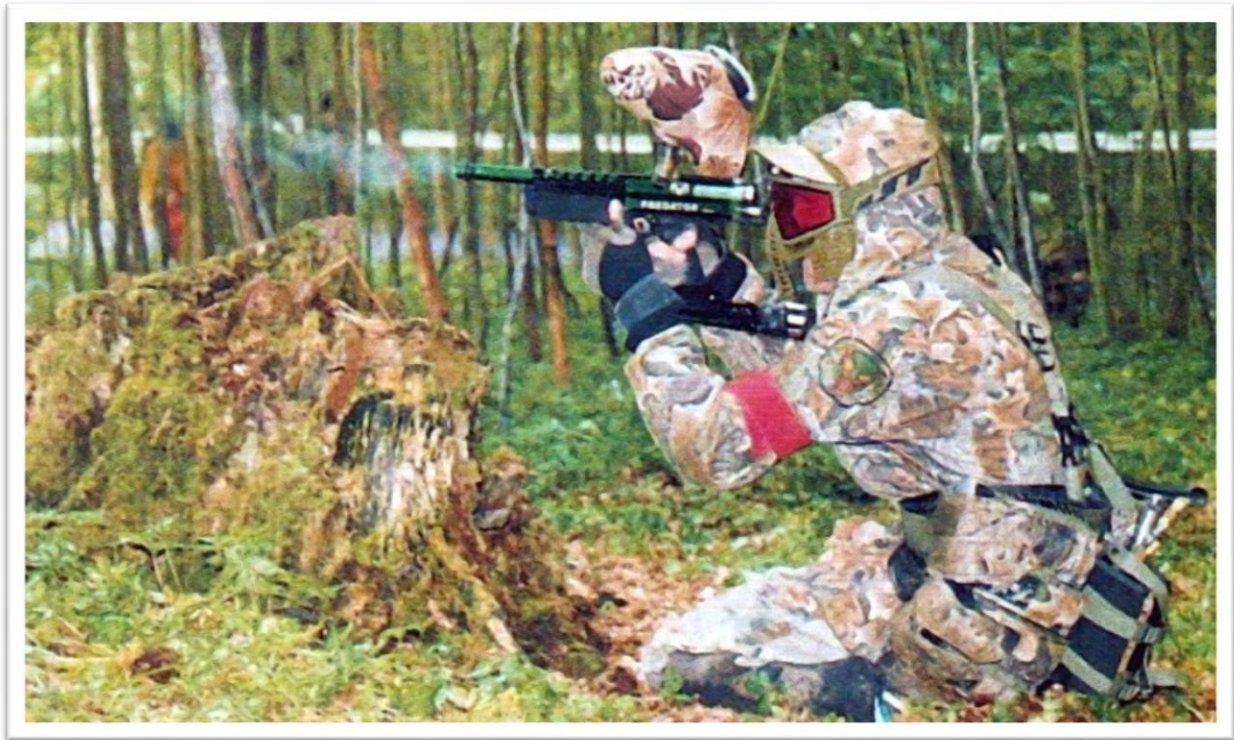
Forest won the Pro battle, Powerball took the Amateur. Indians broke out further and faster and were rewarded with the early eliminations. They kept pushing but were met by some stern resistance. The game dragged on with both teams having chances to take it but, after going to time, a one-on-one was the only way to split 'em apart. The lone Indian moved up and tried to walk the Color down under a constant stream of paint, but the wiley Swede popped up and took the Frenchman out with a quick snapshot. Every time True Colours come over to the UK they pull a result out of the bag and, along with the Slam dancers and Teddy bears, are leading a Scandinavian challenge which is starting to put the fear of God into both British and French Amateur sides. The Indians travelled over without a full squad and had to pull in players from wherever they could; to make a final in a competition of this magnitude without your regular team is a great achievement, and hopefully they'll put in afresh challenge for the next NPPS Series.

And that was that. The presentation ceremony was hosted by the Tom Clarke-Hill, who trod the fine line between corn and surreal humor with the precision of a

tightrope walker, and all the triumphant captains reckoned the tournament was the greatest thing since sliced bread. The best Paintball event in the history of the sport...

Believe the Hyperball....

Gold Cup, 1996.



When an event like the Gold Cup 5-Man is staged at Europlat and sponsored by a large cross section of the industry (Powergames/RP Scheren Belsales; Undercover; Forest/WDP Powerpulse; Zap/Global Leisure; Paintball Planet; Powerball and PGT) it deserves, and gets, a large field of entrants. This makes for a nice atmosphere as well, and with all of the teams' sponsors sharing the billing teams can't bitch about the paint, marshals or fields. And with Darren Hall and Doug Setters - two of the main movers behind the NPPS, organizing and hosting the tournament, it was always going to be a success. With 36 teams split into four divisions of nine and only the top two from each going into the Pro Semis, some of the big boys were going to fall at the first hurdle. The most notable absentees from the semis were Shockwave, Banzai and the Tigers, all of whom were selecting from diminished squads. The Tigers blow hot and cold at the best of times, and Robbo had taken his ego and his family off to sunnier climes - which would explain, in part, Shock's indifferent form. And how else could Darren Docherty get a game with the Banzai's unless they were desperate for players? The form teams of the moment - NWC, Fat Freddy's Cat, Shades and Storm - all made the semis, along with Vulcans B and the Preds (who also had some notable absentees).



The Amateur teams were then placed according to their scores. Hillbillies and Shades White proved to be the most successful of the Ams, leaving some of the Pro teams trailing in their wake. Hillbillies even had the option to go Pro but decided against it - which was probably a wise move as they were way behind their divisional winners and would have probably found the going a little tough. The other qualifiers were Team Too Sexy; Top Heavy; Redskins; Dragon Co; Recon and Scrumpy Jacks.

Amateur Semis.

Division C.

After scaring the pants off a few Pro teams in the

prelims, the Hillbillies came back down to earth with a bump after being Maxed by Sexy for no loss. Top Heavy outpointed Recon 9-6, and the Recon boys also had a hot gun which dropped 'em down to -2. Hillbillies booted back but missed one of Recon's shots 62-6, while Team Too Sexy powered into pole position by Maxing Top heavy 65-3 and completed the job with a Max over Recon. Hillbillies then secured a play-off place by taking Recon 65-9

Division D.

Dragon Co were looking good with an opening Max over the Scrumpys 65-6.

Shades were outpointed by the Redskins 6-3 who were then scalped by 14 penalty points to drop them down to a -8 score - which was to cost them a finals place.



Shades picked themselves up and beat Scrumpys 65-6, while Dragon Co stayed in front despite losing 65-9 to the Skins. Redskins Maxed the Scrumpys 65-6, but Dragon Co's form deserted them and they lost to the Shades, who booked a finals place with an emphatic 65-3.

Amateur Play-Offs.

Both games ended in Maxes: Redskins secured 3rd place by beating the Hillbillies and Team Too Sexy's 5-Man reputation continues to grow after they Maxed Shades to take the Amateur crown.

Pro Semis.

Division A.

NWC Blue stole Storm's thunder by Maxing 65-6, while NWC Red Maxed Team Too Sexy 65-9. The

Sexy's also pulled a minor hot gun to leave them even further behind. The Blues then ducked Sexy 65-0 to take the lead, while red lost in a clap of Thunder 65-9. Storm finished off the day and the Sexy's with a 65-3 win, while Red took the honors, but not the final place, from Blue, Maxing 65-12.

Division B.

The Preds Maxed Vulcans B 65-3 to take a commanding lead while Fat Freddy's Cat and Storm Lightning drew 12 apiece. FFC improved to Max Vulcans 65-6 and the

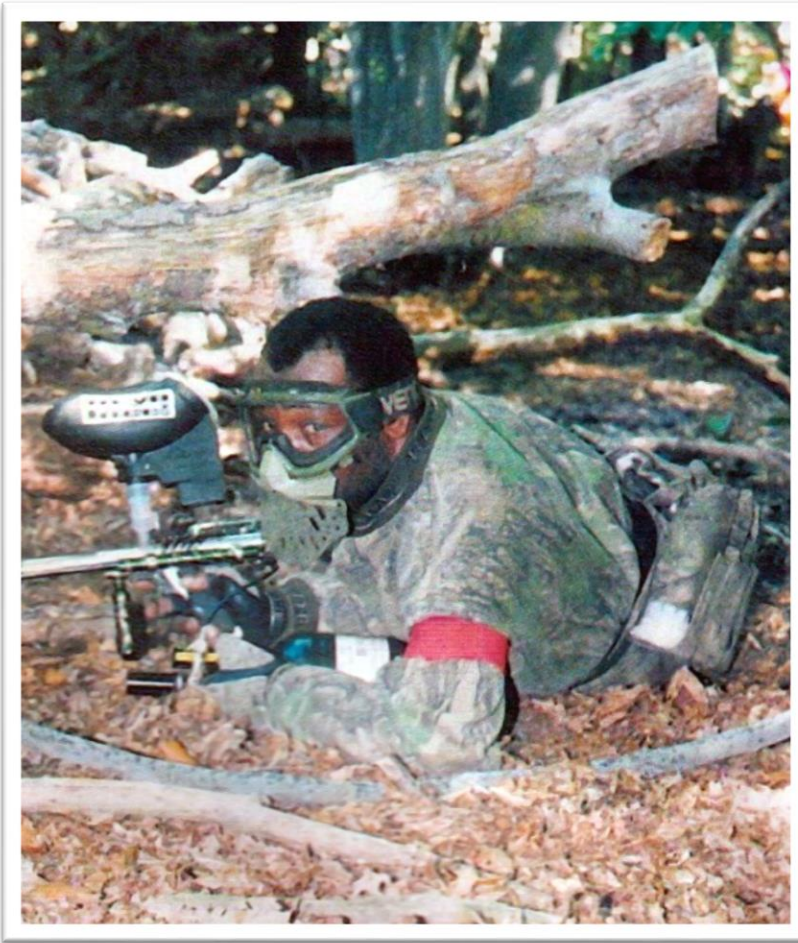


Preds were given a jolt of Lightning, losing 65-9. Unfortunately for them, Lightning had overpowered one of their markers and 12 penalty points followed. Preds took the other finals' spot by beating FFC 62-6. Storm's previous penalty points has them striking for 2nd place at best, but they had a dispute with the Vulcans which resulted in the game being replayed. Storm won 65-6 and went into the 3rd & 4th place play-offs with NWC, who were waiting ready to play while watching their sister team's clash with the Preds. However, in Storm's rush to get ready they went straight back to the safe zone and were promptly awarded 100 penalty points for not having their guns put over

the chrono. This then put Fat Freddy's Cat into the play-offs.

