

MULTI-GUN AIRSOFT EXPERIENCE OPERATIONS GUIDE



BOY SCOUTS OF AMERICA®



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ACKNOWLEDGEMENTS

The Boy Scouts of America, in cooperation with the National Rifle Association, is proud to present the Multi-Gun Airsoft Experience, a fun recreational program for new and intermediate shooters. This guide is a Boy Scouts of America adaptation of the *NRA 3 Gun Experience Guidebook*. The BSA greatly appreciates the NRA for their continuing commitment and contributions to Scouting.

Multi-Gun Airsoft Experiences offer a great introduction to the fastest growing shooting sport in the world, 3 Gun. These safe, family-friendly events can help councils reach new members and retain existing ones.

No BSA council, district, or unit is authorized to host, demonstrate, or otherwise present any sort of airsoft program unless the policies and procedures in this *Operations Guide* are followed.

MULTI-GUN AIRSOFT EXPERIENCE OPERATIONS GUIDE



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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 three authorized formats: pistol, rifle, and shotgun.

The Multi-Gun Airsoft Experience differs from most shooting activities in that all participants use two or all three types of the airsoft guns. Note that fully automatic use of airsoft guns is prohibited. Airsoft guns that have a “select fire” capability must remain in semi-automatic or safe mode at all times.

Each individual shooter is paired with an instructor in their own dedicated shooting bay. A coach may also assist the shooter using the coach/pupil method. All shooting is done from a standing position except to accommodate shooters with special needs.



A WORD ABOUT SAFETY

While every attempt has been made in this guide to outline a fun and safe program, those efforts cannot replace review and vigilance at the point of program execution. [The Event Safety Checklist](#) in the [Guide to Safe Scouting](#) and the [Program Hazard Analysis](#) found in the [Scouting Safely](#) section on [Scouting.org](#) can assist local operators in discussing safety conditions specific to their area.

Safety is integrated into the program by design but is not necessarily called out as such. This includes range layouts, limitations on the guns used, and requirements for eye protection as well as the need for qualified supervisors who know and understand the equipment being used.

This *Operations Guide* contains the program in its entirety. Multi-gun activities outside of these parameters have not been evaluated and are not considered official Scouting activities.

This operations guide will be revised occasionally as changes are made to equipment, operation, and technology, so please keep an eye out for updates. The latest version is available [online](#).



BSA-AUTHORIZED AIRSOFT ACTIVITY

All BSA councils, districts, and units are required to follow the specifications in this guide when sponsoring or conducting Multi-Gun Airsoft Experiences. Districts and units are prohibited from using airsoft guns unless permission is provided by their council.

The use of airsoft is not authorized in the Cub Scout program.

ACTIVITY SPONSOR	BOY SCOUT & VARSITY	VENTURING & SEA SCOUTS	EXPLORING & LFL
COUNCIL	P, R, S	P, R, S	P, R, S
DISTRICT*	P, R, S	P, R, S	P, R, S
UNIT**	P, R, S	P, R, S	P, R, S

Appendix 7 lists all BSA-approved airsoft equipment by make, model, and manufacturer. *No other airsoft guns are permitted regardless of similarity.* Use the table above to determine which of the three formats (P = pistol, R = rifle, S = shotgun) are allowed in your activity.

Airsoft is not an authorized activity for Cub Scouts.

* Districts must receive permission from the council Scout executive, or authorized delegate, and the council shooting sports committee before conducting any events involving airsoft guns. Permission is granted on a calendar-year basis and is good for all district-sponsored events to be conducted that year.

** Units must receive permission from their district executive and the council shooting sports committee before conducting any event involving airsoft guns. Permission is granted on a per-event basis.

REQUIRED STAFF

Volunteers, coaches, and instructors are vital to the success of a Multi-Gun Airsoft Experience. It takes a good team to accomplish a successful event—several people handling registration, managing logistics, and, of course, overseeing range operations. The operations staff (below) must include:

The **airsoft volunteer** is needed to set up the range and also to help with cleanup after the event. Volunteers also assist in managing participants in and out of the range and oversee all non-shooting, non-instructional activities.

The **airsoft coach** should be present with the participant in the bay. Using the coach/pupil method, the coach must always remain behind or within arm's reach of the participant; this

AIRSOFT ROLE	AGE	MINIMUM CERTIFICATIONS REQUIRED	HOW MANY
VOLUNTEER	14+	NONE	AS NEEDED FOR THE EVENT
COACH	14+	AUTHORIZED BY AIRSOFT INSTRUCTOR	1 PER BAY AS AUTHORIZED
AIRSOFT INSTRUCTOR	18+	NRA INSTRUCTOR OR BSA NATIONAL CAMPING SCHOOL SHOOTING SPORTS DIRECTOR OR BSA BB-GUN RANGE MASTER PLUS AIRSOFT ENDORSEMENT	1 PER BAY

ensures that he or she can take immediate physical control of the airsoft gun from the participant if required. If a malfunction occurs, the participant must immediately cease fire and transfer control of the airsoft gun to the coach. Airsoft coaches—with the approval of the airsoft instructor—may reload airsoft guns.

