

# Pioneer Paintball

Game play will begin when the whistle blows.

**Objective / Scoring:** Make clear paint marks in each of the rectangles on the target by throwing, and only throwing “tomahawks”. Paint splatter is not a clear paint mark.

**To Begin:** Each member of the patrol is to assemble a tomahawk. This consists of one sponge, one piece of twine, and one piece of wood. Only after the whistle blast to start the game, begin assembling the tomahawks.

**To Play:** Only after each member of the patrol has completely constructed a tomahawk, the patrol approaches the firing line, marked by a rope on the ground. Patrol members take turns dipping their tomahawks into the paint provided and throwing it at the target. Each member of the patrol must throw at least three times. (The maximum is 30 throws per patrol – it is expected that all patrol member throw as many times as possible within that limit.)

**The Target:** Once a square is clearly marked it is dead and no other points can be earned for that square. Marks on the lines / borders of the rectangles count less than marks clearly within the rectangles.

**Keeping Count:** Your patrol is limited to 30 throws. Keep count by the clothes pins provided in the buckets at the firing line. Only after all patrol members have thrown their tomahawks once, retrieve them and drop one clothes pin per tomahawk thrown in the bucket at the target. Repeat that process of dipping, throwing, and retrieving until you reach 30 throws or until time is up. Be sure take note of the clothes pins remaining at the firing line and do not exceed 30 throws - ! A Scout is Trustworthy.

The game ends when all patrols have thrown 30 times, or with a whistle blast at the end of the time allotted. All patrols must disassemble the tomahawks by disposing of the sponge and twine, and replacing the wood to the location. If you brought rubber gloves, you may use them - !