



Meeting: Village Board
Meeting Date: 3/28/11
Agenda Item: 6a

Mission Statement
Delivering quality services in a courteous, cost-effective and efficient manner.

VILLAGE BOARD MEETING STAFF REPORT

REPORT TO: Burt R. McIntyre, President
Village Board of Trustees

REVIEWED BY:

REPORT FROM: Chris Clark – Park Superintendent/Forester

AGENDA ITEM: 6a – Airsoft Weapon Usage/Play on Village Public Property

POLICY ISSUE

Should the Village Board approve the usage and/or play of airsoft-type guns on Village-owned public property, specifically acreage east of the Public Works Facility?

BACKGROUND INFORMATION

At the March 14, 2011 Board Meeting, resident John Gundry requested the Board consider the use of public land for Airsoft gun play, specifically acreage east of the Public Works Facility(PW).

Currently the Village Municipal Code of Ordinances prohibits the use of paintball, Airsoft guns, BB guns ... in parks (§ 28-21 (11)).

In researching this activity, staff found that Airsoft is very similar to paintball play in terms of rules and structure. Issues that are addressed in some of the attached literature include the realistic appearance of the weapons themselves, play within a designated locale, proper use of personal protective safety equipment, local legal constraints, the potential for mess if biodegradable pellets are not used, and concerns for the wildlife in the area.

Staff contacted the Wisconsin Airsoft Association (WAA) requesting input on play on public properties. Brad Bowers, President of WAA, said that their organization does not advocate the use of public lands for Airsoft play due mainly to public perception of the activity and safety of the participants as well as the general public. He also stated that he is unaware of any other public entity that allows this in Wisconsin.

We were unable to locate any local municipality in Wisconsin that allows such play or usage of Airsoft weapons in public parks or other public properties. Typically this type of activity is available to the public on a privately owned facility that charges fees to play and has some sort of staff supervision available.

Staff also contacted the Village's liability insurance carrier, EMC Insurance Company, regarding allowing these types of activities on public-owned properties. In summary, they highly discourage this practice (See Attachment VI).

While many believe Airsoft is less messy than Paintball, it really depends on the type of pellet being used. The most ordinary pellets are non-biodegradable plastics. Paint-filled pellets also are available and are very similar to those used by paintball. Though biodegradable ammunition is available, it is substantially more expensive and harder to find than the more common plastic

pellets. With no way to enforce the type of ammunition being used, the village would have to rely on the players to choose the less impactful Airsoft pellets.

The specific property requested to be used for Airsoft play activities is located in the Howard Industrial Park east of the Public Works Facility. It is a wetland wooded area bordered on the north side by the Sachs Pond and the east by the Canadian National Railroad. Staff contacted Lori Bankson of the Green Bay Wildlife Sanctuary for her opinion on the potential impacts to the wildlife in the area. She had serious concerns that people, especially teenagers, running through the wetland area would disrupt nesting birds and waterfowl by either scaring them, destroying their habitat or trampling eggs and younglings. This is of particular concern during the spring nesting season.

Office staff also has concerns about managing “play” activities in an area also used for hunting. One permit already has been issued for turkey hunting for April 13-17, and more are expected. This property also hosts urban archery deer hunting by permit during the fall season. It should be noted that the DNR wardens have caught hunters in that area, who did not have the proper permits. Staff has no way to guarantee hunters will not be in the area at any given time.

Finally, there is currently no public access to this property and parking is limited to the PW parking lot.

PRIOR ACTION/REVIEW

None

FISCAL IMPACT:

- | | |
|------------------------------|------------|
| 1. Is There A Fiscal Impact? | <u>Yes</u> |
| 2. Is it Currently Budgeted? | <u>No</u> |
| 3. If Budgeted. Which Line? | N/A |

RECOMMENDED ACTION

Village staff recommends the Village Board deny the request to use airsoft weapons on Village-owned public properties.

If the Village Board agreed with this action, the following motion could be used, “*Motion to deny the request to allow Village-owned public properties to be used for airsoft weapons play*”.

POLICY ALTERNATIVE(S)

The Village Board could take the following actions:

- Approve with revisions
- Deny the suggested motion
- Table the suggested motion and request additional information

ATTACHED INFORMATION

- I. Airsoft Basics
- II. Wikipedia explanation of Airsoft game
- III. Pictures of Airsoft gun displays
- IV. Wikipedia explanation of Airsoft pellet types
- V. Wisconsin Airsoft Association information
- VI. Correspondence from EMC Insurance Company
- VII. State Statute and Village Ordinances
- VIII. Location map of requested Village public property

ATTACHMENT I

(Provided by Chief Ed Janke)

Airsoft Basics

Airsoft is a combat simulation recreational past time practiced around the world. Unlike paintball, airsoft focuses on recreating military or law enforcement situations with a strong focus on realism using replica firearms that shoot 6mm plastic BBs. Airsoft was started in Asia and its popularity in countries like Japan, China and Taiwan has much to do with the strict firearms laws in those countries. In recent years airsoft has become increasingly popular in the United States and Europe.

