

# SCHEDULE

## Thursday, October 31

1000: field will officially open for camping, vendor setup, and field inspection (**players must have a paintball mask with them on field**).

1930: Halloween Party!!!!

2000: Kids costume contest (awards for Scariest, Funniest, most creative)

2030: Trick-Or Treat in the vendor and camping areas (bring a treat for the kids and your adult friends)

2100: Adult Party and costume contest in the registration area.

2130: Adult Costume Contest (awards for Sexiest (kid friendly), Funniest, Most Creative)

## Friday, November 1

1000 - 2000: Registration and store opens. Safety briefing is available online.

1000 - 1400: Field Inspection opens (**players must have a paintball mask with them on field**)

1000 - 2000: Air Fills open behind the store (changes to Quickshot fills once they open)

1000: **Chrono is open BEHIND THE STORE.**

1300 - Sunset: AT LAUNCHER SNIPER CHALLENGE Look for the green canopy between Bravo and Rex.

1400 - 1800: **CQB MINI GAME IN SIM CITY** (and other fields)

1400 - 1600: **FIRST STRIKE SNIPER COMPETITION**

1400 - 1700: **AT SNIPER COMPETITION**

1600 - 1800: **Magfed Only Game**

1200 - 1900: TANK and AT INSPECTION OPENS at green Head Ref trailer at the end of vendor row. All tankers and those who wish to be anti-tank or anti bunker gunners must get their launchers and tanks inspected at this time.

2000-2300: Player's Welcome & Social - come meet new friends. Vendors will be open!

**2300: Noise Ordinance in Effect**

**(observe courtesy in camping areas - including shutting off generators if you are not in the RV area)**

# Saturday, November 2

**0700:** Registration and QuickShot air station, store, and Chrono behind the store open, Safety briefing is available online

**Special Forces and Spetsnaz enter the field at 0830 and chrono then wait for deployment at 0900**

**Armor enters the field and chrono at 0900 and must stop movement at 0930**

**Players enter the field at 0830 and chrono, then wait for deployment at 0930**

## 1st Phase (1000-1300 Saturday) -The Opening Salvos

**Warsaw Pact:** Advance across Fulda Gap taking out NATO forces while seizing all territory and bridges in vicinity of the Fulda River, taking Bad Herzfeld (Fort Duckett) and Fulda (Firebase Alpha) and holding them (including OP Romeo and OP Alpha).

**NATO:** Stall Soviet advance to Frankfurt (Sim City) and Marburg (HB Hill) as much as possible without using tactical nuclear weapons. Roll in reserve forces to stem the Soviet advance.

## 2nd Phase (1300-1500 Saturday) -The Battle for the Hills

**Warsaw Pact:** Advance across the Fulda River and seize Marburg (HB Hill) and Limburg (Ft. Apache)

**NATO:** Continue stalling Soviet advance, and counter attack as much as possible to push Soviets back into East Germany.

## 3rd Phase (1500-1700 Saturday) -The End Game in the Cities

**Warsaw Pact:** Advance across the Rhine to seize Frankfurt (Sim City) and attack Camp Lee (FB Rex) from the rear. **NATO:** Continue stalling Soviet advance into Frankfurt.

If all areas East of the Rhine River are held by the Warsaw Pact, along with all of Frankfurt, it will result in a cease fire with NATO, with the Warsaw Pact bringing all of Germany under communist East Germany-a great political and military victory in itself. If NATO pushes the Warsaw Pact nations back into East Germany, it will be a militaristic and political humiliation for Moscow.

**1630: Armor retires from the field**

## Night Game (1900-2200 Saturday)

**This game will be run for fun, come out and shoot some paint.**

# **Sunday, November 3**

0700: Registration and QuickShot air station, store and Chrono behind the store open.

**Armor enters the field at 0900 and stops moving by 0930**

**Players enter the field at 0900 and chrono, then wait for the 0930 deployment**

## **Day Two (1000-1400 Sunday)**

**1000-1400: The Counter-Attack**

**Note- All bases that have been destroyed in the previous day are back in play. All dead zones are in play with standards restrictions (reference game map).**

**Warsaw Pact-** Re-enter field and occupy Frankfurt (Sim City), Fulda (Alpha), Camp Lee (FB Rex) and Gotha (FB Bravo) and any other base on the Warsaw side. Defend the territory against the **NATO counterattack**.

**NATO-** Re-enter field and occupy Limburg (Apache), Marburg (HB Hill), and Bad Herzfeld (FB Duckett). **Launch counterattack** on Warsaw Pact in eastern Germany and drive them back to East Germany and Czechoslovakia.

**1330: Armor retires from the field**

**1400: END OF GAME**

**1500 : Awards and Prizes**

**The Command Decisions Staff would like to thank everyone for coming out to the game.**

**If you can please clean up your camping areas. It really helps.**

**We really appreciate you for coming!**

**See you all next year!**

# 2024 FULDA GAP AT SNIPER COMPETITION

Brought to you by The Expandables Paintball team and sponsored by Gatormaille

- . Friday 2 pm to 5pm at the Warsaw entrance to the field.
- . Launchers and rockets must be field approved.
- . Separate categories for rifled and non-rifled rounds.
- . All field rules are in effect including velocity limits and mask requirements.
- . This is about having fun and helping people in need at the same time.
- . We will try to have loaners available.

- . 5 shots per entry
- . 3 hanging targets
- . Small target 5 points
- . Medium 3 point
- . Large 1 point.

In case of a tie, we will hold a shoot off at the end of play on Saturday.

1<sup>st</sup> place in each category will receive a gift certificate from Gatormaille.

2<sup>nd</sup> place will receive 5 rockets.



# FULDA GAP HALLOWEEN PARTY

THURSDAY OCTOBER 31st

## SCHEDULE

7:30pm Start

8pm Kids costume contest

8:30 pm Trick-Or-Treat in the camping areas (bring something to share with your fellow players and the kids.

9PM come back to registration for music, adult costume contest, and general hang out.

9:45 pm Awards and hang out in the registration area

*COSTUME CONTEST WITH PRIZES!!!*

*All ages trick-or-treating!*

## AWARDS

### Kids

- . Scariest
- . Funniest
- . Most creative

### Adults

- . Sexiest
- . Funniest
- . Most creative

