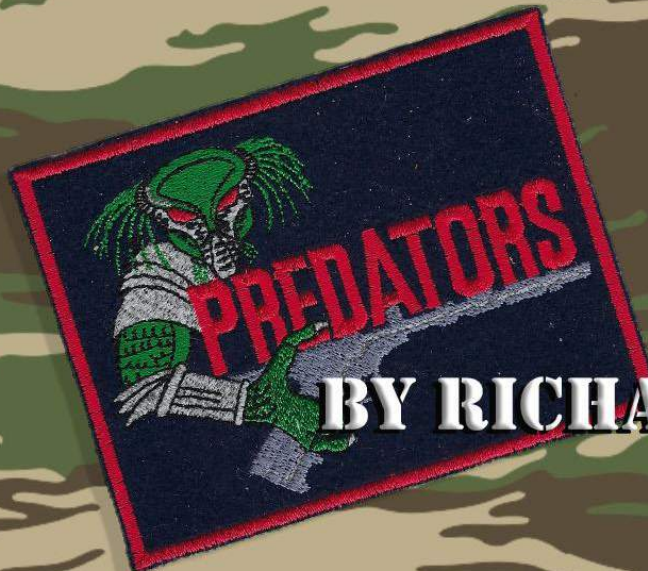


THE COMPLETE TOURNAMENT HISTORY OF BRITISH PAINTBALL TEAMS.



BY RICHARD GALES.

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Claire Hobbs, “The Golden age of Paintball” 1988-1995.

Do you remember your first game of Paintball? The thrill? The buzz? Needless to say you enjoyed it or you wouldn't have gone back.

But what was it that made you go back? Be honest, was it the game itself - being on the field, shooting people out and running in and out of (and into) trees - or was there more to it than that? Going out for the day with mates, having a laugh and a few beers afterwards and then wanting to beat those Walk-ons who mullered you and your friends. Next step, join or start a team and play tourneys. Tournaments were more fun years ago, you go to a Pro or Open tournament now and see tense players hanging

round with the aim of doing as well as possible as quickly as possible. At the end of these events many people go home fed up, disillusioned and disheartened because, at the end of the day. There can be only one winner.

Sure, if you're going to do something you might as well do it well, but why not enjoy playing at the same time? Too many friends of mine have either given up playing (like me) or are becoming totally cynical. Winning has taken over from having fun and, for the majority of us who are not talented enough to win or place highly on a regular basis, constantly struggling can kind of jade your enthusiasm. I know of several Pro players who see tournaments as a chore, gaining satisfaction rather than enjoyment from winning. I'm sure there are many players out there who get a lot of enjoyment from playing, but on the Pro circuit playing well individually and achieving seem to be taking over from good old fashioned family fun. I keep mentioning Pro teams because I know more about them; plus I think this problem is endemic of the Pros.

When I started playing in 1989 there was a core of us who went out to play at least twice a month, We'd go out afterwards, talk over the day's glories and then count our welts, gradually realizing we weren't quite the heroes we thought we were. But we always had a good time.

On joining Bad Company early in 1990 a new element came into the game for me. I wasn't just doing something for fun anymore, I was a member of one of the oldest and best teams in the country. My game improved and winning the tournaments we attended became important, but it never took over from enjoyment. When I played and consistently failed to enjoy it or to win I eventually gave up.

There was another major element to the team - the social one. Team meetings were a laugh, girlfriends and wives were involved, and even dogs went along. Steve Mattacott's Doberman Alex became a 'Paintball dog' like Dean Monkman's English Bull Terrier George. Alex once grabbed the opposition's flag during a game and ran off with it. We had a good time off the field, which made up for a lot of disagreement on it. Improving your own performance is important but it is the team's winning that gets all the glory. One individual's brilliance becomes irrelevant if the team loses. By 1994 many teams had been together for years: some were like families - not everyone got on and politics kept rearing its ugly head. Today some teams never socialize together, with the possible exception of a few particularly good mates. It seems to be becoming more important how someone plays rather than whether you like them or not.

If winning is so important then why do so few teams put any effort into improving their performance - and I mean team performance, rather than individual. We all want to get better and Paintball, at least for the most part, is a team game. Too

many teams operate disjointedly; one of the definitions of team is 'to join in order to make a co-operative effort' and a definition of teamwork is 'pulling together, regard to success of the whole rather than personal exploits,'

How often do you hear players coming off the field wittering on about their own game and how many players they've shot out, never for a moment supposing some of those eliminations may have been shared. Have you ever been round your team after a game and asked each of them how many of the opposition they shot out? We tried it once, and our 10-Man team had shot out 32 of the enemy. How much time is spent discussing the team's performance and not just being bollocked by the captain?

If you despise or dislike people on your team how can you achieve the unity necessary to win? How can you rely on your team mates if you don't respect them, or they you? Everyone is on the team for a reason - why? If you want to win you have to do something about it. Whether it be training, playing or splitting the team. And if you're not winning you should at least be enjoying it.

Take a look at the Turks for instance, a criticism that has been levelled at them in the past is that they're not very professional. Yet they've been one of the top teams for years and are one of only four sides to have won Mayhem! One of their players told me some time ago the reason he joined the team is that he always enjoys it - win or lose. Their core players haven't changed much over the years but they all seem to be mates and have a good laugh. They do occasionally get pissed off at tournaments, but from what I've seen they're usually justified.

I can look back at photos from over the years and those times seem better. Paintball has developed, but how? What's it going to mutate into? The game is a lot quicker due to the arrival of semis, players seem to be getting fitter and leaner and equipment has evolved from the days of carrying your tubes in whatever you could find to the designer systems of today. Teams are smaller, on and off the field. They simply can't afford to carry as many hangers-on as they chase those elusive sponsorship deals.

When I started playing, Paintball was viewed as a rebel sport. Attempts have been, and indeed are being, made to establish it as a rebel sport, but is this realistic? Grown men running round the woods shooting each other with balls of paint isn't quite the same as cricket at Lords or tennis at Wimbledon now is it - but then maybe in a couple of hundred years it will be. At the moment it's still a game as

opposed to a sport and until we get off our backsides and take a look at the bigger picture there's not much chance of legitimizing it.

The first Survival Game (UK), Splatball Championships, 1988.



The first Survival Game (UK) Splatball Championships were staged on the weekend of 2/3 July at Hatfield in Hertfordshire. 60 teams (comprising 17 players) competed in the Regional Play- Offs on 19 June at sixteen Survival Game sites located nationally. The winners of each of the 16 Play-Offs automatically progressed to the Splatball Finals.

Excitement was high ... so were the stakes. The winning team would pick up the fabulous First Prize of £15,000.

On the evening of 1 July, the teams began to assemble in Hatfield on the 100 acre site in readiness for the opening sessions on Saturday. The Captains of each team witnessed the draw on Friday evening, and teams were accordingly divided into 4 divisions, each comprising of 4 teams.

At 09.00 precisely, the horn sounding the commencement of the first games blew ... the Championship was on.

Each game lasted 35 minutes in this woodland battle of nerve, skill and strategy. All players were decked out in camouflage jumpsuits and armed with Splatmaster marking pistols.

‘It’s all about scoring points and capturing the other team’s flag,’ explained Sid Spittle, Captain of the ‘Bald Eagles’ from Canterbury. ‘There’s 20 points for being first team to grab a flag, 80 points for successfully getting it back to your own base, and 3 points for everyone on the opposing team you succeed in shooting.’ Sid knew the scoring system, but sadly failed to win his division.

Five fully trained competition marshals adjudicated over each game to ensure fair play, and by Saturday evening the results of Day One were announced. Winners from each division were:

Division 1 Rogue Troopers (Hickstead) Division 2 Barts Stud Squad (Cobham) Division 3 Bad Company (Sidcup) Division 4 The Team With No Name (Glasgow)

After a wild party on Saturday night for the losing teams (in particular fine party form were the Village Idiots’ from Devon), and an early night for the divisional winners, the competition recommenced on Sunday morning.

John Marley, Tournament Director announced the game order over the tannoy, and the teams headed back into the woods, knowing that they each had a great chance of winning.

Adding a special and humorous flavor to this sporting event was an authentic Highland Piper who marched the Scottish Team With No Name into battle!

In the second game, the Bart Stud Squad succeeded in scoring maximum points (145) against the ‘Rogue Troopers.’ This meant that only The Team With No Name and Bad Company were still in with a chance, provided they managed a convincing win over the ‘Stud Squad.’

This was not to be, and the Stud Squad proved the best team on the day and secured the £15,000 prize and the Splatball Championship Trophy. All the other Finalists were awarded medals and a consolation pat on the back!

Bart Monkman-Farmer, victorious Captain praised The Survival Game for a superbly run and managed Championship as did many others. ‘We all look forward to competing again next year!’

Scottish Highlands Invitation Tournament, August, 1988.



Four paintball teams were recently invited up to Glasgow by Gavin Scott to take part in the 'Scottish Highlands Invitation Tournament' held on Sunday 13th August 1988. The teams invited were: -The Terminators (Manchester), Bad Company (Sidcup), Team With No Name (Glasgow), and Dogs of War.

On arrival all the teams began their preparations, checking equipment and donning camouflage gear for the forthcoming action. The action was charged as each team waited, knowing how good the opposition was. The draw was made, and then the first game was underway.

Bad Company v. Team With No Name

Both teams advanced as fast as possible so as to gain maximum field advantage. The crack of guns and four T.W.N.N, players emerged from the grass area to the dead zone. Had disaster struck? It didn't take long for the answer. Two Bad Company players were eliminated . . . T.W.N.N. were fighting back! The game was now in full swing, and players from both teams trickled back out of the playing area throughout the game. Then, with both teams breaking through with a small force,

the race was on for the flags with Bad Co. securing the first flag and T.W.N.N. taking Bad Co's flag shortly afterwards.

The race was now on to return the respective flags to home bases and after much splatting, Bad Co broke through to hang the opposition's flag and make 80 points.

The Terminators v. Dogs of War

Knowing The Terminators were to play Bad Co. in the next game, they needed the maximum out in this one. The judge counted down from the 5 second warning '5..4..3..2..whistle!' They were off, and in what seemed a few short seconds The Terminators were engaged and eliminating Dogs of War players with very little cost to their side. The tactics were working: with the spearhead advancing, a mini force slipped through the fighting along the opposition's flanks and through a river to reach the enemy camp. All seemed deserted, but allowing for a skeleton defense, they advanced cautiously. Without incident The Terminators took the flag, and returned the way they had come to the perimeter of their base where they systematically eliminated each of the Dogs of War before hanging the flag to claim a maximum 145 points.

It was now time for game three, and everyone knew that the winner of this was likely to go on to win the event.

Terminators v. Dogs of War

These are amongst the best teams in the country. Bad Company certainly know how to throw paint, but the Terminators were ready for them. With two men short they were six points down to start with and needed to do a lot of work.

The whistle, and off. With both teams in good attacking positions The Terminators engaged and paint flew in every direction. Each time a Terminator was taken out a Bad Company player was out as well as each team tried to push ahead in vain. Both teams knew that time was running short, and then the whistle blew. Who had won? Ten penalty points had been awarded against the Terminators. .. Someone had sworn during the game. Ah well, that's the rule.

Game four was up and running, while the score of the last game was being sorted out.

Team With No Name v. Dogs of War

This game was a bit of a Derby as the teams are currently placed 1st and 2nd in Scotland. It was an exciting game with T.W.N.N. showing their greater experience over Dogs of War with a well-calculated flanking move which left the Dogs of War divided and open to attack. With most of the Dogs of War eliminated, T.W.N.N. captured the flag and safely returned it to win the game.

The position at this stage of the game was tense:

1. Team With No Name were in the lead, but had to beat The Terminators.
2. Dogs of War were a respectable 4th.
3. Terminators could win if they maxed out on T.W.N.N.
4. If Bad Company maxed out against Dogs of War, and the Terminators missed just one player in their match, they would win.

Terminators v Team With No Name

Knowing that Bad Company had failed to max out on T.W.N.N. the Terminators knew that this was going to be tough and they had to max out. The game was on, and soon came the sound of gunfire. The Terminators special force designated to take the T.W.N.N. flag had hit their major attack force; they held them, but were unable to advance. Orders were being screamed everywhere and time was slipping past, denying the Terminators their victory. Suddenly their flanking squad broke through and secured the middle ground. As they pushed like men possessed The Terminators fire proved too great for T.W.N.N. and they fell like flies. As The Terminators took the flag, word reached them that there were only two opposition players still in the game. They had to find them; they did and scored the maximum points that were needed to win the tournament.

So, after 5 games a result was known...

The Terminators were outright winners.

Bad Company went on to play Dogs of War in the 6th, and final game. Bad Company won, putting them in 2nd place with Team With No Name 3rd and Dogs of War 4th.

But the day was not yet finished. Gavin had erected a marquee complete with DJ, food, and as much liquid refreshment as the lads could drink. I am sure I speak for

everyone who attended when I say that Gavin and his staff excelled themselves and were ideal hosts.

Just to top the success of the weekend, Gavin hosted a charity day on Sunday 14th August for the benefit of The Royal Institute for Cancer Research. With the players from the Saturday games and others arriving there were well over 100 participants. Each player paid £10 to enter, and this money was donated to the charity mentioned.

NSG Nationals World Cup, Nashville, Tennessee, 1988.



Despite the cold and the rain, and what the weather did to the paintballs. The 1988 NSG National was an outstanding success. A record setting 47 teams, including two from England, Bad Company and Barts Stud Squad. Competed for \$50,000 in prize money and the championship title to paintball's oldest and most prestigious annual tournament. Hermitage Landing, a resort complex on the shores of the Percy Priest Lake just outside of Nashville. Tenn... Was selected as the site for NSG's sixth annual National. Six virgin fields were laid out in the woods and picnicking areas surrounding Hermitage Landing for the three-day tourney held the first weekend in November. The location was a good choice: close to hotels and the airport, large enough to handle the 900-odd competitors and visitors, yet secluded from the general public. To stage the event, NSG picked Jim Lively of Nashville Survival Games. Another good choice. Jim has more years of experience running tournaments than anyone else in the sport. His organizational skills combined with his genuine love for the game have earned him a well-deserved reputation among tournament players. In fact, Jim's track record was a major



factor in drawing so many teams. More than 50 teams were ready to send in their \$1,300 entrance fees, but NSG drew the line at 48 in order to keep the size manageable. (One team cancelled at the last minute so the actual number ended up bang 47.) The tournament looked like this: Eight divisions of six team each for the first round of play. Each division had one seeded team (based on past tournament records). All the teams played two games on Friday and two games on Saturday for a total of four games in the first round (which meant you didn't play one of the teams in your division). The eight division winners moved on to the semifinal round, while the eight 2nd place teams went into a one-game, sudden death elimination round. The four winners

of this wild-card division then were added to the eight 1st place winners to form four divisions of three teams each for the semifinals. The four winners of the semis moved on to the final round to play each other for 1st through 4th place in the standings. The 12 teams who made it to the semifinals finished in the money. First was worth \$25,000; 2nd earned \$10,000; 3rd received \$5,000; 4th pocketed \$2,000; and 5th- 12th took home \$1,000 each. There were also NSG products awarded to the team displaying the best sportsmanship.

The rules of play closely followed NSG's rulebook. The velocity limit was 290 fps; single CO₂, .68-caliber paint guns only; points awarded for eliminations and flag captures (penalty points subtracted for rule infraction); game length was 45 minutes.

Most teams rolled in Thursday afternoon to have enough time to walk the fields before the captain's meeting that night. What they found were six small fields, each about the size of two or three football fields, and only one of them had what you could call dense cover. Most of the fields were set up in hardwood forest, and that late into fall in Tennessee there are damn few leaves left on the trees. One field, which was laid out in a picnic area, was so open they had to put up plywood sheets around the tables for cover. Only field #1, which had plenty of evergreens on it, provided the kind of thick undergrowth most Eastern and Midwestern players are used to playing in. Forget about stealth tactics, it would take head-on firefights and massed assaults to get to a flag! The first games began at 700 am.



Sharp on Friday morning. Right away there were a few surprises good and bad. The good news was that Jim Lively, Sam Cauldwell and the rest of the staff knew what they were doing. The staging area was properly arranged and check-in moved along smoothly. Guns were chronographed.

Armbands were given out, splat sheets were filled in,

and teams were moved to their fields without any delays or confusion and on the fields the refs knew what they were doing, too. All of them (there were at least five per field, and as many as 14 per field during the finals) were experienced players who could tell the difference between spray and a direct hit. And all of them had enough confidence in their refereeing abilities to make the tough calls, to assess penalty points if there was an infraction, and to listen to the players and change a ruling if it wasn't correct. The players and staff treated each other with respect so a rapport quickly developed. Everyone was working toward the same goal: To play championship paintball the way the games meant to be played. Nine out of ten players polled, winners and losers alike, felt that Jim and his staff staged the best national tournament they had ever attended. The bad news came courtesy of Mother Nature. The rain began Friday morning, drizzle at first, thunder showers in the afternoon. The same on Saturday, only it got colder. Much colder. Cold enough to send one player to the hospital with pneumonia. Cold enough to shrink the paintball down to about .67-caliber »here they would roll out of the barrel of any gun whose bore wasn't factory-stock dimensions. So cold that 10 good shots from a 12-gram was exceptional. So cold that one team tried to go on the field with hand warmers taped to the sides of their Sheridans. So cold that... you get the picture. Players could live with the cold and the rain, but what it did to the paintball was agonizing. When one of the balls hit, they would mark well; the fill was thick and bright. But because they shrunk up in the cold, balls would come curving and twisting out of a barrel like a 90 mile-per-hour whiffleball. Missing a



stationary, completely exposed opponent at 30 feet was the norm, not the exception.

Players with tight bores had a definite advantage. If they tuned their guns down to around 260 fps, the balls would fly fairly straight. Not surprisingly, most of the players on the teams that made it to the finals were using SI barrels with a .686 ID or stock Commandos. Nel-Spots, PMI-Is and PGP's. Those who didn't have tight bores spent most of Saturday night scrambling around from hotel room to hotel room trying to borrow barrels from players on the teams who'd been Player's with tight bores had a definite advantage. If they tuned their guns down to around 260 fps, the balls would fly fairly straight. Not surprisingly, most of the players on the teams that made it to the finals were using SI barrels with a .686 ID or stock Commandos. Nel-Spots, PMI-Is and PGP's. Those who didn't have tight bores spent most of Saturday night scrambling around from hotel room to hotel room trying to borrow barrels from players on the teams who'd been eliminated in the first round. Lively, Cauldwell and the rest of the staff could only shake their heads at the weather and carry on. If only the tournament had been held in October, as Lively had wanted, the weather would have been perfect for paintball.

Despite the ram and cold, and the sheer number of games that had been played,



the tournament was still on schedule after Friday and Saturday's first round of play. The top 12 teams making it into the semifinals were: Navarone, Sudden Death, NBC Destroyers, PMI Piranhas, LRRP, California Bush masters, P MI Lords of Discipline, Fla. Bushmasters, Express, Wild Geese, Crow Warriors, and Grave Diggers. Along the way there were an ample of problems and controversial calls, but they were handled as fairly and equitably as possible. Swarm, who was in the division that was one team short, was originally awarded the maximum points from the forfeiture? But after a meeting of the staff and divisional team captains, it was decided that the forfeiture award given to Swarm would be the average number of points from their three other divisional games. This ruling put the SoCal Bushmasters into the semifinals instead of Swarm. In another case, in one of the elimination round games, a questionable call on a flag hang had to be resolved by replaying the entire game on another field. But probably the toughest call of the tourney went against the Boony Rats of Texas. One of them accidentally got a tube of practice paint mixed in with his tournament paintballs. When he shot an opponent with the unapproved brand, the refs saw it, and although it was completely unintentional, massive penalty points had to be assessed. Normally, the rulebook calls for a team to be disqualified for using another brand of paint, but



the head judges realized it was not intentional and showed some leniency. The semifinal games were well-played, highly competitive bouts between mostly evenly matched teams. Where one or two years ago the sport was dominated by less than five teams, today there are at least a dozen tournament teams across the country capable of winning a national event. Surviving the semifinal divisions was a dogfight for the Bushmasters (Ca.), Navarone, PMI Piranha, and LRRP, but they all made it and moved on to the finals. In the round-robin format of the finals, PMI played the Bushmasters and Navarone went against LRRP in the first game. Neither game saw a flag hang, although Navarone was able to pull the LRRP flag. The Piranhas made a gutsy push in the last few minutes, but they didn't get the flag and ended up losing the game on body count. In the second game of the three, the Piranhas took on the LRRP, while the Bushmasters faced off with Navarone. Neither the Bushmasters nor Navarone risked an assault for the flag, so their game ended in a defensive, two-to-one body count win for the Bushmasters. But on the other finals field, Piranha and LRRP went for broke. Thirty minutes into their game the Piranhas loaded up along one boundary and assaulted the LRRP skirmish line. The heavy firelight lasted for about 10 minutes and the Piranha squad was wiped out. With time running out, the LRRPs charged across the no-man's land and crashed through the Piranha's depleted defense, grabbed the flag, and just managed to hang it before time ran out. As the sun was setting over the woods,



Navarone and PMI Piranha met on one field while the Bushmasters and LRRP faced off on the other. The Bushmasters attacked hard in the twilight and managed to outscore the LRRPs to win the game. But it wasn't enough points and the Bushmasters finished 2nd (although they didn't lose any of their games in the finals). Meanwhile, Navarone waited too long to assault the Piranha flag and couldn't find it in the dark. Navarone finished 3rd and PMI Piranha finished 4th. The winners, because of their flag hang, were the LRRPs of Virginia. They have been competing on the national circuit for many years, but this was the first time they had made it all the way to the top. The LRRPs are well-liked and respected by their fellow competitors, and most at the tournament were pleased to see such a fine, classy, unpretentious bunch of guys take the title. They truly represent what paintball is all about.

The two English teams Bad Company and Barts Stud Squad were hopelessly overmatched by the level of competition here in the States, but they showed their character by keeping their good humor and sense of perspective. No doubt they'll be back, and the next time they'll be much better.

The final standings were:

1st, LRRP

2nd, Bushmasters (Ca)

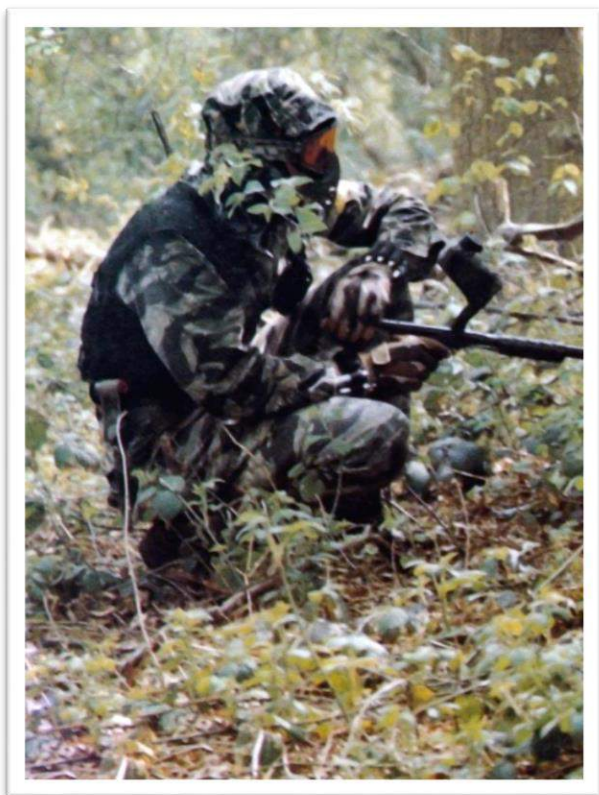
3rd, Navarone
4th, PMI Piranha
5th, Bushmasters (FI)
6th, Express
7th, Sudden Death
8th, NBC Destroyers
9th, PMI Lords of Discipline
10th, Crow Warriors
11th, Wild Geese (NH)
12th, Grave Diggers

Hookwood, April, 1989.



Sunday, April 30th, was the date for another in the, already very popular, series of 5-man Tournaments run at Battle Games Federation's Site at Hookwood, near Potters Bar.

Once again, the twelve team-spaces were booked almost as soon as the date was advertised, but this tournament was made doubly interesting by the announcement that two of the teams attending would be none other than The Wild Geese and The Colonial Raiders, both from the USA, If I am not mistaken, I think that this was the first professional representation by teams from America in this country.

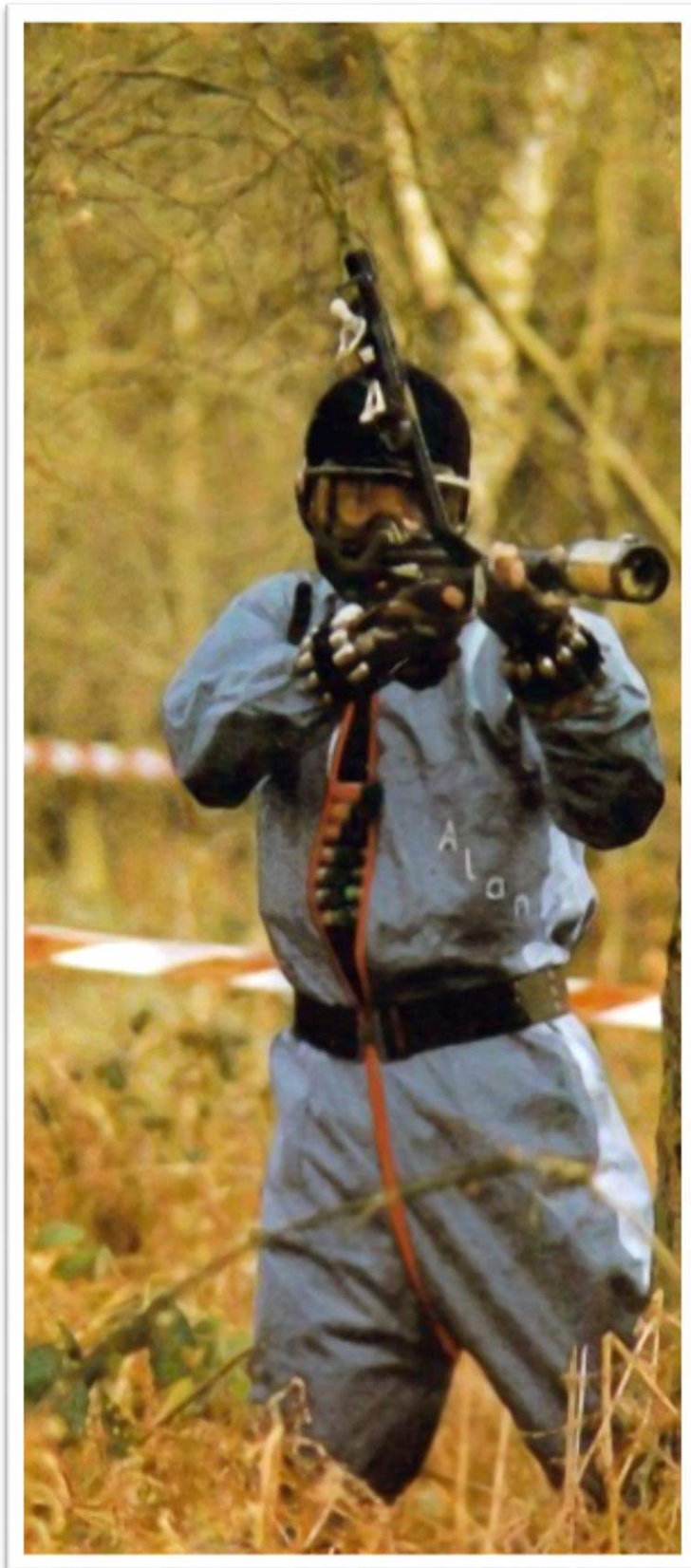


The usual competition stalwarts were present: Bad Company, The Rat Pack, the Turks, The Firm and The Thunderbirds. New faces were: Davy Crockett & the Raccoon's, Barnet Wrecking Crew, Hamburger Hillbillies, G.I.s (made up of American servicemen) and the Mysterons (Captain Scarlet, etc.). With both the Thunderbirds and Mysterons dressed as characters from the TV series and the Wild Geese in their red berets, the Base Camp was looking more like a film set than a Paintball Site!

All humor aside though, the Competition for a first prize of £500, plus Trophies for 1st, 2nd, and 3rd places was set to be very intense. The point system for the day was two points for a

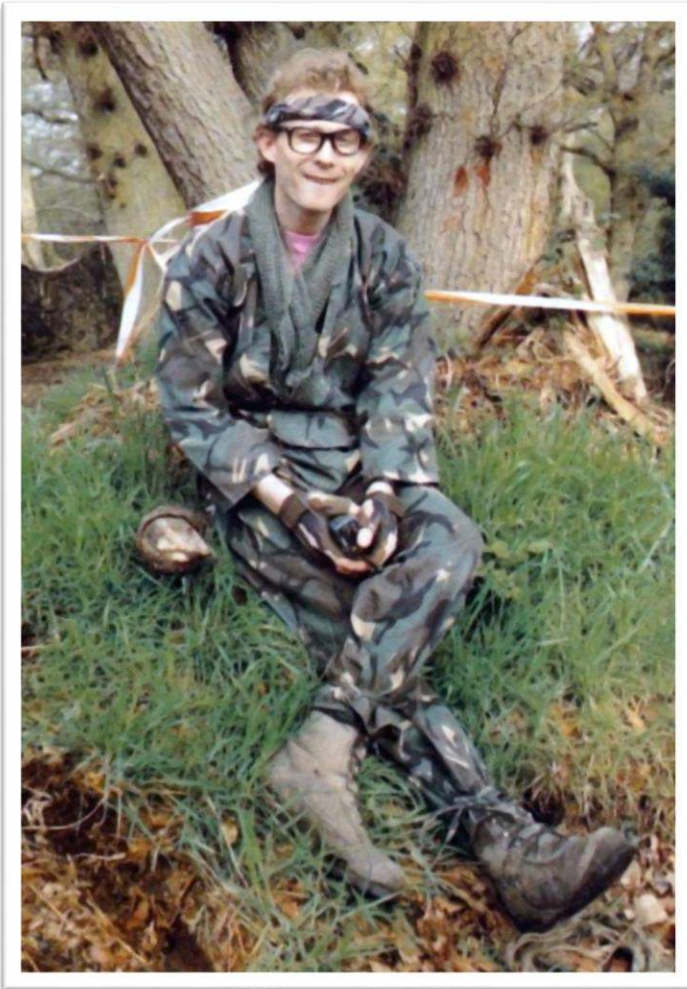
flag capture, no points for players hit, one point each for a draw and deductions for any rule infringements. Game time was twenty minutes, Chrono's were provided but it was up to the individual players to ensure that they were not firing hot. The penalty for doing so was 5 points» enough to almost ensure that the team they were playing for would not have any chance of winning the Competition. This was obviously taken to heart by every player, as between each game there was much firing of paint over the Chrono's especially when the sun came out and the day started warming up! Before the Competition started, I walked the courses with a couple of the teams. Although they were basically the same as





before, the BGF had added many new defensive positions and some of the boundaries had been moved, so those who had played the site previously would not have the advantage of familiarity. As before, six games were played simultaneously» with an Ultimate Judge and two marshals per field, in radio contact with the Base Camp. It has to be said that, from the outset, there were three favorites to win: The Wild Geese, The Thunderbirds and Bad Company. The first game saw BC and the Thunderbirds together and, with totally unexpected ease, the Thunderbirds overran Bad Company in less than four minutes! The Wild Geese beat the Thunderbirds and Bad Company beat the Wild Geese, so with only one lost game each, the pressure was really on.

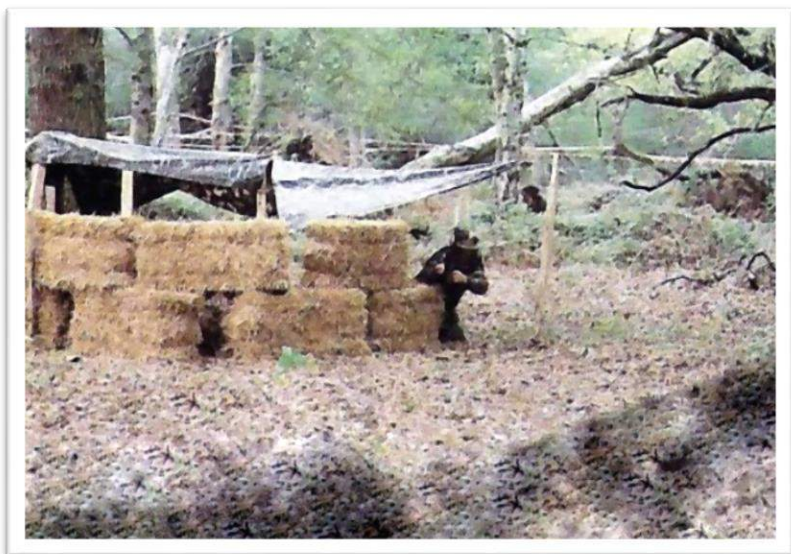
With three other teams hot on their heels, the Barnet Wrecking Crew, the Mysterons and the Rat Pack, it only needed one error from the leading teams for them to lose touch. That is precisely what happened when Bad Company met the Rack Pack

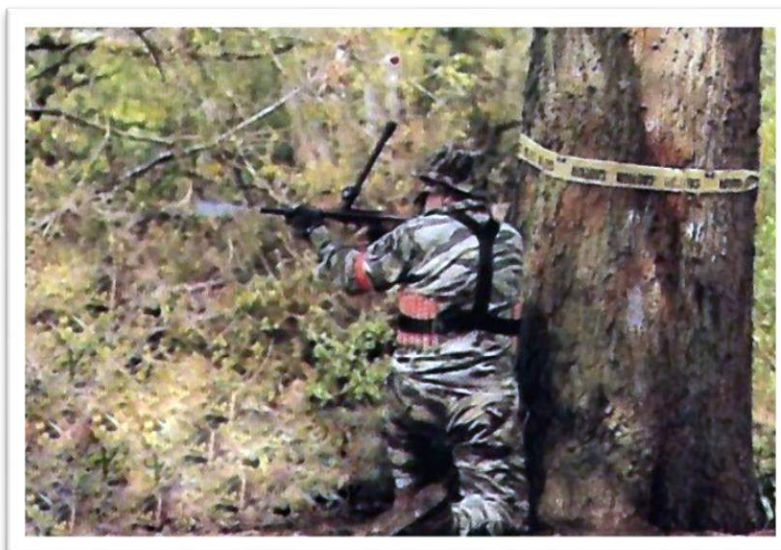


and were convincingly beaten well within the game period. Neither the Wild Geese or the Thunderbirds lost again so a play-off was necessary to determine the eventual winners. Spectators were allowed to watch the play-off and as the teams made their way to their respective camps, the Base Camp was virtually deserted. Everyone wanted to see a match that could well become a landmark in the history of Paintball in this country.

The game started and the Thunderbirds came tearing out of their camp, covering an amazing amount of ground with incredible speed. Their advance came to a shuddering halt though, when they were met with a virtual barrage of paint

from the Wild Geese and soon after, two of the Thunderbirds and one of the Wild Geese were seen walking out. Using their advantage of numbers to the full, the Wild Geese managed to take out two more of the Thunderbirds, whilst losing only one more man themselves. The final Thunderbird Retreated to the far corner of the field, near to his camp, in an obvious attempt to protect his flag should an





attempt to grab it be made. The Wild Geese ignored the flag and moved to surround him. Realizing what was happening, the remaining Thunderbird decided to try a “suicide run” and burst out of his cover in an attempt to take at least a couple of the Wild Geese with him.

Unfortunately for him, the

Wild Geese weren't going to be caught like that and before he could take more than half a dozen steps, he had taken nearly as many hits!!

As the three remaining Wild Geese made it back to their camp with the Thunderbird's flag, it seemed that the whole site was cheering and applauding, even the Thunderbirds.

So the final score was;

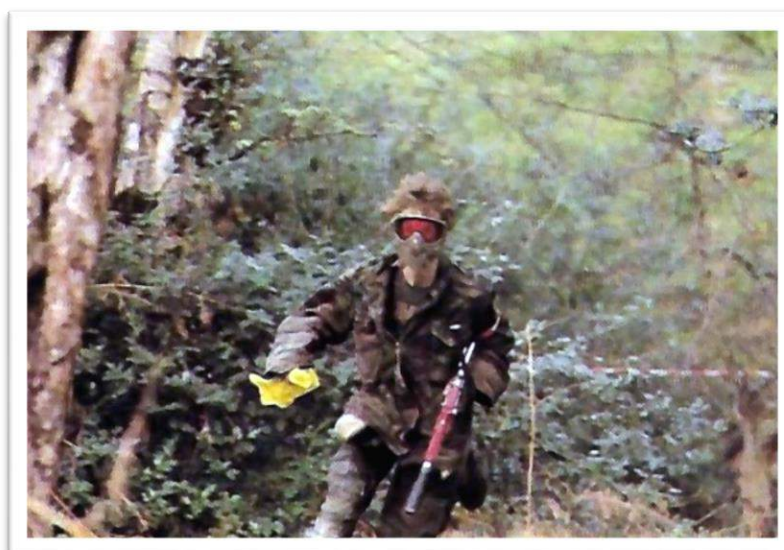
1st, the Wild Geese with 22 points,

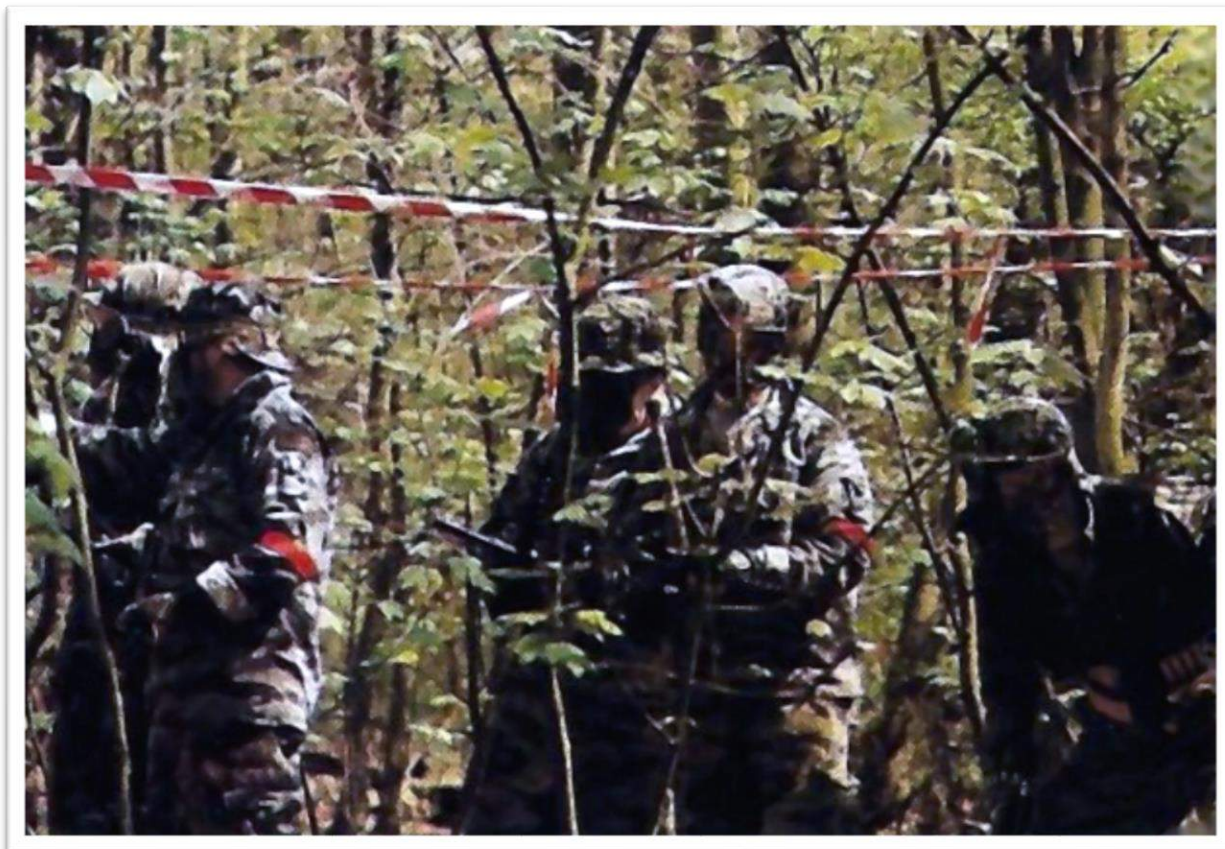
2nd, the Thunderbirds with 20 points and

3rd, Bad Company with 18 points.

Mention must also be made of the Rat Pack, who came in a commendable fourth, with 16 points. The Colonial Raiders, somewhat overshadowed by their countrymen, were seventh.

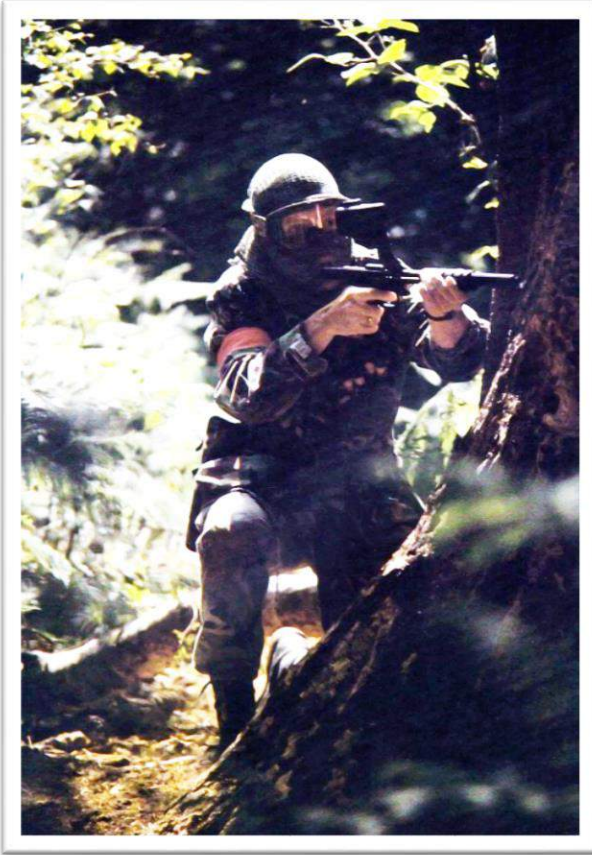
After the presentations, where there was much shaking of hands and slapping of backs, a show of hands decided that there would be one final game with everyone playing, in two teams. It didn't matter who won, in the relaxed atmosphere after a hard day's





competition, we were playing Paintball for fun, and boy was it fun! I've been in games where the amount of paint laid down has been stunning but this was something else! It seemed at times that there was a moving wall of paintballs in the air and players were actually laughing when they were hit, probably surprised they'd lasted as long as they had.