Airsoft guns are best compared to BB or pellet guns that are often manufactured to look just like real machine guns, rifles, and hand guns. Airsoft guns usually fire pellets via gas, spring, or electrical systems, and are used for paintball-style gaming, target practice, firearms training, and as movie props. Although they are often marketed as game-playing devices intended to simulate real combat with automatic or semi-automatic weapons, the use of Airsoft guns by children and grownups in other arenas appears to be growing.

Because of Airsoft guns' sometimes uncanny resemblance to real firearms and the resulting potentially disastrous consequences, many laws and regulations affect the manufacture, importation, and ownership of Airsoft guns.

Airsoft guns range from cheap spring-powered guns costing only a few dollars to high-end electric and gas powered guns costing as much as six thousand dollars. Many of these, especially the electric guns, are selective fire guns. As most of these guns are very realistic and designed to look just like the real thing, the tips of the barrels are often painted orange to distinguish them from real firearms. Federal law actually requires these markings on fake guns that are imported or shipped in the US, with some exceptions for law enforcement, movie, and theatrical purposes. California law supposedly prohibits removing the markings required by federal law, but is so ineptly written that it doesn't actually change anything. Still, removing these markings is done at your own risk and generally isn't a wise thing to do. Even with orange tips, many airsoft guns can easily be mistaken for the real thing. Brandishing a replica firearm is legally equivalent to brandishing the real thing. If you do get into

Airsoft Guns - Safety Concerns

While Airsoft guns are often considered toys, the reality is that they are projectile weapons capable of inflicting harm. According to one study done by the Centers for Disease Control and Prevention (CDC), in 2005 approximately 19,675 non-powder gun injuries were treated in United States emergency rooms. Of these injuries, 71 percent involved individuals 20 or under.

Although that study was not limited to Airsoft guns, Airsoft guns fire their BBs at speeds of hundreds of feet per second, creating a real risk of serious eye injury. In fact, hospitals and healthcare professionals throughout the country have reported a significant rise in Airsoft-related eye injuries in recent years. Of greater concern, Airsoft gun ownership and use sometimes has deadly consequences. There have been numerous instances in which individuals (often youths) holding realistic-looking Airsoft guns were shot by police who thought the weapons were real. Because Airsoft guns are often viewed as toys, young people owning the weapons sometimes do not realize (or adequately evaluate) the risks posed by simply holding such a "toy."

A 2003 Government Accountability Office report concluded "that scant data exist on the incidence of crimes, injuries, or deaths involving toy guns and on the long-term effects that childhood play with toy guns may have." Further, whatever incidents of toy gun injuries or fatalities were reported "probably do not represent an accurate or comprehensive reporting." However, AirSoft gun injuries, their use in committing crimes, or their mistaken identification by the public and police, all occur on an almost weekly basis.

Airsoft Guns - Laws and Regulations

The risks and consequences of Airsoft gun use have not gone unnoticed by the law. Airsoft is considered illegal in various countries such as Korea, Malaysia, Thailand, and Singapore, and some countries like Canada prohibit the importation of "replica" Airsoft guns. However, federal importation laws in the United States simply require that all Airsoft guns transported within or imported into the country have barrels with a minimum 6mm wide blaze orange tip, so as to avoid confusion with real firearms. Most retailers of Airsoft guns have disclaimers stating that their Airsoft guns are sold with an orange tip, and that it is illegal to remove the orange tip.

Furthermore, individuals in the U.S. must be 18 years of age or older to purchase an Airsoft gun. On the other hand, Airsoft guns are not classified as firearms and are legal for use by all ages under federal law. However, some municipalities and states place restrictions on Airsoft guns. New York City, Washington, D.C., Chicago, San Francisco, and parts of Michigan outlaw Airsoft guns entirely.

Some countries have specific restrictions on Airsoft guns, such as maximum muzzle velocity standards, restrictions on use of trademarks of real firearms, and required use of 'unrealistic' coloring to distinguish Airsoft guns from actual firearms.

Finally, states such as California have laws that make it a crime to brandish a look-alike gun in public. Furthermore, individuals using an Airsoft or replica gun to commit crimes will invariably be treated as though they had used an actual firearm.

Airsoft Guns - the Bottom Line

Extreme care should be used at all times with Airsoft guns, and it is best to treat Airsoft guns as a real firearm while handling and transporting them. As noted above, reckless handling of these guns can lead to various ranges of criminal consequences, and worse, physical injury or death. If minors are to be involved with Airsoft gun use, adult supervision and protective gear are an absolute necessity. Finally, Airsoft guns should not be used in unenclosed, public areas.

