Vol. 1 Issue 3

TCA

THIRD COAST AIRSOFT MAGAZINE

CSAR
Mississippi Style

TACTICS:
THE ON LINE ATTACK

AIRSOFT SUPPORT

TO MILITARY UNITS

LiPo Batteries
VooDoo Technology
OR
The Future of Airsoft

Airsoft Safety:
WHAT YOU SHOULD KNOW

TRIBUTE TO DOC
Mike "Doc" Govan

FREE FALL ISSUE

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From the Editor's Desk

Well, here we are. It's finally fall and games are already getting off to a good start here in the Third Coast. Looks a lot like this season's going to a good time for airsoft!

We're now on our third issue of Third Coast Airsoft Magazine. While this one may be a little bit shorter than our last issue, we hope that the information you find in here is both informative and enlightening. In this issue we have articles that are going to give you things to think about and things to be thankful for.

Another thing we would like to announce is the creation of a new award: TCA Member of the Year Award. Beginning this year, and every year following, we will be announcing TCA's Member of the Year in the Fall issue and the award will be presented in December. This award will be more than a paper certificate; it will include a beautiful plaque, an award certificate printed on presentation quality paper and a prize item. Candidates for this award must be a member of a TCA team, be active in the TCA community, have made a significant contribution to the TCA community and exemplify all that TCA values: Dignity, Honor & Respect. Candidates will be nominated by the membership and voted upon by the entire TCA Council.

Finally, I would like to invite all of you who live in the Third Coast region to write and submit your articles to TCAM for publishing. This publication is for you, by you. Without your contributions and support, this magazine wouldn't exist.

Feel free to write about your previous airsoft operations, tech articles, gear and gun reviews, etc. Send us photos of your teams and ops so we can show the word what airsoft in the Third Coast's all about (*Originals, please. No downsized photos pulled off of Facebook, Myspace, etc.*). If it's publishable, we'll get it out there.

Have fun, play hard, play safe!

Partick Scott
Chief editor



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Mike Govan



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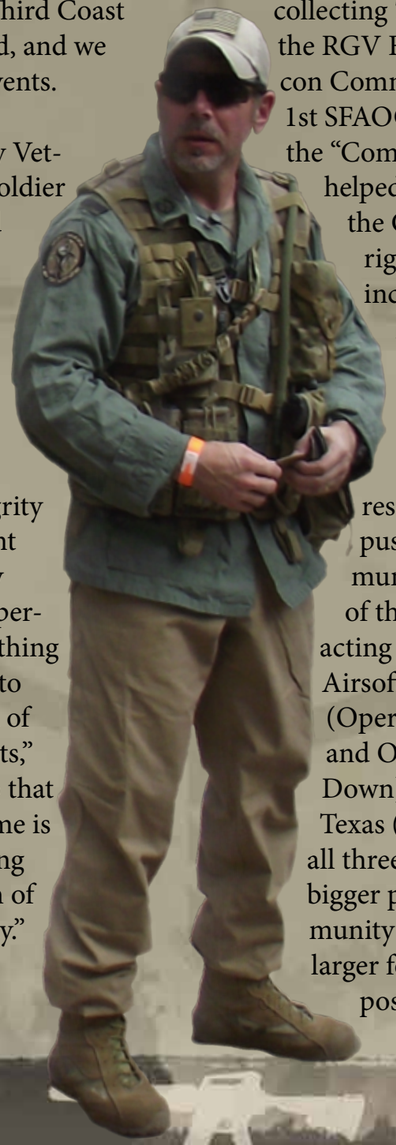
Tribute to Doc

Mike "Doc" Govan

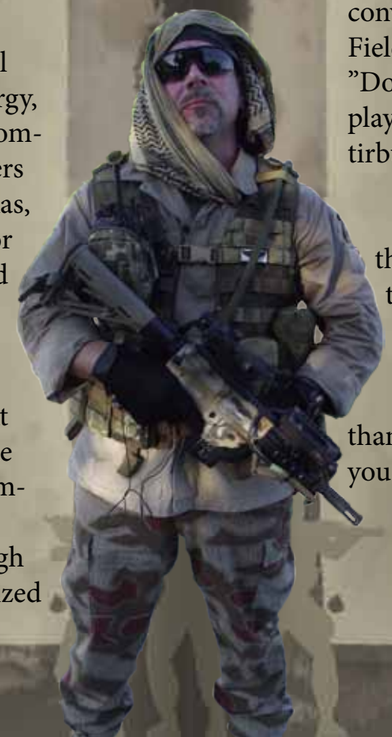
One of the best days in our growing airsoft community was when Mike "Doc" Govan and his son appeared in the Airsoft Scene in South Texas in the summer of 2009. His strong and sincere attitude, creativity, and friendship was needed at a time when Third Coast Airsoft was being created, and we were organizing more events.

This 13 year Army Veteran, a combat proven Soldier Medic, devoted husband and father took to the hobby recognizing the values and lessons that the sport brought to younger players and therapy for military Veterans. Doc brings a sense of honor and integrity that younger players want to emulate. "His military background and strong personal beliefs bring something to the hobby and serves to increase the realistic feel of our skirmishes and events," stated Zmonster, "add to that his focus on how the game is played versus just winning is essential to the growth of the sport and community."



