MULTI-GUN AIRSOFT EXPERIENCE

INTRODUCTION: Airsoft uses plastic 6-millimeter spherical balls that are sometimes called airsoft BBs or pellets. Airsoft guns use compressed gas or a spring or electric motor to drive air out of the gun to propel the BBs. Airsoft guns come in two authorized formats: rifle and shotgun.

AIRSOFT RANGE LAYOUT: The Scouting America Multi-Gun Airsoft Experience is designed for an individual participant to shoot multiple guns, one at a time, at a given set of targets in a single bay. One or more bays, a waiting area, and an optional training area make up the complete airsoft range. Review the *National Range and Target Activities Manual* for a complete list of components that make up an airsoft range target bay.

RANGE DESIGN: Each bay is designed to accommodate one participant and their coach in addition to the targets and airsoft guns with containers. It is recommended that you have a 10-foot-high backstop and ballistic cloth sidewalls on the right and left that connect with the backstop. The sidewalls must be at least 8 feet high to ensure the safety of others and structures surrounding the shooting area. A safe minimum shooting distance of no less than 15 feet between airsoft guns and targets should be established to minimize the effects of ricochets to shooters, staff, and observers. This distance may be increased depending on the target materials in use and the velocity of the airsoft gun BBs. Multiple bays must be designed to prevent any risk of injury if someone is resetting targets downrange in an adjacent bay. These recommendations assume a maximum target height of 4.5 feet.

SINGLE-BAY DESIGN: See page 2 for a sample single-bay design in which rifle and shotgun airsoft guns are used and there is a dedicated shooting lane for each type of gun. Each lane is set between the container for a particular gun and the targets intended to be shot by that gun. All spectators must remain behind the control line. Up to five participants who are next in line may be positioned between the ready line and control line. Anyone stepping forward of the control line must wear eye protection. Some type of highly visible and elevated barrier (e.g., rope or a fence) should be positioned at the control and side barriers with closable entrances as needed to manage entry into various areas of the range. Raised barriers with gates at the bay and ready lines are also suggested if you anticipate a lot of participants.

MULTIPLE-BAY DESIGN: Page 3 shows a sample range with multiple bays. Each individual bay within the multiple-bay design must follow the range design for a single-bay found on page 2. Note the suggested dedicated training area for first-time shooters and traffic flow. Each bay in a multi-bay range layout is operated independently of the others, and ballistic cloth sidewalls are required to prevent crossfire between the bays. Each bay must have its own instructor and shooting sequence. Once a participant is trained for a course of fire, repeat training at the same event is at the discretion of the instructor. Participants could be given wristbands or another indicator so they may be easily identified as “trained.” A separate training area may be established for single- or multiple-bay layouts.

An airsoft rifle or shotgun is placed on the shooting table when a bay is ready for a course of fire. The gun must have the safety on and be pointing downrange. After shooting is completed, the gun must be placed in a container next to the shooting station; the ideal container is a plastic, non-marring barrel or trashcan where the guns are placed muzzle down. To help reduce damage, a soft cloth or pillow may be used in the container where the gun will be placed. If the muzzle cannot be placed in a down position it must be pointing downrange in a safe direction. Airsoft guns must have the safety engaged when in the container.