From a legal standpoint, before anyone purchases an Airsoft gun they should first look into their local and state laws governing the ownership and use of the guns. Knowledgeable and reputable local dealers of the guns will provide this information, but it is important for the consumer to always doublecheck with their local law enforcement agencies and/or a local consumer products attorney.

<http://injury.findlaw.com/personal-injury/personal-injury-a-z/airsoft-guns.html> accessed on 3-22-11

Airsoft

From Wikipedia, the free encyclopedia

Attachment II

Airsoft is a sport which uses replica firearms to shoot small diameter plastic pellets. Common uses for airsoft are competitive gaming (similar to paintball), military simulations, target shooting, military training, and recreation. While similar in operation to BB guns, airsoft guns use lightweight (usually) plastic projectiles (BBs) 6mm (or 8mm) in diameter instead of metallic 4.5mm BBs. Airsoft guns also typically have a muzzle velocity of less than 180 m/s (600 ft/s), compared to a BB gun which may have a muzzle velocity of 365 m/s (1200 ft/s) or more. The combination of the lighter BB projectile, with greater surface area and the reduced muzzle velocity means that airsoft is considered safe when used in a controlled environment and with safety equipment like protective eyewear. Injury is always a possibility, no matter how powerful the gun. Eye protection should be worn at all times when firing at others. It also helps to have something covering the mouth because teeth can be chipped.



Four airsoft players fire at an objective.

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History

Airsoft was created and marketed in Japan in the 1980s due to civilian ownership of firearms being banned. Airsoft was used to closely emulate real guns. Now Airsoft guns have been adapted with a purely recreational application in mind.

Ballistics and speed

For more details on Airsoft pellet ballistics, see Airsoft pellets#Pellet ballistics.

Kinetic energy is the energy that is in the pellet while it moves, and it is transferred to its target upon impact. One joule of energy will be transferred by a 0.20 g BB traveling at 100 metres per second (330 ft/s).^[1] A typical set of limits on guns might be 100 m/s (330 ft/s) for CQB, 125 m/s (410 ft/s) for outdoors, and 175 m/s (570 ft/s) for bolt action sniper rifles, all measured with a 0.20 g BB. The speed of the BB depends on the weight of the BB and amount of kinetic energy the gun can transfer to the BB. Certain places play "no velocity limit" games. In California a common limit for CQB is 350 fps (feet per second). On most fields in America the limit for AEG (Automatic Electric Gun) guns is usually in the 400 ft/s range. For snipers the range can be anywhere from 400 to 550 ft/s. Guns have these high velocities to go farther and have greater accuracy, but fire rate is compromised unless a smaller spring is added (preferably 110%). Furthermore, the lower velocity means that the BB will glide more, which is a good thing for indoor skirmishes, but outside the wind usually catches hold of it and spirals it out of its course.



Airsoft player shooting from behind cover wearing goggles that fully seal the area around the eyes and a

In the United Kingdom, Ireland, and Italy, the energy limit for Airsoft guns is normally one joule (100 m/s with a 0.20 g, 6 mm BB) regardless of the type of game play.^[2] Some UK sites allow semi-automatic-only weapons up to 400FPS and bolt action rifles up to 500FPS. Northern Ireland has a maximum velocity of 328FPS with 0.2 gram BB without regard to the type of weapon. 1J is the same power as a tennis ball being dropped from a meter

Balaclava to protect the face.

Most Airsoft guns are capable of shooting from 50 m/s (160 ft/s) to 125 m/s (410 ft/s), although it is also possible to purchase upgraded internals for some Airsoft guns that will enable up to 210 m/s (690 ft/s) projectile velocities.^[3]

Most airsoft guns now incorporate a system known as hop-up wherein chamber units apply friction to the uppermost surface of a BB, which puts a backspin on the BB to generate lift and give it a greater effective range. The range of any Airsoft gun depends on both the muzzle velocity and the amount of hop applied. Airsoft guns can have a range of 75 metres (246 ft) or more with the right combination of power, barrel, and ammunition when combined with a good hop-up unit. A good hop-up unit can sometimes double the range. Hop up does decrease the velocity of the projectile (a gun firing 340fps with the hop fully unwound can drop as low as 300fps with the hop up set in accordance to maximized straight shooting & maximum range even in a well set up weapon).

Safety

Main article: Toy and sport gun safety

Eye and face protection

The minimum safe level of gear required to participate in most games includes a pair of impact-rated goggles to protect participants' eyes. If shot from at least ten feet away by a gun with typical muzzle velocity, there will be minimal damage to other body parts. Traditional prescription glasses and sunglasses, or goggles not designed specifically for use with airsoft or paintball guns, may break or shatter upon being struck causing damage to the eye. The largest review of airsoft eye injuries found no case of loss of vision from an airsoft eye injury.^[4] The same review found that only one of the 59 cases was wearing anything over their eye, and that was one patient who was wearing just sunglasses as eye protection.