Pro Play-Offs.

NWC Red were waiting at the field when the message arrived that Fat Freddy's had qualified instead of Lightning and they wanted to share 3rd place rather than play. NWC wanted to play, and it then emerged that some of the FFC players had gone home before they realised that they'd qualified. NWC took 3rd place by default as they watched their sister side battle it out with the Preds for 1st place. The Auld



Firm had agreed to a no time limit game, and quite a while passed before the first NWC player emerged in the dead zone. He was soon followed by another, as the Preds broke the left tape to Max and take their first title of the year.

Prelims.

Division A.	Amateur = *
Vulcans B	447
Fat Freddy's Cat	435
Shades of Grey	376
Punishers B	237
Team Too Sexy*	231
Tigers	227
Recon*	169
X-Men*	86
Erebus*	77
Division B.	
Predators	496

Shades White*	317
Top Heavy*	284
Tribe*	250
Banzai Bandits	178
Kuttin' Kru*	146
Typhoon*	101
Fat Freddy's Cat B	0

Division C.

Storm Lightning	471
NWC Red	461
Vulcans A	323
Redskins*	218
Srumpy Jacks*	207
Kuttin' Kru	132
Rushers*	81
Split Ps*	64
Kool Runnings*	63

Division D.

NWC Blue	504
Hillbillies*	328
Team Too Sexy	305
Punishers B	291
Dragon Co*	290
Shockwave	264
Ghost Dancers*	94
Shades Black*	90
Smokin' Beagles*	-10

Semi-Final Scores.

Pro.

Division A.

NWC Blue	142
NWC Red	138
Storm Thunder	136
Team Too Sexy	10

Division B.	
Predators	136
Fat Freddy's Cat	77
Storm Lightning	30
Vulcans B	12

Amateur.	
Division C.	
Team Too Sexy	195
Hillbillies	121
Top Heavy	18
Recon	13

Division D.	
Shades White	133
Redskins	122
Dragon Co	77
Scrumpy Jacks	18



The Pressures of Being a Pro!

The Industry.

"The top Pros get constant pressure from the industry: we're always expected to perform to a very high standard. Sponsors claim they don't expect constant wins, but some do. If you fall from grace and stop performing consistently they may stick with you for a while, but basically you're there to win - you're a business venture. The Preds get so much 'cos we place regularly and promote the sport, but if we only did the promotion and didn't do the business on the fields then our sponsorship would be halved. That puts a lot of pressure on the whole team, the captain more than the rest of the players.

When we went through a rough patch our sponsors stuck with us, and the team gritted their teeth and hauled themselves up, which I'm thankful for. But I felt the pressure, I mean, we place 2nd or 3rd a couple of times and all of a sudden we're finished?"

Team.

"There are pressures from within the team: players look to the captain for inspiration, motivation and leadership. When the Preds had our rough patch it was largely due to my lack of motivation. If I'm playing well so are they, but if I'm on a downer so's the team. I negotiate for team sponsorship, do most of the gun work etc. which is an added hassle, but it's a role I've accepted, You've also got to mediate between the players, and they're not always going to get on with one another."

Personal.

"Personally, you pay the price. It's got to be Paintball seven days a week, standing on various committees, no social life, and people taking pops at you because you're a face. It's very hard to hold down a proper job if you're that involved in the sport. Sometimes I have to go abroad to promote products: I went to the US to



represent Worrgame Products and promote the Predator Series Autococker last year. Obviously having a gun named after you is a great honor and sponsorship of this nature is fantastic, but it does place certain demands on you. Getting to the top and staying there takes so much out of you it's unbelievable.

"The personal pressures are heavy. Any Pro team captain is a breed apart - what you have to do to get your team to the top is sacrifice everything. Paintball comes first all the time. I mean I love going out clubbing, but I

rarely get to cos it'll tire me out for Sunday. I have to turn up to every single tournament - I can never have a day off like other players. Pete and Phil have reached the point where they've had to put themselves first: I haven't reached that point yet, but it's probably because I've achieved so much more than they have. I've got one goal left in Paintball, and that's to take the Preds out to the States and win an NPPL event. I've got a better chance of doing it than anyone else in the world. I think playing for the AAs has saved Pete and Phil from losing their motivation."

Pr.

"All the top teams have a responsibility to the Paintball public when out on site, we're always on show and have to behave in a positive and professional manner. Players in this position can't let down the people and teams who respect them - we're role models for younger teams and we have to be aware of that."



Work.

"What does it take to get to the top? Damn hard work, simple as that. If you want it that bad, you've got to be prepared to drop everything. People don't look at Paintball as a sport, that's the major problem, I look at it as a top class competitive sport, I treat it the same way I used to treat boxing. You've got to train like a demon. I don't like using military analogies but this one fits: everyone wants the spoils of war but they don't want to win the battle. You've got to work and make sacrifices to get to the top. To be honest with you we should have been knocked off our pedestal years ago, but no other team in Europe can get 10 players together who've all got the same goal, Look at the best sides in Europe: Shades have come close - they were doing well a while ago and now they're starting to crumble, they can't hold the team together. Shockwave and the Nam are both having troubles, Storm are on the up and up, but for how long? Banzai blow hot and cold... Most of the teams out there have five or six players who are totally committed to getting to the top, while the others just dick about. Who's gonna take over from us? No-one, until we lose our motivation. Getting to the top in



Europe is relatively easy because there aren't that many good teams. The standard in America is another thing altogether.”

Edge.

"The edge is whatever you want it to be: physical fitness, shooting ability, getting to the site early and really walking and mapping the fields - whatever. At the World Cup most of the AAs longballed, and they used a special paint made for them by Scherer which has a very thin shell. OK, so they might get more bursts in the barrel than with normal paint, but if they hit someone at maximum range then the ball will break. A lot of other teams will be making those long shots and getting bounces - so there you have the AAs edge. Getting the edge is having all your guns finely tuned, or kitting the whole team up with top notch equipment. In many ways Paintball falls prey to the 'Keeping up with the Joneses' syndrome. If any new kit comes out which will improve our performance and we can't get sponsored with it, we'll buy it.



"Knowing the rules. How many team captains know the rulebook inside out? None of 'em. If a marshal makes a bad call on the field and I dispute it, I can quote the rulebook word for word. Again, that's the edge. It separates the men from the boys. The boys out there are the players and teams who keep on telling themselves how wonderful they are. When I put pen to paper some time ago and made the statement that the Preds were the only top 10- Man team in the world outside America I was ridiculed by everyone. All the things I said back then are now accepted, and everything I said about the yanks being better than us was, and is, true. European teams have got to learn from them. When I go over to America and see a side doing something that we're not doing - be it a certain move, a way of holding their markers or whatever - I'll go back and teach it to my team straight away."

Admire.

"I don't really admire players, I rate teams. One man doesn't make that much difference in a 10- Man team, not anymore. Having said that, I do respect the captains who have put these top sides together. I've got a lot of time for Bob Long;



he's a very clever man and an excellent captain. Adam and Bill Gardner are another couple of players I respect, although we don't see eye to eye about a lot of things. Renick Miller and Todd Adamson are great captains, and Art Peacock has bought Palm Beach up to speed very quickly. In Europe I think Phil Webb and Ledz have a lot of ability, but they don't always have the tools around them."

Future.

"I want Paintball to be played in all the developed countries in the world. I want fair play and fair marshalling - which is always a contentious point. A lot of the problems on the international circuit are caused by things that date back centuries, like the French/English rivalry. It's getting better, but some French marshals will be biased against English teams and some English marshals will be anti-French sides. But as I said, it's generally getting better. I mean, an American team won the European Masters last year...

