

## **BRIEFING – ENGLISH VERSION**

### **START WITH:**

WELCOME, WEATHER FORECAST, INTRODUCING YOURSELF & INGAME MARSHALLS

SEARCHING HOME TEAMS

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

- 1 *Safety glasses are only allowed in the safety zone!*
- 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 BBs in your device.*
- 3 *There is no dry shooting in the safety zone!*
- 4 *Area in front of the Pavilion (canteen) is the buffer zone, warehouse out and device safe! Indicated with pawns. Keep safety glasses on until you are in the cafeteria!*
- 5 *Smoking on the playing field is prohibited! Smoking is only allowed in the buffer zone and in front of the main entrance.*
- 6 *During the event you will stay with your replica (visible) in our canteen or playing field*

### **PLAYING FIELD**

- 1 *You must wear eye protection at all times on the playing field.*  
*Also when using mesh guards, use safety goggles below as BBs can shatter.*
- 2 *Your safety glasses are NEVER taken off in the field! When you fog up safety glasses, you solve this common problem in the safety zone!*
- 3 *If you lose your goggles, yell "BLIND MAN" and the game will stop immediately.*
- 4 *If an accident or a potentially dangerous situation occurs while playing, you must shout "DANGER" 3 times in succession loud and clear. The game is then immediately stopped.*
- 5 *If spectators and/or non-participating visitors are observed on the playing field during the game. One must clearly shout "VISITOR", after which the game is immediately stopped.*
- 6 *The game can only be stopped at any time by a marshall or an employee of the organization. In the event of a Blindman, Danger or Visitor situation, play will be stopped immediately and we will only proceed to the safety zone for further instructions.*

- 7     *The participant is, at all times, strictly forbidden to:*
- *Have the airsoft device armed outside the active playing area.*
  - *Take off the goggles/mask within the active play area.*
  - *Shoot at a person within 5 meters.*
  - *Shoot animals, buildings, cars and/or other traffic/materials not involved in the game*
  - *To shoot at umpires and/or other persons not involved in active play.*
  - *To shoot at people who signal that they have been shot (recognizable by hit rag/ vest or raised hand).*
  - *To participate in the game under the influence of alcohol, drugs, (possible) reaction-influencing drugs and/or other prohibited substances.*
  - *Deliberately destroying obstacles, safety devices, etc. by firing at them from a short distance, one of which is our safety nets.*
  - *Never shoot higher than necessary. Under no circumstances may BBs extend above the nets surrounding the field. Prevent a BB from leaving the playing field. Also don't shoot the nets unnecessarily. We will check this strictly!*
- 8     *Only environmentally degradable BBs (0.20 – 0.30 MAX AEG, up to 0.40 for DMR and SNIPERS) are tolerated on our premises.*
- 9     *If you want to refill your warehouse in the canteen, please do so above the bins!*
- 10    *ORDER YOUR LUNCH BEFORE 11:00, YOUR FOOD WILL BE READY IN THE CANTEEN by 12:00!*

## **HIT RULES**

- 1 *All body parts count as a hit. A BB must be a direct hit Ricochet is not a hit.*
- 2 *It is absolutely preferable to avoid a hit on the neck and head at all times.  
This is not insurmountable and risk of the airsoft game.  
In case of a hit to the body, people shout "HIT" loud and clear. Then you get up, take your hit rag/jacket (visible) and then walk back to your respawn zone.*
- 3 *A hit on the Airsoft device also counts as a normal hit  
"Dead men don't talk", so after a hit to the body or device, walk back to the Safety Zone or Respawn Zone without speaking if there are no medic rules in this game mode.*
- 4 *The minimum shooting distances during the skirm are as follows:  
a All devices with full auto capabilities: 5 meters  
\*b All devices with only single shot capabilities: 15 meters  
\*c All devices with "Bolt-Action" capabilities: 25 meters  
\*WHEN FPS/JOULE LIMIT IS ABOVE 360/ 1.2J!*
- 5 *A sniper must use his side arm at a distance less than 25 meters, a DMR at a distance less than 15 meters.  
Does he/she not have one and does his opponent come within 25 meters?  
Then you can PAN someone within 5 meters!*
- 6 *Knife kill, approach someone and physically touch them with your "training knife" and possibly the text: Knife Kill. Applies as a normal hit*
- 7 *BLINDFIRE = FORBIDDEN! ALWAYS WATCH WHERE YOU'RE SHOOTING! TRIGGER FINGER!  
This also means that firing through crevices/small holes/openings is prohibited.*
- 8 *It's a gentleman's game! Be honest and sporty and take your HIT! Otherwise, call a marshall when he is nearby (recognizable by marshall vest). 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 "gentleman game"*
- 9 *There are also ingame marshalls! When these marshalls are contacted by the ingame marshall of the opposing team, he can take test hits just like the Veluwe Airsoft marshall! If you don't announce your hit, you have to go back to the respawn, otherwise you can continue playing!*
- 10 *Ingame marshall(s) have the same powers as Veluwe Airsoft marshall(s)!*
- 11 *No Marshall Around? Try channel 5 or pass on your concerns after the game.*

