



General briefing – Welcome to Airsoft Brothers by Veluwe Airsoft

WELCOME, WEATHER FORECAST – INTRODUCE YOURSELF & INGAME MARSHALLS, SEARCH HOME TEAMS

SAFETY ZONE

1 You are only allowed to take off your safety glasses in the safety zone. As soon as you leave the lock, pay attention to the signs.

2 Only approach Safety Zone when your magazine is out, the device is in a safe position and you are sure that there are no more BBs in your device.

3 There is no dry shooting or testing in the safety zone!

5 Smoking on the playing field is prohibited! Smoking is only allowed in the safety zone, cigarettes then go in the ashtray and not on the ground!

6 During the event you will remain with your replica (visible) in our canteen or playing field. Replicas will not be taken outside, only in a closed case when you go home.

PLAYING FIELD

1 You must wear eye protection at all times while on the playing field.

Even when using mesh protection, you should use safety goggles below, as BBs can shatter.

2 Your safety glasses are NEVER taken off in the field! If your safety glasses fog up, you can solve this problem in the safety zone!

3 If you lose your safety glasses, shout 'BLIND MAN' and the game will immediately be stopped by the organization and players.

4 If an accident or a dangerous situation occurs during play, you must shout "DANGER" loudly and clearly 3 times in succession. The game is then immediately stopped.

5 If spectators and/or non-participating visitors are observed on the playing field during the game. You must clearly shout "VISITOR", after which the game is immediately stopped.

6 At all times the game can only be stopped by a marshall or an employee of the organization. In the event of a Blindman, Danger or Visitor situation, the game is immediately stopped and we only go to the safety zone for further instructions.

7 The participant is, at all times, strictly prohibited from:

- Have the airsoft device switched on outside the active game area.
 - Remove safety glasses/mask within the active playing area.
 - Shoot at a person within a distance of 5 meters.
 - Shooting at animals, buildings, cars and/or other traffic/materials that are not involved in the game
 - Shooting at referees and/or other persons not involved in the active game.
 - Shooting at persons who give the signal that they have been shot (recognizable by hit rag/vest or raised hand).
 - Participate in the game under the influence of alcohol, drugs, (possibly) reaction-impairing medications and/or other prohibited substances.
 - Deliberately destroying obstacles, safety features, etc. by shooting at them from a short distance, one of these 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 at the nets unnecessarily. We will strictly monitor this!
- BB'S REMAIN IN THE FIELD, YOU DO NOT SHOOT OVER THE FENCE, IMMEDIATELY A BAN AND REMOVAL OF THE PLAYING FIELD.**

8 Only environmentally degradable BB'S (0.20 - 0.30 MAX AEG, up to 0.40 for DMR and SNIPERS) are tolerated on our site.

9 If you want to refill your warehouse in the canteen, please do this above the bins! You don't make a mess at home either.

10 IF YOU ORDER YOUR LUNCH BEFORE 11:00 AM, YOUR FOOD WILL BE READY IN THE CANTEEN AT THE START BREAK!

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 always preferable to avoid a hit to the neck and head.

This is not an insurmountable risk of the airsoft game.

In the event of a hit on the body, shout "HIT" loudly and clearly. Then you get up, grab your hit rag/vest (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 no medic rules apply in this game mode.

4 The minimum shooting distances during the skirm are as follows:

a All devices with full auto options: 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 of less than 25 meters, a DMR at a distance of less than 15 meters.

Does he/she not have it and is his opponent coming within 25 meters?

Then you can PANG someone within 5 meters!

6 Knife kill, approaching someone and physically touching them with your "training knife" and possibly the text: Knife Kill. Counts as a normal hit

7 BLINDFIRE = FORBIDDEN! ALWAYS WATCH WHERE YOU ARE GOING! TRIGGER FINGER!

This also means that shooting through cracks/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 his marshall vest). When in doubt, take both your HIT! A marshall cannot see everything, but will call a player out if he suspects that he or she is cheating. You can also solve it together "gentleman game"

9 There are also in-game marshalls! When these marshalls are contacted by the in-game marshall of the opposing team, he can administer test hits just like the Orga marshall!