All too soon it was over and as we made our way back to the Base Camp, the unanimous agreement was that it had been the best day's Paintball EVER. Congratulations once again to the Wild Geese for winning and also to the Battle Games Federation for running a great Tournament. I look forward to the next one.

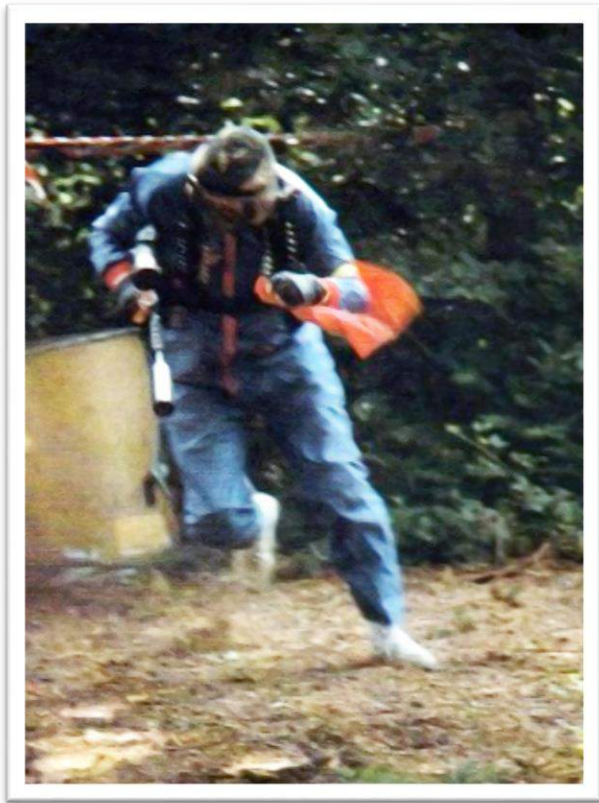


Hookwood, June, 1989.

Paintball is now spreading throughout the U.K. at an incredible speed, with new sites opening every week and new teams being formed almost at the same rate. It came as no surprise then, to learn that all the available spaces at Battle Games Federation's 5 man Tournament, held on 18th June, were, once again, booked as soon as the date was announced. A total of fourteen teams were entered, four pairs were A and B teams. The list was as follows: The Barnet Wrecking Crew and The B.W.C. Muttleys, the Woodland Warriors and The Woodland Woodpeckers, Bad Company A and Bad Company B, The Thunderbirds and Guns 'n Roses. The rest of the teams

were The Turks, The G.I.s, The Short Timers, The Grim Reapers, The Mayhem Tigers and Just for the Crack. The Grim Reapers had traveled down from Coventry in a mini bus, with their kit packed into a huge coffin on the roof! (I wonder how many people did a double-take when they saw that coming down the motorway!). Once again, with a first prize of £500, plus trophies for the first three places, the competition was going to be intense. The points system was 5 points for a win, 2 points for a draw and three points for a flag in transit. A flag in transit is where a flag has been captured, but hasn't been brought back to base before the end-of-game signal is given. A slight rule-change said that BOTH flags had to be in the SAME camp for a win. This meant that if you managed to capture your opponent's flag, but on return to your camp found that they had captured yours, to win the game you would then have to recapture your





own flag as well! This actually brought a whole new dimension to the way the games were played, as it meant that teams would no longer be able to just go for their opponents' flag, relying on their speed to capture it and return first. The usual penalty rules applied, with particular attention being paid to players who deliberately continued firing after they had been hit, and to unwarranted or unnecessary calls for a paint check. The weather was beautiful but, without a cloud in the sky. It was going to get very hot later, the team armorers were going to have their work cut out for them today! With everyone sitting outside of the tent, the Base Camp was crowded but the atmosphere was just like one huge

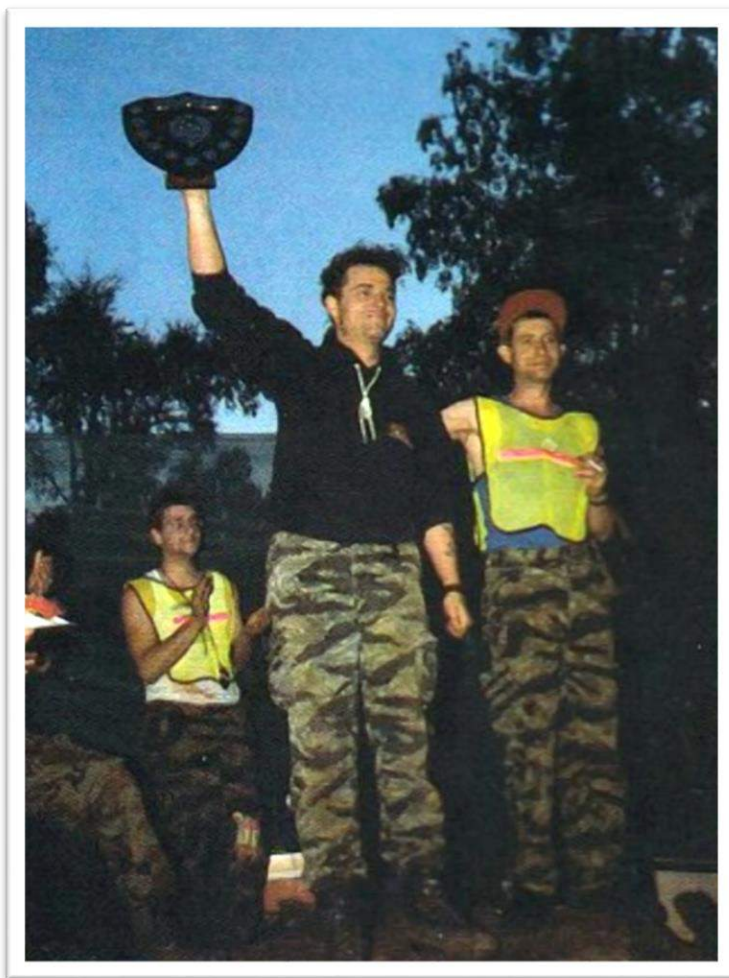
outdoor party. Each team was to play every other team, so with thirteen games to be played, the day was set to be a long one and fitness would become a major factor in deciding the outcome. As always, before play began, I took the opportunity of walking around the various fields of play. When I last visited Hookwood, the foliage and scrub was fairly low and flat, that had all changed. Where open clearings used to be, there was now masses of cover. On one particular field the greenery had grown to over six feet tall, whilst in the wooded areas the bushes had thickened up and now offered superb cover. The BGF have added another two fields to the site, which now boasts a total of eight competition fields, each with very much its own character and features. Play started shortly after ten o'clock and, with very little resting time between games, continued into the afternoon.



At the half-way point, every player



seemed to breathe a collective sigh of relief and took a well-earned break. The scores at this point showed Bad Company B in first place 27 pts, Bad Company A in second 25 pts with three teams in joint third; Barnet Wrecking Crew. Thunderbirds and Short Timers 22 pts. The Short Timers were turning out to be the surprise of the day as this was their first full Tournament. Shortly after play started again, one of the G.I.s hit his head on a low branch and had to sit out for a couple of games. The G.I.s are a team of American Servicemen and had only five players in attendance, so yours truly was asked to fill in for the missing man. As anyone who knows me will tell you, I don't need to be asked twice to play Paintball! Before they could change their minds I had kitted up and was waiting to play! In the first of the two games that I played, I discovered what it was like to be on the receiving end of an attack from Bad Company B. Although we had very good defensive cover, we only managed to delay them for about five minutes before the accuracy of their fire picked us off. I now know why they are one of the top teams in this country! Our next game was against The Short Timers. Both teams adopted a skirmish line across the field and, with neither team gaining the advantage, the game was drawn. I must admit that actually playing in a Tournament was completely different from what I had expected. Knowing that your fellow team members are depending on you doing your job properly, without mistakes (that could incur



penalty points), brings pressures to bear that don't exist in an ordinary game.

On returning to the Base Camp, the fifth G.I. rejoined the team and I had to go back to watching, rather than playing. In the final round of games, Bad Company B, with 51 points and The Thunderbirds, with 47 points, finally met. The Thunderbirds had to win the game to win the Tournament by one point. On the start hooter, The Thunderbirds moved rapidly across the field and were soon attacking Bad Company's position. At first it looked as though The Thunderbirds, with the amount of paint that they

were firing, couldn't fail to win. Bad Company were not going to be beaten though, their defense proved to be solid and the game ended in a draw. Bad Company, who had come so close to winning so often, had won at last! A play-off for third place, between The Barnet Wrecking Crew and Guns 'n Roses, also ended in a draw.

The biggest cheer at the Trophy presentation went to Steve Mattacott, the captain of Bad Company,

BATTLE GAMES UK		HOOKWOOD	
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as he collected the Winners' cheque and Cup.

The top five final scores were:

1st, Bad Company B, 53 pts.

2nd, The Thunderbirds, 49 pts.

3rd, Barnet Wrecking Crew and Guns 'n Roses, 46 pts.

4th, (Joint). The Short Timers and Bad Company A, 44 pts.

Weekends Warriors 2 man, 1989.

Sometimes it's a struggle to raise a fifteen-man team which can all get together on the same day to Compete in a tournament. At times it can be difficult to raise five players let alone three times that number. The tournament held at Weekend Warriors' site in Newbury wasn't faced with the difficulties of finding large teams. They were experimenting with a new format as yet untried in this country. Teams consisted of only two people who simultaneously had to take on all the other pairs involved. David Dodd got the idea after playing in a two-man tournament while in the States and after playing in this one I think the idea is really going to catch on over here. The rules were simple. Each player carried an armband out to the field of play. The pairs were arranged in a circle about thirty yards apart from each other. When the siren started the game each pair went off in search of the others. If you hit a player you collected his armband from him. Similarly, if you were hit yourself you had to hand over your armband to the player who shot you. You could of course just hide in the bushes and wait out the forty-five minutes which each game lasted. When you returned to the Safe Area you and your partner could hand in your original armbands and register a score of two. Sitting around in the bushes for forty-five minutes with a paint gun in your hand isn't anyone's idea of fun so that didn't happen (not much anyway!). There were four heats in the preliminaries after which the top ten teams went through to the final. For the final, the scores were wiped clean and all pairs were on equal footing. The first heat started off pretty quietly. Nobody knew what the best tactics would be and most pairs were taking it pretty slowly. For the first thirty minutes only the occasional sound of gunfire was heard. Generally speaking, this was the signal for most other pairs to head that way and try to take advantage of a few easy pickings. The second heat was a bit more action-packed than the first. The pairs had got the hang of it and most were a little bolder in their tactics. John Dallison and Mark Rayner really went to town and managed to come back with nine armbands. This was the best performance in any heat by any team all day. The nine added to their six in the first heat virtually guaranteed them a place in the final. The closest pair to them was Will the Welder and Craig Hall who scored seven in heat two bringing their total to ten. The third heat was very quiet. Most pairs were content to take no chances and see what they would have to do in the final heat.

WEEKEND WARRIORS TWO MAN TOURNAMENT

PAIR NO.	NAME	HEAT 1	HEAT 2	HEAT 3	HEAT 4	TOTAL	FINAL POSITION	PAIR POSITION	PLAYER TOTAL
1	STUART WALL TOM WALL	23	80	12	23	8 ⁶			
2	ANDY WILSON VAUGHAN RUSSY	22	12	91	12	7			
3	TONY BRADSHAW EROL KEPHALAS	13	4	80	23	80	7 ²		
4	JOHN DALLISON MARK RAYNER	24	6	29	61	91	17		
5	DAVID LATIMER DANNY LATIMER	02	22	24	12	24	12 ³		
6	JOHN HOUGH PAUL HOUGH	80	34	61	12	7			
7	LEE STEVENS CLIFF BENNET	61	91	23	32	7			
8	DARREN WAUGH DAVID WAUGH	80	80	61	33	4			
9	STEVE TAPHOUSE PETER CHROBNIK	12	80	61	61	4			
10	MATT HOPE PAUL BENNET	22	22	80	80	4			
11	NICK BENNET COLIN DAVIS	80	80	61	23	4			
12	STEVE SMITHSON BREN SMITH	45	32	23	61	11 ⁴			
13	IAN HALL MIKE HALL	80	61	61	24	6			
14	PETER HALL RICHARD LIGHT	91	12	12	33	8 ⁷			
15	GRAIG HALL WILL THE WELDER	23	37	67	35	22 ¹			
16	ANDREW HAWKES DYLAN STOKES	12	80	91	12	5			
17	RICHARD GALES MICK LOW	33	23	12	91	9 ⁵			
18	BILL MORAN EDDIE MORAN	32	80	24	91	7			
19	LEE VINCENT MARTIN PULWER	80	80	23	80	3			

The exception was Will the Welder who was literally taking no prisoners as he had amassed six armbands in this game. Will's partner Craig was in the same mood and at the end of the four heats these two were clear leaders with a score of twenty-two. John Dallinson and Mark Rayner were content with their big scores in the first two heats. They didn't manage to score many in the last two (did they try?) and still they came second. For the rest, the last heat was important. Steve Smithson and Bren Smith were pretty safe on ten points. The remaining seven places were being fought out between nine pairs who were separated by only three points.

After heat four w-as over

the final reckoning took place. Eight points guaranteed you a place in the final. This took care of the first seven places. Five teams each had seven points and in the end it was decided that all five should go through to the final to make it more of a challenge. As for individual scores, Will the Welder led the field with 14, Mark Rayner was second with 11 and Danny Latimer and Steve Smithson shared third spot with 9. Individual scores were carried over to the final but as far as teams were concerned, they all started from scratch. The final was extended to one hour duration and now there was only one tactic. GO FOR IT!

That was certainly Mark Rayner's motto as he stormed in with another six armbands. Not only did this ensure that he and his partner John Dallison won the



overall prize, but he also managed to beat Will the Welder by one point to win top scoring individual prize. Will and his partner Craig Hall took second place on countback from Peter Hall and Richard Light. Fourth place went to Steve Smithson (an excellent personal score of 12) and Bren Smith with fifth place being

shared by the Latimers, David and Danny, and two relatively unknowns, Stuart and Thomas Wall. The one department in which Weekend Warriors were not backward in coming forward was in the prizes. The first three places won money along with a few other goodies. Liberally showered about were Weekend Warriors T-shirts, bottles of Champagne and free games at the WW site. I would be very surprised if anyone went home having received nothing. Lee Vincent and Martin Pulwer won Most Sporting Players. They had driven all the way from Birmingham to take part in the tournament. This was the hardest prize to award of all because of the atmosphere in which the event was played. Let's be honest, when you're dealing with teams of two it's pretty hard to talk only to your teammate. It gets pretty boring after a while. The teams had to mix and this made for a great atmosphere. The Marshals have to be commended for doing a superb job. It's not easy marshalling two-man team games. Obviously the pairs cannot afford to give their position away during the game until they come out firing. The Marshals cannot follow the pairs around as this would alert others to their presence. Consequently





the Marshals have to keep out of the way during the 'stalking' moments and yet be right on top of things when the action starts. This isn't easy and the Weekend Warriors boys did a tremendous job. The hospitality was second to none. Julie and the girls kept food on the go all day offering burgers, chops, chicken,

fresh fruit and a lot of other things I've forgotten. One other thing which will be of interest to players is paint consumption. This was minimal. On average each player must have used about ten tubes of paint for the whole day. Now this is a cheap tournament. Two-man tournaments will definitely increase in popularity. Teams will have no problems in getting together (there's only two of you!), they are simple to play, they enjoy a great atmosphere and they are damn good fun. Weekend Warriors are planning more in the future and I recommend everyone tries it out irrespective of your experience or what gun you use. Guns varied from a Bushmaster to a Splatmaster and there were experienced and relatively novice players pitted against each other. The tournament format is great and with the Weekend Warriors hospitality the combination adds up to a great day's Paintballing.

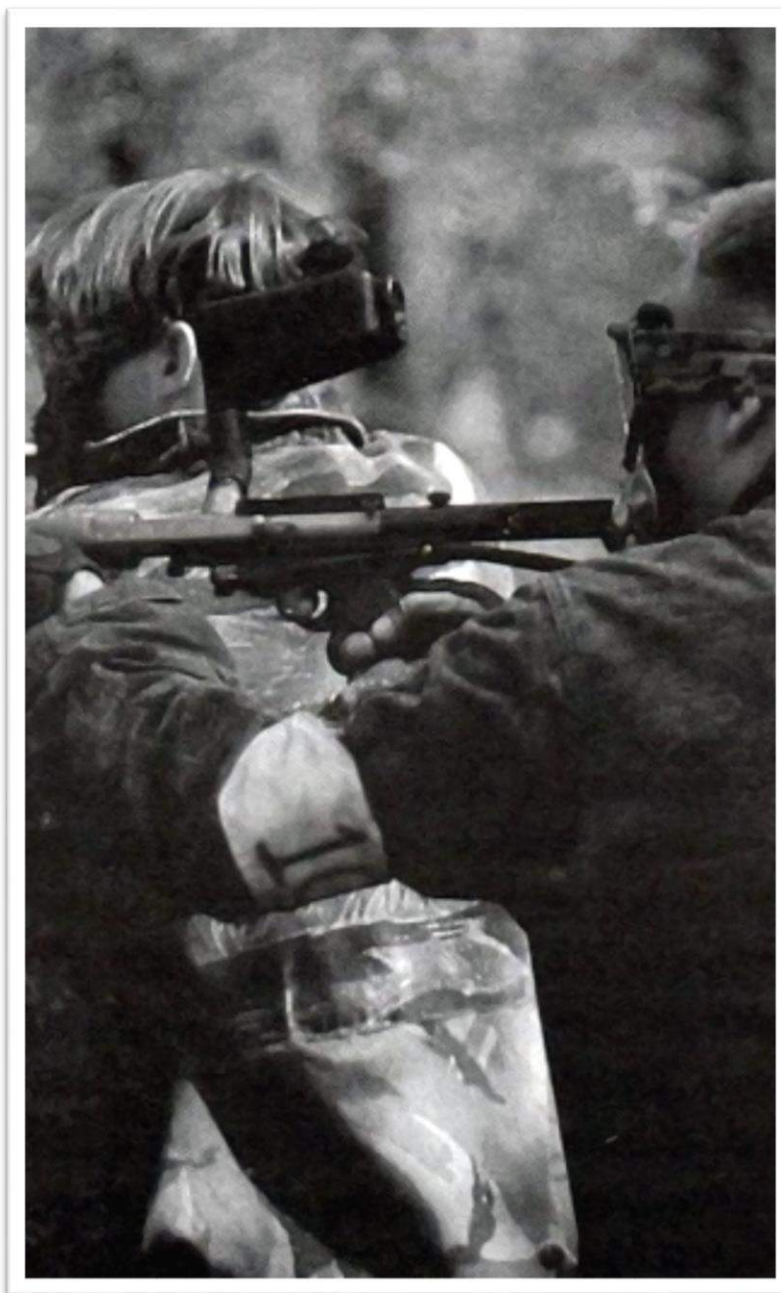




Mayhem, 1989.

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.

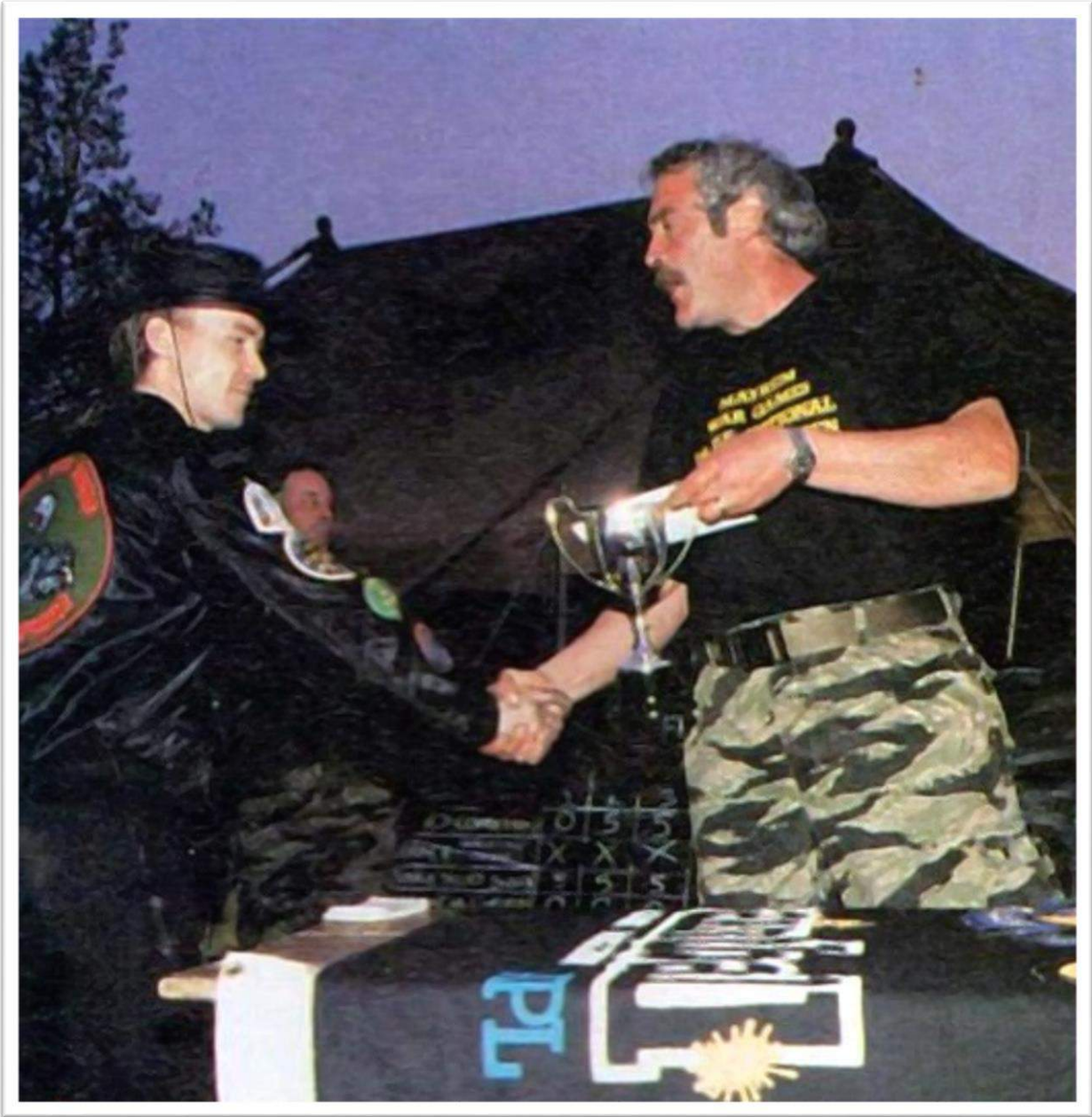
Bart's Stud Vs Cobras - Game drawn but -1 penalty point to Cobras.

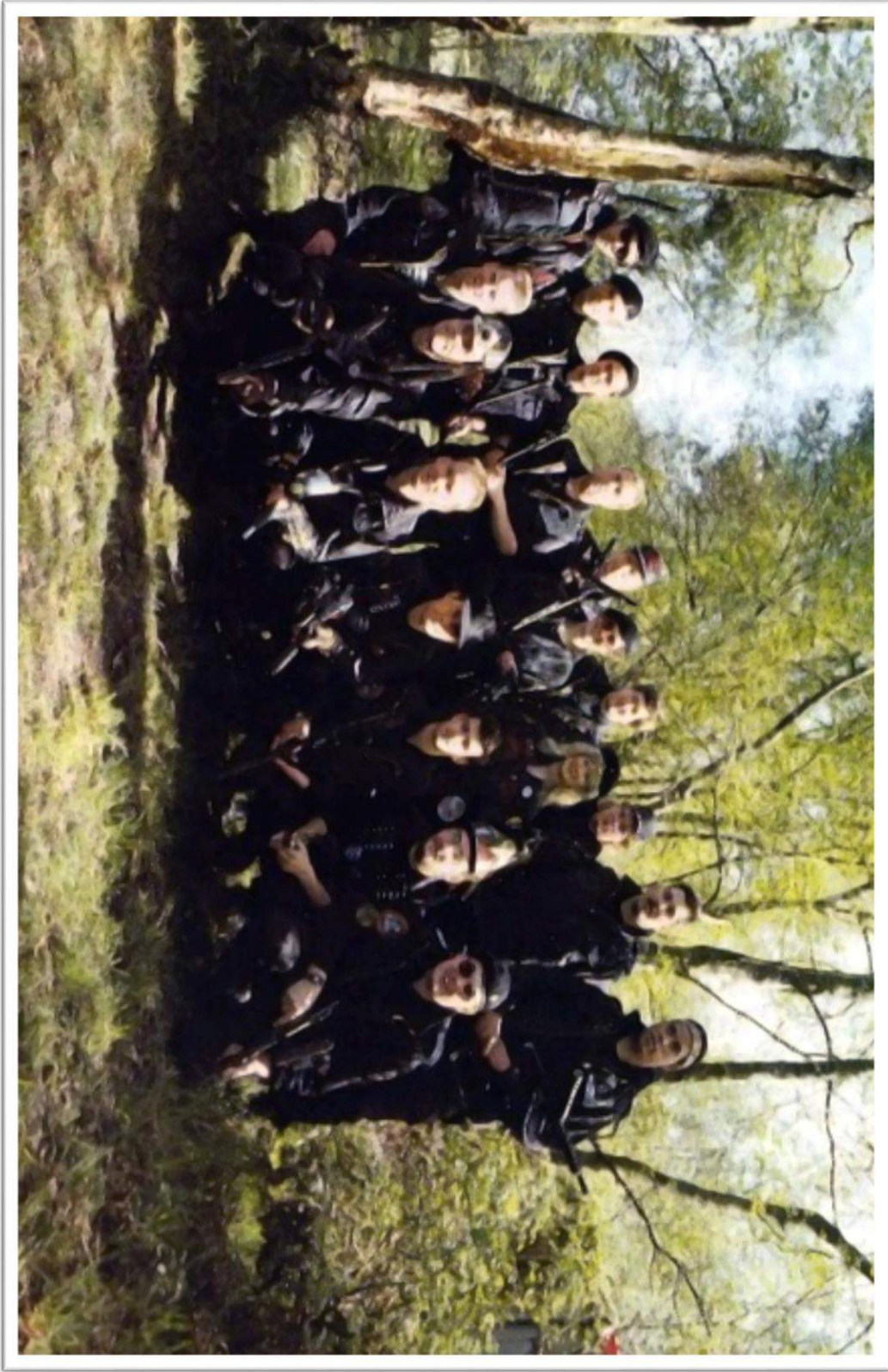
Terminators Vs Nam Wreckin' Crew - Win to Nam Wreckin' Crew.

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.



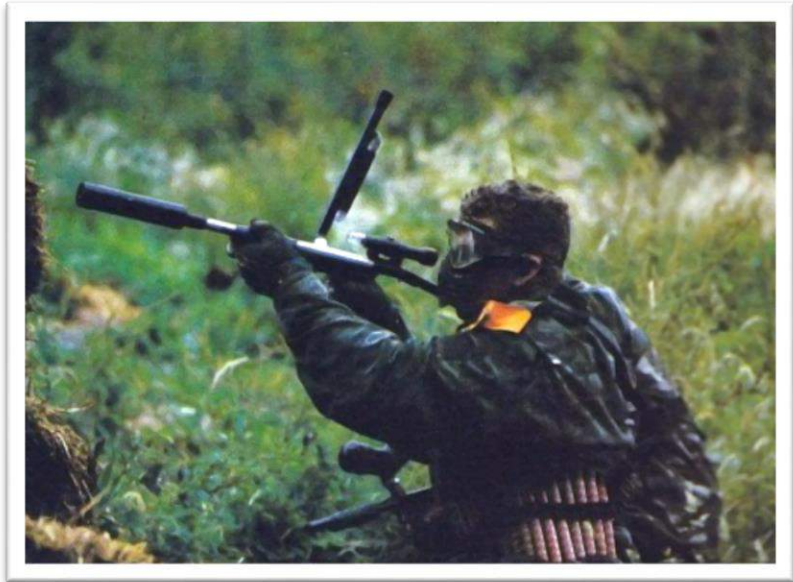
3rd, Nam Wreckin' Crew.

The Wacky Woods Charity Game, 1989.

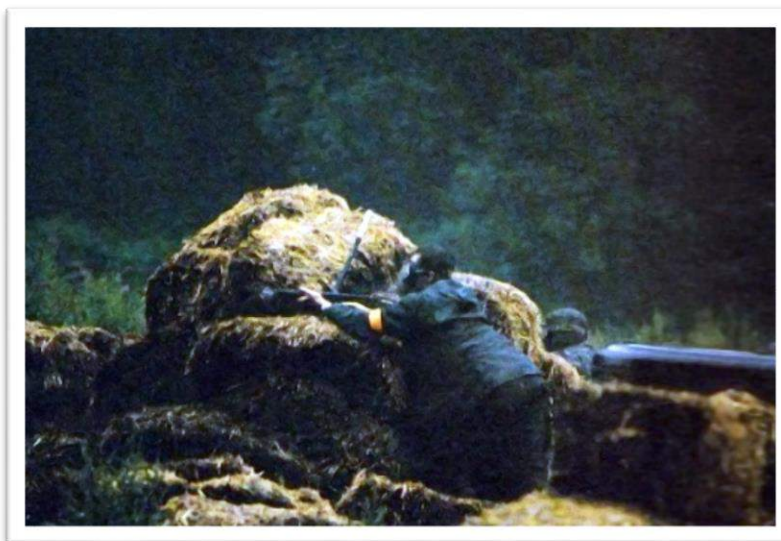


The Great Ormond Street Hospital Charity Game was held at the Wacky Woods Ongar site on 8 July, 1989. It is unfortunate that more teams did not turn up for this event, although it was at fairly short notice. However, great thanks go to the five teams who did turn up to help the cause (sick children) on a very gloomy and overcast Saturday morning. The teams for the day were: Bad Company (1 team); Nam Wreckin' Crew (2 team the 'Virus' and the 'Seals'); Oz (1 team, 'Splats'): and the much vaunted Spectre (1 team). There had been a lot of talk before the event about the Splatmaster team 'Spectre' who were supposed to be well-knit and one of the best teams in the country. The talk even extended to the fact (although not from 'Spectre' themselves) that they would show Bad Company and Nam Wreckin' Crew how the game should be played! Did they do so? Read on to find out. One of the first games of the day had Bad Company pitched against the Nam Wreckin' Crew. With Bad Company's defeat at the hands of the Nam at Mayhem fresh in their minds, Bad Company set a precedent for the morning's play which was not to be matched by any other team on the day. Within 30 seconds of the horn going, Bad Company were dropping on the 'Seals' from every which way, with their flag grabber marking out four of the Nam. One of his team mates dispatched the remaining two players. In their actions they showed everyone the reason why they

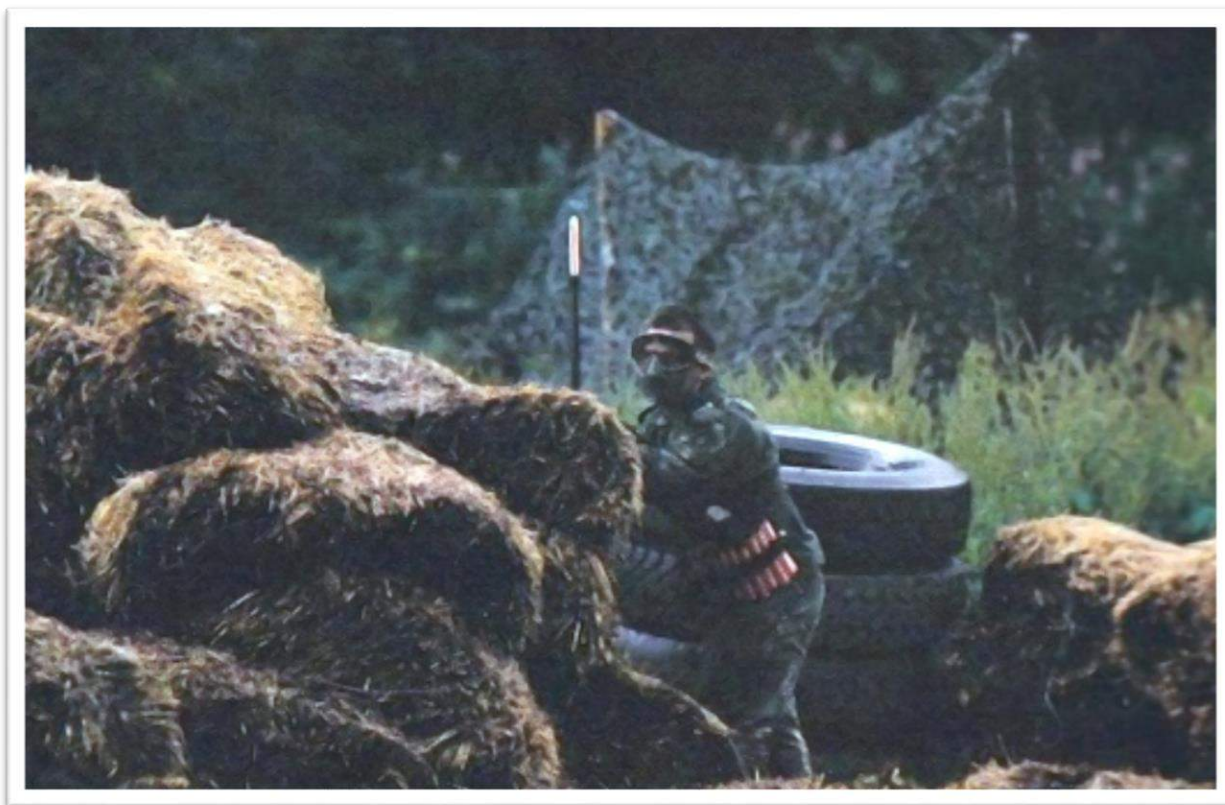
are regarded as one of the best teams in the country. (A quick message to all you 'unbeaten' teams out there . . . you cannot class yourselves as truly 'unbeaten' until you have played against the top teams and still remain undefeated). The morning's play continued much as the first game with Bad Company undefeated and having maximum points. The Seals, Virus and Spectre were battling it out for second, and Oz bringing up the rear without any points (but at least they tried and put up one hell of a fight). The afternoon's play was a duplicate of that in the morning, inasmuch that all the teams had to play each other again. Half-way through the afternoon a real fight for second place developed between the two Nam teams and Spectre.



Bad Company had already secured the first place in the final with the Virus and Oz both having lost to Spectre, and the Seals being just in front after drawing with Bad Company. It now all hinged on two games: Bad Company vs Spectre. Sadly, there



has to be a losing team on this occasion it was Spectre who lost twice due to the experience and teamwork of Nam and Bad Company. The stage was now set for the final, Bad Company v the Seals and this was definitely the game of the day. It was held on the straw bale competition field so as to allow spectators to watch



and had no time limit. The horn sounded and Bad Company, who had won the toss, charged from the top base and only stopped when they had reached a quarter of the way down the field. They then stood in a line and opened up with a withering hail of paint that had one of the Nam leaving the field, armband raised, almost immediately. After about 40 minutes, and another player from the Nam team out, Bad Company started to slow down their rate of fire. Wondering why, Nam started to move forwards, only to find out the reason Bad Company were holding fire. One of the Bad Company team had spent the last 30 minutes crawling on his belly down the far left of the field to take up position right amongst the remaining four Nam players. Nam only found this out after he had shot straight across the field and taken out an important position. With the odds now being 2-1 in Bad Company's favor they all moved straight down the right hand side, with their forward sniper bringing the odds to 3-1. The last Nam players split up but not quickly enough. One was caught and marked, and the remaining player dived for cover behind a few bales only to find himself taking multiple hits from the three Bad Company players who had surrounded him.



The victors of the day were therefore Bad Company (who did not lose a player).

1st, Bad Company.

2nd, Seals.

3rd, Spectre.

4th, Virus.

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.

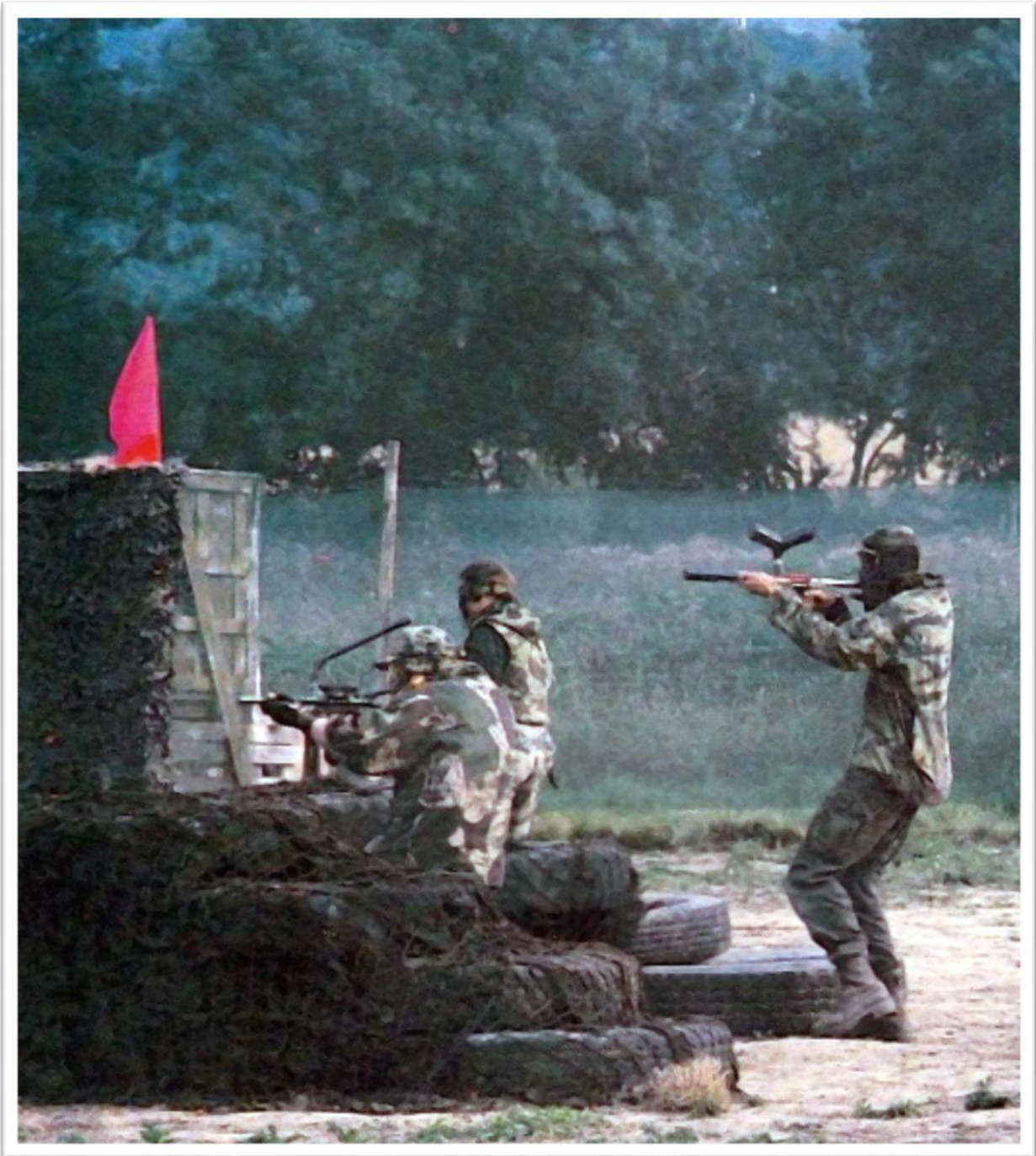
The rules were normal N.S.G. format with head shots and gun shots counting and especially stringent rules against cheating. A confirmed 'wipe' of a splat to avoid elimination by any player would result in the team involved being eliminated from the tournament. In keeping with present CO2 regulations, 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.

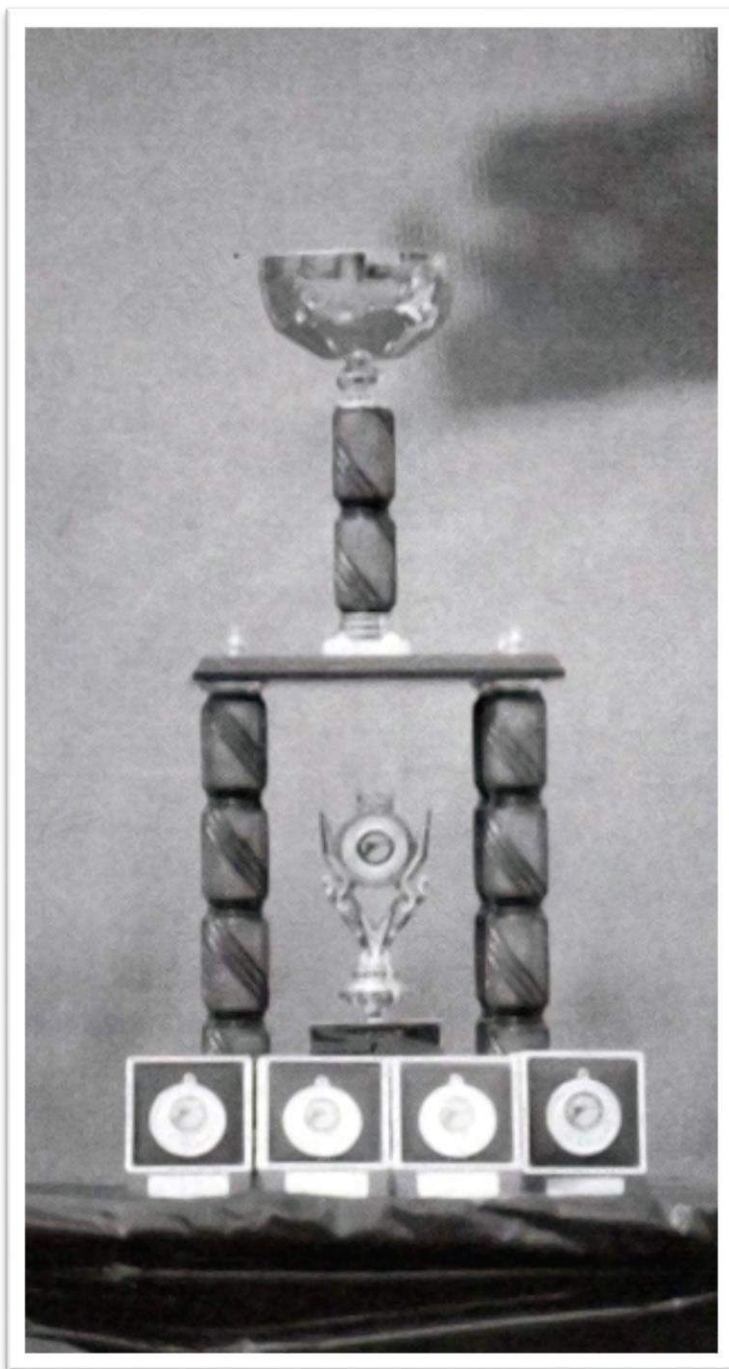
2nd, Nam Wreckin' Crew, 37.