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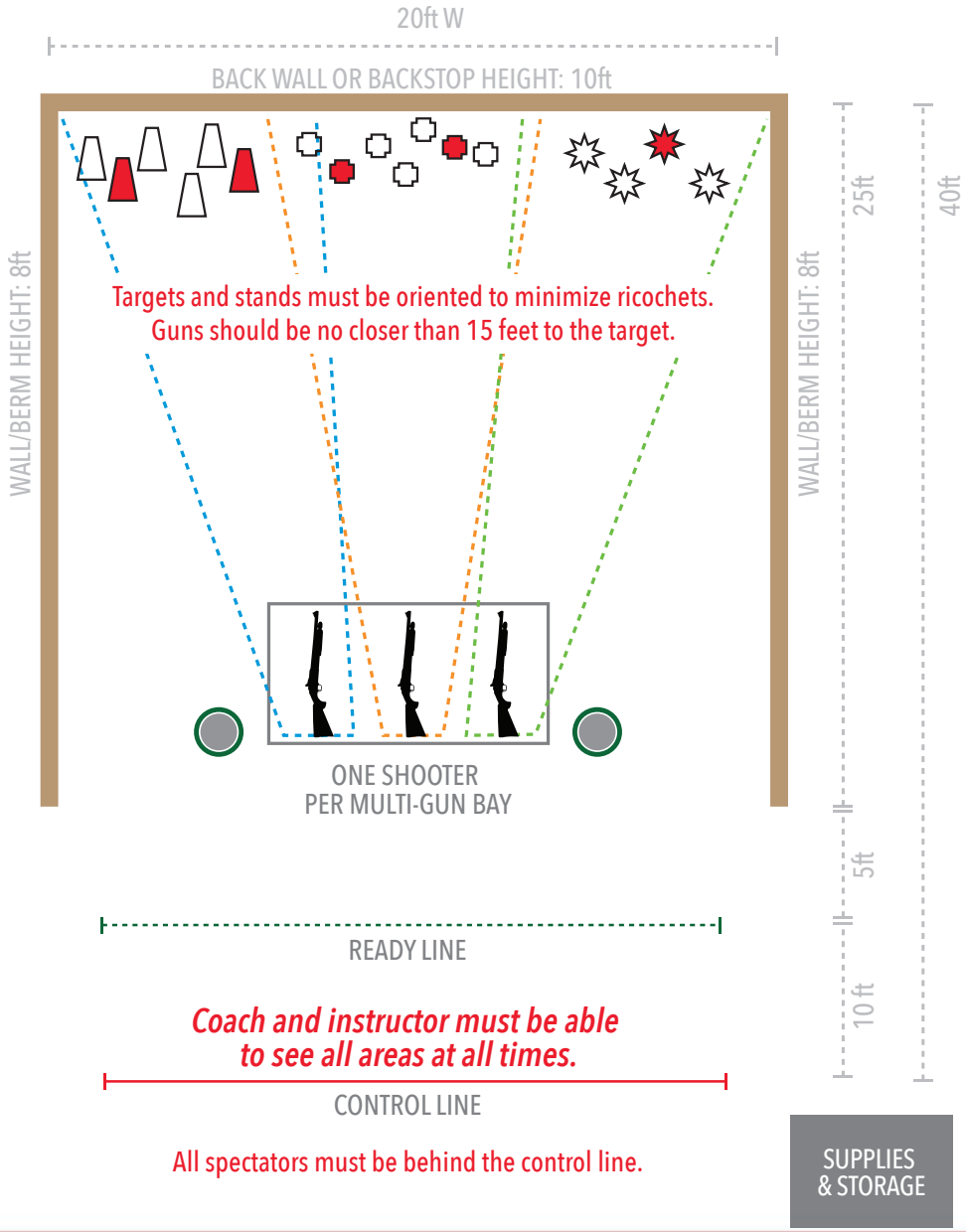
Obstacles within a bay are optional and provide a challenge as participants move from one shooting lane to another. If participants must go around an obstacle they must always go around the end farthest from the targets—toward the bay line. Participants must not cross over or under obstacles. Obstacles must not be taller than 4 feet above the ground to ensure there are no line-of-sight obstructions within the bay. The backstop and walls should be constructed of material that will not allow airsoft BBs to penetrate them when fired from any distance.

Targets should be "responsive"— providing some sort of visual and/or audible indicator when struck. They can be made of materials to cause a sound (e.g., metal) or constructed so they will visibly move when hit. Moving or auto-resetting targets used for pellet guns or firearms usually will not work for airsoft because the BBs lack enough force to cause much movement.