## **RESPAWNING**

- 1 *There is a table at the respawn point, so you can put your own BB's there, so you can reload on the respawn. This is under your own responsibility!*
- 2 *Leave the respawn clock alone! If the big hand is on blue, you can go back in when the big hand is on the white color space! This also applies the other way around! Respawn's rules may deviate from this on the day of play, this will be explained by the marshall.*
- 3 *During the respawn you will not intentionally shoot at objects that are not participating, you shoot in the field!*
- 4 *The respawn table is your starting point and not 20 meters further up!*

## **AIRSOFT OBSTACLES**

- 1 *You don't shoot over wooden walls, even if you are 2 meters. Larger walls should be seen as a wall. Do not jump etc. to be able to shoot at your opponent above this wall!*
- 2 *Leave the obstacles where they are*

## **RESPECT**

- 1 *Have RESPECT for each other at all times! When in doubt, always take your hit & stay sporty!*
- 2 *When in doubt of cheaters try to solve it together first, we are old and wise enough to realize when you have been hit!*
- 3 *Does this not work? Inform the (in-game) marshalls of the organization.*
- 4 **GENTLEMAN – SHOOTING RULE OF THUMB**  
*If your fist can go through a hole, you can shoot through it.  
Can't get your fist through? Then not!*

## **FPS/JOULE MEASUREMENTS**

- 1 *Joule measurements are taken in the morning by the (ingame) marshalls, we measure according to the rules drawn up by the NABV. If your airsoft device does not comply with the rules, you are not allowed to play here either, violation of these rules will lead to exclusion from the match day.*
- 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 THEN AS FOLLOWS MAX: 294 AEG – 357 DMR AND 407 Sniper.**
- 3 *Airsoft shells for the launchers mentioned below do not need to be tested.*
- 4 *HPA players must ensure that the regulator can be closed after measurement, by means of a tournament lock, or a tie-wrap, the regulator may no longer be adjustable.*

## **GRENADE LAUNCHER**

- 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 shoot BBs directly. No other projectiles may be fired with it. Below are two examples where the relevant airsoft launcher no longer falls under the statutory exemption for airsoft devices due to misuse: EXAMPLE 1 ASG Airsoft 40mm Gas Powered 65-Round Grenade Shell This 40mm shell is intended for firing a maximum of 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 put in it. If you put something other than BBs in it, this shell no longer falls under the legal exemption. Your shells are allowed as long as they only shoot BBs.*

## **COMMUNICATION & TEAMS**

- Channel 5 is for organisation, if you want to report something to us, do it here!
- Channel 5 also applies for emergencies and for the ingame marshalls
- Channel 1, 2 and 3 for the Special Forces (blue)
- Channel 6,7 and 8 for the Rebels (red)
- Both teams (including snipers) put their team band around their left arm.
- Consult with each other on which channels you will sit!

## **EXTRAS**

- Enola Gaye (smoke). Do not throw near the nets! Please also clean up the smoke bomb or throw it in a trash can on the way to the respawn!
- No smoking on the field, not even at the respawn – Only in the Buffer zone
- Forbidden to climb on the climbing tower! Forbidden to climb elsewhere!
- Only the blue container with bulkheads is allowed!
- Wigwam bridge in the field!
- RIOT SHIELD – WILL YOU BE PUNCHED WITH RIOT WITHIN 5 METERS? JUST OFF!
- DON'T SHIELD! (indicate where you see the players body “sticking out”)
- AT A TEAMKILL THE SHOOTER IS OUT!
- IMPACT TORNADO'S ALLOWED, ZOXA GRENADE LAUNCHER AND GRENADE LAUNCHERS THAT SHELL BB'S ALSO GO!
- XL burst grenade is for disorientation only (KNAL).
- BB Impact Grenade? Wonder when you've been hit by a BB (read shrapnel).

– Get in touch with the organization or report something to the marshall(s) speak to them or contact them via walkie-talkie channel 5!

### **KEYBOARD WARRIORS**

Veluwe Airsoft – want to give everyone a fantastic skirm. We do this together.

Play fair and give. points of attention during the event. Then we can do something about it.

During the game we will visibly and invisibly guarantee the quality of the event.

(team balance, cheater(s), test hits, joule measurements etc.)

We can't beat keyboard warriors, so pass on your comments during the event to the staff, (ingame) marshalls, so that we can continue to guard your smile

**Violating 1 or more articles can lead to removal of an event!**

### **OPENING HOURS**

#### **Sunday day schedule**

08:00 - 09:00 Sign up

08:45 - 09:30 FPS/JOULE MEASURE

09:15 - 09:30 Rental kit briefing

09:30 - 09:45 Short briefing

10:00 - 12:00 Airsoft

12:00 - 13:00 Break

13:00 - 16:00 Airsoft

16:00 - 16:30 End break

16:30 Close the doors

#### **Monday to Saturday evening schedule**

18:00 - 18:30 Sign up

18:30 - 18:45 FPS

18:45 - 19:00 Short briefing

19:00 - 23:00 Airsoft

23:00 Close the doors

**\*In consultation we deviate from the above schedule(s), for example private skirms.**

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## **ENGLISH - BRIEFING IN SHORT HEADLINES**

