



Victoria Fish and Game Protective Association

Airsoft Range Rules

Contents

Preamble	3
Governance	3
Who May Use The Range & Associated Costs	3
Safety	3
Eye Protection	4
Face Protection	4
Hearing Protection	4
Sturdy Footwear	4
Gun Handling	4
Muzzle Socks	5
Discharging Airsoft Guns	5
Direction of Fire & Safety Buffer	5
Minimums and Maximums	6
Classification of Airsoft Guns	6
Firing Mode Definitions	7
Gun Class Specific Rules	7
Minimum Engagement Distances	8
Lasers	8
Grenades and Mines	8
Knives	9
Scheduled & Special Events	9

Limits.....	9
Registration.....	9
Game Play Rules & Player Conduct.....	10
Startup	10
Authority & Leadership.....	10
Honor & Respect.....	10
Aiming & Throwing	11
Hit (Dead) Rag	11
Hits	11
Silent Hits	12
“Bang Bang!” (Mercy) & Deliberately Hurting Other Players	12
Safe Zones & Respawn Points.....	12
“STOP, STOP, STOP!”	13
Espionage.....	13
Animals.....	13
Range Cleanup	13
Parking	13
Feedback	14
Consequences	14

Preamble

The Victoria Fish and Game Protective Association (VFGPA) fully endorses the sport of Airsoft 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 Airsoft 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 when accompanied by a member who has completed the Airsoft Orientation and the General Safety Orientation, may use the Airsoft range. Guest rules and day pass fees will apply to any non-member using the range. Guest fees may not be used towards annual membership. Guests may not use the Airsoft Range without a member present.

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).

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, whether members or not, may be required to pay an event registration fee.

Minors must be accompanied by someone over the age of 19 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 (biodegradable plastic BBs) at other people minor injuries such as welts, bruises, and split skin can occur ~ particularly on bare, or lightly protected, areas

of your body. 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 wear eye protection at the range. Wearing eye protection is mandatory any time you leave the staging area to step onto the playing field, any time you're observing along the perimeter of the playing field, and any time you're working with guns in appropriately designated areas: i.e. at the Airsoft gun practice range. It is recommended you always leave your eye protection on after your arrival.

Do NOT remove your eye protection while on the playing field or on the practice range for any reason. If you must attend to your eye protection (i.e. fogging problems) leave the field and return to the staging area or a designated safe zone. If you're so badly fogged up you can't see where you're going put your hand up and yell out for assistance.

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 sufficiently 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 scarf to cover your face below your eye protection or a mouth guard. Dental bills can be expensive.

Hearing Protection

Hearing protection is not required on the Airsoft Range. Hearing Protection is required at any of the other shooting ranges on the property.

Sturdy Footwear

The terrain on the range is rough in 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.

Gun Handling

Airsoft guns are not toys; they are capable of causing serious injury to another person. Always treat Airsoft guns with the same respect you would treat "real steel" firearms with. At a minimum:

- Always assume the gun is loaded and keep the muzzle under strict control;
- Never point an Airsoft gun at another person who is not on the playing field and ready to play an Airsoft game;
- Always “make safe” when your guns are not in use; before leaving the field or target practice area, remove the magazine or unload the cartridges, fire at least once in a safe direction to clear any stuck BBs from the hop up chamber, put the safety on and securely cover the muzzle with a muzzle sock;
- Always use a gun case or equivalent to move your guns to and from your house and the range;
- Do not uncase your guns until you’re in the staging area and getting your gear ready;
- When you carry your guns, the muzzle must be pointed straight up and a muzzle sock must be securely in place until you’re ready to shoot.

Muzzle Socks

Muzzle socks are mandatory on the Airsoft Range. Bright colored muzzle socks must be in place on all Airsoft guns which are unholstered or uncased.

Players are implicitly permitted to remove their muzzle socks when they are either on the target practice range or when they have entered the playing field.

Any other authorized removal of muzzle socks will be determined by the event coordinator or the Range Safety Officer on duty.