The **airsoft instructor** is qualified in the safe use, care, and operation of airsoft pistols, rifles, and shotguns, and has been so endorsed. This endorsement is provided by the council hosting the airsoft event and is only good within that council. The endorsement must be renewed anytime there is a change in the make/model of airsoft guns or a significant change in the operation of the Multi-Gun Experience format. The council Scout executive or their authorized delegate provides this endorsement. Any person applying for the endorsement must be at least a qualified BB-gun range master as defined in the *BSA National Shooting Sports Manual*; Appendix 5 provides the list of requirements. An airsoft instructor must conduct any required training before a participant can enter a bay with the airsoft coach.

The instructor may be appointed to sign off on all required documentation and applications to authorize the event. An instructor may serve as a coach. If no other coach is available, the instructor assumes the role.

AIRSOFT RANGE LAYOUT

The BSA 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 Appendix 9 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 (SMSD) 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. If multiple bays are used, they 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 Appendix 9 for a sample single-bay design in which pistol, 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

Appendix 10 shows a sample range with multiple bays. 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 pistol, 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. In the case of pistols it may be more appropriate to have a smaller container on a table. 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.

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.

SELECTING AND BUILDING TARGETS

When planning your event, make sure that the targets selected are appropriate for the range layout and the equipment being used. A vendor list for commercially made targets is available in Appendix 6.

Questions to consider when choosing targets:

- What is the safe minimum shooting distance participants will be shooting from?
- How many shooters do you anticipate will attend?
- What is the specific type and style of airsoft gun that will be used? If you construct the targets instead of purchasing them from a vendor, any solid material will work—Plexiglas,

sheet aluminum, and plywood are a few possibilities. Base your choice and the construction on the purpose each target will serve. If a target will be used multiple times, it should be easy to clean quickly between rounds. If you want it to fall on impact, the only requirement is that the target body be hinged at the base. Pay careful attention to the angle of the target to be sure that none of the airsoft BBs will travel back toward the firing line or outside the bay. Appendix 8 offers an example of how to build a simple sheet-metal target.

PLANNING THE COURSE OF FIRE

An airsoft instructor should plan each *course of fire*—the sequence of actions that take place inside a bay. This sequence must include the start and end locations of the participant and coach as well as the shooting order of guns at each shooting lane and the number of shots per lane. To assist in this process, see Appendix 3 for a list of commonly used range commands and Appendix 9 for a single-bay range layout with three shooting lanes.

Typically, the participant and coach begin at the starting station as defined by the airsoft instructor who designed the course of fire. The instructor is in control of the bay and will provide commands to commence and cease fire. At the instructor’s command the participant and coach will walk or run to the first shooting lane immediately behind the gun container. The participant then retrieves the airsoft

gun from the table (always keeping the gun pointed in a safe direction), assumes a proper shooting stance, aims, disengages the safety, and proceeds to fire the prescribed number of shots at that station. The airsoft gun is then made safe and put back in the container. This sequence continues until all lanes have been visited or a “cease fire” command is given. When a participant and coach complete their last shooting lane, they go to the end station and await further instruction.

The airsoft coach remains immediately behind the participant at all times to ensure safe operation of each gun. The coach has the authority to call “cease fire” and to regain control of the gun. The coach is responsible for reloading the gun if empty and helping participants if they have difficulty operating the gun action (e.g., cycling a pump shotgun). *At no time may a participant reload an airsoft gun.*

When planning the multi-gun course, remember that the sequence of gun formats (pistol, rifle, shotgun) can be in any order—as decided by the airsoft instructor—if you are using self-resetting targets. If the targets reset manually, the course of fire should move from bay to bay so targets can be reset in one bay while another is active. The setup of a course is at the discretion of the airsoft instructor and is only limited by the range being utilized.

SHOPPING FOR AIRSOFT GUNS

When purchasing guns for the BSA Multi-Gun Airsoft Experience, consider the intended use, cocking force, and accuracy level, as well as how much you plan to spend. Remember that this is not a high-precision sport but, rather, it is intended for youth and novice shooters. You will want to make sure that the guns are affordable, reliable, and can withstand long periods of shooting. Do not be afraid to contact the manufacturers if you have specific questions.

