

Operations Manual of Tactical Airsoft Group Incorporated



Contents

1) Field usage Requirements	4
1.1 Field Map	4
1.2 New players	4
2) Airsoft gun restrictions	4
2.1 Field Rules.....	4
2.2 CQB Rules.....	5
2.3 GENERAL RULES	5
3) Health and Safety requirements	7
3.1 Risks and Safety precautions specific to the sport of Airsoft.....	7
3.2 First Aid Procedures.	9
3.3 Emergency Evacuation Procedures.	10
3.4 Hazard Minimization.	11
3.5 Accident Register.....	13
4) General Player rules	14
4.1 Safety	14
4.2 Whistles.....	14
4.3 Hits.....	15
4.4 Hit calling	15
4.5 Reviving	15
4.6 Scenario Rules	15
5) Player Behavior	16

1) Field usage Requirements

1.1 Field Map



1.2 New players

Any new player is entitled to four free games with TAG. After they have used their four free games they must either apply for membership or pay to play as a casual player. Every player must have signed a waiver before being permitted to play.

If any new or casual player wishes to use club gear they will be charged at a rate of \$10 per use. This covers the use of a club pistol, face mask, hit marker, arm band, bb's and gas.

The TAG fee for casual players is \$10 per game day.

2) Airsoft gun restrictions

2.1 Field Rules

Classes of gun:

Class One - includes all semi automatic guns (electric or gas), pistols (revolver or semi-automatic, electric, gas or spring) and any single shot airsoft guns that fall below the

maximum energy limit for this class.

Class Two – single shot bolt action, pump action and lever action guns only.

Energy limits:

Class One - 1.14j (equates to 350 fps with a 0.2gm bb)

Class Two - 2.32j (equates to 500 fps with a 0.2gm bb)

Minimum engagement distances:

Class One - 10 meters

Class Two - 20 meters

Additional restrictions:

Class One - none.

Class Two - Player must carry a secondary weapon that conforms with the Class One rules. This secondary weapon to be used when engaging an opponent inside the Class Two 20 meter minimum engagement distance.

Any player whose membership is probationary is restricted to using an airsoft gun that falls below an energy limit of 1.48j (equates to 400 fps with a 0.2gm bb).

No weapons are to be kept in a loaded state around in the car park area. This means no magazines in guns.

The only firing of weapons around the car park area is to be done on the range.

2.2 CQB Rules

Classes of gun

CQB - any semi-automatic or single shot airsoft gun.

Energy limits

CQB - 0.83j (equates to 300 fps with a 0.2gm bb)

Minimum engagement distances

CQB - No minimum engagement distance.

2.3 GENERAL RULES

Measurement of energy

Three shots will be measured with the hop up off. If any one of the 3 readings is over the maximum energy limit for the gun's class then the gun can not be used until it has been downgraded.

Guns will be chronographed regularly on a random basis.

Results will be recorded in a register detailing:

- Date
- Player

- Gun
- Energy
- Temperature
- Type of gas used (for gas powered guns)

The information in this register will be freely available to all club members.

Other weapons

Such as:

- Hand grenades
- Grenade launchers
- Anti personal mines
- Land mines
- Bazookas

May be used as long as the user has committee approval as these will be decided on a case by case basis. This is due to the fact that these items cannot be chronographed and will be assessed as to their safety for general use.

Magazines

Players at TAG club games shall use only real or low capacity magazines in their airsoft guns.

Real and low capacity magazines are defined as any non-electric self feeding magazine that has no manual winder and having a capacity of 100 bb's or less.

3) Health and Safety requirements

3.1 Risks and Safety precautions specific to the sport of Airsoft.

An airsoft game is a game that tries to replicate the atmosphere and environment of modern combat without the use of excessive force or lethal weapons. Airsoft is conducted using 6mm or 8mm plastic spherical ball ammunition that is shot from low powered air guns, which are powered by either air compressed by a piston in the gun or gas (HFC124, HFC22, propane).