Discharging Airsoft Guns

You may only discharge Airsoft guns of 6mm caliber on the Airsoft range using **biodegradable** plastic Airsoft BBs. Steel Airsoft BBs are prohibited.

In order to keep the range looking clean you may not discharge Paintball markers on the Airsoft range. Further, for Airsoft player safety and to prevent damage to structures, Pellet guns and other types of BB guns (i.e., 4.5mm caliber, steel BB, etc.) may not be discharged on the Airsoft range. Use one of the ranges with a backstop for those types of air guns.

You may only discharge your Airsoft guns on the playing field or in the designated test / target areas. This restriction includes dry firing to test batteries. The parking areas, the Airsoft club house, the barn and the gear table areas are considered a “safe zone” where people may remove their eye protection.

Between games and when leaving the field your Airsoft guns must be “made safe”: i.e., unloaded by removing the magazine or cartridges, cleared by firing at least one shot in a safe direction, selector placed on “Safe”, HPA line removed (if applicable), and a muzzle sock securely attached to the end of the barrel.

Electric box / drum magazines which don’t have a quick release mechanism may stay in place PROVIDED the gun is placed on “Safe”, the magazine is disconnected from the battery source and a muzzle sock has been securely attached over the end of the barrel before exiting the field.

Direction of Fire & Safety Buffer

The Airsoft Range borders on our neighbor’s property and the TransCanada Highway.

The direction of fire on the Airsoft playing field must be such that all shots will land within the area outlined by the perimeter trails. Essentially, the outer trails form an irregular rectangle set back at least 50' from the property line and from view from the highway. It is imperative shots do not stray beyond that perimeter regardless of the direction of game play fire. Shooting beyond the perimeter is not permitted at any time.

The direction of fire on the Airsoft target practice range must not deviate more than 45 degrees left or right from being pointed straight down range towards the target stands.

Minimums and Maximums

Airsoft guns have the potential to cause serious and potentially life-threatening injuries. With sufficient energy, even plastic BBs have the ability to destroy an eye, penetrate skin or break a tooth. As BB velocity or BB weight increases so does the BB's kinetic energy which in turn affects impact forces. Eye protection must be worn to prevent damage to the eyes. Additional rules relating to a gun's power are put in place to avoid other kinds of serious injuries during games.

To keep it simple, minimum, and maximum values are organized into "Classes" based on muzzle energy measured in Joules. Although Airsoft gun power is often expressed in "FPS" by manufacturers, using Joules eliminates any confusion regarding the combinations of air power, BB weight, and BB size. To keep it fun and safe for players of all ages the limitations outlined below are enforced on the Airsoft Range.

Airsoft guns which require a PAL because they fall into the regulated firearms category (i.e., have a muzzle velocity above 500fps with a 0.20g BB & 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 guns with a muzzle energy below 5.7 Joules may be used on the range for target practice.

Airsoft guns may not exceed 2.32 Joules of muzzle energy for use during games (i.e., when you are shooting towards other players). Additional restrictions, based on the different levels of permitted energy, also apply during games.

In addition to the above, the final muzzle velocity may not exceed 400 feet per second with any combination of muzzle energy and BB weight used during games.

Classification of Airsoft Guns

Airsoft guns must be classified before they can be used in a game. You may not use any Airsoft gun during a game which does not clearly display the classification distinguishing mark, tag, or sticker. *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.*

A chronograph will be used to determine the correct "Class" for an Airsoft gun.

Initial classification will be based on the muzzle velocity in feet per second as measured with the BBs the player intends to use and with the gun adjusted as the player intends to operate it (hop-up, gas regulator, etc.). Gas operated guns must have a fresh charge prior to being measured: i.e., a new CO2 cartridge, a freshly filled gas magazine, a freshly charged HPA bottle & regulator, etc. If you're not sure

of the BB weight you're using, bring the bag / bottle with you to the measuring station. A table is used to cross reference the maximum FPS values against the BB weight being used. The maximum velocities in the table are calculated against the maximum Joules of muzzle energy allowable in each class.