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.

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.

WOODS 1	B.C. 5	Mushes 0	Awe. 5	Amb. 0	Preds. 0	Mushes 0	Raw. 2	RTs. 5	Awe. 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	Awe. 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	Awe 5		Amb. 0	Raw 5
BALES 3	Amb. 2	Reds. 0	B.C. 5	Mushes 0	Awe 5	Amb. 2	W.W. 0	Preds. 5	Raw. 0	B.C. 5
	W.W. 2	Nam 5	Raw 0	R.T.s 5	Toms 0	Awe 2	Toms 5	Mushes 0	RTs 5	Preds. 0
MAZE 4	Awe. 0	Amb. 0	R.T.s 5	B.C. 5	Mush. 0	W.W. 0	Amb. 0	Toms 0	BYE	WOODS 2 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	Awe. 2	Toms. 0	Pred. 5	B.C. 0	BYE	BYE	B.C. 5	Toms. 0	Amb. 5
	Raw. 5	R.T.s 2	Amb. 5	W.W. 0	Nam. 5			Awe 0	Nam 5	Mush 0
FINAL SCORES	B.C. 40	Nam 37	R.T.s 34	Raw 27	Awe. 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	B.C. Nam Lead Raw	B.C. Lead Nam Raw 2nd	B.C. Lead Nam Awe 2nd	Nam Lead B.C. 2nd RTs Awe. 3rd	Nam 1st B.C. 2nd Awe RTs 3rd	Nam 1st B.C. 2nd Awe.	Nam 1st B.C. 2nd Awe. RTs	B.C. Nam RTs Awe Raw	B.C. Nam RTs Raw Awe Preds

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, October, 1989.



Hot guns seemed to be the order of the day as twelve teams battled it out in the monthly 5-man tournament at Hookwood. The G.I.s almost became the first team to register a minus score after having fifteen points taken from them for three hotgun offenses. Bad Company and Guns 'N' Roses lost five points each which proved critical in both cases. Three teams were undefeated by the end of the afternoon and it was these three that took the top places. Guns 'N' Roses shared third spot with Barnet Wrecking Crew II after their eleven games but took third spot after a playoff. With one game to play, Bad Company and Barnet Wrecking Crew had everything to play for. BWC were give points in front and could win the tournament by holding Bad Company to a draw. Had Bad Company not forfeited five points for a hotgun they would have been able to take on BWC on equal terms. As it was, they had to go for the win. Barnet Wrecking Crew were not in the mood to relinquish anything. They kept their nerve and concentration going to the end and held out for the all-important draw.

Final Placings.

1st, Barnet Wrecking Crew, 40pts.

2nd, Bad Company, 35pts.

3rd, Guns 'n' Roses, 33pts.

4th, Barnet Wrecking Crew II, 33 pts.

5th, Capital Punishment, 28pts.

6th, The Turks, 26pts.

6th, Rat Pack, 26pts.

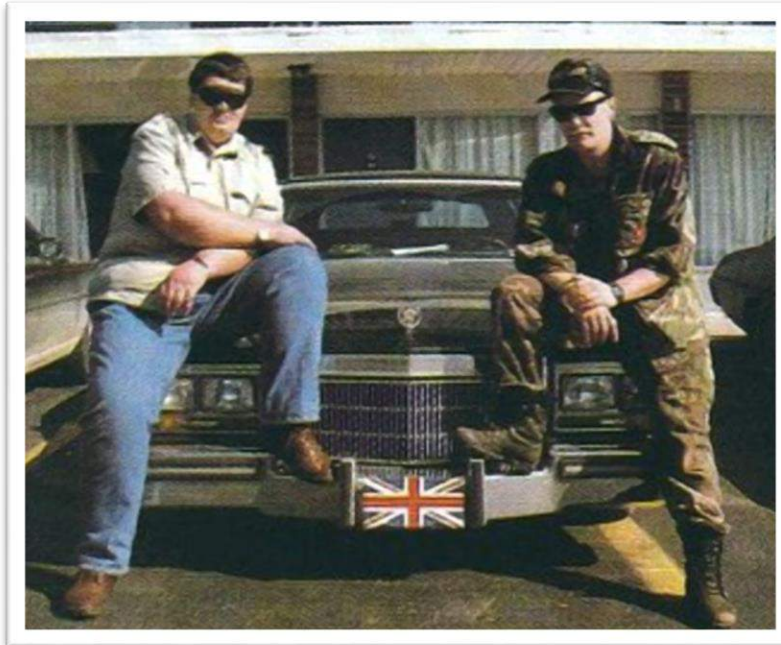
8th, Mayhem Cubs, 19pts.

8th, The Terminators, 19pts.

10th, Mayhem Tigers, 16pts.

11th, The G.I.'s, 3pts.

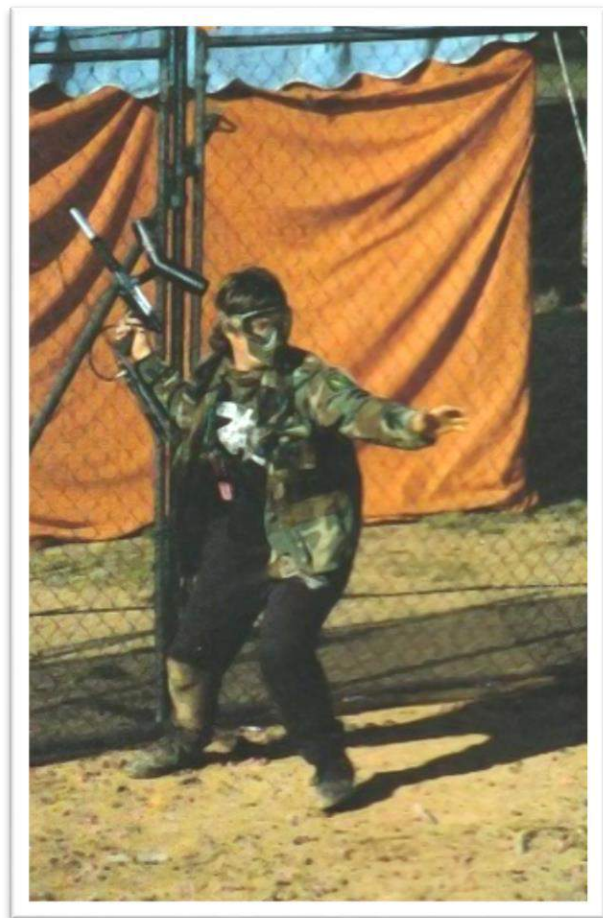
12th, The Living Dead, 2pts.



Line SI Masters, Nashville, Tennessee, 1989.

What do you get if over 600 of the world's top Paintball players and 20 of the biggest names in the industry meet in one place? The most prestigious event in Paintball history to- date. The scene was the beautiful lakeside resort of I Hermitage Landing.

Just 11 miles from Music City. Nashville Tennessee. The 375 acre site boasted facilities second to none, including a camp site, with modern bathroom, showers and rest-room. Twenty rustic cabin units were also available although these were snapped up many months before the event. For the paintballers. There were two major tournaments. The first was a 5 man event, with 36 teams competing for \$10.000 in prizes. The second was the major event, a full 15 man team tourney with a purse of \$40.000 to be split between the winners from the 39 teams competing. Also available was a Speedball or Arena Paintball course for challenge fun games. A huge tent housed a trade show that was patronized by about 20 of the most respected names in the Paintball



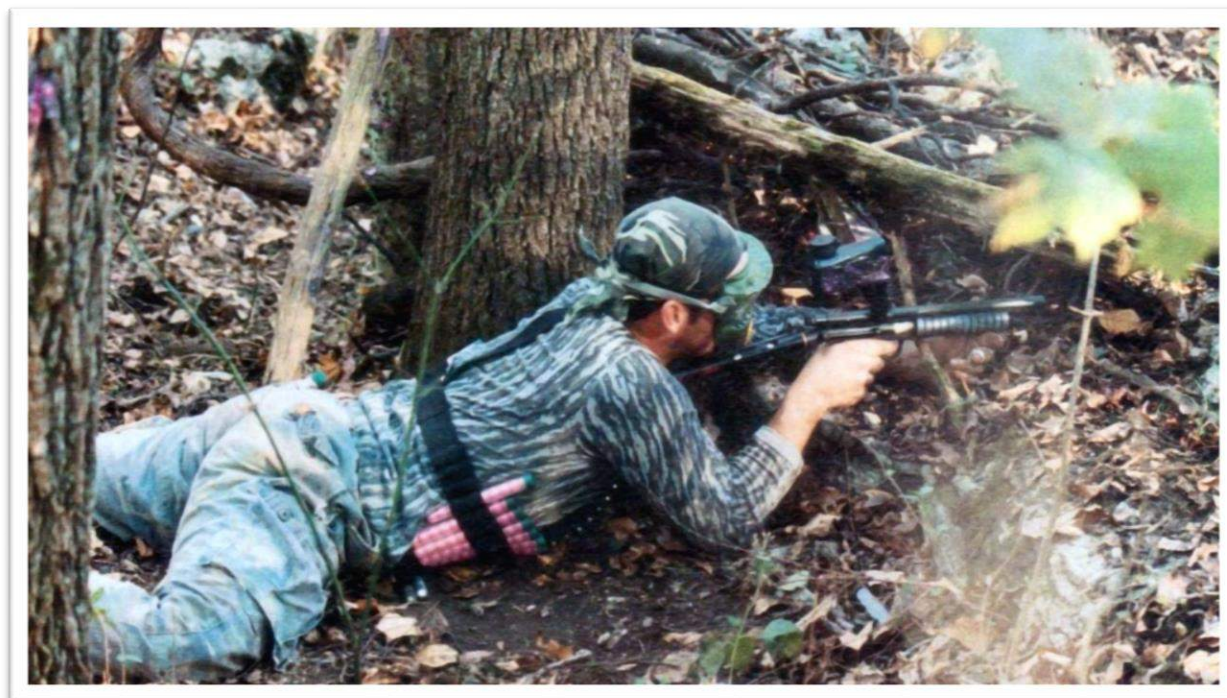


industry. They had all come to take advantage of the chance to show off their wares to the technology hungry players.

The UK was well represented in both the- 5 man and the 15 man events. Rafe Farmer of the Action Pursuit Center and the Bart Stud Squad was captaining the Phantom

Strike Force. They had been sponsored for the (rip by Mike Cassidy of Component Concepts, manufacturers of the Phantom. such was his confidence in their ability to do his gun justice, they competed only in the 5 man event.

Bad Company competed in both the 5 and 15 man tournaments. They too received some help towards their entry fees from their sponsor, Ross Alexander of Line SI. Also competing in both events was a team from Mayhem, the team was made up of a mixture of Mayhem site operators and a few of the lads from the Tigers and Predators. Mayhem had paid the entry fees for both the contests, the rest of the





expenses were down to the individuals. It is interesting to note that as a Tigerstripe Product distributor they also gave some cash backing to the Bushmasters of Florida. The format of the 5 man games was different to the norm. The games were only 15 minutes long, points were scored; 12 for each man eliminated, 20 for the capture of a centrally located flag and 20 for a securement of the flag in your enemy's base. Any 68 caliber weapon was allowable including constant air and semi-automatics. The chronograph limit was set at 300 fps over 5 shots, for every foot per second over, 2 penalty points were given. It was decided at the Captains meeting on the Wednesday night, that those of us using Micro C/A and hose set-up should Chrono with more than one 12 gram discharged into the gun. This is because the back check valve allows extra pressure to be forced into the hose that can result in a rise in velocity. The famous air smith Budd Orr was on hand to ensure that the filling of constant air tanks was carried out correctly and safely. After random draws into groups of four for the first round, the teams were seeded into their groups for the second day on their performance, the four teams with the highest total score would go through to the finals. The fields for the 5 man were very small, sometimes only 100 ft. by 300 ft. The cover was sparse, being only very thin trees and some man-made bunkers. This helped to eliminate cheating as it

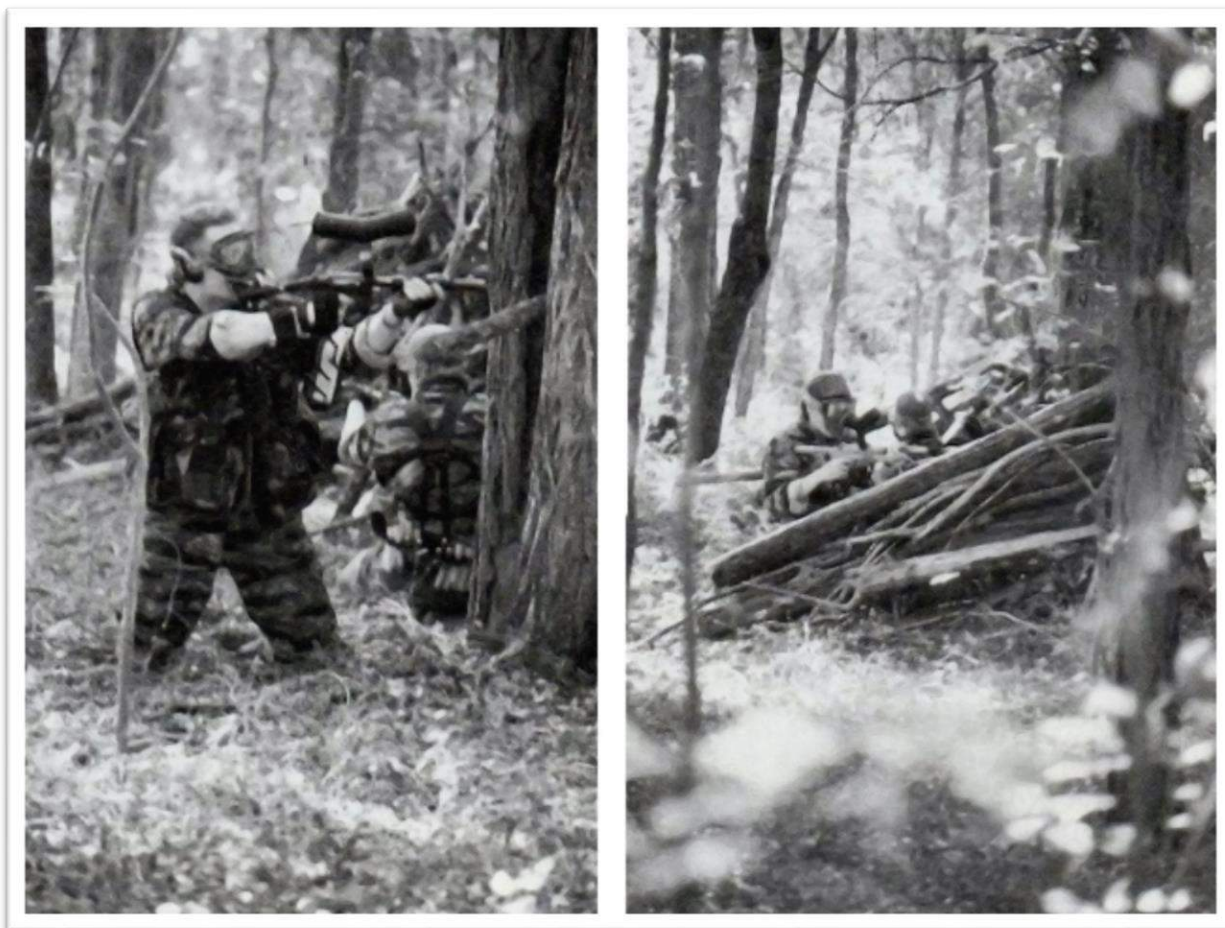


was very easy to see what everyone was doing. Most of the fields sloped to some extent, usually from side to side, not end to end.

I personally found the fields to be very playable and well laid out. From game one it was very obvious to all in the British contingent that the marshals, or judges as they have to be called there, left a lot to be desired. The Nashville Ridgerunners did their best, but they were just spread too thinly amongst apathetic non-players to really have an effect. At one stage a Bad Company game was marshaled by three non-players and a man with an artificial leg!

The guy with one leg was actually quicker on the paint checks than the fit ones, at least he was making an effort. I feel sorry for Jim Lively, the tourney host he had paid these people to do a job and was badly let down. I marshaled while the team played by day, played some speedball and partied by night, the rock and roll paintball life for me was amazing, and Play hard, Party harder seemed to be the lifestyle of many of the guys,

I picked up my first Line SI Bushmaster, A blue 89 I was in love with it, Regret selling it still to this day! So well-engineered and thought out compared to my highly modified Nelspot 007, When I saw it at the Line SI stand I knew I had to have it, Steve introduced me to Ross Alexander, He cut me a deal as we were a sponsored team and it was mine. I remember laying on the bed in the hotel gently caressing it in admiration, after the first day, the Phantom Strike Force was in a



very respectable 10th place with 211 points. Bad Company had not fared so well, after a disastrous first game against the Swarm, Still, they managed to hold the Border Bandits two on two, it was the Bandits' possession of the flag at game end that gave them an extra 20 points. The last game of the day had Bad Company max out on the Boonie Rats II. A total of 136 put them into 22nd place. Mayhem got a fearsome draw that included Team Navarone and The Swarm II. They put up a spirited fight, but were unable to score any points. On the second day Bad Company were having a much better day. They took their revenge on Atlantic Blue for the kicking they gave Bad Company last year with a max out in only 2 ½ minutes. Kevin Mackenzie shot four and captured the flag! At the end of the day Bad Company stood in 16th place with a total of 346 points. The Strike Force did a little better, ending with 383 in 13th position. Mayhem had a slightly better day managing to bag themselves four Yanks for their efforts. I suppose it is worth mentioning that a U.S. team called Bad Company was also playing in the 5 man, they were lucky not to be in the group with their namesakes.



It was left to The Swarm I, The Mid-West Hitmen, The Lords of Discipline and the Boonie Rats to fight it out for the money. Personally, I wanted the Mid-West Hitmen to win, I've had a soft spot for them since they mercilessly gunned down the Bart Stud Squad last year. As it happened, the PM I Factory team, the Lords of Discipline walked away with 1st place and \$5,000, second and \$2,500 went to the Hitmen, bad luck guys! The Boonie Rats of Texas took \$1,500 and third, leaving \$1,000 for the Swarm.

The awards were all given out at a party on the Friday night. Tim Schloss, Mr Tiger Stripe Products, was apparently the guy who bought all the beer. Let's hear it for Tim! The high spot of the evening was the Oscar awards from Keith Idema's dog Sarge. He gave many awards to people he liked for various reasons including most honorable player, best team, best dressed team etc. Of course Bad Company got coolest team award, it could be because we drove around in six Cadillac's with the Bad Company theme tune blaring out. Maybe it was something else!!! There now seems to be a precedent set for British teams being cool. The Barts Stud Squad won the award earlier in the year at The Poconos tourney. Mayhem were recognized by Keith's dog as being the most honorable team and by Line SI as

being the best underdog. Saturday was the start of the 15 man tournament. The rules were as the 5 man except all the guns had to be 12-gram powered and the format was the standard flag capture with flags. Only 2 points were given for an eliminated player. Bad Company enlisted the help of Rafe and their old team captain Vance Weldon. Vance, an American from Texas, had been missing in action ever since last year's tournament in Nashville. It seems that he had gone back to his old team the Texan Bushwackers, now the Tippman factor)' team. As usual Bad Company had a very bad first game against the



Boonie Rats. They had only managed to eliminate six of the Rats for a miserable 12 points. This seems to be the norm with Bad Company, they take time to warm up. However, God smiled on the righteous lads and by the end of the day they were in 17th place. It was Mayhem's turn to stick the boot in as they maxed out the Texan Bushwackers in their first game. Their advances were slowed for the rest of the day by semi-finalists, Nashville Ridgerunners and the Green Machine. With a total of 134 points they were in 22nd place. Of course they had maxed Vance's team, we gave him a lot of stick. So, when, the groups for the next day put Mayhem and the Bushwackers up to play each other again there was a grudge match in the offing. The only game in the tourney that the Bushwackers actually maxed out on was that second game against Mayhem. The Border Bandits had a hard time against

Mayhem but eventually got the better of them. The Wild Geese, their third game, continued to max out on the second day as they did on their first. Bad Company's first game was against the Bushwackers of Florida. A magnificent show, fought long and hard in the spirit of the game. Eventually with three men left they hung Bad Company's flag in the last game. Bad Company's Jenny Brown had her chance to be a hero. With her gun not functional she captured and ran home the enemy's flag for a max out.

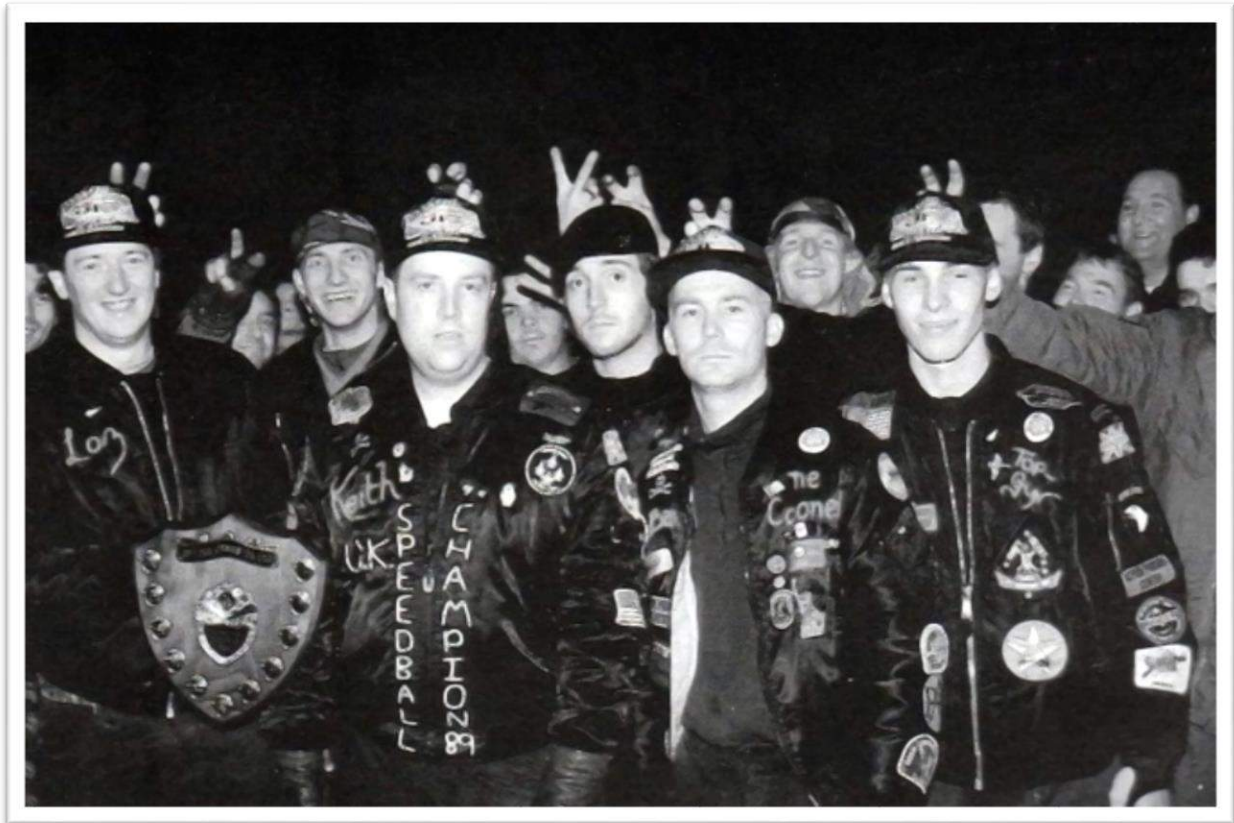


1st, Lords of Discipline, \$20,000.
2nd, Sudden Death, \$8,000.
3rd, Constant Pursuit, \$5,000.
4th, Wild Geese, \$3,000.
5th, Florida Terminators, \$1,000.
6th, Bushmaster of Florida, \$1,000.
7th, NBC Destroyers, \$1,000
8th, Nashville Ridgerunners, \$1,000.

11th, Navarone,
17th, Atlanta Blue,
19th, Bad Company,
28th, Bushwackers Texas,
30th, Mayhem,
39th, Paintcheck.

A nice touch was the awarding of Tournament rings to the winners. Bad Company finished the Line SI Masters in 19th place, the event was like a huge paintball festival.

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.

Weekends warriors, 2 man, Feb, 1990.



On Saturday the 10th of February we were up at 7.30 am ready to negotiate the long drive down the Weekend Warriors site in Thatch- am, Berks, venue of the first heat of the Two Man event. This was a tournament we didn't want to miss because we have a particularly high interest in these exciting games due to the exhilarating type of paintball combat generated and the close interaction of the partners against all-comers. Although out of the ordinary, this event managed to pull lots of entries from established teams, as well as guys that found themselves a name for the day. The longest trek to the site must have been made by the Terminators and the Banzai Bandits coming from Manchester. The Brothers in Arms came all the way from Milton Keynes while the rest of the entrants came from all over. The Turks had three teams in, there were some Wolverines who demanded to be called Gulo Luseus, the Bondai Beach Surfers, Disposable Heroes, Red Rippers, Dragons, one of The Tigers and three teams from Bad Company. There were two fields in operation and which one you got was pot luck.

The most difficult thing about two-man games is scoring. The idea is for each man to collect the armband of the opponent he shoots. Say he shoots out six guys, then gets shot himself, he retains six armbands and gives up only his one. When he comes off, he scores six. In theory you can shoot your- self and gain a band, but it's unlikely to occur.

So what happens when 29 teams go out all at once, ready to turn on each other as soon as the game starts? Bedlam! The one thing we were secretly waiting for, however, didn't happen. With quite a few teams with more than one duo in a game we wondered if we would see small packs form that would work in unison

against the others. It didn't happen. In fact there was a particularly 'vicious' set-to between two of the B.C. teams with Steve Mattacott and Wildman taking out young Dan and Kevin. Right from the start the teams to watch were Williams and Mathews of the Turks, veterans Mattacott and Wildman seemed set for a high placing, as did Soldiers of Fortune Rusbridge and Bulter. Even so the high scorers had 'off games' the two Turks teams dropped points on Game 3, while Mattacott and Wildman only scored two on Game 4. The Soldiers of Fortune had a bad start and worse end but that didn't stop them making up for it during three games, when they managed to total up a score of 24 points. Had their performance been consistent throughout they would have undoubtedly won. Cannol and Benyon, the Terminators were consistent throughout the five games, but only managed 21 points in all.

These games make really exciting watching, even more so playing them. All hell cuts loose at the off, with firing coming in from all sides. Each duo finds a bit of territory, and, the decision is to defend it or back off. But once you back off watch out! You'll be going into enemy territory, and, having run from one team you could find yourself between two. The first 'dead' back to the safe zone are the ones who have made no kills. When a single of a pair gets shot out, his partner has a short game expectancy. When a team sees a single they run him down like a dog, and catch him in a crossfire. As the game wears on, you see players coming out with more points, although it isn't always the case. Because in this game you get nothing for hiding in a bush. Some players were managing to stay in for the whole game but only had a couple of bands to show for it while others, shot out in the first 20 minutes, were coming out with sixes and sevens.

The highest score during one game went to Steve Mattacott who took nine armbands in Game 5. His nearest competition was Williams with seven bands in Game 4, followed by Rusbridge with six on Game 3.

Just for those of you who want to see your names in the magazine, and said so many times over during that cold wet Saturday I have done a chart of placing. The Editor *made* me.

I apologize in advance for the misspelling of names. The board with the score on was in chalk, and the slightest brush obliterated bits. Anyway, from this you can make out that Steve Mattacott and Wildman of B.C. came 1st, Williams and Mathews 2nd (Turks) and Rusbridge and Bulter of the Soldiers of Fortune 3rd.

There are two more heats to play before the final in November, the highest scoring teams above the average going through. We are- looking forward to these games, and hope that the marshals keep the same degree of alertness they did on this one, but that Weekend Warriors can find a few more of the same calibre for the next ones.

All in all we enjoyed this one, it was different, a good concept and well run. The players were honorable and the marshal's fair and unbiased, while there was a good atmosphere throughout. Let's hope Weekend Warriors can maintain the standard they've set themselves on this one!

<i>Names</i>	<i>Team</i>	<i>Points</i>	<i>Placing</i>
Williams & Matthews	Turks	23	2 nd ,
Rose & Broderick	—	4	17 th ,
Moran & Moran	—	3	22 nd ,
Banks & Mant		4	17 th ,
Welbon & Standing	Banzai	3	22 nd ,
Cunningham & Chapman	—	12	9 th ,
Squire & Speight	Turks	24	4 th ,
Hall & Gull	—	6	15 th ,
Seed & Kilding		2	25 th ,
Foster & Harris	—	5	16 th ,
Fanning & VimÖnt	Turks	20	6 th ,
Evans & Smith	—	4	17 th ,
Ledbetter & Horden	Banzai	9	12 th ,
Bradshaw & Kephalis	Bondai Beach	2	25 th ,
Skinner & Gales	B.C.	12	9 th ,
Lee & Stanning	—	2	25 th ,

Mattacott & Wildman	B.C.	38	1 st ,
Marsh & Fiske	—	3	22 nd ,
Hall & Hall	—	2	25 th ,
Sadler & Curtis	—	1	29 th ,
Connol & Benyon	Terminators	21	5 th ,
Moran & Egan	Bondai Beach	3	22 nd ,
Ingram & Young Dan	B.C.	17	7 th ,
Latimer & Latimer	—	8	13 th ,
Dodds & Cartledge	Disposable Heroes	17	7 th ,
Peterson & Groves	—	4	17 th ,
Marling & Worcester	Gulo Luseus	8	13 th ,
Rusbridge & Bulter	S.O.F.	25	3 rd ,
Bowich & Worster	Brothers In Arms	12	9 th ,



Left to right:
 2nd, place Keith Williams and Brian Matthews. 1st, place Steve Mattacott (my brother) and Wildman. 3rd, place Mark Rusbridge and Jamie Butler.

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 Barnett 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 Barnett 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

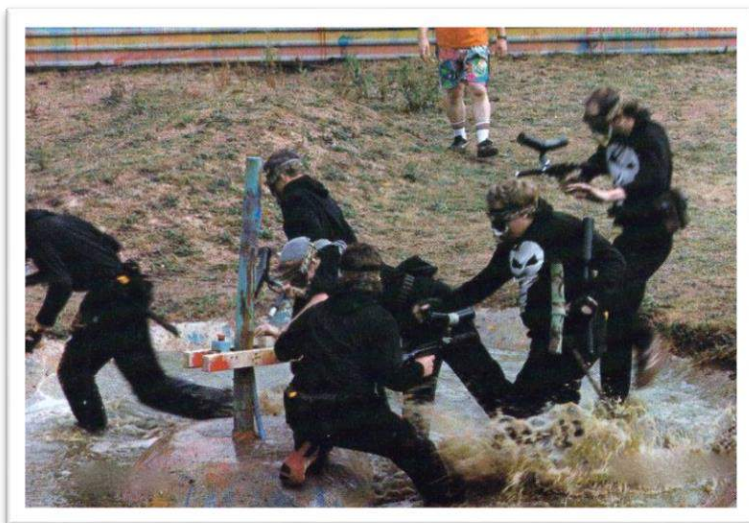
Preds were now heading for the other flag station in a hurry and the game was soon tidied up in their favor.

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!

World Open Speedball Tournament, 1990.



Speedball, Speedball, Speedball that's all we ever heard when it first came over the pond. It's such a great idea. A fast moving real-action game with no digging in and hiding, etc. It harbors a more sporting attitude and best of all you can all watch it. This event, the World Open Speedball Tournament not only had all of this, but it was a charity event in aid of Gt. Ormond Street Hospital as well! What more could you ask for? Speedball originated in California and it's very much a summer game, The British Weather did not disappoint, There were video cameras being set up

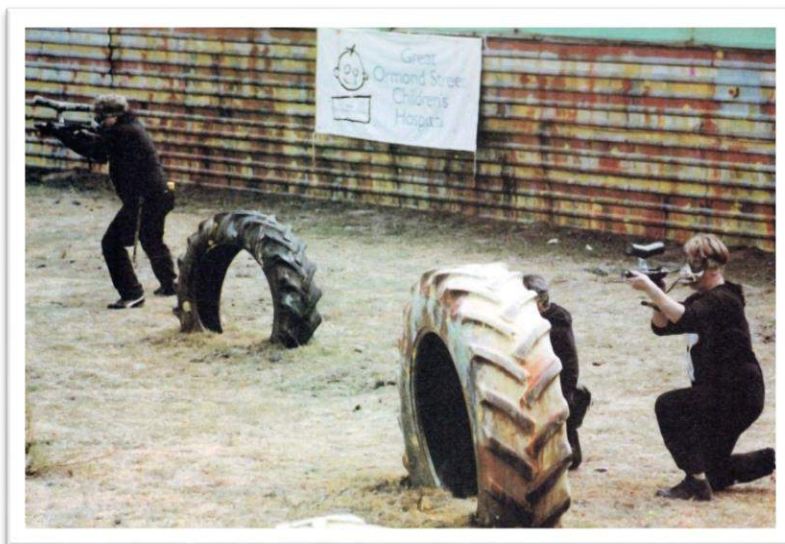


around the arena, a big P.A. system and a judges' box, The marshals were all Local guys, they knew the field, how it played and were on the ball, They were overseen by no other Barry Mattacott and Steve Mattacott our beloved leader, As Ultimate Judges Steve stepped out of the booth whenever we played so as not to be bias in anyway,

"Everyone hates loosing and giving players a reason, Even if it's not justified, to bitch and moan, rolling around on the floor till they get their own way, That's why Steve didn't Judge our games, Well Publicly anyway, So who would Captain the merry band of misfits? Yea you guessed it me (Dickie), every single player was new, and hungry to prove them self a good player in their own right but could they play as a team with me as a captain!"

Game on, The Short timers Delta maxed the Norwegian team no problem, The Barts played the Green Machine from Ireland. Only three of the Green Machine had played before and that was in the woods, so they were at a larger disadvantage. However, they didn't go down without a fight, they scored one center buzzer and took two Barts with them. When I refer to the Barts, I am of course talking about the Bart Stud Squad. Following the recent split, Rafe and Dean had entered their team as the Mysterons. The Barts were playing in





shocking surf pants bought on the recent U.S. trip and T-shirts bearing the name of their new sponsors, Belsales and Budd Orr. When it comes down to it, we Paintballers are a posy bunch and the tournament gave everyone a chance to display what's in and what's out in Paintball fashion.

Bad Company looked rather fetching in their Bad Company trousers, skull masks made especially for the occasion by Steve's wife Jenny and hooded tops like those worn by comic book hero 'The Punisher.' Such is the nature of speedball, a blow-by-blow account of each game would be kind of ridiculous as almost every game goes the same way. Both sides shoot a lot of paint at each other until one starts to win and once they're on a roll that's it. There are two other game patterns that emerge, the game where it's one on one at the end and the one where any number of unarmed players charge for the bell at the start and get shot to bits. The reason for them being unarmed is, not as you may think to aid their swift passage to the buzzer, but more often than not it's because if a gun fails the Chrono it stays outside the arena. The teams played one game in each of the five qualifying rounds. The points obtained were totaled and





the top ten teams went through to play the finals on Sunday. The groups played in the preliminaries were done very World Cup style, picked out of a hat at random under the watchful eye of Slasher Streeter. All this meant that sadly we would have to say goodbye to a lot of teams. As the last scores were chalked up, players stood around the site awaiting their fate.

Nevil's Devils were the first for the chop. They had been playing for eighteen months and this tournament provided them with the decision to go out and get sorted kit-wise. Team Merlin had a lot of gun trouble, on this, their first tourney, they'd had a hard set of games but they'd be back to watch tomorrow. Operation Wolf would also be going. Consisting of five of the Furies and two guys from Operation Wolf site they had a real good time and enjoyed playing. The Deserters had to pull a team together at the last minute. They played last year, beat the Timers this year and would have a go next year too. Team Fireball gave it a good bash as did the Disposable Heroes. The Nam just missed out, this was their first go at speedball and they had enjoyed the buzz. The Nomads, the Rottweiler Warriors and of course the Son-Tay Raiders, all graduates of the Short-Timers academy, were staying on site to rave up big time and cheer them on tomorrow. The Green Machine and the Dutch Internationals had come a long way and they too were going to stay and make the trip worthwhile. Last we come to Capital Punishment. They had fought valiantly but a consolation was that the 'B' team of this well-traveled London bunch Corporal Punishment had got through.

The other guys who had qualified were the Bart Stud Squad, Bad Company, Short Timers Delta, Turks Red, Mysterons, Speedball Wizards, the Bulldogs, Turks Blue, and the Short Timers Dixie (close one, chaps!).



Next morning, the sun was up, players were getting ready and people crawled out of their tents recounting stories of wild escapades, pigs wearing Ray-Bans and gut-punching contests into the night. The finals consisted of each team playing each other once. The first game for the Barts was a real scorcher against Turks Blue. The last Turk, being the last guy on the field, dropped his gun and clocked the buzzer with youthful zeal. Bad Company played their first game of the day against the Speedball Wizards. An objection had been raised by someone about the light padding on

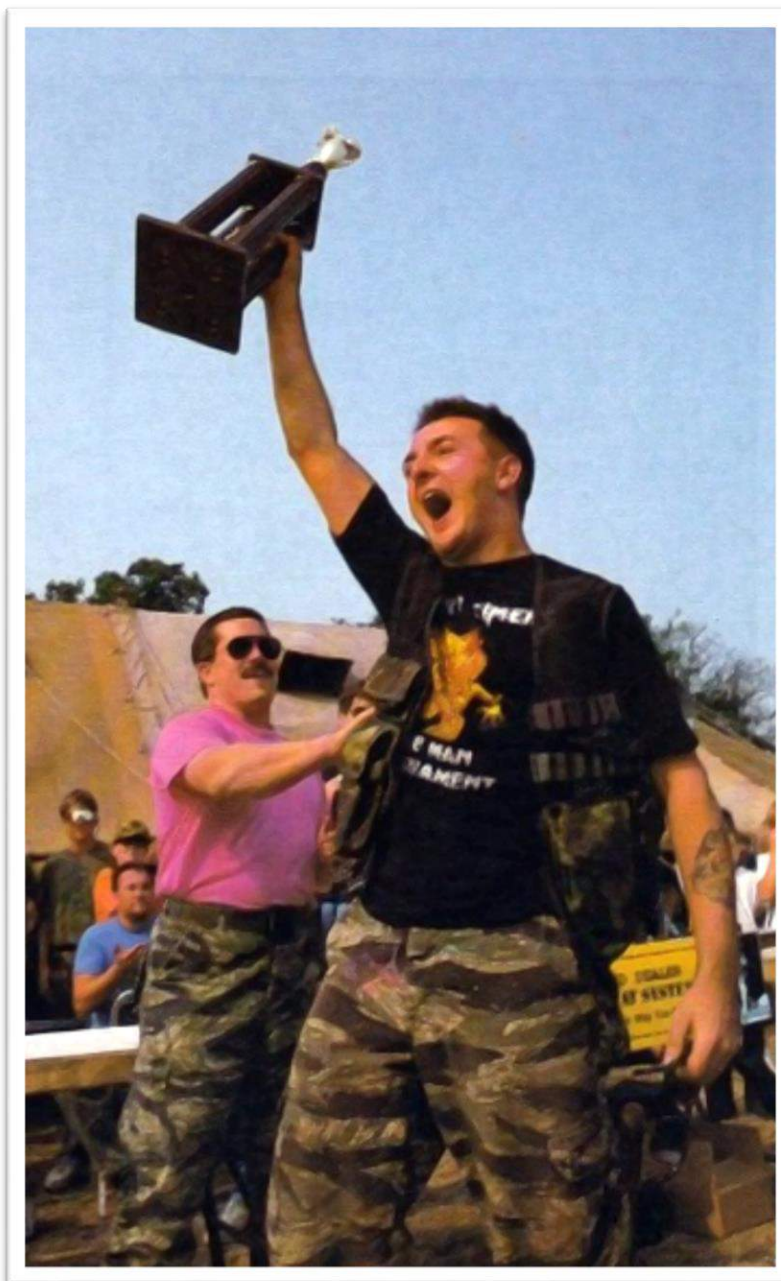
our trousers designed for kick-boxing. After trying a few alternatives which was wear different pants which none of us had, buy new pants which just wasn't possible they refused to let us play in what we had the day before, Bad Company in second place just behind the Barts was no surprise to me but everyone else wasn't happy about it, I settled on a fine solution and much to the crowds amusement and horror of the organizers I led them out into the arena with nothing but their underwear, Claire Hobbs had a set of JTs covering her girlie parts. Obviously Steve Mattacott had his head in his hands "what was I thinking putting Dickie in charge" I winced as I pictured those crispy true-flying SAS balls winging their way to a juicy thwack on their inner thighs. This didn't distract Bad Company, they fought for a win over the Speedball Wizards. The Speedball Wizards had returned today with their families for a bit of a picnic and barby. Midsummer Madness hit the arena when the Mysterons played Corporal Punishment. As the



game started, both teams dropped their guns, ran toward the center, leapt on each other, played pat-a-cake and ran back to pick up their guns and start shooting. This was great, but a cunning weasel ran back with the Mysterons and rang the game end buzzer. Win to Corporal Punishment? Rafe looked shocked,

Corporal Punishments' El Presedenti didn't take the win, so the game was replayed, and the Mysterons got it. There were quite a few attempts at crawling up the side,

guys with no guns staying on their bellies as they moved up to lie behind the two mounds near the buzzer. Barts versus the Timers Dixie was a great game. Eventually it was two-on-two as the crowd cheered and the two Timers knocked it down a gear. The two Barts sat back as the Timers swept around them. The Barts kept their heads and took them out for a win. The tension really built up towards the end with every team giving it all they had. In the end, when all the points were chalked up things didn't get much quieter. Everyone present, players and spectators thought it was one of the best events they had attended now the play was out of the way, the real business of the day came about for some people. First, the trophies. Bad Company came in at fifth, Short Timers Delta fourth, Turks Red were third. Short Timers Dixie were second and yes, for the second time the Bart



Stud Squad are now
World Speedball
Champions.

