



MAY 2024

UNITED  BIGGAME

SKYFALL



**WIN THE
LOTTERY
+1.000€**

**WIR
WÜNSCHEN
DIR VIEL
SPASS
AUF DEM
UBG 2024**

SCHAU DOCH MAL BEI UNSEREM
STAND AUF DER TRADESHOW VORBEI!
WIR VERLOSEN* SACHPREISE IM WERT
VON ÜBER 1000 €!
WIR FREUEN UNS AUF DICH!



DEIN PAINTBALLSHOP

*Ab einem Warenwert von 50 € bekommt jeder Kunde ein Los. Der Sachpreis ist nicht auszahlfähig.

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WELCOME!

Welcome back to Mahlwinkel!

The time has finally come - the Paintballfestival 2024 has begun! Of course, we have been looking forward to spending a long, colorful and cheerful event with you again for a long time. A big thank you goes to all the players and helpers who have helped to further improve the Paintball Festival with their feedback.

What has changed?

First of all, the internal structure of the organization has changed. It is now much leaner, which significantly improves communication and decision-making. The use of new tools has also made the planning phase clearer and more efficient for us.

There have also been some changes in the leadership of the teams. The former blue General Ken has stepped down from his post and is now fully occupied with the actual running of the event. On the red side, General Steffen has been replaced by Sven Brandel.

What's new?

Better media coordination! Jan Küstermeier from the Schattenwölfen and the paintball newcomer are now coordinating the media team, i.e. all the photographers and videographers. This means that better, more and more varied shots of the event can be taken. So if you see someone with a camera, let your inner hero out - the chances of you and us getting unforgettable shots have increased massively!

And as an absolute novelty, we are holding a brand new side event: The Panzer Mission, which combines tank driving, pyrotechnics and paintball in a single adrenaline-filled adventure!

In the evening, we invite you to celebrate with us in the Tradeshow and watch the stage programs.

We wish you a great Paintballfestival 2024!

PROGRAM

Wednesday, 8.5.

- 0900 Cash desk opening
- 1500 Admission / access to the camping site
- 1700 Start of the Panzer mission
- 1830 Tour of the field
- 2000 Safety instructions for camping & play
- 0100 Night's rest

Thursday, 9.5.

- 0800 Reveille
- 1000 Start of game
- 1100 Kids' Paintball until 1700
- 1800 End of game
- 1830 Honouring of best player outfit
- 1900 Sniper contest
- 1930 Welcome and start of stage programme
- 2100 Music with DJ
- 0100 Night's rest

Friday, 10.5.

- 0800 Reveille
- 0900 Briefing at the stage
- 1000 Start of the game
- 1100 Kids' Paintball until 1700
- 1800 End of game
- 1830 Stage programme, game score
- 1900 Auction in favour of the children's hospice
- 2000 Awarding of medals, kids' commendation
- 2100 Ultimates Chilichallenge
- 2245 Strip show
- 0100 Night's rest

Saturday, 11.5.

- 0800 Reveille
- 1000 Start of the game
- 1100 Kids' Paintball until 1700
- 1800 End of game
- 1830 Paintballsports lottery
- 1930 Medal presentation
- 2030 Award ceremony
- 2130 Live music
- 2300 Music with DJ
- 0100 Night's rest

Sunday, 12.5.

- 1000 Start of free play
- 1500 End of game

TRADESHOW

OPENING HOURS

Cash desk

Wednesday 09:00 - 22:00

Thursday 8:00 - 22:00

Friday 8:00 - 20:00

Saturday 8:00 - 12:00

Info

Wednesday 15:00 - 24:00

Thursday to Saturday 8:00 - 22:00

Sunday 8:00 - 18:00

Beer stand

Wednesday from 15:00

Thursday to Sunday from 10:00 am








STAGE

PAINTBALL SPORTS



MAY 2024



BIER-GARTEN




UBG INFO



BIERSTAND



ARENA

TEAMS + UNITS



Paratroopers
-can be dropped anywhere
on the field



Infantry
-can deploy shields and
request air strikes



Vehicle units
-have scenario vehicles



Sniper units
-receive special abilities
depending on the mission



Engineers
-lay and disarm explosives
-transport troops



SUPPORTERS

**ENO LA
GAYE** ™

dye



ECLIPSE

**CAPITAL CITY
SHOOTERS** 

MISSIONS

Flags, Friday & Saturday 10-12:30

Both teams have the task of setting up some temporary outposts (flags) on the field. The positions can be found on the tactical map. The longer a flag point is held, the more points a team earns. The team from entrance A receives double points for the 1981 and the team from entrance B for the Kommando-bunker.