"I want to see proper Pro players who can earn a living from the sport and I want standardized rules across the globe. Unfortunately, a problem we face in all aspects of our lives is dishonesty, and there are very few people in Paintball working purely for the good of the sport. Look at Liz and Terry Martin: they did more for Paintball than anyone else and got nothing for it. I can honestly put my

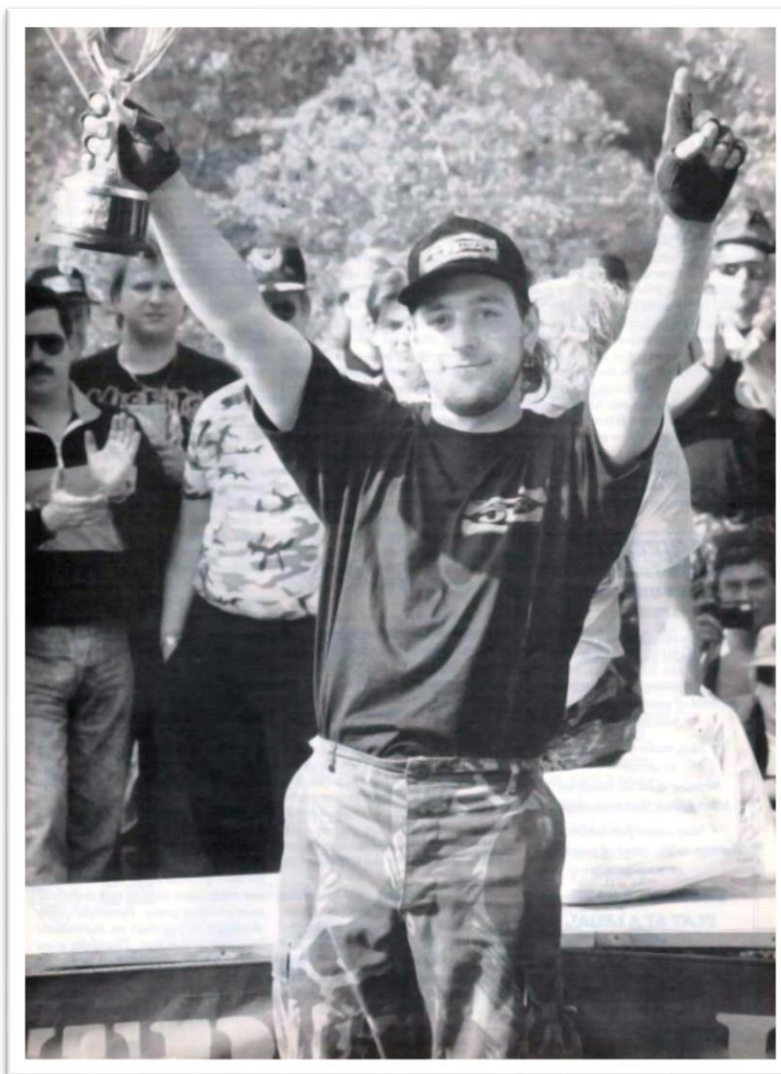


hand on my heart and say they were in it for the good of the sport, and they were crucified by certain players and industry figures. Look at these paint price wars: for a little while the player wins, but ultimately it means bad paint comes onto the market, there's less cash for industry reinvestment. Marketing and promotion, and we all suffer. The sport is in danger of strangling itself from within. All I want to do now is play and stay away from the bullshit."

List.

"Next month. I'm going to list the teams who should go Pro and stay Pro.- Good teams shouldn't be going out at Novice/Young Gun level and kicking new teams all over the park: these new sides are the future of the sport. I've got no problem with Pros playing at this level if they use these tournaments for practice and their results don't affect the other teams' final scores. But if you want to be a top team then start playing with the big boys and prove yourselves - mix it with us in Open events. At the end of the day, those plastic trophies you're winning don't mean a thing."

Marshals.



"There seems to be a trend at the moment where as soon as a marshal puts his vest on he becomes a little Hitler, a law unto himself. Something that makes my blood boil is the assumption that a marshal is never wrong and that he never makes a mistake. People mess up, it's a fact. Players have got to put their hands up and say 'I've made a mistake' and, by the same token, so have marshals. I have never, in nine years playing, seen a marshal say 'Sorry, I was wrong'. All the marshals do is go to the Ultimate, and the ultimate just acts as a pacifier. He'll back the marshal and refuse to

listen to the captain's arguments. This is something I want to see changed. The EPSF marshals are a step in the right direction; they have individual numbers, and if a certain amount of reports go in about a given marshal then action is taken. Now that's a good idea - marshals should be answerable to higher powers. Marshalling has improved, don't get me wrong, but there's still a way to go.

"I'd also like to see on-field chronoing. More people are getting taken at close range than ever before and we need to be sure that everyone is always firing below 300fps."

Quotes from Famous Paintballers about Predators.

Marcus was captain and the inspiration behind the Predators, a team who went on to dominate the UK, Europe and contested for the very top spots in World paintball in the mid to late nineties.

Marcus came from South London like myself, he was an amateur boxer like myself and Paintball became his life, like myself.

He was my nemesis, and I was his ... we were the worst of enemies at a time when paintball was extremely volatile ... but we never lost respect for each other... It was inevitable we would clash and we clashed ohhh soo many times, on the field and off; someone once remarked that the struggle between myself and Marcus for dominance dragged UK Paintball up behind it...

I don't know whether this is true or not but I do know I wouldn't have been the same person or indeed been as successful without him and he has admitted the same to me...

It was ironic though, if at any time he had gotten into trouble, he knew he could have relied upon me, as I him; it was a peculiar relationship but it had its roots deeply embedded in our competitive natures and mutual respect ... it led to some pretty dramatic events in our lives I can tell you.

When Marcus took his Preds to the States, he had those guys running for their lives. And here I am talking about the top Yank teams at the time, the likes of Aftershock, Ironmen and the All Americans [Philly Americans]...

In their time, the Preds bashed them all up ... one by one he took their scalps and if it wasn't for some inter-team chicanery, the Preds would have been crowned world Champions on at least one occasion for sure and another not far behind.

When Marcus returned home from the US after those ill-fated attempts for the World Cup, he told me how he had been cheated out of first place because two of the teams colluded in fixing a result to ensure an American victory...

I have to say, I disbelieved him at the time, more I suppose because I didn't want to believe him but even so, it was a tough story to invest in.

A year or so later, I went over to play for the All Americans and Aftershock and spent five years playing as a pro on those two teams and it was there that I found

out the truth of what went on.

One of the captains involved in the collusion that robbed Marcus and the Preds of their deserved victory admitted to me it had happened....

Marcus and the Preds really did take it to the Yanks... He not only took it but he rammed it up their ass....

" Peter "Robo" Robinson.

Short Stories.

"If there is one constant in paintball, It's we all have and tell stories, Here's some of my favorites! "

Down and Dirty in Dallas.

Rafe Farmer is one of the longest standing Pro Paintballers in Europe. His experience and expertise is far-ranging, but he learned a few things in Dallas. This is a view of the event from a Predator standpoint with a little splash of Rafe's personal observations - and a few hints as to where British Paintball should be



heading.

Firstly. I would like to take time to thank some of our sponsors: Mayhem. Scherer, CFN. Unique Sporting, JT. Airpower and especially Keith Belsey from Belsales/Worr Games Products. Without Keith on this trip it would have been a hard slog. So well done Bellend and Belly. Secondly, nice one The Ironmen. A 3rd victory at Dallas, most excellent

performance. Congratulations go out to the 2 Marty's: Marty 1 for following "Ska" (AKA Two Tone) and Marty 2 for being able to play the sax. Well done Aftershock for their brilliant 2nd place. The game we had against you guys in the semis is rated in my top ten of all time - and I've played a few! I even bought the vid! (Well Bart did. I'm skint). Well done B.C. Maryland for coming 3rd and Palm Beach Predators 4th (good name). Shining as ever was Gary Harris, even though his zimmer frame needed some extensive repairs.

The UK Predators finished in 5th place. As I understand it, we missed the finals by 9 points, or 3 eliminations. I would personally like to thank each of the team members for an outstanding team performance. Needless to say Marcus Davies was a true rock as ever, just ask Ashley from Nam.

Okey dokey, down to my diagnosis and maybe a prescription for British Paintballers. The facilities, on a scale of 1 to 10, scored a hefty 8. Picture this, a park with tarmac roads, places to park your R.V. (Recreational Vehicle) with running water, power supplies and shelter for hundreds of them. This park was huge, like everything else in America.

The fields were numbered 1 to 4. Fields 1&2 being the biggest (175 x 75 metres). They were pretty open, but with enough natural and man-made cover to suffice. Fields 3 and 4 were smaller: 3 had gully or old stream bed traversing the field, 4 had very little to write about - it was pretty nondescript.

Trading Places.

The trade stands and catering were all up to a large NPPL or Masters (Mayhem) standard. CO2 and Nitrogen were all at hand, but nitrogen was only dispensed by Dan Colby and Kent Carrol from Air America, using the new Raptor systems. I used Nitrogen for the first time at this tournament, but had experimented with it six years ago at the APC.

The weather was not as I had expected! Most of the players attending had packed shorts and T-shirts. The first day's play in the 10 man was very cold, around 54F at best. Most of Dallas was freezing - traffic could have been problem if we were any distance from the site.

Nitrogen seemed to be favored over CO2; freezing down caused several problems for the less experienced teams. But the Predators had it sorted mate! Myself, Dave Spittle and Bart ran nitrogen on our Automags, Vic had a Mag on CO2 and Big Dave. Doug, Martin, Shaun, Jacko (and of course Marcus) ran CO2 in Kevlar bottles on their new Evolution Cockers.

Probably...

So picture this in your mind's eye, probably one of the best teams in the world travelled thousands of miles to play a top World class tournament. We were starting out the day's play with strange new equipment, against teams familiar with their equipment and the terrain. In some people's minds it may have been foolish, but we had belief and faith in ourselves - as well as the percentages of advantage that make a world class team (I will discuss this more in a future article).



This helped us to score three max-outs on our first day against SWAT, Mercenaries and the California Bushwackers. I won't bore you with the individual games, but would like to say the three other teams played with as much spirit as we did. Our score for the first day was 272 out of a possible 300. We incurred a 28 point penalty for a hot gun.

