



NEW PLAYERS, SIGN UP HERE:

timetrials.respectpaintball.com/signup

VIEW LIVE LEADERBOARD:

timetrials.respectpaintball.com

Basic Facts and Guidelines

1. Time Trials (TT) is a 3-stage course, each with a graduating level of difficulty.
2. TT is designed for all ages and skill levels with official insured staff present.
3. TT primary mission is to expose new participants to paintball and to teach shooting Safety and Confidence in a zero impact environment.
4. A target is 9" square. When targets are pushed together, that constitutes ONE target. *i.e.* 3, 9" targets pushed together make ONE target, and one paintball hit anywhere on the 18" x 9" surface counts as a hit. (See Target Formats: Speed, Attack, and Endurance. BELOW)
5. Each Large window will have a series of targets to shoot, while the small windows have only a single target to hit.
6. Approved paintball safety goggles must be worn at all times. Players must wear Paintball/Airsoft approved goggles whenever they are on the TT field. Only goggles specifically approved for Paintball/Airsoft are allowed on all TT fields.
7. Paintball/Airsoft approved barrel covers are required. Players may never remove their barrel cover unless ready to participate on the TT field with a Refs permission to remove it.
8. Players are not allowed to use the following on the TT field: paint grenades, pyrotechnics, smoke grenades, knives, rocket launchers and explosives.
9. 3 Player Relay rules and Regs listed BELOW:

The Time Trials "Zone" shall remain free of the following:

- Smoking
- Bad Language
- Poor Sportsmanship
- Unsafe practices of any kind
- Abusive behavior
- Anything distracting Refs from performing their primary duties.

The Time Trials "Zone" Encourages the following:

- Cheering
- Heckling with respect
- High 5's
- Help with equipment for your fellow participants
- Laughter
- Good sportsmanship in general
- SAFETY and helping others maintain safety

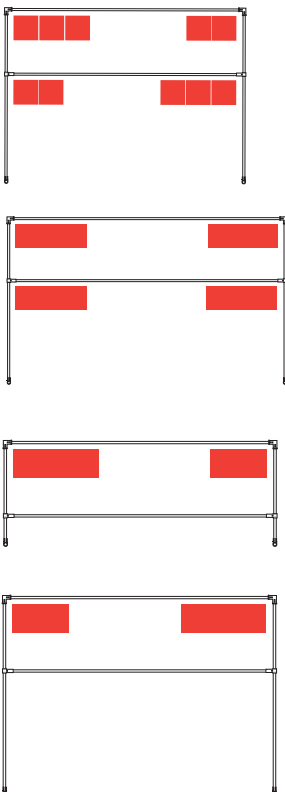
Accepted Global Leaderboard Marker Classes:
Mechanical • Electronic • Pump • Mag-Fed

Rules and Instructions:

1. Shooter starts AND stops their own time, with their empty hand.
2. Shooter must be IN BOUNDS to start and stay in bounds throughout run, until properly exiting the course after the stop button is hit. You may not touch or cross over the designated boundary with any part of your body or equipment.
3. Shooter must have their barrel tip touching the official designated post or starting button post at the start their time.
4. Shooter must not shoot or touch, with any part of their body or equipment (including barrel), the net, window frames, or posts during ANY part of a run. This will results in a "Fault".
5. Player may shoot as many paintballs/projectiles as they like, at any rate of fire/FPS acceptable at your field, as long as ALL TARGETS are hit. Failure to hit a target will be called a fault by a ref as soon as participant shoots one time at next window.
6. Player may reload their gun as many times as they like, but must keep their pods, mags, tubes, or any equipment must remain in bounds. Player may return to pick up their equipment, after a Ref instructs them too, but MUST do so quickly as to not delay the next participant. A Ref should assist in getting the dropped equipment out of the way so that the next competitor can start in a timely manner.