Full-face masks (similar to, and often including paintball masks) are considered the safest form of eye-protection since they cover the rest of the face, protecting vulnerable parts such as teeth.^[citation needed] Some airsoft masks are made with mesh screens, although there is debate that fragments from lower quality or biodegradable BBs may pass through the mesh and enter the eye. However, there have been no recorded incidents of such an occurrence.^[5] Masks with mesh screens are often preferred by players who wear prescription eyeglasses as they increase ventilation and reduce the amount of condensation on the lenses, while the lenses provide additional protection against possible fragments that might penetrate the mesh.

While masks offer superior protection, they can interfere with the use of scopes, and in cheaper masks, condensation inside the goggles can reduce visibility. During very hot days the masks can also cause the player to overheat more quickly due to the lack of air circulation. Some players have mounted small battery-powered fans (designed for computer circuit boards) on the masks to improve ventilation and reduce or avoid condensation.

Community safety precautions

Rules such as a maximum muzzle velocity and engagement distance guidelines are used by different groups. Some organizations have created common safety rules and guidelines.^[6]

When not actively playing, some fields require "barrel bags", also known as barrel stoppers, to be placed over the muzzle of the gun. The magazine is usually removed as well, and the gun fired to clear the chamber. Most fields also require players to leave their guns set to the safety position when they are not shooting, a practice



Players in the 'safe zone' between games.



Airsoft replica of a H&K G36C. Note that this replica is not in use on a field, and therefore has the magazine

common when using real firearms. In certain countries, such as the Philippines, additional special rules have been adopted.^[7]

All "real steel" firearms are banned at any airsoft battlefield to prevent harmful accidents or confusion between real and simulated weapons. In some cases, for example Milsim games, players are allowed to carry knives for use as a tool rather than a weapon. A similar limit applies to training blades, which are allowed at some airsoft fields but under strict usage rules.^[8] Players are expected to be discreet in transporting their gear and uniforms so as not to alarm the public or police. Pyrotechnic devices may be allowed, but are rarely employed because of the added danger. When they are allowed, there are usually legal limits on the effect of the device (e.g. amount of smoke, volume of sound, or brightness of flash).

removed, the chamber cleared, and has a barrel bag placed over the muzzle.

Legal restrictions

Main article: Legal issues in airsoft

Owning airsoft guns and playing airsoft is legal in most parts of the world. Some countries have specific restrictions,^[9] such as maximum muzzle velocity and "unrealistic" coloring to distinguish them from actual firearms. They are legal throughout the U.S, but restrictions do exist in certain cities such as Camden; Newark, NJ; Chicago, IL; and Detroit, MI. The states of New Jersey and Michigan, however, do not allow airsoft guns to be used or handled publicly because of the resemblance to real firearms. They may be used on private property with the consent of the owner. The Customs and Border Protection FAQ page states that Airsoft guns are not considered toys and do not require orange tips for importation.^[10]



Classic Army M15A4 Automatic Electric Gun.

In the United Kingdom, airsoft replicas are classified as realistic imitation firearms or RIFs. The sale, manufacture, or importation of RIFs are restricted to activities that are exempted or have been granted a defense by the Home Office under the Violent Criminal Reduction Act (VCRA). Airsoft skirmishing has been granted a specific defense against the requirements of the act, and a skirmisher as defined under British law is allowed to be sold (note: purchase is not illegal - sale is - the crime is committed by the vendor), manufacture (& modify an IF into a RIF), and import airsoft replicas. All are still however crimes under British law that can be defended successfully (in theory - this has never been tried to date) by fulfilling criteria suggested in the guidelines accompanying the VCRA. The most accepted method of proving entitlement to the defense is to be a member of a site that holds public liability insurance. An association set up by UK retailers, called the United Kingdom Airsoft Retailers Association (UKARA), in line with the Home Office documentation accompanying the VCRA, recommends that an airsoft site only give membership to a player who has played at least three games over a period of no less than two months. It is also possible to purchase Airsoft replicas if you are a member of an insured reenactment society or are in the film or TV industry (this is a full exemption from, and not a defence against, the VCRA).^[11] The right to buy a RIF (or IF) is still reserved for individuals age 18 and over.^[12]

Many retailers are part of the UKARA scheme and will only sell to players who are registered to a skirmish site that fulfills the desired requirements for the VCRA Defense. A player will be "registered" with UKARA, as only a retailer can become a member. Retailers must renew their membership annually. The Association has a database of registered players from approved airsoft sites that is updated on a regular basis by the sites themselves. Retailers who are members of UKARA have access to the database and can check for proof of eligibility for purchasing using the player's site membership number before selling any RIFs to private individuals.