Since the summer of 09, Doc organized his own team, hosted the first large scale Airsoft event in the Rio Grande Valley, Operation Skurge, in October of 09, not only was it a large event, it served the community as well, collecting 700 pounds of food for the RGV Food Bank. The Saber Recon Commandos later joined with 1st SFAOC as ODA 205/GFT09 the "Commandos/Sabers." He helped to create the concept of the Commando Challenge, a rigorous MILSIM event that incorporated skills training with mission sets in a time constrained environment.

His time, personal resources, effort and energy, pushed Airsoft and the community out past the borders of the RGV and South Texas, acting as Force XO at 3 major Airsoft Events, 2 at Harwood (Operation Just Revenge and Operation Blackhawk Down), and 1 up in Temple Texas (Operation Verrat). At all three events, his view of the bigger picture allowed the community to stand up to much larger forces and provide tough position that was recognized time and time again. His Zombie event "Skurge" had a successful sequel, Skurge II, in Victoria, Texas with over 130 players.



His friendships with players extends off the field, at times he is sought out for advice, or him just asking you "How you doing brother?" Doc was the first person in the minds of many to nominate as the South Texas TASO (Texas AirSoft Organization) Director, taking the post very seriously in order to ensure the growth of the sport safely and in a positive manner. He is considered by many as a source to bounce ideas off of when developing a scenario or event, and above all he remains modest and humble, a mark of a true professional.

On the 8th of October 2011, airsofters from all over South Texas converged on Delta Paintball's Airsoft Field to participate in an event to honor "Doc". 55 participants showed up to play airsoft and honor all of Doc's contirbutions to airsoft.

For all those that know you and those that have served with you, thank you for your dedication, integrity, and caring. All the Associated Teams, Vendors, Communities, and Players of Third Coast Airsoft thank you and look forward to seeing you on the field.

Third Coast Airsoft Magazine

THIRD COAST AIRSOFT

Third Coast Airsoft's

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Mike Govan "Doc"

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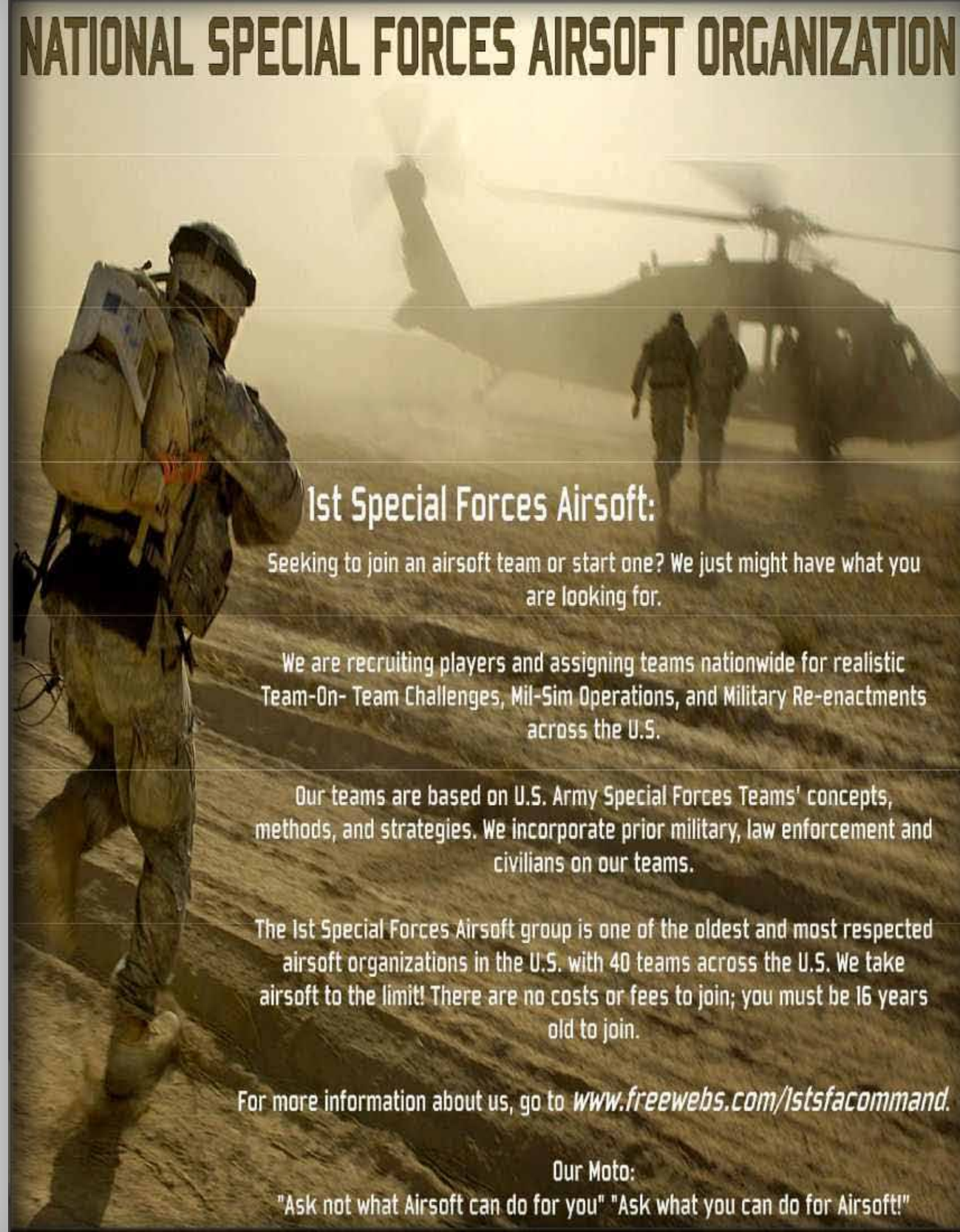

