



Victoria Fish and Game Protective Association

Airsoft Range Rules

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Preamble

The Victoria Fish and Game Protective Association (VFGPA) fully endorses the sport of Airsofting and provides an Airsoft range for members wishing to participate in the sport.

The rules contained in this document are supplemental to the VFGPA General Range Rules. They do not supercede any rules governing the Association as a whole or the supplemental rules applicable to other ranges on the property. These rules are only applicable to the Airsoft range and Airsofting activities on the property. In addition to complying with the supplemental rules in this document, you must know and comply with all VFGPA rules before engaging in Airsofting activities.

Governance

The Airsoft range is managed by the Airsoft Discipline Standing Committee per VFGPA governance policies.

The Airsoft Range Safety Officer(s) on duty will have ultimate authority concerning game safety and any other issues.

The Airsoft Range Safety Officer(s) on duty may appoint "Umpires" who will have authority over game play issues and make decisions relating to complaints / challenges as they apply to fair play or interpretation of the rules.

Who May Use The Range & Associated Costs

Any member of the Association in good standing, or any guest holding an appropriate pass, may use the Airsoft range. Guest rules, conduct and pass fees will apply to any non-member using the range. Guest fees may not be used towards annual membership.

All participants, whether Members, Day Pass Users or Guests may be required to submit a refundable deposit for the use of certain equipment during the day (i.e. use of armbands and weapons tags).

When the range is open for general use, games may be organized on an ad hoc basis. People not wishing to participate in ad hoc games will still be able to use the range but may be directed to a specific area by the Airsoft Range Safety Officer for their protection as well as not to interfere with the game flow of the other people using the range.

The range will be closed for general use during scheduled & special events. Further, all special event participants may be required to pay an event registration fee.

Minors under that age of 16 must be accompanied by someone over the age of 18 at all times.

Safety

Safety considerations will always take precedence over all other factors during Airsoft activities. Since the sport does involve firing low energy projectiles (plastic BBs) at other people minor injuries such as welts and bruises can occur ~ particularly on bare, or lightly protected, skin. Serious injury to the eyes can occur if proper eye protection isn't worn. Participants understand and accept these risks.

When an Airsoft Range Safety Officer is on duty, issues or concerns relating to safety, or general game play, will be determined and resolved by the Airsoft Range Safety Officer as enumerated in the Governance section. When an Airsoft Range Safety Officer is not on duty, each member will be responsible for their own safety as well as the safety of other people who may be using the range at the time. When an Airsoft Range Safety Officer is not on duty, matters of safety concern may also be brought to the attention of any other Range Safety Officer present on the property.

Eye Protection

You **MUST** be wearing eye protection at any time you're on the range. Generally, this means anywhere beyond the setup area and parking lot.

Do **NOT** remove your eye protection while on the field for any reason. If you must attend to your eye protection (i.e. fogging problems) leave the field.

Eye protection must meet at least an ANSI Z87.1 rating. A rating of Z87.1+ or higher is highly recommended.

Eye protection must seal the eye sockets to prevent BBs from entering during an odd angled shot or ricochet. This may be in the form of individual socket extensions / gaskets for glasses or full seal goggles.

Standard sunglasses and many styles of shooting glasses are not permitted. They are unsafe for Airsoft use because they either don't meet the impact requirements or they have gaps large enough to allow 6mm BBs through during odd angled shots or ricochets.

Face Protection

Facemasks are not mandatory but are **STRONGLY** recommended. At a minimum consider wearing a Shemagh or other scarf to cover your face below your eye protection. Dental bills can be expensive.

Sturdy Footwear

The terrain on the range is rough in most places. Light footwear such as running shoes is generally not adequate protection for your ankles and feet. It is highly recommended you wear good quality hiking boots, combat boots or something of a similar nature.

Airsoft Equipment Discharge

Treat Airsoft BB guns the same as you would treat "real steel" firearms. Always assume the gun is loaded and keep the muzzle under strict control. Never point an Airsoft BB gun at another person who is not on the playing field and ready to play an Airsoft game.

