



Splatters Paintball Corporate Package

**The Ultimate
Team-Building Experience!**

Thank you for considering Splatters Paintball for your event!

We have provided this game guide to aid you in fostering a unique team building environment that is guaranteed to break down barriers between staff members and reduce stress in the workplace, all while providing safe and memorable fun! Players can use the structured games contained in this guide to learn to utilize teamwork, effective leadership, and communication skills!

Each designed game within this package contains an explanation of the props needed, time limits/approximations, estimated skill level necessary, and how the game can help your team develop pertinent skills to efficient teamwork. There will be an experienced guide on site dedicated to your group as well who will be available to answer any questions and help to ensure that these games run smoothly.

We also want to express the importance of meshing the multiple team dynamics available at Splatters to ensure that your overall event is a team-building success. On the field, teamwork is necessary to accomplish the objectives within each game, but off the field, relationships are grown through players interacting about their experience. We suggest the organization of a meal to be shared by your staff members after they have finished playing. We have included some caterers that serve the area as options, but we also offer complementary covered fire pit areas perfect for a simple meal of hot dogs, chips, and so on!

Please provide us with any feedback you have after your event so that we can continue to amend the experience and improve for the future! Please email us at info@splatterspaintball.com with any suggestions or constructive criticisms.

Sincerely,

Evan Schroeder

Executive Director

splatterspaintball.com

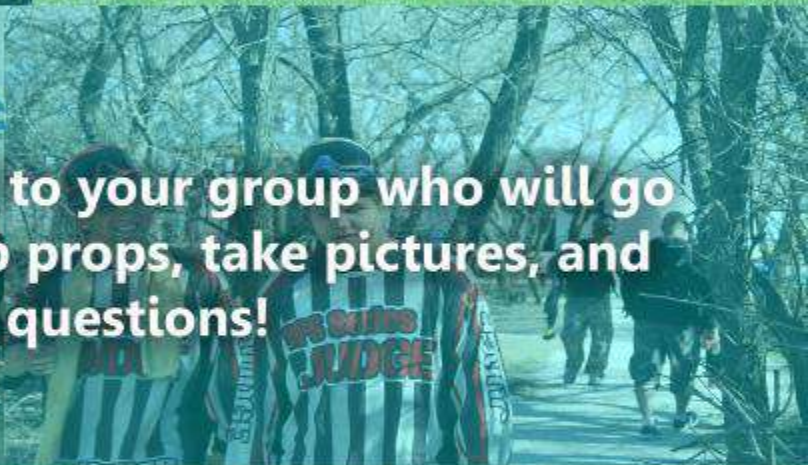

204.388.BALL (2255) - Reservations and Information

204.392.6442 - Emergency and Last Minute



Corporate Package Details



Specific games structured with objectives designed to take your team to the next level!



An on-site guide dedicated to your group who will go through game rules, set up props, take pictures, and answer any questions!



An emailed analysis of the guide's observations of your group's teamwork with highlighted strengths and things to work on!

Available weekdays from 10 AM until dark for groups of 8 or more

Ideal for groups of up to 50 players. Groups with more than 50 players can be divided with multiple guides

There are no additional costs, but this package is only available to corporate groups. To participate, just ask for the corporate package and provide your company name when booking.

Name: Attack and Defend

Estimated Difficulty: Easy

Field Used: Castle

Time: Estimated at 15 minutes

Ideal Player Amount: 10 - 30

Requirements/props: None

Setup: None

Start: Team 1 between the two white houses directly East of the front castle entrance, Team 2 in the center of the castle on the ground level

Respawns: None

Rules: See below

Victory: If the attacking team gets a player inside the castle walls, they win! If the defending team eliminates all of the attackers before they can enter the castle, the defenders win!

Additional Info: Try switching sides after the first game so each team gets a chance to attack and defend!

Team Building Components: A simple game to help teammates get acquainted while introducing everyone to how the game of paintball works!

Strategy:

- The team attacking must talk to each other to properly spread out and find the weak and unguarded areas of the castle walls.
- The team defending must keep all of the entry points of the castle walls covered by delegating responsibilities amongst themselves to keep the attackers out.

Name: Short Wall Brawl

Estimated Difficulty: Easy

Field Used: Castle

Time: Estimated at 15 minutes

Ideal Player Amount: 10 - 25

Requirements/props: 1 flag, 1 orange cone

Setup: Place orange cone with flag in it between the Far East two white sheds (directly across from the front castle entrance)

Start: Team 1 starts outside of the South Castle wall close to the tree line, Team 2 starts outside the North wall.