Ascensium - Friday & Saturday 10-17:30

There are various deposits and hotspots of crystals on the field. A crystal found must be placed in one of the three silos.

There is one silo in each safe zone and one silo in the centre of the field. The crystals are collected and counted by the Orga after 17:30. The crystals in the silo in the centre of the field score the most points. The rare purple crystals are more valuable and score more points. Players may not carry more than one crystal at a time. Players who are hit and have a crystal with them may deposit it in the silo in their own safe zone.

All silos are locked. All deposited crystals can only be retrieved by the Orga.

To dominate the silo in the centre, two unmarked players from the respective faction must have their hands on the silo. All crystals in the silo are then attributed to the respective faction.

MISSIONS

Propaganda, Friday & Saturday 10-17:30

A third faction has its own opinion on the Ascensium conflict and has put up propaganda posters everywhere. The intelligence service would like to analyse these posters in more detail and asks you to collect them, the posters you find can be placed in a mailbox in your own safety zone. Each poster collected will be rewarded with points for the respective team.

Standards, Friday & Saturday

Each team has a so-called standard (crest) hanging near their safe zone. This standard is a highly respected trophy, glory and honour is bestowed on the thief; humiliation on the robbed faction.

The position of the standard may be changed at any time within sight and outside the player's own safe zone. If the bearer is marked at the moment of transport, he must leave the standard in place.

The standard can be stolen at any time on Friday and Saturday from 10:00 to 18:00.

www.pro-paintball.de

PRO

PAINTBALL ROOKIE OPEN

Bis zu

60+

Teams pro Turnier

Über

150+

Spieler pro Event

Bis zu

4

verschiedene Spielfelder

Mindestens

9

Spiele pro Team

Deutschlands größtes Paintball Nachwuchsturnier

Rainy's Amateur Turnier - Perfekt für Einsteiger, keine Profispielers erlaubt (max. BZL/LL Niveau) - 3-Mann Hit the Base Format - Professionelles Marshalling (Inklusive DPL Rate) - Essen & Getränke vor Ort - Tredeshow mit Verkaufsständen von Dye & Paintball Sports, Tachservice, DPL Info Stand - Große Verlosung - Sachpreise im Wert von 5000,- Euro (Ein Los zu jeder Karte Paint, Verlosung nach der Vorrunde) - Lucky Loser Trophy - Das beste platzierte Team erhält einen gratis Startplatz für das nächste Turnier - Players Pool - Einzelspieler können sich gern bei uns melden. Wir stellen dann immer aus 3-4 Spielern ein neues Team zusammen - Bis zu 60 Teams möglich - Bis zu vier Spielfelder - Mindestens neun Spiele pro Team garantiert - Startgebühr nur 149,- Euro (ohne Paint) - zwei Sorten Paint zur Auswahl (Premium = 50 Euro / Tücher = 60 Euro) - Austragungsort: **Battlefields Hildesheim**, Lärchenkamp 60, 31137 Hildesheim

22.09.2024

STORY

SKYFALL

The Blue World Order has won the two battles for Mahlwinkel and the Ascensium deposit located there. The Red Legion had to retreat after suffering heavy losses, but it will not give up the fight. The discovery of the purple Ascensium variant and the alien device that appears to be the key to the Ascensium itself is too important.

However, the BWO's refusal to grant outside scientists and institutes access to the findings from Mahlwinkel is met with incomprehension by many people. There are growing fears that the BWO is using its monopoly to further expand its sphere of influence, both geographically and politically, and is developing from an internationally controlled instrument for controlling the Ascensium into an institution with its own agenda.

As a result, the Red Legion is gaining more and more followers who support the fight for free use of the crystals as donors or fighters; the first states are also cancelling the contract with the BWO.