For certain special events, or when there is any doubt about the initial readings, or when there are complaints about how hard shots from a gun are hitting players, more stringent measurements will be taken and the Airsoft gun reclassified or disqualified as appropriate. Under these circumstances you may be required to turn your hop-up off (or down to its minimum value), your gun may be tested with different BB weights and, if applicable, prove you have freshly charged the magazine or installed a fresh CO2 cartridge. The HIGHEST Joule rating from the measurements will determine the new classification.

Once measured and classified, HPA systems will be tournament locked.

Any time a gun has been worked on, including HPA adjustments, or any time a different ammunition (BB) weight is used the gun must be measured again with a chronograph and reclassified.

Firing Mode Definitions

Single Shot Mode: one BB is fired with one press & release of the trigger. When specified this can be achieved with semi-automatic or manual loading.

Bolt-Action / Manual Cocking: Single shot mode with no self-loading capability. Requires the manual operation of a bolt, racking of a slide or some other manual steps to load and fire.

Multi-Shot Mode: two or more BBs are fired with one press & release of the trigger. Once initiated, the "launch" of BBs can't be stopped and is a distinct mode from Full-Auto fire mode. This generally applies to shotguns which fire 3 or 6 shots at a time, grenade launchers which use "shells" to launch a number of BBs, "Burst" fire selection (a predetermined number of BBs – often 3 but the quantity can vary) and "Binary" fire selection (1+ BB is launched on trigger press and 1+ BB is launched on trigger release).

Full-Auto Mode: BBs are continuously fired while the trigger remains depressed and stop firing when the trigger is released.

Gun Class Specific Rules

All participants must carry a Class 1 gun (aka Green Class) that is capable of single shot mode to play in a game.

When participants carry a Class 2 gun (aka Yellow Class), a Class 3 gun (aka Red Class) or Class 4 gun (aka Blue Class), they must stop using those guns at their designated Minimum Engagement Distance (MED) from other players. Further, the gun must be made safe, and the participant must switch to their Class 1 gun to continue playing.

When participants carry a Class 2 gun (aka Yellow Class) it must only be used in Single Shot Mode.

To qualify as a Class 3 (aka Red Class) gun, it must require manual operation to load and fire such as operating a bolt or racking a slide. It cannot have self-loading capability.

When breaching structures (i.e., a fort), players must use a Class 1 gun in single shot mode only and must be mindful of the single shot MED when engaging targets within structures. Players inside a structure may use Class 2, Class 3 or Class 4 guns when engaging targets outside of the structure

provided they observe the MED rules. Further, players firing outward from a structure may not turn their fire inward until they've switched to a Class 1 gun firing in single shot mode.

Minimum Engagement Distances

During games minimum engagement distance (MED) rules apply. The MED values are organized by the gun classes for easy reference. MED rules help ensure BBs have lost a sufficient amount of power before hitting a player. The BBs might leave welts, or even split thin skin, but no serious harm will be done as long as eye protection is worn and the MED distances are followed.

See the following table:

Reference FPS	Max Joules	M.E.D.	Firing Modes & Additional Requirements
Class 1: Green 400 with 0.20g	1.49	5' (1.5m)	SINGLE shot mode ONLY (no Full-Auto, Burst or Binary fire) Required mode for breaching & engaging within STRUCTURES
Class 1: Green 400 with 0.20g	1.49	25' (7.5m) w/ Full-Auto	Must switch to SINGLE shot mode @ M.E.D.
Class 2: Yellow 450 with 0.20g	1.88	50' (15m) No Pistols	SINGLE shot mode ONLY (no Full-Auto, Burst or Binary fire) Must MAKE SAFE & switch to GREEN class gun @ M.E.D. Must carry a GREEN class gun capable of single shot mode
Class 3: Red 500 with 0.20g	2.32	100' (30m) No Pistols	BOLT Action or Manual Cocking ONLY (SINGLE shot mode) Must MAKE SAFE & switch to GREEN class gun @ M.E.D. Must carry a GREEN class gun capable of single shot mode
Class 4: Blue 400 with 0.20g	1.49	25' (7.5m) w/ Multi-Shot	Full-Auto Only or anything that fires more than one BB with a single trigger action: i.e. shotgun / grenade launcher Must carry a GREEN class gun capable of single shot mode
401 & above	-	Prohibited	"40 Mike" BB Shell & other devices as determined by the club

MED values may be increased, or additional fire mode restrictions may be added, at the discretion of the event organizer or the Range Safety Officer on duty at any time. MED values or fire mode restrictions may not be relaxed, decreased, or waived at any time.