SAMPLE RANGE LAYOUT (SINGLE-BAY)



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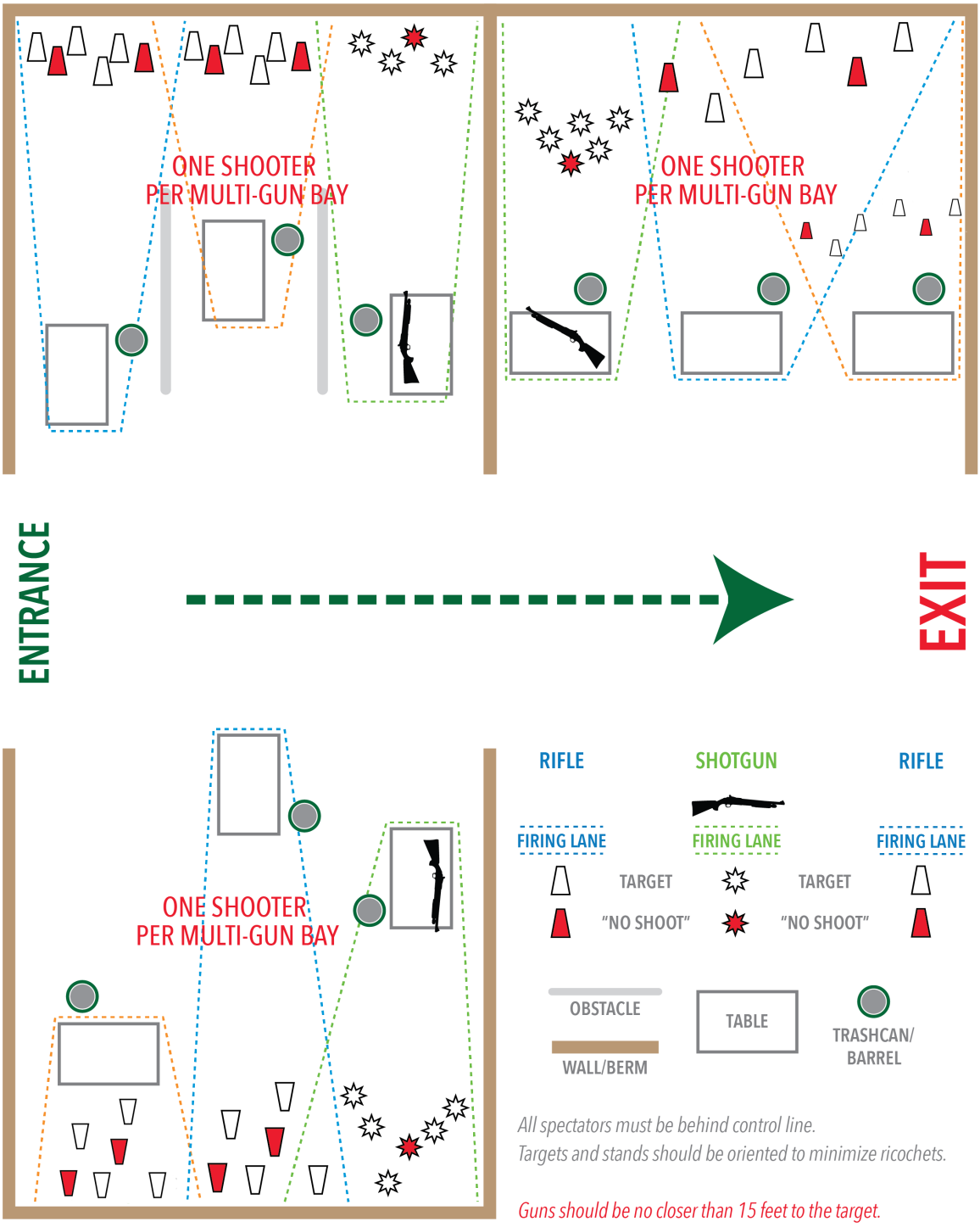
SAMPLE RANGE LAYOUT (MULTIPLE-BAY)



All spectators must be behind control line.
Targets and stands should be oriented to minimize ricochets.

Guns should be no closer than 15 feet to the target.