BSA-approved airsoft guns are listed in Appendix 7. No other models are permitted. Your selections should be determined by the budget available, operating characteristics of the airsoft guns, and the number of expected participants (see table on next page).

This budget is only for one bay and does not include backstop, sidewalls, and other barrier materials. You will need to budget for miscellaneous items such as clipboards, shot timers or stopwatches, spray paint, eye protection, stakes and rope, trash cans and foam for placing empty guns at the end of a course of fire, tables, canopies, chairs, signage, and building supplies for barricades.

Note: By registering your Multi-Gun Airsoft Experience as an NRA Day Event, you can receive 50 T-shirts,

Sample minimum budget for a single shooting station

DESCRIPTION	PRICE	QTY	TOTAL COST
ICS CAT 002 CUSTOM RIFLE	\$199.95	1	\$199.95
KWA MARK III PISTOL GREEN GAS	\$164.95	1	\$164.95
UTG MULTI-SHOT COMBATTACTICAL SHOTGUN	\$59.90	1	\$59.90
ACCESSORIES			
KWA MARK III MAGAZINES – GREEN GAS	\$29.99	4	\$119.96
UTG MULTI-SHOT SHOTGUN SHELL CARTRIDGES (SIX PACK)	\$14.95	1	\$14.95
9.6V SPECIAL PURPOSE BATTERY FOR AIRSOFT RIFLE	\$24.95	1	\$24.95
KINGS ARMS 6MM PLASTIC BBS (5,000 ROUNDS)	\$19.99	1	\$19.99
KINGS ARMS GREEN GAS 8 OZ., 12 CT.	\$57.60	1	\$57.60
CUSTOMER-PROVIDED TARGETS FROM COMMONLY AVAILABLE MATERIALS	\$100.00	1	\$100.00
		TOTAL	\$762.25

15 staff hats, gun safety rules cards, lapel pins, the *Winchester/NRA Marksmanship Qualification Program Book*, and as many participant and staff certificates as you need. The application fee is \$20.00. For more information visit <https://nraday.nra.org/Web/HostEvent.aspx> or call 1-800-672-7435, option 1.

NRA FOUNDATION GRANTS

Consider applying for an NRA Foundation Grant to obtain different types of guns and support materials for your event.

The NRA Foundation is a 501(c)(3) tax-exempt organization that raises tax-deductible contributions to

support qualified educational, training, and developmental programs. The *Friends of NRA* program raises money through dinners and auctions. Half of the monies raised are utilized by The NRA Foundation nationally, with the other half used for grants to qualified organizations in the state in which the money was raised. Each state has a *Friends of NRA* State Fund Committee that reviews grant applications and recommends grant funding to The NRA Foundation's board of trustees for final review. For more information about grants or to apply online, visit <http://nrafoundation.org/apply-for-a-grant.aspx> or contact The NRA Foundation at (800) 423-6894.

RELEASES

Advice from local legal counsel should be sought on the development of statements pertaining to event liability waivers, assumption of risk statements, and/or hold harmless agreements. Councils may wish to draft a document that contains both a parental statement for participants under 18–21 years of age, and a release, granting permission to use any pictures or video taken during a BSA Multi-Gun Airsoft Experience event for advertising, promotion, or other purposes.

In the absence of specific local guidance, the [Activity Consent Form](#) can be utilized.

EVENT PREPARATION

Establish well in advance the range layout and a list of volunteers and what they will be doing. Meet with all people who will serve in staff

roles (airsoft instructors, coaches, etc.) and ensure they have adequate certification and training.

Be sure all airsoft guns are in working order and that backup guns are available. Have plenty of ammunition and supplies on hand. If new equipment or supplies must be purchased, ensure that vendors are contacted early to provide enough lead time for delivery, inspection, and any required training of staff.

Use the [BSA Event Checklist](#) to ensure all aspects of the event are considered.

The Program Hazard Analysis (PHA) Narrative and the PHA Matrix documents can be reviewed, discussed, and approved by the council's Enterprise Risk Management Committee.

Finally, advertise and market the Multi-Gun Airsoft Experience event and register with NRA's Recreational Shooting Department!



APPENDIXES

APPENDIX 1

GLOSSARY

AIRSOFT GUNS. Pneumatic gun replicas that function like real guns, used for training and recreation. They may be electric or powered by gas or spring action.

AIM. The process of aligning the gun with the target, usually by means of the sights.

BACKSTOP. A structure made to stop or collect the projectiles that hit it.

BAY. A square or rectangular area that is surrounded by two sidewalls and a backstop.