Respawns: Unlimited, but with a delay! After touching their starting station, players must count 15 seconds before respawning back into the game!

Rules: Teams try to capture the flag from between the white houses and bring it to where they started. Players cannot shoot behind the Castle wall by the tree line.

Victory: The team that brings the flag to their starting position wins!

Additional Info: Saying "one 'Splatters Paintball', two 'Splatters Paintball'" and so on is a great way to count your seconds!

Team Building Components: Another simple concept introduction game; this one ramps up the intensity as it shrinks the field!

Strategy:

- Teams must allocate duties to each player to ensure they can safely get to the flag and bring it back. Getting to the flag is nearly impossible alone as there are so many angles to be shot from!
- To block off these open angles, teammates must communicate to cover the whole field as best as they can.

Name: 100 Yard Dash

Estimated Difficulty: Easy

Field Used: Full Urban

Time: 20 minute time limit

Ideal Player Amount: 20 - 50

Requirements/Props: Lots of water bottles (should be an odd number)

Setup: Spread the water bottles across the division of the Urban 1 and Urban 2 fields (where the orange cones are) and place 2 crates at each start station

Start: Team 1 starts in the middle of the South side of urban 1, Team 2 starts in the middle of the North side of urban 2

Respawns: Unlimited, just touch the plastic crate in your start station and you'll be back in the game.

Rules: Players try to grab the bottles from the center of the field and bring them back to their start to put into their crate.

Victory: The team with the most water bottles at the end of the time limit wins!

Additional Info: Players can only carry 1 bottle at a time and cannot throw or pass the bottles to other teammates.

Team Building Components: A great game to help everyone warm up, the team that best utilizes ALL of its players usually wins!

Strategy:

- Teams must decide how to organize themselves. There is a delicate balance between spreading ranks too thin versus losing initial field position. Finding this balance is the key to victory!
- Teams must effectively manage their time as it is limited. Every minute matters!

Name: Chess

Estimated Difficulty: Normal

Field Used: Urban 2

Time: Estimated at 15 minutes

Ideal Player Amount: 15 - 30

Requirements/props: 6 orange vests

Setup: Pick 3 players from each team who will be the chess “pieces” and give each an orange vest.

Start: Team 1 at the West Urban 2 start station, Team 2 at the East

Respawns: None

Rules: A standard player elimination game...with a catch. Each team has 3 “pieces” that can only be eliminated if they are shot in the mask. The rest of the players are “pawns” who are eliminated if shot anywhere on their body or gun.

Victory: Completely eliminate the other team to win!

Additional Info: Remember that the players wearing vests will most likely be shot multiple times before being eliminated, so try to pick players that are the most comfortable with paintball!

Team Building Components: This game tests player decisiveness, resource allocation, and marksman talent!

Strategy:

- The key to this game is planning. This is a great test to see who is a natural leader through role delegation as players determine who will be responsible for attacking opponent pieces and who will defend.
- Adaptability is also tested as players must change their strategy based on the events of the game to either be more aggressive or defensive.

Name: Ambidextrous

Estimated Difficulty: Normal

Field Used: Bus

Time: Estimated at 10 minutes

Ideal Player Amount: 10 - 25

Requirements/props: None

Setup: None

Start: Team 1 at West bus, Team 2 at South bus, Team 3 at East bus

Respawns: None

Rules: Standard elimination game with one catch; all players must use their non-dominant hand when shooting during the game (ex. A right handed person must pull the trigger with their left hand).

Victory: Be the last team standing to win!

Additional Info: Stress the honour system for using the non-dominant hand at all times, but keep in mind that it is all just for fun!

Team Building Components: This game makes players overcome physical obstacles through creative problem-solving.

- Players will have to think outside the box in the ways they hold their guns or position themselves to keep from being eliminated.
- Players will have the opportunity to be more methodical and strategic with their movements as accuracy will be decreased

Name: Long Haul

Estimated Difficulty: Normal

Field Used: Full Urban (both Urban fields played North and South instead of East and West)

Time: Estimated at 20 minutes

Ideal Player Amount: 20 - 50

Requirements/props: A deck of cards, 2 orange vests

Setup: Pick one person to be a medic for each squad, give each of these people an amount of playing cards equal to HALF of their total team players (so if their team has 20 players, give the medic 10 cards) and an orange vest

Start: Team 1 starts in the middle of the South side of urban 1, Team 2 starts in the middle of the North side of urban 2

Respawns: Each playing card the medic carries saves an eliminated player!