But the voices of other factions are also becoming louder, with their very own ideas. The "Church of Ascensium" - a religious sect that worships the Ascensium asteroid as a deity - stands out in particular.

It is clear that the power struggle between the organisations has only just begun. And nobody knows what secrets the crystals are still hiding...



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- Jacken
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BRING YOUR BOX BACK

Bring uns deine leere Paintkiste zurück und du bekommst ein Los für unsere Liveverlosung auf Social Media am 24.05.24 um 19 Uhr.

Abgabe auf dem UBG vom
9.5. ab 12 Uhr bis 12.5. 12 Uhr

 2DIE4Paintball

 2die4sports



DER UMWELT ZULIEBE



**PRO
SHAR**

GAME RULES

Before the start of the game, all players are required to present their player wristbands at the taping station. There they will be assigned to their team or labelled with red or blue tape according to their chosen team. The current entrances for each team are also displayed there. This applies to every match day!

On Fridays and Saturdays there is a morning briefing at the Tradeshow in which the missions of the day are explained. At the start of the game, all players gather at the assigned entrances. The marshals give a signal at the same time as the game starts. From this moment on, the game starts and all players are now allowed to move freely around the field.

To win the game, points must be collected by successfully completing the missions. Flag points are scattered around the field and can be captured by conquering by raising the flag of your own team colour. Flag points in your own team colour act as respawn points. The marshal stationed at the flag can prohibit the respawn if the flag is currently being fought over.

The positions of the flags can be found on the tactics cards at the entrances and at the tapestry station.

The end of the game is signalled by the marshals. From this moment on, all markers must be secured and the field vacated. Masks are still mandatory on the field!

- A hit indicates the elimination of a player. A hit is any colour spot that is larger than a 50 cent coin. Colour splashes from paint grenades are counted as a hit.
- In the event of a hit, the barrel of the marker must be secured, raised vertically and a hand placed on the head to indicate the mark to other players or the marshal. In addition, "HIT" must be shouted clearly and audibly.
- The same applies if the marshal indicates that a player has been marked. This is the case when the marshal points to the player in question and shouts "HIT" or "OUT" clearly and audibly. -Hits from foreign paint are invalid.
- Re-entry into the game is possible at the appropriate re-entry points.
- As part of fair play, all marked players are required not to pass on any information to subsequent players on the field.
- A dead man's walk is not permitted.
- Wiping or playing on is prohibited.
- Bonus balling to re-mark a marked player is prohibited.
- Intentional shooting at the marshals, photographers, first aiders / rescue workers and organisers is prohibited.
- The field may only be entered or left at the entrances!
- Only persons of legal age with a valid event wristband and player card are permitted to enter the field. The only exceptions are: event management, organisation/support, rescue and fire-fighting vehicles and associated personnel
- The outer boundary of the field is marked with white and red tape! This may not be overshoot.
- Any moving objects on the field may not be moved. Mission objects are an exception to this rule.

- Playing outside the regulated playing times is not permitted. Exceptions to this rule are the fringe events of the event. So-called safety zones (safe zones) have been set up in the extended area of starting points A and B. These are demarcated by yellow and black tape. The safe zone is intended as a collection and retreat zone. Players from the opposing team may not shoot into the safe zone.
- Players who are hit are not considered to be marked in their safety zone. Players may shoot out of their own safety zone and can mark players from the opposing team.
- Players who are hit can return to their safety zone or to a flag of their team colour, wipe themselves clean and re-enter the game.
- Vehicles can move around the field and can be integrated into the game scenario to support a team. The vehicles are equipped with strobe lights or flags that indicate the team colour.
- There is a buzzer at the rear of most vehicles which must be pressed for the vehicle to be out of the game. The vehicle can also be taken out of the game by removing an existing flag.

RULE VIOLATIONS

In-game offences will be punished with a penalty. These are only imposed by the ultimate or head marshal. A distinction is made between minor and serious offences.

Time penalty: A time-limited ban from the field for minor offences.

Daily ban: In the case of multiple minor offences, the player is banned from the field for a period of 24 hours.

The player may neither participate in the game nor remain on the field for the specified duration.

The player's wrist band will be confiscated for the duration of the time penalty. This can be collected at the information desk of the organisation at the end of the time penalty. The player will be accompanied to the exit point by a marshal. The penalty may also have an effect on the next match day.