BALLISTIC CLOTH. A thick, tough, synthetic nylon fabric that is used to stop or slow down projectiles that hit it. Used as a backstop for airsoft.

BARRICADE. A structure or object for shooting from or behind. It may be used to aid or challenge the shooter's ability to make the shot.

BERM. A large pile of dirt on an outdoor shooting range that functions as a backstop.

BOLT. The mechanism in some guns that holds the cartridge in place during the firing process.

CEASE FIRE. To stop firing and remain in position. The muzzle must

be pointed downrange with the finger removed from the trigger. The mechanical safety on each shooter's rifle is placed on "safe," the "cease fire" command is repeated to be sure all have heard it, and everyone waits for further instructions from the Range Safety Officer.

CONTAINER. A barrel, bucket, or other container that holds the airsoft gun when not in use.

COURSE OF FIRE. A predetermined instruction as to how and where the shots will be taken.

DOWNRANGE. The direction toward the target area of the range, where guns are pointed when they are fired.

EXTERNAL SAFETY. Accessible safety devices on the outer surface of a gun.

FIRING LINE. An imaginary or marked line from which shooters fire downrange. In an airsoft bay there may be separate firing lines for each gun station.

LANE. The shooting area between the airsoft gun and targets.

MAGAZINE. A device for holding ammunition ready for loading into the chamber of a repeating gun.

MUZZLE. The end of the barrel where the airsoft BB exits the gun.

NO-SHOOT TARGET. A downrange target that is painted red or black and should not be engaged. If a no-shoot target is shot it is a procedural penalty.

RANGE IS COLD. The phrase used when the firing line is safe and people may move freely about the range. Guns must not be handled when anyone is ahead of a lane firing line.

RANGE IS HOT. The phrase used when shooters are on the firing line preparing to shoot. Protection is worn and non-authorized persons must remain in the ready line behind the shooters.

SAFE MINIMUM SHOOTING DISTANCE. The smallest distance between target and airsoft gun to minimize the effects of ricochets to shooters, staff, and observers. For rifles, this distance is recommended to be no less than 20 feet. For pistols and shotguns, this distance should be no less than 15 feet.

SELF-RESETTING TARGET. A target designed with springs, weights, or wires so it will reset to the original stance after being shot.

SEMI-AUTOMATIC. A gun designed to fire shots and reload each time the trigger is pulled.

SHOOTING PROTECTION. Eye protection (mandatory) and ear protection (optional).

STAGE. A segment in an event program with its own course of fire, time limits, and target layout. Multiple stages may be incorporated into an event.

STAND BY. A command given to the shooter to wait with gun loaded and safety on. The command to start the course of fire will be given verbally or by a shot timer.

TARGET ENGAGEMENT. A specified sequence in which targets will be shot, usually set by the course of fire in the event program or by the event director.



APPENDIX 2

FREQUENTLY ASKED QUESTIONS

WHAT TYPES OF TARGETS ARE USED WITH AIRSOFT GUNS?

In the BSA program, airsoft guns may not be pointed at any living thing. Only paper, plastic, metal, or other suitable targets may be used. Care must be taken to ensure suitable backstops and targets must be arranged so there is no damage to nearby humans, animals, plants, or structures.

ARE FULLY AUTOMATIC AIRSOFT GUNS ALLOWED?

No. Fully automatic fire, shooting more than once per single pull of the trigger, is prohibited. If the airsoft gun has the ability to shoot in fully automatic and semi-automatic mode, only semi-automatic mode is permitted. Airsoft guns that are only fully automatic are prohibited. Please note airsoft shotguns that shoot multiple airsoft BBs per single pull of the trigger are not considered fully automatic.

WHAT MODELS OF AIRSOFT GUNS MAY BE PURCHASED OR USED BY BSA ORGANIZATIONS?

Appendix 7 lists by manufacturer and model the only airsoft guns and accessories permitted in the BSA. No other types are permitted regardless of similarity.

WHAT IS THE BAY?

An airsoft bay is a protected area or zone with multiple targets to accommodate one participant and one airsoft coach. Targets may be set up for each type of gun being shot in that bay. If multiple bays are used, each must be adequately secured so that participants and coaches can retrieve or reset their targets in other bays without risk of being hit by an airsoft BB.

IS SPECIAL SAFETY EQUIPMENT REQUIRED FOR AIRSOFT ACTIVITIES?

All people within a bay and everyone within the control area as determined by the instructor must wear adequate eye protection. Hearing protection is not required but may be worn by those sensitive to the noise of an airsoft gun. As with all Scouting activities, proper clothing including footwear must be worn at all times.

WHO MAY PARTICIPATE IN BSA MULTI-GUN AIRSOFT EXPERIENCE EVENTS SPONSORED BY COUNCILS AND DISTRICTS?

