

PBnG  
Paintball  
Season  
Handbook

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For the use of all who play PBnG Paintball... Enjoy.

## Introduction

Welcome to PBnG!

PBnG is short for "Paintball and Games" and received its title because of a group of guys that get together to play... paintball and games. It really is that simple. That and I liked that it sounds like PBnJ (the all time favorite staple of the sandwich world).

As you read this you may wonder to yourself why I made shooting your friends in the face with washable paint such a complex event. The answer is really found even as far back as my childhood. I wanted some event that all my friends could be involved in and enjoy.

This event wouldn't happen in my childhood, mainly because I had no money or understanding of how to put anything like this together. Finally paintball came into view as something that could be the basis for what I had dreamed up. And now, enough of my friends have paintball guns to make this a reality.

Sure, paintball is not for everyone. But, most people who have played like it. For this reason, I decided to put my creative juices together to make a sort of club for anyone willing to give it a try; a paintball club called PBnG.

For those who don't like the rules or system, let me know. We can tweak the heck out of everything I've come up with here. But, I think that if you'll give it a shot you'll like what you find. I've been dreaming about certain parts of what you'll find here for years... YEARS. And I've carefully worked out many of the details to match what can actually be done.

So, here it is. This is my attempt to write down all of this information, all of these dreams, in a single handbook. There will be more detailed versions and greater structured versions to follow this one if the PBnG system I've designed is not thrown out. (For the record, this is my very first attempt at writing a comprehensive handbook for anything.)

-Kevin Ray Ramsey

## I. Personnel Structure -

a. This section describes the role of, and design of structure within the PBNB group.

### A. Rank Structure -

1. The PBNB Ranking Structure will most closely resemble that of the U.S. Army's. (These ranks will be covered in detail in a form at the end of this handbook.)
2. This Ranking Structure is to be used to protect the PBNB Paintball players from dangers and unauthorized areas and activities, and to assist in combat by offering a system of command. This structure is not rigid, but is encouraged.
3. Field Commendations may be issued by superior officers to their troops. These are only in effect under the officer and for only that session's period of play. These commendations are not permanent and should not override the actual rank series within a group. In other words, it may be fine to place rank for one Private if you have three on your team. But, placing a Private above his superiors is pointless because they can override any command he makes.
4. At the top of this list is the President. Currently, this individual must voluntarily pass along their duties and responsibilities for another to take the position. The President has the right to evoke "Final Say" which cannot be vetoed or challenged. The "Final Say" is an overarching rule that must be heeded. Those ignoring this command (when evoked) risk expulsion from the PBNB games. The President may make comments and observations without evoking this command. Vote is weighted when involved in a tie.
5. The Vice President holds all of the same powers as the President even when both are active in duty. A

word from the Vice President can ONLY be vetoed or challenged by the President himself. This individual has the power of "Final Say".

6. Under the President, and often times the same individual, is the Commander-in-Chief. This individual leads the general direction of all armies and teams and helps guide the games into a direction that benefits the enjoyment of all. The Commander-in-Chief will handle unresolved disputes, all lasting demerits, and any discipline along with the help of the President and Vice President.
7. The President, Vice President, and Commander-in-Chief comprise the Judicial Committee. After presented with the two sides of a case, a vote will be taken and thus enacted. In the case that the President and Commander-in-Chief are the same individual, another of officer status may be chosen to fill the position for the Judicial Committee. This is also the case for the Vice President when not in active duty.
8. The top 3 officers from each army will make up the Congressional Committee. This committee will be responsible for voting with the Judicial Committee on various areas of importance to the PBnG group. Anyone may be invited to approach the Congressional Committee to get a better understanding of the needs of the group.
9. After the President, Vice President, and Commander-in-Chief, each army has its own officers. These officers have different duties depending on rank and position in a team and the top 3 ranking officers for each army are the ones who confer to lead the army.
10. After this the Team Leaders are in command directly over the members of their fire team.
11. And finally, the officers in the teams have the command as given to them in order of rank. Team

officers are most responsible for demonstrating and encouraging the correct attitudes and obedience in their teammates.

12. As the number of PBnG members continues to grow, officers will be assigned to oversee specific fire teams, squads, platoons, companies, battalions, regiments, divisions, corps, and armies. This command chain will be maintained and encouraged by the Congressional and Judicial Committees.

#### B. Team Structure -

1. At the top of the Team Structure is the PBnG Group. The PBnG group is formed by 2 or more armies. Each army is made of 2 or more corps. Each corps is made of 2 or more divisions. Each division is made of 2 or more regiments. Each regiment is made of 2 or more battalions. Each battalion is made of 2 or more companies. Each company is made of 2 or more platoons. Each platoon is made of 2 or more squads. Each squad is made of 2 or more fire teams. And each fire team has 2-8 members ("fire teams" are also called "teams" in this handbook).
2. There is currently no cut-off size for an army. However, the Commander-in-Chief will most likely attempt to keep things balanced.
3. Team Leaders are ultimately responsible for the health and safety of their team. Team Leaders will be chosen by the President, Vice President, or Commander-in-Chief for their courage, leadership, obedience, common sense, wisdom, experience, and knowledge. The Judicial Committee or Congressional Committee can challenge these decisions.

## II. Records and Stats -

a. An overview of records and stats kept on players at the top levels and what their use.

A. Records - This is mainly just general information.

1. Registration Information (name, e-mail, phone...)
2. The player's current commanding officers and fire team to army list.
3. A list of merits and demerits (all that we are aware of).

