

## **Briefing general – Welcome to Veluwe Airsoft**

### **SAFETY ZONE AND BUFFER ZONE**

- ✓ 1.1 Only in the safety zone may you wear safety glasses!
- ✓ 1.2 Only approach the safety zone when your warehouse is out, the device is on safe and you are sure that there are no more bb's in your device.
- ✓ 1.3 There is no dry shooting in the safety zone!
- ✓ 1.4 The area in front of the Pavilion is the buffer zone, the warehouse has been removed and the appliance is safe! Keep safety goggles off!
- ✓ 1.5 You may smoke in the buffer zone, in front of the main entrance / pavilion roof and in the parking lot.
- ✓ 1.6 You will not walk with your replica to the parking lot / car during the event!

### **PLAYING FIELD**

- ✓ 2.1 You must wear eye protection at all times in the playing field. Even if you use mesh protection, you should use safety goggles below, as BBs can shatter.
- ✓ 2.2 Your safety goggles are NEVER taken off in the field! When you fog goggles, you solve this problem in the safety zone!
- ✓ 2.3 If you lose your safety glasses, you must call "BLIND MAN" on which the game is immediately stopped.
- ✓ 2.4 If an accident occurs or a potentially dangerous situation occurs during play, you must shout "DANGER" loudly and clearly 3 times in a row. The game is then immediately stopped.
- ✓ 2.5 If spectators and / or non-participating visitors are observed on the playing field during the game. One should clearly call "VISITOR", on which the game is immediately stopped.
- ✓ 2.6 The game can only be stopped at any time by a marshall or an employee of the organization. When you hear the sound of a referee whistle, the sound that will be made in cases of one; Blindman, Danger of Visitor situation, the game is immediately stopped and we only go to the safety zone for further instructions.
- ✓ 2.7 The participant is, at all times, strictly forbidden to:
  - ✓ - Have the airsoft device in sharp focus outside the active game area.
  - ✓ - Take off the goggles / mask within the active game area.
  - ✓ - Shoot a person within 5 meters.
  - ✓ - Shoot animals, buildings, cars and / or other traffic / materials that are not involved in the game
  - ✓ - Shooting at referees and / or other persons not involved in the active game.
  - ✓ - Shoot at people who give the signal that they have been shot (recognizable by vest / raised hand).
  - ✓ - Participate in the game under the influence of alcohol, drugs, (potentially) reactivity influencing medicines and / or other prohibited substances.
  - ✓ - Deliberately destroying obstacles, safety devices etc. by shooting at them from a short distance, one of which is our safety nets.
  - ✓ - Never shoot higher if necessary. Under no circumstances should BBs rise above the nets around the field. Prevent a BB from leaving the playing field. Do not shoot the nets unnecessarily. We will strictly check this
- ✓ 2.8 Only environmentally degradable BBs (0.20 - 0.30 MAX AEG, up to 0.40 for DMR and SNIPERS) are tolerated on our site.
- ✓ 2.9 If you want to refill your warehouse in the canteen, please do this above the green boxes! When it gets too dirty, loading will only be done outside.
- ✓ 2.10 ORDER YOUR LUNCH BEFORE 11:00, YOUR FOOD IS READY 12:00 IN THE CANTEEN!

## **HIT RULES**

- ✓ 3.1 All body parts count as a hit.
- ✓ 3.2 It is absolutely preferable to avoid a hit on the neck and head at all times.
- ✓ In the event of a hit on the body, people shout "HIT" loud and clear. Then get up, grab your vest (visible) and then walk back to your respawn zone.
- ✓ 3.3 A hit on the Airsoft device also counts as a normal hit
- ✓ "Dead men don't talk," so after a hit on the body or device, walk back to the Safety Zone or Respawn Zone without speaking if no separate medic rules apply at the event.
- ✓ When entering the Safety Zone, all rules apply as stated in the article concerning the Safety Zone.
- ✓ 3.4 The minimum shooting distances during the skirm are as follows:
- ✓ a. All appliances with full auto options: 5 meters
- ✓ \* b. All devices with single shot options: 15 meters
- ✓ \* c. All devices with "Bolt-Action" capabilities: 25 meters
- ✓ \* WHEN FPS / JOULE LIMIT IS OVER 360 / 1.2J!
- ✓ 3.5 A sniper must use his side arm at a distance of less than 25 meters, a DMR at a distance of less than 15 meters.
- ✓ Does he / she not have it and does his opponent come within 25 meters? Then you may PANG someone within 5 meters!
- ✓ 3.6 Knife kill, approach and physically touch someone with your "training knife" and possibly the text: Knife Kill. Valid as a normal hit
- ✓ 3.7 BLINDFIRE = PROHIBITED! ALWAYS WATCH WHAT YOU SHOOT! TRIGGERFINGER!
- ✓ This also means that shooting through crevices / small holes / openings is prohibited.
- ✓ 3.8 It is a gentleman game! Be honest and sporty and take your HIT! Otherwise, call in a marshall when it is nearby. When in doubt, both take your HIT! A marshall cannot see everything, but will address a player if he suspects that he is cheating. You can also solve it together!
- ✓ 3.9 There are also in-game marshalls! When these marshalls are contacted by the ingame marshall of the other party, he can take test hits just like the Veluwe Airsoft marshall! If you do not make your hit known, you must return to the respawn, otherwise you can continue playing!
- ✓ 3.10 Ingame marshall (s) have the same powers as Veluwe Airsoft marshall (s)!

