

Safety Requirements and Regulations + Gear Requirements

*(03/07/2016)

The most important concern for us with the Patriots is safety. Airsoft is a strenuous and vigorous sport. Because of this, you CO came up with the following safety requirements and recommendations. Failure to adhere to the safety rules is grounds for dismissal from an event or from the organization. Safety is our biggest concern, therefore must be your biggest concern as well. In no way can these terms be altered unless it provides greater safety than previously stated.

Eye Protection:

- Proper eye protection must be worn at all times when in areas not designated as "no fire zones".
- Required proper eye protection is considered to meet ANSI 87.1 as a minimum.
- Full sealing eye protection that provides no gaps through which a bb may pass required.
- Minors are required to have full-face protection in addition to full sealing goggles.

Failure to provide the proper eye protection will subject the player to dismissal from the function. While in a live fire area, eye protection is not to be removed for any reason. In the event of eye protection failure (fogging for example) seek the assistance of another player to escort you to a "no fire zone". If any player observes another player without proper eye protection in place while in a live fire area, loudly announce a cease-fire, "Blindman!", and insure that said player without eye protection is escorted into a safe area as soon as possible. Any player caught without eye protection or removal of such protection in the live fire zone is reason for removal from the game.

Weapon Safety:

- Always treat your airsoft weapon as if it were a real firearm.
- Never point your weapon or fire it at another person unless it is during a skirmish. Handguns must be holstered.
- Never fire any airsoft weapon at a person who is not wearing proper eye protection.
- Never fire your weapon without your proper eye protection in place. *Any discharge of any airsoft weapon outside of designated live fire areas is reason for immediate removal from the game.*
- Carry your weapon through no fire zones unloaded, with the safety engaged and the barrel block in place.
- Before use, insure that all weapons are in good working condition with no malfunctions. After removing a magazine, make sure to fire the weapon to insure that all projectiles are removed from the weapon before engaging the safety.
- Always transport your weapons to and from events in proper "discrete" weapons cases.
- Any alternate weapons must be checked by you CO to be considered "Safe", such as rubber knives. Any one found with any sort of firearm or weapon not permitted will be escorted off the field

Gear Requirements: (* for Actives only)

- **Digital Subdued Pants/Jacket (*Default Camo)**
- **Woodland BDU Pants/Jacket (*Alternate Camo)**
- **Black or Tan combat Boots (Your Choice)**
- **Black, OD or TAN Load Bearing Vest(Your Choice)**
- **Proper eye protection that meets ANSI 87.1**
- **Hydration - Camel Back or Canteen**
- **Field Watch/Time Piece**
- **Baofeng Radio w/headset/earpiece/mic**
- **Your own Primary Weapon**
- **Your own magazines**
- ***Patriot Patch**
- ***Dog Tags**
- ***Combat Beads**

Optional - But Recommended Gear

- **Helmet**
- **Lower Face Protection (Important!)**
- **Knee Pads**
- **Secondary Weapon and/or Sidearm**
- **Rubber Replica Knife**
- **Face Paint**
- **Extra Batteries/Gas or Air for your Weapons**
- **Spare radio or battery for radio.**
- **Tools for your weapon**
- **Extra Ammo**
- **Pen or Pencil with notepad**
- **Zip Ties**

***To provide a more realistic environment, we prefer use Low/standard/mid cap magazines.**

-Keeper 03/07/2016