All participants must have a sufficient level of maturity and physical dexterity to safely operate an airsoft gun. The use of an airsoft pistol, rifle, or shotgun is left to the discretion of the airsoft instructor and council policies. All participants must receive training in the safe handling and operation of an airsoft gun before use. If they cannot demonstrate safe handling or operation they are not allowed to use the airsoft gun.

MAY UNITS CONDUCT A BSA MULTI-GUN AIRSOFT EXPERIENCE EVENT?

Boy Scout troops, Varsity teams, Venturing crews, Sea Scout ships, and Exploring posts may conduct a full BSA Multi-Gun Airsoft Experience. Any unit conducting one of these events must have all required personnel as defined in this guide and should file a [tour and activity plan](#). The tour and activity plan should be shared, and the unit should get confirmation from its district executive and the council shooting sports committee before conducting any event involving airsoft guns. Permission is granted on a per-event basis.



APPENDIX 3

SAFETY BRIEFING

All participants must go through a safety briefing at the start of any BSA Multi-Gun Airsoft Experience. The briefing should be about five minutes long to avoid losing the participants' attention. Be sure to cover each of the five main areas in this NRA sample briefing:

1. PURPOSE OF THE EVENT

Introduce yourself and the staff. Inform all shooters about the course of fire and emphasize that the event is for new and intermediate shooters.

2. RANGE LAYOUT AND LIMITS

- Explain the range setup and point out where the spectator area is located. There should also be a holding area where participants can wait for their turn to shoot.
- Show the participants which targets are designated for each gun they are shooting.

3. SAFETY RULES AND SITE-SPECIFIC RULES

- Demonstrate how to operate each airsoft gun.
- **ALWAYS** keep the gun pointed in a safe direction.
- **ALWAYS** keep your finger off the trigger until ready to shoot.
- **ALWAYS** keep the gun unloaded until ready to use.
- Cover site-specific rules as needed.

4. FIRING LINE COMMANDS

Firing commands must be simple and clear. Ensure that all participants know and understand what is meant and what is expected of them. Depending on the range environment, make use of a loud speaker system to clearly communicate with those on the firing line. A possible firing command sequence might proceed as follows:

- A. "Range is hot."
- B. "Shooter, do you understand the course of shooting?" (Answers yes or no.)
- C. "Make ready."
- D. "Are you ready?" (Yes or no.)
- E. "Shooter indicates they are ready."
- F. "Stand by."
- G. "Start" or timer tone.
- H. Stage ends when last shot fired.
- I. "Time."
- J. Time is read from timer.
- K. "Range is cold."
- L. Command to staff only: "Reset stage."

5. EMERGENCY COMMANDS AND PROCEDURES

"Stop."

"Cease fire."

In the event of an emergency, all shooting must cease. All staff must be aware of the emergency plan.

APPENDIX 4

FIRST AID AND EMERGENCY PLANNING

No one wants an injury or emergency to occur during an event, so preparation is crucial. If your range does not have a first-aid kit, one should be purchased and placed in a central location accessible to everyone. You may also set up a designated first-aid station or ask a local rescue squad to have a trained paramedic at your event if none of your instructors or volunteers are certified in first aid or CPR.

You may have an emergency plan already in place, but if not, all staff and volunteers should review the steps for responding to an emergency. Be sure they all know the location of the first-aid kit or the people responsible for administering first aid.

Establish procedures to be followed in case of an emergency:

- Take charge of the situation.
- Call for help, if required.
- Render aid within your scope of training.
- Direct responders to the location.
- Take notes for a report.



APPENDIX 5

AIRSOFT ENDORSEMENT

A person is entitled to an airsoft endorsement by their council if they demonstrate the following to the council shooting sports director or their authorized representative.

- Present a current BSA BB-Gun Range Master certification or any NRA instructor certification. An NRA Range Safety Officer certification is not sufficient because this is not equivalent to an NRA instructor rating.
- Know and explain the three Fundamental Rules for Safe Gun Handling.
- Know and explain the fundamental operation of battery-, gas-, and spring-powered airsoft guns.
- For each BSA-approved airsoft gun type demonstrate the following:
 - How to put the gun on “safe” and take it off
 - How batteries are changed in an electric gun
 - How a gas-powered gun is recharged
 - How to cycle the action of a spring-powered gun
 - How to load airsoft BBs into the gun
 - How to unload the BBs if the gun is already loaded
 - The proper holding of an airsoft gun
 - The proper airsoft shooting position while standing
 - How to aim and fire an airsoft gun (requires a safe location). A full range of gun formats is not required.
 - How to change magazines and cartridges (e.g., multi-BB shotgun shells, CO2 gas) if so equipped
- Explain a typical airsoft bay layout and the importance of each component.
- Explain targets that are suitable for different types of airsoft guns.
- Explain airsoft BBs.
- Explain the different airsoft roles:
 - Participant
 - Coach
 - Instructor
- Demonstrate in a simulated shooting environment how an airsoft coach and participant would conduct a course of fire in a typical Multi-Gun Airsoft Experience.
- Explain or demonstrate when it is necessary to take physical control of an airsoft gun from the participant.