## **Respawn point & Respawn time**

- ✓ 4.1 There is a table at the respawn point, so you can store your own BBs there, so you can top up on the respawn. This is under your own responsibility!
- ✓ 4.2 Leave the respawn clock alone! If the big pointer is on blue, you can enter it again when the big pointer on color box is white! This also applies the other way around! Respawn rules may deviate from this on the day of play, as explained by the marshall.
- ✓ 4.3 In the respawn you will not shoot on purpose objects that do not participate, you shoot in the field!
- ✓ 4.4 The respawn table is your starting point and not 20 meters further!

## **Airsoft obstacle**

- ✓ 5.0 You do not shoot over wooden walls, even if you are 2 meters. Larger walls should be seen as a wall. Do not jump etc. to shoot above this wall at your opponent!

## **Respect**

- ✓ 6.1 Have RESPECT together at all times! When in doubt, always take your hit & stay sporty!
- ✓ 6.2 When in doubt of cheaters try to solve it together first, we are old and wise enough to realize when you got hit!

## **FPS / Joule measurements**

- ✓ 7.1 FPS measurements are taken in the morning by the (in-game) marshals, we measure according to the rules set by the NABV. If your airsoft device does not meet the rules, you may not play here, violation of these rules leads to exclusion from the match day.
- ✓ 7.2 MAX. 1.2 AEG / 1.7 JOULE DMR / 2.3 JOULE SNIPERS (bolt action) (measured with 0.30 BB)
- ✓ FPS WITH 0.30 IS MAX AS FOLLOWS: 294 AEG - 357 DMR AND 407 SNiper.
- ✓ 7.3 Airsoft shells for the launchers listed below do not need to be tested.
- ✓ 7.4 HPA players must ensure that the regulator can be closed after measurement, by a tournamentlock, or a tie-wrap, the regulator may no longer be adjustable.

## **Grenade launchers**

- ✓ 8.1 This is the additional explanation about the use of 40 mm shells in a launcher (which is classified as an airsoft device). An airsoft launcher may only use shells that directly fire BBs. No other projectiles may be fired with it. Below are two examples where the airsoft launcher in question is no longer covered by the legal exemption for airsoft devices due to misuse: EXAMPLE 1 ASG Airsoft 40mm Gas Powered 65-Round Grenade Shell This 40mm shell is intended for shooting up to 65 BBs at a time . This shell can therefore be used in an airsoft launcher without any problems, provided that a maximum of 20 BBs are inserted. If you put something other than BBs in it, this shell is no longer covered by the legal exemption. Your shells are allowed, provided they only shoot BBs.

## **Radios & Team Layout**

- ✓ • Channel 5 is for organization, if you want to report something to us, do it here!
- ✓ • Channel 5 also applies to emergencies and to ingame marshalls
- ✓ • Channel 1,2 and 3 for the Special Forces (blue)
- ✓ • Channel 6,7 and 8 for the Rebels (red)
- ✓ • Team Blue uses the straps on the left arm and Team Red on the right arm
- ✓ (completely Ghillie? Then you can put it on your leg)
- ✓ • Consult together on which channels you will sit!

## **Additional**

- ✓ Enola Gaye (smoke). Do not throw near the nets!
- ✓ Please also clean up the smoke bomb or throw it in a trash on the way to the respawn!
- ✓ No smoking on the field, including the respawn!
- ✓ Forbidden to climb on the climbing tower! Forbidden to climb elsewhere! Only on the blue bulkhead container is allowed!
- ✓ Do not enter the trial bridge
- ✓ Wigwam bridge in the field!
- ✓ Terrace and hill can be slippery when it has rained!
- ✓ No participation in the event without a wristband! After 2 crosses (X X) you have to leave the field for one or more reasons, such as cheating, name calling, etc.
- ✓ RIOT SHIELD - ARE YOU PUSHED WITH RIOT WITHIN 5 METERS? JUST AF!
- ✓ SHIELD LIE! (indicate where you see the player's body "sticking out")
- ✓ THE TEAMER IS COMPLETED IN A TEAMKILL!
- ✓ IMPACT TORNADOS ARE ALLOWED, ZOXA GRENADE LAUNCHER AND GRENADE LAUNCHERS THAT SHOOT BB'S BY SHELLS TOO!
- ✓ XL burst grenade is only for disorientation (POP). Impact grenade? Wonder when you've been hit by a BB (read shrapnel).
- ✓ Get in contact with the organization or report something to the marshall (s), speak to them or contact them via radio channel 5!
- ✓ Violating one or more articles can lead to the removal of an event!

## **Opening hours (Other openings hours during Corona virus)**

### **Sunday day schedule**

08:00 - 09:00 Sign up  
08:45 - 09:30 FPS  
09:15 - 09:30 Briefing rental kit  
09:30 - 09:45 Short briefing  
10:00 - 12:00 Airsoften  
12:00 - 13:00 Pause  
13:00 - 16:00 Airsoften  
16:00 - 16:30 End break  
16:30 Close the doors

### **Evening schedule Monday to Saturday**

18:00 - 18:30 Sign up  
18:30 - 18:45 FPS  
18:45 - 19:00 Short briefing  
19:00 - 22:00 Airsoften  
22:00 - 22:30 Final break  
23:00 Close the doors

\* In consultation we deviate from the above schedule (s), here you can think of private skirms.