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TACTICS: THE ON LINE ATTACK

BY

RANGER MIKE



Most TCA Teams at one time or another have trained or practiced, used, or been exposed to an on line attack. When done right this style of offense provides shock, cover through fires, and will either drive the opponent away, to ground, or eliminate him.

Moving online allows for maximum firepower forward and rear with all players facing the same direction being to engage with their airsoft weapon. Response time is critical, with this method often overwhelming an



Third Coast Airsoft Magazine



enemy with a large volume of fire. New or building teams should attempt to master this basic movement formation then practice it in an assault mode. The visible amount of firepower will impress the team members.

Training and using this method will also get younger (new/inexperienced) players to move on the field. How many times have you experienced the players being told to move forward with them either do not or wait for someone else (then move behind them). This is normal human behavior (self preservation). Training, communication, and practice is required for a team to use the online method. Also this method is not to be considered as a “use all” method.

Moving and attacking online an objective should not equal a frontal attack, this could be disastrous if the enemy is organized or in prepared defenses. So all members should be able to recognize this, and know when to call a halt in order to set up a firing line, and begin to search for that flank or weak enemy side. Or possibly transition to a hasty defense or break contact.

As teams get more comfortable with the line formation, experiment with weapons placement, does SAW, M4, M4, M14 from left to right work for you, what other combinations work better? Later teams can begin to practice moving parts of the line forward and back with the other part covering. Hope this helps young teams, or established teams, giving some food for thought.

RANGER MIKE OUT!



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LiPo Batteries:

Voodoo Technology OR The Future of Airsoft



By: Spencer Harrell

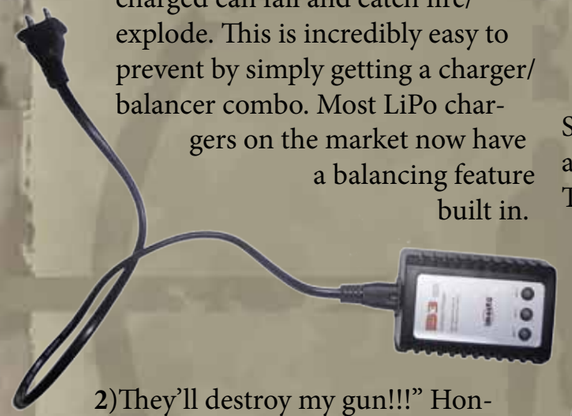
There's been a lot of talk lately about Lithium Polymer batteries, both good and bad. Anyone who's been in the airsoft circuit for any amount of time has heard about them, and more than likely has heard horror stories about them. Well, I'm here to defend them! I switched to LiPo's several months back and haven't regretted it for a second. Here's a couple of the more common myths about LiPo Batteries and my response to them:

1)"LiPo's are dangerous!!" Simply put, yes. Yes they are. However, they're not nearly as dangerous as they have a reputation for being. You've all more than likely seen the videos on Youtube of them catching fire and such. Yes, that can indeed happen. But unlike what you've heard, such occurrences are few and far between and CAN be prevented. There are several reason that a LiPo fails:

a. The cells are damaged. Unlike the standard NiCD or NiMH battery, LiPo batteries use gel filled cells rather than a battery cell with metal plates and battery acid. While they're able to put out much more, they're also more fragile. NEVER shove the battery into a tight space. Be careful to not drop the battery, or drop anything on the battery.

b.The cell voltage gets too low. When using a LiPo, always make sure you're using an LVC, or Low Voltage Control. Depending on the voltage of the LiPo, be it 7.4v or 11.1v, if the battery cells drop below a certain level, failure can occur on the next charge cycle. A LVC monitors the voltage of the individual cells, and should the voltage approach the critical level, they warn you (usually a beep or vibration) to stop using the battery and change it immediately.

c. The cells don't charge properly. When the cells fail to charge correctly, a single cell that is overcharged can fail and catch fire/explode. This is incredibly easy to prevent by simply getting a charger/balancer combo. Most LiPo chargers on the market now have a balancing feature built in.



2)They'll destroy my gun!!!" Honestly, no. LiPo's come in two common voltages: 7.4v and 11.1v. An 11.1v should ONLY be used in HIGHLY upgraded guns, such as a KWA or G&G. Most guns can't handle the pressure of an 11.1v LiPo battery. However, almost ANY metal gearbox AEG on the market can handle a 7.4v! On average, a 7.4v will put your gun through a little more stress than a 9.6v battery.

