



# AIRSOFT AUCKLAND

WARGAMES LIKE NO OTHER



MINUTES  
14<sup>th</sup> May 2009  
Chair: Mark

**Present:** Khamtanh, Andrew, Oliver, Mark, Sam, Damian, (Dan)

**1. Previous minutes**

Committee AGREED that the minutes of previous minutes accurate.

**2. Financial Accounts Status – Andrew**

a) Account balance-Bank	Bank	\$ 1172.76
	Liabilities	\$ 208.96 (patches)
	Balance	\$ 963.80

**3. Membership Report and New Members**

a) Current number of full members -	66
b) New members -	10 May
	13 April

**4. Website Report/Forum Report**

a) Forum registrants -	500
b) New topics-	115 (May)
	132 (April)
c) New posts -	1313 (May)
	1933 (April)

**5. Games for May and July**

The following are tentative game dates based on those posted in the forums.

30 <sup>th</sup> May -	Whitford (Ntrance) Limited induction
6 <sup>th</sup> June-	N.O.M.A.D (Delta)
20 <sup>th</sup> June-	H3 (The Crow)
11 <sup>th</sup> July-	H3 Cold war (Chibt)

## **6. Female Membership Fee**

In the 20th February 2008 meeting minutes in order to encourage more female players it was agreed that females are exempt from paying the field fee (subject to numbers). Andrew proposed that the membership fee for females needs to be adjusted which includes a fee for the first game. Female membership is accordingly adjusted to \$30. Renewal of membership remains \$20.

## **7. Amendment to the use of rubber knives**

Previously the use of rubber knives has been prohibited. Mark proposed that this rule be changed and that rubber / plastic knives be allowed and used in games. All in the committee agreed with this amendment. These rubber / plastic knives are allowed to be used for silent kills in which the victim is tapping by the knife. There is to be no stabbing or throwing of the knife.

***The carrying or use of a real weapons is strictly prohibited!*** This includes real knives, throwing stars and guns. Those carry real knives will have to remove them and store in car. Failure to do so and you will be removed from the field. A pocket knife is allowed but is for the purpose of gun repairs, fixing kit, cutting tape etc.... it is not to be used for knife kills.

## **8. Alcohol**

The consumption of alcohol during a game is strictly prohibited. This means you can not consume alcohol during the game, between games or during the lunch break. The only time players may consume alcohol is at the end of the gaming day and is recommended it is done in a responsible manner. If you are found in breach of the above you will be immediately removed from the field

## **9. Club BBQ**

Due to the recent disaster at an event that required a BBQ, Mark proposed that the club invest in a BBQ so that this is not repeated. Several options were explored but no resolution reached

## **10. Bang Rule**

Recently on the forums a club member made a post regarding a 'Proposed rule change' that focused on the 'bang rule' recommending that it be discontinued. Other members commented on the thread with the pros and con's of doing so and focussed on fps limits, gun types and safety, etc.

This topic was discussed at the committee meeting. The committee acknowledged there are problems with the current bang rule and its implementation and in particular players understanding of its use. All in the committee agreed that the 'bang rule' be retained but used under sticker guidelines detailed below.

### **Bang Rule**

- To achieve a bang kill the player must have a full advantage in which the player being challenged would be hit first if any attempt was made to fight back. You must have the complete upper hand.
- The weapon must be in a stable firing position and aimed at the target (i.e. you can not be running at the person yelling bang as there realistically is a chance of missing the target)
- Target must be within 5 m with no obstruction to the line of fire. Don't call a bang a 10 or 15 m
- However, it is recommended players attempt to eliminate an opponent from a distance where possible.

- A 'knife kill' is counted as a kill where you can touch the opponent undetected. If you are 'knife' killed this is considered a silent kill and the opponent is to follow the hit rule minus yelling HIT.

In the case of a bang kill, its application is most likely to occur when a player basically walks into a stationary player that has their gun fixed on them.

### **11. Sniper Application**

Virus (Mark) applied for sniper status for a PSG-1 that he would like to buy and upgrade. All in the committee approved his application subject to testing the gun and use of low cap magazines

### **12. Forums**

The topic of the ASA forums was discussed at the meeting and built on informal discussions between various committee members.

The outcome was a restructuring of the forums to be implemented immediately. Changes to be made include:

- General public area
  - Mainly pinned threads about the club, rules, regulations, forum details
  - Retain introduction thread
  - Removal of the general public off topic section
  - Removal of public gallery
- Members area
  - Improve structure
  - Removal of interclub game section
- Web page
  - Upgrade of webpage
  - Gallery with selected images

### **13. Club Administration**

The list below outlines the key responsibilities of each committee member as discussed at the meeting and also informally prior to the meeting by various committee members.