Other schemes have been attempted to allow Airsoft players to comply with the Violent Crime Reduction Act 2006, but none have been successfully implemented. Also, the use or possession of any kind of replica weapon—loaded or otherwise—in a public place without valid reason is an offense under UK law and can carry heavy penalties.^[13]

As an alternative to RIF's, IF's (Imitation Firearms, including 'two tones') are available. These are RIF's which have been painted a bright color (excluding white/silver/gold) over 51% of the item. No specific defense is required for purchase of IF's; however, they are strongly discouraged and sometimes banned from skirmishes because some players feel that they undermine the requirement for a specific skirmisher's defense. IF's exist primarily to enable non-skirmish retailers to sell imitations to the general public.

Orange-tipped airsoft gun muzzles

Federal law in the United States requires that a 6 mm (0.24 in) orange tip to be present on all "toy guns" (including airsoft replicas) while being transported within or imported into the United States. These brightly colored tips show the difference between real and replica firearms, which helps to ensure safety.^[14] However, when playing on a private field, no orange tip is needed. In strict technicality, the federal regulations do not specifically require the owner to keep the muzzle painted after acquiring their airsoft gun. Many players choose to keep the tip, whether for safety or another reason, and some switch their orange-painted flash hiders with more realistic ones shortly before playing while at the field's staging area.

Airsoft guns

Main article: Airsoft gun

The guns used in airsoft are typically imitation firearms. They have a mechanism for pushing out projectiles 6 mm or 8 mm in diameter.

Airsoft guns are classified according to their operating principle, which can be spring, electric, or gas-powered. Some companies produce full replicas of counterpart grenade launchers which fire a projectile spray of 6mm pellets by use of a high-powered spring mechanism or a form of compressed gas propellant (i.e. Green gas, Propane, or Co2). These grenade launchers can be mounted onto specific types of airsoft guns or used by themselves. Most early airsoft guns were made entirely out of ABS plastic except for some internal moving parts.



An airsoft gun made by Celcius Technology (Hong Kong). This Training Weapon model is a replica of the M4A1 and has also installed a G&P Trijicon ACOG scope replica.

Newer guns, especially those made in Taiwan and China, have metal internal and external parts. Japan has specific rules about producing airsoft with metal parts. A typical airsoft gun is noticeably lighter than its "real steel" counterpart due to the use of aluminum, alloy, and plastic, though some have weights in them for a more realistic feel. Smoke caps are available for certain airsoft guns to add realism.

Gas hand gun magazines usually contain 10 to 20 BBs in a standard capacity magazine; however, some are high capacity magazines which have a winder and can hold 50 rounds or more. In the case of AEG rifles, magazines come in either real-capacity (equivalent to the capacity of its real steel counterpart), low-capacity (low caps: 30-80 BBs), mid-capacity (mid caps: 80-150 BBs), or high-capacity

(high caps: 200+ BBs). These magazines are spring loaded. The high-cap magazines often have a ratchet wheel that can be wound up periodically to force BBs up from the holding chamber of the magazine to the feed chute. Due to loose BBs in the reservoir, they often make a rattling noise when running or walking. Some airsoft guns have an electric-powered box or drum magazine that holds thousands of BBs.

Hop-Up

The "Hop-Up" system, which is installed in most stock airsoft rifles and pistols, is used to add extra range to the pellets by putting a backspin on each as it is fired. A small rubber nub protrudes into the top of the barrel through a small hole, and it catches the top of the BB as it flies past. Adjusting the Hop-Up makes the nub protrude lower or higher into the barrel, so that backspin is increased or reduced. Ideally, the Hop-Up should be adjusted so that the pellets fly as far as possible in a straight line. The Hop-Up adjustment is usually relatively easy to access so that players can adjust it during play. On the majority of airsoft guns, it is located underneath the in-built bolt cover, but sometimes it is only accessible by using an Allen key.

Airsoft projectiles

Main article: Airsoft pellets

Most airsoft guns fire spherical plastic pellets ranging from 0.12 plastic to 0.88 grams. However, the most popular weights for AEG's (automatic electric gun) are between .20 and .28 grams. Heavier rounds (.30-.48 grams) are typically used for long range and sniper use since they are more stable in flight and less easily deflected by wind. They are usually bought in bags or bottles of 2,000 to 5,000, but

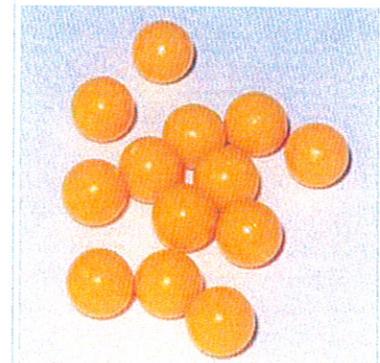


An example of a gas blowback airsoft pistol, in this case a replica of a SIG-Sauer P226

other sizes are available, such as a 250,000 round of tournament grade pellets. Pellets are typically 6 mm in diameter, though 8 mm pellets do exist. These pellets are available in the .12 to .45 gram range. Pellets are used for the majority of play, although foam balls may be used to represent M203 rifle-grenade shells.