- 1st, Barts Stud Squad, 406.
- 2nd, Short Timers Dixie,
382.
- 3rd, Turks Red, 293.
- 4th, Short Timers Delta,
235.
- 5th, Bad Company, 218.
- 6th, Turks Blue, 174.
- 7th, Mysterons, 169.
- 8th, Speedball Wizards,
148.
- 9th, Corp. Punish, 140.
- 10th, Bulldogs, 85.

The lower order trophies were donated by Gramps and Grizzly and the top teams came away looking like they'd been on 'Crackerjack' they had so much stuff including a year's Paintball Monthly subscriptions for each player, Idema Thunderdome vest and

loads of other stuff, the Barts getting the JT Golden Goggle Shield. Joule Communications donated the most useful prize I've seen yet a load of mobile phones to provide vital outside contact when on site. Then it went to Keith Idema for Sargies Awards. These well-known and well-groovy awards went to a broad section of the participants, delivered in the unique and totally bias Idema style. Paddy Vincent of Great Ormond Street addressed the crowd, giving his warmest thanks.

Sargies Awards.

Coollest Team, Bad Company.

Best Dressed Team, Son-Tay Raiders.

Most Honorable Team, Bulldogs.

Best Field Judge, John Evans and Pals.

Best Team, Short Timers Dixie.

General Nice Guy, Mike Holdaway.

“On reflection, 2nd on the first day and the 5th on the second on such a fast unpredictable field wasn’t too disappointing, There was no shame in finishing behind the Barts, Timers and Turks, The team did what I told them, and never once complained or turned on each other, Most of all we had fun playing together, Even in our underwear!”

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.



Weekends warriors 5 man, 1990.



Yet another tournament format hosted by tournament innovators, Weekend Warriors. This one was for teams of 5, played in similar fashion to their 2-Man but with a few differences. The seven teams taking part played on the same field simultaneously. Each started the game within the confines of their own base. When the whistle blew to start the game, the teams could choose whether to go out in search of other flags or stay and defend their own. Being a new format, there were no 'standard' tactics and unsurprisingly the first game started off fairly slowly. It didn't take long for the teams to realize that sitting around defending their flag would only score one point. They had to go out and get them. The two teams from Bad Company cottoned on pretty quickly and it wasn't long before they had all the flags between them. Bad Company 'B' with four then made a serious mistake. Rather than take the flags back to their base and defend them there they took refuge in a corner of the playing area. Bad Company 'A' stumbled across the 'B' team and had them trapped with little chance of escape. Had Bad Company 'A' hung the flags they had in their base and prevented 'B' from posting theirs, they would have started off the game with a sizeable lead. Surprisingly they didn't. They walked back to their base and allowed the other team to score their compliment of four flags. This wasn't a popular move as far as the other teams



were concerned and I must admit, it was pretty boring sitting around for the last ten minutes of the game with no action. Round 2 was far more interesting and was played more along the lines in which the tournament was designed. Bad Company 'A' were wiped out pretty quickly through the misfortunes of the draw leaving all the teams on an equal basis. As it was the flags were shared pretty evenly. Brothers in Arms and Disposable heroes got two each with Bad Company 'B' Denzo's Destroyers and The Hampshire Pirates getting only one. Kingsfield Gherkins did not score at all, neither in this game nor the whole tournament. Round 3 was almost a repeat of Round 1. Bad Company 'A' had five flags and were camped in their base. Bad Company 'B' with only one, approached their teammate's base and then paused. Firstly, the teams tried to determine how many flags they had between them. When they found that the 'A' team had five and they only had one, the 'B1 team were faced with a choice. Do they go off and look for the solitary missing flag or do they try to take the five nearby? What would you do? After a half-hearted effort of trying to look as if they were interested in taking the five flags, Bad Company 'B' went off in search of the remaining one. This missing flag was in the hands of Denzo's Destroyers, those first-time- in-a-

tournament boys from Move Quick. Back in their base they huddled as low to the ground as possible while Bad Company tried to prize them out. They held on long enough and got their just desserts. On to Round 4 and yet again the same thing happened! Bad Company 'A' had five flags and Bad Company 'B' had two. There followed the usual non-confrontation only this time there was bags of time left. I wasn't going to stay and watch another Mexican stand-off between the two Bad Company teams. I left the field and went to get a coffee back in the base camp. After the whistle went for the end of the game, I waited for the scores to be put on the board. Bad Company 'B' 2, Brothers in Arms 5! What happened here? It seems Brothers in Arms went to ground as soon as the game started and waited while Bad Company wiped out all the other players. With a few minutes to go they reappeared and caught Bad Company 'A' napping. After wiping out the team they collected the booty and made their way back to base. There wasn't enough time left in the game for Bad Company 'B' to do anything about it either. And so to the final round which was quite interesting even though the result wasn't. Brothers in Arms were in quite a strong position and were in with a good chance of winning the tournament outright. They were positioned rather closely to one of the Bad Company teams and when the whistle went Bad Company were after them. The two teams exchanged fire for a while until two Brothers circled round the back of Bad Company. They were in the perfect position to inflict maximum damage but rather than wait and pick off their targets, they charged. The result was they didn't make their shots count and Bad Company did. Outnumbered, the remaining Brothers were soon picked off. With Brothers in Arms out of the way, both Bad Company teams could have just sat out and the result would still have been the same. Instead, one team circled clockwise while the other went counter-clockwise, mopping up the teams that got between them. It ended up with Bad Company 'A' having four flags and Bad Company 'B' having three. With the booty shared in this round, both teams sat and waited out time.

The final scores were:

- 1st, Bad Company A.
- 2nd, Bad Company B.
- 3rd, Brothers in Arms.
- 4th, Denzo's Destroyers.
- 4th, Disposable Heroes.
- 6th, Hampshire Pirates.
- 7th, Kingsfield Gherkins.

It's very difficult to summarize this tournament. Weekend Warriors aren't scared to try out new formats and this one went down very well with the players. I had played 2 man events there in the same format and knew what to expect the others didn't. The one thing that mustn't happen again is to allow two sides from the same team to enter. It's hard enough on the two sides and harder still on the other teams involved.

Mayhem, 1990.

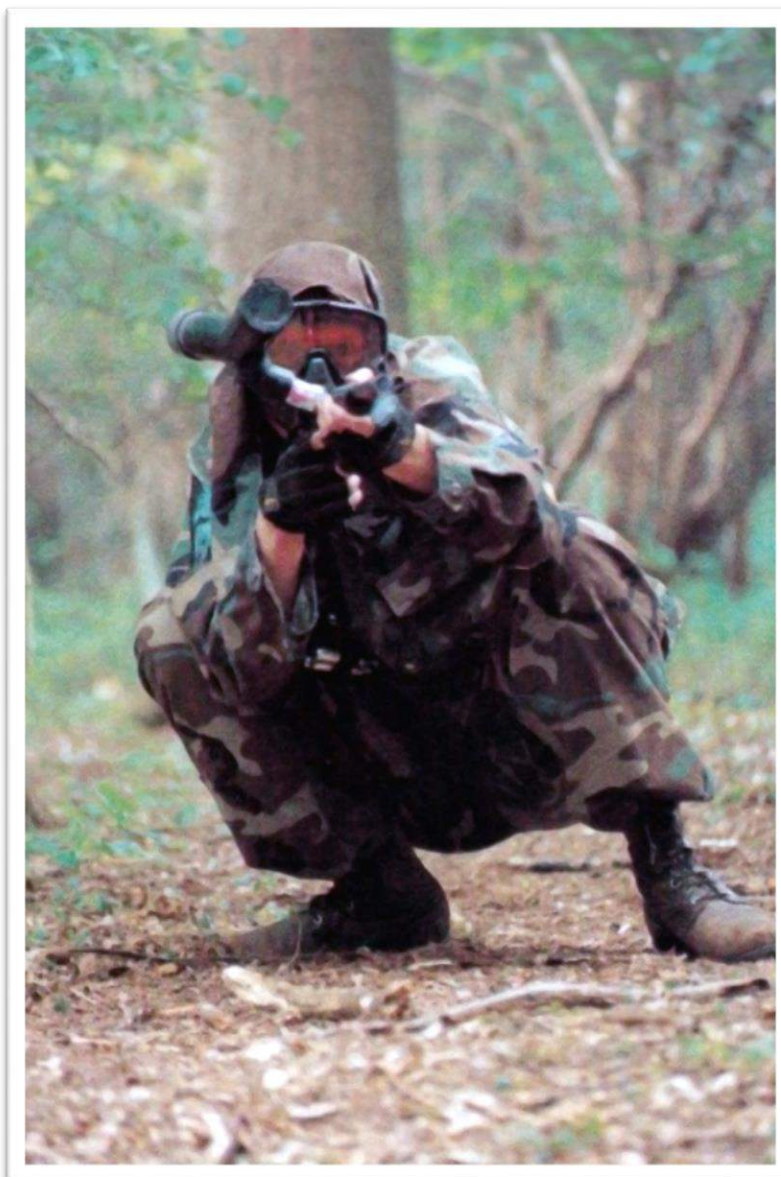


At 8.30 on the Saturday morning the games commenced. The field of 16 teams were split into two divisions. Each group played a 'round robin' spread across seven games, ten Saturday and four on Sunday with each team taking byes throughout the day.

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

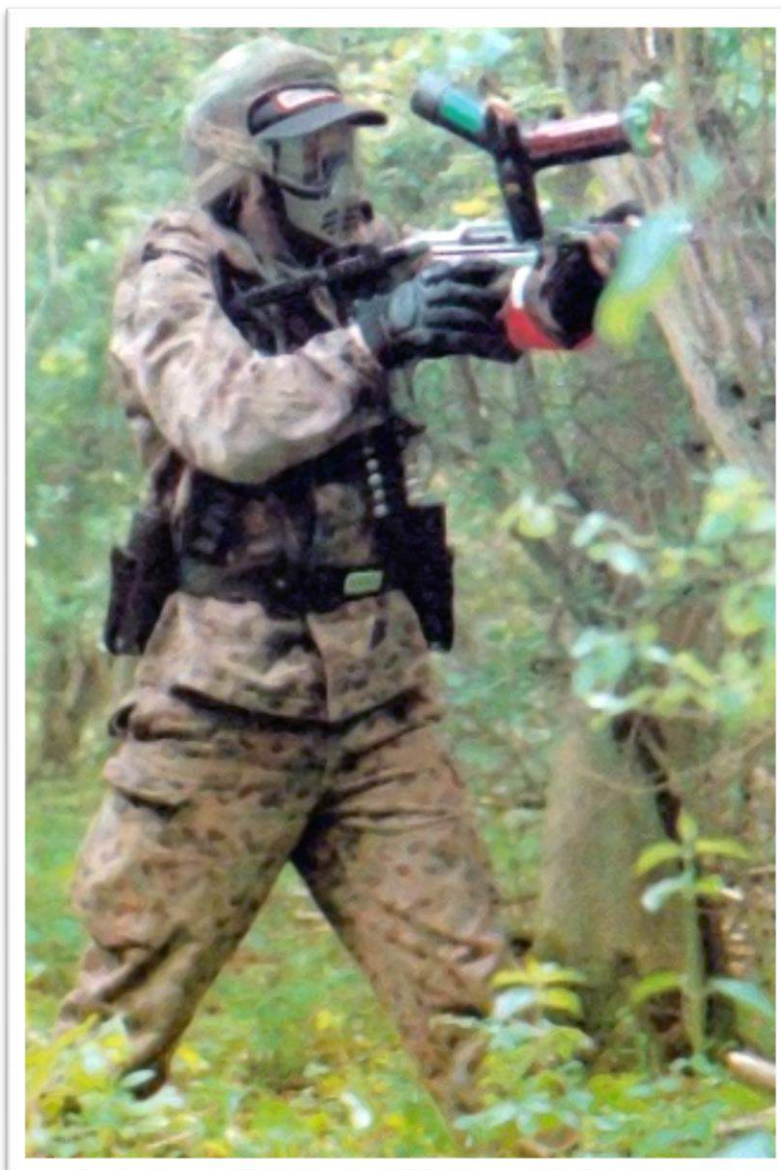
making a lot of row as they ran toward each other at the start of the game. This field being spattered with thin saplings, a target could often be seen but it was a different matter as to whether they could be hit. After about ten minutes Bad Company started a drive in the center pushing the Sausages 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 the 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



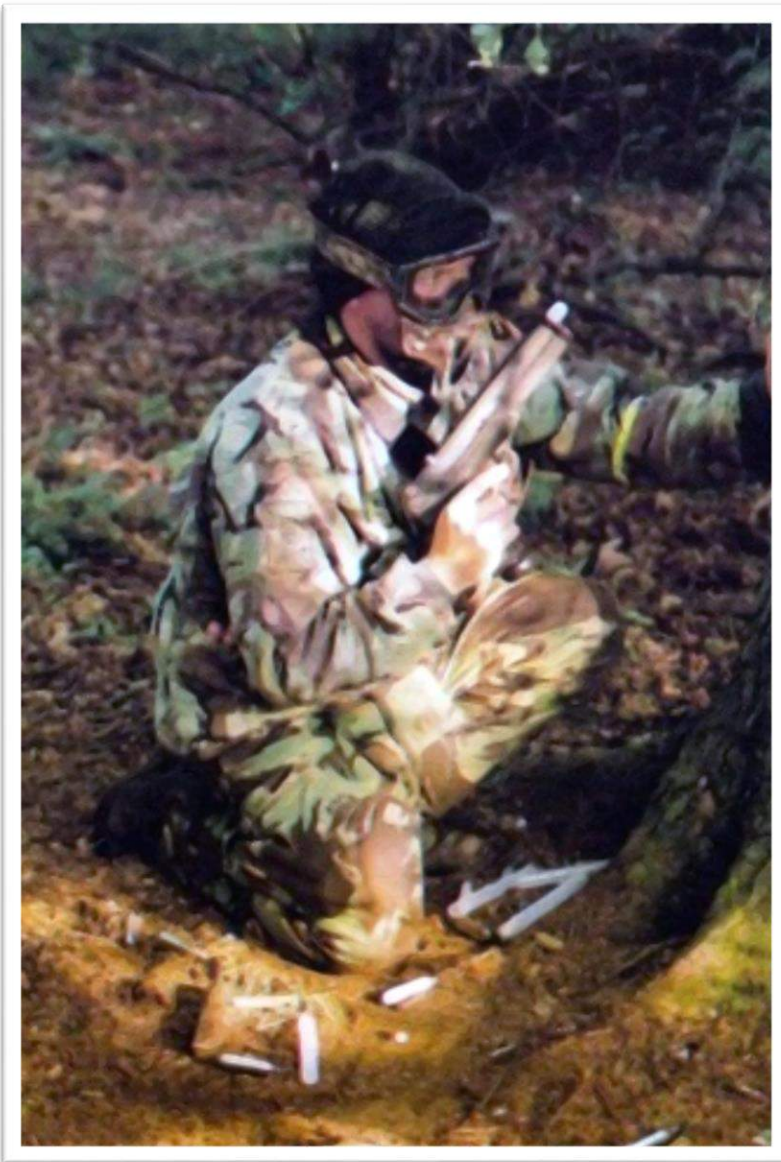
cool seven minutes. The Short Timers had a hard game against Gulo Luseus, resulting in a flag in transit for the Timers. They charged up the right with a few minutes to go. Their attack force was mostly taken out but at game end they whipped the flag from its station just as Gulo were about to launch 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 were 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

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

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

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

WIN 5 points Flag in Transit 3 points Draw 1 point

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 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.

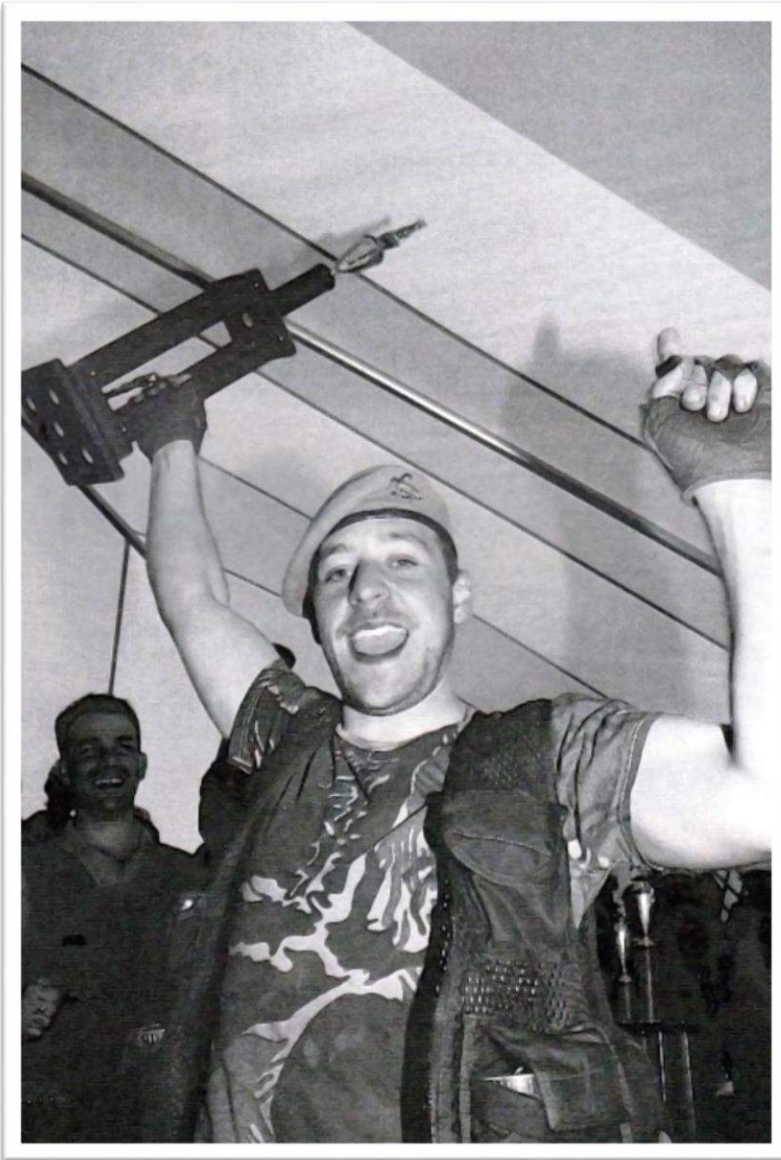
Last game of the day. Both teams thought they'd go hell for leather straight up the middle when the Rat Pack played Gulo Luseus. The Rat Pack forced Gulo around the side of their camp and it became besieged. The Rats lost their stranglehold. Gulo sent a couple of guys out and they brought the Rat Pack's 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, The Hot gun had put Bad Company out of the running and we lost players because of it, Time to rebuild again!”

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.

•BAD COMPANY 1•



BACK ROW L TO R: JENNY, DAN, STEVE, TOMCAT, GARY, PUNTER, WALKIE, PETE. FRONT ROW L TO R: JAN, SIMON, JOHN, KEV, BEAST, SNATCHER, DICKIE.

•BAD COMPANY 2•



BACK ROW L TO R: MARTIN, WEEBLE, CLAIRE, BOX, RAT. FRONT ROW L TO R: MICK, CROCK, GILES, MRS MOORE, CHEZ.

Deene Park Adventure Pursuits, 1990.



Adventure Pursuits 1990 it was billed as the country's first leisure. It was to be the event that would finally show paintball as a legitimate leisure activity to the media and general public; at last, the acceptable face of paintball, there for all to see I am referring, of course, to Adventure Pursuits '90, the event organized by Skirmish incorporating the world's first Arenaball championships, which took place at Deene Park, near Corby,

Northants. On September 8-9. Nice idea. In reality, the estimates of 20,000 attendants and 'wide press and TV coverage' were way off the mark. It wasn't just the media and the public that stayed away: out of the 48 15 man teams expected for the Arenaball, only 19 took part. Other attractions at AP '90 included jet skiing, quad biking, target ranges and helicopter rides, although these took a lower profile

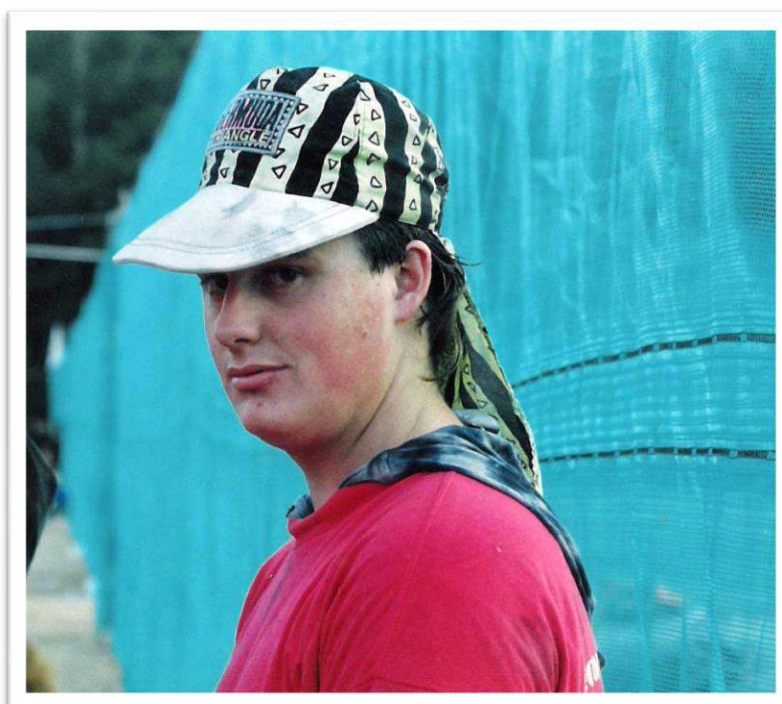


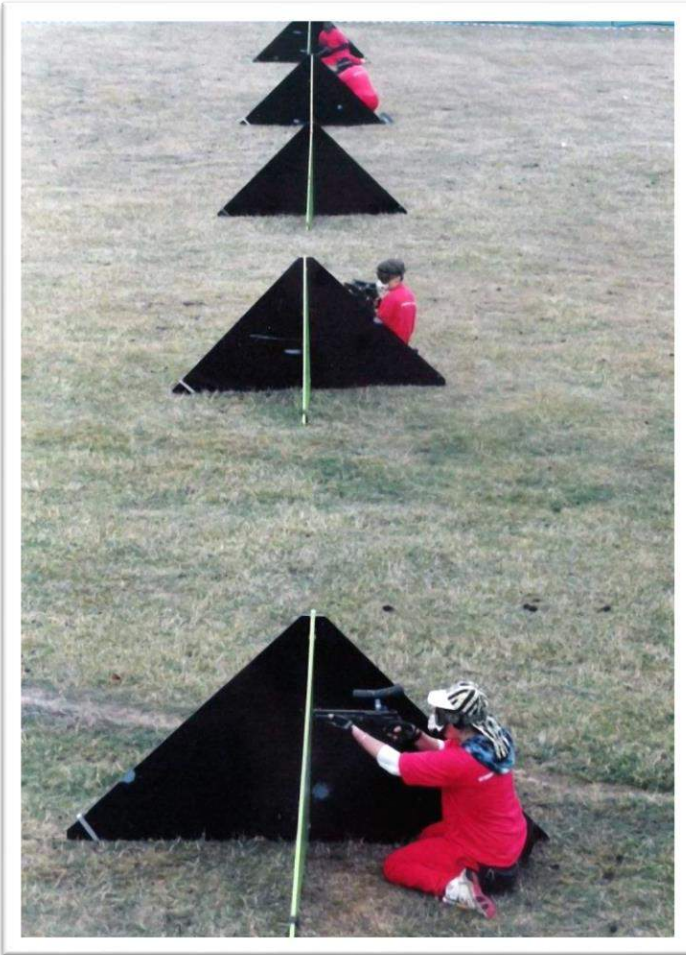


to the Arenaball, which was without doubt the main event. There were a few trade stands around the grounds of Deene Park with companies such as JT and Command Post being represented, although I (and I dare say Skirmish) expected to see more. The competition was held in four arenas

protected by netting remain for some time. Ground was made fairly slowly and players were taken out mostly by clever sniping. Head shots didn't count and penalty points were sometimes given for deliberately aiming at a player's head. The action came towards the end of a game when one team would make a rush for the flag and charge across to the other team's side. Sometimes they would be successful and sometimes most of them would simply be shot out and lose the game as a result. It was quite a spectacle and one 'noted' commentator likened it to schoolboy football with the whole two teams gathered round the ball (flag).

Truly bizarre! Being a Skirmish event, all guns were Daystates running on compressed air. Most of the teams, therefore, were from Skirmish sites but one CO2 team did take part, the Command Post Conscripts made up of members from Barts, Bad Company and Short Timers. Some of the teams were less than happy with certain aspects of the event. Some thought the camping facilities were inadequate. Others found





the event too expensive (entry fee per player was £40 and paint was priced at 8p per ball). But most of the complaints were levelled at the marshalling. One Skirmish player said: There's been so many bad decisions. The marshals don't seem at all sure what they're doing, and they're too slow. They just walk over to make a paint check when they should be running. It was doubtful whether the marshals had real tournament experience and it was even alleged that some had never marshalled at all before. Some of the teams walked out as a result of these disagreements, including Command Post Conscriptis who felt there was a bias in the marshalling towards the Skirmish

teams. At the time of walking out they were still in line for placing'. The general feeling seemed to be that Skirmish just didn't consult the players enough. Some felt that event could have been marketed better within the Skirmish network.

At the end of the tournament trophies were awarded to the top four teams:

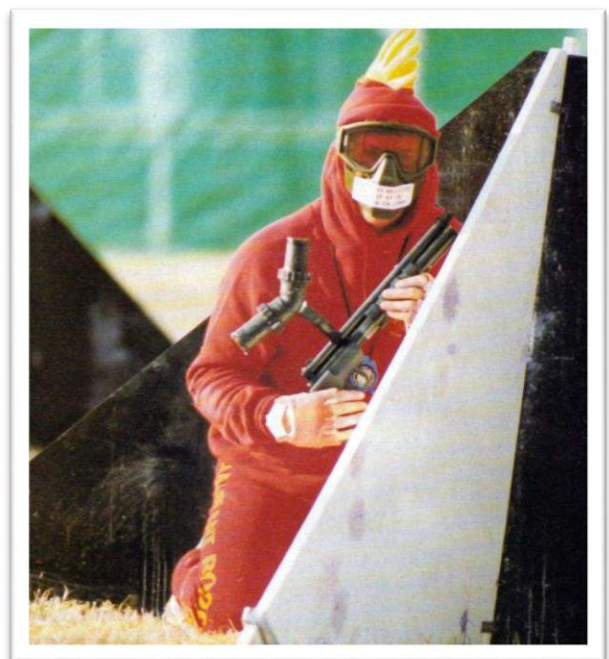
1st, Charles Bronson Fan Club.

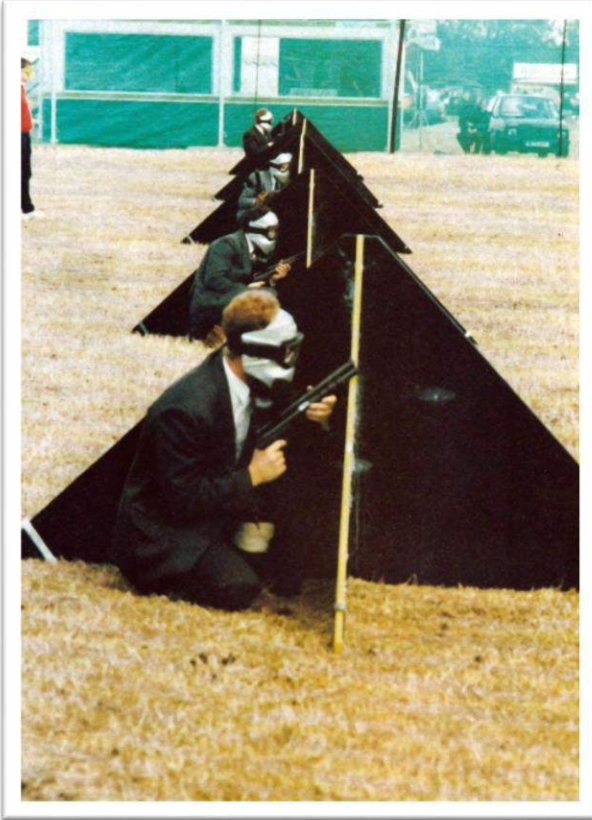
2nd, Ravens.

3rd, Bulls Hitters.

4th, Cleveland Commandos.

A trophy for the most sporting team





was also awarded. This went to GS Associates (a team of managerial consultants who played in suits and ties!). One player expressed his disappointment at not receiving prize money and, like him I was surprised that the winners were not more handsomely rewarded at a Tournament of this scale. But that's not part of the Skirmish ethos. Form your own opinions on that one. Jeven Moravick, marketing director for Skirmish, said of AP '90: As the showcase and launch pad for Arenaball, AP 90 proved extremely popular with the players, press and public alike. Of the myriad of things which could have gone wrong in an event the scale of AP 90. So few did which clearly pleased us. However,

attendance over the two days was just 3,000 (Skirmish figures), 17,000 less than the Skirmish estimate. At the time of writing Jeven was not available to comment on the disappointing figures. Whatever the criticisms of Adventure Pursuits '90, Skirmish deserve credit for having the guts to organize such an event and making an effort to gain paintball the all- important media and public acceptance. I'm not sure they succeeded but at least they tried. If there is to be an Adventure Pursuits 91 they should take note of the criticisms of the 1990 event and. most importantly, look into the standard of marshalling more carefully.



Line SI Masters, Nashville, Tennessee, 1990.



Nashville, what a place! If you can only make one tournament in your life, you have to see The Masters. Even the hard-core Pessimist would have to confess that paintball has a legitimate place in our society after experiencing the Line SI Masters and International Paintball Festival. If you love paintball, then you'll LOVE the Masters. There's something for everybody. If you're a tournament player, you have your choice of two different competitions. If you're a recreational player, you can check out the Arena Ball Field and get in a few quick games. Just want to pop off a few rounds of paint, then the Target Range is for you. Want to see the latest developments in equipment and services, just head out to the Vendor's Tent. And if you like to party (And who doesn't?), there's even a big party on Saturday night. The International Paintball Players Association held meetings for manufacturers, field owners and players on Friday night. Much of the business at these meetings



hasn't come to a conclusion yet, so we'll just have to wait to hear about these meetings at a later date. If you have a lot of paintball playing friends, get them together for the 10 Player tournament. The 10 Player Tournament is usually held during the last days of the Masters, Friday, Saturday and Sunday. The games of the 10 Player Tournament are traditional Capture the Flag with points being awarded to the team that gets the first flag pull of each game, player eliminations, flag hangs and flags in motion at the end of the game. The fields of play can vary from very thick brush to wide open spaces with only a few trees for cover. Some of the fields are relatively flat, while others are on slopes and hills creating a tactical challenge for both teams. Choice of flag stations is decided by the flip of a coin, and which station you choose to attack or defend can have a definite effect upon the outcome of a game. As teams learned the fields, there were definite favorite flag stations to start from, although games were won from either one. None of the games were won or lost on the basis of the coin toss alone.



The 5 Player Tournament.

If you're like Mike Casady, president of Component Concepts and don't have nine friends for the 10Player Tournament (He bribes them with Phantoms to play with him, honest.), the Masters also has a 5 Player Tournament. Games for the 5Player Tournament are played on Wednesday and Thursday. A Center Flag game is played during the 5 Player Tournament. Out west this game is called Football in the east they call it Blisterball. In this game, a single flag is placed in the middle of the field. The object is to take possession of the flag and take it across the field and hang it in the other team's flag station. Since the objective is in the middle of the field, and you only have to cross the field of play one time in order to win, this game is fast paced and full of action right from the start.

This version of paintball is perhaps the most exciting for spectators because you know where the action is going to take place, wherever the flag is! If you can follow the flag, then you can see most of the action. Of course there is always activity away from the flag, but if you want to see a game won or lost, just follow the flag.



International Flair.

And don't forget that this event is billed as an International Paintball Festival, with players coming from Canada, the U.K. and for the first time, Brazil. The word international took on new meaning to the paintball playing world with the introduction of the sport to Brazil. Five Brazilian teams showed up to compete in the 5 Player Tournament and participate in the rest of the Festival events. Ivan Beitazzo, Jr. brought the Brazilian Bandits. Edy Pacini and the Brazilian Leopards also made the trip. Alexandre Fizota and Combat Academy had some great fun in the 5 Player tournament. The Tasmaman Devils with captain Armando Ayres Neto and the Paintball Wizards took quite a few photos to take back home. During breaks in the 5 Player tourney, you could hear, Hey, Navarone. Let's take a photo. If you look at one of their photo albums, you'll think that BobTway MUST be the captain of Navarone because he's in all of the photos. Bob loves to get his picture taken. During the last game of the 5 Player tourney. Bob got shot just so Phyllis Long could take his picture as he was coming off the field! Several players from the U.K. also made the trip to the Masters this year. It was difficult to keep them all



sorted out because they didn't all play on the teams that they belong to. Looking at team patches didn't help much either. Teams listed in the roster were Bad Company, The Mayhem Tigers, Nam Wreckin' Crew, Phantom Strike Force, Phantom Demolition Squad and The Turks. But I know that I saw members of the 1990 Europe and Championship team The Predators as well members of Barnet Wrecking Crew and Barts Stud Squad. Barry

Mattacott, the editor of Britain's Paintball Monthly was also on hand to cover the event.

The Vendor's Tent

None of your friends will play with you? Don't have any friends? Not to worry! Just do what ex-Navarone Henry Gilbert, from Skirmish the Store does. Check out the happenings under the Vendor's Tent. Over 30 manufacturers, dealers, retail outlets and service providers had displays of the latest in paintball products and services. And there were at least a dozen more representatives from various companies there who you could chat with. I was finally introduced to several people who I had heard about for so long, but never had a chance to meet. Likewise, I had a chance to connect faces with voices I had heard over the phone for a long time. The carnival atmosphere makes it easy to talk to everyone. I made several new friends while talking to people under the huge tent. I overheard one player who wanted to meet the IPPA's Jessica Sparks. I started to point her out for him when she dashed off to referee another game.

Player's Party.

If you missed meeting someone under the Vendor's Tent (Everyone looks the same with all that camouflage on.), you're still in luck. Saturday night there's a Player's Party. This year it was held at the Holiday Inn on Briley Parkway. Facilities were impressive and added to the festive atmosphere. Admission was only \$2.00 and included Jonell Mosser and her band, Enough Rope, a no-host bar and hors d'oeuvres. (Many players skipped dinner and had the hors d'oeuvres. It was quite a spread.) Prizes and awards were handed out during the course of the evening by tournament organizers and sponsors. The only players wearing camouflage that night were members of the Muffs, a team comprised of British and American players attired in coat-and-tails fashioned in Tiger Stripe. Tim Schloss from Tiger Stripe Products outfitted the members of the Muffs in Tiger Stripe Tuxedos as well as Tiger Stripe team uniforms. If they played as well as they dressed, they would have won the tournament, hands down. The only person who came dressed to play paintball was Youngblood, who plays wearing his now famous grey suit. He must own a dozen of those things. The party was sponsored by Idema Combat Systems. Thanks Keith. If you feel like you've been left out on all the fun, don't worry. Lively Productions has assured me that next year's events will be bigger and better than ever. They're trying to add the carnival atmosphere to all of their tournaments, not just the Masters. You can be assured that there will be plenty for everyone to enjoy. This tournament as well as future tournaments depend upon the hard work and sponsorship of some dedicated people. Here's a list of the people you should thank for promoting the sport of paintball so that we can all benefit.

Major Sponsor. Line SI, Ross Alexander.

Contributing Sponsors.

Tiger Stripe Products, Tim Schloss. NW Sales International, Nicki Wilson. Crosman Products, Pat Epling. Bullseye Paintball Co, George Staller. Idema Combat Systems, Keith Idema. National Paintball Supply, Rick Fairbanks.

Prize Sponsors.

Line SI, California Magnum, Worr Games Products, Component Concepts Inc, Crosman Air Products, NW Sales International, Airgun Designs, Tippmann Pneumatics, Ear Armor, Paintball Sports Magazine, Indian Springs Paintball,

Pneumatic Ordnance, B-Cubed Manufacturing, Action Pursuit Games Magazine, Paintcheck Magazine, Nashville Paintball Sports, National Paintball Supply, Idema Combat Systems, Dragonfly Screen Graphics.

The 5 Player tournament.

Was played on the first two days of the Masters. This was an open-air class tournament in which players could use either 12 gram 002 or constant air. Paint and CO2 was restricted to tournament issue supplies, but few if any complaints were heard about the quality of either. The 5 Player tournament featured a center flag game with a 20 minute time limitation. Each team starts out from their respective stations, with the object to get to the center flag, take control of it and hang it at the opposing team's station. I've often heard this version of play called Football, but I am sure there are other names and variations. An unprecedented 48 teams competed in this tournament. Teams were divided into 12 brackets of four teams each, composed of one ceded team and three unseeded teams. Teams were ceded on the basis of past performance at different nationally ranked tournaments held throughout the year. The tournaments used for ceding were the three previous Manufacturers Series Opens and the 1990 Paintcheck Magazine Tournament. The PMI/ Skirmish North American Championships and the Paintball Sports World Cup.

Eight fields were used to handle the enormous number of games that had to be completed during the two day tourney. A mind boggling 72 games were played during the first round of play held on Wednesday, October 24. The games began at 8:00 am and ended around 2:30 pm. All 48 teams played three games that day.

Round Two was held the next day. The teams were ranked according to their finish in Round One and placed into a predetermined playing schedule. Who played whom and where they would play was based upon the previous day's performance and a little luck.

The same time schedules and fields were used. At the end of the day, four teams were left to play in the Final six games.

The teams of the finals were the All Americans from Pennsylvania, the Annihilators from Florida, N.E. Express from Massachusetts and the Ironmen from California. The All Americans and N.E. Express went into the finals with an impressive six

maxes, or 600 out of a possible 600 points. Geese behind were the Annihilators and Ironmen who maxed five out of six games. All four teams had maxed their last three games' the two most disappointed teams of the 5 Player competition must have been The Lords of Discipline and Swann, for them both broke the 500 point barrier, but didn't make it into the finals. Their day was coming, but they would have to wait until Sunday. When the smoke had settled. First Place and the \$5,000 prize belonged to the Ironmen from San Francisco.

Final Standings

Place.	Team.	Pts.	Prize.
1.	Ironmen	260	\$5,000
2.	N.E. Express	206	\$2,500
3.	All Americans	172	\$1,500
4.	Annihilators	90	\$1,000
5.	Lords of Discipline		\$500
6.	Swarm		\$500
7.	Corporate Raiders		\$500
8.	C.I.A. Widowmakers		\$500
9.	Turks		
10.	Florida Bushmasters		
11.	Scream		
12.	K.C. Wolfpack		
13.	Timber Rattlers I		
14.	Crow Warriors		
15.	Fair Warning		
16.	H.A.R.H.A.R.		
17.	Louisville Raiders		
18.	The Squad		

19. Navarone
20. Texas Bushwackers
21. Klingon Warrior Elite
22. Rad Busters
23. Boonie Rats I
24. UK Phantom Strike Force
25. Bad Company(UK)
26. Phantom Demolition Strike Force
27. Cantre H's Raiders B
28. Boonie Rats II
29. Alabama Wolfpack
30. Cantrell's Raiders A
31. Tree Dancers
32. F.A.R.T.s
33. Phoenix
34. Apaladins
35. Cobra
36. Tippman Black Diamond
37. Phantom Mercenaries
38. Sargie's War Dogs
39. Timber Rattlers II
40. Headhunters
41. Bad Company(MD)
42. Phantom Interceptors
43. Paintball Army

44. Combat Academy
45. Paintball Wizards
46. Tasmanian Devils
47. Brazilian Leopards
48. Unworthy

For many teams, this signified the end of tournament play, but many others would have three more days of competition in the 10 Player tournament.

The 10 player tournament.

Started on Friday, October 26 and lasted until Sunday, October 28. Fifty teams met to compete for the \$43,000 purse. Like the 5 Player tournament, open air was allowed. This meant that players had their choice of using either constant air or 12 gram CO2 cartridges. All manner of paint gun was represented, but the eyes of the players were on the new direct feed semi-automatics. There was talk that the new paint guns were so good, that they could make tournament Champions out of almost any good team. Teams using the old fashioned 12 grams were not given much of a chance against either the high powered semi-automatics or the pump-action paint guns equipped with constant-air. One player was overheard saying, you can't win a tournament in the 90's with technology from the 80's. It just won't happen. This was a drastic departure from last year's Masters in which all paint guns had to be powered by 12 gram CO₂ cartridges. Direct feed, semi-automatics were not generally available to the public. Even without these technological breakthroughs, plenty of paint was blasted around the fields of Hermitage Landing, but nothing like what happened at this year's Masters.