3) Lastly, "They're ungodly expensive!!" They were! When LiPo batteries first hit the market, the cheapest you could find one was right around $100 and chargers were even more! However, now that they've been out awhile, the price has fallen a good bit. If you get one from an airsoft retailer, you can expect to pay around $50 for one. However, I highly recommend Elite Airsoft Batteries! Check them out, they make their batteries from scratch and as such, keep costs way down. You can get a 7.4v for as little as $14! They also give you the option to choose what type of connector you want on the battery, which is great for those of us who prefer Deans!



A selection of common airsoft batteries. From left to right: 9.6v 1600 mAh NiMH, 7.2v 1300 mAh 15C LiPo, new 7.2v 1600 mAh 20C LiPo, 8.4v NiCd.

So, in the end, treat your LiPo with care and shop smart, and you're in business! Take care and see you on the field!

-SH

BY RALPH P.
XO, Mississippi Rifles Airsoft

CSAR: Mississippi Style

It was a humid morning, but the weather was good for the most part, a light breeze blowing. We had just finished giving the Safety and Scenario Briefings. Turn out was good, 42 players. The scenario was a CSAR (Combat, Search, and Rescue), with a "downed" helo being built on the field using pallets, cardboard, and canvas. After discussing scenario ideas with Zmonster and Ranger Mike, we decided to use dummies (an old punching bag and a duffle bag) to simulate our pilots. This was done in order to replicate injured personnel after the bird had crashed.

We split the sides evenly with 21 on each side. The Red forces (red diamonds on the maps) would start at marked field positions. The Blue forces (blue rectangles) would start at planned landing zones unknown to the Red Forces. Victory conditions were for the Blue Forces to link up with the pilots, then move them to a secure LZ (unknown to the Red Forces) and wait 15 minutes for extraction. In addition, Blue Forces had "fast roped" two "Delta" Players to the crash site, they would start there but would be unable to move the pilots until the main Blue Force arrived (if they arrived). Time for the scenario was an hour. For medic rules, we used the standard Red Rag knot for one hit (anyone on your team but the hit player, could tie it, and the hit player was back in), get hit a second time and it was off to the pre marked respawns (which for the blue was the initial insertion point and not the extraction LZ).



Figure 1

Starting Positions (Figure 1): Minus the 2 Delta Operators, Team Spades, Mississippi Rifles, and the Hellhounds organized into 3 squads, starting at the LZ (Star on Map). Eddie F. and Lee started at the downed bird and found covered positions (with this being Eddie's first airsoft game, he was getting into it). The Operators had good radio comms with the Rescue Team. Team RED, also broke into 3 Squads with the Hellhounds Team 2, Swamp Seals, Team A.R.C., and a few individual players . "Being new to MILSIM, the level of planning and real feel, got me into the setting," said Tristan from Meridian, "for a second or two I forgot that this was airsoft, I'm glad I was there with my Dad and brother, both are military veterans, that added even more."

I started the game with 3 short whistle blasts, initial movements are arrows on Fig 2.



Figure 2

Game Start

The Delta Operators were calling in reports on enemy movement. The Red Team, as expect made a bee line to the crash site, but slowed down when they started taking fire from Eddie and Lee (the Red team forgot completely that two "D Boys" had fast roped in).

Team Red suffered at least 4 WIA (wounded in action)(hit one time) and 1 KIA (hit twice, off to respawn) at hands of the two Delta guys. At the same time, one of the Blue Squads took up a blocking position (Mississippi Rifles) north of the crash site to relieve some of the pressure.

The Red Team Squad took cover in their buildings near their start point exchanging fire with the northern blocking position. Riley, a `Rifles SAW gunner noted, "We had very little cover up at the blocking position, and had taken a few KIAs and WIAs from the 3 buildings, a lot of our guys were forgetting what the purpose was and were focused on trying to take those buildings." At one point the Red Team at the buildings could have broke through the Blue blocking position, but would not move from the buildings. "Our guys in the Hounds 2nd team were holding down the Blue Team attacking the buildings. We thought the extraction LZ was near us," said Randall G, "I didn't want to give up our position. Also, it was easy to sit tight."

Friction, Confusion, and Stress

The other two Blue squads moved fast to the southeast but lost radio contact with the squad up near the buildings, causing some confusion and delays with the 2 squads linking up at the crash site. Morris from Hounds Team 1 said, "We couldn't get the Rifles on the net, or the the two Delta guys at the crash, so we had to slow down and feel it out."

This delay cost the Delta players a KIA, and Lee was off to respawn. "I saw the look on Eddie's face, and it was a look of horror," Lee stated. "I saw him call hit, wave the rag, and apologize to

me, the pucker factor was on high gear at that point. I had about 3 mags left, my WE .45, and no comms with the rescue team with at least 6 Red guys moving on me," said Eddie. Eddie later told Ranger Mike about that moment and suddenly calming down, despite having more pressure. "Eddie has a solid background and he fell back on his real world training, afterwords he told me what a rush it was for him at that moment in time," Mike recounted.