You may only discharge Airsoft BB guns of 6mm or 8mm caliber on the Airsoft range using **biodegradable** Airsoft BBs. In order to keep the range looking clean you may not discharge Paintball markers on the Airsoft range. Further, for Airsoft player safety, Pellet guns and other types of BB guns (i.e. 4.5mm caliber, steel BB, etc) may not be discharged on the Airsoft range. Please use one of the ranges with a backstop for those types of air guns.

You may only discharge your Airsoft BB guns on the playing field or in the designated test / target area. This restriction includes dry firing to test batteries. The Airsoft admin shack and the parking lot are considered a "safe zone" where players may remove their eye protection.

Between games, your Airsoft BB guns must be unloaded, cleared and placed on "Safe" prior to exiting the field. Electric box / drum magazines may stay in place PROVIDED they are disconnected from the battery source and a muzzle sock is put in place before exiting the field. Once players return to the parking lot / staging area they must put their guns down (i.e. in your trunk, on a ground tarp, in the Admin shack or on a table). You may not handle the weapons between games except in the designated target / practice area. The designated target / practice area may vary. Consult with the Airsoft Range Safety Officer to determine where the practice area is during each event.

When games are not being run on the field, you may discharge Airsoft equipment on any area of the playing field but you must not shoot towards the setup area, parking lot and roadways or into the woods which border the property and Airsoft range.

Direction of Fire & Safety Buffer

The Airsoft Range shares a common road with the Multi-Purpose Range. Part of the road is at the same level as the Airsoft Range and not protected by hills or inclines. Therefore, when a BB safety net is not present along the common road, the general direction of your shots are to be in parallel with the common road. Similar to the other ranges on the property, you may not deviate your aim more the 45 degrees from the intended direction of fire.

Further, when a BB safety net is not present along the common road, a 100 Meter safety buffer is to be observed along the road and the area is considered out of bounds. You may not enter the out of bounds areas during game play. Therefore, there is no shooting into or from the out of bound areas.

Shooting BBs into the woods, which border the Airsoft range and Association property, is not permitted under any circumstances.

Minimums and Maximums

Airsoft equipment has the potential to cause serious injury. With sufficient energy, even plastic BBs have the ability to destroy an eye, penetrate skin or chip & loosen a tooth. Generally, as velocity or BB weight increases so does the delivered energy. To keep it simple, minimum and maximum values are organized into Airsoft equipment (Airsoft BB gun) classes based on muzzle energy measured in Joules. This eliminates any confusion regarding combinations of air power and BB weight. To keep it fun and safe for players of all ages the following limits are in place on the Airsoft range.

Airsoft BB guns which require a PAL (i.e. have a muzzle velocity above 500fps & a muzzle energy above 5.7 joules) are not permitted on the Airsoft range at any time. Use one of the other ranges with a backstop, such as the Multi-Purpose range, instead.

Airsoft BB guns with a muzzle energy below 5.7 Joules may be used on the range for target practice.

Airsoft BB guns may not exceed 2.32 Joules of muzzle energy during games (i.e. when you are shooting towards other players).

During games minimum engagement distance (MED) rules apply. The MED values will help ensure BBs will have lost a sufficient amount of power before hitting a player. Players not adhering to MED rules during an event will be directed to leave the range and possibly to leave the property.

*During a game there is a lot for a player to keep track of. Experience has shown when rules are too complicated the safety factor is actually reduced because mistakes are made in the heat of the moment. Therefore, the classes for the MED rules are based on the Joules of muzzle energy the BB gun can produce (which itself is determined from a combination of muzzle velocity and BB weight). It isn't the initial energy we are concerned with; **it is the delivered energy at the MED distances that is of concern.** The Airsoft BB gun's role (i.e. Assault, DMR, Sniper, SAW, SMG, Pistol, etc) and rate of fire (single shot, semi-auto or full-auto) are already factored into the MED range classes. This is by design to reduce confusion and make the rules easy to remember for everyone of all ages.*

Minimum Engagement Distance (MED) Classes

Joules	M.E.D. (FT)	Additional Requirements
Class1: Green 1.24 - 1.41	5	Max BB weight permitted is 0.36g
Class 2: Yellow 1.42 - 1.71	15	Max BB weight permitted is 0.43g ; must carry a GREEN class secondary
Class 3: Red 1.72 - 2.32	50	Max BB weight permitted is 0.43g ; must carry a GREEN class secondary
2.33 & above	Prohibited	n/a

When engaging a player at less than the MED with Class 1 equipment, you must offer "mercy". If the other player signals non-acceptance of the mercy you may shoot them with a single shot.