The airsoft endorsement, once earned, is valid for two years. An endorsement card (No. 33767/SKU 615012) shall be issued and signed by the council shooting sports director or their authorized representative. The training code is S100/Multi-Gun Airsoft Training.

APPENDIX 6

APPROVED VENDORS

AIRSOFT SUPPLIERS

AIRSOFT GI

1077 Commerce Pointe Drive
Walnut, CA 91789
Company phone 909-869-0671
Website: www.airsoftgi.com
BSA liaison: Ed Gatti, 804-909-7380;
edwardg@airsoftgi.com or Frank Chu,
909-869-0671, manager@airsoftgi.com

C.A.T. COMMAND

AIRSOFT TECHNOLOGIES

125 Wes Walker Memorial Drive
Ball Ground, GA 30107
Phone: 770-704-7949
Fax: 770-720-7861
Email: sales@catairsoft.com
Website: www.commandairsoft.com

AIRSOFT MEGASTORE

100 N. Providence Road, Unit A
Chesterfield, VA 23235
Phone: 818-495-6502
Email: support@airsoftmegastore.com
Website: www.airsoftmegastore.com

PYRAMYD AIR

5135 Naiman Parkway
Solon, OH 44139
Phone: 888-262-4867
Fax: 216-896-0896
Email: sales@pyramydair.com
Website: www.pyramydair.com

CROSMAN

7629 Routes 5 & 20
Bloomfield, NY 14469
Phone: 1-800-7AIRGUN (724-7486)
Website: www.crosman.com

TARGET MANUFACTURERS

TACTRAINERS

2012 Downrange Blvd.
Fresno, CA 93720
Phone: 559-451-1132
Email: instructor@tactrainers.com
Website: www.tactrainers.com

APPENDIX 7

PERMITTED AIRSOFT GUNS AND ACCESSORIES

AIRSOFT PISTOLS
ELITE FORCE FULL METAL 1911A1 CO2 BLOWBACK PISTOL
ELITE FORCE WALTHER PPQ MOD 2 GBB PISTOL
KWA MARK III PISTOL GREEN GAS (NRA SUGGESTED)
AIRSOFT SHOTGUNS
BRAVO 3 BURST FULL STOCK SHOTGUN SPRING AIRSOFT GUN
TOKYO MARUI M870 FULL METAL GAS TACTICAL POLICE SHOTGUN
UTG MULTI-SHOT COMBAT TACTICAL SHOTGUN (NRA SUGGESTED)
AIRSOFT RIFLES
COMBAT MACHINE M16 CARBINE AEG AIRSOFT GUN
TOKYO MARUI M870 FULL METAL GAS TACTICAL POLICE SHOTGUN
KRYTAC FULL METAL TRIDENT M4 SPR KEYMOD
ICS CAT 002 CUSTOM RIFLE (NRA SUGGESTED)
AIRSOFT BOLT ACTION RIFLES
CUSTOM FN HERSTAL SPR A5M SNIPER RIFLE AIRSOFT
CUSTOM JG BAR 10
ACCESSORIES
BRAVO 30RD M3/M56 SPRING-POWERED SHOTGUN SHELL PACKAGE
ELITE FORCE M4/M16 140RD MID-CAP BLACK (10 PACK)
TENERGY 9.6V 1600MAH NIMH CRANE STOCK BATTERY
KWA .20G 4000 BBS
D POWER UNIVERSAL SMART CHARGER
GREEN GAS (12 PER CASE)
KWA MARK III MAGAZINES - GREEN GAS (NRA SUGGESTED)
UTG M3 MULTI-SHOT SHOTGUN SHELL CARTRIDGES (SIX PACK) (NRA SUGGESTED)

APPENDIX 8

SAMPLE AIRSOFT TARGET CONSTRUCTION

The targets for the BSA Multi-Gun Airsoft Experience can be simple yet effective in construction. This example consists mainly of 1¼-inch PVC components and a simple sheet-metal target that can be cut at any local metal shop. Targets may be constructed in 2-, 3-, or 4-foot heights. The metal target face can be cut in three uniform sizes: 3-inch circle, 4-inch circle, or a 4½ × 6-inch rectangle; the sizes are modeled to scale to simulate the sight picture of current NRA 3 Gun Experience or Steel Challenge targets. Each target should be cut with a 1" × 1" square tab on the perimeter that can bend at a 90-degree angle for mounting to the main beam of the target stand.