Blue's 1st Squad slammed into the Red attackers just south of the crash site, sufferring 3 KIAs out of 7 in the squad. However, they stopped any forward movement by the Red Team for ten minutes. At this point it was 20 minutes into the game, and the rush by both teams slowed. Blue's 2 Squad, resumed movement after sending runners to link up with the other squads. Morris' guys moved to the crash site, just as the Red Team started to put more pressure on. "I remember seeing Eddie, transitioning to his pistol just as we got there, one of the guys gave him a high cap, the relief on his face was awesome, " remembers Morris, "My younger guys were in the groove, but that was when we started getting flanked from the direction of the extraction point."

Figure 3



Red Gains an Edge

H2, one of the Team Leaders from Team A.R.C. assumed overall command of the Red Forces in the south. "We didn't have much command and control once the game started. The guys at the buildings didn't have radios, something we quickly figured out once the whistle blew. We kept slamming into contact at the crash site and to the side (west), we needed to get an advantage." H2 's taking command in the south, causing trouble for the Blue Team, at about the 25 minute mark. H2 began stretching his line out to the east looking for a flank and to possibly tie into the Red team somewhere by the buildings. At the same time he sent pairs of shooters to the west in order to disrupt Blue members as they came back from respawn. Markus a Red player from that started at the buildings at the beginning but later respawned in the south said, "H2 was seeing the bigger picture. He knew that our best chance to win was to isolate the crash site. Then we could hold them (blue) down." At the 35 minute mark, H2 had over 18 players in the south pressuring the crash site. Myself and the other Refs were wondering quietly, "Where was the 3rd Squad from Blue?"

3rd Squad Arrives...sort of

As the Blue players respawned (reloading/swapping batteries) at their initial LZ, the picture became clear, 3rd Squad began to break contact in the north and link up with the crash site. Lee found Eddie and they picked up the two "pilots" and got ready to move. With 15 minutes left to move to the extraction and another 10 for extraction, it was going to be close. "1st Squad (Blue) was spent and they collapsed back towards the crossroads north of the downed bird. That pretty much pushed the rest of us out," Morris said. 2nd Squad held off the Red Forces long enough for 3rd Squad and parts of 1st to head east towards the extraction point. Red shooters were slow to figure that the crash site was being left by Blue, until a new Blue player yelled out what was going on, then the rush was on. H2 remembers, "We were slow in figuring what was occurring until one of the Blue guys let it slip. Then it was pile on. But by then I had little left in the East due to losses (by Blue's 2nd Squad)."

Extraction

H2 thought that the extraction point was still somewhere by the buildings up north, sending Red members north in an attempt to cut off the Blue forces leaving the crash site. This allowed the Blue Team to slip east to the extraction. By the time Red ealized where the actual LZ was, less than 5 minutes were left, with Blue in good defense positions to hold off Red until time was called.

Results, Lessons, and Fun

At the whistle, all the players met at the extraction point, it was a hard fought game, by the refs' combined count and estimate, each team had lost somewhere between 40-60 KIAs. Nearly every player had been hit at least once. Pre-combat checks for radios, cross loading radios onto each team, and ensuring pairs had similar weapons for magazine reloading became tips of the day. Eddie and Lee had paired up with two different weapons, Eddie with a M4 and Lee a MP5SD3. Every player loved the feel of the game, and after a break, the teams switched roles and played another round with RED taking a win in 42 minutes. Thanks go out to Third Coast Teams for the scenario design idea, hope to see you guys on the same field soon.

Ralph OUT!

Airsoft Support to Military Units



Airsoft, at many times been considered by military, law enforcement and other agencies as an alternative to other methods of getting feedback during force on force training for small unit tactics. MILES (A very expensive laser tag) gear and blank ammunition, marking rounds, and paintball have all been used, all of which have drawbacks that distract from the training objectives (not realistic enough, expensive, inaccurate). As being a trainer and instructor, I have used all the different types of training systems listed above, but have found that airsoft was the best "bang for the buck" in terms of cost, transition from actual weapon to airsoft replica, and meeting the training objectives for small unit tactical training.

Many articles have been written in the past listing the disadvantages of other systems, so I will not dwell on them here. I want to focus on the positive results that I have seen incorporating airsoft into tactical training and instruction.



The Realism Factor

Airsoft replicas provide realism not only in the sense operating in this same fashion as actual firearms in the sense of loading, selector switches, and aiming (better that simply using blanks). They also do not distract as other systems do, such as external air tanks, paint, or laser emitters.



The sense of seriousness is difficult to create if the training tool is bright colored, not in the same shape as the actual weapon, or requires an awkward propellant connected. Extra ammunition is carried in the same shaped magazines loaded in very much the same fashion as their real weapon. Troops do not dwell so much on the replica, they focus on the mission and applying the training they have learned and practiced in the classroom.

The sense of realism adds to the training, troops focus on ammunition loads, expenditures, and cross level depending on what element is doing what. Squad and Fire Team Leaders can practice reallocating magazines on the objective or in the defense, passing out bandoliers of magazines. Muzzle awareness and trigger discipline are other factors that are immediately thought of, the trainees are much more aware because of the realistic feel and look of the weapons. Even though the ranges are shorter than actual combat conditions, the training objectives are met.