#### **Andrew (Chibt)**

- Membership - Everything to do with new memberships
- Finances - Shared with Mark. The two can authorise anything up to \$200. Book keeping
- Forum Admin - Setting permissions on the forums
- Game Organisation - Making sure games attend, and that there is a minimum standard to games i.e. DS's, game plans in advance, first aid kit, field bookings
- ASNZ - Secondary rep
- Nametags - ordering when appropriate

#### **Oliver (Tank)**

- ASNZ - Primary rep
- Rule enforcement - responsible for making sure rules are enforced, sending out warnings banning etc
- Web page – updating and maintenance of the ASA web page

- Snipers application- documenting players, their guns & mags and checking compliance
- Health & Safety plus documentation

#### **Khamtanh (Mr Westie)**

- Recruitment - getting people into the club but not taking there membership
- Interclub relations - Keeping the rest of the county as happy as possible ASA's statesman

#### **Mark (Bartonator)**

- Finances – responsibility shared with Andrew. Administrator of club bank account. Can authorise anything up to \$200 (greater amounts require committee approval)
- Minutes - keeping minutes of meetings and uploading them in a timely fashion

#### **Sam (ntrance)**

- Health & Safety plus documentation
- Game Organisation - making sure games attend, and that there is a minimum standard to games i.e. DS's, game plans in advance, first aid kit, field bookings
- Item Register - ensuring no more gear is lost. Checklist of items and knowing at all times who has what (items do not have to stay with Sam, but he needs to know who has what)

#### **Damian (Delta)**

- N.O.M.A.D - running the team league
- Rule enforcement - responsible for making sure rules are enforced, sending out warnings banning etc

### **14. Game Improvement**

Several months ago Khamthan proposed several ideas on how to improve cub games. Since then the N.O.M.A.D. team league has started. This has created a new level of gaming with a focus of teams with matching uniforms, limited rounds and objective based games

### **15. Committee Goals 2009 / 2010**

- Develop greater club identity, community and pride
- Develop airsoft into more of a sport
- Improve games
  - Better organisation / running to time
  - Better game scenarios
  - Player improvement
- Game data base

### **16. Other Business**

**A) Amendment to pistol FPS limits-** This topic was discussed at length. In order to reduce the risk of injury there needs to be a limit on the FPS of pistols especially since it is easy for a player to forget the power of the pistol since it is a small weapon and potentially shoot another at too close a range. It was also note that at distance (which is presumably the main reason for having a higher powered pistol) the accuracy is less than if using a SEG that is shouldered and held by both hands. Accordingly it was agreed by the committee members that no pistol is to exceed 350 fps

**B) Hit Markers-** All players are to have hit markers. Players are to keep them and bring to each game. If you lose your hit marker there is a fee of \$2 replacement fee

**C) Inductions-** The quality of inductions has reduced. They need to be run with greater structure and a check list run through that covers all relevant areas. Post on forums regarding inductions to be revised

The following on inductions is taken from the 16<sup>th</sup> October 2008 committee meeting minutes. All new players must be inducted before they can join the main games run by ASA. This is newly instituted and subject to revision and additional instruction.

#### Safety

- goggles (worn at all times)
- full face mask (optional but recommended)
- mouth guard (optional but recommended)
- water / food

#### Airsoft gun (weapon / basic use / safety)

- it is a weapon
- trigger control
- pointing the gun
- loading the gun / BB's
- unloading the gun / removing mag when not in use
- test fire static target
- limitations (distance / wind)
- shooting control (avoid head shoots)

#### What is a hit (honesty)

- body / clothing / webbing-vest / gun
- bang rule
- rebounds
- engagement distances (ranges and physically measured out)

#### What to do when hit

- call hit loudly
- hit marker on
- gun in the air
- dead men tell no tails
- respawn / medic

#### Demonstration of getting hit

- each new player is to be lined up and shoot in back

#### Mini game #1

- tag
- inductor to comment on things done correctly and incorrectly / debrief

#### Tactics

- shooting positions
- calling enemy position
- working in pairs

#### Mini game #2

- capture flag (1 team assaults other defends)
- inductor to comment on things done correctly and done wrong / debrief

Once DS satisfied that the new player understands the above, they will have passed the induction. They then can join main game

**D) New committee member-** The ASA committee requires an additional member. A post is to be placed on the forums advertising this position. Those interested are to put their name forward. If more than one application the committee members will choose the most appropriate candidate

**E) Team Markers-** Unfortunately the blue and red Velcro markers used to differentiate teams were lost at the H3 Christmas game. Since these have been extremely useful all in the committee agreed on the purchase of replacement team markers with three sets to be purchased (red, blue and yellow) ([Who is going to buy these?](#))

### **17. Next Meeting**

The next meeting would be set for the 17<sup>th</sup> June. Meeting location TBA