Risk	Required Safety Precautions
Eye injuries from projectiles	Appropriately certified eye protection must be worn at all times while the game is in progress. It may only be removed in designated “safe” or “no fire zones”.
Refilling with flammable gas	Smoking is prohibited at TAG games. (note: there is to date, no recorded occurrences of accidental ignition of gas used for airsoft purposes.)
Gas inhalation	Refilling of gas guns must be done in a designated “safe” or refill zone. This area will be well ventilated.
Minor skin injuries from “point blank” projectiles	Due to the trivial nature of these injuries, it is left to each individual person to select appropriate clothing and equipment such as face masks. Aiming for “head shots” is also highly discouraged to further minimise these injuries.
Minor skin injuries “high powered” airsoft rifles	The use of “high powered” or “sniper” airsoft guns, those being guns with a muzzle velocity exceeding 2.32 joules, will be prohibited from use.
Accidental discharge	Any person operating an airsoft gun must use appropriate trigger discipline and safety and remove the magazine of the said airsoft gun while: In a “safe”, “No fire zone” or while transporting to and from the area of play. While there is no game in progress and not operating on a designated “firing range”.

Risk	Required Safety Precautions
Incidental exposure of airsoft gun(s) to public / public misunderstanding	<p>Since airsoft imitates real firearms in simulated combat exercises there is potential for public misunderstanding. All persons operating an airsoft gun at a TAG game will be briefed on dealing with the public. All persons transporting airsoft guns are required to transport them in accordance with NZ firearms laws.</p> <p>If a member of the public approaches a person operating an airsoft gun, the person is required to safety their gun(s) and place them on the ground (or other suitable location), before proceeding to explain the situation.</p>

3.2 First Aid Procedures.

There will be at least one designated first aid certified personnel on the field at all times, preferably there will be 1 elected first aid person per 10 players.

A first aid kit will be stationed at the main safe zone.

Players are encouraged to bring and carry their own personal first aid kits.

In the event of a serious injury or illness:

CALL AN AMBULANCE

Dial 111 and state service required (fire - ambulance - police)

Serious means: unconscious, not breathing, possible heart attack or stroke, obvious bone fracture, serious neck or back injuries, or immobility by the person.

If the injury or illness is not serious but needs medical attention bring it to the immediate attention of the nearest first aid personal.

Game Marshall

The Game Marshal shall:

- Make sure an adequate first aid kit is in a location known and accessible to all players.
- Elect a suitable number of first aid personal

Additional emergency responsibilities of elected First Aid personnel

- Remind all players of above instructions when the alarm sounds.
- Arrange for provision of support person for any person(s) who cannot leave the game area due to disability and on exit of game area report number of people still present in room to Game Marshall.
- Report to the Game Marshall what areas you have cleared.
- If no Game Marshall is available, take charge with agreement from other players that has left the game area and validate area is cleared. Advise fire service of game area status. Ring 111 and advise of alarm.
- Location and use of first aid kits, rooms, and access to first aiders, health and welfare services.
- Administrative requirements of incident/hazard reporting.

3.3 Emergency Evacuation Procedures.

Discovery of a fire or other high risk hazard:

- Immediately Alert all persons in the local area by shouting “Evacuate, Evacuate, Evacuate”
- Do not call “fire, fire, fire” you may be misunderstood.
- If you have a CB Radio:
 - Transmit the evacuate command as above on your common channel.
 - Inform the Game Marshall of the hazard / fire.
 - Assess if you can safely extinguish the fire.
 - Evacuate the game area.
- If you do not have a CB radio:
 - Assess if you can safely extinguish the fire.
 - Proceed to the designated safe zone and trigger the airhorn.
 - Evacuate and make contact Game Marshall.
- It is the responsibility of the Game Marshall to:
 - Contact emergency services
 - Account for all personal

Evacuation:

If you hear someone shouting “Evacuate, Evacuate, Evacuate” or someone informs you to evacuate over the CB radio:

- Repeat the call by shouting “Evacuate, Evacuate, Evacuate”
- Safe any airsoft guns in your possession.
- Proceed in an orderly fashion to the safe zone area.
- Report to the Game Marshall.

