



AIRSOFT AUCKLAND

WARGAMES LIKE NO OTHER



MINUTES 19th September 2007 Chair: James (Music)

Any Apologies: Charles

Present: Khamtanh, Andrew, James (Music), James (Tex) Mark (Marg)

1. Previous minutes

Committee AGREED that the minutes of previous minutes accurate.

2. Financial Accounts Status – Andrew

Balance of account -				
	19/9/2007	Members joining	\$	1520.00
	19/9/2007	Donations	\$	120.00
	19/9/2007	General expenses	\$	-1405.38
	Total			234.62
	19/9/2007	Liabilities	\$	-250.00
	Total		\$	-15.38

3. Membership Report and New Members

a) Current number of full members - 38

4. Website Report/Forum Report

ASA inc. website has 149 registered on line user. Most bots have been removed.

Webpage entrance to the forums and associated pages to be update (**James to Action**)

5. Bank account (Andrew)

Now that ASA is an officially recognised incorporated club we require a club bank account. It was agreed by all present that the account is to be with Westpac, since Westpac is the only bank guarantying security with respect to internet banking.

A vote was made to determine the two people to have access to the account. Since Andrew keeps the accounts he was excluded as a candidate. The club president Khamtanh and club secretary Mark were voted by Andrew, James (Music), James (Tex) to set up account and administer the account.

(Khamtanh and Mark to open ASA inc account with Westpac in the next 2 weeks)

6. Club Seal (Andrew)

Now that ASA is an officially recognised incorporated club we require a club seal. Andrew to investigate and organise.

(Andrew to get club seal)

7. FPS limits

Several in the committee have been concerned about the power of some airsoft guns on the field and the potential injury they could cause. This led to the decision of fps limits. Following several calculations it was agreed that the upper limit of guns as used on the field with hop up in normal position is 2.5 joules. The FPS at 2.5 joules is dependant on BB weight and calculated for different weighted BB's in the table below.

<i>Joules</i>	<i>BB weight</i>	<i>FPS</i>
2.5	0.2g	520
2.5	0.25g	465
2.5	0.3g	423

Any gun that exceeds these limits would be deemed dangerous and not allowed to be used on the field in games. Need to be more consistent in chronying guns before games to make sure all comply with the above limits.

In addition, those with high powered guns need to apply minimum engagement of 20 m. Players need to be better educated in determining distances and this needs to be included in the rules debrief proceeding games.

8. Goggles (James / Tex)

A number of players have complained about goggles fogging on the field. This affects greatly their ability to play as well as presents a safety issue with players removing goggles during game play to de-fog. OSH safety guidelines for paintball, which are applicable to airsoft, require that players use goggles that fully seal around the wearers face. Unfortunately, shooting glasses are no suitable. Directing staff during games have been careful to observe this ruling and making sure players compile. Although not discussed at the meeting, Khamtanh has posted on the forums that he has been constructing a shelter that players can enter in order to de-fog, while being protected from any stray BB.

It is recognised that some goggle types and brands perform better then others. Accordingly, it was agreed by all at the meeting that a post be placed in the forums that reviews different goggle types, their performance as well as the addition of fans

(Goggle review to be posted).

In the future, as airsoft becomes more recognised, it may be possible to approach OSH and see if the safety rules can be revised for airsoft. But until then, all players have to wear goggles.

9. Revise Membership forms (Andrew)

Andrew recommended at a previous meeting that as well as the membership form there need also a guest / casual player form to be filled out at games. This insures that the club has additional contact details other than a contact person on the game sign in sheet and important checks if the player has any predisposed medical condition.

(Mark to revise membership form and create a casual player form)

10. Game call 'eye' (Mark)

During game play, if a player accidentally loses goggles / face mask or potentially injured a call of 'eyes' is to be shouted and repeated by all in order for all players. At this call all players are to cease fire and hold position until directed otherwise by the DS. Mark thought that the call 'eyes' could be better replaced by the call 'cease fire'. However, the call of 'cease fire' could also be used by teams on the field when in fire fights and accordingly was deemed unsuitable. The committee discussed several alternatives, but none were suitable as these too could be called in general game play. Accordingly, the call to halt a game due to whatever safety concern is to remain as 'eyes'.

11. ASA direction (Mark)

Now that ASA is incorporated, who should we be contacting to raise our profile and form better working relationships that would benefit the club? It was suggested that we could make contact with the NZ police arms officers (West, North, and 2 in Central) saying who we are inviting them to a game. Those at the meeting proposed that James (Music) and Mark could be the club contacts for any such discussions.

(Andrew to draft introduction letter)

12. Off topic

SPARKS funding- Since ASA is now an incorporated club, it may be beneficial to contact SPARKS sporting and potentially gain funding.

13. Next Meeting

Next meeting is on the 17th October 1900. Venue- Charles place (needs to be confirmed, otherwise another venue required), Chair will be Khamtanh