Low Cost and Training Area Requirements

In terms of cost, BBs and replicas cost very little when compared to sim rounds, adapters, paint, and propellant. With a full metal M4 costing less than 200 dollars including a battery and charger, and the low cost of BBs, a unit can easily purchase a set of 40 weapons for less than having a platoon of 40 going to a paintball field for the day, or using sim rounds (which depending, can run nearly a dollar a shot). The cost would cover that set and ammo and be available for the unit to use multiple times without additional cost. The last unit I was in, we used the set once a week for 8 weeks without buying additional ammunition, in addition the locations that could used saved us the cost of traveling to the out of town training area (cost and time that took away from training). Training area requirements are minimal, with other forms of training like paintball or sim rounds, you have to go to the training location,

with airsoft, any location that can be coordinated for can be used. Units that have borrowed airsoft weapons have done local training in National Guard Armories otherwise they would have





done zero weapons training for that weekend. Even when just conducting basic weapons handling and aiming drills, trainers like to use a system like airsoft that can be used to train basics as well as going force on force. Keeping ranges short, trainers I know have conducted basic rifle marksmanship familiarization.



For Law Enforcement training, the two officers I know, like using the gas blow back replicas because of the feel and feedback, practicing draw and shoot techniques. This building of muscle memory allows for the officer to practice without having to go to a range and can be done in a small office area.

This article hopefully gives many professionals ideas on how to incorporate the use of airsoft replicas into their training. I know many in the community that are already and are trying to get the word out. See you on the field!

Z OUT!



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The New Face of SE-TAC

By: Josh "Asmo" Calcote



The beginning of the Fall 2011 gaming season has been a busy one for Houston's most active and friendliest airsoft community. The Southeast Texas Airsoft Community (SE-TAC) recently appointed Patrick "Alpha3" Scott, President and Founder of the American Airsoft Association (A3) and CEO/Chief Editor of Guardian Publications, LLC, as the official SE-TAC.com webmaster and humbly requested his assistance in implementing a website redesign and streamlining campaign that has been two years in the making.

SE-TAC was founded in December 2008 by Bill "Longbow" Ferguson and Tony "TigerD" DeRosso in response to player demands for an active and family-centric airsoft community where players were readily welcomed and free thought and trade were the norm. SE-TAC's mission is to advance the sport of airsoft in Houston and surrounding areas by offering regularly-scheduled military-simulation and recreation games, airsoft-specific training courses taught by law enforcement and military professionals, a fully-functional online buy/sell/trade venue, and by supporting various philanthropic pursuits, such as the Wounded Warrior Project and Cell Phones for Soldiers.

A team of website administrators were recruited, including this author, to create a fun and functional online airsoft forum that incorporated as many "bells and whistles" as possible to satisfy the diverse interests of the Houston airsoft population. This author was placed in charge of website development and the "face" of SE-TAC.com that was beloved for the last two years was born.

In early 2009, SE-TAC embarked upon a marketing and branding campaign that resulted in the development of characteristic online community colors, themes, and images – the most iconic of which was the "SE-TAC Shield" – and various types of SE-TAC merchandise such as t-shirts, bumper stickers, banners, and morale patches. As SE-TAC's membership, popularity, and influence expanded, the need for a more functional and modern website community became readily apparent to the administrator staff. After two and half years of constant use, SE-TAC's website was starting to show its age. Its software platform was becoming more and more unstable resulting in a slow, cluttered, and bug-ridden forum. Changes were desperately needed, but the administrator staff did not have the knowledge to implement them. Enter Patrick Scott.



Bill "Longbow" Ferguson was instrumental in forming the partnership between SE-TAC and Patrick Scott. They had initially entered discussions regarding SE-TAC.com joining the American Airsoft Association and ended-up becoming fast friends. Further telephone calls led to Patrick Scott volunteering his time and web development skills – pro bono – to redesigning the SE-TAC.com website. The site administrators, after much discussion of his offer, cautiously agreed to give Patrick access to the inner workings of the website to see what he could do. Within 48 hours, all doubts about Patrick's abilities were dispelled.

