



These paintballing rules are here for a bit of fun in preparation for your paintball battles at Teamforce. Print them off and put them up on your office wall, email them to the enemy, or put them on post it notes on the boss's desk before you come and play paintball at Teamforce.....let the games begin!

If you have any rules you think should be added then you can send in ideas on our Blog on the website at <http://www.teamforceuk.com/blog/>

1. The only thing more accurate than incoming enemy fire is incoming friendly fire.
2. If the enemy is in range of your marker gun, then so are you.
3. Don't look conspicuous -- it draws enemy fire.
4. Paintballs are equal opportunity
5. Try to look unimportant -- they may be low on paintballs.
6. Professional paintballers are predictable -- it's the amateurs that are dangerous.
7. The enemy invariably attacks on one of two occasions:
 - a. when you're ready for them.
 - b. When you're not ready for them.
8. Teamwork is essential; it gives the enemy someone else to shoot at.
9. Teamwork will fail as soon as the enemy realize your team has run out of paintballs!
10. If your paintball attack is going well, you have walked into an ambush.
11. When you are short of everything but the enemy, you're in a paintball fire fight (battle).
12. Don't draw paintball fire onto your position. It irritates the people around you.
13. Never share a paintball barricade with anyone braver (or crazier) than you.
14. Incoming paintball fire has the right of way.
15. When the fuse is lit, Mr. Paintballing Grenade is not our friend.
16. When in doubt, empty the paintball magazine/hopper at the enemy.
17. Anything you do can get you shot by paintballs....including doing nothing.
18. Make it too tough for the enemy to get in and you can't get out.
19. The way that looks easy to attack is always full of the enemy.
20. Don't ever be the first, don't ever be the last, and don't ever volunteer to do anything.
21. The stores quartermaster has only two sizes: too large and too small.
22. Multiple paintball shots to your body are the enemy's way of telling you to surrender.
23. The enemy diversion you have been ignoring will be the main attack.
24. A "direct paintball hit in the chest" is the enemy's way of telling you to slow down.
25. When you have secured an area, don't forget to tell the enemy.
26. No Paintball Plan ever survives the first contact with enemy.
28. Being splattered in paintball hits just proves that you were smart enough to think of a plan, stupid enough to try it, and lucky enough to survive.
29. If it's stupid but works, it isn't stupid.
30. There is no such thing as retreating at Teamforce Paintball Centre....you can just advance/attack in a different direction.