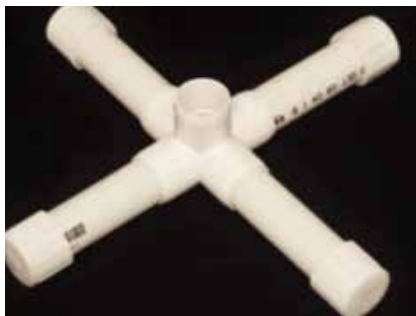
ITEM	QTY	PRICE
1¼" X 10' SCHEDULE 40 PVC PIPE	1	\$5.00
1¼" FIVE-WAY PVC FURNITURE FITTING	1	\$3.10
1¼" PVC CAP	5	\$3.00
* 16-GAUGE STEEL TARGET	1	\$2.40
4" METAL BAR	1	MIN
NUT/SCREW	2	MIN
NUT/BOLT	1	MIN
TOTAL PER TARGET		\$25.50

**The 16-gauge steel targets can be manufactured at any local metal fabrication shop in three uniformed sizes (3" circle, 4" circle and 4½" x 6" rectangle). The sizes are modeled to scale to simulate the same sight picture of current NRA 3 Gun Experience or Steel Challenge targets.*

1. Cut a 4-foot piece from the PVC pipe to serve as the main target beam.
2. Cut four 1-foot pieces of PVC and place a cap on one end of each piece.



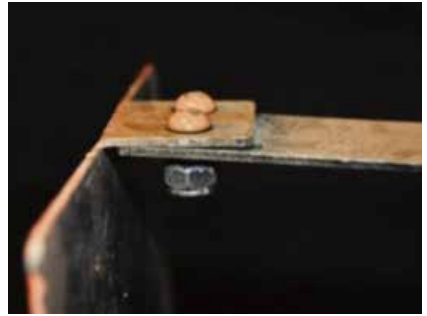
3. Place the four capped pieces inside the four perpendicular openings of the PVC furniture fitting.



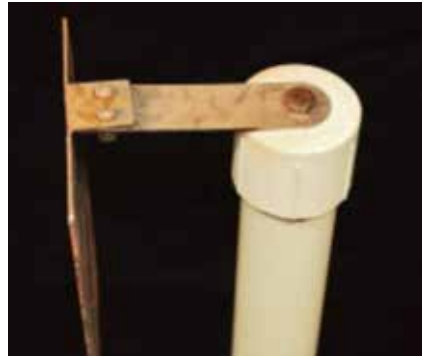
4. Insert the main target beam into the remaining opening of the five-way connector. You can add weight for stability by filling the bottom of the stand with sand or other material. If even more stability is required, put the base in a large planter pot and then fill the pot with sand or gravel.



5. To attach the target face, start by drilling two holes into the bent 1" x 1" tab. Then drill two corresponding holes into the 4-inch metal bar and affix the target to the bar with two screws secured by nuts. It is **IMPORTANT** not to tighten the nuts against the target: Leaving the nuts loose will allow the target to tilt backward when it is hit. Then the BBs travel downward, preventing them from ricocheting back to the firing line. A dab of metal adhesive such as Loctite will prevent the screw from backing too far off during use.