If you don't reveal your hit, you have to go back to the respawn, otherwise you can continue playing!

10 Ingame marshall(s) have the same powers as Orga marshall(s)!

11 No marshall around? Try channel 5 or share your points of interest after the game.

RESPAWN

1 There is a table at the respawn point, so you can place your own BB's there so that you can reload at the respawn. This is your own responsibility!

2 Let the possible respawn clock with rest! If the big hand is on blue, you can get back in when the big hand is on the white color box! This also applies the other way around! Respawn's rules may deviate from these on the match day itself, this will be explained by the marshall.

3 During the respawn you will not deliberately shoot at objects that are not participating, you will shoot in the field!

4 The respawn table is your starting point and not 20 meters away!

AIRSOFT OBSTACLES – SHOOTING RULES

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 above this wall at your opponent!

2 Leave the obstacles where they are, demolition is buying, this also applies to other materials.

3 GENTLEMAN – SHOOT – RULE OF THUMB If your fist can go through a hole, you can shoot through it.
Can't your fist get through? Then not!

RESPECT

- 1 Have RESPECT for each other at all times! When in doubt, always take your hit & stay sporty!
- 2 If cheaters have any doubts, 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 organization's (in-game) marshals.

FPS/JOULE MEASUREMENTS

- 1 Joule measurements are taken in the morning by the (in-game) marshals, 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 with it, violation of these rules will result in 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 THE 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 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 directly shoot BBs. No other projectiles may be shot with it. Below are two examples where the airsoft launcher in question no longer falls under the legal exemption for airsoft devices due to incorrect use: EXAMPLE 1 ASG Airsoft 40mm Gas Powered 65-Round Grenade Shell This 40 mm shell is intended for shooting 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 placed in it. If you put anything other than BBs in it, this shell no longer falls under the legal exemption. Your shells are allowed, provided they only shoot BBs.

COMMUNICATION & TEAMS

- Channel 5 is for organization, if you want to tell us something, do so here!
- Channel 5 also applies for emergencies and for the in-game marshals
- Channel 1,2 and 3 for the Special Forces (blue)
- Channel 6,7 and 8 for the Rebels (red)
- Both teams (including snipers) put a team band around their left arm.
- Discuss among yourselves which channels you will be on!

EXTRAS

- Enola Gaye (smoke not black and white). Do not throw near the nets!
- Please also clean up smoke bomb or throw it in a trash can on the way to the respawn!
- Smoking is prohibited on the playing field, only in the safety zone
- RIOT SHIELD – WILL YOU BE PUNCHED WITHIN 5 METERS WITH RIOT? JUST OFF!
LEAVE SHIELD DOWN! (indicate where you see the player's body “sticking out”)
- IN THE EVENT OF A TEAM KILL, THE SHOOTER IS GONE!
- IMPACT TORNADOES ARE ALLOWED, AS WELL AS ZOXA GRENADE LAUNCHER AND GRENADE LAUNCHERS THAT RELEASE BB'S USING SHELLS!

- **XL burst grenade is for disorientation only (BANG)**

- * 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 marshal(s) speak to them or contact them via walkie-talkie channel 5!

KEYBOARD WARRIORS

We want to give everyone a fantastic skirmish. We do this together.

Play fair and give if necessary. points of interest during the event. Then we can do something with 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 cannot beat Keyboard Warriors, so please pass on your comments during the event to the staff, (in-game) marshals, so that we can continue to monitor your smile during the event.

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

Opening hours

DAILY SKIRM

Register	09:00 - 09:30
FPS	09:15 – 09:45
Rental kit briefing	09:30 – 09:45
Briefing	09:45 – 10:00
Airsoft	10:00 - 12:30
Break	12:30 - 13:00
Airsoft	13:00 – 15:30
Closing time	16:00

EVENING SKIRM

Register	17:30 – 18:00
FPS	18:00 – 18:15
Rental kit briefing	18:00 – 18:15
Briefing	18:15 – 18:30
Airsoft	18:30 – 22:30
Closing time	22:30 - 23:00

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