

**Test name:** Paintball advanced players

**Question 1 of 10**

Boundaries for the field is not important, just go play.

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- A) True
- B) False

**Question 2 of 10**

The game objective could include "capture the flag", or "simple elimination"

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- A) True
- B) False

**Question 3 of 10**

A time limit is no big deal.

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- A) True
- B) False

**Question 4 of 10**

When a player is out, they must turn a cartwheel to show everyone they are hit.

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- A) True

- B) False

### Question 5 of 10

Beginners and advanced players should be identified and mixed up to make the game fair.

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- A) True  
 B) False

### Question 6 of 10

A loud sound will be established such as an air horn, whistle, or car horn to start and stop play.

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- A) True  
 B) False

### Question 7 of 10

A splatter is not the same thing as a hit, and the ball must leave a visible mark on your body to count as a hit.

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- A) True  
 B) False

### Question 8 of 10

A "paint check" is for a referee or team mate to verify if you are hit.

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- A) True  
 B) False

**Question 9 of 10**

When a player is hit, they must then raise their gun over their head, shout that they are hit, and then quickly leave the field to the dead area.

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- A) True
- B) False

**Question 10 of 10**

The safety rules are listed on the website, but not really required if you are in a hurry.

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- A) True
- B) False