When engaging a player at less than the MED with a Class 2 or Class 3 equipment you must switch to your Class 1 secondary and adhere to the Class 1 MED.

MED values may be increased during certain games, for example, when very young players are participating in a family event, at the discretion of the Airsoft Range Safety Officer on duty.

Equipment must be classified before it can be used in a game against other players. You may not use any Airsoft BB gun during a game which does not display the classification distinguishing mark / tag. It is a participant's responsibility to arrive early enough to have their equipment classified during the scheduled registration block of time. It may not be possible to accommodate late arrivals.

Classification of Airsoft Equipment

A chronograph will be used to determine an Airsoft BB gun's muzzle energy in Joules so it can be placed in the right MED Class. The hop-up must be set to off (or minimum for correct functioning) and any velocity reducing devices must be removed prior to the measurement being taken. For electric powered equipment, a freshly charged battery should be used when the measurement is taken to prevent possible timing issues. For gas-powered equipment, a fresh CO2 cartridge or a freshly charged gas magazine must be used when the measurement is taken. For HPA-powered equipment, players may "dial in" their adjustment provided the adjustment mechanism can be locked off in some fashion after it is set.

Measurements will be taken with the BBs the player intends to use during the game (if you're not sure of the weight, bring the BB bag / bottle to the measuring station with you). If there is any doubt about the readings, good quality 0.25g BBs will be used to take the measurements. Once classified, the

identification mark must remain visible during the day and, if re-usable, must be turned in before you leave the Airsoft range.

Lasers

Lasers, such as those used in sighting devices, are prohibited for use on the Airsoft range. In addition to posing an eye hazard, the property is within close proximity to the Victoria International Airport and its flight paths.

Airsoft Grenades and Mines

Commercially made Airsoft BB grenades (i.e. the Airsoft Innovations "Cyclone"), commercially made grenade launchers using Airsoft BB type grenade cartridges and commercially made Airsoft BB mines may be used on the range.

Paintball / Airsoft mines which discharge colored marker dust may be used on the range.

Commercially made Airsoft smoke grenades and commercially made Airsoft sound grenades / flash bangs (i.e. "Thunder B") may be used by the approval of an Airsoft Range Safety Officer. When no Airsoft Range Safety Officer is present smoke grenades and sound grenades are prohibited.

Launchers and other devices firing rubber bullets or any other non-Airsoft BB type projectile are prohibited during game play.

Homemade Airsoft BB grenades, mines or other devices are prohibited.

Training Knives

Although the primary equipment on the range is an Airsoft BB gun, players may carry plastic or rubber training knives and use them as secondary equipment. To effect a "hit" you only need to touch the other player with your training knife. Some of the training knives are quite rigid. For safety reasons, do NOT forcibly stab the other player with your training knife. Just a tap will do.

Scheduled & Special Events

Scheduled events can encompass a variety of activities. Normally, the event will be an organized day of game playing where a number of scenarios will be run during the day. Details of the event will be available on the VFGPA Facebook page.

Special Events are also scheduled events but are generally on a larger scale with more detailed planning, wider advertising, special features such as catering, prizes and other activities. Special events also generally require advanced registration and are subject to registration fees not covered by regular Association membership dues.

Limits

When an event is scheduled in the Association calendar the Airsoft range is closed for drop-in use.

Events may be limited to a specific number of simultaneous participants. This could be done for either safety reasons or game flow reasons.