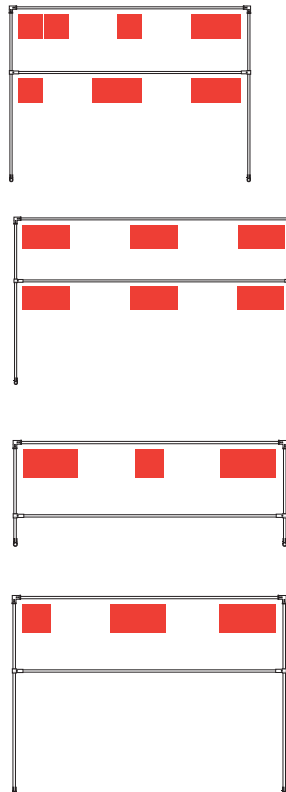
Target Format Layouts - 3 Classes

SPEED



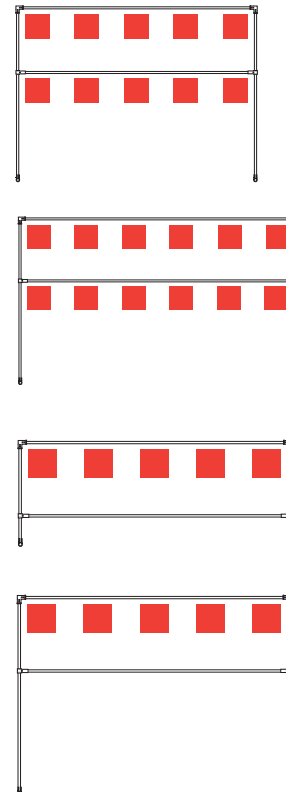
35 TOTAL: "SPEED"
 28 grouped 9" targets of mainly triples and several doubles.
 Plus 4, "point blank" 9" targets.
 Plus 3 longer range 24" "gong" targets.

ATTACK



46 TOTAL: "ATTACK"
 39 grouped 9" targets of mainly doubles and several singles.
 Plus 4, "point blank" 9" targets.
 Plus 3 longer range 24" "gong" targets.

ENDURANCE



83 TOTAL: "ENDURANCE"
 76 individual 9" targets on main Target stands.
 Plus 4, "point blank" 9" targets.
 Plus 3 longer range 24" "gong" targets.

Course Track layout:

Player/Referee/Spectator Areas - Bird's eye:

Key:

Player track



6' wide



Referee Zones

16 ft buffer zone



Spectator Area



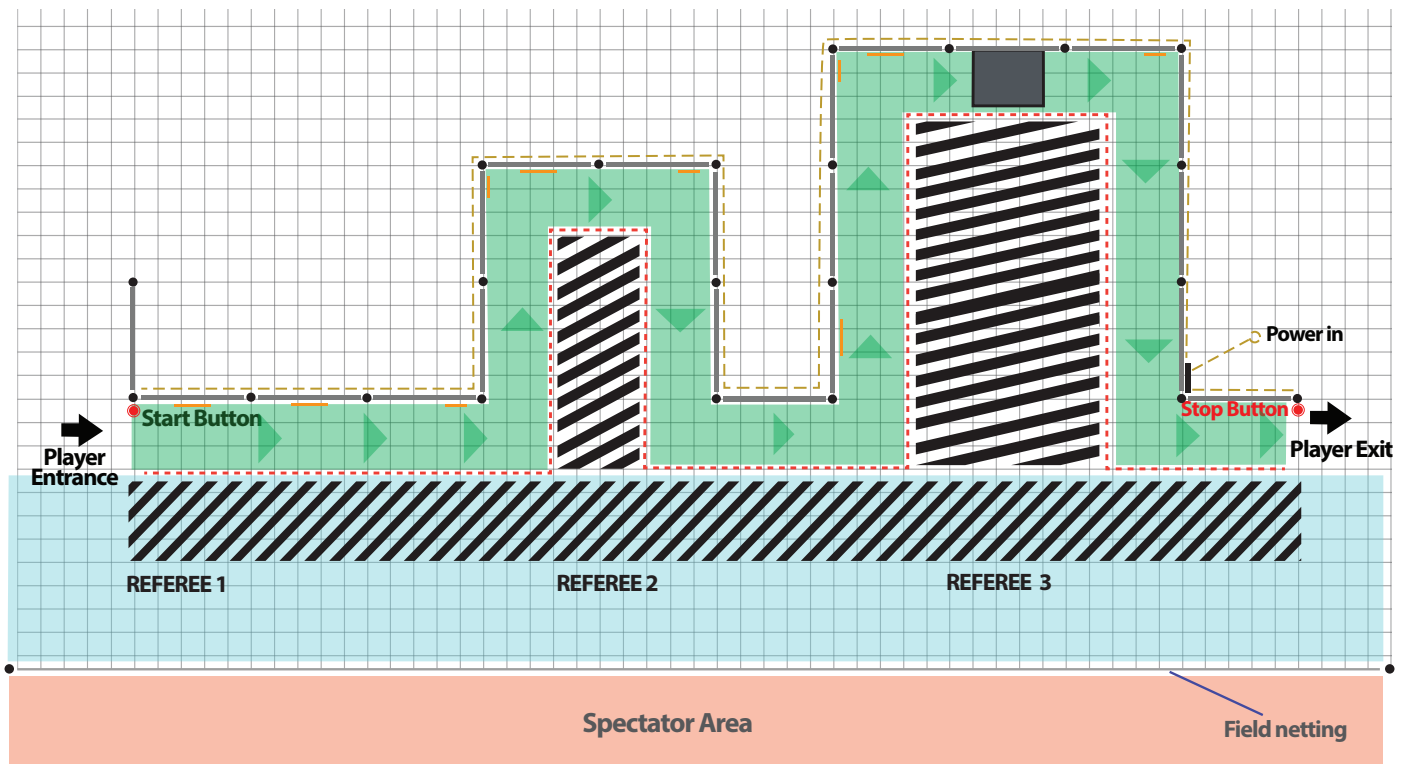
Tunnel



Wiring harness



1 Square = two feet (2')



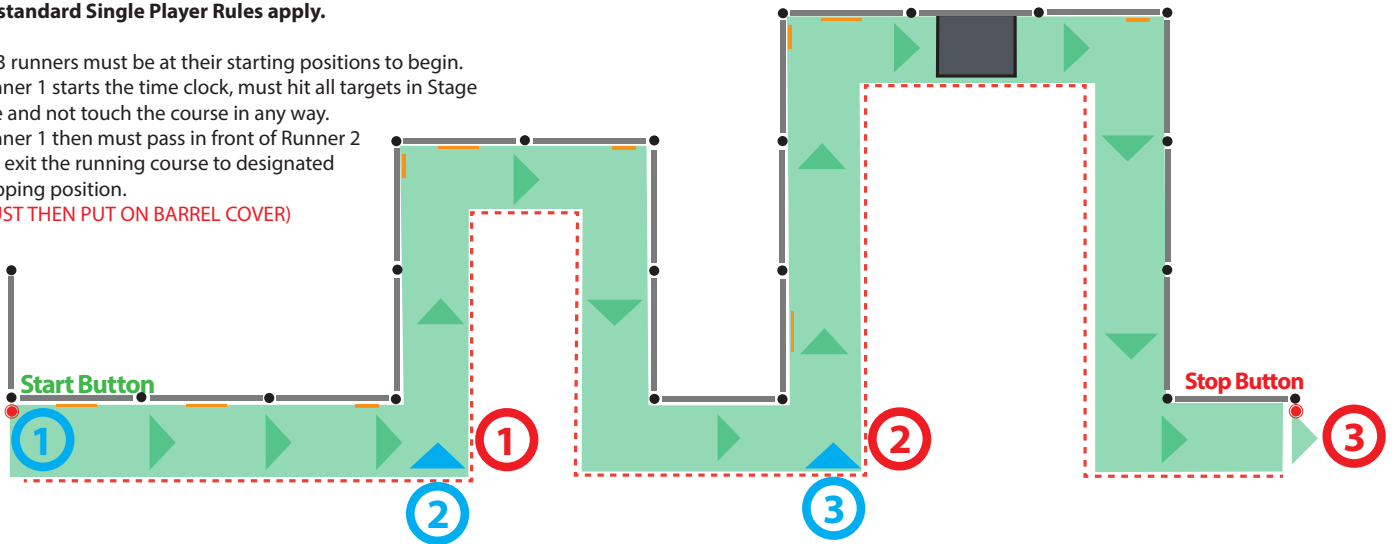
3 Player Relay Layout:

3 Player Relay

BLUE ①, ②, ③ are the starting positions.
RED ①, ②, ③ are the stopping positions.

ALL standard Single Player Rules apply.

- All 3 runners must be at their starting positions to begin.
- Runner 1 starts the time clock, must hit all targets in Stage One and not touch the course in any way.
- Runner 1 then must pass in front of Runner 2 and exit the running course to designated stopping position.
(MUST THEN PUT ON BARREL COVER)



- Runner 2 may then enter the course (AFTER Runner 1 has crossed out of the course) *no chance of them colliding if rules are followed.
- Runner 2 must hit all the targets in the Second Stage, and not touch the course in any way.
- Runner 2 then must pass in front of Runner 3 and exit the running course to designated stopping position.
(MUST THEN PUT ON BARREL COVER)
- Runner 3 must hit all the targets and not touch the course in any way, then stop the timer for an official score.
(MUST THEN PUT ON BARREL COVER)

At this time, ALL 3 players should have their barrel covers on, ref then signals GOOD score, or FAULT, and then all three runners should exit.

FAULTS:

Runner crosses over to stopping point and a target was missed.

That is when the REF yells "FAULT, Missed Target"

Entire team is disqualified for that run and may return to the back of the line.

Runner touches/shoots the course.

That is when the REF yells "FAULT, Course Contact"

Entire team is disqualified for that run and may return to the back of the line.

Runner leaves early/or contacts exiting runner.

That is when the REF yells "FAULT, Relay Violation"

Entire team is disqualified for that run and may return to the back of the line.