GEL BALL

INFORMATION PACK

Get ready to play immerse yourself in an intense battlefield like you never before. Think you know what you're in for? Just wait till the lights go out! We run games with adjusted or no lighting, so be prepared to bring you're A-game. Even if you're a regular, the field layout changes often, so don't get too comfortable!

If you've never played before, no worries. Spec Ops Gel Ball Sessions cater to players of every ability, gender and skill level. Our games range from tactical hostage recovery scenarios to dodgeball! Plus, we offer have a live feed of the battlefield, so you can sit back and observe the energy's tactics and learn from their mistakes.

SESSION TIMES

FRIDAY	SATURDAY	SUNDAY
6.00pm	5.00pm to 8.30pm	9.00am to 12:30pm

A gel ball session is 3.5 hours, inclusive of 1 hour check in time

PRICES

FIELD ENTRY	GEL BLASTER HIRE PACKAGE	OPTIONAL EXTRAS
$35.00	**$30.00**	Unlimited Gel Balls: $10.00
BYO blaster, ammo, and safety gear	SLR gel blaster, speed loader, safety glasses & **UNLIMITTED** gel balls	Safety Glasses: $ 5.00
		**Full Face Mask: $ 5.00
*Blaster must comply with Spec Ops' restrictions		Tutu Hire: $ 5.00
		Flight Suit Hire: $10.00
		Air tank refill: $12.50-$20.00

*Personal blasters capped at 300fps, HPA 250fps (single shot only). No ultra-hard gel balls allowed

** Players 11 years and under MUST hire a full-face mask

FAQs

See here for a list of frequently asked questions!

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

Gel Ball	Paintball
- Players must be aged 10 and over. - 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, HPA blasters at 250fps - No maximum rate of fire for standard blasters. Capped at 20bps for HPA blasters	- 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, your ID will be held until the end of the session, when all the equipment has been returned.

Can I bring my own gel blaster and gear?

- You're welcome to bring your own gel blasters and gear, provided it complies with our rules and safety standards.
- **Blaster must shoot less than 300fps.** Blasters are chronographed.
- **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 comply with Australia Safety Standards.
- We understand there is a lot of different gel balls out there, so we run by a simple common-sense rule. If you can crush the gel balls between bare fingers, it's good to go! If you can't, it's too hard to use on our field.

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.

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.

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.

Do you accept walk-ins?

- While we highly recommend booking in advance to secure your spot for your preferred date and session time, we also welcome walk-ins for our sessions. It is important to note that if you require to hire a blaster, pre bookings are essential as we have limited number of rental blasters.

What happens on the day?

- A gel ball session goes for 3-3.5 hours, inclusive of check in time.
- On arrival, complete a waiver (if you haven't done so online). The minimum age to play gel ball on our field is 10 years and over. Players under 18 years will require a parent/guardian to complete their waiver on their behalf.
- We'll check you in and assign you to a team. Teams are assigned based on level of experience, not age.
- If hiring equipment, the hirer's photo ID will be held until all equipment has been returned at the end of the session.
- Players with personal blasters, 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 then receive a game brief for the first game.
- All safety equipment is checked to ensure it is fitted correctly, then it's game on!
- Each session is 2 – 2 1/2hours 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?

- Photo ID.
- Enclosed footwear is mandatory.
- We recommend wearing a light long sleeve shirt and pants.
- A change of clothes if you're heading out after! As we are a paintball field as well, there's a chance of getting paint on your clothes. The paint is nontoxic, water soluble and will come off in the wash.

Can I wear my glasses/spectacles while playing?

- If you need to war your glasses/spectacles, you will need to hire a full-face mask ($5) to safely protect your eyes.

Is there anywhere to store my valuables?

- Lockers are available for hire.

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, and near Kelvin Grove Village which has a great selection of cafes 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.

Are spectators allowed?

- Certainly! We have a large viewing area whereby spectators can observe the game. There is also a screen with live footage of the session as the game is running!

What is your refund and cancellation policy?

- All bookings are non-refundable. To reschedule or amend a booking, we require a minimum of 72 hours' notice. Bookings can be moved to an alternative date and time within 12 months, with all payments and deposits held in credit
- Please note that we do not provide refunds, credits, or transfers for players who do not attend on the scheduled day. For more details, please refer to our refund and cancellation policy.

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**