



Name				
All Paintball activities must be done under the safety requirements of the <i>Trial Life USA Health and Safety Guide</i> and the <i>Shooting Sports Guidebook</i> .				
Do all of the following requirements (1-5)				
1. Complete the Navigator or Adventurer Shooting Sports Orientation.				
Participate in a Paintball orientation that covers the following:				
a. Description of Paintball and basic rules				
b. Safe Zones				
c. Field Conduct including:				
i. Expected behavior when a player is Hit				
ii. Expected behavior by Deadmen				
iii. Appropriate action against players fighting over a disputed call				
iv. All hits against the body and gear are considered Hits except				
under the rules which may exclude splatter, marker, and/or head				
hits.				
v. Calling "Blind Man" to stop the game for an emergency or inability				
to see				
d. When to call Surrender and at what distance				
e. Maximum paintball velocity in feet per second (FPS) or meters per second				
(MPS) for indoor and outdoor games including close quarters combat(CQB) for				
the following weapons:				
i. Standard Paintball Marker				
ii. Sniper Marker				
iii. Hand Grenades				
iv. M203 launched Grenades				
3. Participate in an Paintball safety orientation <u>and</u> do the following:				

a.	Recite II on	Themoly the three rules of the <i>Gold Standard in Guit Salety</i>		
	guidelines i	n the <u>Shooting Sports Guidebook</u> or <u>Shooting Sports Supplement</u> .		
b.	List the Six	Rules for Safe Paintball Marker Handling and describe similarities		
	to and diffe	erences from the three rules of the Gold Standard in Gun Safety		
	guidelines.			
C.	Describe or	identify the parts of a paintball marker including: the hopper, Gas		
	Valve/Syste	em, Barrel plug, Marker body, Air regulator, and Bolt		
d.	Explain hov	v Paintball Markers differ from actual firearms; list at least three		
	examples.			
e.	e. Describe how to properly transport a Paintball Marker.			
f.	Explain and	demonstrate the proper safety gear for Paintball game play and		
	describe the importance of the following safety gear:			
	i.	Face mask: full vs. partial masks ,throat protection, and anti-		
		fogging methods		
	ii.	Clothing: paintball specific gear versus normal street clothes		
	iii.	Proper footwear.		
	iv.	Gloves		
g.	Explain and	demonstrate proper trigger control		
h.	Demonstra	te how to safely Load, Unload, and CLEAR the following Paintball		
	Marker typ	es.		
	i.	MagFed markers (i.e. Tippmann US Army Marker or TCR MagFed		
		Markers -Rifle/Pistol)		
	ii.	Gravity or electric fed hopper markers (CO2/HPA)		
	iii.	Air driven hopper configured markers (CO2/HPA)		
i.	Describe pro	oper handling and use of the following:		
	i.	Barrel Plug		
	ii.	Barrel Cover		
	iii.	High Pressure Air tanks (HPA)		
	iv.	Carbon dioxide (CO2) Cartridge		
j.	Explain and	demonstrate how to clear a jammed paintball		
k.	Describe w	hen a Paintball should NOT be used and list 4 examples.		
4. Do th	ne following	to prepare to <i>Be Responsible, Respect Your Community, Obey the</i>		
l aw				



_	a. Read the laws in your state for the purchase of Airsoft guns and regulations			
	for their use in your community. Then do the following:			
	i. List at least three criteria required for paintball marker purchases (example, be 18 years old), list the code citation for your state if applicable.			
	ii. List at least two laws governing Paintball play in the Community.  (Example, play at commercial facility)			
_	b. Describe how you should respond if approached by a law enforcement officer during Paintball play.			
_	c. Describe how you should respond if a neighbor asks you to stop playing in your neighborhood.			
5.	For each of the following game scenarios, participate in a game scenario and rules orientation and then play the game scenario:			
_	a. Capture the Flag			
_	b. Escort Mission			
_	c. Death Match			
_	d. Deliver the Package			
_	e. Medical Mission			
Do Thre	e of the following optional requirements (6-11)			
6.	Describe Blind Fire; when it should and should not be used; and why it is not permitted at some commercial paintball facilities.			
7.	Explain the differences between and the uses and benefits for the following:			
-	a. MagFed markers (i.e. Tippmann US Army Marker or TCR MagFed Markers - Rifle/Pistol)			
-	b. Gravity or electric fed hopper markers (CO <sub>2</sub> /HPA)			
-	c. Air driven hopper configured markers (CO <sub>2</sub> /HPA)			
8.	Explain the difference between a tight bore barrel, a standard barrel, and a sniper			
	barrel. Describe how each of these impact performance.			
9.	Explain what a paintball's "caliber" is and show how to ensure you have the correct			
	caliber paintball for a tight bore barrel, a standard barrel, and a sniper barrel			



Trail Badge Mentor Signature	Date			
For Recommended Resources: See the Shooting Sports Supplement				
respawn rules (if any respawns), and how to win.				
d. Game rules (All safety guides must be considered)	including: game duration,			
c. Field layout design including designated safe zone	es .			
b. Type of game or scenario				
a. Format: indoor or outdoor				
11. Design your own game, including the following parameter	ers:			
io. Describe and demonstrate now to safety clean and main	italii a paliitbali iliai kei			

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