Events may be limited to adults only (i.e. 18+). This will not generally be the case but on some occasions it will be desirable to encourage the more aggressive game play style afforded by an all adult player group.

Planned limitations will be included in the event announcements.

If participation is limited, it will be on a first come, first served basis but consideration may be given to the rotation of players between games.

Registration

Participants in an event must register during the designated registration time period. Late registrations cannot likely be accommodated as they interrupt game flow for the other participants.

Participants are responsible for arriving early enough to sign in at the main gate, have their Airsoft equipment classified and pay their event fees & equipment deposit (if applicable).

Game Play Rules & Player Conduct

Startup

Activity startup will be announced prior to each game. At that time, all participants will be expected to assemble quickly and stop talking. Despite the “excitement in the air”, game start up is an important time for all participants. The game rules will explained and any extra safety concerns or other items of note will be enumerated. Therefore, it is imperative participants remain quiet so all involved can hear the instructions well and ask questions if required.

If you're not ready to go when a game is starting, you will be left out until the next game starts.

Leadership

The Airsoft Range Safety Officer (ARSO) is the ultimate authority on the field during games. The ARSO may also appoint Umpires who also have authority over the game and player conduct.

Most game scenarios will include Team Leaders. Team Leaders have authority over the participants on their team.

All participants will follow any instructions issued by ARSOs, Umpires and Team Leaders throughout the day. Failure to do so will result in being asked to leave the range for the day.

Honor & Respect

All players are expected to play with honor and show respect for the other players. Examples of honorable & respectful play include calling your hits quickly, even if they're questionable / you're not sure, remembering not to get heated when something doesn't go as you think it should, not yelling at / calling out other players, not continuing to shoot at players who have called “hit”, etc.

You may not touch or use someone else's equipment without their explicit permission. Most players are happy to show off their stuff or lend a hand when needed. Just ASK first.

Be careful with your gear around other people's stuff. If you damage someone else's gear expect to pay for it.

Be careful moving around the parked cars; your gear may brush up against them and scratch the paint. Also, do not put gear on top of, or lean on, other people's cars.

Everyone is participating to have fun and everyone is capable of making a mistake. Give other players the benefit of the doubt. If you feel someone is repeatedly cheating or being disrespectful in some way do not confront them directly. Instead, bring it to the attention of an ARSO or an Umpire.

Hits

Body hits count whether they are direct or a ricochet.

Airsoft BB gun hits do not count unless specified in a game scenario. When specified, the hit will disable your gun. In that case, you may switch to a secondary device if you have one.

Friendly fire hits (a.k.a. team kills) count. However, the person who shot the friendly player is the one who takes the hit. The friendly player who was shot may continue to play but must ensure the other player puts their hand up, etc.

When you have another player in your sights and are assured a hit but you are standing at less than the MED you must offer the person "mercy". While keeping the player in your sights, say the word "MERCY" loudly. If the other player does not call the hit quickly, attempts to run or turns as if to shoot at you then you may shoot them (once).

If you are hit, shout out "HIT" as loudly as you can, lower your gun & put at least one hand up. Then, dawn a red "kill" rag as quickly as possible. If you do not have a red rag then put both hands up (carry your gun above your head if need be) until you're well clear of the active area.

If you're "dead" (hit) do not continue to talk to your team mates unless the game scenario allows you to call for a Medic. *Dead men tell no tales; this will be considered cheating.*

If you don't shout out "HIT" loudly, or you keep firing your gun, or you keep handling your gun except to raise it over your head, or you keep talking to your team mates, EXPECT to be shot again. If you're shot again for any of these reasons don't complain about it. That's on YOU.

If you hear someone call "HIT", see someone raise their hand(s), attempt to get up to walk off the field or return to a spawn point, attempt put on a kill rag and so on, do NOT continue to shoot at them. Not everyone can assume a full "dead" stature as quickly as you might be able to.

"Kill" Rag

All players must have a red kill rag approximately 1 square foot in size. When hit, you must prominently display your kill rag as quickly as possible. This is really for your own safety so other players will identify you as hit and will not continue to shoot you.