During the preliminaries, it was clear that the semi-automatics were going to have an effect on the outcome of the tournament, but how much of an effect was anybody's guess. Teams with semi-autos were doing well, but they weren't dominating the game as some had predicted. Three of the eight teams that made it to the semi-finals were using semi-autos to some degree. The majority of Swarm players were using .68 Automags. There were a few PMI-3 paint guns in The Lords of Discipline camp and Scream had picked up a few prototype Illustrators. All but two teams were using constant air with the exception of Gang Green and

Navarone who were using Bushmaster Si's with 12 gram quick changers. One lone Navarone was using constant air. The stage for the semi-finals was set. Sunday morning the teams would meet to determine who would play in the Final Four. The order of finish from the Preliminaries was:

- 1st, Baltimore Rats
- 2nd, Scream
- 3rd, The Lords of Discipline
- 4th, Navarone
- 5th, Ridgerunners Gold
- 6th, Gang Green
- 7th, Swann
- 8th, Team Viper

The teams were divided into two brackets of four teams each. Even numbered teams would play each other on Fields Three and Four. Odd numbered teams would play on Fields Five and Six. The teams with the highest point's totals from the combined brackets would advance to the Finals. Games were scheduled for 8:00, 9:00 and 10:00 am. The top four teams would go on to the Finals. The others would have a nice long lunch. The Lords got things started early by maxing the Rats in their first game Swann also was off to a good start with a max, but were penalized 10 points for having a hotgun, Runners pulled the Swarm flag and earned a respectable 41 points. In the other bracket, Scream and Navarone both had flag pulls, but neither could secure a hang. A Scream player was penalized 20 points for a no-obvious hit, but Scream still managed a 40 to 38 win. Gang Green and Viper played a defensive game. Viper had three eliminations for nine points, but Gang Green was penalized 22 points for hotgun s. Their first round totals-minus 9. After beating Navarone. Scream got pumped up for the second round. They maxed Gang Green, who was penalized six points for a hotgun Navarone beat Viper. 24 to 4 The Lords pulled the Runners flag, but couldn't hang it, the game ended 60 to 18. Swarm had a flag pull against the Rats who were penalized 28 points (I forgot the reason for the penalty Sorry.) At this point, things looked pretty bad for Gang Green. Viper and the Baltimore Rats. They all needed maxes if they had any hope of making it to the Finals. Navarone and Ridgerunners Gold still had a shot at it. A max by either could possibly knock Swarm out of the Finals. The Lords tried to help out by beating Swarm 60 to 9 but the Runners couldn't get a max. And Navarone

did. The Final Four was set.

Standings at the end of the semi-finals were:

1 st	The Lords of Discipline	220
2 nd	Navarone	162
3 rd	Scream	161
4 th	Swarm	150
5 th	Ridgerunners Gold	113
6 th	Baltimore Rats	29
7 th	Team Viper	22
8 th	Gang Green	2

The games of the Final Four were intense There was \$20,000 on the line for first place, with The Lords of Discipline and Navarone in serious contention for the \$13,000 Manufacturers Cup as well. At the Music City Open. Navarone had taken Second Place with The Lords of Discipline a very dose Fourth. There was a very real



possibility that either of these two fine teams could walk away with \$33,000. The Finals were scheduled for 12:00 noon, 1:00 and 2:00 pm in a round robin format. After the first round, it was pretty even all games ended in body counts with the Lords beating Navarone 27 to 24 and Scream beating Swarm by the same score. The second round of play was a rematch from the semi-finals, but this time the tables were turned. Out to avenge earlier losses, Swarm beat the Lords 24 to 15 and Navarone maxed Scream. After the first two games of the Finals,

The standings were:

1 st	Navarone	124 points.
2 nd	Swarm	48 points.
3 rd	Lords	42 points.
4 th	Scream	33 points.

With one game to go. The mathematicians in the crowd were busy trying to determine the possible outcomes. The Lords, Scream and Swarm all knew that in order to catch Navarone, they would need a max. Since the last game would pit Navarone against Swarm, even if Swarm scored a max. The boys from California could still clinch First Place by scoring 25 points nine eliminations or a flag pull would give them a win. Eight eliminations would result in a 148 to 148 tie. The Lords were hoping for a max in their game and a low scoring game on the other field. If that happened, they would walk away with it all. A cool \$35,000. The Lords helped their own cause by maxing Scream, but neither Swarm nor Navarone were content to settle for a low scoring game. They both came out shooting. Both sides suffered losses early. As eliminated players dragged themselves to the scoring tables, all spectators craned their necks to see the shoulder patches of the players. Three Navarone, one Swarm. The number of eliminated players continued to climb until it was clear that the game was being played by three or four men. Finally, the whistle blew. Swarm had hung the Navarone flag, and in turn won first Place. But it wasn't over yet. A Navarone player was penalized for shooting hot. The only penalty points of the tournament, and it had to happen in the finals.

The final standings:

Place	Team.	Pts.	Prize.
1 st	Swarm of Illinois	148	\$20,000

2 nd	The Lords of Discipline	142	\$8,000
3 rd	Navarone	126	\$5,000
4 th	Scream	50	\$3,000
5 th	Ridgerunners		\$1,000
6 th	Baltimore Rats		\$1,000
7 th	Team Viper		\$1,000
8 th	Gang Green		\$1,000
9 th	All Americans		\$750
10 th	Tippman Black Diamond		\$750
11 th	Florida Bushmasters		\$750
12 th	SC Bushwackers		\$750
13 th	Ironmen		
14 th	Constant Pursuit I		
15 th	Timber Rattlers		
16 th	Storm		
17 th	SI Bushmasters		
18 th	Phantom Demolition Squad		
19 th	Phantom Regiment		
20 th	Bad Company (UK)		
21 st	Constant Pursuit		
22 nd	Mokokan		
23 rd	Florida Terminators		
24 th	Dragoons		
25 th	Wolverines		
26 th	Texas Bushwackers		

- 27th L.R.R.P.s
- 28th Crow Warriors
- 29th K.C. Wrecking Crew
- 30th Werewolves
- 31st Guess Who
- 32nd Ridgerunners Black
- 33rd Boonie Rats
- 34th Annihilators
- 35th Turks
- 36th Boonie Rats II
- 37th Avante Garde
- 38th Court Jesters
- 39th Bad Company (MD)
- 40th Mayhem Tigers
- 41st N.E. Express
- 42nd Muffs
- 43rd Phantom Demolition Strike Force
- 44th Green Machine
- 45th Alabama Wolfpack
- 46th River Raiders
- 47th Aces High
- 48th Phoenix
- 49th Nam Wrecking Crew
- 50th F.A.R.T.S.

In the race for the Manufacturers Cup, Navarone had just barely beaten out the Lords. Together with their Third Place finish, Navarone added \$20,000 to their sum of tournament winnings. Congratulations to all of the teams who competed in this year's tournament. Everyone got to play at least six games during the three day affair and had the opportunity to make new friends and talk about paintball on an international level. If you plan on attending next year's event, better plan on it early. Many teams who wanted to play waited until the last minute and didn't get into the tournament. Lively Productions is either going to have to open the tournament to more teams or add another tournament. They are that good! Every tournament brings its share of calls that become tournament legends there's the "I hung the wrong flag play" from the 1990 Bay City Open, the green you can't find them when they're dropped flags from the 1988 Poconos. And many more. The 1990 Masters added these tales.

In the 5 man competition, a player was tagged in the head. Without hesitating he pulled off his marked head covering and threw it into the bushes. He kept shooting. A judge, however, had been standing a few feet behind him the whole time and watched the entire move. Penalty points were assessed, despite an impassioned argument that branches had ripped off the head covering. In a finals game of the 5 man, the last player on the field was one of the Ironmen (CA). He hung the flag. The judges checked him and found wet paint, soaked in, on his upper left back. They checked further and found two layers of his clothing had wet paint and there was a ring mark on his skin under the wet areas. Despite impassioned arguments that there was no way the player could have been hit, that the ring mark wasn't exactly under the paint and that it was an old hit, the flag hang was denied and the player was eliminated. The Ironmen" played on to victory and a \$5,000.

In the finals of the 10 man, Navarone played Swarm in their last game. Swarm pressed Navarone back into one end of the field. One Navarone saw an opening and streaked for the flag. Though he pulled the flag, he was shot. To get points for a flag securement an unmarked player must take the flag five feet from the flag rope. The flag judge ruled there was no securement. Despite this, Navarone ended the game with enough points to win the tournament. It wasn't over, though. A field judge had requested that a Navarone player's paint gun be checked at the off-field chronograph because the paint gun appeared to be shooting over 300 fps.

The paint gun was in fact hot, and the 22 penalty points dropped Navarone to third place, behind champion Swarm and the PMI Lords of Discipline

Short Timers Young Guns, 1990.

Short Timers/Mission Control 7- Man Young Guns competitions were held in the last couple of months of 1990 and the last 3 rounds were held on January 20. February 17. March 17. (Final) April 21.

Tournaments were run under EPSF rules. Prices are as follows: £15 per player; 5p per ball; 40p per 12gm; £2.50 per C/A Fill.

Prizes include trophies and exclusive T-shirts. The team with the most points after



six tournaments win Idema Pathfinder vests, deluxe weenys and pots and Mega Trophy.

The First Young Guns tourney held by the Short Timers at Guy Ruddick's Mission Control Site near Detling in Kent took place September 30.

I was actually looking to marshal with the Timers at this event but when I realized only one of the mags was to be present at Guey's premier tourney I took it on



myself to phone round the mags and ask if they wanted coverage. This is therefore a double premier for *Paintball Games*; Guy's first tourney on his new site with EPSF approval and my first attempt to cover a tourney in legible English. I arrived at the site during one of the many downpours of the day and found that despite the weather the players were in good spirit awaiting their first game and, more importantly, the playing areas were draining very well. Guey later told me that his site is predominantly chalk based and therefore expects to retain good drainage throughout the winter. Eight teams attended and the format was standard round robin with each team playing seven 20 minute games across four different playing areas.

Rules were the standard set of NSG rules with adaptations as designed by the EPSF. Paul Braybrook (Ultimate Judge) explained that every team had been issued a set of the rules and there was an extensive coverage of the full penalty points system contained therein.



Scoring was to be 5 points for each player eliminated; 10 points for a flag hang; 5 points for first flag grab (one live flag placed in the center of the field); and 5 points for a flag recaptured from the opposition.

The latter rule was to cause some confusion later in the day as some teams interpreted this to mean that if they grabbed the flag first and then their man lost it they could claim the extra 5 points for a flag recapture. One team (who shall remain nameless) also suggested shooting their own player to claim the extra 5 points. This of course is not the case and a full explanation was given by Paul Braybrook to clear up the confusion.

Teams entered were the Young Guns, Dorks Stud Squad (Operation Wolf), Rottweiler Warriors, Paintball Furies, Bad Boys (Coached by Dickie) this was a combination of three Young Guns and prospects from Bad Company and I think it was fair to say they were the early favorites to take first place - Split Personalities, Lords of the Rising Sun and my old mates the Africa Korps from Canterbury.

The early games were played with great enthusiasm by all the teams involved and the early leaders at the end of round four were Bad Boys on 155, Africa Korps on



125 (net of a -55 penalty for a back-check valve), Rottweilers on 115, and the Squad (Dork Variety) on 105.

One game worthy of mention for all you Young Guns teams out there, was the game between Bad Boys and The Dorks Stud Squad (DSS) on field four in round 2. The game had moved fairly quickly and I arrived (a little late) to find seven of the DSS standing on the sidelines with two Bad Boys.

However, there was still plenty of action on the field as the remaining five Boys continued to fight it out with each other around the DSS base camp! The unfortunate player taken out by his own team was Kyle. Someone then realized what was happening and the Boys hung the flag to claim the victory over DSS. The Bad Boys then sorted their act out and in round four claimed the first max-out of the tourney without loss of a single player when they beat the Lords of the Rising Sun (only their 3rd tourney) on the bale field in less than four minutes. There were two incidents in round 5 concerning the scoring of own goals, DSS played the Split Personalities on field 2 and after some heavy in fighting the DSS



found the flag and promptly started running towards their own base rather than the correct direction.

One bright spark with a very loud voice managed to stop his team-mate from making the fatal mistake and the Dorks managed to seal the game correctly with a 50-10 victory.

On a one flag game under federation rules the flag has to be run into the opponent's base camp to secure the victory. I'm sure I don't need to repeat this for the Bad Boys who should all know the rules regarding own goals. No doubt Hutch gave them a lucid description of this after their game with the Paintball Furies in round 5 when the BB actually achieved an own goal.

This competition was really hotting up now and there were four teams very close. At the end of six the scores read: Bad Boys 205; Africa Korps 200; DSS 195; and the Rottweiler Warriors who had jumped into the lead at the end of round 5 fading into fourth place with 185.

The final round saw the Bad Boys up against the Africa Korps and it seemed the game would decide the winners, although either of the other two teams lying in 3rd and 4th could come through.

Arthur Africa led his team to a fine 50-10 victory over the Boys on field 2 but came in to find that Johnny Sosta's lads (DSS) had managed to max the Furies on field 4 and gain a flag re-capture to give them a 55-15 victory.

This meant that the DSS and the Africa Korps shared the lead at the end of the final round with 250 points each. The Bad Boys into 3rd with 215, the Rottweiler Warriors from Crystal Palace fourth on 205, Split Personalities 5th on 175, Young Guns 6th on 170, Lords of the Rising Sun (not a pub team) 7th on 130 and last but by no means least the Paintball Furies on 90 points.

The play-off was held on the bales field and Arthur and the Korps lost three players within the first three minutes of the game. Despite some valiant attempts by the remaining Korps players they never recovered and the DSS ran out winners with the loss of only two players.

The presentation ceremony was the usual good humored affair with everyone agreeing that the tournament had been a success. Trophies and T-shirts were given out and Johnny Sosta ('Sausage' to his mates) was keen to commend one of his players in particular. It turned out that a certain Mr Dave Howard had never played paintball in his life before and had been running with the Squad on borrowed camos, a site Razorback and weenie and two borrowed pots!

This is what Young Guns tourney's are about and I am sure that many of you just forming a team or simply wanting to upgrade from Skirmish or Survival site gear will take some inspiration from this story and save those hard earned wages to get out and play tournament style.

There were a considerable number of penalty points amassed during the day and I have deliberately left these out of the article as it is the final scores that matter, not who got done for what and why as individual teams. Also, not one team was deliberately cheating - in my opinion it was more ignorance of the rules and inexperience that caused most of the penalty points.

However, for the sake of any Young Guns teams reading this article let me tell you what infringements were incurred during the day so that you appreciate the meaning of full NSGEPFSF style rules:

Playing on -5 points; Swearing -5; Back Check valve found -55; Running outside the tapes 10; Calling 'hit' and 'out' -5; Hiding the flag while in transit -5; Hot Gun - 10.

Paul did explain at some length that his marshals would be issuing penalties wherever necessary as he believed it was the quickest way to make teams learn the rules.

I agree with him wholeheartedly on this point and obviously his marshals do too ...195 were dished out during the day.

Young Guns be warned . . . know your rules.

I would like to thank Paul, Guey and in particular the players who allowed me to roam the fields taking pics, for a very enjoyable day (despite the rain and Squashy).



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.



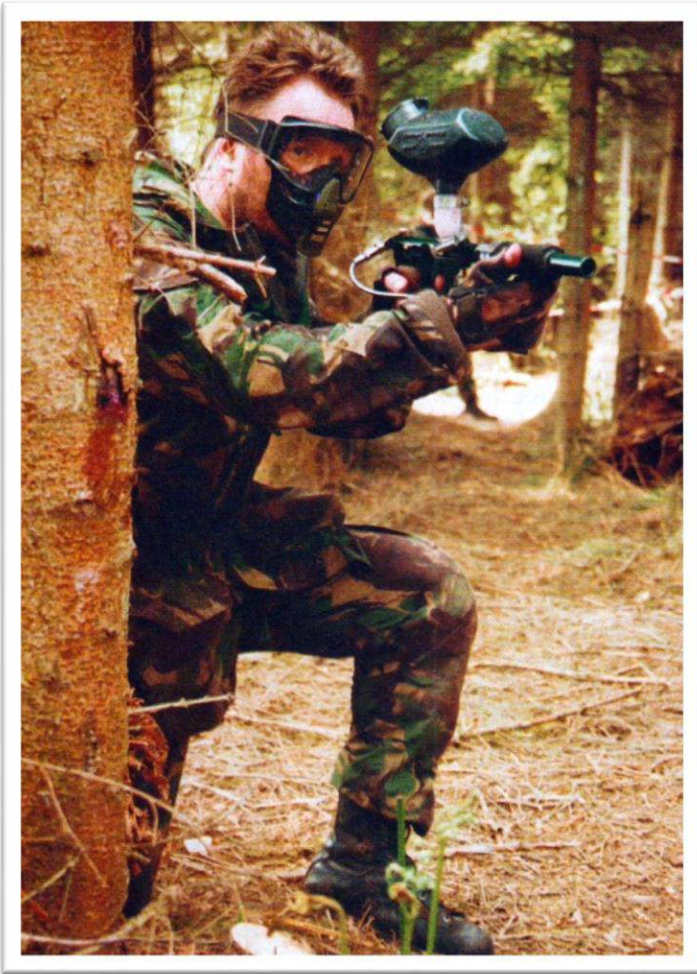
Mayhem, 1991.

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

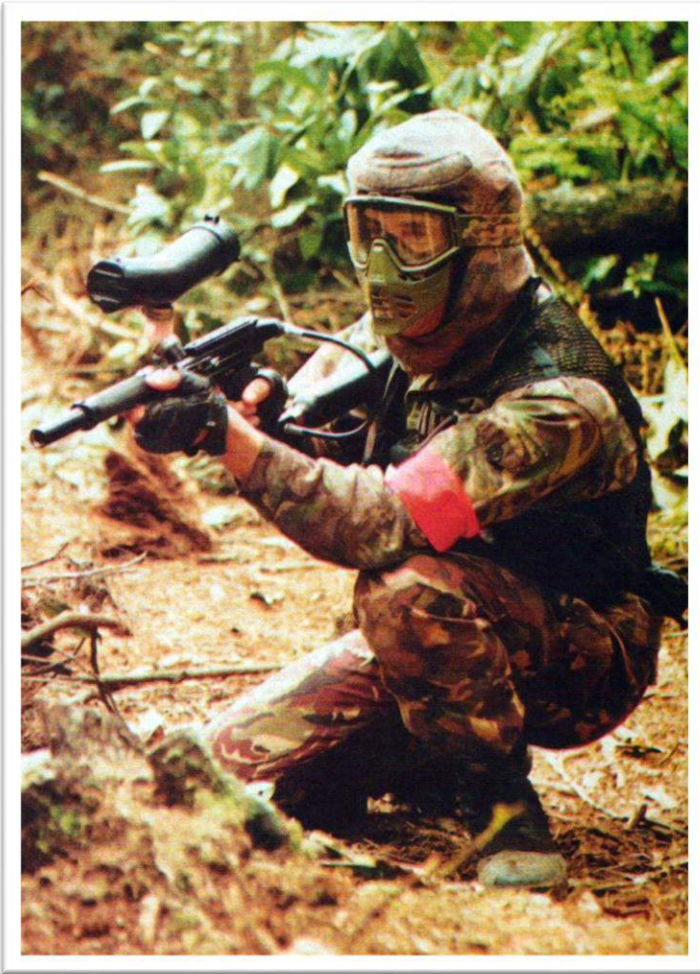


Keith Idema from Idema Combat Systems. Idema has quite a team following in the U.K. not only because most teams wear his vests and kits but because of the way he manages to entertain them. When I asked some players why they were so loyal to Idema, they gave him their biggest compliment by saying loudly, 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 as 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 it's 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. The biggest surprise was Bad Company Two. Recently formed and with a female captain and inexperienced though dedicated players, they did exceptionally well, and were the only young gun team to actually make it through to the finals. Congratulations both to Claire Hobbes and Steve Mattacott and to all the players for an outstanding effort. They took the Silver Cup in the Young Gun final.



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.

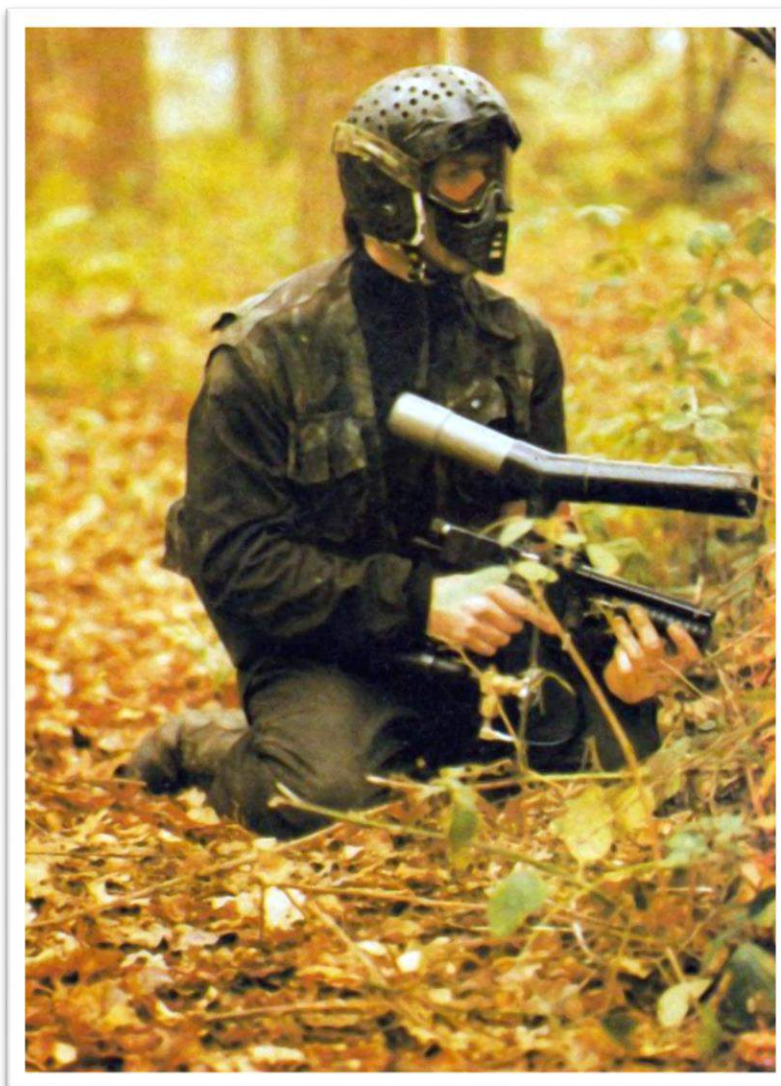
At the end of the day the Turks and the Predators were both on 40 points and joint first.

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.



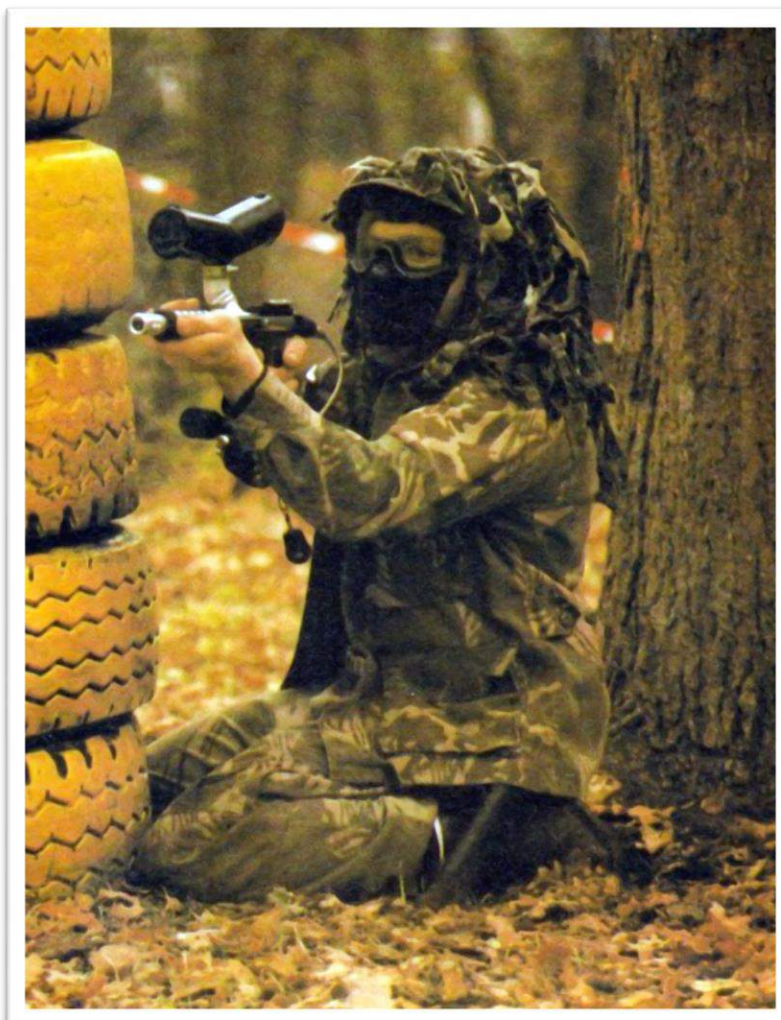
Predators, 40.
Turks, 40.
Barts, 37.
Saracens, 27.
Hit 'n' Run, 25.
Woodland Warriors, 16.
Ravens, 5.
Notts Outlaws, 0.
Screamin' Eagles, -1.
TVL, -8.



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

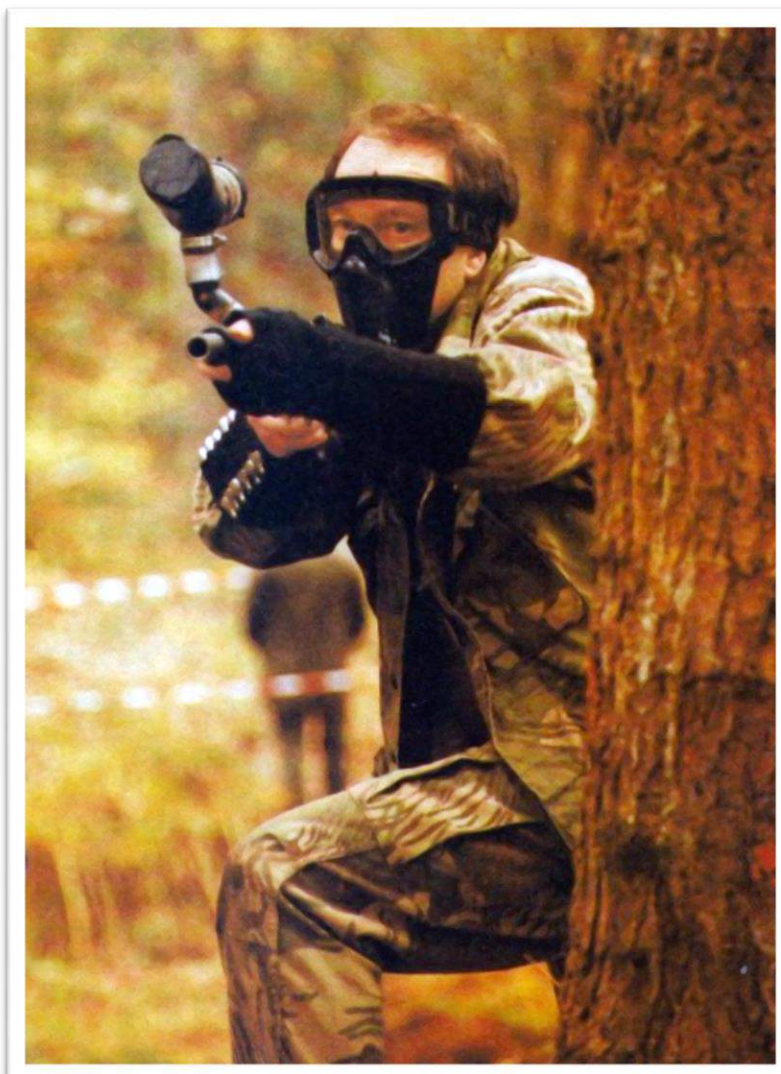
Pack and Genesis I terminated the Terminators.

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.

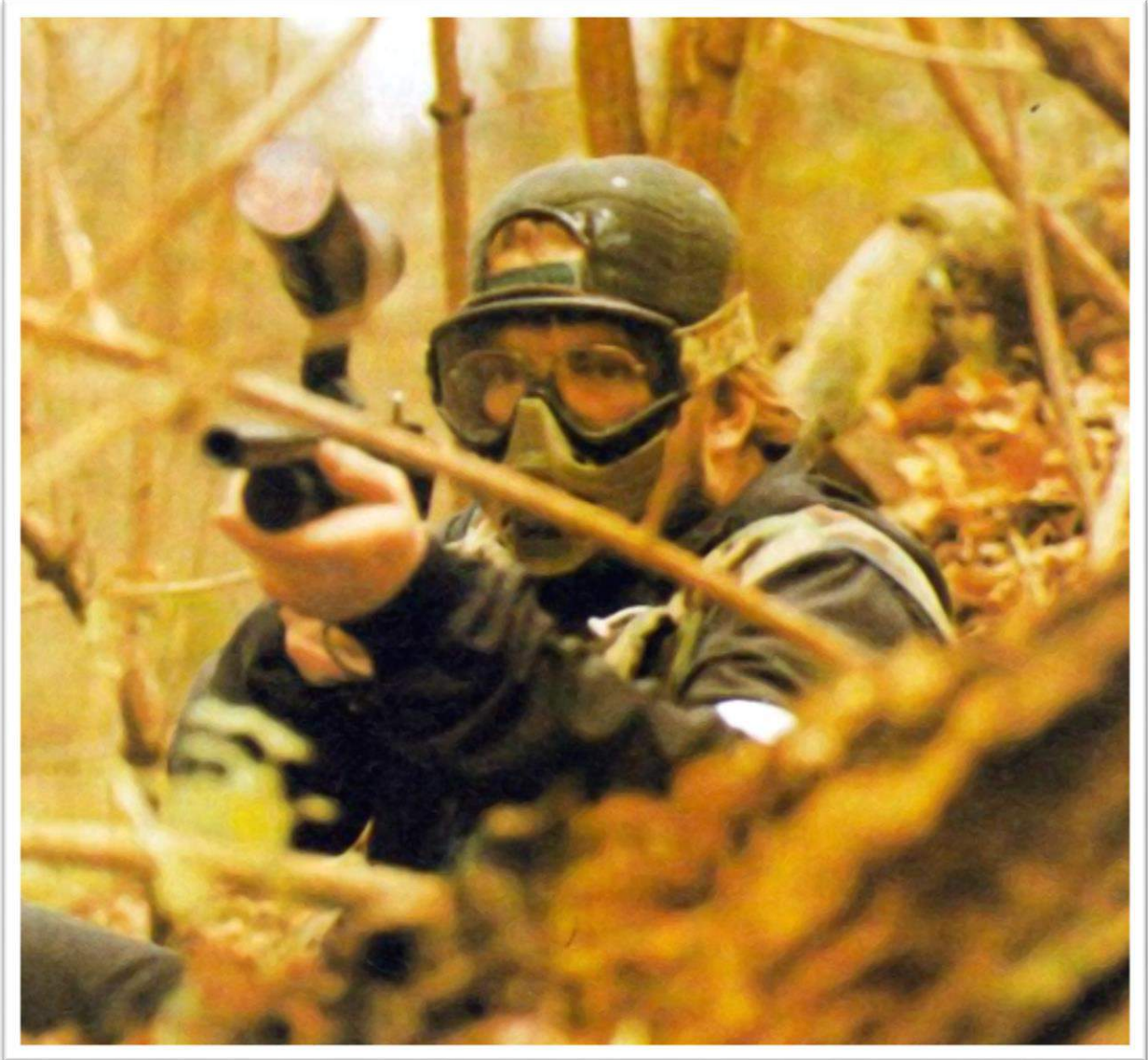
This was the closest competition I've ever seen at Kooch Doow, especially when you consider the experience differences between the teams. Chris Steele was most

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.

Preds Challenge Cup, 1991.

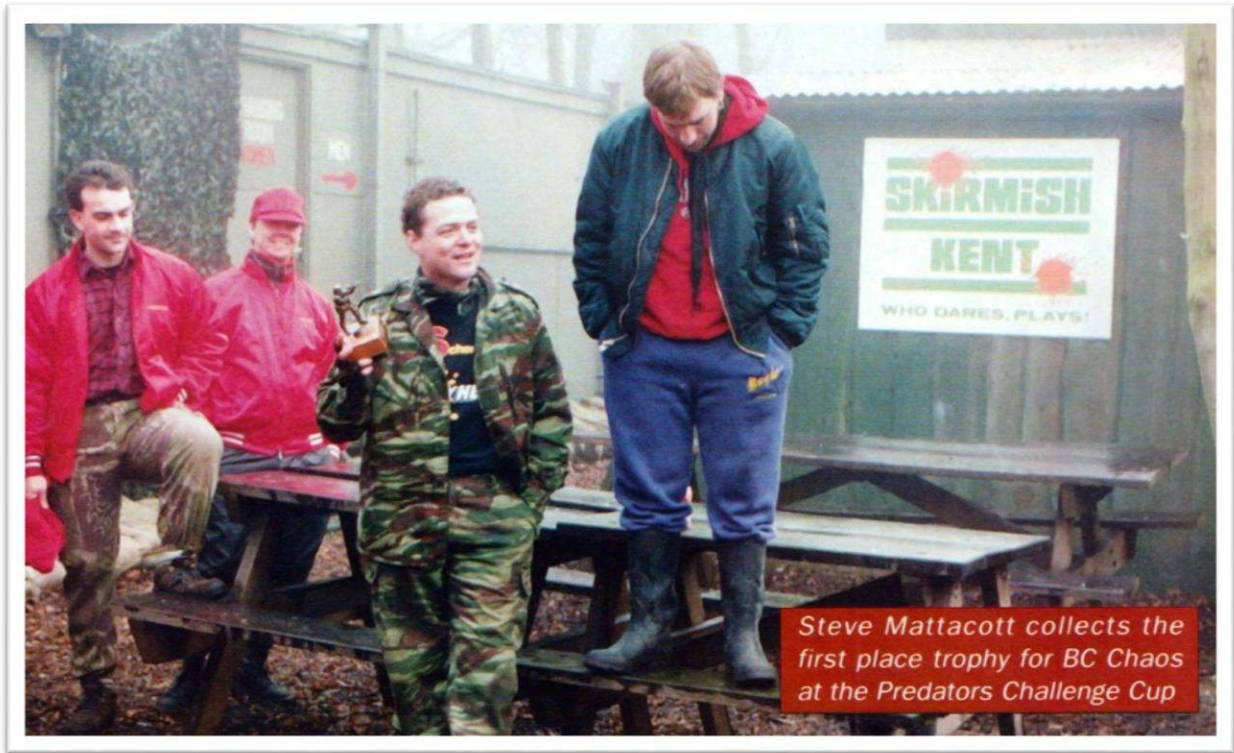


Predators Challenge Cup Was hosted at Skirmish Kent, It was a two action packed days in foggy old England, Bad Company Chaos experienced the thrill of victory as they swept the Two day event.

On 1st February I drove down to Skirmish Kent to take a look at a novice tournament that was occurring there.

The day was being run and marshaled by Bad Company and some site marshals. Eight 7-man novice teams turned out for the day. At least two of them having never played paintball before much less having played together as a team. Others were more experienced but there was a great atmosphere throughout the day despite the different levels of play. Those without their own guns were loaned Brass Eagle Cobras for the day.

Four different playing fields were used, one incorporates a bridge in the middle of the field with a large trench underneath it, one is normal woodland fortified with some barricades, a village scenario and the arenaball course (a larger version of



speedball which was created by Skirmish Europe, it uses identical pieces of cover set out in straight lines and is brilliant for using angles on people, nine out of ten pro players asked said they love it.) There was also a very generous covering of fog all over the site which created a weird atmosphere. In the first game there were only two maxes one to the Bulls Hitters probably the most experienced team there who played a totally novice team appropriately named the Learners. The other max went to the Destroyers against Wild West who despite having never played before still managed to shoot out four Destroyers. In the third game the Bulls Hitters took on C Company in the village. The Hitters hit hard and fast and C Co. didn't really have a chance to do anything before they started falling. One of their team was in a perfect position to do some damage to the Hitters push and hold them up for a while when his gun went down. He managed to get it working again just in time to get shot out, what a bummer! By the end of the fifth game it looked like the Bulls Hitters were going to take the day as they'd accumulated five straight maxes. But, in the sixth game they went out to play S.P.S. (or the Self Preservation Society if you prefer) S.P.S. were only 35 points behind. They played each other on the woodland field. S.P.S. decided to let the Hitters come to them, they also had the end more suited to holding, and the Hitters had to do all the work with little cover to help them. Until this game the Hitters hadn't dropped a point all day and



now they only shot out one of S.P.S. and scored five points while S.P.S. got a max putting them into the lead. At the start of the last game S.P.S. only needed 45 points to secure first place and as they were playing the inexperienced Learners, it looked like they would do it. But, the Learners had obviously learnt a lot during their first day's paintball and decided to do what S.P.S. had done

against the Hitters just sit back and let 'em come to you. S.P.S. scored five, meanwhile the Hitters had maxed their last game and secured first place. Although the Bulls Hitters have been together for over two years, this was their first win, and about time, too. Well done, guys. At the end of the day there was a tie for 3rd place between C Company and Wild West, one of the totally novice teams. They played C Company in the last game and put up a great show just managing a max in time, they then had to play them again for 3rd place but this time C Company's greater experience got them a win and 3rd place.

And the winner is.

- | | |
|-----------|---------------|
| 1st Place | Bulls Hitters |
| 2nd Place | S.P.S. |
| 3rd Place | C Company |
| 4th Place | Wild west |

As I drove down to Skirmish Kent on the 2nd of February, the dense fog that had been lingering for four days still hung heavy over the normally pleasant south-east of England. I was on my way to take part in the Predators Challenge Cup. Not only was it very foggy, it was also freezing cold and as players set their guns up there



was the sound of leaking frozen cup seals everywhere. The fog promised to make the fields look like the world's biggest smoke grenade had been let off. The Predators had hired the site for the day and had loads of marshals. Marcus Davies, captain, more often seen collecting trophies, was on the chrono wearing a rather fetching pair of purple track suit trousers and wellies. Everyone's used to the Preds winning tourneys but not running tourneys, though they used to do a lot of marshaling in the team's early days.

Only four teams made it on that day: Bad Company 1 & 2 now named B.C. Chaos and Bedlam, respectively. Chaos captained by Steve Mattacott, also the site manager, and Bedlam captained by yours truly. Shades of Grey incorporated some ex-Nam Wreckers and Gravediggers and fourthly Afrika Korps with Doug Setters of the Rogue Troopers guesting for them. Due to the low turnout it was decided that the teams would play each other twice and it was requested that the two B.C. teams should play their games against each other early on. And so...I won the toss for ends for a change and we wandered off to our base camp. We had a vague idea of what Chaos would do and tried to counter it. We pushed hard down our right side and sent our holders down to the left where we expected their push to come. I went down the middle and got shot out without firing a single shot. I was closely followed by Steve Mattacott which left both teams without a captain. In our previous encounters with Chaos, they'd gone through us like a dose of salts, but this game was very different. As the minutes ticked by, players from both sides walked out and for a while Bedlam were up on body count. After a long struggle and with only five minutes left of the game, four Chaos and two Bedlam players remained. A Chaos player came down the field with our flag, but as he approached



his base he forgot to be cautious and was shot out by one of my last row guys, who had walked his way down the right flank, almost into Chaos' base. Another Chaos player quickly grabbed the flag and hung it. The whistle went and the player was found to be hit. The marshals restarted the game quickly, now two on two. Another Chaos player came off the field. Face, the last Chaos player brought the odds down to one all. Then, out of gas, he just managed to re-gas, take out my last player and hang the flag, a really hard game that was either teams until the last minute. In the other game, Shades of Grey maxed against Afrika Korps, only losing one player. In the second game, B.C. Chaos faced Shades of Grey and maxed without losing a single man, whilst we maxed out Afrika Corps. In the third game, the two B.C. teams faced each other again, this time in the Village. Chaos were keen to prevent a repeat of the first game and hit us hard. We barely had time to get our game together and only four Chaos players were shot out. Bedlam then played Shades of Grey in two games consecutively. The first was on a woodland field, fortified with barricades. I lost the toss again and Shades chose the end with the better cover which was also more lent to holding. We decided to try the same thing that Chaos had done to them on this field earlier in

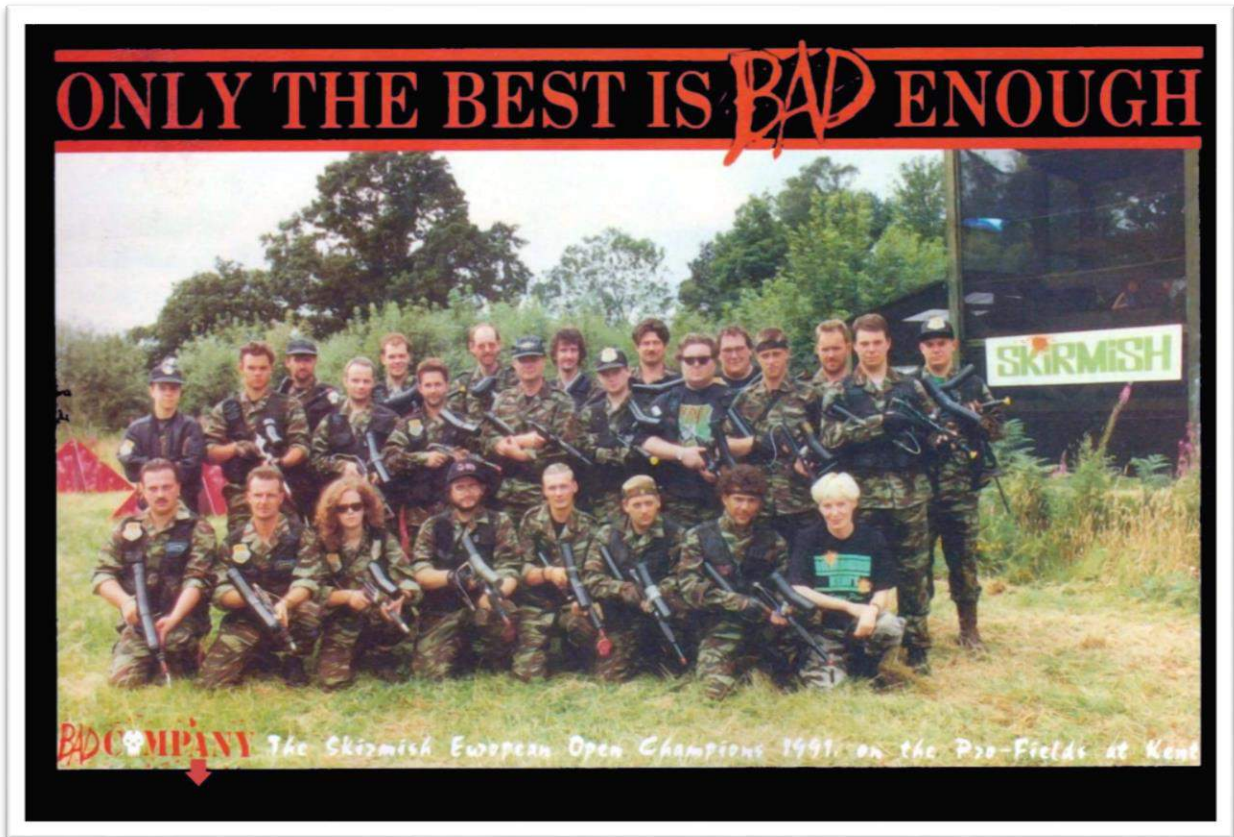
the day. Unfortunately, we were stopped short by their defense in an area of sparse cover. A couple of us were picked off and then Shades sent 3 players down our right side. We disposed of them but now had three left on our right flank and our left flank had totally gone silent. I dropped back to see what was going on in time to see five Shades of Grey coming down on our flag base. I went, so did the flag and then my last two guys. The next game we faced them again in the Village. Again I lost the toss. Shades were more aggressive this time having chalked up a win against us as they threw visual caution to the wind and went for it. They actually maxed us again but only after a struggle. They were held up on one side by just one player for ages. It was only when they pushed down the other side of the field that he dropped back to protect the flag and was taken out in the back.