If you hear the airhorn sound continuously:

- Safe any airsoft guns in your possession.
- Proceed in an orderly fashion to the safe zone area.
- Report to the Game Marshall.

3.4 Hazard Minimization.

Hazard Identified	Actions taken to minimise risk.
Debris	Aggregate into piles and mark off.
Concrete floor	Knee pads and helmets recommended.
Main external stairs – slippery	Use 30sec or similar to clean the stairs and monitor regrowth of slime. Remind people to hold onto hand rails while using.
Small bolts protruding from floors	Mark and cover using polystyrene boxes.
Drop shafts	Close covers. Open at end of days use. Mark off.
Evaporator rooms	Size, strict surrender rules. (Once any one gets to the door and enters the room the room is taken no retaliation may be had by members in this room.) Exposed metal, minimum clothing levels for the room (no short sleeved shirts)
Dead animals/animal faecal matte	Advise people of the hazard. Remind people to wash hands before eating.
Head height objects	Visibly mark objects.

Hazard Identified	Actions taken to minimise risk.
Disorientation – getting lost	<p>Most Airsoft games are played in bush / open forest. As such, there can be an occasion that a player becomes lost or disorientated. Should a member of the group be found missing, follow this procedure...</p> <p>Lost player:</p> <ul style="list-style-type: none"> - Keep within the known area - Blow whistle three times within thirty seconds and then wait thirty seconds (to hear reply) - Yell for help three times once every minute – pausing for reply - Use your team's radio channel and ask for assistance - Use channel 40 – if you believe that your absence from the group would now be noted. - If you cannot speak (or battery is low) – transmit the squelch (Tx button only with no speak) – three short Tx's clicks every 60 seconds. The range of most small radios can be as little as 100m in the bush! - Shoot your gun three shots every 60 seconds if you have no other way of signaling. <p>Searchers:</p> <ul style="list-style-type: none"> - Spread out in 5m gaps along organized search pattern - Try to contact person using last known channel and/or channel 40 - Blow 1 whistle once every 60 seconds. The lost person might only have enough strength to yell once or blow once in reply. - Call lost persons name – once every 60 seconds – wait and listen for reply during the quiet time. <p>No result within 30min? Call 111 and ask for Search & Rescue assistance.</p>
Fire Hazard from shorted battery discharge	<p>In the unlikely event of a shorted NiMH, NiCad or similar Airsoft battery, large currents and heat can result. Should this occur, carefully move Airsoft gun to an open area until battery is discharged. Keep gun away from all flammable sources – e.g. plant foliage etc. Bury with sand if required.</p>
Hay Fever	<p>During certain times of the year the pollen levels within certain fields becomes very high.</p> <p>Should you suffer from acute or severe hay fever then you must take appropriate prior action (either stand down from playing or take medication)</p>
Sunburn	<p>During warmer months, extended playing under the sun can occur. Please pack and use sun cream in these instances.</p>

4) General Player rules

4.1 Safety

Safety equipment must be worn at all time between the starting and ending whistle blows.

Required Equipment

Each player is required to have the following items of equipment:

- A set of appropriately certified high impact safety glasses at fully enclose the player's eyes, or any other suitable item of eye/face protection that must be checked by a Game Organizer before use.
- One high visibility hit marker. Each player may make their own or purchase from club at cost
- One team arm band to be purchased from the club at cost
- One whistle. This can be bought from the club at cost or the player may buy their own.

Other safety equipment such as helmets and protective masks are recommended.

A watch and a compass are also recommended.

4.2 Whistles

The game, shooting will begin and end with one long blow of a whistle by one of the team leaders.

Two sharp whistle blows signals all players to hold, pause in their current positions.

4.3 Hits

All hits must be called without exception.

A hit is classed as any contact on your person, weapon or gear either due to direct fire or a ricochet by any bb.

If you are hit by friendly fire you are still hit as defined above.

If you are “Bang” killed you are hit as defined above

Bang rule

The bang rule states that when a player is within 10m distance of another player the player will have the option of calling “Bang” in a loud voice instead of shooting.