WELCOME, WEATHER FORECAST, INTRODUCE YOURSELF & INGAME MARSHALLS,  
SEARCH HOME TEAM(S)

### **GENERAL**

1. SAFETY GLASSES
2. MAX. 1.2 AEG / 1.7 JOULE DMR / 2.3 JOULE SNIPERS (measured with 0.30 BB)  
DMR – MIN. 85 CM LONG & MAX .4 BB'S PER SEC. ROF  
FPS WITH 0.30 IS THEN AS FOLLOWS MAX: 294 – 357 AND 407.
3. BUFFER ZONE, WAREHOUSE, EMPTYING, SAFE, SIDEARM
4. SMOKING ONLY UNDER PROPERTY PAVILION/ BUFFER ZONE  
OR FRONT ENTRANCE, REMEMBER NO REPLICAS ON THE FRONT.
5. BLIND MAN,/ DANGER/ VISITOR REPEAT THIS, CHANNEL 5
6. DON'T SHOOT THINGS THAT DO NOT MATCH / ALSO DO NOT MOVE!
7. ALCOHOL AND DRUG PHYSICAL/VERBAL VIOLENCE, GENTLEMAN GAME
8. ONLY BIO BB'S ALLOWED (AEG UP TO MAX 0.30 – DMR / SNIPER 0.40)
9. LOADING BB'S ABOVE BB BAKING / DRY FIRE PROHIBITED UNLESS REPAIR  
CORNER WITH PERMISSION!
10. MARSHALLS AND INGAME MARSHALLS HAVE THE LAST WORD
11. TARGET SHOOTING & IAPS

### **SOUND SIGNALS**

1. MEGAPHONE: START/END GAME / EMERGENCY (COLLECT AT BRIEFINGPOT)

### **HIT RULES**

1. ALL BODY PARTS + REPLICA ARE HIT / CALL YOUR HIT / HITRAG / JACKET  
**A BB must be a direct hit Ricochet is not a hit.**
2. PREFER NOT AT THE HEAD BUT RISK OF THE SPORT
3. DEAD MEN DON'T TALK  
AT A TEAMKILL THE SHOOTER IS OUT!
4. MINIMUM 5 METERS -> PANG RULE, DMR15M AND SNIPER 25M  
SWITCH TO SIDEARM
5. BLINDFIRE FORBIDDEN / TRIGGER FINGER
6. INGAME MARSHALLS TAKE TEST HITS
7. BB TORNADO'S/ BB GRENADES/ SHELLS (HIT BY BB = OFF)  
XL BURST (FLASHBANG/ BANG PURELY DISTRIBUTION)
8. FULL AUTO/SEMI SHOOT ALSO ARE ALSO POSSIBLE IN THE TUNNEL.  
REMEMBER THE DISTANCE (OR PANG)

### **RESPAWN RULES**

1. RESPAW CLOCK OR SPAWN RULE, LISTEN TO EXPLANATION MARSHALL
2. MAP, WATER
3. STARTING PLACE IS AT THE RESPAWN TABLE

### **RADIO CHANNELS & TEA LAYOUT**

1. TEAM RED WEARS THE RIGHT AND BLUE LEFT TIRES (ON THE ARM)
2. 1,2,3 FOR BLUE
3. 6,7,8 FOR RED
4. 5 FOR THE ORGANIZATION/ INGAME MARSHALLS  
ALSO FOR YOUR FEEDBACK CHANNEL 5 OR ASK THE ORGANIZATION!

## **OTHER**

1. RIOT SHIELD WITHIN 5M. = BANG HIT – HIT OUTSIDE 5M BODY!
2. MEDICS – MEDIC STRAPS (DEPENDING GAME MODE)
3. BEWARE WHERE YOU THROW YOUR SMOKE BOMBS (NETS, DRY CHIPS)
4. DO NOT SHOOT WALLS BY JUMPING ETC.
5. NOT ON CLIMBING TOWER
6. CLIMB ANYWHERE!  
ONLY THE BLUE CONTAINER WITH BUNDLES = ALLOWED
7. WIGWAM BRIDGE
8. INCLUDE INGAME MARSHALL(S) + REFEREE BAND / CHANNEL 5
9. GENTLEMAN – SHOOTING RULE OF THUMB  
If your fist can go through a hole, you can shoot through it.  
Can't get your fist through? Then not!

## **ADDITIONAL APPOINTMENT**

1. WE ARE STILL LOOKING FOR HOUSE TEAMS – INTERESTED?
2. AIRSOFT TRAINING / WALK-IN EVENINGS
3. PRIVATE SKIRMS
4. 5X5 TARGET SHOOTING + "IAPS" TRACK
5. WE ALSO ORGANIZE EVENING SKIRMS

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(ingame) marshalls, so that we can continue to guard your smile during the event.*

## **QUESTIONS AND / OR REMARKS?**

**WE WISH YOU GOOD LUCK AND A NICE PLAY DAY! COOPERATION/ FAIRPLAY  
BETWEEN TEAM BLUE/ RED IS THE KEY TO SUCCESS!**