By this time of day the placings were pretty definite and could only really be changed by mass penalty points. B.C. Chaos had scored 5 straight maxes, Shades 3 maxes, us one and Afrika Korps none. Chaos was hoping for six straight maxes and a perfect score. This was not to be, however, as Shades stacked up their third max against a B.C. team. Meanwhile, Afrika Korps were maxed out again by us. The tournament finished around 2:30 pm. In a way, it was good to play every team twice as in theory it gave you a chance to learn their game and correct mistakes made against them not that it necessarily worked out that way though. Despite the low turnout, it was a pretty good day with a high standard of marshaling. £1000 in prize money was split between 1st and 2nd, and trophies down to third.

And the winner is...

1st Place,	B.C. Chaos.
2nd Place,	Shades of Grey.
3rd Place,	B.C. Bedlam.
4th Place,	Afrika Korps.

Skirmish European Open, 1991.



Skirmish European Open Was hosted at Skirmish Kent, Bad Company Chaos Became Champions in convincing style.
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 squeezees 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 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.

<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

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



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. Sycotic 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. Mercenarios
26. Music City Hooters II, TN	57. C.I.A. Widowmakers, TN
27. Higlander 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	

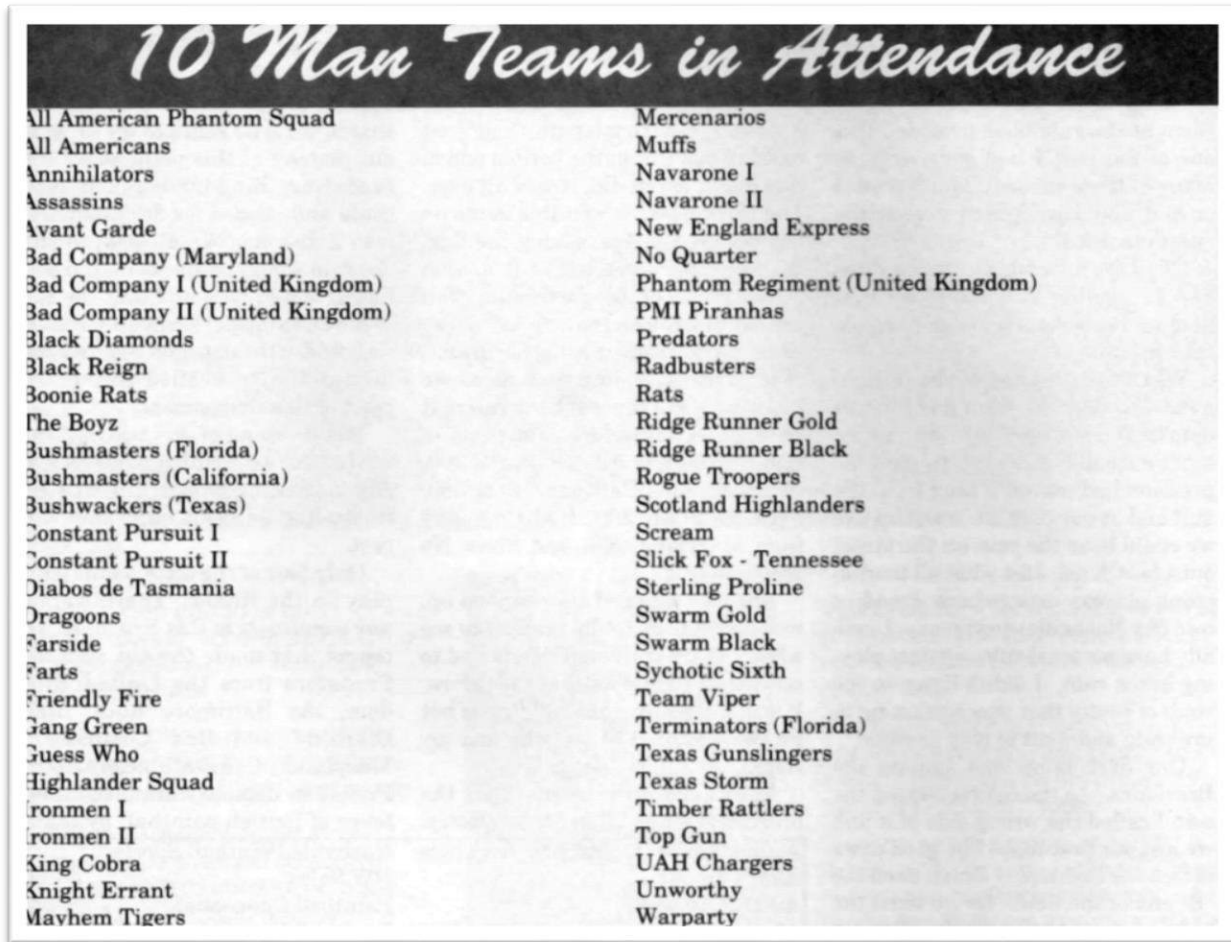
Football. There were no room for mistakes in this competition, as the 60 original teams would be pared down to only four teams for the Finals. With 600 points being the maximum any team could score in the six game preliminary round, a single loss could result in not making the final cut.

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

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.



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

10 MAN EVENT

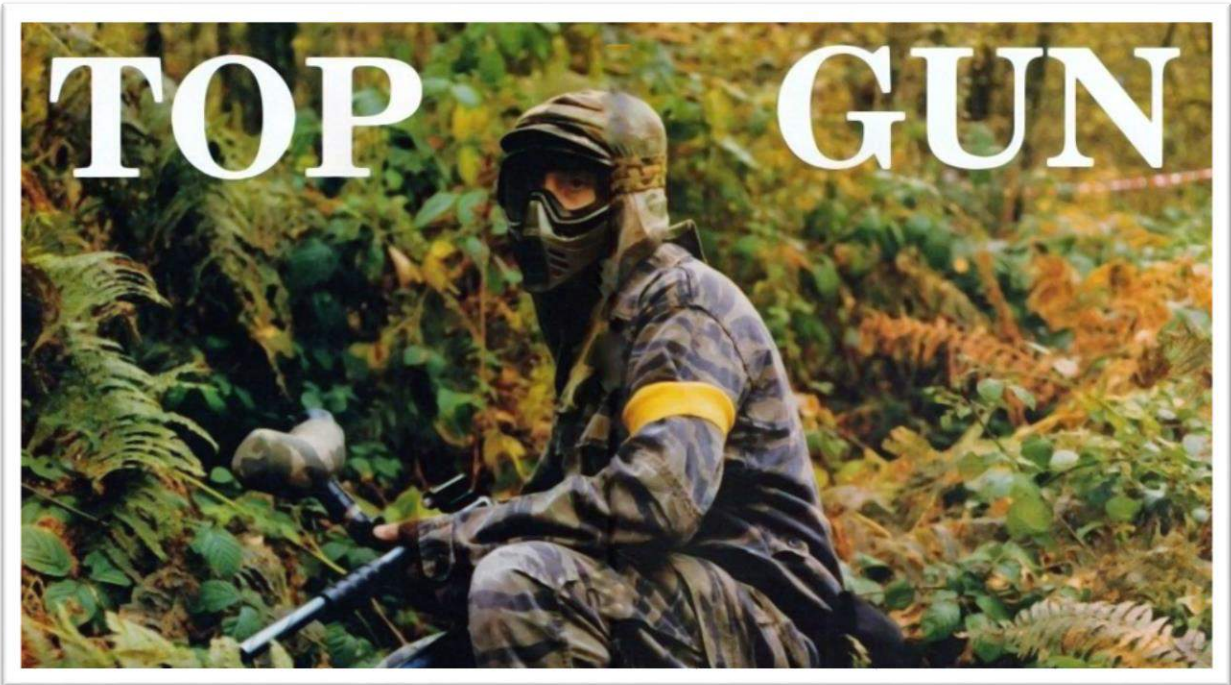
<ol style="list-style-type: none"> 1. All Americans, PA.....20000 2. Scream, IL.....8000 3. Baltimore Rats, MD.....5000 4. Constant Pursuit I, CA.....3000 5. Bad Co. Of Maryland, MD.....1000 6. Bushmasters, FL.....1000 7. Bushmasters, FL.....1000 8. Rad Busters, TN.....1000 9. Swarm Black, IL.....750 10. Black Diamonds, CA.....750 11. NE Express, MA.....750 12. Texas Storm, TX.....750 13. Team Viper, CA.....750 14. Avant Garde, MD.....750 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 	<ol style="list-style-type: none"> 33. Ironmen II, CA 34. All Americans Phantom Force, CA 35. Friendly Fire, CA 36. Phantom Regiment, AL 37. Sterling Proline 38. Team Navarone, CA 39. Rogue Troopers 40. Knight-Errant, KS 41. Texas Gunslingers, TX 42. Bad Company II, UK 43. Highlander Paintball Squad 44. Constant Pursuit II, CA 45. No Quarter, GA 46. Mayhem Tigers, UK 	<ol style="list-style-type: none"> 47. Scotland Highlanders 48. Dragoons, SC 49. War Party, OH 50. Boonie Rats, TX 51. California Top Gun, CA 52. Tom Cats, UK 53. MUFFS, UK 54. Navarone Apacolpse, CA 55. F.A.R.T.S., KY 56. Mercenaries 57. Black Reign, OH 58. Chargers, AL 59. Unworthy, OK 60. Nash. Ridgrunners Black, TN
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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.

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.

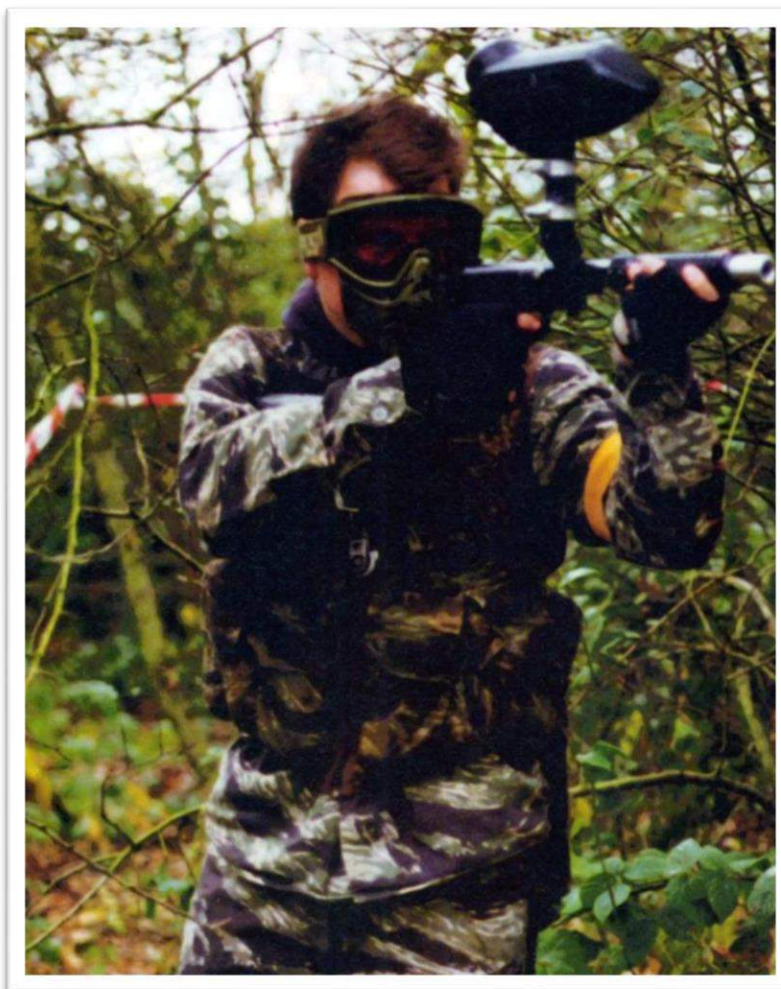
British Top Gun, 1991.



On November 24 Skirmish Kent in the south of England hosted a Top Gun tournament. With nineteen individuals fighting it out for the title, trophies and 350 in prize money, this was the third tournament held there since Skirmish Europe purchased the site back in July. The site is managed by Steve Mattacott, Captain of Bad Company and has one of the best safety area's found on any paintball site, complete with its 12 foot tall stockade, heated changing rooms, flushing toilets and a vast stainless steel fully enclosed kitchen it was the most amazing site to behold. The playing fields consisted of dense woodland, with a superbly constructed village in the middle, there is also a large Arenaball course packed with barricades, Arenaball is for the uninformed Skirmishes answer to speedball and varies in several ways from its better known relative.

Players included, Pete Robinson of the Nam Wreckin' Crew, Simon Peniston-Bird, The Managing Director of Skirmish Europe Wayne Monkman of Demolition, Dave Southall from The Terminator, Douge Setters of the Rouge troopers and many others who had the guts to go it alone on the paintball field against 18 other people. Marshaling was carried out by Bad Company.

Three fields were used during the day - two plain woodland and a third



incorporating the village. Players were spaced out around the field, trying to keep an even distance between each person. The objective was to shoot out as many other players as possible. Eliminated players armbands were handed to successful opponents by either a marshal or the eliminated player himself, with five points being scored for each armband gained. Players also scored five points if they retained their own armband until the end of the game. You only got the armband off your opponent's arm, not the ones he had collected from other players. Thus it

didn't pay to dig in for most of the game and then shoot out the guys who had done all the work as you could only gain one band per person.

It took the players awhile to adjust to a scenario where they have no backup from fellow teammates and instead have 18 opponents, knowing that any minute they could be shot out by a stealthy crawler. As the cover was very thick it was relatively easy to walk past a hidden player and be shot in the back. The thickness of the cover also lessened the advantage that the experienced players had, such as greater fire-power and better knowledge of tactics, and so there were some good scores attained by the less experienced players as well as the favorites.

Pete Robinson spent much of the first game close to the tape and being very inconspicuous. Steve Wooley, usually a site marshal, shot out a Rogue trooper in the opening minutes with a Promaster, having never pulled the trigger before the



game start.

In the second game, Wayne Monkman's gun went down to Steve Lanley's gun and in the third game Steve shot out Simon Peniston-Bird in the first two minutes, then went on to shoot Wayne out again - two of the most experienced people in the tournament. Wayne had endless problems with his gun and by the end of the day had used three different marking pistols. He proved what he was capable of in the fourth game when his gun was working. This game was played on a different field with a wide pathway down one edge and through the middle. Wayne wandered casually up and down the path and collected a total of 25 points, the highest score to that point. If he could keep his gun working, he stood a chance of catching the leaders, Simon P-B and Pete Robinson.

It is rumored that before the tournament, Pete had said that if he won he would only be proving what everyone knew, that he IS Top Gun in Britain. On the day

however he didn't seem too over-confident. He kept up a steady performance throughout the day, scoring ten or fifteen points in most games and he never scored less than five in a game. In one game he matched Wayne's high score of 25 points which put him well into the lead. After the first game he adopted a policy of stealth, and his tactics certainly worked as I hardly ever saw him during a game due to his low profile. Simon P's policy was to collect as many armbands as possible in the opening stages of the game, so that even if he was shot out early he would hopefully still have at least 10 points. But in a couple of games he was shot out before he'd collected any bands. His profile was much higher than Pete's making him an easier target.

In the afternoon the village was used for two games. Several players were positioned in buildings and the rest around the tape. When the game started some dived out of the village leaving the rest to shoot it out. The majority of players stayed well away from the village maybe seeing it as a death trap. Few players attained high scores on this field and a return to the woods was requested for the last game of the day. At the start of the last game, Pete Robinson lay in the lead with 70 points, Graham Easton from Shades of Gray was in second place on 65 points and Simon P-B in third with 55. In theory any of these three could take first place, though Simon had a lot of work to do. When the game started these three were all in the top half of the field but didn't encounter each other. Pete disappeared up the tape, while Graham took on Wayne. During the shootout Graham was taken out from behind by a sneaky crawler. Graham left the field with only five points and second place looked less likely. Pete came out not much later with ten points. As dead players and scores came in it looked possible that Simon could make the necessary points to bring him level with Pete. But at the end of the game he came in with twenty points.

Everyone had a good day and several people achieved surprisingly good results. The most remarkable was probably that of Steve Wooley a site marshal who has only recently started playing pro tourneys and is more used to the traditional air powered Skirmish guns. Judging by the ecstatic grin on his face he was fairly pleased with his result. Well done to Steve Mattacott and Bad Company for making it a good day and congratulations to Pete "Top Gun" Robinson.



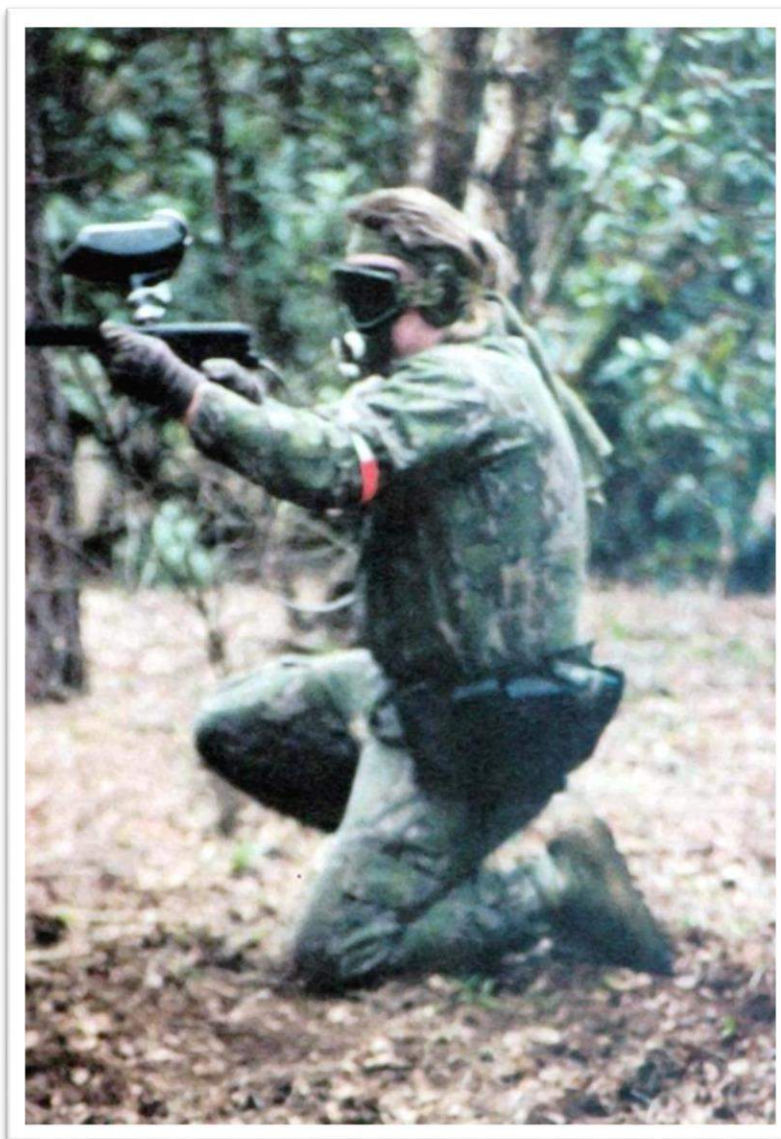
Final Standings.

Top Gun	Pete Robinson	80 points
2 nd ,	Simon Peniston-Bird	75 points
3 rd ,	Graham Easton	70 points
4 th ,	Steve Wooley	50 points
5 th ,	John Sims	45 points
6 th ,	Steve Langley	40 points
6 th ,	Wayne Monkman	40 points

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 lightening 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 Woorlords 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 where 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 who 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.

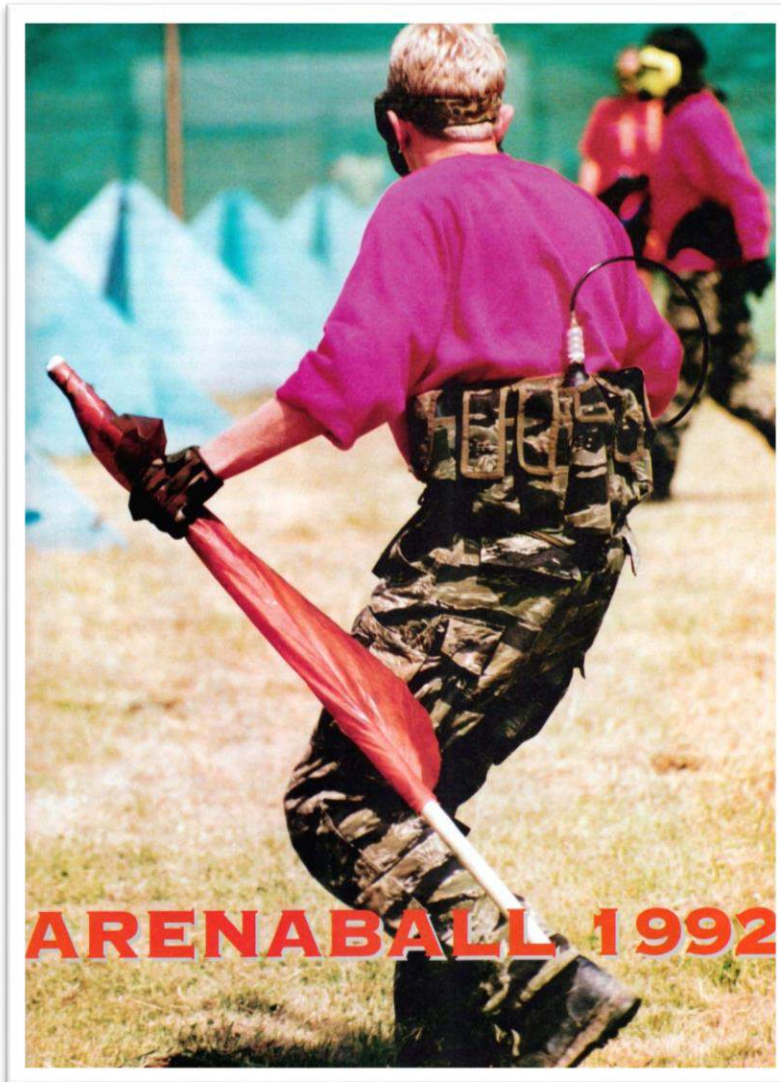
7th, Bo Peep, 393.

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.

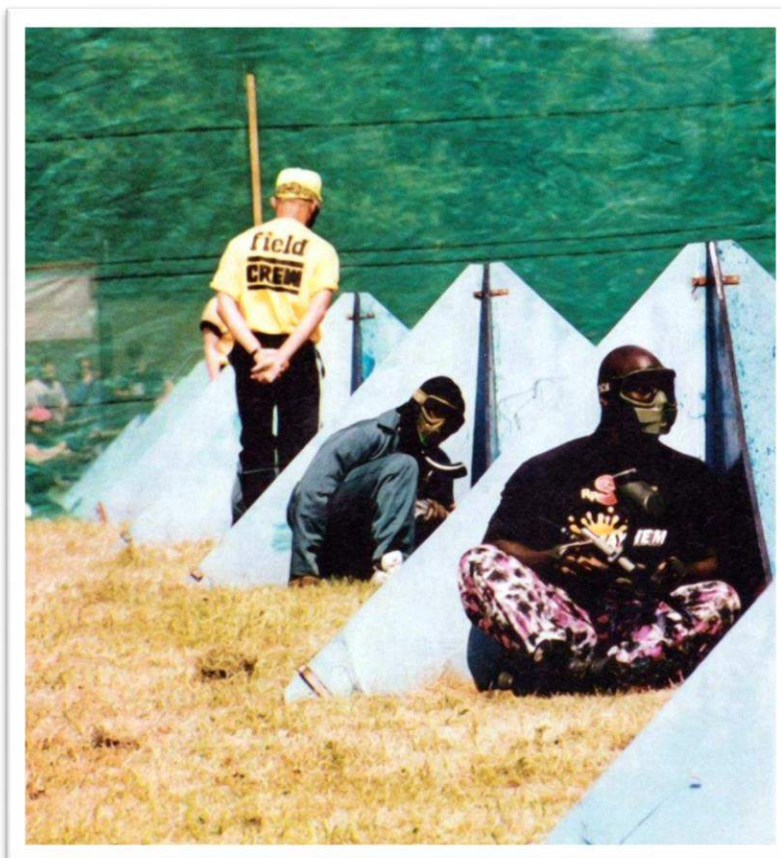


Skirmish Kent Arenaball, 1992.

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.

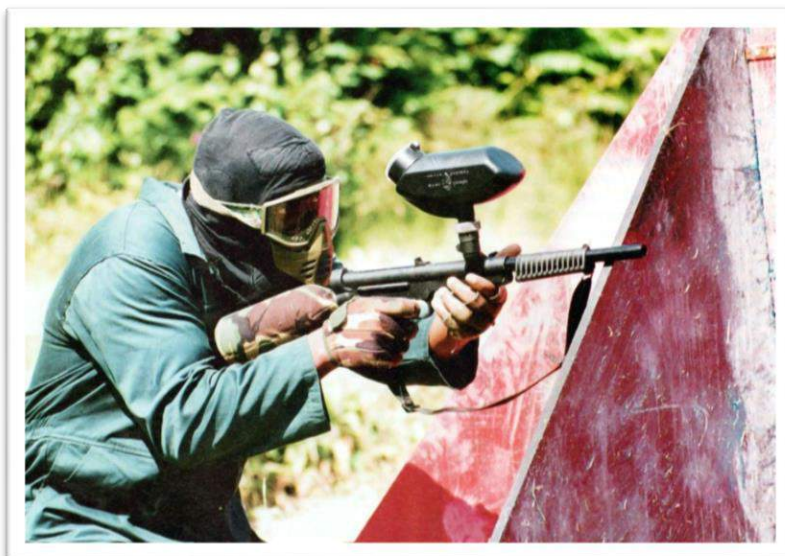


However, on this day it wasn't the woodland fields nor the village that were of interest because this was the day of Arena Ball '92.

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.

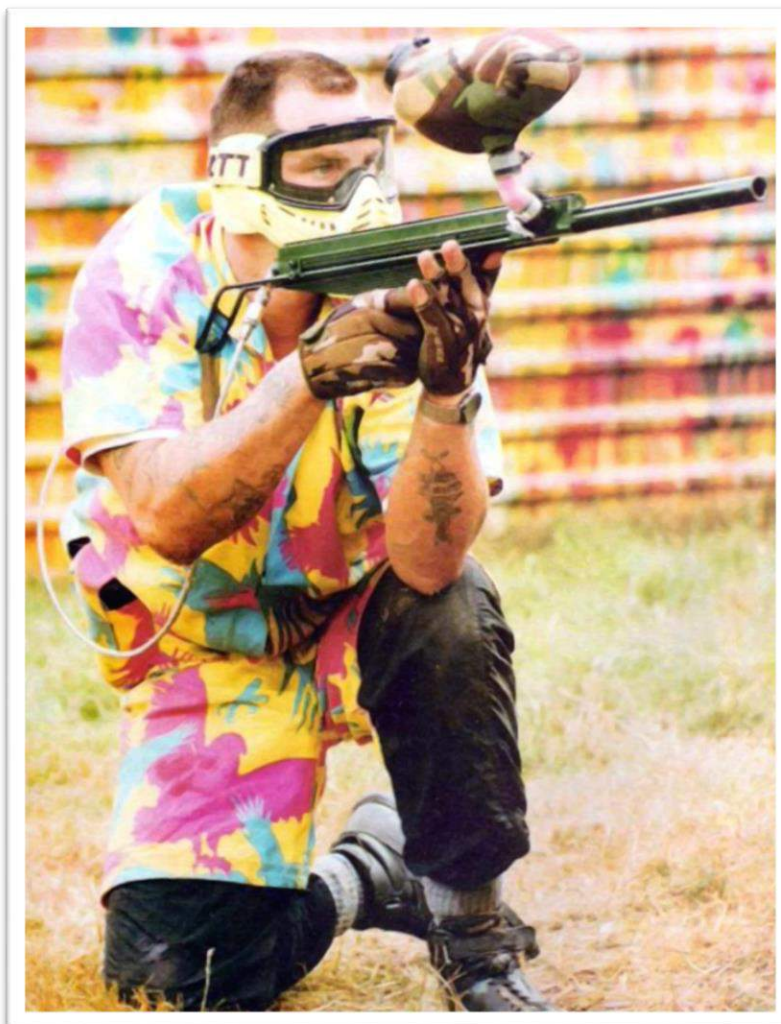


World Charity Speedball Championship, 1992.



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 play er. 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

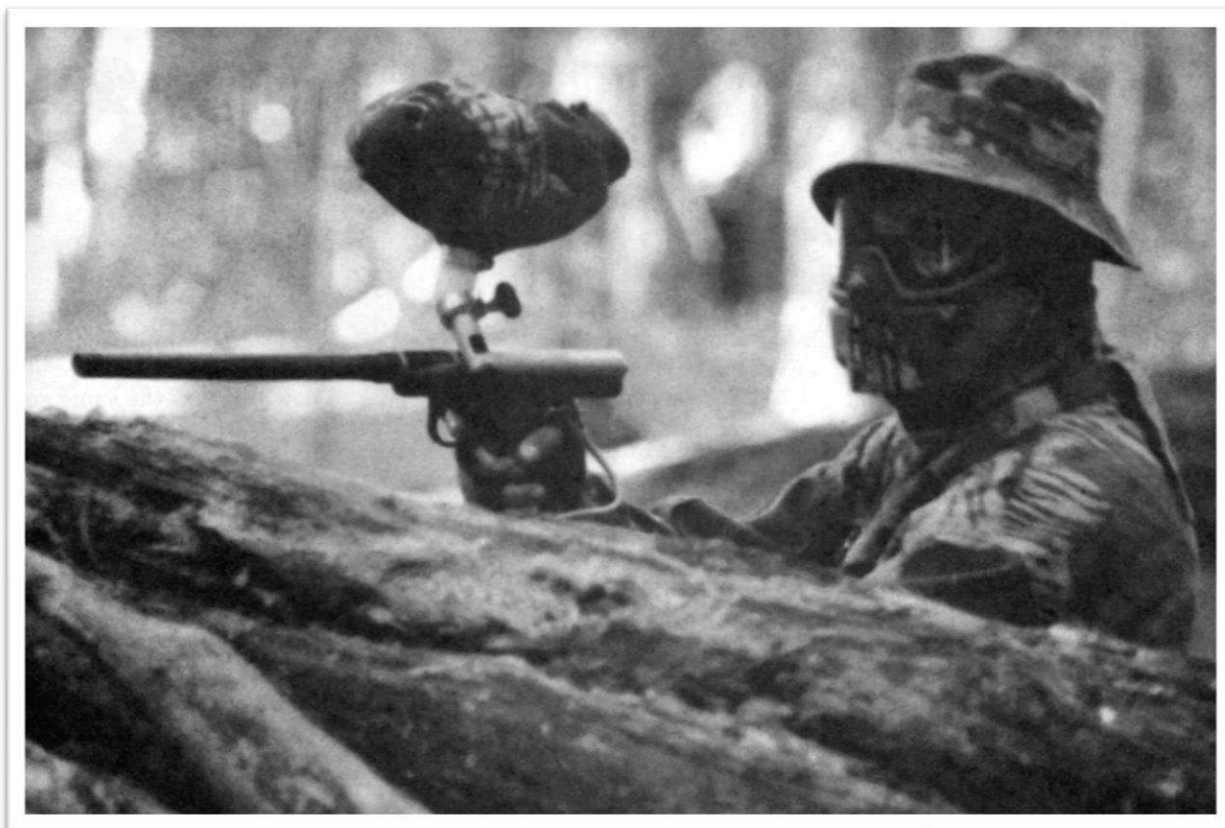


been decided upon (the tournament was utilizing 'radio-zone' judging and the 'one-for-one' rule) I retired to my room to write out the next morning's game schedules and finally fell asleep around 2 am. My view of the action was limited, I could only listen and watch the action on one set of fields, but 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 1.

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.

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

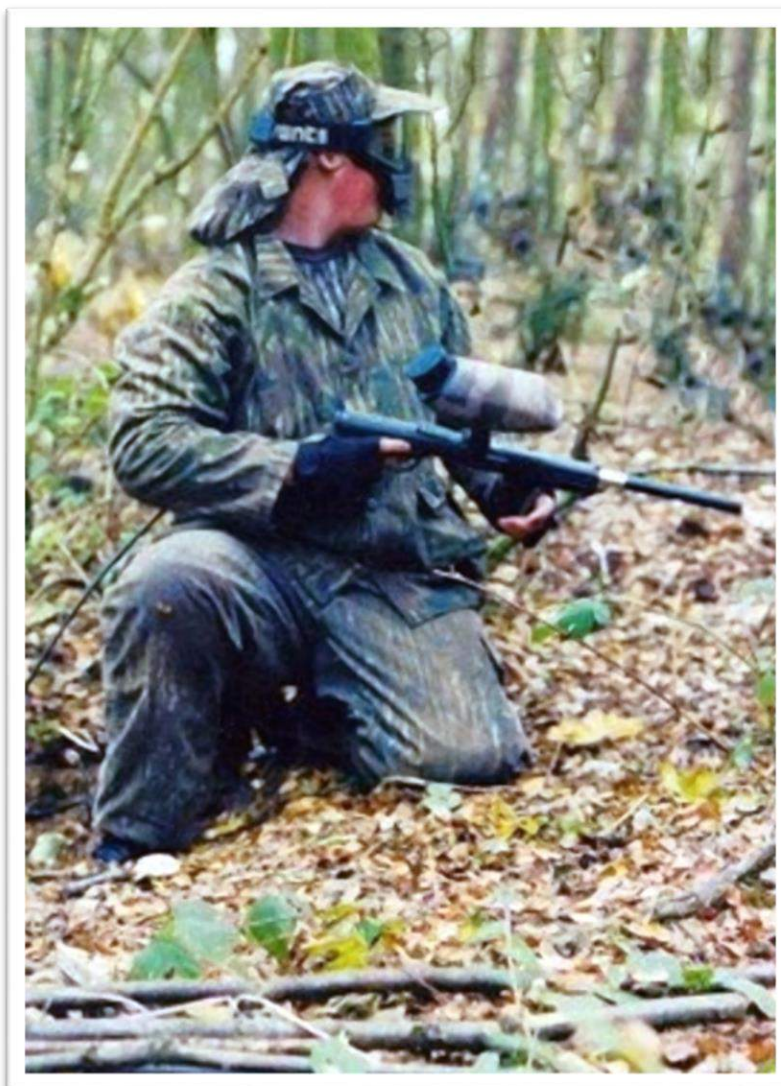
Sponsors.

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.



British Top Gun, 1992.

On Nov 8, the second Skirmish Kent Top Gun took place, 24 individuals lined up to compete for the title and a total of £500 down to third place. Last year's winner Pete Robinson was absent due to his recent retirement from paintball. This left 1991 runner-up Simon Peniston-Bird to defend the title. Last year, all players were placed around the field at intervals for the game start and from the whistle had to contend with players from either side. This format stood for the last four games of the day, but for the first four, a

central breakout was used. There was a 10-second delay before players could commence firing. This format was the more entertaining of the two, especially as in a couple of games players ran behind one another waiting for the call to fire and then shot the guy in front in the back! Another change from last year was that Novice players were given blue armbands worth five points and Pro players red bands worth ten points. This was so Novice players had the opportunity to try and avoid Pros but also get a bonus for taking out a more experienced player. Players received five points for retaining their own armband until the game end. Regardless of their status. Players could only lose their own armband upon elimination not those they had won. Other contenders for the day were: Doug Setters Survival Game and Nam fame playing with his Automag; Dickie from Bad Company with his Tippmann and Dave Southall from Hit 'n- Run with an



Autococker and Sterling there were also four entries from the Alamo Heroes and several from Total Respray, the Bushwackers. DBD and Bad Company. Marcus Davis graced the scene as Ultimate and the rest of the marshaling was provided by Martin and Vic from the Preds and site marshals.

The first game was started with a central breakout from the village. A number of people got caught in manic crossfire in the huts but it was the players who managed to hit the tapes and then work their way in that got the majority of the kills. Trucker from me Alamo accounted for both Dickie and Simon. Not a great start for two of the favorites, though both managed to score before elimination, only two players got more than two kills in this game, Trucker and Steve Lee who had come all the way from the Isle of Wight.

The second game started between the village and a woodland field which had been joined together for the event. In the first game many players had to make for the village huts to get some sort of immediate cover, but in this game there was a more even spread throughout the woods. Dickie and Doug Setters raced towards the village together but managed to separate before the call to fire. Dickie got stuck in a hut but managed to take two red armbands before being back doored. Simon got trapped between two Novices with semis and found himself at a slight disadvantage with his Sterling. The top scorer this game was Jamie Pagett with 30 points.

Game three saw some good scores as people started settling into playing on their own with no back up. Doug racked up a score of 25 and. Vino from Alamo Heroes scored an amazing 45 points by moving steadily around the tape, taking out player after player including fellow teammate Geoff Stone. Game four was the last of the central breakout format, with good scores from Steve Day, Steve Owen

and Dave Southall. Halfway through the day the leader was Alamo Geoff Stone on 65 closely followed by Doug on 55 and Vino on 50. Simon was way behind on only 10 points, the same as fellow Bad Company player Simon Moore. Only Doug, Dickie and Geoff had scored in every game thus far. Many players appeared to be suffering from tunnel vision, failing to watch their backs and ignoring the possibilities of players being dug in on the tapes. The players getting the high scores tended to be sticking to the tape and minimizing the angles from which they could receive fire.

Game five was the first where players were placed around the field. Simon had played the first four games with a pretty high profile, but finding himself outgunned by semis, so he decided to go into cover and wait for unwary opponents to stroll past. This tactic improved his score by 25 with one of his victims being Geoff Stone.

This was Doug Setters' last game due to equipment and paint problems. This was unfortunate as he was in second place at the end of game five. Game six saw a dramatic improvement in the score of Mike Davis, who had so far only scored five but really knuckled down and got an impressive 35 points. There was a surprising change in the scores in game seven. Geoff Stone, still well in the lead, was placed on the back tape of the village at the start. He immediately took on another player in front of him. Dickie then appeared behind. With two people going for him and not quite enough cover, he was eventually taken by Dickie. Game ended he was fighting it out with another player who tripped over a stump and was clipped on the pots while trying to regain his feet. Thus Dickie left the field with a staggering 50 points.

At the start of the last game the only person who could overtake Dickie was Geoff Stone but obviously fate was not on his side as his gun went down after about three shots. Fortunately no-one noticed him as he tried to get it up again. Unable to do so. He ran off to better cover and later in the game managed to make someone surrender and took his band without firing a shot. He then stayed in deep cover and retained the points for his own armband - a pretty good bit of initiative, eh? Meanwhile Dickie racked up a further 35 points. Simon's score had continued to improve during the last three games but it didn't look like it would be good enough to secure him a high placing. One-man tournaments are a pretty scary format for anyone, regardless of their experience and it was good to see so many people out there with the guts to give it a go. There were surprisingly few well-



known faces from the Pro circuit though, compared to the large number of Novices.

This is the sort of format which really measures the individual skill of each player. Last year Pete Robinson won the event with his Phantom, this year there was a much high predominance of semis. Some players ran around in the open using only their guns as cover and got good scores. But the players who consistently scored high during the day were those combining semi firepower with a stealthy use of cover round the tapes.

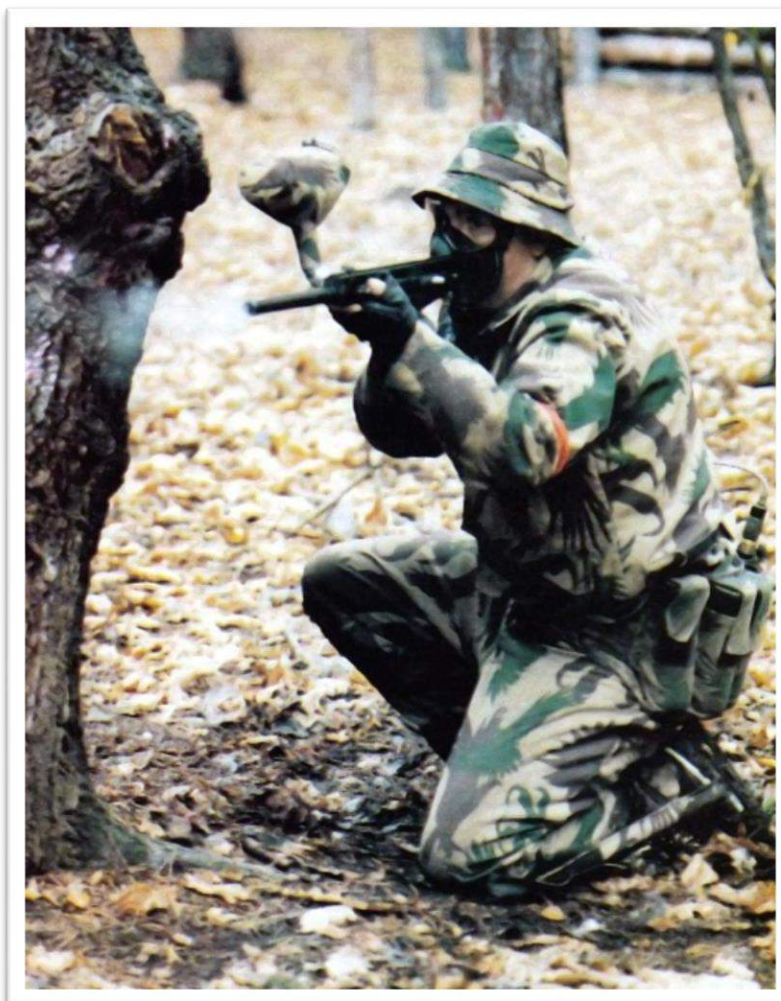
1 st ,	D. Gales,	155.
2 nd ,	G. Stone,	115.
3 rd ,	A. (Vino) Beirne,	85.
4 th ,	S. Ray,	80.
5 th ,	D. Setters,	75.
	S. Owen,	75.
7 th ,	D. Southall,	70.