See also

- Airsoft guns
- Airsoft pellets
- Air gun
- Classic airsoft
- Lasertag
- Legal issues in airsoft
- UK Airsoft Wiki



6 mm plastic BBs (0.12 g). A sample of inexpensive BBs.

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Retrieved from "<http://en.wikipedia.org/wiki/Airsoft>"

Categories: Leisure activities | Airsoft

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Attachment III



Airsoft pellets

From Wikipedia, the free encyclopedia

Attachment IV

Airsoft pellets or **BBs** are spherical projectiles used in Airsoft gun models. Typically made of plastic, they usually range in size from 5.93 to 5.98 mm in diameter, though select models use 8 mm or 3 mm pellets.



Thirteen low quality 6 mm 0.12g plastic airsoft pellets.

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 - 2.2 8 mm Airsoft pellet weights
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 - 3.1 Pellet speed, energy and weight
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Special Variants

Although the majority of pellets bought and used are simple spherical projectiles made of plastic, these special varieties can be used to give a player an advantage:

Biodegradable

Biodegradable pellets are available, and are often required by outdoor fields where sweeping up is not an option. Conventional pellets are a pollutant of the environment - most ordinary pellets have a mineral or petroleum-based center coated non-biodegradable plastics, ensuring they will stay in the environment for several hundred years if not collected. Biodegradable pellets are made of various types of resin, often developed for the agricultural industry, and better makes are certified as compostable.

There is a mixture of degradable processes being used, such as soil microbes and photosensitive degradation. Biodegradable pellet development is now producing ammo with all the characteristics of the best of the conventional, with homogeneous resin construction.

Various EEC countries now only permit biodegradable pellet ammunition to be used, and many land agents are also insisting on their use on rented land. Airsoft worldwide is very late in coming to universal usage of biodegradable products which paintball has long achieved with its munitions.

[citation needed]

Tracers

Glow-in-the-dark BB's, known as *tracer* BB's, can be used in conjunction with a device that "charges" the BB's by flashing them with a burst of visible light on leaving the barrel, so that they remain luminescent in flight for use during nocturnal games/operations. This tracer unit is usually hidden from view, often disguised as a suppressor (silencer), or is included inside the magazine. There are also biodegradable glow-in-the-dark BB's available.

Paintball Pellets

Paint-filled pellets are also available, called paintballs, which are very similar to those used by paintball. Airsoft models equipped with the hop-up projectile stabilizing system are not able to use these, as the thin shells are liable to break in the barrel, soiling it with paint. These special pellets are also incompatible with Airsoft models using mechanized feed systems, such as high capacity magazines, for the same reason. With some companies, the use of paintballs voids the airsoft gun's warranty; paint may get into the mechanical workings of the airsoft gun and damage parts beyond simple maintenance.

Markers

Recently, a new kind of pellet that leaves a small mark has emerged on the market. The pellets are coated with a powder that, when it strikes the target, a mark is left. Manufacturers include Verdict and Grudge Tactical.

Silica or Bio-Inert

Made from 100% silica, these BB's (most notably from BIOval and BB Bastard) have the advantage of very even material distribution and hence great flight characteristics. Unfortunately these have been accused of breaking glass and sometimes defeating ANSI 87.1Z rated protective eye-wear. Some Airsofters don't accept that these could do this without unsafe and high velocity.

Metallic

Specially designed and built metallic 6mm BBs for airsoft guns can be found on the market. These metallic BBs should not be used for airsoft play because they can break airsoft player's eye protection.

Ceramic

Created from lab grown crystal lattice structures, these BB's are individually CNC machined. The result is a BB that contains no voids, is perfectly spherical and is exactly the same weight from BB to BB. The downside is they are extremely expensive. Like metallic BB's, they can defeat standard eye protection at close ranges and should only be used for long distance.

Pellet weights

Pellet weight is an important factor when choosing pellets. The pellet's weight influences several aspects of pellet performance:

Velocity:

Attachment V



Introduction

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What is Airsoft?

Airsoft is a fast becoming game or sport that is rapidly taking the place of many of the traditional paintball games of the past. That is hotly debated by both sides of that argument. Many of the new players to airsoft have come from paintball, they have become less interested in the 'flashy' costumes and speedball games that have become the 'norm' for many of the fields now.

Airsoft is growing rapidly as the cost for the equipment has dropped dramatically in the last 5 years. This has opened the game to many that could not have afforded it in the past. This, depending on whom you talk to, could be either a boon or a bust for the game. As this has also created a large volume of players that need the structure of an organization to provide a safe and honorable place to play and grow in this game.