Rules: Eliminated players must step aside of their bunker by 2 feet and put their arms in the air so that players left alive can continue regular play and avoid shooting them. The designated medics for each team can then give these players a playing card and that player is instantly back into the game. Once the medic is out of cards, he/she can no longer save people, and eliminated players should simply leave the field.

Victory: The team that survives is victorious!

Additional Info: The medic must leave their gun at the start station until they are out of cards, but can retrieve it after and act as a normal player if they survive until then. Medics cannot revive themselves.

Team Building Components: This game forces players to work together to make the best use of their limited medic save cards.

- Players will have to be supportive of one another as they'll need to save each other in order to win.
- Players will have to accurately judge their team's needs and make the trade-off between risking their medic's survival and keeping players in the game.

Name: Medieval Intel

Estimated Difficulty: Normal

Field Used: Castle

Time: Estimated at 15 minutes

Ideal Player Amount: 20 - 50

Requirements/props: 2 different coloured briefcases

Setup: Place both briefcases in the center “dungeon” of the castle on the third level

Start: Team 1 at the South red house (capturing 1 colour of briefcase), Team 2 at the North white “air station” (capturing the other colour, MAKE SURE they know which is which)

Respawns: 2 respawns per player, eliminated players just touch their start station and they are instantly back in the game!

Rules: Teams must capture their briefcase from the center of the castle and bring it inside of one of the 2 FAR EAST WHITE HOUSES (directly across from the castle front entrance). Players cannot touch the other team’s briefcase. Players cannot throw the briefcase, and must drop it immediately if shot out.

Victory: The first team to bring a briefcase inside one of the East white houses wins!

Additional Info: Players keep track of their own respawns; remember that it’s just for fun!

Team Building Components: You thought you left the briefcase behind at the office? Work effectively as a team to get it back!

- Field position is important in this game and it’s only held through teamwork. Players must make sure they fill spots vacated by eliminated players and use teammate cover fire to move in the upper levels of the castle.
- Respawning players must accurately judge their team needs when deciding what areas of the field to help.

Name: World Cup

Estimated Difficulty: Normal

Field Used: Urban 1

Time: Estimated at 20 minutes

Ideal Player Amount: 15 - 30

Requirements/props: 1 big inflatable exercise ball

Setup: Place the exercise ball in the very center of the field so it can be seen from both start stations.

Start: Team 1 at West Urban start station, Team 2 at the East

Respawns: Unlimited! Eliminated players must simply touch their start station and they respawn instantly!

Rules: Teams try to move the exercise ball past where the opponent started to score a goal (imagine a "goal-line" running the length of the field going North and South). Players may kick, throw, or carry the ball to move it. Refs may interfere at any time and move the ball however they please. If the ball goes out of the field a ref will randomly throw it back in and play will resume!

Victory: Get the ball across the opponent's "goal-line" to win!

Additional Info: If a team pops the ball they lose!

Team Building Components: This game is not only hilarious to watch, it provides tests of player adaptability as well!

- At any time, the focus of the game can change as the ref may choose to move the ball somewhere else. Players must try to cover all points of the field to adapt to these sudden changes.
- Players must be creative in how they move the ball to maximize effectiveness.

Name: Hunt n' Run

Estimated Difficulty: Hard

Field Used: Full Urban (both Urban fields played North and South instead of East and West)

Time: Estimated at 20 minutes

Ideal Player Amount: 20 - 40

Requirements/props: 2 orange vests, 1 blue flag, 1 pink flag, 2 orange cones

Setup: Place 1 cone at each team's starting station (see starts below). Give one member of each team an orange vest and their colour of flag as the VIP

Start: Team 1 starts in the middle of the South side of urban 1 (VIP has pink flag), Team 2 starts in the middle of the North side of urban 2 (VIP has blue flag)

Respawns: None

Rules: Teams try to hunt down each other's VIPs. The goal is to eliminate the opposing VIP, take their flag, and bring it to THE OTHER TEAM'S STARTING CONE. VIPs: when you get shot, drop your flag instantly where you stand. VIPs must always carry their flag as long as they are alive.

Victory: First to team to shoot the VIP and capture the flag wins!

Additional Info: Ensure everyone is VERY CLEAR on which colour of flag they are grabbing and where they are taking it as this game has some potential for confusion.

Team Building Components: This game tests patience as the more methodical team will usually win.

- This game offers the organizational tradeoff of being aggressive to eliminate the opposing VIP while defending your own.
- This game tests each team's understanding of managerial instruction; grabbing the wrong flag or bringing it to the wrong station will cost you the game!

Name: Zombie!

Estimated Difficulty: Hard

Field Used: Castle

Time: 20 minute time limit

Ideal Player Amount: 20 - 40

Requirements/props: None

Setup: Have 20% of the players volunteer to be “humans”.

