

SUPERGAME FIELD MAP

SNIPERZDEN PAINTBALL -ST. PAUL, OREGON



FRIDAY

MFOG 10-NOON
SPOILS OF WAR 2-4PM
PISTOL CHALLENGE 4-5PM
TANK WARS 5-6PM
NIGHT OPS 9-11PM
OBJECTIVES
10:00 DARKWOOD FORT
11:00 THE DMZ

SUNDAY

DOMINATION 10-2:30
(1:30-2:00 field reset)
2-2:30 DMZ Domination

SATURDAY

TRADITIONAL
SUPERGAME 10-5PM
OBJECTIVES
11:00 STIX
12:00 JAEGER BEACH
1:00 DARKWOOD FORT
2:00 THE SWAMP
3:00 THE HIDEOUT
3:30 BB HILL
(3:30-4:00 field reset)
4-5PM Battle for the DMZ

SEE BACK FOR DETAILED SCHEDULE

SUPERGAME SCHEDULE OF ACTIVITIES

THURSDAY

10AM	GATES OPEN
2PM-6PM	REGISTRATION
2PM-6PM	CHRONO OPENS



FRIDAY

7AM	GATES OPEN	
7AM	CHRONO OPENS	
8:30AM-8PM	REGISTRATION	
9:30AM	MAGFED GAME ORIENTATION	IN THE DMZ
10AM-NOON	MAGFED GAME	
12:30PM	SPOILS OF WAR ORIENTATION	STAGE IN VENDOR VILLAGE
2PM-4PM	SPOILS OF WAR GAME	IN THE DMZ
3PM-6PM	STEAK COOK OFF	VENDOR VILLAGE
4PM-5PM	PISTOL CHALLENGE	IN THE DMZ
5PM-6PM	TANK WARS	IN THE DMZ
6PM-7:30PM	TIME TRIALS PRACTICE	TIME TRIALS COURSE
7:30PM	NIGHT OPS ORIENTATION	STAGE IN VENDOR VILLAGE
9PM-11PM	NIGHT OPS GAME	

SATURDAY

7AM	GATES OPEN	
7AM	CHRONO OPENS	
7:30AM-6PM	REGISTRATION	
8:30AM	MANDATORY PLAYER ORIENTATION	STAGE IN VENDOR VILLAGE
10AM	TRADITIONAL SUPERGAME BEGINS	
3:30PM	GAME PAUSE FOR FIELD RESET	
4PM-5PM	BATTLE FOR THE DMZ	
5PM	GAME ENDS AND PRIZE RAFFLE	STAGE IN VENDOR VILLAGE
5PM-7PM	SWAP MEET IN VENDOR VILLAGE	VENDOR VILLAGE
6PM	3-PLAYER PUMP EVENT STARTS	DMZ—MEET BY NET
8PM-10PM	MOVIE	STAGE IN VENDOR VILLAGE
9PM-10:30PM	TIME TRIALS COMPETITION	TIME TRIALS COURSE

SUNDAY

7AM	GATES OPEN	
7AM	CHRONO OPENS	
7:30-8:30AM	REGISTRATION	
7:30-8:30AM	CHAPEL SERVICE	VENDOR VILLAGE
8:30AM	MANDATORY PLAYER ORIENTATION	STAGE IN VENDOR VILLAGE
10AM	SG DOMINATION GAME BEGINS	
1:30PM	GAME PAUSE FOR FIELD RESET	
2-2:30PM	DMZ DOMINATION	
2:30PM	GAME ENDS AND PRIZE RAFFLE	STAGE IN VENDOR VILLAGE

QUIET HOURS 10PM-7AM (11pm on Friday)
EVENT PAINT ONLY
NO IN-GROUND FIRES IN ORCHARD