Many of the games in the past were played on private land and out of the view of the 'public'. This allowed for the games to be played somewhat in 'secret' and as such did not draw the younger players. As a matter of fact, the average of players in 1990's was closer to 25 years old. Today that number has dropped to closer to 14 years old, this is also not accurate as this only takes into account public attended games, and not private games or children being given these guns for gifts and never playing outside of their backyards. (An activity that is strongly disapproved by the WAA membership)

Airsoft is a new enough activity that many do not know exactly what it is nor what the game entails. Airsoft is much like a combination of paintball and military reenacting. However there are some significant differences. A skirmish typically involves two different teams that are competing to complete objectives detailed in the layout of the game. This can be as simple as a capture the flag game to very complex scenarios that involved tiered results and overlaid mission objectives. Each game is different and is a product of the organizer of that game.

Airsoft is played with **VERY REALISTIC** replicas of actual firearms that shoot six-millimeter biodegradable plastic bb's. These replicas are as safe to the players of the game as any other properly used sports equipment.

It is important to know and to think about **PRIOR** to purchasing one of these guns, it is virtually impossible to distinguish these replicas from a real firearm even as close as a foot from the gun. As a parent it is crucial that this is conveyed to you, ultimately it is your decision for your child, but please be aware that these guns can be misused, much like a baseball bat can be, and result in injuries outside of the game.

This is one of the reasons for the Wisconsin Airsoft Association to exist, to educate and to help provide a safe place for these games to be played.

Though it may sound like this game could put the players into a 'bad' situation. That is not the case, airsoft games have been played in this state since the late 1990's without a major injury incident. This is due to a large part to the dedication of players and members that have gone out of their way to make sure that the games are played as safe as possible. Airsoft is actually quite well established in Japan (where it originated in the 1980's) and other Asian countries, but only in relatively recent years has there been a large interest in North America and other parts of the world. Because of the relative young age of the game, scattered groups still play the sport on private land, each with their own rules variations and safety precautions. There are now "official" organizations that have been created (such as the Wisconsin Airsoft Association) to unify players around a central foundation of knowledge, communication, support and safety.

We strongly encourage you to [contact us](#) if you have any additional questions about the game of Airsoft!

Chris Clark

Attachment VI

From: Chris Haltom
Sent: Tuesday, March 22, 2011 3:23 PM
To: Chris Clark
Subject: FW: Question on Coverage

Please see comments in two emails below regarding insuring air soft activities. They are not for the idea.

From: Monchie Gunter III [mailto:monchiegunter290@msn.com]
Sent: Tuesday, March 22, 2011 2:08 PM
To: Chris Haltom
Subject: FW: Question on Coverage

Chris:

As you will notice, I sent your email to John Truchan of EMC. I wanted to get his opinion on this and his response is exactly what I expected. Even if we had insurance for this activity, EMC Insurance Company would not like the position that they would be in. In that it would be on Village property, EMC could be brought in on a claim.

The long and short of story, I do not think it would be a very good idea and EMC would not be happy with it at all.

Give me a call if you wish to discuss this further.

Bud Gunter

Date: Tue, 22 Mar 2011 13:50:17 -0500
From: John.K.Truchan@emcins.com
Subject: Re: FW: Question on Coverage
To: monchiegunter290@msn.com

Hi Bud,
I don't believe we want to allow this. The exposure for injuries would be very high and the fact that you have kids of village residents shooting each other could also cause coverage problems such as INTENTIONAL ACTS.
I hope this helps.
John

On 3/22/2011 11:52 AM, Monchie Gunter III wrote:
John:

The following is the email that we discussed briefly on the phone. I would appreciate a response and I will forward on to the insured.

Bud

From: CHaltom@villageofhoward.com
To: monchiegunter290@msn.com
Date: Tue, 22 Mar 2011 10:43:13 -0500
Subject: Question on Coverage

Bud,

I've got a question for you on a possible new activity a citizen is requesting the village provide to kids in the community. They would like the village to provide an area in one of the existing village owned parcels to allow kids to shoot air soft

guns at each other. Air soft guns are similar to BB guns but shoot a slightly larger than BB sized plastic pellet. Kids shoot these things at each other similar to paint balling except there is no paint in the pellet; it just hurts when it hits you.

A citizen came forward at the last village board meeting saying he was upset to learn it was illegal for his kids to discharge these weapons in the village. He asked the village board to find a location on village owned property where these kids could shoot these guns.

Staff is preparing a report for the village board on this issue that will probably recommend not allowing the activity on public lands unless this citizen pays for fencing and other costs associated with the activity. Staff would like to know if the village would have liability issues related to this activity. Would our current policy cover kids getting injured due to this activity (whether shot by another pellet or running into a tree, etc.)? If not, can such a policy be obtained and at what cost?