The gun in question was running on nitrogen and I believe it had free flowed - causing an increase in velocity. But hey, that's Paintball! We all finished the afternoon's play on a good high. I've been playing in America for the last seven years and have played with and against the Bushwackers on four other occasions. Myself and Ron Kilbourne (their Captain) had an equal score on shooting each other out, but it now stands at 3 - 2 to me. Big up your ehester Ron. An all-time classic game by both teams.

Back at the Ranch.

Well, the Lexington Suites Hotel to be precise.

The draw for the next day was completed by 9 pm. laid out and photocopied for everyone to pick up. Nice one the NPPL. We travelled a lot of miles to play and guess what? By a stroke of fate we drew two of the same teams, SWAT and The Mercenaries. The other team in our Division were the All Americans II.

They beat us in a good clean game. I could have a good bitch about a certain judge, who in my and other onlookers' opinions probably changed the direction of the game, but it wouldn't be productive to the game or sport in general. It goes down to that old phrase "You get good calls and you get bad ones". Thank you to Bob Long, Renick Miller and Bill Gardener for their trusted support.

Losing our last game meant we had to hang on a knife's edge until the afternoon's play concluded. The news was broken to us in a savage way. We had retired for a few bebies with Paul Wilson and several Preds; the others stayed on site to watch.

The prescribed medicine reduced the anxiety, until Dave and Vic pulled a terrible attack on Marcus.

The entered the bar with long faces and when asked why replied, "We're going home lads, pack your bags". Marcus got up, looked as though he was off to find a tall building, and left. As soon as he shut the door they burst out laughing: we had qualified for the semis after all. Poor old Marcus, they had to run after him to try and stop the bloke ending it all right then.



Dangerous Draw.

The draw wasn't such good news. Well, you might think it was: we had the All Americans I, Iron men and Aftershock in our Division. Most people would have put money on that line up being the final four, But hey, you have to play them some time.

At the beginning of the day we knew that two of us wouldn't make the finals, so there was everything to play for. The other division was of very little consequence to us, but we knew that the Palm Beach Predators and BC. Maryland would have a breeze. No disrespect to the other two teams in any way, I'm sure they played their hearts out.

Our first game was against the All Americans - funny name that, considering they had three Brits on their team (which in my opinion is a mark of how far British Paintballers have come). To have a fully paid tournament in respect of their abilities means we have finally come out of puberty and can all walk proud. Graham, Pete and Phil all played admirably, so I have been told.

Long Ball Tactics.

We had been instructed to hold and try long balling the All Americans, which is no easy task. Playing a Nam Wrecking Crew type game is not the Preds favorite, but it proved successful as we beat them on head count. This have always said about the Predators; they have some of the best players and shots in the world.

Our second game was against The Ironmen. I would like to keep your attention on this article, so I won't go over the scoreboard with you - I'll let someone else put pen to paper for that. The Ironmen had us on field 4, the "nondescript" one. They maxed out but didn't get the flag back in time (short on legs that Darryl you know). There was only 3 seconds left on the clock, but it was a good win - seeing them into the finals. Not so good for us though.

Our last game was against Aftershock. To make the finals we had to max out, hang the flag and lose only two players. This game was to bum a hole in my soul. The Predators played as I have never seen them play before - totally controlled Paintball. It seemed to be working: the Aftershock players played a hard game but we were just better. I ran the flag back with 15 seconds to spare. I told Doug before the game I only had one good run left in me. Ironic that it ended that way. When it was all over we had four players including me left, so we were out! A bit of an anticlimax I know, but I can put my hand on my heart and tell you we couldn't have played it better. We didn't make it through to the finals, but I'm not going to whinge about anything because it was a great tournament. I learned a lot and I'm looking forward to the next one.

Fear & Loathing in (Windy City) Chicago.

After reading this article I doubt whether the Yanks will ever let Robbo set foot in the US of A ever again. This could put Anglo-American relations back 50 years or more. Offensive? You ain't heard the half of it...

The Chicago Open has long held the reputation of being one of the NPPL's premier events and this one was no exception. Once again the facilities were fantastic, with easy access to air and CO2 supplies. The marshalling was as professional as you would expect with Renick Miller and Aftershock organizing and running the event - there were no logistical problems and very few incidents on the fields. If a particular field was found to be biased at one end the NPPL mandate allows the organizers to change the layout immediately after that round and this was done on several occasions. This is something which has escaped tournament organizers over here, and we should quickly follow suit in allowing player feedback to influence field design as the competition progresses - not wait until the tourney is over to 'think' about doing something.

The temperature never seemed to drop below 90 and the humidity was more suited to fish than men. It didn't seem to effect the standard of play as the competition unfolded, however. The 5-Man was held on Wednesday and Thursday and as expected the All Americans swept through the opposition to take 1st place and secure the series title. This was no mean feat when you consider 26 teams entered the event.

I was playing for the other All American 5- Man and going, onto the last round of the semis we only needed a Max to secure a place in the finals alongside our second team. Unfortunately we drew Aftershock, who were masquerading as a team called Department Four. After the first minute we'd managed to eliminate one of them, only for them to retaliate quite unreasonably and take four of my team out, leaving only little old me to fend them off.

I thought 'Sod this for a game of soldiers' and looked around for some paint to smear over my goggles so I could call myself out, thus alleviating the problem of being used for target practice. When my frantic search failed I considered feigning a bout of epilepsy, but they would have lit me up any way while pretending not to notice my unfortunate condition.

Danny Love, who was voted the American's best player this year, made a dash down the middle, so I recolored his camo and thought to myself 'He's easier to take out than the local hooker...I wonder if the rest of them can be that simple?' I saw the other three bearing down on me and thought my time was up. Just then a

nice judge came up and checked me for paint; he told me I was clean so I got up and sauntered down the field toward Heavy Dan. who resembled a Rhino with a blonde wig on.

The dead man's walk was now well and truly in progress, and as he bundled past me with all the finesse of a three-legged Hippo I shot him on the arm and legged it toward the middle of the field, firing at anything that moved. Luckily I managed to hit the guy with the flag only to hear a Bull Elephant crashing through the trees behind me booming 'Check him.'

I quickly wheeled round and there in front of me was the player affectionately known as The Fridge. This man looks like his head has been chiseled out of pure granite, and this brick shithouse was all that stood between me and ultimate glory. My body was shaking so much my gun went off and I hit him on the shoulder. I was called clean and, more importantly, was the only player left on the field. The Fridge had steam coming out of his nostrils so I calmly collected my thoughts and ran like shit towards the tape - we had achieved the Max we so desperately needed. I left the field pretending my massacre was all in a day's work to receive the acclimation of my team, but it was short lived Rodney had decided that this was the game in which he was going to get a hotgun, and her choice couldn't have been better as it knocked us out of the final. Still, no hard feelings Rodders... bastard!

Time for the Tens.

The 10-Man now beckoned and most people took advantage of the completion of the 5- Man to walk the fields. There were to be only four fields of play and ends were pre-selected dependent upon your position in the group Lots of people had different ideas as to who was going to make the final four, but opinion seemed to center around the All Americans, Ironmen and Rage, with teams like Bad Co, Predators, Avalanche and Palm Beach Preds fighting for the remaining place. One thing for sure when you have 42 teams lined up - there's no room for error. The previous year's cut-off score for entry into the semis was 527 and the year before that was 540. Since there were only six games in the first round of qualification and a Max was 100pts, five Maxes and a flag in transit were required to be reasonably sure of progressing.

A draw or loss was a disaster for the top teams and enormous pressure was felt in remaining games if victory were not achieved. The AA's first game was against Team Image; their captain was a guy called Richie who had recently left the All

Americans to form this new outfit. In a previous practice the AA's had beaten them every game with only four first team members so confidence was at an all-time high, while common sense sank to an all-time low. They kicked our ass and left us wondering where it all went wrong.

Like all good teams, we sat down to work out what went wrong and to make sure we didn't make the same mistake twice. This meant we were in danger of not making the semis and five Maxes were necessary for us to have any chance. We maxed our remaining two games of the day and looked nervously towards the next day's games. Rage and the Ironmen showed the rest of us the way and secured their semi spots with ease. The Preds had come unstuck against Team Avalanche and were also sitting on a knife edge, having to Max their remaining games. We played our remaining games and maxed then all leaving us on 518, now we had to wait for the afternoon games to be completed to learn our fate. After the first game we knew we'd qualified; the relief plain to see on all our faces. The Preds not as fortunate as they went out Against Team Image who maxed them putting an end to the Preds assault on the title. They played some brilliant Paintball, but brinkmanship robbed them of Qualification. Some people remarked that they were just not good enough, but the true answer lies elsewhere. Sometimes shit happens; their standard of play in no way represents their final placing, it just wasn't their day. I'm pretty sure that Marcus will address any problems and come back stronger because pride will motivate him and his team. Like a wounded Lion, they are now at their most dangerous. Since Claire Hobbs is covering the tournament elsewhere in this issue I will concentrate elsewhere, suffice to say that Team Rage were the eventual winners with the Ironmen 2nd AA's 3rd and Palm Beach Preds 4th. A surprising result, but not unexpected as we had seen the rise of Poopy Adamson's team and they completely deserved top spot with some of the most consistent top class Paintball I have seen. They Maxed the Ironmen and Palm Beach and transited against us. I was unfortunate to be the last man on the field with about six players howling for my blood. What they didn't know was my gas supply had terminated and my marker was doing 20 feet per second at best. I couldn't even do the dead man's walk so I had to sit and wait for the inevitable and hope my departure wasn't too painful. Todd made damn sure it wasn't as he unloaded his entire paint supply into my left buttock from about six feet away. A typically cowardly move I thought, whilst I hopped off the field yelping like a stuck pig. In front of all those people too, the shame of it! I held my head low as I limped toward the tape, while the spectators pissed themselves laughing at my expense. I tried to console myself with the knowledge that Todd Adamson resembles a man

who has recently been hit by an elevator, but it did little to alleviate my humiliation.