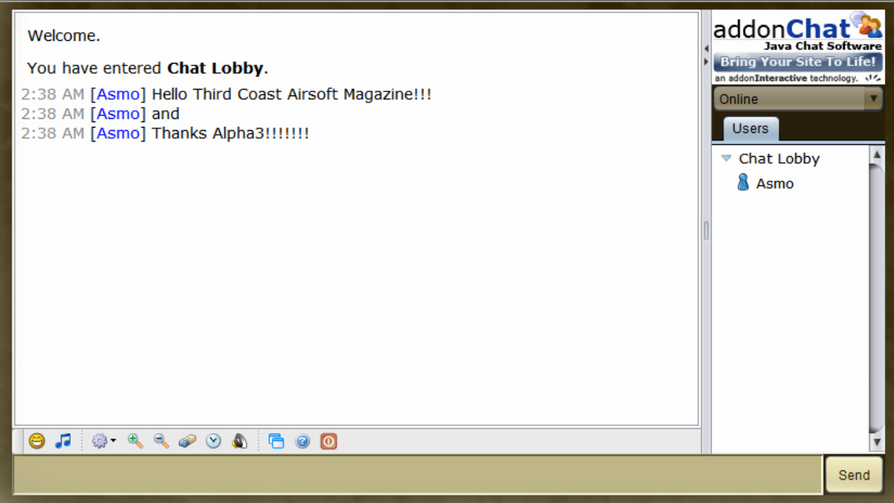
As of this writing, Patrick has dedicated over 25 hours of his time to redesigning SE-TAC.com. The new version of the website includes forum features that were sorely lacking in the past – a vibrant and eye-catching custom forum theme ("SE-TAC Sandstorm"), a chat room, a stable software platform (phpBB version 3.0.9), and an interactive events calendar (pending installation). One feature that the admin staff is particularly proud of is our new, real-time, local weather radar. To this author's knowledge, no other major airsoft website can boast such a feature – SE-TAC is the first!

Since being publically unveiled on October 7, 2011 to the SE-TAC community, the new website has met with overwhelming praise. The chat room is especially popular and SE-TAC is experiencing its heaviest website traffic in two years. The future of SE-TAC is very bright and the administrators are looking forward to continuing their efforts of supporting the Houston airsoft community's needs and spreading goodwill and fellowship throughout the entire region. SE-TAC would like to expressly thank Patrick Scott for all the work he has, and continues, to do for the community. He has helped start a new chapter in the history of the Southeast Texas Airsoft Community!

– Asmo



SE-TAC Live Chat



SE-TAC Live Weather Radar

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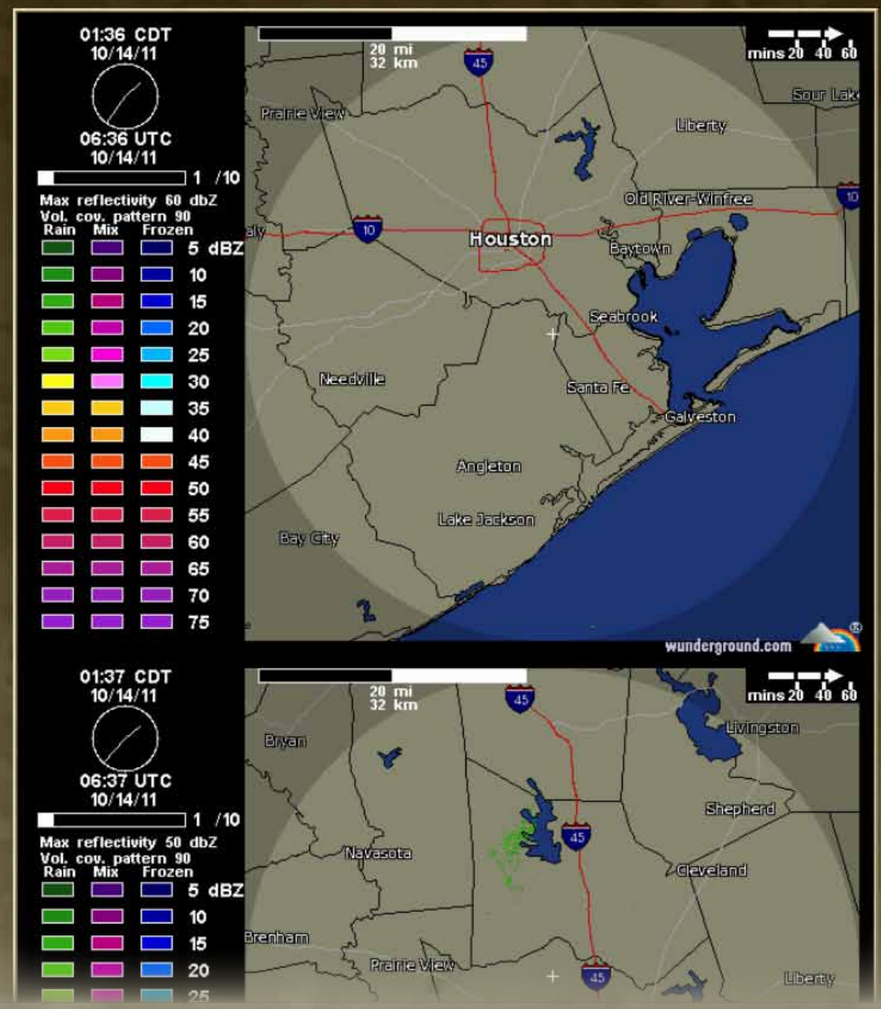

Third Coast Airsoft
Magazine



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Airsoft Safety:
What You Should Know

When it comes to airsoft, having fun is the name of the game. Like other sport, airsoft does come with certain risks. And, like other sports, there are precautions we must all take in order to ensure the game stays safe, while remaining fun. So, if you're planning on a simple day of skirmishes or a full-on airsoft operation, safe playing practices should be your number one concern. This article is meant to serve as a guide for you to use to keep the sport safe and fun at the same time.