Espionage

You may not switch armbands, or other team identifying devices, to "fool the enemy".

You may not use another team's challenge / response codes to "fool the enemy".

You may not speak on another team's radio frequency to "fool the enemy".

If caught using any of the above techniques, you will be disqualified and removed from the game.

Range Cleanup

ALWAYS clean up your garbage. In addition to the obvious things like coffee cups, BB packages and food wrappers also retrieve your spent smoke grenades & other disposables that may have been "let loose" during the day. If it was not part of the property when you arrived make sure it doesn't stay afterwards.

Garbage bags may be provided. If so, use them. If not, put your garbage in your car or kit bag and take it home.

Do NOT allow your BBs to roll all over the ground when loading / unloading. When loading / unloading do so over a tarp or over your kit box, duffle bag, backpack and so on to contain the ones that inevitably get away from you.

In summary, leave the property nicer than you found it.

Parking

Parking space is limited. Car pool whenever possible.

Park near the other cars as tightly as possible.

Do NOT block the roadways when parking. There are a number of ranges on the property and the roads are shared by everyone.

Feedback

The people organizing the events are always looking for game ideas and ways to improve everyone's enjoyment. CONSTRUCTIVE feedback is always welcome.

Please let the ARSOs, Umpires or Team Leaders know your ideas and suggestions. While it can't be promised everything brought forth will be incorporated in future events, rest assured that all ideas will be considered carefully.

Please hold off forwarding your feedback while the games are being run. It's better for everyone if the organizers can concentrate on running the scenarios as smoothly as possible during the day. Afterwards is generally fine and even helpful when things are fresh in people's minds.

Consequences

Failure to observe the range rules, safety rules or event rules will result in being asked to leave the range. Repeated offenses will be brought to the attention of the Chief Range Safety Officer and may result in further discipline and possibly permanent loss of range use.



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When the range is open for general use, games may be organized on an ad hoc basis. People not wishing to participate in ad hoc games will still be able to use the range but may be directed to a specific area by the Airsoft Range Safety Officer for their protection as well as not to interfere with the game flow of the other people using the range.

The range will be closed for general use during scheduled & special events. Further, all special event participants may be required to pay an event registration fee.

Minors under that age of 16 must be accompanied by someone over the age of 18 at all times.

Safety

Safety considerations will always take precedence over all other factors during Airsoft activities. Since the sport does involve firing low energy projectiles (plastic BBs) at other people minor injuries such as welts and bruises can occur ~ particularly on bare, or lightly protected, skin. Serious injury to the eyes can occur if proper eye protection isn't worn. Participants understand and accept these risks.

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Eye Protection

You **MUST** be wearing eye protection at any time you're on the range. Generally, this means anywhere beyond the setup area and parking lot.

Do **NOT** remove your eye protection while on the field for any reason. If you must attend to your eye protection (i.e. fogging problems) leave the field.

Eye protection must meet at least an ANSI Z87.1 rating. A rating of Z87.1+ or higher is highly recommended.

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Direction of Fire & Safety Buffer

The Airsoft Range shares a common road with the Multi-Purpose Range. Part of the road is at the same level as the Airsoft Range and not protected by hills or inclines. Therefore, when a BB safety net is not present along the common road, the general direction of your shots are to be in parallel with the common road. Similar to the other ranges on the property, you may not deviate your aim more the 45 degrees from the intended direction of fire.

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During games minimum engagement distance (MED) rules apply. The MED values will help ensure BBs will have lost a sufficient amount of power before hitting a player. Players not adhering to MED rules during an event will be directed to leave the range and possibly to leave the property.