Sureshot.

I had one chance to persuade the audience I was not a complete dickhead and it occurred in the final game against the Ironmen. After about a minute we had lost three players and were under a bit of pressure to say the least, as they stormed up field like men possessed towards Phil Ham and I. Most of the game I had lain behind a bunker having a one-on-one with somebody called something like Marty Bush. It was tit for tat for about 10 minutes (I was the tat) with neither of us getting the elimination I so richly deserved. As we began to lose a few more players the end was nigh, so I called a judge over to check some spray Marty had fortunately covered me with and was subsequently called clean.

I immediately got up and told the judge I was enjoying the game, to which he said 'you're clean, you're clean.' I've heard that before, I thought to myself; anyway, I continued to pick up my pots and gathered them to my chest. I informed the judge I was about to do the dead man's walk and asked him 'to hold some of my pots. This conversation must have persuaded poor old Marty I was eliminated, what a prat! I trotted off toward the tape and about 100 spectators looked on as Marty galloped toward me like a lamb to the slaughter. As he got level with me I shot him once on the leg and shouted 'Sucker' I couldn't stop laughing at the prospect of wiping out the Ironmen, which was now a distinct possibility...at least in my head. My amusement was short lived, as the Ironmen's answer to Hugh Heffner, Clayton, shot me out on the arm. How the hell he managed that remains a mystery; the last time I saw him he was sitting behind a barricade threading eight paintballs on a bit of string, mumbling something about lost beads. What he was up to I do not know, but there were three girls on the tape with grins the size of squeegees look at Clayton and his threaded paintballs.

My dreams were shattered. How could this organic dildo have the audacity to eliminate me from the game just as I was about to strut my stuff? The injustice of it all eluded the onlookers as the ironmen moved ominously past me. Just after my demise 2-E also pulled a dead man's and on the way shook one of the Ironmen's hands and complimented him on their play. The Ironman thanked 2-E and was then shot. This brilliant piece of deceit only stalled them, however as 2-E was eliminated and the game was sewn up.

This was a great tourney with a very high standard of both pro and amateur play.

I'd like to thank Dan the Englishman from Aftershock for giving me and Phil a lift to the airport and to Renick Miller for the easiest 10 bucks I've ever earned. He'd heard I could shoot a paintball out of the air and, since he didn't believe me, offered me ten bucks to do it in three shots. So I minced up to the front of the crowd and threw the first ball in the air and fired. That's 10 dollars you owe me big boy. I blew the top of my barrel and yawned 'Can't you Yanks do that?' I enquired. The silence was deafening. I sent alarm bells ringing in that lump on his neck masquerading as a head. He then proceeded to spend 10 minutes assessing the next shot...of Tequila, I think. Anyway he stooped over the table with stick in hand and a cue action that resembled a banana. Unbelievable as it may seem he failed to make contact with the ball, at which point he ushered me away from the crowd and offered me a deal. He shoved his head in my face and I began to feel light-headed as his 90% proof breath filled my lungs. His offer astounded me.

He whispered that if I were to throw the game he'd tell me the tactics Houston Heat were going to use the next day. Whoopee. I thought, I've hit the big time with this one. The fact that Houston Heat were an Amateur team and we weren't even going to play them eluded him. I quickly agreed. I potted all my balls and managed to go in off the black, giving him the game. He celebrated with another four Tequilas and collapsed on the floor.

If he'd died that night and been cremated it would have taken a week for the fire to go out, but unfortunately he lived and spent that night and the next day in bed. Houston Heat's honor remains intact, unlike Robin's liver.

I'd like to thank Billy and Adam Gardner for once again inviting me across and for the new regulator system they gave us all that performed so brilliantly for the team. I went out firing 295fps in all of my games and I have seldom seen such consistency. To the rest of the AA's, it's always an honor to play alongside you and I look forward to Orlando in October.

As an afterthought I'd like to give you an example in just how the American game differed from ours. In one game I went one-on-one with another player, he shot me on the mask so I removed my armband and headed for the tape. As I went off this player shouted 'Get out of there buddy, get off the field you sucker, I told you I was going to get you.' I explained my displeasure to this individual after the game and he seemed surprised by my apparent shift in mood. Afterwards it was explained to me that although not customary in the American game, it is not unusual for players to tease other teams with shouts of 'We're sending you home suckers' and the like. Such outbursts were not supposed to be insulting but were meant in jest. It's going to take time for me to get used to this because as of yet

the British scene does not play host to this sort of verbal (*Editor's note - This article was written before Arenaball, where a certain individual was heard gleefully shouting 'Tell your Grandchildren Robbo shot you' midgame*).

Unfortunately for this player he decided to replicate this outburst against the Preds when he was returning their flag and running past Marcus and Co. along the tape. It elicited much the same response from the Preds, but as the saying goes - When in Rome...I suppose us Brits have a bit to learn.

To the rest of the Yanks, thanks for making it such a great time and I hope I haven't pissed too many of you off yet, even you, Chris from Avalanche.

Why Windy?

The title of this article is, with hindsight, very appropriate, and not because the town of Chicago suffers from the odd tornado. It's because I was unfortunate enough to share a room with Phil Ham who has managed to redefine the medical condition known as 'the wind problem'.

On several occasions this man catapulted bed sheets across the room - he managed to do this with such force that he rendered the chambermaid unconscious on two occasions. The subsequent stench which tended to follow this gaseous and wholly unnecessary outburst had me gagging until I eventually escaped to the relative safety of downtown Chicago.

Whilst this situation had Phil in fits of laughter I was left to ponder why I had chosen him as my new room-mate in preference to Rodney the Transvestite. It seemed either way I was going to be plagued with problems of the rear-end and I have now decided to room by myself.

WWP Razorback.



Purchasing a new gun? Looking for something you can use in both tournament play and on the daily field? Perhaps something you can switch from constant air to twelve gram and vice versa would suit you well. Provided, of course that the price is not out of the ballpark.

The latest addition to the low-cost tournament gun market (as of the writing of this article) is the Razorback, and it looks as though it will end all arguments over where to get the most gun for the money.

The composition of this gun is steel within aluminum, with a hard-anodized finish overall. Stainless steel internals finish off the basic package to make a durable, yet distinguished paint gun. The gun breaks down into three sub-assemblies: the valve body, the barrel and the receiver. The receiver of this gun is the newly-popular M-16 style, with a plastic "Stowaway" grip. The receiver itself is one solid piece of metal, with the trigger being similar to that of a standard Nelson. The grip is hollow, with a latched compartment inside, large enough to hold a few "emergency balls" or other such material. The gun however has no safety. All the



parts of the gun were very sturdy and fit well and solidly together, with no loose spots evident. The entire assembly actually was tighter after a full day's play than it had been at the start!

The barrel of the gun is an aluminum shell with a steel insert, anodized throughout and is one solid piece from the front to the mating with the valve body. It is available in 11 1/2" or 14" lengths. The bore is honed to an extremely fine finish before anodization. The direct feed is mated to the barrel with an almost seamless fit and will accept most common feeder mechanisms. The feed leads directly into the bore, eliminating virtually all clipping and pinching of balls commonly found in Nel-based guns. In order to change barrel length, a new barrel/feed assembly is required, but the work for conversion can be accomplished without tools and with a minimum of time and effort. A dovetail rail is mounted via two standard screws to the back of the barrel module and is sighted well enough to forgo purchasing an aftermarket sight. The rail is fitted well and has a very firm grip on the barrel. The ability to field-strip this gun is expedited by the all-thumbscrew construction. Two wide, flat thumbscrews secure the barrel and valve body to the receiver quite tightly and did not once come loose during a full day's play. There are only four screws on the entire gun, actually; the two bottom thumbscrews and the two pump screws. The entire gun can be tom down in less than one minute, and

cleaning in the field (without removal of the bolt) takes less than forty-five seconds for takedown and reassembly. The modular design allows one to take the separate parts off individually for easy change-over. The conversion from twelve-gram to back-bottle constant air will take no more than ten seconds.

The valve body included in the basic gun is a reworked Nelson system with an integral twelve-gram twist-changer. All parts are made of stainless steel and mirror-polished. The power tube had a very short travel, with three intake apertures to even the gas flow in the tube. The main and valve springs are nickel-plated against corrosion and are beautifully matched to give a very steady velocity. The bolt and hammer are also polished stainless steel and give a very smooth action. The bolt is longer than standard as the forward portion has to reach the feed in the bore. The hammer sear matches up perfectly with the trigger sear, which gives a very positive feel to the trigger pull.

The quick-changer works with a grace rarely seen in a paintball gun; the threads are fitted well. I actually had to beware that I did not get too caught up with it. The cartridge port faces down only; this, to accommodate the strip-screw. If one wishes a different angle for the changer, another hole will have to be tapped in its side. Velocity can be adjusted quite simply with a new valve- or main-spring, and World Wide Paintball has plans to incorporate an internal adjuster (which will use an alien screw on the bolt to modify the velocity setting) in its production line. The portion of the valve body extending into the barrel module measured one-and-a-quarter inches, so the strain from the back-bottle adapter will be more than accounted for. In all, the connection is extremely strong. For those who prefer California style constant air, a dummy CO₂ with a Crosman stock and under-slung tank would be little trouble for any air smith to work up, if WWP doesn't already have it on the drawing board.