Of the safe practices will discuss in this article, Eye Protection is one of, if not the most important topic we can cover. Any time your airsoft rifle fires, you should be wearing some sort of adequate eye protection. What constitutes "adequate eye protection" or "eye pro"? According to the American Airsoft Association (A^3) and the NSERA (National Sports Entertainment Recreation Association), the simple answer is any ANSI Z87+ rated eyewear that covers your eyes in such a way that you cannot fit the eraser of a #2 pencil between the rims of the eyewear and your face.

Most airsoft field, organizers and communities prefer and/or require "full-seal" eye pro that actually makes contact with the face around the eyes. Paintball goggles and military approved goggles fit this requirement quite well. However, for those who do not feel comfortable wearing full goggles, there are several brands of sunglasses and/or safety glasses that have foam gaskets around the frames to make them "full-seal". For anyone wearing those, I strongly suggest you either get a pair that have head straps or purchase some separately so that they will stay on your face even if struck from the side by a high velocity BB. We recommend the foam-lined Crossfire brand protective eyewear.

Next, we'll talk about trigger discipline. This one is really simple. Any time you are not shooting your airsoft weapon, keep your finger off the trigger. Just rest it on the trigger guard, pistol frame, rifle receiver, etc. "No Meat-hooks!"

MEDs, or Minimum Engagement Distances, are among the most common and basic parts of any airsoft game's rules. And MED is the minimum distance an opponent should be in order to shoot them. If they are closer than that distance, you must switch to an airsoft replica who's MED is closer or use the "Bang Rule" / "Safety Kill". Below are the TCA/ A^3 / NSERA approved MEDs and their corresponding Velocities with .2g bbs.

- NO MED – 300 FPS and below
- 10 ft. MED – 301-350 FPS
- 20 ft. MED – 351-400 FPS
- 50 Ft. MED – 401-450 FPS
- 100 ft. MED – 451-550 FPS

These MEDs are very common across the U.S. and provide the basis for safe play. Each player should chronograph their airsoft replicas before the beginning of each game to ensure they know what their velocities are and what their MEDs are for the day with each replica.

The other side of MEDs is the Maximum Velocities allowed and what typed of replicas can operated within a set of velocities. As you can see from the previous section, we have 5 MED categories based on velocity ranges. The first two classes are for QCB (Close Quarters Battle), followed by field rifles, then support weapons / DMRs and capped off by sniper rifles. Below is how it's broken down:

- CQB – 350 and below (GBB Pistols and low-powered AEGs)
- Field Rifle – 400 and below (standard AEG)
- Support Weapon – 450 and below (M249 Saw, M240B, M60, RPK, etc.)
- DMR – 450 and below (semi-only)
- Sniper Rifle – 550 and below (semi-auto / Bolt Action only)

Anything over 550 FPS is not acceptable for play on an airsoft field due to safety and legal concerns. In certain states, anything over 550 FPS constitutes a firearm, hence the cap at 550.

When checking your velocities, please use a chronograph and not the "poor man's chrono" which is shooting a soda can. The "poor man's" method is wildly inaccurate and should never be used. When you chronograph your airsoft replicas at games, an official who is administering the chrono station should have differently colored zip-ties that can be affixed to your replicas denoting what MED class your replica falls under. That way, not only does a ref have a visual way of knowing if someone is violating MEDs, but you have a visual reminder yourself on your replica.

Next we are going to talk about No Fire Zones. This is extremely important. When you are in a staging area, parking lot, etc. you are in a no fire zone. Place your replica on Safe and remove the magazine. If you have a barrel cover/ plug, it is strongly advised that you use them as well. Due to fogging issues, comfort, whatever, players generally take off their eye protection. So, if you discharge your replica in a no fire zone, you run the serious risk of injuring your fellow airsofters. Even if you think you are firing in a safe direction, don't do it. You never know what or who might be out of sight and accidentally shoot them.

Now we're going to cover transporting your airsoft replicas. All airsoft

replicas should be transported in a hard case with use of a lock. Magazines, clips, and ammunition should be stored separately. If a hard case is not available, a lockable fabric carry case is the next preferred choice. Again, ammunition and magazines should be stored separately, not in or on the case. If neither of the first two choices is available, the original box should be used, with magazines and ammunition stored separately. Never transport your airsoft replica without appropriate containment and consult your local laws regarding the transportation of firearms, for the safest method(s) of transporting your equipment. A red or orange flash hider, barrel cover/plug, or painted barrel should be present on the airsoft replica when being transported.

Finally, let's talk about Law Enforcement. It is always, always, always a good idea and strongly recommended that you contact local law enforcement prior to every game and let them know that you will be playing an airsoft game or event at whatever location the game is to be held at. There are several reasons for this. Primarily, it is so that if they get a call that there are armed individuals running around at the location you are at, law enforcement will already be aware of your presence and will be able to respond accordingly. The last thing you want is law enforcement showing up, weapons drawn and risk someone getting hurt or dead because neither you nor law enforcement knew what was going on.

If a police officer or other law enforcement officer approaches you, the proper response is to drop your airsoft replica and obey every command given. Failure to do so could result in physical harm and/or prosecution. You must obey law enforcement.

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