Start: Team 1 between the two white houses directly East of the front castle entrance (Zombies), Team 2 in the center of the castle on the ground level (Humans)

Respawns: Zombies have unlimited respawns but must touch one of their starting white houses to respawn back in. Humans do not have respawns.

Rules: Humans try to hold off the zombie attack for 20 minutes and stay alive. Zombies try to eliminate all the humans and must walk stiff legged when attacking. They may run normally when going back to respawn, however.

Victory: If the humans hold off the zombie attack for 20 minutes they win, but if zombies eliminate all of the humans, they win!

Additional Info: Survivors cannot leave the castle unless they have been eliminated.

Team Building Components: Adrenaline will bring your team together in this intense game!

Strategy:

- Zombie team members must perform under time pressure. They must be as efficient as possible to eliminate the survivors before the time limit expires.
- This is the ultimate test of communication and organization for the survivor team. The only way to overcome the odds is to have every team member contribute and hold their positions for as long as possible!

Smokin' Prairie – (204) 381-7481 - smokinprairie@gmail.com

Smokin' Prairie Bar-B-Que and Catering

STANDARD MEAL

DINNER (Price per plate) \$14.50

Choose One: Pulled Pork, Bar-B-Que Pork Loin, Bar-B-Que Chicken, Meatballs and Gravy

Choose One: Roasted Baby Potatoes with sour cream, Twice Baked Potato Casserole, Mashed Potatoes with Gravy, Potato Salad

Choose One: Coleslaw, Mixed Vegetables, Smoked Corn, Glazed Carrots

Dinner Roll or Hamburger Bun Depending on Meal Choice

ADD-ON ITEMS

Add an extra meat from above choices \$ 3.00

Bar-B-Que Baked Beans \$ 2.50

Caesar Salad, Garden Salad, or Greek Salad \$ 2.00

Brownies, Apple Square or Carrot Cake with Cream Cheese Icing \$ 2.00

HAMBURGER BAR

DINNER (Price per plate) \$14.50

Homemade Barbecue Hamburger Patties and a Bun

Choose Two: Potato Salad, Pasta Salad, Caesar Salad, Greek Salad, Garden Salad

Toppings: Shredded Lettuce, Tomatoes, Bothwell Cheddar and Jalapeño Monterey

Jack Cheese, Onions, Ketchup, Mustard, Relish and Mayonnaise

TACO BAR

DINNER (Price per plate) \$13.50

10" Soft Taco Shells

Ground Beef

Chicken

La Cocina Chips and Salsa

Toppings: Shredded Lettuce, Diced Tomatoes, Shredded Cheese, Sour Cream, Salsa, Black Beans and Hot Sauce

All meals include buffet service, disposable dinnerware, cutlery and napkins. Add assorted canned drinks and bottled water for an additional \$1.50 per guest To order email us at smokinprairie@gmail.com or call Denise at 204-381-7481

Danny's Whole Hog – (204) 344-5675 - bbq@dannyswholehog.com



204-344-5675

www.dannyswholehog.com

Get a free quote online!

Catering Menu Options

Please contact us for pricing. Cost per person is based on # of guests.

Standard Meal Items

- Potato Salad or Baked Potato with Sour Cream & Bacon Bits
- Coleslaw or Caesar Salad
- Baked Beans or Mixed Vegetables
- Dinner Rolls
- Condiments, including a selection of Danny's Own BBQ Sauces
- Cutlery, Plates & Napkins
- Pulled Pork

For an extra \$2.00 per person, you may substitute the Pork with:

- BBQ Pulled Beef or
- BBQ Pulled Turkey or
- BBQ Chicken Pieces

Pick Up Meals Available

Ready Made Hot or Cold Meals for 15 or more people are available for pick up at our location near Stonewall!

Enjoy a Second Meat with your Meal:

- BBQ Pulled Beef (\$3.00 extra per person)
- BBQ Pulled Turkey (\$3.00 extra per person)
- BBQ Chicken Pieces (\$3.00 extra per person)
- Prime Rib (\$10.00 extra per person)
- Steak (\$10.00 extra per person)
- BBQ Pork Ribs (\$5.00 extra per person)

Enjoy Some of Our Extras:

- Soft Drinks (\$1.00 per person)
- Perogies (\$3.00 per person)
- Cabbage Rolls (\$3.00 per person)
- Meatballs (thick rich gravy or sweet and sour sauce) (\$3.00 per person)
- Mashed Potatoes with Gravy (\$2.00 per person as an extra (or \$1/person as an upgrade from standard meal potato))
- Macaroni & Cheese (\$2.00 per person)
- Fruit Salad (\$2.00 per person)
- Desserts (\$2.00 per person)
- Deluxe Chocolate Cake (\$2.00 per person) or Cheesecake (\$3.00 per person)

Please note, a delivery fee will be applied to catered meals.