Sincerely,

Christopher A. Haltom, CPA
Executive Director of Administrative Services
Administrative Services Department
Village of Howard, Wisconsin

Work: (920)434-4640
Facsimile: (920)434-4643
Web: www.villageofhoward.com

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ATTACHMENT ①

VII

Wisconsin Statute

167.30 Use of firearms, etc., near park, etc. Any person who shall discharge or cause the discharge of any missile from any firearm, slung shot, bow and arrow or other weapon, within 40 rods of any public park, square or enclosure owned or controlled by any municipality within this state and resorted to for recreation or pleasure, when such park, square or enclosure is wholly situated without the limits of such municipality, shall be punished by imprisonment in the county jail not exceeding 60 days or by fine of not more than \$25 nor less than one dollar.

941.2965 Restrictions on use of facsimile firearms.

(1) In this section, "facsimile firearm" means any replica, toy, starter pistol or other object that bears a reasonable resemblance to or that reasonably can be perceived to be an actual firearm. "Facsimile firearm" does not include any actual firearm.

(2) No person may carry or display a facsimile firearm in a manner that could reasonably be expected to alarm, intimidate, threaten or terrify another person. Whoever violates this section is subject to a Class C forfeiture.

(3) Subsection (2) does not apply to any of the following: (a) Any peace officer acting in the discharge of his or her official duties. Notwithstanding s. 939.22 (22), this paragraph does not apply to a commission warden. (b) Any person engaged in military activities, sponsored by the state or federal government, acting in the discharge of his or her official duties. (c) Any person who is on his or her own real property, in his or her own home or at his or her own fixed place of business. (d) Any person who is on real property and acting with the consent of the owner of that property.

History: 1993 a. 191; 1993 a. 491 s. 262; Stats. 1993 s. 941.2965; 2007 a. 27.

941.297 Sale or distribution of imitation firearms.

(1) In this section, "look-alike firearm" means any imitation of any original firearm that was manufactured, designed and produced after December 31, 1897, including and limited to toy guns, water guns, replica nonguns, and air-soft guns firing nonmetallic projectiles. "Look-alike firearm" does not include any imitation, nonfiring, collector replica of an antique firearm developed prior to 1898, or any traditional beebie, paint-ball or pellet-firing air gun that expels a projectile through the force of air pressure.

(2) Beginning November 1, 1992, no person may sell or distribute any look-alike firearm. Whoever violates this subsection is subject to a Class A forfeiture.

(3) This section does not apply to the sale or distribution of a look-alike firearm that complies with the marking or waiver requirements under 15 USC 5001 (b).

History: 1991 a. 155.

Village Ordinance

Sec. 24-67. - Definitions.

The following words, terms and phrases, when used in this subdivision, shall have the meanings ascribed to them in this section, except where the context clearly indicates a different meaning: Firearm means a weapon which expels a missile by the explosive force of gunpowder, compressed air or compressed gas.

Other dangerous weapon means and includes bow and arrow, crossbow, slingshot, blowgun, brass knuckles, bowie-type knife, switchblade knife and other similar weapons.

(Comp. Ords. 2000, § 9.02(1))

State law reference— Definitions, Wis. Stats. § 167.31.

Sec. 24-69. - Use of firearms and other dangerous weapons prohibited.

No person shall have in his possession, except within his own domicile, or carry, use or discharge any firearm or other dangerous weapon within the village. It shall be unlawful for any center fire rifle to be discharged in the village and the exceptions set forth in section 24-70 do not apply to the discharge for any center fire rifle.

(Comp. Ords. 2000, § 9.02(2); Ord. No. 2004-35, § 1, 10-25-2004)

Sec. 24-103. - Definitions.

The following words, terms and phrases, when used in this subdivision, shall have the meanings ascribed to them in this section, except where the context clearly indicates a different meaning:

Firearm has the meaning provided in section 24-67.

Public building means any building, including the grounds thereof, owned by the village, the county or the Howard-Suamico school district.

Public land means any land owned by the village, the county or the Howard-Suamico school district.

Public place means any privately owned building which is open to the public.

(Comp. Ords. 2000, § 9.03(1))

Sec. 24-104. - Prohibited.

No person, except duly authorized city, village, county, state or federal law enforcement officers specifically authorized by law to carry firearms and, as provided in section 24-70(1), (3) and (5), shall possess a firearm while in any public building or on public land within the village. No person shall possess a firearm while in any public place within the village unless written consent to so possess a firearm has been given by the owner or lessee of such public place, and such possession is not contrary to Wis. Stats. § 440.26.

(Comp. Ords. 2000, § 9.03(intro.))

Sec. 24-105. - Enforcement.

A village police officer finding a person possessing a firearm in violation of this subdivision shall immediately take possession of such firearm and retain it as evidence.

(Comp. Ords. 2000, § 9.03(2))

Secs. 24-106—24-123. - Reserved.

Sec. 24-124. - Throwing or shooting prohibited

No person shall throw or shoot any object, arrow, stone, snowball or other missile or projectile, by hand or by any other means, at any person or at, in or into any building, street, sidewalk, alley, highway, park, playground or other public place within the village.

(Comp. Ords. 2000, § 9.05)

Attachment VIII

