



AIRSOFT AUCKLAND

WARGAMES LIKE NO OTHER



MINUTES
19th September 2007
Chair: Khamtanh

Any Apologies:

Present: Khamtanh, Andrew, James, Mark

1. Previous minutes

Committee AGREED that the minutes of previous minutes accurate.

2. Financial Accounts Status – Andrew

Balance of account -				
	17/10/2007	Members joining	\$	1680.00
	17/10/2007	Donations	\$	120.00
	17/10/2007	General expenses	\$	-1510.57
	Total			289.43
	17/10/2007	Liabilities	\$	-250.00
	Total		\$	-39.43

3. Membership Report and New Members

a) Current number of full members - Unchanged (n=38)

4. Website Report/Forum Report

ASA inc. website has 159 forum members. 11 new registrations, 875 posts, 1056 PM's.

Introduction webpage and associated pages yet to be update.

5. James aka Music

James aka Music is stepping down as a committee member due to medical reasons. Unfortunately several months ago he serious damaged his knee in a quad bike accident. Recent consultation with doctors has determined he requires surgery and that recovery following this procedure will take the best part of 9 months. This injury greatly impacts on his ability to participate in ASA gaming and accordingly he feels his input within the committee is limited.

James is a founding committee member of ASA and those in the ASA committee greatly thank him for all his hard work with helping set up the club, its day to day running and attending meetings. His input will be missed. Those in the committee and general club members wish him all the best for the surgery and a speedy recover. We hope to have him back on the field ASAP.

6. Game play- Respawn (James / Tex)

Concerns have been raised about respawn within games and James raised the question of how this can be better addressed. James proposed that the respawn be the same in every game and could be along the lines of a flag in the middle of the field. Once shot a player is to advance to this point then return to base. Once at the base, they were back in the game. Other possibility proposed is dead time, where if a person is shot within their base they can not respawn for a set period of time.

Others acknowledged this as a problem, however commented that this would impact on scenario games. Accordingly it was suggested that in casual games have fixed flag respawn, but in scenario games it is up to the organiser to specify.

7. Game organisation (Mark)

At the last H3 game there was a break down in communications with respect to the games organised for the day and accordingly games were organised on the fly. While this did work and most were happy with the day, there were some that were unhappy and this reflected badly on the organisers. Mark raised the question about how this could be better organised. It was suggested by those in the meeting that;

- 1) Advanced warning of games taking place in the next month (2 games)
- 2) Elect person to organise the day

<i>27th October</i>	<i>James Tex (H2)</i>
<i>10th November</i>	<i>Mark (H3) full day scenario using electronic flags followed by BBQ</i>
<i>17th / 24th November</i>	<i>Andrew / James (Music) competition</i>

Also during the last H3 game, several players got disorientated and radioed to be recovered. Fortunately since they had radios they were easily retrieved. This is the first time anyone has wandered off in H3 much to the DS surprise, who had taken the possibility of such an event for granted. To avoid this in the future for large fields with poorly defined boundaries it was suggested that

- 1) DS to outline playing area
- 2) Buddy system, each player assigned a buddy for the day
- 3) Role call at mid day
- 4) Players need to sign out when they leave

Recommend players all have a radio. Need to insist players have a whistle.

8. Bank Account (Khamtanh / Mark)

Andrew asked about the Westpac club account and if this had been set up. Unfortunately due to work commitment Khamtanh and Mark have yet to set this up. They will try and find a Westpac open over the weekend and set up an account. Each is to get a cash flow card to access the account.

(Action point: Khamtanh and Mark to set up account)

9. Arms officer invitation letter (Andrew)

Andrew drafted an invitation letter for the Auckland arms officers to introduce ASA and to invite them to a game. This is to be reviewed and those in the committee quickly skimmed the letter at the meeting. The letter is to be sent to the North Shore / West Auckland and central Auckland arms officers.

10. Task completion (Andrew)

In order to better track tasks to be undertaken, Andrew suggested that following the web site report there be added a new section that lists tasks that have been action in previous committee meetings. This would be a check list on tasks that have been completed, but more importantly highlight those that were outstanding.

11. Committee (Mark)

Since James aka Music has stepped down, the committee is down to 4 members. Ideally the committee requires 5 to 6 members. In the past two players show interest in becoming committee members and they are Andy (Madduck) and Troy (Dutch). Andrew is to contact Andy and James is to contact Troy and see if they are still interesting in putting their names forward as candidates for committee members. A post is to be placed on the forums calling for new committee members and that because of their past interest Andy and Dutch to stand as candidates. Other candidates are invited to stand. A vote by members of the club is to be undertaken to determine the new committee members.

12. Off topic

Social event- To develop friendship beyond the field of battle Khamtanh suggested ASA dinner or BBQ to be organised for December.

13. Next Meeting

Next meeting is on the 21st November 1900. Venue- TBA, Chair will be James