Pioneer Catering – (204) 326-7033 – pioneer_catering@hotmail.com

Menu

MENU

Meats (pick 2):

- Meatballs (sweet&sour, gravy or Swedish)
- Chicken, bone in (breaded, BBQ on coal)
- Chicken Breast (lemon pepper, teriyaki, honey garlic or herb encrusted)
- Stuffed chicken (Florentine, cordon bleu, Kiev)
- Roast Beef
- Glazed Ham
- Beef tenderloin (at extra cost)

Salads (pick 3):

- Garden
- Pasta
- Coleslaw
- Caesar
- Spinach (mandarin/ almond or strawberry)
- Marinated Vegetables
- Greek

Potatoes (pick 1):

- Mashed/ gravy
- Oven roast/ sour cream
- Scalloped
- Baked/ sour cream
- Garlic mashed

Vegetable (pick 1):

- Garlic Green Beans
- Honey Glazed Carrots
- Mixed Vegetables
- Corn

Dessert (pick 1):

- Cheesecake (cherry, blueberry or strawberry topping)
- Apple Crisp / ice cream
- Trifle (chocolate vanilla or score)
- Strawberry Shortcake
- Angel Food cake with four-berry sauce & whipped cream
- Chocolate Amaretto torte

All meal prices includes: coffee, tea , rolls and butter.

We also have plate service available for \$3.00 extra.

The information I need from you to give you a quote is, type of service, location, aprox # of guests and meat selection.

We have dishes available for \$2.50 per setting including: plates, cutlery, coffee cups and wine glasses but not water goblets, this is delivered and returned.

We are a full service caterer so what we need you to do is have the tables, chairs and tablecloths placed where you want, and we do the rest, including serving the head table.



photo credit to Megan Steen Photography

Homestyle Kitchen & Deli – (204) 326-9357 – info@homestylekitchendeli.com

Chicken Cordon Bleu & Meatballs \$18.95 per guest
chicken breast stuffed with ham and swiss cheese served with scalloped potatoes, sweet red peppers and corn, brown gravy meatballs, broccoli salad, buns and butter.

BBQ Baby Back Ribs \$19.95 per guest
homestyle baby back ribs, served with stuffed twice baked potatoes, glazed carrots, choice of salad, and garlic bread.

Chicken Kiev & Meatballs \$18.95 per guest
garlic mashed potatoes, mushroom meatballs, mixed garden veggie, strawberry spinach salad, coleslaw, buns and butter

Fried Chicken & Roast Beef \$20.95 per guest
served with mashed potatoes, homestyle brown gravymeatballs, sweetcorn, creamy coleslaw, caesar salad, buns and butter

Chicken Parmesan \$18.95 per guest
homestyle chicken parmesan on a bed of fettucini alfredo pasta, caesar salad, pasta salad, and complete with garlic bread,

Chicken Alfredo \$17.95 per guest
your choice of fettucini Alfredo or penne pasta smothered with Alfredo sauce, topped with grilled chicken, served with caesar salad, penne pasta salad, and garlic bread

Homestyle Buffet \$21.95 per guest
The Homestyle Buffet is meal that never disappoints... Fried Chicken & Homestyle meatballs, creamy mashed potatoes, sweet corn with red peppers, creamy coleslaw, Caesar salad, Dilly Pasta Salad and dinner rolls

Roast Beef & Homestyle Meatballs 19.95 per guest
Tender Roast beef served with mashed potatoes, Homestyle meatballs, glazed carrots, and a spring mix salad to start, dinner rolls and butter

Chicken & Ribs 24.95 per guest
Grilled chicken breast, Homestyle bbq ribs, Homestyle mixed veggies, salad, served with garlic bread

Homestyle BBQ \$21.95 per guest
Homestyle BBQ Pulled Pork, Fried chicken, bacon baked beans, homemade mac and cheese, backed potatoes with fixings, sweet buttery corn, caesar salad, potatoe salad, kaiser buns and all the toppings for pulled pork: pickles, hot peppers, & more.

Lemon Chicken & Meatballs \$19.95 per guest
a wedding favourite, breaded chicken breast covered with a sweet lemon sauce, served with creamy mashed potatoes, mushroom meatballs, glazed carrots, caesar salad, buns and butter.