B. Stats - These stats assign a general value to the player.

1. Attendance - This marks the days attended.
2. Games - This marks the number of games played.
3. Points - This marks acts of service for the group outside of gameplay. Can be building something, developing an idea, helping on clean-up day, etc...
4. Team Points - This marks the points accrued with teams. These points travel with each player so the player doesn't lose value by changing teams. These can be accrued by winning or working together well as a team, etc...
5. Game Points - These are earned by going above and beyond in a game or being extra valuable to your team during games. This can be accomplished by scoring, being your team's only un-marked individual, or upholding a successful defense, etc...

### III. The Draft

a. Here are the rules and details of the PBnG Draft.

#### A. Basics

1. The PBnG draft will be held at an announced time each year before the paintball season begins.
2. This draft can be held in a central location, on the phone, over e-mail, or through other means if necessary. The Judicial Committee will take suggestions and decide on the best course of action.
3. Any Team Leader not able to attend or otherwise participate may be represented by an individual of their choosing.
4. These drafts events may be attended by anyone wishing to attend but each team will have only one speaker.
5. The number of draft rounds is determined by the number of available Free Agents (see below for Free Agent details). The number of rounds is equal to the number of Free Agents divided by the number of teams. When a non-whole number is the result, the teams in most need (first at the round) receive an extra round until each Free Agent has been recruited by a team.
6. The Draft Order will be determined by the Judicial Committee (see below for process).
7. Each team will be given points to spend on their draft picks. (see below for more information) When these points are spent, the team ceases to receive draft picks each round.
8. Each Free Agent will be assigned a point value that will be the cost of that individual. (see below)
9. In some cases teams may be given a minimum number of spots to be filled, extra points to be used, or docked points.
10. The Judicial Committee members have the ability to add or subtract points with players and teams if needed.

11. While teams choose their draft picks, the final decision is left up to the player. The player can either accept or deny any team's offer given to them.
12. Teams and their corresponding armies and officials can offer incentives within reason to players as added benefits for joining their team.
13. In each round each team gets 1 draft pick (unless the Judicial Committee or its members intervene). Each one of these draft picks may be traded to other teams for incentives within reason.
14. Trades can take place apart from the draft if both teams agree on terms but only during the draft period. This must be accomplished through the Judicial Committee or one of its members. Team Leaders may trade teams but only if a swap of team leaders is made or a Judicial Committee appointment of another player takes place for the Team Leader to be replaced.
15. Teams may be combined with permission of the overruling Army's officer agrees. If separate Armies, the Judicial Committee and both officers must agree.
16. Free Agents must be registered as such a week before the official draft date or risk not being eligible for draft.
17. The draft will be held as such: The team who is due a draft pick will be notified and will be given a time limit. They must pick within this time limit or be forced to pass pushing all draft picks back. When a decision has been reached, a name will be submitted directly to the presiding member of the Judicial Committee and the team will be responsible for contacting the player to invite them. If the player accepts the invitation and terms the draft pick is final. If the invitation is denied, the team must pick a new player and follow the same procedures within the original timeframe allotted.

## B. Draft Order

1. Draft order is first determined by winning percentage. The team with the lowest winning percentage goes first and so-on down toward the bottom of the list. The Champion team from the previous year goes last and the team they played against goes next to last. If a war was held the previous year, the winner of the war goes third from last.
2. Coin toss, straws, or guess-the-number may be used if a tie is unbreakable otherwise.
3. New teams will enter according to where they fall in the spectrum of team points or will be assigned a place by the discretion of the Judicial Committee or one of its members.

## C. Free Agents

1. Any player not currently assigned to a team or any choosing to leave their current team will be considered a Free Agent.
2. Existing PBNB players already assigned a team can choose to leave their current team in order to become a Free Agent and must let the Judicial Committee members know.
3. Team Leaders may only become Free Agents under the guidance of the Judicial Committee or one of its members.
4. Team Leaders become Free Agents if they are challenged and ousted from the lead of their team. This is only done through a duel initiated by the challenger where the two face off in a public battle. The challenger, even after winning, is subject to the Judicial Committee's acceptance or rejection.

## D. Draft Points -

1. Think of the draft points system as a way to make teams buy players, a way to give players value to a team, a way to make teams choose carefully during the

draft, and a way to keep things balanced. There's a lot of this subject still in the air. I may wait until the first season of play to finalize how this is done.

2. Player Worth - Info coming soon.
3. Pool Value - Info coming soon.
4. Team Income - Info coming soon.
5. Team Tax - Info coming soon.

#### IV. Appendix

a. A section for details not covered throughout this handbook.

##### A. Disclaimers

1. If you are someone who would not like to participate in this system of play you have a few options.
  - a. Don't play with PBnG
  - b. Don't play during the PBnG Paintball Season
  - c. Participate anyway
  - d. Or ignore the system and stay a Private. You can be given a Field Commendation by your Commanding Officer which will be in effect for as long as you are under that officer for that period of play.
2. In ALL instances, the property owner or an individual representing them may make indisputable rules and decisions about the property on which we play. However, the Commander-in-Chief makes the rules and decisions concerning gameplay, structure, and individuals. These rules and decisions are likewise indisputable.
3. No illegal or illicit activities will be allowed at any time; on or off the playing field.
4. You have the choice to listen to those placed in charge, or you have the choice to go home. Choose wisely as there is very, very little middle ground.
5. And you have the right to have fun. If something hinders you from having fun you should cover that with the Commander-in-Chief as quickly as possible to resolve any issue that may be problematic.

## Conclusion

PBnG's goal is to bring friends together under the headship of Christ to have fun in a less conventional and more active way. But, we cannot do this without friends.

This system has been designed for you... the friends. If as a group of friends you don't like it or want it changed or dropped all together, let me know.

And as always, through games and everything in life, remember to put Christ first to live with benefit as part of your everyday life!

-Kevin Ray Ramsey