*During a game there is a lot for a player to keep track of. Experience has shown when rules are too complicated the safety factor is actually reduced because mistakes are made in the heat of the moment. Therefore, the classes for the MED rules are based on the Joules of muzzle energy the BB gun can produce (which itself is determined from a combination of muzzle velocity and BB weight). It isn't the initial energy we are concerned with; **it is the delivered energy at the MED distances that is of concern.** The Airsoft BB gun's role (i.e. Assault, DMR, Sniper, SAW, SMG, Pistol, etc) and rate of fire (single shot, semi-auto or full-auto) are already factored into the MED range classes. This is by design to reduce confusion and make the rules easy to remember for everyone of all ages.*

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Lasers

Lasers, such as those used in sighting devices, are prohibited for use on the Airsoft range. In addition to posing an eye hazard, the property is within close proximity to the Victoria International Airport and its flight paths.

Airsoft Grenades and Mines

Commercially made Airsoft BB grenades (i.e. the Airsoft Innovations "Cyclone"), commercially made grenade launchers using Airsoft BB type grenade cartridges and commercially made Airsoft BB mines may be used on the range.

Paintball / Airsoft mines which discharge colored marker dust may be used on the range.

Commercially made Airsoft smoke grenades and commercially made Airsoft sound grenades / flash bangs (i.e. "Thunder B") may be used by the approval of an Airsoft Range Safety Officer. When no Airsoft Range Safety Officer is present smoke grenades and sound grenades are prohibited.

Launchers and other devices firing rubber bullets or any other non-Airsoft BB type projectile are prohibited during game play.

Homemade Airsoft BB grenades, mines or other devices are prohibited.

Training Knives

Although the primary equipment on the range is an Airsoft BB gun, players may carry plastic or rubber training knives and use them as secondary equipment. To effect a "hit" you only need to touch the other player with your training knife. Some of the training knives are quite rigid. For safety reasons, do NOT forcibly stab the other player with your training knife. Just a tap will do.

Scheduled & Special Events

Scheduled events can encompass a variety of activities. Normally, the event will be an organized day of game playing where a number of scenarios will be run during the day. Details of the event will be available on the VFGPA Facebook page.

Special Events are also scheduled events but are generally on a larger scale with more detailed planning, wider advertising, special features such as catering, prizes and other activities. Special events also generally require advanced registration and are subject to registration fees not covered by regular Association membership dues.

Limits

When an event is scheduled in the Association calendar the Airsoft range is closed for drop-in use.

Events may be limited to a specific number of simultaneous participants. This could be done for either safety reasons or game flow reasons.

Events may be limited to adults only (i.e. 18+). This will not generally be the case but on some occasions it will be desirable to encourage the more aggressive game play style afforded by an all adult player group.

Planned limitations will be included in the event announcements.

If participation is limited, it will be on a first come, first served basis but consideration may be given to the rotation of players between games.

Registration

Participants in an event must register during the designated registration time period. Late registrations cannot likely be accommodated as they interrupt game flow for the other participants.

Participants are responsible for arriving early enough to sign in at the main gate, have their Airsoft equipment classified and pay their event fees & equipment deposit (if applicable).

Game Play Rules & Player Conduct

Startup

Activity startup will be announced prior to each game. At that time, all participants will be expected to assemble quickly and stop talking. Despite the “excitement in the air”, game start up is an important time for all participants. The game rules will explained and any extra safety concerns or other items of note will be enumerated. Therefore, it is imperative participants remain quiet so all involved can hear the instructions well and ask questions if required.

If you're not ready to go when a game is starting, you will be left out until the next game starts.

Leadership

The Airsoft Range Safety Officer (ARSO) is the ultimate authority on the field during games. The ARSO may also appoint Umpires who also have authority over the game and player conduct.

Most game scenarios will include Team Leaders. Team Leaders have authority over the participants on their team.

All participants will follow any instructions issued by ARSOs, Umpires and Team Leaders throughout the day. Failure to do so will result in being asked to leave the range for the day.

Honor & Respect

All players are expected to play with honor and show respect for the other players. Examples of honorable & respectful play include calling your hits quickly, even if they're questionable / you're not sure, remembering not to get heated when something doesn't go as you think it should, not yelling at / calling out other players, not continuing to shoot at players who have called “hit”, etc.

You may not touch or use someone else's equipment without their explicit permission. Most players are happy to show off their stuff or lend a hand when needed. Just ASK first.