The pump is structured of aluminum and is double-sided to cut down on friction between the bolt and the wall of the breech. The action is extremely smooth, and I had absolutely no trouble during my test with the gun. The surface of the pump is finely checkered and separated by four inset ribs which aided gripping tremendously (I tend to use half-gloves, and smooth pumps can, at times, slip from my grasp).

In the actual field testing, I found the Razorback to be an optimal gun with excellent features all around. The model I was sent for field-testing was of the 11 1/2" variety, and I found it able to swing easily; bringing it to bear on a potential target was very quick. One-handed firing worked well, though a trigger shoe would finish the job. The balance of the gun is located just a touch to the rear of the

ammo box when loaded and gassed with a full twelve-gram and a full WGP box-feed which is almost perfectly between the pump and grip—this is usual for most pump-guns of this style. On the average, the valve supplied 35 shots per cartridge (averaged over three cartridges, at 72°F, in 98% relative humidity), with velocities. Each shot afterward dropped off at least 20 fps on average from the previous one. During the velocity test, the gun was braced in a groove on a stationary table and fired through a Shooting Chrony chronograph. The shot group for the first twenty shots measured about eight inches on a wall thirty yards from the gun’s firing position. No ball breakage occurred during the Chronographing, and only one ball broke during the field test due to a double-feed (I inadvertently double-fed five

Shot #	average fps	mean fps
1	294	295
2	292	292
3	302	305
4	299	299
5	294	294
8	286	286
10	303	304
13	291	291
15	287	285
20	293	293
25	270	270
30	286	286
35	262	261

times during the day).

The Razorback has a bright future with World Wide Paintball, and they plan an extensive line of guns based on its original design. A 20 & 10 round speed loader is standard, as is the choice of 11 1/2 or 14" barrels. Choice of twelve-gram or back-bottle adapter is also offered. Retail for the twist-change model is \$189.95. This gun is not to be missed. It is the equal, if not the better, of its

current contemporaries; and, at less than two hundred dollars, it is this author's honest opinion and sincerest wish that he had gotten into paintball a tad later than he originally did. The quality and operation of this gun is exceptional, bordering on the excellent, and the price is tolling the bell for its competitors. Needless to say, I was pleased.

About the author. Tom Theobald (“Yellow- paint”) is a senior at the College of William and Mary and the Mid Atlantic Conference fencing champion in épée. A member of the newly-formed Unknowns, he spends much of his time modifying his guns and writing.

RAZORBACK















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The Sterling.



When I first pulled the Sterling out of its box, the impressive finish was the first thing to register with me. I wasn't quite sure just what I needed with another pump gun, but this one sure was pretty. The other thing that this one had going for it was the fact that The Predators (you know, that team from the UK) won the 5 man Masters Tourney with an entire complement of them. That's right, no semi autos. So my interest was piqued. The gun field-stripped easily and quickly. Those familiar with old Sheridan's will readily identify with the insides. The Delrin pump has the familiar operating rod configured to the top side bolt (just like the Illustrator, for those young'uns line Nelson type pump, too. My sear appeared hand cut, but I understand that new laser formed ones will be available soon. The main spring rests between what appears to be a vixed (to the rear end of the pump action assembly) cut-down back end of a Nelson type bolt. What you end up with is a hybrid, an attempt to combine the best of





both systems. Extraordinary design effort has made it possible for the end user to add his personal touch to just about every aspect of the functioning of the gun. A good example of this is the ease with which you can adjust pump stroke and length. I found the reassembled piece coming with the slickest action yet on any pump directly out of the box. Its ultra-fast short stroke fed round after round with no problem and

I found out why National Paintball Supply sent the new Indian Springs Mega Bulk Loader with it.

The gun is capable of an incredible volume of fire in the auto trigger mode.

And I had





absolutely no breaks through my initial 7 oz bottle of CO₂ (and I was using any old paint I could get my hands on from my P-ball bunker). After about 300 rounds, I refilled the syphon tank and broke open a fresh box of Pro Ball. The gunshot 274 fps in the unusually warm 60 degree F November day. The chronograph hardly registered more than a 5 fps deviance as I cranked round after round over the sensors. I next tried the high profile sights on the multicolored stump that resides about 85 feet from the corner of my back deck. The stock bottom



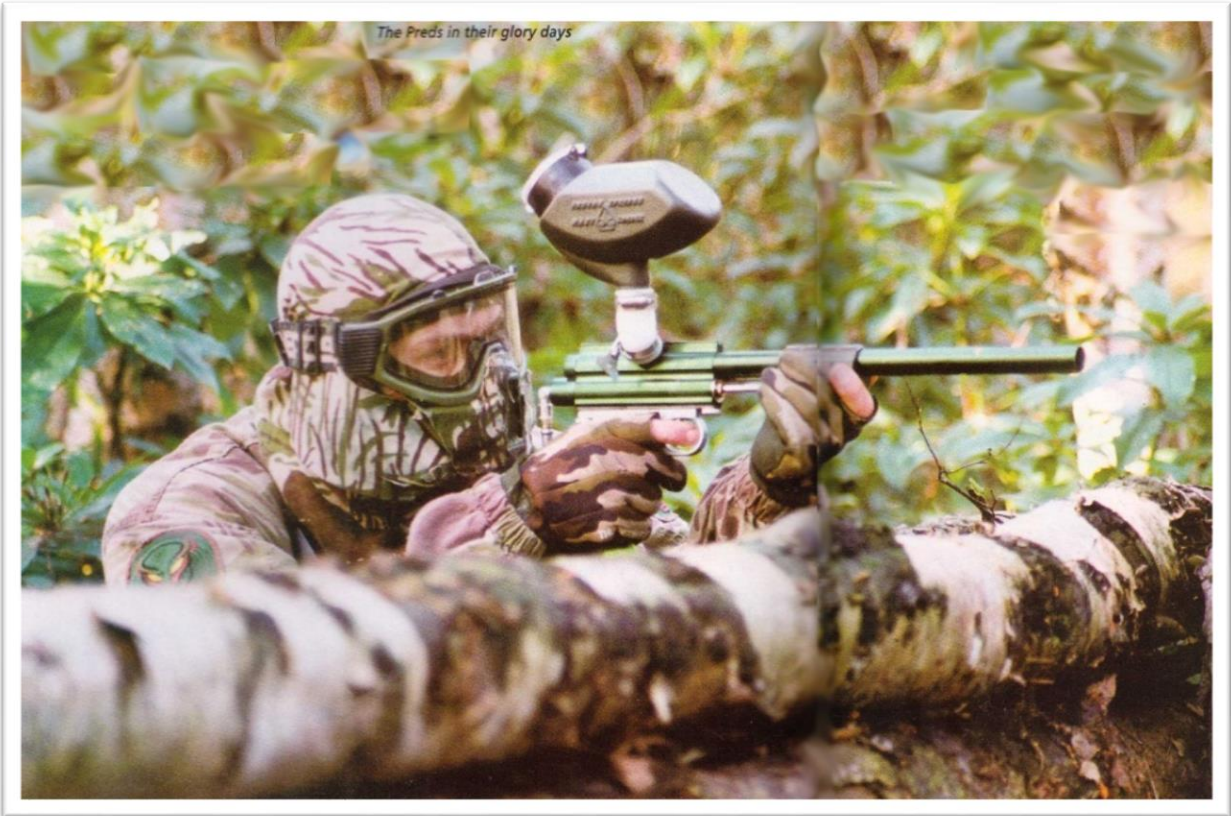


line type back bottle configuration, augmented by an Armson butt plate (comes with all NPS back bottles) enabled me to find a great and extremely steady hold as I shot offhanded on the target. The tight barrel (I miked the sleeve at .684) hit repeatedly at point of aim. I'm not quite sure of the physics behind it, but the brass lined barrel appeared to shoot a much flatter trajectory for the velocity than I would have anticipated. This was a phenomenon that other shooters observed as well (mostly notable my buddy, McMahon). The gun was remarkably accurate and had a very quiet noise signature. I first field tested the machine at Ray Gong's Top Gun. I had forgotten to bring the syphon tank and screwed in a regular 7 oz back bottle. I brought the velocity up to the 290s using some of the different springs and spacers that came with the piece's spring kit. The gun shot with less than an 10fps drop as I tested over twenty rounds at the chrono. I was shooting orange Pro





Ball and Nelson and yellow R.P. Scherer. Once again, I quickly noticed that the gun put the paint where it was supposed to and with a fine degree of accuracy. What I lacked in volume, I attempted to make up for in range and accuracy. I noticed about the same amount of eliminations, with a noticeable drop in paintball consumption. I did, however, have to adopt a different style of play (i.e., shooting from cover for a change) and had to tailor my more radical all balls out style of play so easily formatted with a paint spewing semi-auto. A couple of week« later, I hooked up with Gary Harris, 1991 PaintCheck Paintball Hall of Famer and Captain of the Florida Bushmasters. We headed out to Ft. Lauderdale where we met up with two of his teammates, Todd and Charlie, for a couple of Saturday pickup games. Harris and I had Sterlings while his teammates carried semis. As a matter of fact, of the 30 or so players who came out that day, Gary and I were the only ones with pump guns. Gary really held his own against all comers even though we were outnumbered at least two-to-one, and I felt honored covering his flank and occasionally sacrificing myself for his personal glory (how's that for a crock?). Harris had done some work on the face of his valve. Where the stock piece has just one large vent, he had milled off half of the face of the valve allowing for rapid dispersion of the gun. He also explained the maker's reason for a syphon tank. It seems that the ideal configuration was a heavy spring to the rear of the valve. The short dwell time metered out a quick shot of gas and liquid with the combination still allowing for an efficient delivery of rapidly changing and still expanding gas behind the round and for a termination of gas just as the ball exits the barrel without the large burst of fog seen behind a.68 Special (the other syphon system).