Event ban: Expulsion from the event site within the framework of the house rules. This is only issued in the event of dangerous, serious offences against the UBG regulations. It can only be imposed by the organiser or their authorised representative. The organiser's representatives on the field are the Ultimate- and Headmarshal. The person affected by the event ban must leave the event site within 2 hours. In the event of injury/endangerment to themselves and/or other persons and/or damage/destruction of material, buildings, vehicles and/or similar items, the offender responsible is solely liable.

In the event of expulsion as a result of an event ban, any accident insurance cover provided by the event insurance expires immediately. The player's wristband will be confiscated and cancelled. In the event of an event ban, the organiser reserves the right to exclude the person concerned from future events and/or other events organised by the organiser and/or to prohibit them from participating.

Catalogue of penalties

Wiping, bonus balling, dead man's walk: 1h time penalty

Foreign paint: 1st time 2h time penalty, 2nd time daily ban

Hotgun: 1st time warning, 2nd time 2h time penalty

Smoke grenade despite ban (e.g. risk of forest fire): Daily ban

Assaults on other participants, marshals, organisers, dealers: event ban

Deliberate firing at photographers: Event ban

Deliberate firing at drones: Event ban

Deliberate firing at wind turbines: daily ban

EVENT RULES

-The entire site is enclosed private property. The organiser, United BigGame GmbH, has the domiciliary rights during the event.

-As the United BigGame is a closed event, participation requires a valid ticket in conjunction with an event wristband. The event wristband must be worn visibly on the wrist. A loose handover is not possible. Accident insurance cover is provided on the event site from the time an event wristband is purchased. This only applies to the currently valid event wristbands.

It is forbidden to enter or remain on the event site without a valid event wristband. The organiser, United BigGame GmbH, is entitled to expel such persons from the premises within the scope of its domiciliary rights.

-Professional security personnel are responsible for security and order throughout the entire event. They are labelled accordingly. Stewards, event management and security personnel are authorised to issue instructions. Instructions must always be followed.

-Driving on the event site is at your own risk.

-Walking speed applies on the entire site.

-Use of the car parks is at your own risk.

-United BigGame GmbH is not liable for damage caused by other vehicles or third parties to parked vehicles or for the contents of the vehicles.

-The user must park the vehicle in the car park in such a way that it is possible to get in and out of the neighbouring parking spaces and to drive in and out at any time without hindrance.

-Parking is only permitted in the authorized and designated areas. The campsite in particular is reserved for tents and caravans.

-Every visitor will be directed to their plot or area on the campsite by stewards. The instructions of the stewards must be followed.

-Open fires are prohibited. Commercially available gas and electric barbecues/cookers intended for normal domestic use are permitted.

-Waste and other garbage must be collected in garbage bags and disposed of at the designated collection points. Garbage bags can be collected free of charge at the event entrance and at the information desk.

-Electricity can be obtained on the campsite via existing distributors, the use of which is already included in the event ticket. Please bring your own extension cables. The power consumption is limited to 1000 watts per socket.

-The number of sockets is limited. There is no entitlement to a power supply unless this has been explicitly booked.

-Acceptance is limited to "normal household appliances". Large appliances such as construction dryers, construction spotlights etc. may not be used.

-There are many photographers on the field who capture the event on photo and video. Photographers are to be recognized by their high-visibility vests and may not be shot at; any violation will result in immediate exclusion from the event! Deliberately caused damage to equipment must be compensated.

-Drones and remote-controlled aircraft of any kind are prohibited from flying on the entire site. The only exceptions are certified drone pilots who are given permission to fly as part of the video recording. Under no circumstances may drones be shot at! Any attempt to hit or otherwise bring down a drone or other aircraft will result in immediate exclusion from the event!

-Photographs that are to be used commercially or published beyond the private context require written accreditation from the event management.

-Only those paint guns are permitted whose purchase and possession is not subject to a permit for adults, which are properly marked with the F in the pentagon and the other symbols required for such guns, which do not have a bullet energy of more than 7.5 joules (max. 214 FPS) and have a caliber of 0.68", 0.50" or 0.43".

