



GEL BALL

INFORMATION

PACK



Get ready to play in an intense battlefield like you've never experienced. Think you know what you're in for? Wait till the lights go out! We run games with adjusted or no lighting, so get ready to bring you're A-game. Even if you come regularly, the field layout changes often, so don't get too comfortable!

If you've never played before, it's not a problem. Spec Ops Gel Ball Sessions is for players of every ability, gender and skill level. Games range from tactical hostage recovery scenarios to dodgeball! We also have a live feed of the battle field, so you can sit back and observe the energy's tactics and learn from their mistakes.

SESSION TIMES

FRIDAY

7:00pm to 9:30pm

SUNDAY

10:00am to 12:30pm

** Arrival time is always ONE HOUR prior to session start time*

PRICES

FIELD ENTRY

\$30.00

BYO blaster, ammo, and safety gear

FIELD ENTRY WITH GEL BLASTER

\$60.00

gel blaster, speed loader, safety glasses & unlimited gel balls

OPTIONAL EXTRAS

Groin Protector:	\$5.00
Neck Protector Hire:	\$3.00
Anti-Fog Paintbal Mask:	\$5.00
Tactical Plate Carrier Hire:	\$5.00
Hard Covered Gloves Hire:	\$5.00
Tutu Hire:	\$5.00
Onesie Hire:	\$20.00



FAQs

See here for a list of frequently asked questions!

What is Gel Ball? How is it different to Paintball?

Gel Ball	Paintball
<ul style="list-style-type: none">- No minimum age to play. We do recommend 10 years and over on our field. Each player under the age of 10 must have an accompanying adult play alongside them- Players under 18 will need a parent/guardian to sign off on their waiver- Gel blasters are classed as toy gun replicas- The projectiles are water beads known as gel balls- Blasters capped at 300fps- No maximum rate of fire for standard blasters. Capped at 20bps for HPA blasters	<ul style="list-style-type: none">- Minimum age to play is 15 years old- Players under 18 will need a parent/guardian to sign off on their waiver- Paintball markers are classed as weapons- The projectiles are paintballs- Markers capped at 270fps- Maximum rate of fire is 5bps

Do I need to show photo ID each time I play at Spec Ops?

- Yep. Acceptable forms of ID are driver's license, school ID, or passport.
- For players without a form of ID, a parent/legal guardian's ID will be used against their waiver
- If you are hiring a blaster or any of the optional equipment, our ID will be held until the end of the session, when all the equipment has been returned.

Do you accept walk-ins?

- We recommend booking in advance to secure a spot at a time that works for you. However, you're also welcome to walk in to join a session. If you require hire, pre bookings are essential as we have limited number of blaster available for hire.

Can anyone play?

- We make every effort to make Spec Ops a welcoming venue for players of any gender, every shape and size, physical ability and level of experience.

Can I bring my own gel blaster and gear?

- Most players do have their own gel blasters and gear.
- **Blaster must shoot less than 300fps.** We will chronograph your blaster at random
- **HPAs blasters are allowed but need to shoot less than 250fps and capped at a maximum of 20bps.**
- Safety glasses must cover the entire eye and must be able to withstand a gel ball hit.



What happens on the day?

- You'll need to arrive at Spec Ops Paintball one hour before the session starts.
- On arrival, you will need to complete a waiver if you haven't done so online.
- We'll check you in and assign you to a team
- You'll have the opportunity to chronograph your gel blaster to make sure it shoots less than 300fps
- You'll receive a compulsory safety briefing each time you play, each team will receive a scenario briefing based on the type of game you are going to play.
- Each session is 2 – 2 1/2 hours long, however each game can last between 5 and 15 minutes, depending on how the game scenario plays out. Some games may be played with adjusted lighting or no light.

What should I bring with me on the day?

- All players will need Photo ID.
- Enclosed footwear is also compulsory. It can get pretty warm on the field, so wear light, comfortable clothing.

Is there anywhere to store my valuables?

- Lockers are available. A \$5 deposit is required, which is refunded upon return of the key and lock.

Is there anything to eat or drink at Spec Ops Paintball?

- Gel Ball can be thirsty work! Snacks and drinks are available to purchase at Spec Ops, including chips, chocolates, water, sports drinks, soft drinks and energy drinks. We're also right next door to the Normanby Hotel, where you can grab a feed after the session.
- Alternatively, you are also welcome to bring your own food and drink. Please note alcohol and other intoxicating substances are prohibited onsite.

Will I get paint on myself and my gear?

- As we are a paintball field, you will most likely get paint on yourself and your gear. However, rest assured that the paint is water-soluble and the paint should wash away with water. However, please don't wear anything you wouldn't want to get stained, just in case.

Does it hurt getting hit by a gel ball?

- Sometimes. When a player gets hit, it usually feels like a slight sting that fades quickly. It's similar to a firm flick on the arm.

How many gel balls will I need?

- This depends on how trigger-happy you are! It's entirely up to each person how many gel balls they go through. On average, each person uses between 5000 and 7000 gel balls per session.

Do you sell gel blasters and accessories?

- We work with gel ball companies Gel Ball Australia (<https://gelblastersaustralia.com/>) and Mad Dogs Inc (<https://www.maddogsinc.com/>) that have a small selection of their blasters and accessories onsite for sale. Please contact them if you are interested in any of their products and they can bring them instore.

How can I get to Spec Ops Paintball?



- Spec Ops is easily accessible by public transport, and we also have plenty of onsite parking available.

Driving directions:

- You enter Spec Ops via 46 Kelvin Grove Road, just 5 minutes from the Brisbane CBD (less than two kilometers). We're within walking distance of the QUT Kelvin Grove campus, behind the Normanby Hotel. We have plenty of onsite parking available

Public Transport options:

Bus

- The Normanby Busway Station is the closest bus station. It's located on the Inner Northern Bypass beneath the MA Howell Indoor Sports Centre at the Normanby Fiveways. There is pedestrian access via two arrival towers with stairway and lift access from Kelvin Grove Road.
- Buses that stop here: 66, 325, 330, 333, 340, 345, 359, 390

Train

- Closest train station: Roma Street train station (1.1 Km away)

If your question isn't answered below, feel free to contact us for more information. Give us a call on **07 3839 5134**, or email us at info@specopspaintball.com.au