Whether this works in actuality I have yet to finally determine, but I did have a gun that delivered consistent, accurate and efficient fire with a syphon tank or ordinary bottle, plus the capacity to operate on compressed air for Europeans. Pretty damned amazing. Gary had also relieved a small circle of metal from the back center-most section of the hammer to allow for just the slightest bit more rear travel for the bolt. This virtually eliminated ball breakage due to pinching in the upper chamber from tournament level auto-trig- Wtf feed. All this good stuff, needless to say, costs. The gun retailed for \$550 (without a tank). As it is, the thing is so pretty, you might just want to hang it on the wall to lol.

Airgun Designs Inc. Automag.



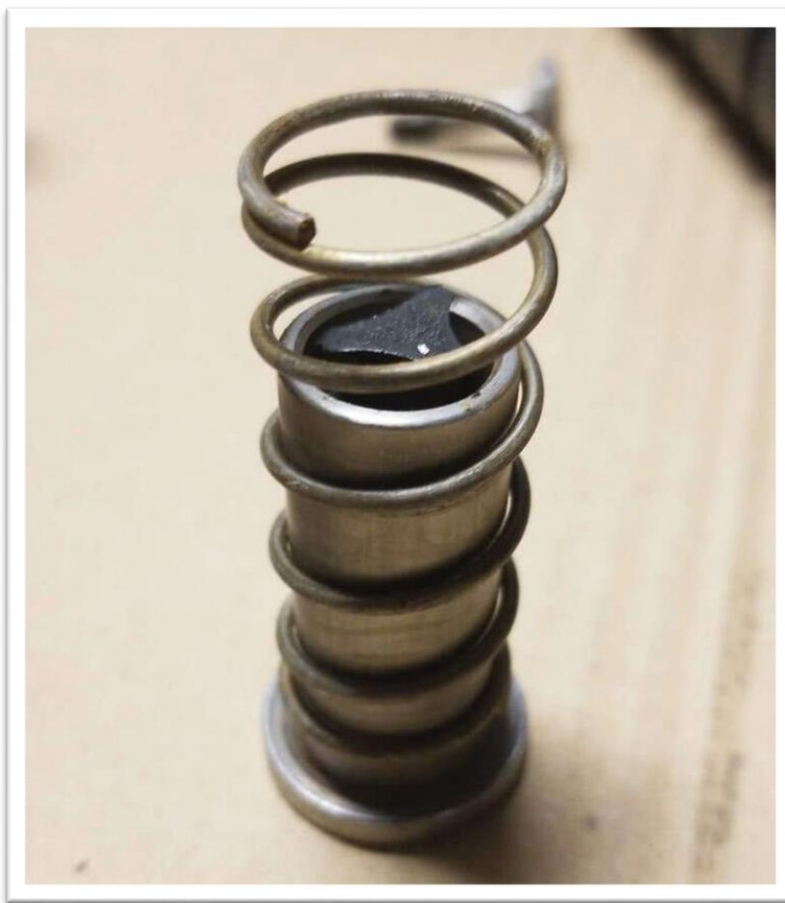
Where paintball gun technology is concerned, few developments have been more hotly awaited than the bulk fed semi-automatics. Several new guns from a handful of manufacturers have recently begun to filter into the hands of more and more players. The 68 Automag the latest to enter the scene packs in more technology than ever before seen in a single production release. The company, Airgun Designs, Inc. first began research into designing a semi-automatic paintball gun three years ago. Initial prototypes, the Panther and the P-2 (short for Panther-2), missed the mark, so to speak, and were never produced. But during this time, pump-action paintball gun technology improved, and R&D developments taught the crew at





Airgun Designs what was wanted and needed by players. This led to their producing the Micro C/A and, more recently, the 6-Pak, both of which were instant and overwhelming successes. Still, the difficulties involved, in designing a blow-back type of gun that could do the things paintballers wanted stymied the company. It was decided that to achieve their goals a fresh start was required - they didn't just go back to the drawing board, they wiped it totally clean, and started fresh, The Automag is the result of their efforts. Don't let the appearance of this gun

fool you into thinking that it is merely a simple conversion of some other gun. Built on a modified WGF Ranger frame, the gun's plain Jane look is in part due to the short hoseline which connects the CO2 supply to die gun's valving; also it lacks any of the high tech cosmetics, it might have an uncomplicated look, but it also happens to have the most intricate valving mechanism ever seen in our Sport. The gun comes with a 13-page instruction manual (along with several replacement pieces for those items that sustain the most wear). It is perhaps the most vital accessory included: The first and foremost thing you should do after purchasing a 68 Automag is to COMPLETELY READ THE ENTIRE MANUAL, I would, in fact, recommend before you even buy this paint gun that you ask yourself, 'Can I follow the guidelines of the instruction manual to the letter? You see, this is not a gun that you can just go into and tinker with, if you do get overly curious and mess with certain inner workings, you will stand an excellent chance of screwing it up, maybe permanently. The manual is your roadmap to using this paint gun. To begin with, it



comes with a can of spray lubricant, a small amount of which must be sprayed into the back bottle adaptor before installing your CO2 supply. This is essential to the operation of the gun and its reapplication is recommended after each game, depending on your amount of play. The manual tells you how to go about doing the procedure, I would also recommend at this point that you be sure to have the barrel pointed upward when you engage the CO2 supply to help prevent liquid

from flowing into the gun, and cause the blow-off valve, built-in to the inner workings, to discharge enough gas to prevent over pressurization in the expansion chamber. The heart of the Automag is the AIR (Advanced Integrated Regulator) unit in the paint guns rear, the system that sets it apart from the blow-back type of operation, the factory calls it a 'blow forward type- Within the confines of this remarkably small unit, you have a built in velocity adjusting unit a regulator valve complete with an over pressurization blow-off valve, as well as a blow-off safety in case of severe over pressurization. Once you've removed the CO2 supply and a single field Strip screw, this regulator and valve can be easily unscrewed and divided into two halves, exposing a critical urethane washer set into die regulator body, It must always be kept clean and in good condition, The pressure selling in the blow-off valve is factory-set to allow no more than approximately 600 psi (or about 340 fps) and is not a user adjustable area. In the bottom portion of the valve section you will find what is referred to in the manual as the on/off valve. Its function is to shut off the gas flow to the air chamber when the gun is firing to allow the chamber to recharge when the trigger



is released. This valve is separated into three parts, the top, bottom and pin, accompanied by four O-rings, two in the on/off bottom and two underneath. Only the ring in the bottom of the valve bottom is an active O-ring which allows it to be swapped with its twin from the on/off bottom if it becomes worn. Likewise each of the larger O-rings can be switched with its active counterpart in the power tube if a new replacement is not immediately available. The power tube at the front of the valve body is held tightly in place by a spiral c-clip. This is another area that you should never need access to and should not be disturbed. At its forward most end is the brass power tube insert, which can be removed to gain access to the power tube O-ring under the power tube spring. Regular inspection of this seal is needed as it takes the most amount of abuse during shooting. At the base of this power tube is a large urethane washer that prevents the gun's bolt from damaging the power tube base on its return after firing via its outer surrounding return spring. The gun's bolt is





made from the same non-corrosive steel as the other portions of the valve and regulator body. At the front of the bolt is a foam rubber bumper that cushions the bolt's first contact with the paintball when fired. Extra foam bumpers are provided with the gun and are easily replaced thanks to their adhesive backing. To make dis- and reassembly of serviceable parts easier, you'll find a diagram of these key areas laser-engraved into the outer body. Exact alignment must be achieved when screwing the regulator and valve bodies together; to aid you in this, you need only match up the logo portions from each half which are also laser-engraved on the outer body. At the front of the 68 Automag is a 10" aluminum black anodized barrel. It is easily removed with a quarter-turn and a quick pull to release it from



the spring loaded detent pin mounted in the gun frame. Other barrel lengths will soon be available as aftermarket items, though in their testing Airgun Designs found 10" to be the most effective length.



Field Testing & Evaluations.