This is for general safety.

In order to “bang” another player you must have a clear view of the player, have your weapon aimed at the player and be able to fire your weapon with a high probability of hitting the other player.

4.4 Hit calling

Upon being “Hit” you must immediately point your weapon directly up and call “Hit” in a loud voice.

Upon calling hit you must turn away from combat to a safe direction, stand up in place and keep your weapon pointed up.

When standing you will take your “hit maker” and either hold it out where it is visible, or place it on the barrel of your weapon where it is visible.

Having acknowledged the hit, comply with the revive instructions for the scenario.

Once you are dead you must not talk to anyone or in anyway give out information to assist your team.

You may reload you weapons when you are hit.

4.5 Reviving

After being hit you must be revived. Depending on the scenario different rules will apply. You will be informed of these before the scenario begins by your team leader. 10 seconds before becoming active the player must shout “ten” to warn other players than you are about to re enter the game.

You may now remove your hit marker and move to a position of cover in a non advantageous position compared to the initial position

4.6 Scenario Rules

Please give your team leader your full attention during the game briefing and don’t interrupt as the information is important and even if you have heard it before, others may not have.

When playing you must follow the rules for the scenario which you are using. These will give you information as to which fields are being used, what reviving rules are in force, and general game information.

Your team leaders will inform everyone which scenario is being used and specific rules for them before the start of play.

5) Player Behavior

IMPORTANT PLEASE NOTE!

These rules must be followed by every TAG member and any new players must also abide by these rules whether playing at McLeans Island or at a CQB area.

Failure to abide by these rules will result in disciplinary action by the Committee.

Whilst playing for or having connection to TAG, a member is expected to conduct themselves in such a way so as not to damage property, the good name of the club or Airsoft as a sport. These guidelines can take many forms but in general all we ask is that you act and think sensibly.

1. Please be aware that the airsoft guns that you are using will look real to a visitor or any member of the public that may enter our gaming area or anyone else for that matter that may see your gun. For this reason we ask that you keep your airsoft gun out of view at all times when not using it for gaming purposes. For example don't store or transport the Airsoft gun in the front or back seat of a vehicle, rather store it in the locked boot of the vehicle out of sight (what people cant see, they can't take or react to).
2. Never point your airsoft gun at anyone outside of a game as an accident could happen. Please be aware that although the magazine may have been removed a bb may still remain in the hop up/feed unit and can be fired (refer to you can manual about this and more safe handle information).
3. Never leave a game without notifying your team leader of your departure. Failure to do so may result in a Search & Rescue callout. Should a team leader be required to leave they must pass on all names of any players who have also left.
4. Always respect the firearms code when not playing
 - 1) Always treat the Airsoft gun as loaded
 - 2) Always point gun in a safe direction
 - 3) Always identify your target
 - 4) Never mix Airsoft with drinking or drugs
 - 5) Identify the shooting zone
 - 6) Always store your gun and ammunition in a safe place
 - 7) Always unload the Airsoft gun when not in use (check the chamber is clear of bb's)
5. Should you borrow or use another players property and damage it you, will be expected to pay for parts to be fixed or replaced. So if you are not in a position to do so don't use their gear (airsoft guns can be very expensive and easy to damage).

6. As we playing within an 18+ adult environment swearing maybe encountered from time to time. It will not be tolerated when directed at another player, their friends and family in a harmful, derogatory or insensitive way. We are also a multicultural group and as such racist comments or views will not be tolerated in any way.
7. Dealing with third parties.
 - 1) Correspondence to third parties – any correspondence to be sent to a third party is to be cleared by the committee before it is sent by the designated individual.
 - 2) Meetings to be held in the presence of at least two members of the committee, unless approval granted beforehand.
8. Non Contact rule: Physical violence or veiled threats of violence will not be tolerated in the club.
9. Complaints:

If you have any grievances then these should be settled where appropriate in the following order(s)

 - 1) at the time of play or incident
 - 2) immediately after the game
 - 3) to the committee