

# How Much Equipment is Enough?

By "Biker" Bob Hills at [www.NJPaintball.com](http://www.NJPaintball.com)

**I often get a laugh when I see the New Player (Newbie) loaded down with all kinds of "Life Saving devices" and equipment that they think they need to help them play.**

When the whistle blows to start the game, the overloaded Newbie is often left behind because he can't move as fast as the more experienced players. This causes 2 kinds of problems. One is that the team depends on every man/woman to work together in eliminating the opponents. Your gun could make the difference between a strategic attack or a hasty retreat. The second problem is that you are often left alone! Many times you find yourself trying to play catch-up and taking on the opponents alone while you are outnumbered.

**Here are a few tips on what to carry:**

**1. Paintballs.** Only carry enough paint that your air supply can shoot. This means that if your 20oz Co2 tank can shoot between 400 - 600 shots, only carry that much paint. This includes what is in your gun. I often see players carry 1000 - 2000 rounds. This can add up to 20lbs of extra weight. As a Newbie you will only shoot about 200-300 rounds in a 20 - 30 minute game. The other problem with carrying this much paint is that sometimes you may trip and fall on it. One broken ball in a hopper or loader can mess up the entire tube of paint. I don't know about you, but I can't afford to be throwing away \$4 - \$5 every time 1 ball breaks in my hopper!

**2. Carrying System.** There are many ways to carry the paint. You will choose the one that best suits the needs of your gun.

**3. Ditch the canteen!** It adds another 1 - 2lbs around your waist. It's clumsy and gets in the way when you have to get close to the ground. Also remember, during the game you can't take off your mask to drink anyway. So what's the point in carrying it?

**4. Clothing.** Only wear enough to keep you warm. When the game starts, your body heat is going to jump up. It's real difficult to take clothing off in the field during a game.

**5. Air Supply.** If you plan on carrying a spare 20oz Co2 tank in addition to the one on your gun, this will add another 2 - 3lbs. In order for that extra tank to be useful you will then have to carry another 600 rounds of paintballs. If you are only carrying enough paint to cover what the tank on the gun can shoot, you won't need the extra air. My suggestion is leave it behind. The games are short. You can switch over between games. Besides, as a Newbie you shouldn't be shooting that much paint to start with.

**6. Squeegee.** There are many types out there and as many different ways to carry them. The best one to start out with is the stick kind. It is on a long piece of plastic with a rubber washer on the end. It pushes down the barrel of the gun flat, and opens up when you pull it out. It's the quickest way to clean your barrel while in a game. It won't clear out all the paint, but you will be able to keep playing. The best way to carry this is to get a sheath that straps to the lower part of your leg and ankle.

Besides wearing a decent goggle and face mask system, and wearing a good pair of boots and some comfortable clothing, that should be all you need to get you going. Good luck and have fun!

Biker Bob, NJPC Referee