To a large extent, the 68 Automag has already proven itself on the field by being the gun carried by Swarm, winners of the 1990 Line SI Masters Tournament finals. After my first outing with the gun, I have to say I was impressed with its overall performance despite a problem with the barrel originally supplied with it. Chronographing was as simple as I could ever wish for, accomplished just by turning the adjuster at the rear of the valve. I found the size and weight of the gun to be very comfortable and easy to maneuver in even the thickest of brush and foliage. I did however prefer the feel of aftermarket grips made by LAPCO over those that came with the Automag; I traded off midway through the day. As there are no sights supplied with the gun, I found that I needed a moment more than usual to concentrate on making shots over 75 feet. This can be remedied with the addition of a sight rail mounted to the body; it can be purchased from the factory and authorized dealers. The 3/8" dovetailed rail will accommodate most any sight

you choose. I found that, as indicated in the instruction manual, you will need to pay a bit more attention to your loader than usual. The amount of gas that blows back through the direct feed fixture is significant enough to blow your paintballs partially back up this fixture when ammo in the loader is running low. This can cause ball breakage, particularly during rapid firing. The combination of a wide trigger and an extremely short, crisp trigger pull made shooting a delight. In later testing I found the trigger pull to break cleanly at approximately 7-1/2 lbs. with no free play preceding its 1/16" trigger pull in firing. This allows the gun to be fired at an incredible rate of speed. It was not at all difficult to be able to fire off shots at the rate of about four per second as long as my loader was fairly full. It is possible to pull the trigger even quicker than this, but I found that much quicker of a rate of fire would begin to cause more ball breakage than it was worth. On my first day of play with the gun, more than a thousand rounds of paint were fired by myself and my partner who gave me a second opinion. The one negative conclusion we both came to was that this gun does have a problem when shooting at a downward angle. Doing this for more than a couple of shots results in bringing liquid CO2 into the regulator instead of just straight gas pressure. This puts more pressure in the regulator than it is set for and causes the gun to quickly begin to release CO2 through the built-in blow off valve. We found that once this began to occur, we had to back off momentarily while the gas vented itself. A couple of times, I was able to help speed up this process by pointing the gun upward and firing a few shots which helped to relieve the pressure. If, at this stage, you continue to shoot the gun downward (while it is venting), you will find that the gun will stop shooting all together as you will have frozen the on/off valve in place. If this happens, you will have to let it thaw out. This can take anywhere from one to ten minutes, depending on how much firing you've done. Other than this and catching my supply of paint low a couple of times, the only other problem I found was being the most unpopular person on the field in the eyes of our opponents, and thus was often their most frequent target! The following week (after a call to the factory brought new barrels and a sight rail and after some really obnoxious winds died away), I was able to get the gun out for some serious velocity and accuracy testing. With the sight rail affixed, I added an Ultra Dot sighting system so as to gain maximum efficiency in comparing shot accuracy, while shooting from a bench rest through a number of different brands of paintballs. As for the accuracy portion of the testing, there were no great surprises or revelations, although the barrel replacements did confirm something I suspected earlier. Each barrel has two grooves, either of which can be used to lock it onto the body,

and which one is used seems to affect accuracy. This was the case with each of the four barrels I tried, and which groove worked best varied with each barrel. If you, too, find this to be the case, mark the better groove on your barrel so that you can install it in the best position each time. At distances of 50' and shooting at an average of approximately 281.5 fps, the gun averaged shot patterns staying within 6 to T of the bullseye over 90% of the time. Further out at the 100' mark, I found the patterns to be within 12" of the bullseye for just a bit over 80% of the shots taken. In terms of overall total range, the gun had no problem arching shots out as far as 80 yards. I'm sure that this figure could even be further extended. It was in the chronograph portion of the testing that the 68 Automag made its most favorable impression. In shooting groups of single shots, it had the most consistent velocity of any paint gun I have ever laid my hands on. It was not at all unusual to get several shots in a row that differed as little as a few tenths of a percent in fps. Once this gun was chronographed and set to the velocity desired, string after string of shots across the chrono registered within 1.33% of the fps it was chronoed at. This percentage is an outstanding figure when you consider that most of the guns I have tested in the past have averaged between 5 and 10% of the average fps. This means you should be far better able to put your shots in a tighter group than you're used to, as the ball will be shot at a more consistent speed from shot to shot. I found it to be equally impressive when shooting at a more rapid pace, such as in groups of three to eight shots. Although the factory states that it found the gun to drop only about 20 to 25 fps during rapid-fire, I did find this number was closer to 30 fps and could go as high as 40 fps. But this is not a major concern, especially when you consider that the majority of paintball guns around can have drops in velocity as high as 150 fps or more when subjected to repeat rapid firing. As for gas usage, I found that the factory was not giving its gun enough credit in terms of its ability to use CO2 efficiently when they suggest it will get 400 shots per 7 oz. bottle. Time after time, my test gun far exceeded this number; I never got any less than 550 shots. I found the gun to operate well on 12 gram CO2 for about 14 to 18 shots before velocities began to drop. Usually after 20 to 25 shots, I wanted to change cartridges. From my discussions with the factory I learned that a number of companies are preparing to offer add-on components and accessories for the Automag. From frame grips to fore grips, barrels to stocks and quick changers, and a good variety of items will soon be available. But I will say that, despite all that you will be able to choose from, there won't be critical item you'll need. This is because Airgun Designs has done their homework quite well. While many of us will personalize the gun with accessories, the fact of the matter

is that this gun will be, straight out of the box, a major force to contend with. And if you don't yet believe it, wait until you run across the wrong end of the barrel for the first time.

Predator Autococker.



Named after its founders Keith and Steve Belsey; Belsales Performance opened in 1989 as a small paintball shop in England. They quickly became Worr Game's representative in England and were one

of the first factory authorized service centers. In 1994 Belsales took the initiative and launched their "Evolution" autococker.

The Evolutions had the distinction of being the first non WGP line to receive full warrantee from WGP despite many novel advancements like threaded timing rods, the reverse P block, wire ball detents and cosmetic milling and later innovations such as the REX kit, twister externally adjustable sledgehammer, and angry 3-way. Belsales quickly earned two reputations, the first for meticulous perfection, the other for being a mostly stock over priced stock cocker. These reputations came about due to Belsales use

of hand matched parts and outright rejection of bodies and parts that didn't meet their standards. The standard anno was grey, but commonly came in a variety of splash colors. Belsales also made a strategic alliance with Smart Parts as its US distributor that would cause some variations between the US and UK





models (Despite common misconception, Smart Parts never manufactured the Evolution, they solely served as US distributors). In the UK, three Evolution variants were produced with a varying level of accessories (Evolution, Evolution Jetstream and Evolution Supernova). The US version was equivalent to the top end Supernova, however came with a SP barrel and Max-Flo compressed air system.

In 1995 the UK Predators (top UK team and a solid world contender) agreed to switch to shooting autockers and the Belsales Predator series was born. Early Predator cockers were built off left feed Evolution bodies anodized in the Predators trademark green and only later took on the signature milling and engraving of the line. Unlike the Evolution series, Belsales US distributor for the Predator series was WGP themselves.

In 1999 Belsales ended their 90's cocker lines with the limited edition "Last of the Millennium" series. The Predator Series was discontinued and the Evolution series



was replaced by the Evolution X series. The Evo X series, as they came to be known, featured a number of new components including roller sears, rams and later hinge frames, eblades and race frames and anodizing options were limited to fades. Eclipse and Belsales would collaborate on many of the parts with Belsales designing and producing such Eclipse parts as the Magnum rams.

In 2005 Belsales and Eclipse ended their partnership due to Smart Parts increasing focus on their own products.



In 2020 Inception Designs released a Retro Predator Autococker Paintball Gun Complete Inception Designs Barrel Kit that Includes 5 Backs and 2 Fronts Limited Production run Only 300 Made Very Rare! Throw Back To The UK Predators If you are looking to own a piece of paintball history then this is a must have for your collection. Limited to only 300 pieces, these are sure to be picked up quickly by collectors.



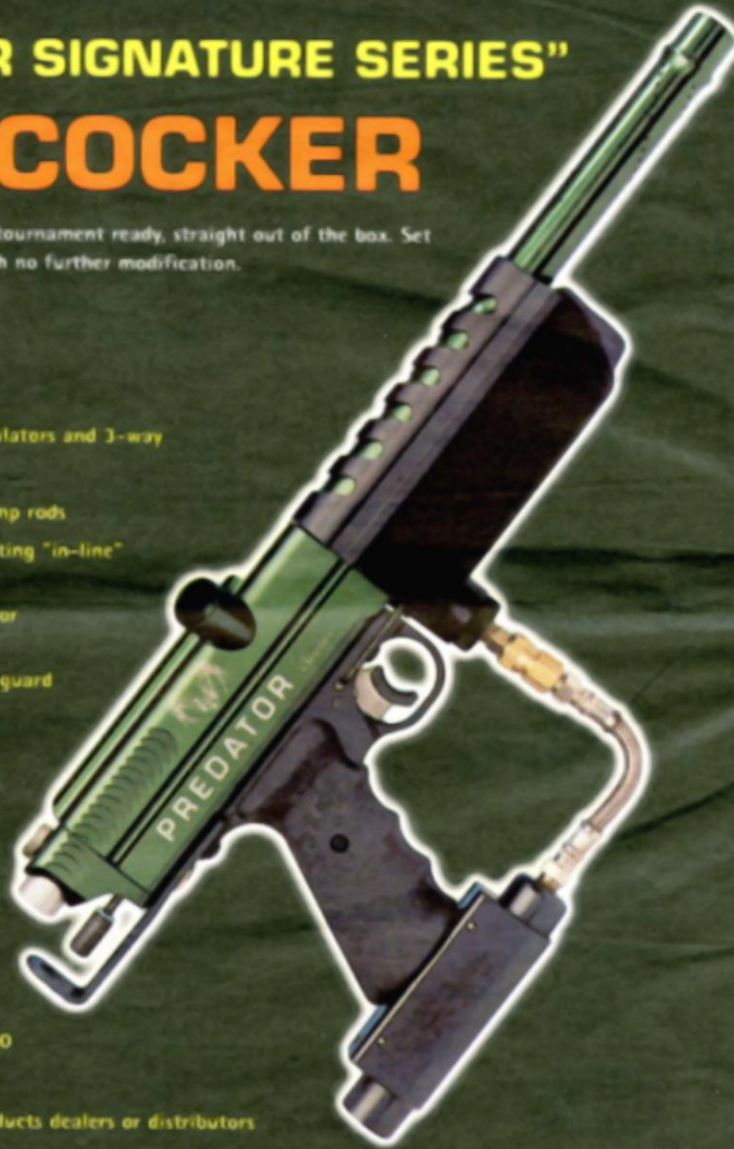
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