6. Drill a hole in the opposite end of the metal bar and secure it to the remaining PVC cap with a nut and bolt.

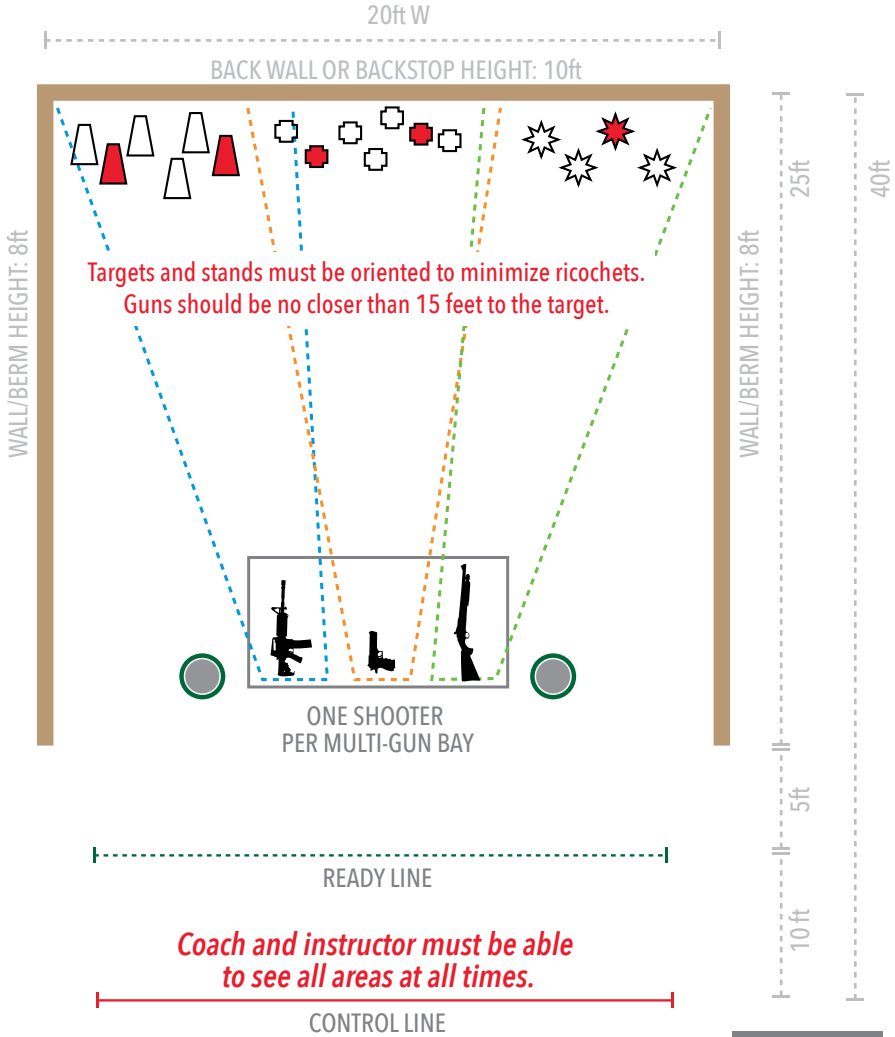


7. Attach the PVC cap to the main beam to complete the target construction.



APPENDIX 9

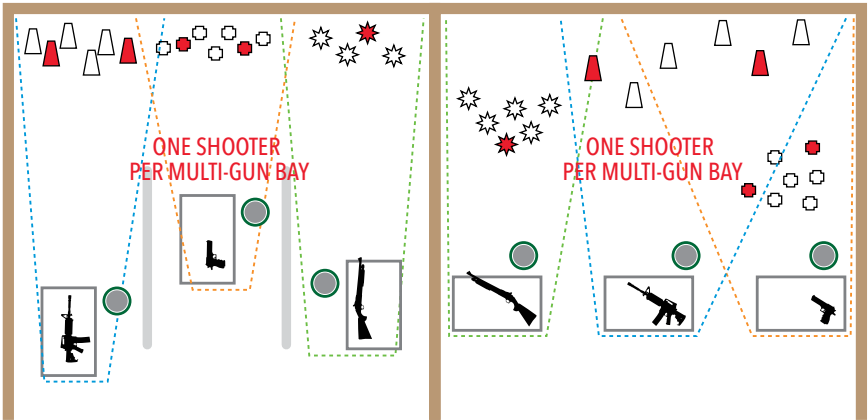
SAMPLE RANGE LAYOUT (SINGLE-BAY)



SUPPLIES
& STORAGE

APPENDIX 10

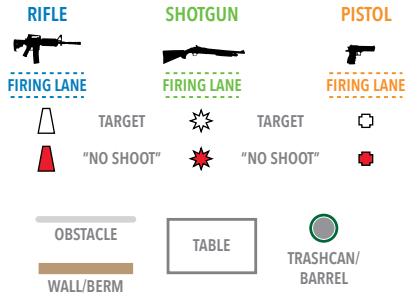
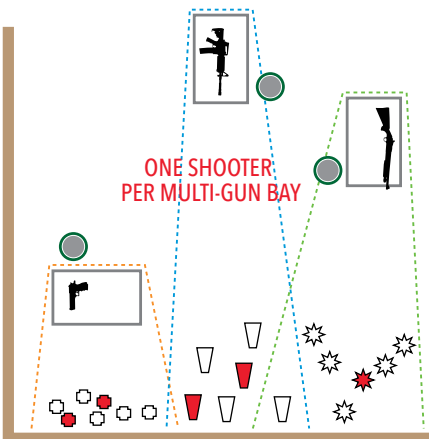
SAMPLE RANGE LAYOUT (MULTI-BAY)



ENTRANCE



EXIT



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.

NOTES



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