

**The United Kingdom
Airsoft Sites Governing Body**



**UKASGB
GUIDELINES**

These guidelines are issued after review, discussion and decision of the UKASGB management committee. In the main they are based on or related to legislation or advice and information from external bodies. All guidelines may be subject to change as circumstances, information or legislation changes.

6th edition. November 2006

C.

Child Protection. Any site providing games for players under 18 must have in place a Child Protection Policy that is drawn up in accordance with CPP Guidelines and have a Child Protection Officers registered through the Criminal Records Bureau. It is the responsibility of each site to keep up to date with all matters that impact on Airsoft.

Chronograph.

1. All sites should have a chronograph.
2. Ideally there should be a backup chronograph available to confirm contested readings.
3. There should be a proactive arrangement to ensure that all guns used in the games have been chronographed.
4. All chronographed guns should be identified.
5. Velocity reducers are inefficient and do not provide adequate prevention to a guns fps potential. They should not be used when a gun is chronographed.

F.

First Aid.

Member sites must have a competent First Aider present during games as well as a properly equipped First Aid Kit and Accident Book.

Fps limits. AEGs / Sniper Rifles

The Firearms Act 1968 defines a firearm “a lethal barreled weapon of any description from which any shot, bullet or other missile can be discharged”. In this context, a “lethal weapon” means a weapon capable of firing a projectile with sufficient force to inflict more than a trivial injury, i.e. with a force sufficient to puncture the skin. The force with which a firearm is able to deliver a projectile is normally expressed in terms of the kinetic energy it generates at its muzzle – the “muzzle energy”. This force is normally expressed in units of foot pounds (ft/lb) or joules (J).” Following the case of Moore v Gooderham the level at which lethality is set is 1.35 joules and whilst the ammunition used was not airsoft ammunition but airgun pellet the difference in relative penetration of ballistic gelatin by airgun pellets and airsoft ball bullets is 0.01 joules.

On the basis of this information the following guidelines are provided:

1. All guns used in Airsoft games against another player must not exceed 328fps.

2. Sites may use a discretionary limit of +10% when chronographing guns.
3. It is advised that the discretionary upper limit is not publicised.

Exempt sites: Where a site has obtained specific and unambiguous written confirmation from an insurer that the Public Liability cover provides for the use of High powered, single action, sniper rifles then the Guideline limits will not apply.

Face protection.

1. Full Face protection is strongly advised.
2. Full face protection is compulsory for under 16s
3. Eye protection is an absolute minimum for all over the age of 16yrs

It is suggested that those players choosing to use eye protection only, should be made aware of the impact standards that apply. This can be done by posters, inclusion in the site agreement sheet or included in the safety briefing prior to games starting. The recommended min standard for 0.2grm Airsoft BBs when fired at 328fps is EN166 (F) / BS2092 (2) Players should be encouraged to check that their eye protection conforms to the standard and is marked accordingly.

EN166 Notation	BS2092 Notation	Description
A	N/A	High Energy Impact: 190m/s
B	1	Medium Energy Impact: 120m/s
F	2	Low Energy Impact: 45m/s
S	N/A	Increased Robustness: 12m/s

Information by courtesy of Bacou-Dalloz Ltd

H.

Health & Safety.

All sites must have a H&S policy that is drawn up in accordance with H&S Guidelines. It is the responsibility of each site to keep up to date with all matters that impact on Airsoft.

M.

Marshals.

It is advised that sites have Marshals to supervise the games as well as ensuring safe and fair play.

Marshals should be dedicated to Marshaling and should not be involved in playing.

Min age limits.

1. 12 yrs old.
2. Sites allowing players under 18 MUST have a Child Protection Officer and a Child Protection Policy

P.

Pyrotechnics.

1. Any site storing, issuing or selling pyrotechnics must have a current "Registered Premises Licence" issued under the requirements of the Explosives Act, 1875 and 1923. Licences are obtained from either the Fire Services Safety Officer or the Trading Standards Dept of the local authority. The licence applies to the premises on which the pyrotechnics are stored.
2. The standard of storage should be, safe, suitable, legal and away from heat or naked flames.
3. A Risk Assessment + Fire Assessment should be carried out by each site for use and storage.
4. Only pyros officially sanctioned by each site may be used on the site, procedures, notices and supervision should be in place to enable site operators to check any pyros brought in by players.
5. Sites should only use those pyros that are specifically designed for Airsoft games and are manufactured by a bona fide manufacturer.
6. Pyros should be accompanied by Safety sheets from the manufacturer. These should be used for the Risk Assessment process as well as the COSSH section of the H&S policy. Sheets may be displayed at point of sale.
7. Pyros MUST not be sold to under 18s. Signs should be displayed at point of sale.
8. An explanation and demonstration should be given as part of the safety briefing at the beginning of each game day.
9. Sites using Pyros should have Firefighting equipment available along with procedures for site evacuation in the event of fire.

V.

Velocity reducers. See Chronographing.