-Before entering the field, all markers must be chronographed on the main chrony (electronic shot strength measuring device).

-Intentional adjustment of the shooting power on the field is prohibited.

-Carrying tools is prohibited on the entire field!

-Barrel socks must always and everywhere be attached to the barrel of the marker as soon as a pressure system is attached to it. Exceptions are only technicians of the event or its exhibitors, as well as the main chrony stand and field.

-Each player is responsible for his marker and compliance with all legal regulations and provisions.

-Only field paint (FPO - paint sold by the organizer) is permitted at all United BigGames. The only exception is Paint in .43 caliber, but a BYO token must be purchased to use it.

-When entering the field, a face mask specially approved for paintball (ASTM standard) must be worn. Mesh masks and modified masks must be presented to the head marshal or a person authorized by the head marshal for approval.

-It is forbidden to stay in restricted buildings, eaves and roofs, balconies or similar. Restricted buildings are marked with red and white barrier tape and/or danger signs.

-The wind turbines on the field may not be shot at! Failure to comply will result in exclusion from the event!

Prohibited objects

Weapons:

-Weapons of war and explosives

-Firearms

-Cartridges and cartridge ammunition within the meaning of the German Weapons Act (WaffG)

-alarm, irritant and signal weapons

-cutting and stabbing weapons

-Irritant spraying devices

-electric impulse devices

Pyrotechnics:

-Firecrackers, fireworks of any kind

-Smoke grenades, with the exception of those distributed by United BigGame

-flares, flare signals

Other:

-anti-constitutional symbols

-illegal drugs

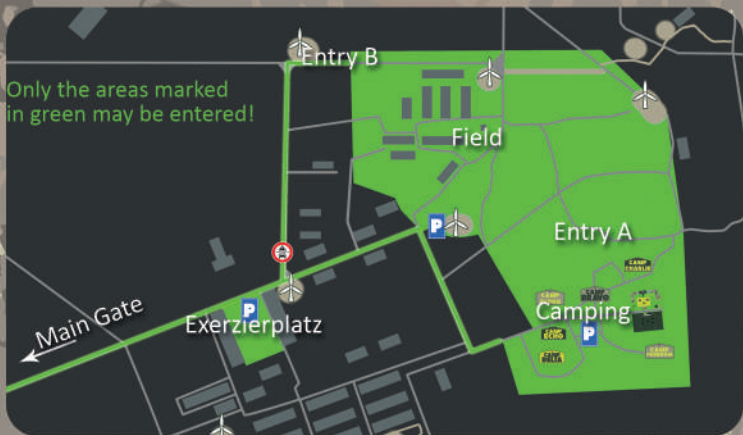
Furthermore:

- Uniforms, insignia, helmets and other equipment of any armies of the 2nd World War in original, reproduction or replica. Also any effect, rank or rank insignia of parties involved in this war.
- Rank insignia and effects of currently existing armies, other military units and police may not be worn.
- Lamps, lasers, night scopes or night vision devices and thermal imaging cameras with weapon mounts

Dogs must be kept on a leash on the entire grounds. The organizer reserves the right to expel any animals displaying abnormal behaviour from the grounds, particularly if the physical health of visitors and staff is at risk.

Due to the given occasion, glass bottles are prohibited in the area of the Tradeshow.

PREMISES



NOTES

UNITED ★ BIGGA

50

53	30	27
05	06	07
08	09	

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35	36	37	38

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25	27	28

16	17	18	19	20
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CAMP ALPHA

MP

CAMP ECHO

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15	16	17
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CAMP DELTA

78	
77	7980
6	

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62636465

33	34	35
41	42	

40	47
53	

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6868

7071

72



CAMP BRAVO

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38	39	36	37	33	34	35	32	21	22	23	24	25	26	27	28	29	30		
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5	4	3	2	1	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49					

CAMP CHARLIE

ARENA

Blue 'P' icon

Red cross icon

Red fire extinguisher icon

Yellow star icon

Red fire extinguisher icon

Blue wheelchair icon

Blue wheelchair icon

5	6	7	18	19	24	28			
11	10	9	8	20	25	29			
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21	22	23	27	31	32	36	37	38	39
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48	49	54	55	56	57	58	59	60	61

CAMP FREEDOM