



Parents,

We look forward to the arrival of your camper! The following is to inform you of our policies regarding personal paintball equipment for summer camp to ensure the safest and most enjoyable experience possible. If you have any questions please reach out to me at bkonechne@rivervalleyranch.com or 443-712-1010 extension 22.

Ben Konechne
RVR Paintball Coordinator

Items to Bring to Paintball Camp:

- Clothes to play paintball in. For the safety of your camper, this must include closed toed shoes (no sandals, flip flops, etc.) and pants (Due to the thin material of yoga pants, yoga pants do not qualify).
- Numerous sets of clothes to play paintball in. Summer days and the physicality of the sport result in sweaty, smelly clothes. It is a good idea to pack two or three sets of clothes so your camper does not have to play in the same set all five days of camp.
- Clothes hamper or laundry bag for dirty clothes
- Water Bottle
- Bug Spray (We play in the woods!)

Optional Items:

- Paintball apparel/gear such as paintball jerseys, pants, pads, pod- packs. Some paintball apparel/gear can be purchased in RVR's Camp Store.
- Non-metal sports cleats
- Sunscreen

Do NOT Bring the Following:

- Paintballs (only RVR paintballs are allowed)
- CO2 tanks
- Metal sports cleats
- Paint grenades.

Personal Paintball Markers (Guns) Policy

Only Frontier Town (teen) campers attending weeks 1-7 are allowed to bring and use their personal paintball markers. Week 8 is designated Low-Impact week and campers will not be able to use personal markers.

Fort Roller Junior campers are not allowed to bring and use personal paintball markers. Our Junior Paintball camp is designed as an introductory program so we level the playing field by having all campers play with RVR's Low Impact paintball markers. This way, no one has an advantage.

If your Frontier Town Teen camper is bringing their own personal marker they must :

- Cap their marker's BPS (balls per second) at a max of 10 BPS. Consult the manufacturer's manual for instructions on how to do this.
- The only firing mode allowed at Paintball Camp is Semi-Auto. Semi-Auto is defined as the marker only shooting one paintball per one trigger pull. Any modes that allow a marker to shoot more than one paintball per trigger pull such as "ramping" or "full-auto", are not allowed. Most markers have multiple modes. Refer to the marker's manual for further instructions.
- All markers must have a barrel bag. Barrel plugs are not allowed.

*** A personal marker cannot be played with if it does not comply with the above ***

Paintball Marker Repairs

It is highly recommended that your camper brings the markers manual, tools and any o-rings/parts/kits that came with the marker when purchased. In the event that a marker needs servicing, these items help our staff expedite the process. If you have none, it is advisable to buy some (specific to your child's marker) at a local or online paintball store (such as ansgear.com).

In the event a personal marker malfunctions, RVR Paintball staff can attempt repairs with the camper's consent. However, RVR staff are not trained marker techs and cannot guarantee a successful repair and are not liable for any additional damage for attempting a repair.

Personal Paintball Air Tanks

Frontier Town campers can bring their compressed air tanks for their personal markers. Our program only uses compressed air, therefore please do not bring any CO2 tanks. If your camper does not have their own compressed air tank, they will be given a compressed air tank to use for the week but must return before leaving.

Only compressed air tanks with a valid Hydro Date (usually valid 3-5 years from the date the tank was made) may be used. All personal tanks will be checked for a valid date and any with an expired date cannot be played with. Expired tanks can be Re-Hydroed by qualified specialists, usually found at Scuba shops for a small fee. For more information on Hydro testing, [check out this article](#).

Personal Paintball Masks

A personal mask will be disqualified for use if:

- It fails to meet ASTM standards, this includes masks that have been modified (cutting off mask material, tampering with the manufacturer's original design)
- It is not a mask made for paintball (airsoft masks, custom/homemade mask, etc.)
- The mask's lens has cracks
- It has no chin strap*

**This requirement was recently enforced in the pro leagues to ensure the highest safety standards possible. RVR will follow suite.*

Daily and Extra Paintballs

Each Camper is provided with 400 Paintballs each day as part of the cost of camp; if additional paint is desired, it may be purchased at the cost of \$6 per 200 additional paintballs, \$15 for 500 paintballs, or \$50 for a case of 2,000 paintballs. 300-600 paintballs per day sustains most campers. If your camper will need more, leave extra bank money in your camper's account to allow for this.

Camp Store

Campers have the opportunity to buy paintball gear from the camp store. Paintball masks, gloves, pod packs, pods, and chest protectors are just some of the gear we sell in the store.