	M. Reynolds,	70.
9 th ,	S. Peniston-Bird,	65.
10 th ,	J. Pagett,	55.
11 th ,	A. Brady,	50.
12 th ,	S. Lee,	45.
13 th ,	J. Cuff,	40.
	J. Harwood,	40.
	M. Davis,	40.
	T. Creech,	40.
17 th ,	A. Dacrymple,	35.
	S. Moore,	35.
19 th ,	D. Bow,	30.
20 th ,	J. Bannister,	20.
	D. Brown,	20.
	S. Miller,	20.
23 rd ,	M. McKoen,	5.
	C. Santini,	5.

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.

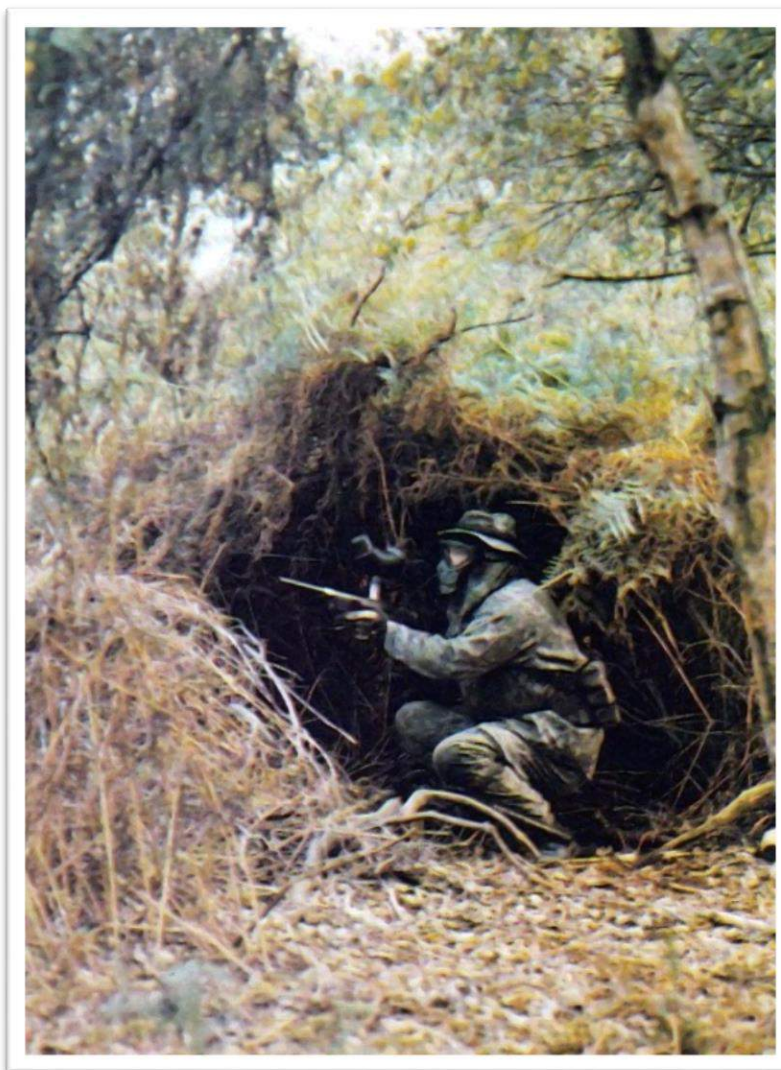
The Panthers started well but then had a real dodgy patch, picking up two sets of penalty points before maxing their last two games. The Hawks also picked up penalties which did little to help their score when they only maxed out the last game versus the Tazmanian -Devils. Mayhem Tigers seem to have 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.
6 th , Terminators,	243.
7 th , Shades of Grey,	182.

Division 2.

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

Bad Company Charity Shoot-Out, Feb, 1993.



As light filtered into the sky, we made our way to the first site of many we were to visit that day. We were going on a tour of sites to raise money for charity-two hospitals in the south of England. One of the team members has a very sick child with serious heart problems and proposed the idea. Half the money raised is going to a national foundation called 'Wessex Heartbeat' which is raising money for research and equipment connected with heart disease for both adults and children. The other half is going to a hospital ward specifically for children with heart problems at Southampton General Hospital. The idea on the day was for us to visit as many sites as possible throughout the day, and invite the customer to 'buy armbands at £1.00 each to play Bad Company. Once shot out they could, if they wished, buy more arm-bands and continue playing. Game times were approximately 30 minutes on each field and most customers had at least two goes. Money was also raised through individual player sponsorship and the 'sale' of flags for £50.00 for each opposition flag captured.

The first game of the day was at S.A.S. Maidenhead, west of London. They had 30 customers including a handful of walk-ons. The site guns are Brass Eagle Semi-autos so they could obviously achieve a good rate of fire against us if they wished. We played an attack and defend scenario with Bad Company based in a



small village. The customers were a bit nervous about moving in too close to us naturally wary of our greater experience, but they had several walk-ons and marshals with them and soon surrounded us. The sixteen of us were able to hold them off pretty much indefinitely though several of us ran out of gas and paint. It was also a very cold morning and several people had gun trouble. One of Bad Company went and bought five armbands and joined the site side and got a couple of Bad Company eliminations. Shortly before the game's end.

We broke out of the village to take out the remaining customers and to get as many eliminations and as much money as possible. We then had to pack up our kit and move out to the next site.

For the next visit, we split into two groups, 12 went down to an Indoor site called Top Gun where they had 45 customers with Razorbacks and 20 walk-ons, The remaining four of us went to Toby Hall's Skirmish just north of the first site we'd played to play 30 customers with air powered Daystates. The game took place around a valley with a bridge on one side. We were based behind a large mound. The op Position could reach the other side of this mound with little risk and then work their way around and over it. Their numbers included about six young children who by half way through the game had completely blocked their barrels with mud due to using them as walking sticks to get up and down the hills, but they were still trying to fire through them. I pity the person who had to clean

them at the end of the day. We had one of the site marshals playing with us using a site gun. 1 was shot early on having taken three of the opposition out. Three of the braver customers had made it to the other side of the mound and crept round on me taking me out with a goggle shot. Serves me right really because 1 didn't think they'd get me in a month of Sundays and wasn't really watching-typical pro player ego. I gave my gun to the marshal playing with us who did a blinding job with it. With ten minutes left in the game, we were very low on paint and down to three players, we had one gun going down and there was still nearly thirty of them, in as most of them, had gone back and bought another armband to have another go. A few minutes later we were down to one player whose Automag was now completely knackered, he managed to hold them off with just gas for a while then took one of the eliminated players guns. By this time he had 10 to 15 of the opposition converging on him, but they failed to realize he was on his own and just run him down, or maybe that idea didn't occur to them. Anyway he did a brilliant job of holding them off. Taking several bounces but managing to hang on until the whistle went. 1 was quite impressed with the eagerness with which these players came at us. We got down to Top Gun to find them, still playing-it seemed the customers there couldn't get enough of shooting at Bad Company and they had played two games against the 65 there scoring a further 120 eliminations. 65 is pretty big odds for 12 to take on especially in buildings and despite the adrenaline rush, it's very tiring constantly keeping your eye on so many opponents. We were now running tight on time, feeling pretty grubby and hurting a bit from numerous welts.

We now made our way over to a site south-west of London called Camelot Leisure run by two guys called Kick Chipping and Simon Turner who had invited us for lunch before we played their 43 customers. After we had gorged ourselves on a much needed feed, we were taken out to the field which was short and had a ditch running across it slightly nearer to our base than theirs. In the middle of the field was a bridge with a flag on it a sort of 'bonus' flag with another flag in each base camp. There were fifteen of us out on this one, and we had a couple of guns go down right at the beginning on the left flank. We took control of the bridge early on and pushed our opponents, back in the middle. They stated to mass on the left flank, moving down the tape to a large bush. At one point there were seven of them in there with another two or three just behind unfortunately for them, they didn't know what to do once they got there. If they had decided to pour down the tape, they would probably have broken through our tape man and through to our

flag base, but they lacked the experience to make such a move. While they were still massing on the flank, our middle and right steamed across the bridge and wrapped round on them, taking both flags and the guys in the bush. It was a nice neat game by us. Unfortunately the speed and aggression we played them with put them off playing us again. Perhaps we should have played them with fewer of us, or played an attack and defend game like we had at the first two sites as this format cuts down the aggression factor for the pro players as they can't move on the opposition, only hold them off. We hadn't played an attack and defend at Top Gun but they had far greater numbers and many walk-ons as well as a bigger playing area and buildings to move through.

Light was now starting to think about fading so we had to get a move on to the last site-Skirmish Kent, south east of London and Bad Company's home site, where we got a further 40 eliminations and two more flags and then collapsed. Pro players versus complete novices is always a difficult one. We faced odds of between 4:1 and 8:1 and didn't lose a game which indicates that a well- equipped group of pro players can hold off virtually any number of first-time players and the odd walk-on. Don't forget these so-called 'punters' don't just lack knowledge of the equipment they are using, but every other aspect of the game as well. Such as what sort of cover a paintball will and won't penetrate. Practice at picking out the opposition. Knowledge of the range of theirs' and the opposition's guns. Never mind that pro players are usually far better equipped and know their kit like the backs of their hands. All the customers we played on the day seemed to enjoy playing us, even if a few of them got a bit. Intimidated. In this sort of format this is probably unavoidable and pro players owe it to fair play or honor, whatever you want to call it to remember that first time players are paying out money to play you and they may resent getting lit up. All the customers we played were very sporting and the site owners extremely helpful. While arranging the day.

We had a few knockbacks from site owners who didn't want 15 pro players coming down to shoot up their paying customers which I guess is understandable. But come on guys, this was for charity.

Firstly to the site owners who let us use their sites and their staff for all their help: Mick Holdaway and Nigel Streeter at Brass Eagle. Maidenhead. Toby Hall and staff at Toby Hall's Skirmish, Fleur at Top Gun.

Rick Chipping and Simon Tumor at Camelot leisure.
Mayhem Paintball Games for generously donating 10.000 K.P. Scherer paintballs without which we couldn't have shot anyone,
Thames Water (who employ one of the team member*) for agreeing to match all money raised NICK ONE GUYS and Steve Woolley for talking them into it.
Flags were sponsored for £50.00 a time by-
Dave Galsworthy at Proline for two flags
Terry' Glynn from Holmbush Outdoor Games
The Colonial Marines paintball team
The Predators
Chris Lacey from the Paintball Company
Toby Hall from Toby Halls Skirmish plus £20.00 sponsorship
Jerry Ward-Barber from Survival Game plus £20.00 sponsorship
Campaign Paintball Games
David Shaylor
Other sponsors and donations included:
Tom from Top Gun
Badger. Stan Higgitt and Terry Martin from the European Paintball Sports Federation
Len - the great uncle of the child who inspired the day who recently passed away and generously left us some money in his Will
Rick und Simon from Camelot leisure
There were also others whose names I don t have but thank you anyway and I guess lastly thanks to Bad Company for being there.

Holmbush Mayhem Warm-Up, March, 1993.



Four 'Warmup' tournaments have been organized before Mayhem to allow the teams a chance to learn the fields and practice against the other teams that are entering. Fifteen teams were there one quarter of the Mayhem field of sixty teams.

They were divided into divisions of eight and seven:

Division One.

Nam Wreckin' Crew.

Bad Company Bedlam.

Shades of Grey.

Hawks.

Fat Freddie's Cat.

Alamo Heroes.

Banzai Bandits.

Stealth.

Division Two.
Eagles.
Terminators.
Bush Babies.
Woorlords.
Boys from the Dwarf.
Misfits.
Black Widows.

The Eagles were expected to be highly placed last year but failed to make the finals as did Nam. The Eagles, however, have won most of the events they've played over the last year and are favorites again for this year. Nam won the Campaign Cup and another ten man event on the same day. Shades of Grey came third at last year's Mayhem but have lost several players since. Bad Company Bedlam are a new team with an old name. Only one of their players, the captain, has played Mayhem before. The Alamo Heroes are first seeds and have been around for years and years and are always a strong team. I'll say more about some of the teams as I continue. Seven fields were in play on the day, five of them newly created. The site team, the Panthers, have been building new fields and a new safety zone for Mayhem. There's still a lot of work to be done, but one thing they're particularly keen to do is make sure all the fences are as even as possible, so that one end doesn't have an unfair advantage.

The first game of Division One was the Nam versus Bad Company Bedlam on field four, a fairly wide and short field. One end is thick with a lot of bushes. The other end is more open with mainly barricades for cover. Bad Company had this end. The Nam eventually pushed their right tape catching Bad Company's tape man on the hop and maxing out within the twenty-five minute game time. Meanwhile, just across the pathway on field five the Eagles had done the Terminators in under five minutes. Field five has no man made cover just trees, rhododendron bushes and ferns which still managed to provide plenty of cover for the Eagles to move up from the bottom end from which the field slopes slightly upwards. The Eagles didn't lose a man, the Terminators broke out short perhaps a mistake. The fear of a lot of pro teams is having teams just come at them and keep going. They know how to dig teams out from round their bases so why wait for them? Why do what the other team is expecting? Digging in your best chance is to hold them off for the whole game. But if you really go for it and make a hole in their line it's a lot more



positive and fun. And if you've got the team coordination and accuracy you might even max them.

In the next round I went to see Nam play Shades of Grey on field six. This field was in use last year but has been altered a road that split the field in two had been cut out making the field much shorter. Shades had the bottom end and had a gun go down on their left flank. Nam started to move down this flank about ten minutes into the game. For a while it looked like they would be able to push the Nam back. Joe from the Shades was doing a good job until paint started coming in from the middle as well as Nam moved round to the back tape, a Shades player dropped back from the middle. At this point some shouting occurred on the

other tape about another Shades player being dug in. While a couple of Nam went to investigate, the last Shades player was in fact on the back tape eliminating several Nam players. He then raced off up the field and grabbed Nam's flag as his own was going in the opposite direction. He was only just outside his base as the Nam hung his flag. Unfortunately, ten points were being given for having your own flag in your base at the game end, and three points per elimination, so Nam missed



a full max score.

The Banzai Bandits were now ahead in Division One with two full maxes against Stealth and Fat Freddie's Cat. The Banzai Bandits are a young, keen team but in Round Three they were maxed by Alamo Heroes in a very slow game on field one. Field one in Round Four saw a very quick game between the Eagles and the Boys from the Dwarf with the Eagles losing only two players. A lot of penalty points were starting to appear on the scoreboard as the day went on mostly for hotgun s. By the end of the day ten of fifteen teams had received

penalties for some offense. By Round Six the Eagles still hadn't dropped a point on the field. In this round they played the Woollords, a strong, young team who can be very difficult to break through. This was on field three, an interesting field on which a lot of the games ran close to time. This was no exception with the Woollords holding the Eagles off until the last couple of minutes but were eventually maxed out after accounting for five Eagles. In the next round Bad Company Bedlam maxed out Stealth on field three, only their second max of the day. They weren't doing too well, with low scores in the other games, but this was their first tournament together.

Nam were in the lead in their division with four maxes. Banzai Bandits had had five maxes but copped fifty penalties. In the last round I went to see the Nam play the

Alamo Heroes. These two normally give each other a good game. They were playing on another old field from last year. Most of the field is covered by fir trees planted in straight lines and making the field quite dark. Barricades are scattered among the trees. On one side fallen trees form a mini corridor which turns from side to side. The other side is more out in the open. Both teams treated the corridor side as the holding side, both initially having two players by the tape SS Just when the real action started I was involved in a discussion with two players on the tape and vaguely saw someone run past with a flag, pursued by marshals and players. Both teams grabbed the opposition's flags and both were awarded flags in transit. Alamo then went and received one hundred twenty penalties for two hotgun s over the chrono, putting them out of any chance for the finals. Two teams from each division went through into a semifinal where the first and second from each division would play each other, followed by a final game with the two winners and the two losers playing off.

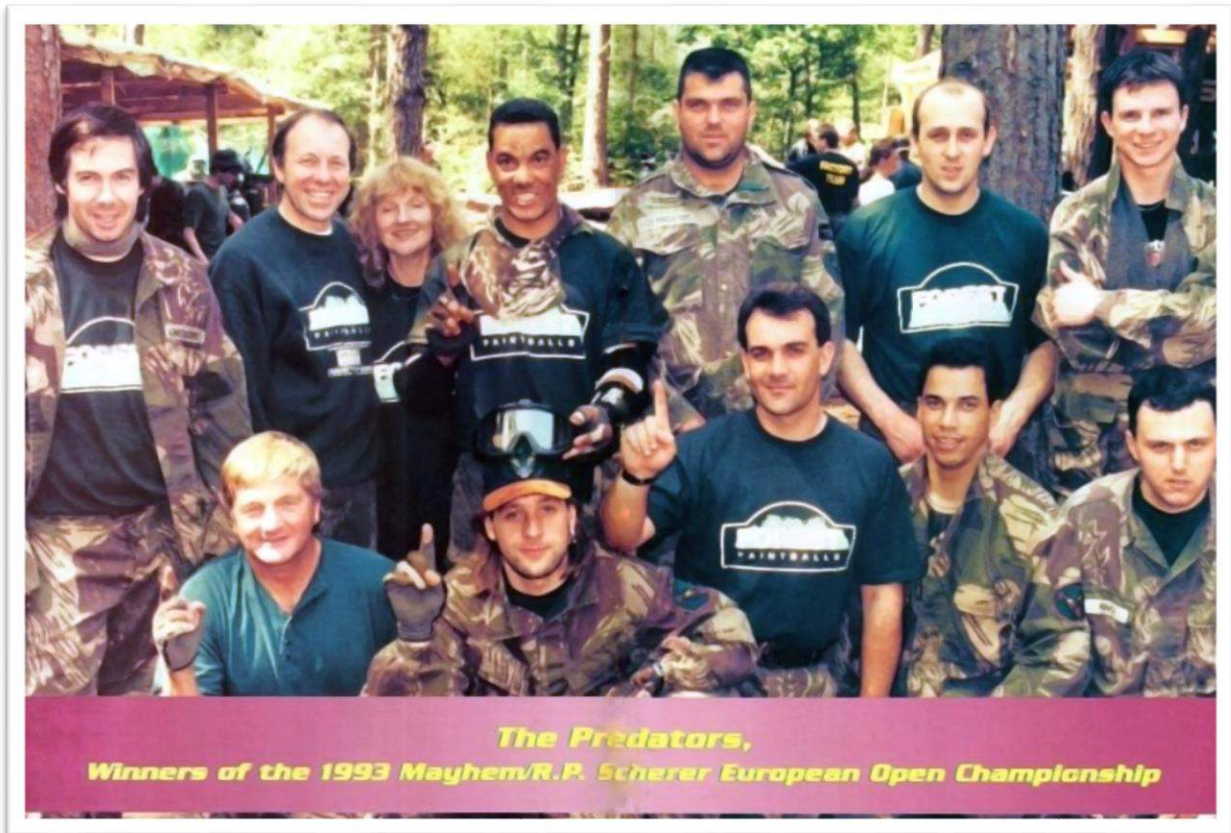
The Nam and Banzai Bandits went through from Division One and the Eagles and the Woorlords from Division Two. The Woorlords were beaten by Nam on headcount on field three. They then decided they couldn't afford any more paint for one more game and they pulled out. The Eagles' game against the Banzai Bandits took place on field four. The Bandits broke out very hard, taking the Eagles by surprise. The Eagles, being the pro team they are, weren't daunted and set about proving it. With accurate paint and careful maneuvering they gradually decreased the Bandit's numbers. The Bandits accounted for several Eagles and I think everyone watching was impressed with their breakout and eagerness as well as by the Eagle's style. One eagle on the right tape had to dispose of a Bandit behind a sturdy barricade and had to expose himself to do so. He kept on and on until he succeeded and could move up the flank. By this time the Eagles were pushing through on the rest of the field and secured the Bandit's flag. They then received twenty five penalties for playing on, but were still ahead of the Nam. By this time it was too dark to chrono and Nam and the Eagles refused to play their last game. They agreed to share first place.

Division One.	Divisional Total.	Divisional Placing.	Overall Placing.
Nam Wreckin' Crew, Bad Co. Bedlam,	510, 253,	1 st , 4 th ,	Joint 1 st , 8 th ,

Shades of Grey,	431,	3 rd ,	5 th ,
Hawks,	130,	6 th ,	12 th ,
Fat Freddie's Cat,	87,	8 th ,	14 th ,
Alamo Heroes,	248,	5 th ,	9 th ,
Banzai Bandits,	442,	2 nd ,	Joint 3 rd ,
Stealth,	106,	7 th ,	13 th ,
Division Two.	Divisional Total.	Divisional Placing.	Overall Placing.
Eagles,	540,	1 st ,	Joint 1 st ,
Terminators,	277,	4 th ,	7 th ,
Bush Babies,	321,	3 rd ,	6 th ,
Woorlords,	354,	2 nd ,	Joint 3 rd ,
Boys from the Dwarf,	172,	6 th ,	11 th ,
Misfits,	-31,	7 th ,	15 th ,
Black Widows,	235,	5 th ,	10 th ,

The Woorlords and Bandits are going to be teams to look out for at Mayhem. They, as well as some of the other more novice teams have been putting in a lot of work on their game and spending money on new kit. With three more warmups before Mayhem, there's sure to be more surprises.

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' book 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.
5 th , Hillbillies,	78.



Bush Babies, 1st Place Amateurs



Fat Freddie's Cats, 2nd Place Amateurs



Brothers in Arms, 3rd Place Amateurs

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.



The Predators, 1st Place Pros



Nam Wrecking Crew, 2nd Place Pros



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

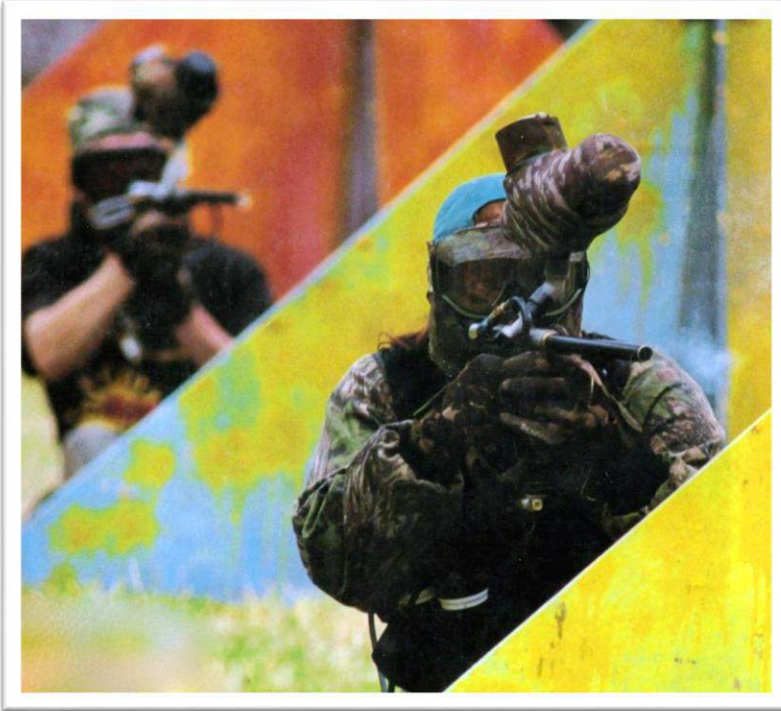


Skirmish Kent Arenaball, 1993.



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



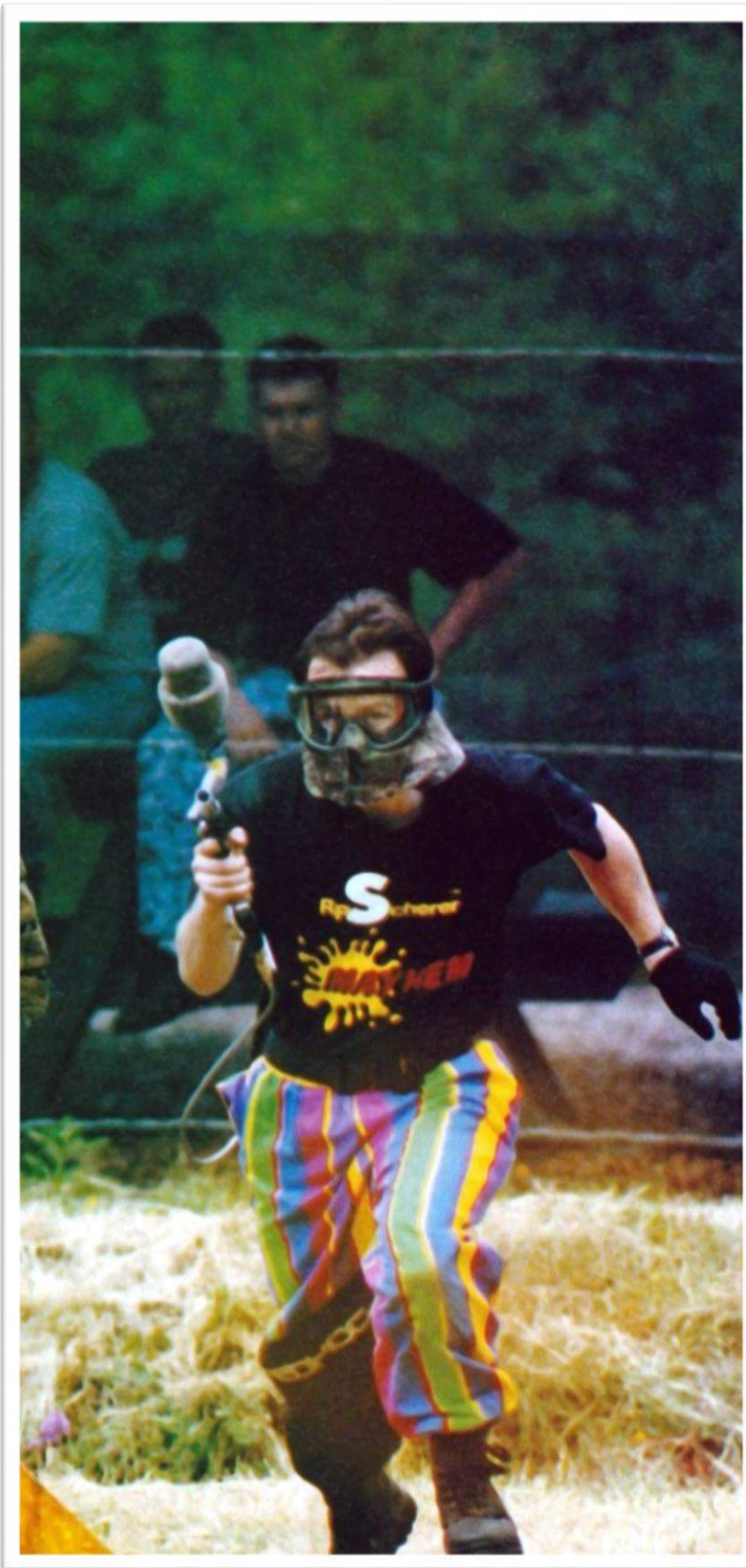
spent £450, so the guys decided to cut their losses, plus one or two players were no longer enjoying the tourney. Both Nam teams had looked like qualifying, so Rage (12th) and Fusion (11th) found themselves in the finals when NWC dropped. I think many non-qualifiers were glad not to progress, simply 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, Woollords, 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.

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!

Wicked Campaign Cup, 1993.



Last year, the Campaign Cup (or 'cluster*', as we called it) became the longest paintball tournament of all time, starting on August 31 and finishing on December 6! This year it was a different story. One word sums it up - Wicked! The fifth annual Campaign Cup at Wicked had a totally new look to it. No more sagging tarpaulins or tree stumps to trip over a new assembly area was situated on one of the car parks and a large marquee covered all the individual team tables, giving a very pro look to the whole set up. A huge scoreboard made it easy to see who was doing what and also how the leagues would progress through to the finals.

The 21 teams were broken down into three groups of seven, with the top two from each going into a three-team round robin, then into a straight play-off (ie winners of each semi league would play off for first and second, runners up for third and fourth, third places for fifth and sixth).

Division 1: Turks, Shades, Terminators, Zero Boys, Vulcans, Hillbillies and Glory (a team of couples captained by Terry Martin).



Glory were there for the fun of it and I think they enjoyed it. Shades didn't have a great day - their only max came in the last game, and the Zero Boys only did slightly better (although they did get -40 in one game, which knocked their total about). Vulcans were midway in this league. The times I watched they seemed to get it together. Hillbillies qualified for the YG finals with three maxes and a handful of low scores. Terminators were leading the event by round 4 but slipped up in the last two games, still qualifying for the finals though. The Turks

were playing well and finished top, 14 points ahead of the Terms.

- 1st, Turks, 426.
- 2nd, Terms, 412.
- 3rd, Hillbillies, 330.
- 4th, Vulcans, 270.
- 5th, Zeros, 196.
- 6th, Shades, 168.
- 7th, Glory, 75.

Division 2: NWC, Panthers, Tigers, Hawks, Woollords, Gauntlet, Krust.

Gauntlet bombed in their fourth game with -48 and never recovered. Their highest score was 10 but they didn't get a point from their last game. The Hawks, featuring Mick Holdaway and Nigel Streeter, maxed once but scored low in other games (the team are in the process of rebuilding). Krust started terribly, scoring only 2, then



had a bye and recovered, maxing their next two games. They followed this up with a transit against NWC, who finished 6 points ahead of them. Krust qualified for the YG finals while NWC failed to make it to the pro semis. NWC weren't on form, with a draw against Tigers and then a hotgun against Krust. Panthers played some excellent games but only maxed twice (one being against the Turks) and had a couple of in transits, but not enough points qualify. The Woollords were most impressive, maxing three games and drawing versus NWC for a well-deserved place in the finals. Tigers drew versus NWC, lost to the Panthers but maxed all their other games to give them first place in division 2. Watching their progress over the last few months, I really thought they could win the Campaign Cup.



- 1st, Tigers, 424.
- 2nd, Woorlords, 340.
- 3rd, Panthers, 316.
- 4th, NWC, 284.
- 5th, Krust, 278.
- 6th, Hawks, 130.
- 7th, Gauntlet, -18.

Division 3: Bad Company, Timers, Pythons, Storm, Jesters, Enigma, Schizophrenia. Schizo's highest 'score' was -19. Their highest positive was 16, with an 8 and 6, so they were right out of it. Enigma versus Storm ended in dispute, so the scores were not posted. If necessary it would be replayed, but it wasn't. Enigma's score for five games was 144, whereas Storm's was 316, putting them into the semis 40 points clear of the Timers. The Pythons, including ex- Hawks, maxed once but -30 for a hotgun put them out of the running. Jesters had a -15 score but did enough to get



to the YG finals. Timers had two maxes and a -4 score, missing out on qualification to Storm. With Marcus Davis guesting for them, Storm also maxed twice but added to that with a 96 score. But Bad Company dominated - five maxes put them clear. In their game versus the Timers they only had one player remaining at the end, with no flag movement - their toughest game. Bart and Rafe were in their ranks, with the former providing some acrobatic entertainment by somersaulting over logs.



1st, Bad Company, 520.

2nd, Storm, 316.

3rd, Timers, 276.

4th, Jesters, 255.

5th, Pythons, 194.

6th, Enigma, 144.

7th, Schizos, 23.

Pro Semi's.

League A: Bad Company, Woorlords, Terminators.

Bad Company still looked dominant versus the Woorlords but only managed 68 to 8. They then played the Terminators. Terms stayed tight and were four up after as many minutes. Nearer the end they took another and still hadn't lost anyone, but didn't push. Bad Company couldn't move much so the game finished Terms 20, Bad Company 0. Then at the Chrono, Terminators went hot and picked up 32 penalties, so the final score was 12 to 0. Woorlords needed to max the Terms to



take first place and that's just what they did! Very impressive.

1st, Woorlords, 108.

2nd, Bad Company, 68.

League B: Turks, Tigers, Storm.

Turks versus Storm was a tough one. Turks pushed hard and Storm took seven of them before getting maxed. But Turks picked up 24 penalties at the Chrono, so it ended 76 to 14. Tigers took out all the Turks but didn't have enough time to post the flag, so it ended 50 to 12. Storm versus Tigers was locked solid. Tigers pushed with 30 seconds to go but got nowhere! Storm 6, Tigers 4. This low score put the Turks through to the first place playoff.

1st, Turks, 88.

2nd, Tigers, 54.

3rd, Storm, 20.

Young Gun Final.

Krust got the only max in these play-offs, versus the Hillbillies. Jesters also beat

them 50 to 14. So the decider was Krust versus Jesters. Krust just finished on top by 2 points -16 to 14. Unluckily, one of the Jesters went hot and picked up 32 penalties.

1st, Krust.
2nd, Jesters.
3rd, Hillbillies.

Pro Play-Offs.

1st/2nd place: Turks versus Woorlords. Absolute deadlock! Both sides were two players down when time ran out and following much debate, they decided to share first place. 3rd/4th: Tigers versus Bad Company Nearly deadlocked! Tigers pushed the center as Bad Company pushed a flank with seconds to go. Bad Company shot every Tiger and grabbed the flag with seconds to go to get a transit. 5th/6th: Terminators and Storm decided to toss a coin for this. Terminators took 5th, Storm 6th.

1st, Turks / Woorlords.
2nd, Bad Company.
3rd, Tigers.
4th, Terminators.
5th, Storm.

One of the best tourneys for a long time! Well organized, well marshaled and well run. Turnaround times were quick so it finished on time! So NWC lost the title. Pete Robinson said: We needed a kick up the arse and we got it! Turks and Woorlords were outstanding, as were Bad Company and Tigers. Excellent play and a pleasure to watch. Well done to everyone.



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 well 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

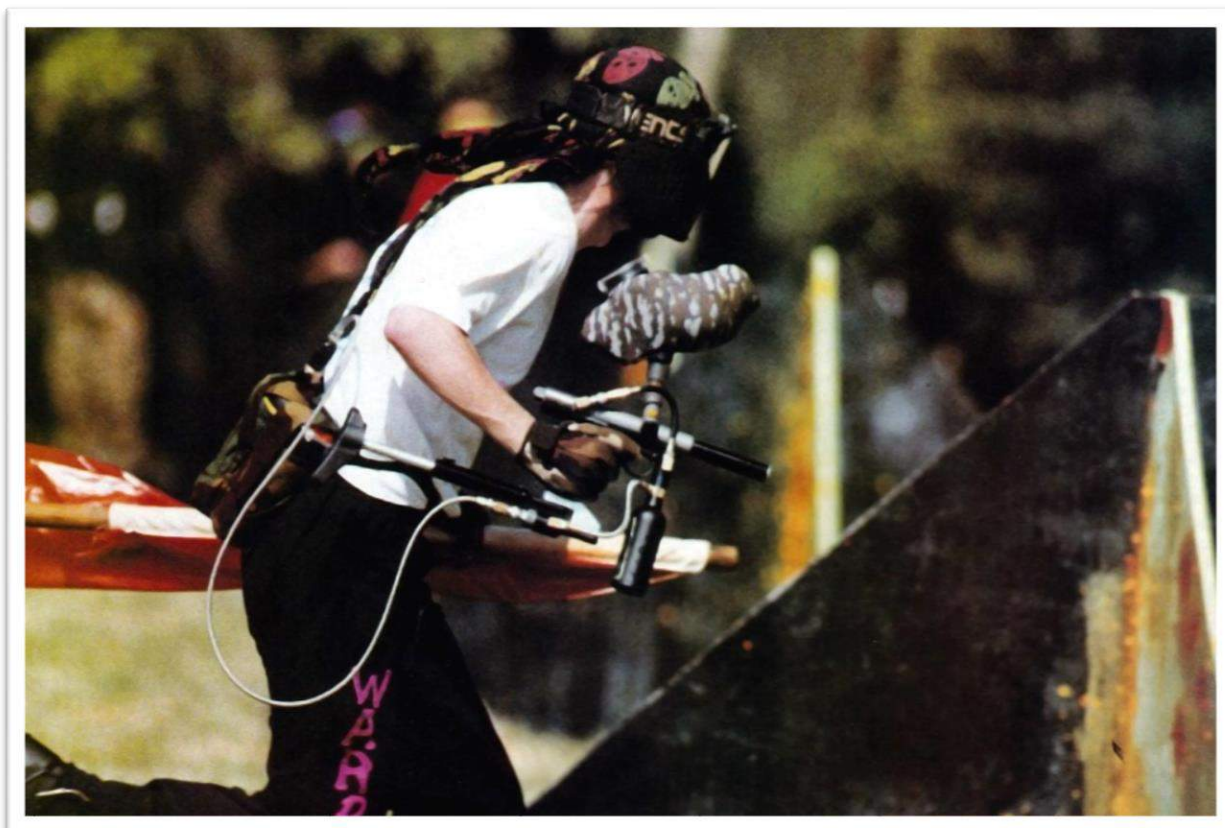
Team

	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

Skirmish Kent No Pro Arenaball, 1993.



Skirmish Kent's Second Arenaball event of the year took place on September 19. This time it was a no pro event with nine 7-Man teams playing a round robin on the two Arenaball fields. The event was marshalled by site team Bad Company the quality and attitude of which was applauded by every team. The teams included Black Pistols and Fusion both of whom fared well in the 'Pro' event back in June. Other teams; entered were the Zap Factory team (first outing), Total Respray, Enigma, DBD, the Gravediggers, War Party and the Woorlords - fresh from a joint win at the Campaign Cup. Five points were given per elimination, 25 for possession at the end of the five minute game, and 15 points bonus for max. Maximum points was therefore 100.



Like last year, I was impressed with the level of sporting play, virtually all players behaved impeccably and the atmosphere was great throughout the day.

Maxes were few and far between and some games shifted violently - one team got up on players, pushed forward and the opposing team took them down. They then pushed and similar happened. A few games ended in one-on-ones and two-on-twos and consisted of a chase around the Arena. Very exciting and quite funny, even for those doing the chasing.

The standards of play varied between the teams. Total Respray appeared to field a truly Novice team (some of them on their first time out) but still gave the stronger teams a run for their money. They got into the swing of things in the latter stages and kept smiling all day. A very young team this and once they get the aggression between their teeth, they should come on. I'm always impressed by their eagerness and attitude whenever I see them play. The Zap team's best scoring game was against Total Respray, but they just missed the max. Still, they seemed to play freely and were obviously very proud of their new sponsorship deal. Good old boys, and hopefully they'll come up to expectation. Fusion got off to a good start maxing their first two games a draw- and a further max in their fourth put

them 120 or so points ahead of any other team at the half way stage. In the afternoon, however, their aggressive start seemed to work against them. For instance, the game against the Woorlords ended in a 10 10 draw when both teams needed a max. The difference was Fusion had pushed onto the fourth and fifth row of barricades, while the Woorlords were kept on the back two. Fusion scored only possessions and eliminations and basically blew it slipping into second. Enigma scored two maxes and played aggressively as always it's clear they love the format. It might be argued they get too excited, but they're a pleasure to watch. DBD started the day off well, as did the War Party, but both seemed to lose it as the tourney progressed. And the Gravediggers' best game, unfortunately, was their last one. The Diggers made some great openings but were uncoordinated in the push. Some of them were going, but others sat back. If they'd all gone together they would have placed. Still, all three teams had their say in which way the tournament ended.



Final Results.

1 st , Black Pistols,	500.
2 nd , Fusion,	410.
3 rd , Enigma,	405.

4th, Woorlords, 395.

The Black Pistols, captained by the inimitable Horace, who was seen at the Pro Arenaball sporting a fetching green Mohican, didn't max every game, they just managed to score more points than the other teams. They deserved their win and entertained the spectators with a demolition job of the Woorlords in the repeated last round.

The hapless Woorlords didn't get going in this tourney. They had more than a few hard games in the early stages, which stopped them getting on a roll. They could perhaps have taken the fight a bit more to some of the teams present, but never looked fully comfortable with the time factor. A great tournament, and I await the new 10 man format in November. Hopefully we'll see some of these teams back.

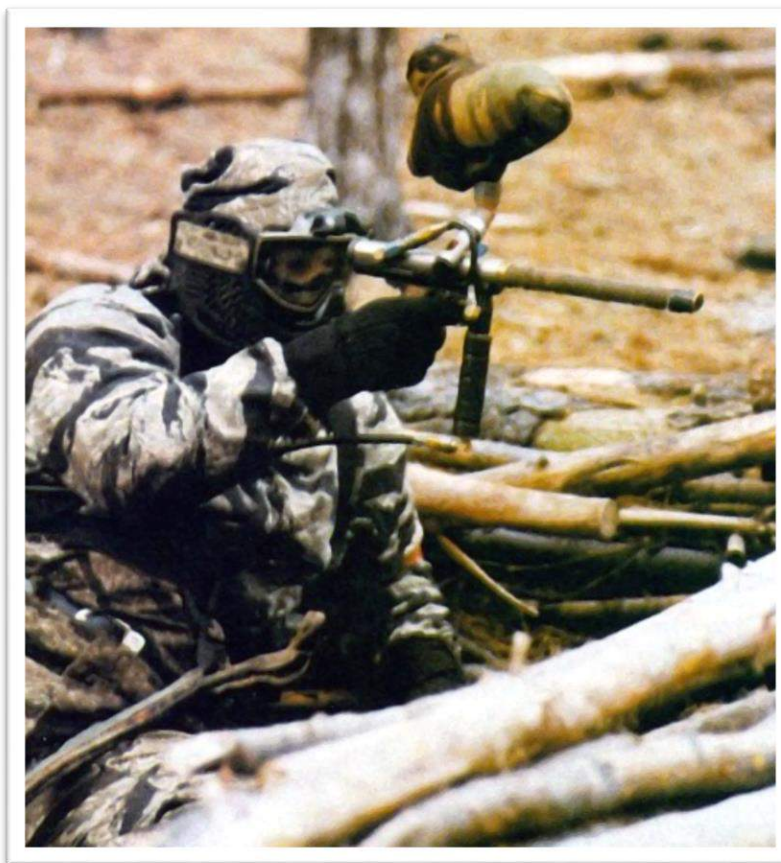


Sidcup 2nd Annual Young Gun, Sept, 1993.