Lasers

Lasers, such as those used in sighting devices, are prohibited for use on the Airsoft range. If your laser is built into a scope and cannot be easily removed, disable it by removing the battery. In addition to posing an eye hazard, the property is within close proximity to the Victoria International Airport and its flight paths.

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 with one exception: the Airsoft Innovations "40 MIKE" grenade cartridge is prohibited for use during game play.

Paintball / Airsoft mines which discharge colored marker dust (not paint) may be used on the range.

Commercially made Airsoft sound grenades / flash bangs (i.e., “Thunder B”) may be used on the range.

Smoke grenades are prohibited at all times except when authorized by the Airsoft Discipline for organized events. Smoke grenades, when authorized, must be commercially manufactured: i.e., no homemade devices.

Launchers and other devices firing hard 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.

Knives

Although the primary tagging equipment on the range is an Airsoft gun, players may carry plastic or rubber training knives and use them as secondary tagging equipment. Training knives are not a valid substitute to meet the requirement of having a Green class gun.

Players may not carry real knives during games.

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 Airsoft 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 specific age groups. For example, games may be limited to 16 years of age and under, or to family groups only, or to adults only. This will not generally be the case but on some occasions it may be desirable or even necessary depending on the event details.

Planned limitations will be included in the event announcements.

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 Airsoft Range clubhouse, sign the VFGPA waiver, pay their event fees & equipment deposits and have their Airsoft guns classified.

Players who have never been to our Airsoft Range, or have not been to it since 2020, must attend the Airsoft Orientation before commencing game play.

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 be 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.

Authority & 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.

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

All participants will follow any instructions issued by Discipline Committee Members, ARSOs, Umpires and Team Leaders throughout the day. Failure to do so will result in being removed from the event for the remainder of the day.

Honor & Respect

All players are required to play with honor and show respect for the other participants. Examples of honorable & respectful play include calling your hits quickly, even if they’re questionable, remembering not to get heated when something doesn’t go as you think it should, not yelling at or otherwise threatening other people, not calling out other players for some perceived “foul”, 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 a Discipline Committee Member, an ARSO, or an Umpire.

Disrespectful, threatening, or otherwise abusive behavior will be referred to the Airsoft Discipline Management Committee who will invoke the Airsoft Progressive Discipline Policy to determine the appropriate action up to and including permanent banning from future events.

Aiming & Throwing

Avoid head shots if possible.

Blind firing is prohibited:

- You must aim your gun;
- You must be able to see the area you're shooting at when aiming into a building;
- You must be able to form a complete sight picture when shooting through cracks and openings in structures.

Throwing grenades directly at someone is prohibited.

Shout "grenade out" or "frag out" or "fire in the hole" before throwing a grenade to alert others around you.

Throwing of knives or other melee weapons is prohibited.

Hit (Dead) Rag

All players must have a red hit (dead) rag approximately 1 square foot in size. When hit, you must prominently display your hit rag as quickly as possible. Hold it out at arm's length and waive it around as you get up and start moving towards your spawn point. This is really for your own safety so other players will identify you as hit and will not continue to shoot you.

Hits

Body hits count whether they are direct or from a ricochet.

Gun hits count; you're safe as the player but your gun is disabled until the next time you respawn. Shout out "gun hit" and make the gun safe. You may switch to a secondary 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.

If you are hit, shout out "HIT" as loudly as you can, lower your gun & put at least one hand up – preferably with your hit rag in hand. Pull out your hit rag as quickly as possible and wave it about. At the same time shoulder your gun so it's obvious you're not pointing it and continuing to play. If you can't find your kill rag in the heat of the moment 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 teammates unless the game scenario allows you to call for a Medic. ***Dead men tell no tales; continuing to talk is 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 teammates, or you continue to stand in the same position, 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 pull out a hit 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.