Be careful with your gear around other people's stuff. If you damage someone else's gear expect to pay for it.

Be careful moving around the parked cars; your gear may brush up against them and scratch the paint. Also, do not put gear on top of, or lean on, other people's cars.

Everyone is participating to have fun and everyone is capable of making a mistake. Give other players the benefit of the doubt. If you feel someone is repeatedly cheating or being disrespectful in some way do not confront them directly. Instead, bring it to the attention of an ARSO or an Umpire.

Hits

Body hits count whether they are direct or a ricochet.

Airsoft BB gun hits do not count unless specified in a game scenario. When specified, the hit will disable your gun. In that case, you may switch to a secondary device if you have one.

Friendly fire hits (a.k.a. team kills) count. However, the person who shot the friendly player is the one who takes the hit. The friendly player who was shot may continue to play but must ensure the other player puts their hand up, etc.

When you have another player in your sights and are assured a hit but you are standing at less than the MED you must offer the person "mercy". While keeping the player in your sights, say the word "MERCY" loudly. If the other player does not call the hit quickly, attempts to run or turns as if to shoot at you then you may shoot them (once).

If you are hit, shout out "HIT" as loudly as you can, lower your gun & put at least one hand up. Then, dawn a red "kill" rag as quickly as possible. If you do not have a red rag then put both hands up (carry your gun above your head if need be) until you're well clear of the active area.

If you're "dead" (hit) do not continue to talk to your team mates unless the game scenario allows you to call for a Medic. *Dead men tell no tales; this will be considered cheating.*

If you don't shout out "HIT" loudly, or you keep firing your gun, or you keep handling your gun except to raise it over your head, or you keep talking to your team mates, EXPECT to be shot again. If you're shot again for any of these reasons don't complain about it. That's on YOU.

If you hear someone call "HIT", see someone raise their hand(s), attempt to get up to walk off the field or return to a spawn point, attempt put on a kill rag and so on, do NOT continue to shoot at them. Not everyone can assume a full "dead" stature as quickly as you might be able to.

"Kill" Rag

All players must have a red kill rag approximately 1 square foot in size. When hit, you must prominently display your kill rag as quickly as possible. This is really for your own safety so other players will identify you as hit and will not continue to shoot you.

Espionage

You may not switch armbands, or other team identifying devices, to "fool the enemy".

You may not use another team's challenge / response codes to "fool the enemy".

You may not speak on another team's radio frequency to "fool the enemy".

If caught using any of the above techniques, you will be disqualified and removed from the game.

Range Cleanup

ALWAYS clean up your garbage. In addition to the obvious things like coffee cups, BB packages and food wrappers also retrieve your spent smoke grenades & other disposables that may have been "let loose" during the day. If it was not part of the property when you arrived make sure it doesn't stay afterwards.

Garbage bags may be provided. If so, use them. If not, put your garbage in your car or kit bag and take it home.

Do NOT allow your BBs to roll all over the ground when loading / unloading. When loading / unloading do so over a tarp or over your kit box, duffle bag, backpack and so on to contain the ones that inevitably get away from you.

In summary, leave the property nicer than you found it.

Parking

Parking space is limited. Car pool whenever possible.

Park near the other cars as tightly as possible.

Do NOT block the roadways when parking. There are a number of ranges on the property and the roads are shared by everyone.

Feedback

The people organizing the events are always looking for game ideas and ways to improve everyone's enjoyment. CONSTRUCTIVE feedback is always welcome.

Please let the ARSOs, Umpires or Team Leaders know your ideas and suggestions. While it can't be promised everything brought forth will be incorporated in future events, rest assured that all ideas will be considered carefully.

Please hold off forwarding your feedback while the games are being run. It's better for everyone if the organizers can concentrate on running the scenarios as smoothly as possible during the day. Afterwards is generally fine and even helpful when things are fresh in people's minds.

Consequences

Failure to observe the range rules, safety rules or event rules will result in being asked to leave the range. Repeated offenses will be brought to the attention of the Chief Range Safety Officer and may result in further discipline and possibly permanent loss of range use.