In September Doug Setters Survival Game site, at Sidcup in Kent, ran one of the most impressive 'intermediate tourneys I've seen. Although it was billed as a young gun tourney, the quality line up definitely made it an intermediate event, hosting 15 fairly well known teams from around the country. The entrants were split into two

leagues one of seven and the other of eight, with the top two teams in each league going into the finals play-offs.

League A: Mr Beanz, Woorlords, Punishers, Fusion, Brothers in Arms, Chaos and Delta Force. Woorlords started superbly, by maxing out Delta Force, and looked every bit as good as when they played Mayhem but then, disaster! Fifty penalties in the opening round. Looking at the rest of their scores throughout the day they never recovered from this blow, only once getting anywhere near another max. Many of the games ended up drawn. The ability to dig people out from behind barricades was sadly lacking in many of the teams. There was also the mentality that a draw is better than a loss but to be fair, all the teams out there were pretty tough and some of the fields were hard work. Fusion started off without a point from game 1, so things could only get better, but sadly only a little better. They were well below par on the day with a high score of 27. When I watched them they moved well and played tight but their accuracy definitely needed work! Delta Force had a marginally better day with a high of 87 but some fairly low scores elsewhere. Chaos would do well, I thought, after watching them in a number of tourneys they



always seem to be improving. They were virtually the only team to crack the difficult field 4, where according to Push, the field judge, all games had gone to time. New barricades in the center of the field compounded teams' problems rather than assisting them in moving from cover to cover. Chaos did crack it but their flag carrier was hit and they only beat BIA on headcount. Less than half the games in this league were maxes but BIA did manage two of these and despite some

lively games, they couldn't catch the Punishers or Mr Beanz, both of whom were very evenly matched with three maxes each and when they played each other the score was tied on 25 points. The maxes put them first and second in the league with Mr Beanz 36 points ahead of the Punishers.

League B: Mayhem Tigers, Bad Company Young Guns, Bush Babies, Redskins, Split Personalities, SF Cougars, Vulcans and Storm Raptor. Tigers had yet another lineup for this tourney and it seemed to work well under the leadership of Simon Cole. Tigers have played a lot of tourneys recently and their roll continued here but with a few close shaves. Sixty penalties in the second game didn't do them any favors but once ancient Tiger stalwart. Tony Butler, saved their bacon twice. In two



separate games he calmly strolled along the tape and into the opposition's base to take the flag, proving that experience is more than a match for youth. With Tony's help, the Tigers did enough to qualify second in league B. Split Ps had a few blinding games but couldn't finish them with max outs. It's a pity they didn't qualify for the finals they were only two points behind the Tigers and head and shoulders clear of the rest of the field along with Storm Raptor, who were well out in front of the rest and a good bet to take the title following the play-offs. Bush Babies felt hard done by when a slight marshalling error cost them dearly. An early breaker was grabbed by a marshal as the game started, then following a brief discussion was put back in but too late to

make any difference. Overall the BBs were well down on points and this didn't really change things.

Vulcans and SF Cougars seemed to struggle and I was surprised by the Vulcans' final result, as they seemed to have hit a good patch recently, but along with them were the Redskins and Bad Company YGs. Bad Company looked strong when I

watched them but didn't have the finish required to max out. Storm punished the Punishers 90 15 on field 2 to go just 2 points clear of the Tigers who picked up 2 penalties for a hotgun. Storm versus Tigers was a hail of paint but nobody was hit in the first 10 minutes. Storm had eight players concentrated in one quarter of the field and just two players on the far tape while the Tigers had spread evenly across the field. Tigers kept pushing but a well dug-in Storm used their firepower to stop any attack. The remaining Tigers pushed right at the end but with no covering fire most were shot out. Storm won 34-22 on heads and it was enough to take the title. Mr Beanz made up for the previous round's defeat by maxing the Punishers 90-15 to finish third a tantalizing 5 points behind the Tigers. This was a tough tourney by any standard and Storm deserved their moment of glory but a special 'well done' to Doug and Eddie at the site this is another quality feather in your caps. Special thanks to Steve Dyke of the Tigers for helping me in my hour of need, and towing my car along the M5 at 5.30 Sunday morning. Diamond Geezer!

Final Results.

1 st , Storm Raptor,	124.
2 nd , Mayhem Tigers,	100.
3 rd , Mr Beanz,	105.
4 th , Punishers,	30.

As a postscript. I've heard a rumor that Tony Butler is running training sessions for the younger Tigers, showing them how to pull a flag. Coley has already enrolled!

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.

1 st , Predators,	448.
2 nd , Shades,	426.
3 rd , Alamo A,	348.

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

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the other hand, did extremely well with two in transits and two maxes. They finished on top of the pile by the end of the day. Krust also did well with a max and an 84 plus a close game in round two. They were looking as though they had things sorted and were a good bet for the Amateur finals. Task Force had the unfortunate honor of finishing last on day 1. The fifty penalties they pulled in round three certainly did them no favors. The Wolverines, from France, had a few surprises in store. They maxed their last two games and put themselves in a respectable 23rd place for day two.

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 posting 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, Woollords, 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.

Woollords.

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.
14 th , Man Lions A,	49.
15 th , 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.

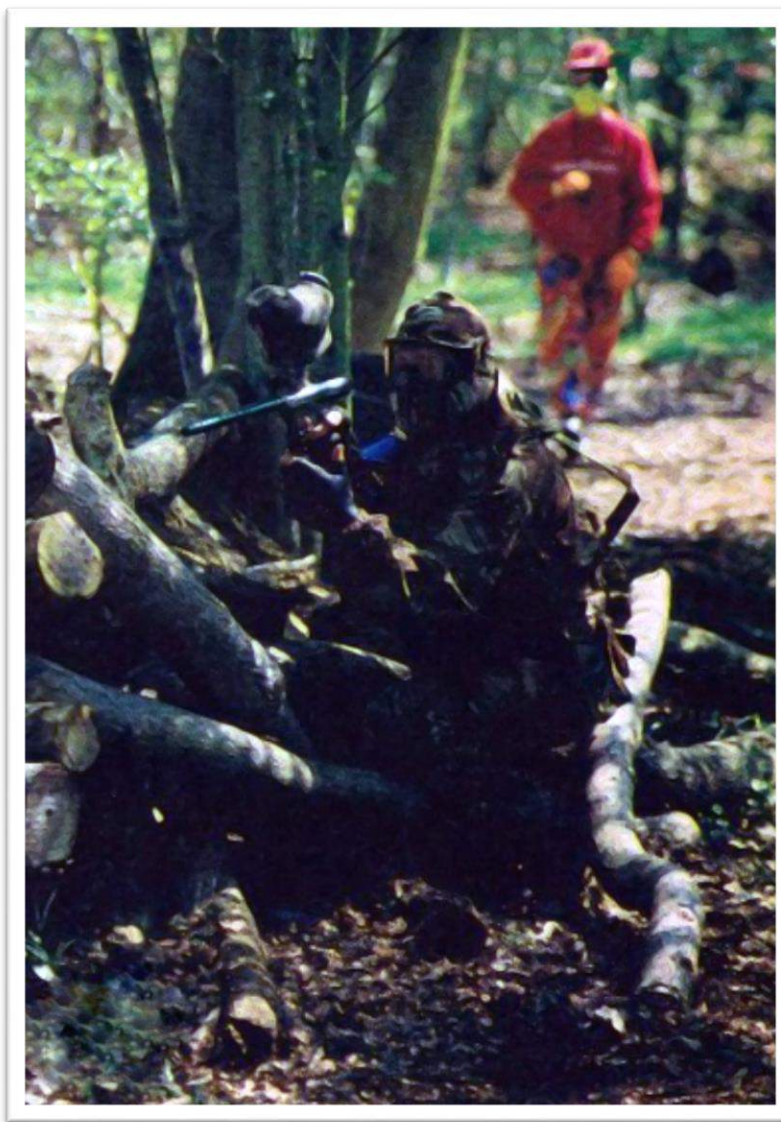
Division 1	Division 2	Division 3
Predators Zulu 270	Too Sexy 192	Predators Masai 218
Hillbillies 244	Gypsy Jokers 172	Panthers I 194
Jesters W 198	Turks 168	Split P's 185
Iron Wolf II 174	Total Kaos 158	Jesters LA 124
Cohesion 138	SWAT 146	Evolution 108
Gulanders 128	Iron Wolf I 142	Total Respray 104
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.

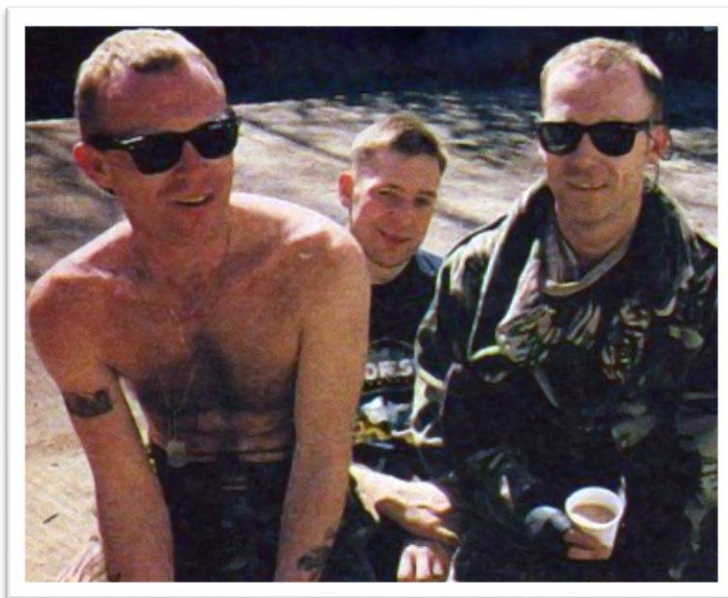
3rd, Panthers I, 98.

4th, Predators Masai, 78.

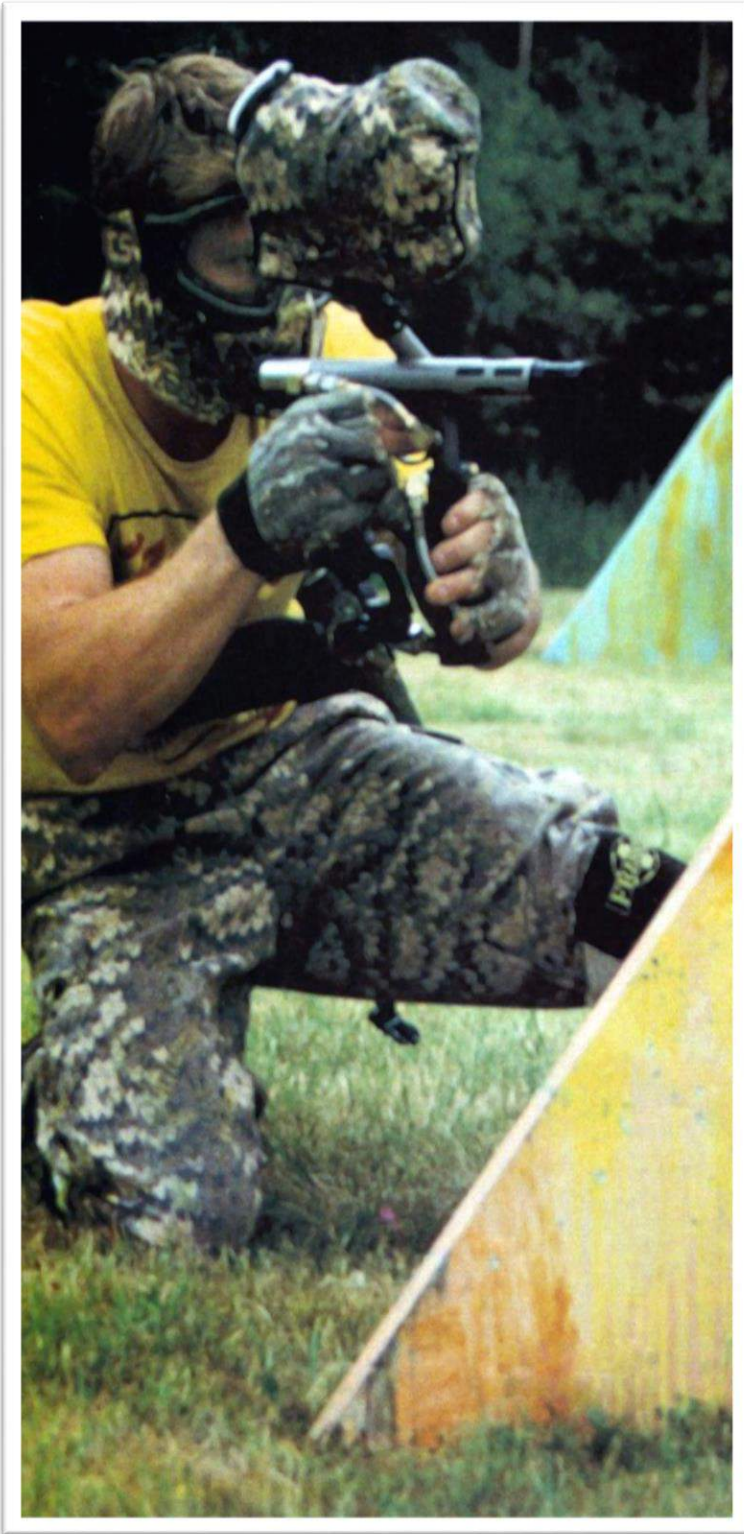
5th, Total Kaos, 28.

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.

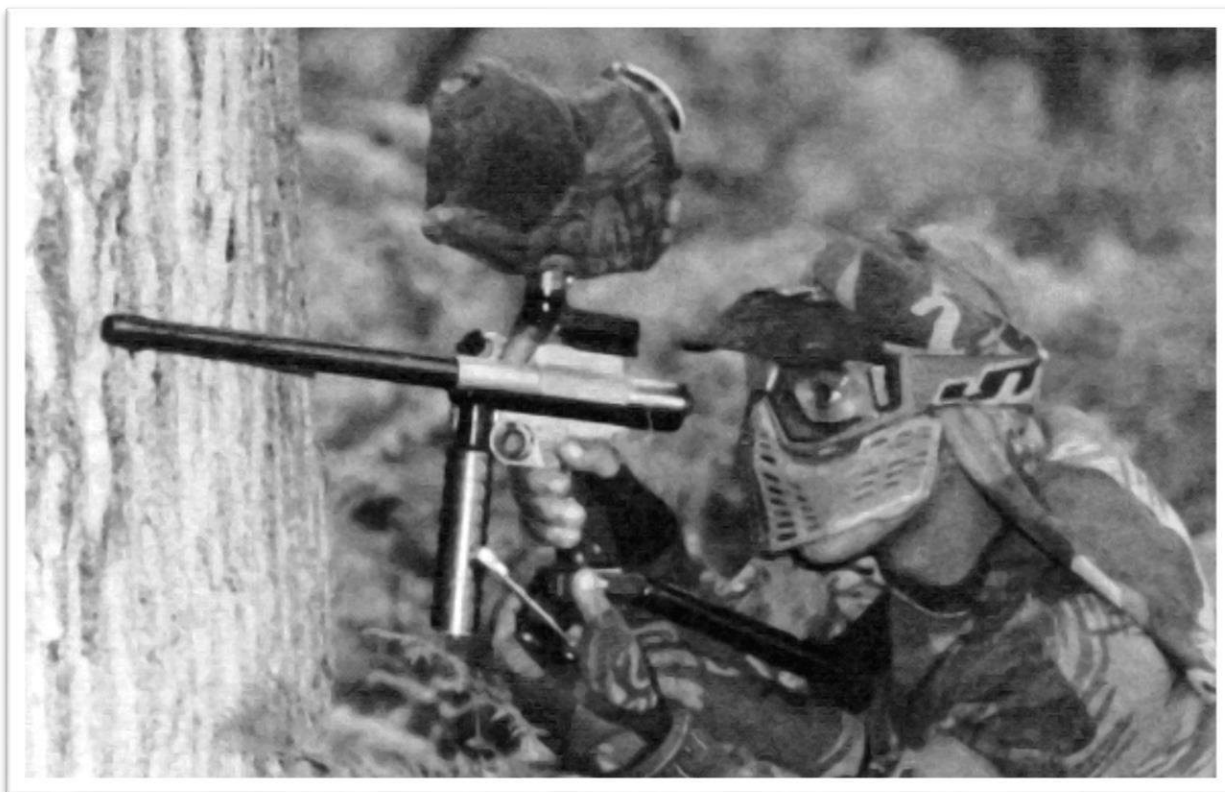
So well done to Steve and Jenny and all the guys and gals that helped make this a blinding day. One word about the marshals: everyone is going to moan about refereeing. A few complaints were levelled that the marshals didn't move in quickly enough. However, in Arenaball it is possible to judge from a 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 Freddy's 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.

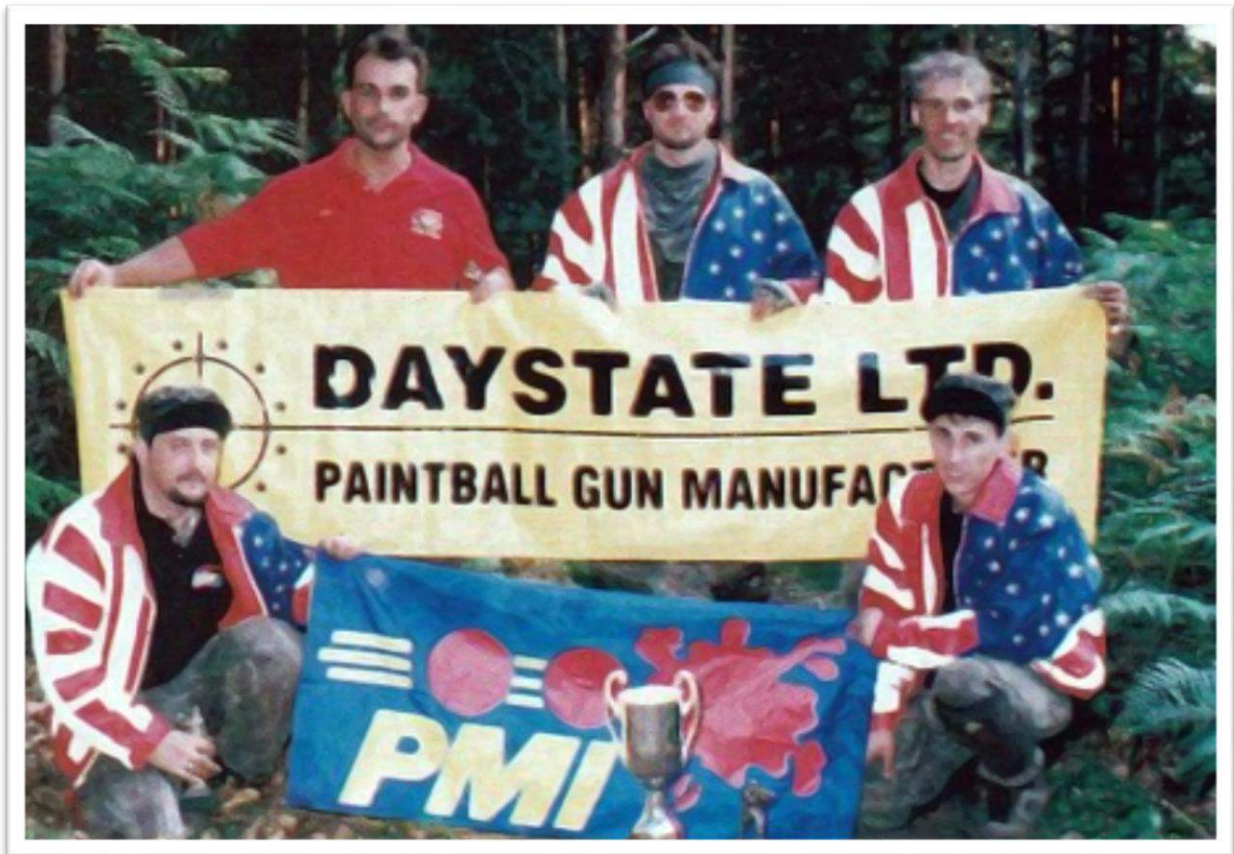
1st, Punishers, 130pts, £1000.

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.

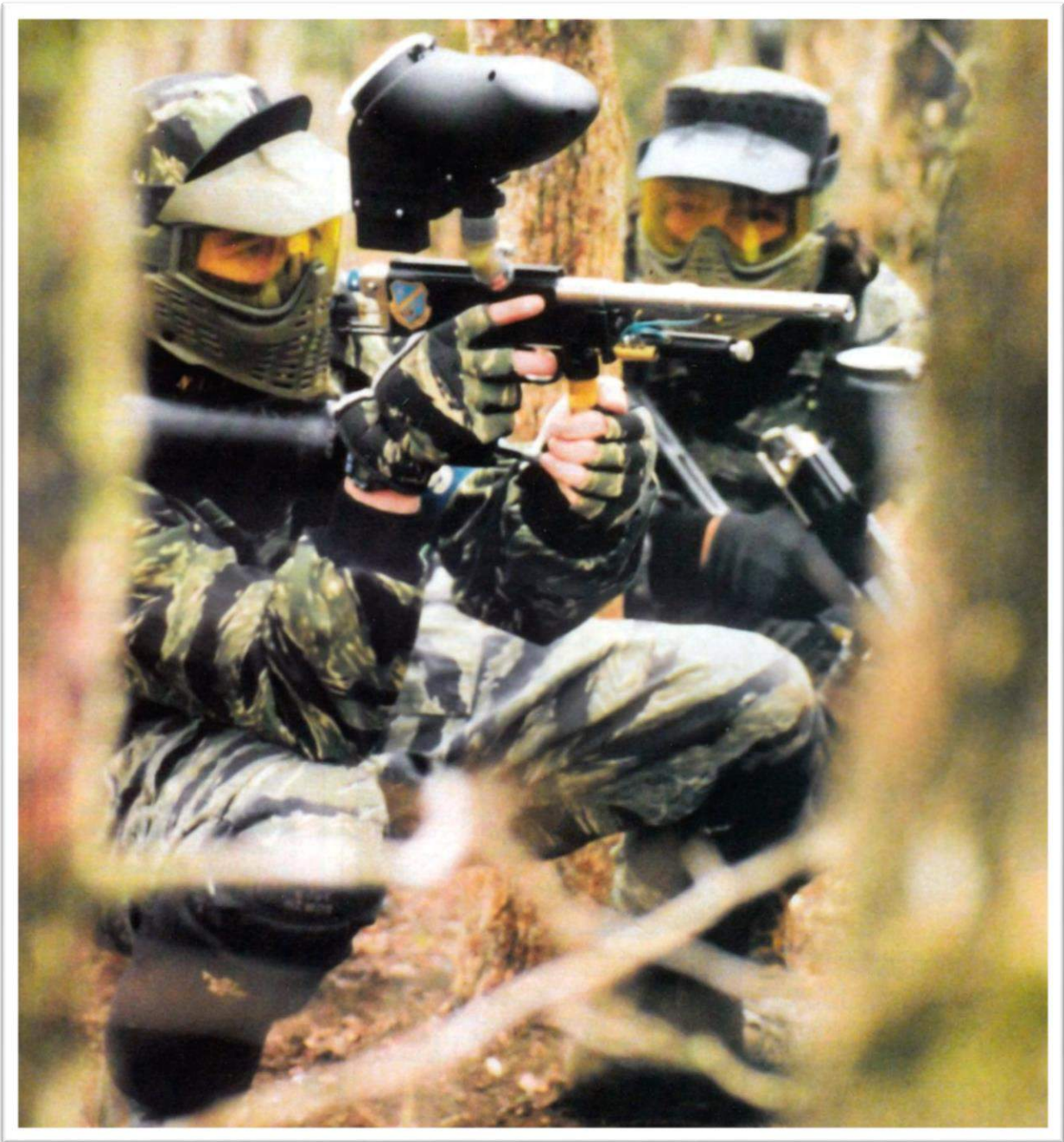
3rd, Shockwave Red, 59pts, £600.

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 Extreme 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 Xtreme 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 Xtreme. When they met the draw seemed inevitable but Nemesis pushed things to the limit and grabbed the Xtreme 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.

Team Xtreme, 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.

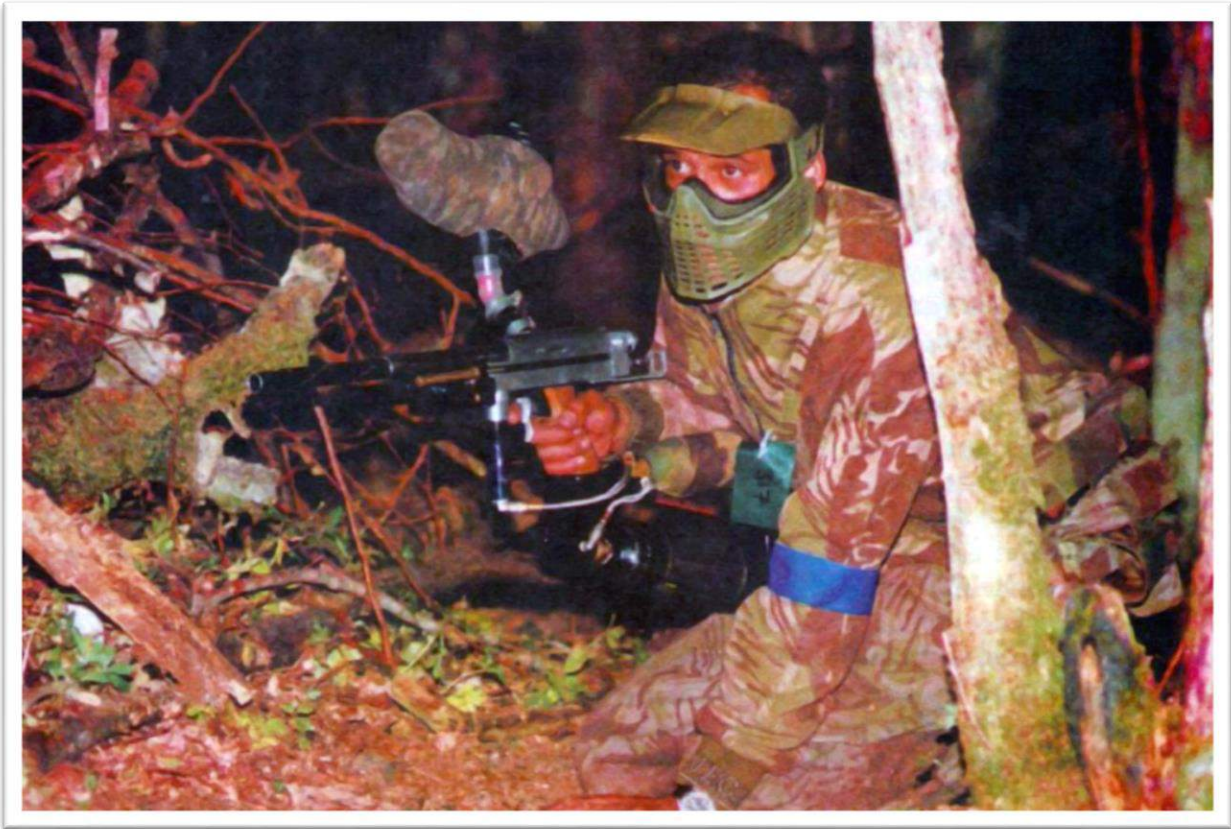
DAY 1.

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.

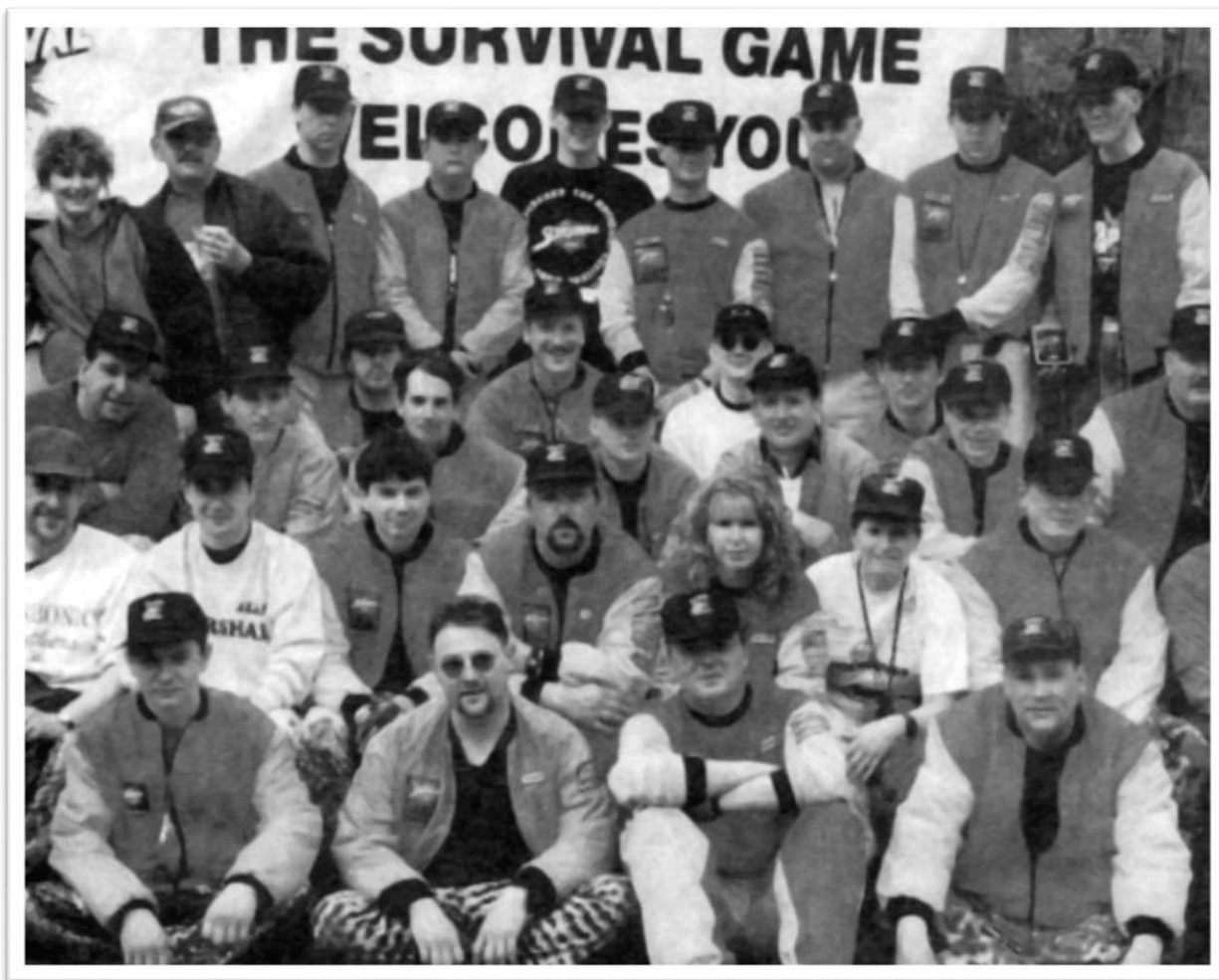


Split P's Hyde finished 9th but by no means deserved to be. The mental exhaustion of Day One left this normally proud team fighting for a little form to restore their confidence. It did not come until the last round against those underdogs S.A.D. Smoking Beagles I have had the pleasure of meeting before 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.



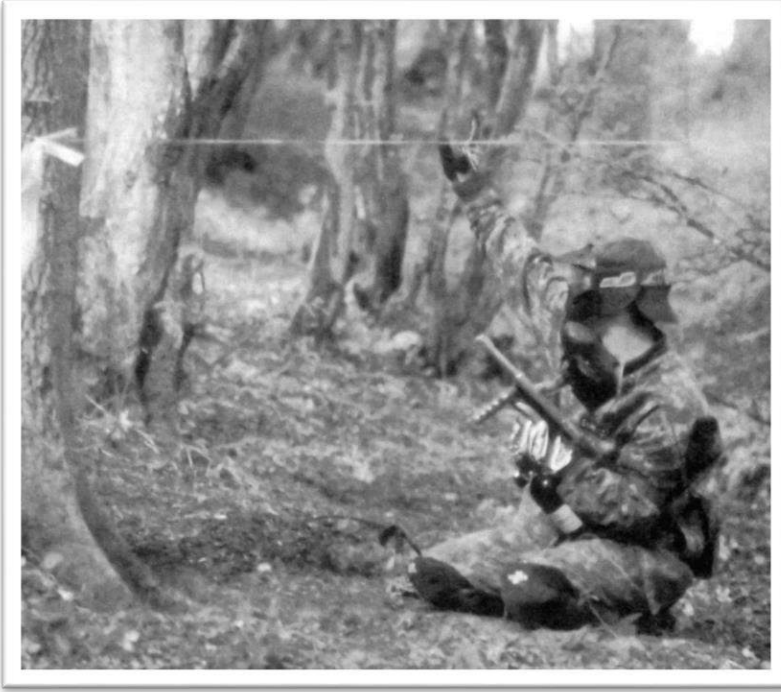
Division 10.

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 O 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?

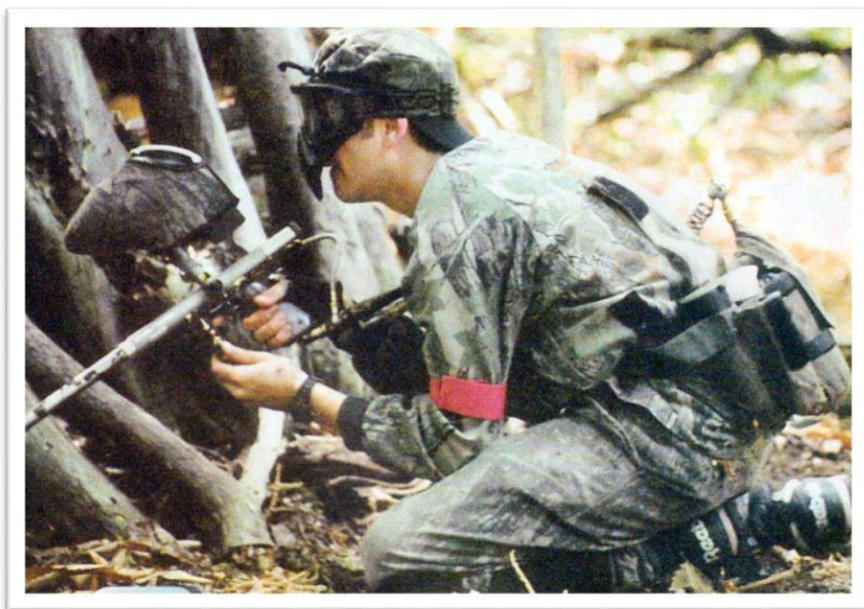
The Final, Shockwave Vs Predators.

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.

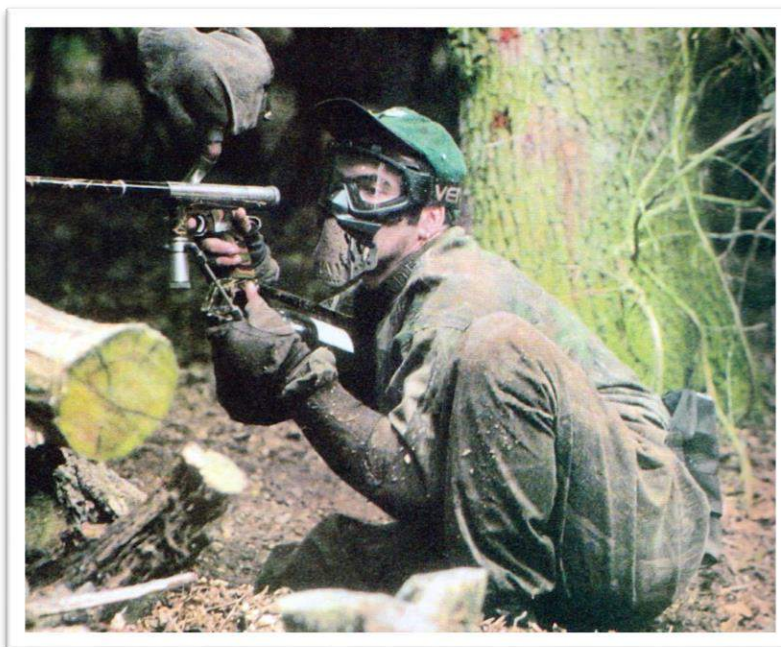
Nam A looked good for qualification until the Jeckyl game. They then needed to beat Team Too Sexy in the final game to be sure of a semi spot. Neither team pulled the flag which left Nam sweating over whether the Sexys would take the Pro semi place.

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.

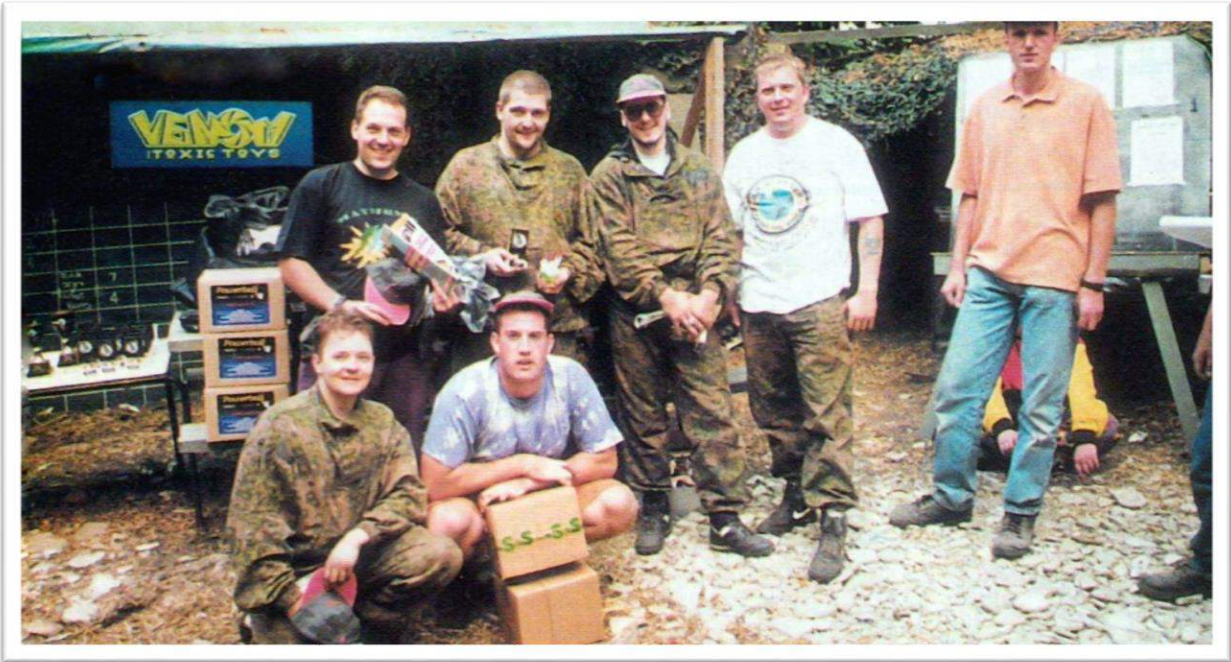
Div B.

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 Dalgliesh 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



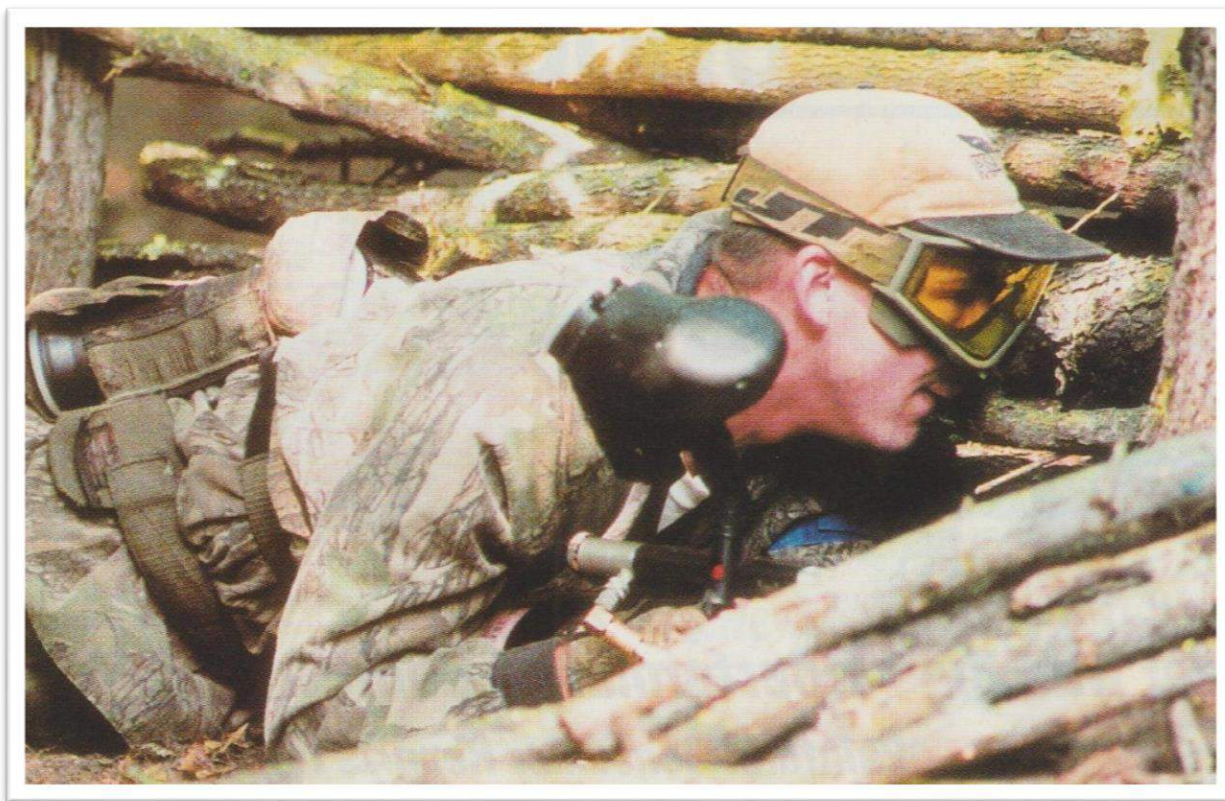
respect for the Australians. I asked them to look after Claire whilst I popped out for a fag, OOPS! I mean cigarette. Curiously, they all seemed quite keen to see me go I knew I was a shit player, but I thought they might have asked me to play Never mind I thought, secure in the knowledge they'd never 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 Euroslat 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 thankyou 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 Dalgliesh, 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.

THE COMPLETE TOURNAMENT HISTORY OF BRITISH PAINTBALL TEAMS.