Silent Hits

Players may use training knives to silently “hit” another player.

With a training knife, to affect a “hit” you only need to touch or swipe the other player. 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.

“Bang Bang!” (Mercy) & Deliberately Hurting Other Players

Airsoft is supposed to be a fun sport. The rules dictate Minimum Engagement Distances (MEDs): i.e., the very closest you can be and still shoot someone. However, good sportsman like conduct dictates that you only shoot someone as closely as you have to.

When you are closer than 10’ to a player, as a courtesy, shout “Bang Bang!” to affect the kill. Your gun must be functional, you must have the other player in your sights, and you may not “full auto” a group of players with “Bang Bang”; a mercy only works in a one-on-one situation. If there is any appearance your offer will be rejected shoot once to remove any confusion. If you’re less than the MED at the time, take a step back first!

Players who are offered a mercy are well advised to take it but it is not mandatory. Don’t complain if you reject the offer and get shot at very close range. It will sting, likely leave a welt, and possibly split the skin.

Shooting players at less than the permitted MED or shooting someone deliberately in the head when a body shot was clearly an option are examples of deliberately hurting other people. Knowingly using a gun which is shooting hotter than its classification, using multi-shot mode when it is not permitted, or using full-auto mode when it is not permitted, are other examples of deliberately hurting people. Such behavior will not be tolerated for any reason. If you deliberately hurt other players, you will be referred to the Airsoft Discipline Management Committee who will invoke the Airsoft Progressive Discipline Policy to determine the appropriate action. You will likely be banned from future events.

Safe Zones & Respawn Points

You may not shoot into, or shoot from, areas designated as a Safe Zone or as a Respawn Point. The area around a safe zone or a respawn point includes a 30’ radius as a buffer around it which is subject to the same rule.

When needed, players may take a “free ride” to a safe place to start within the 30’ safe zone radius: i.e., if you’re hit while moving into position it doesn’t count until you take up your position.

When respawns are in place on the field, for example when a medic applies a bandage or the player has “bled out”, and the player has no chance of respawning without being immediately hit again, s/he may put their hand up and move to the nearest point of cover before resuming play.

If needed, Umpires will shoot spawn campers and require them to return to their spawn point to restore game flow.

“STOP, STOP, STOP!”

If you are hurt, or you see someone else get hurt, or you see something that is imminently dangerous, yell out “Stop, Stop, Stop!” as loudly as you can.

ALL players must stop what they’re doing, stay in position unless rendering immediate aid, and wait for further instructions.

ALL players are responsible for ensuring an Umpire or a Committee member is aware of the emergency.

Once notified, the Umpire or Committee Member will blow three long bursts with a whistle.

As soon as the situation has been assessed, players will either be told they can resume play, or the game is over and they should return to the staging area.

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.

Animals

Occasionally wildlife will wander onto the range. Deer and the occasional bear have been seen on the property. Players may not shoot at the wildlife under any circumstances. Instead, follow the “Stop, Stop, Stop!” rule until the animal is clear of any danger.

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 cans / 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. Carpool whenever possible.

Park near the other cars as tightly as practical.

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

Feedback

CONSTRUCTIVE feedback is always welcome. If you have constructive feedback, questions or concerns please let one of the Committee Members know or send email to airsoft@vfgpa.org.

Please hold off providing 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 and event rules, failure to follow the instructions of a RSO, Committee Member, or Umpire, being threatening towards, aggressive, or otherwise rude to other participants, perpetual cheating, or deliberately attempting to hurt other players will result in you being referred to the Airsoft Discipline Management Committee for further action under the Airsoft Progressive Discipline Policy. Consequences will range from being asked to leave for the day to being permanently banned from future Airsoft events. The most egregious offences may include referral to the Chief Range Safety Officer and the VFGPA Board of Directors which could result in the permanent loss of all property use.

