

MOONDOG INDUSTRIES AIRSOFT BOOTCAMP

A Family Friendly Airsoft Weekend

Bootcamp Schedule

Sunday Aug 23

- 8:30am-9:30am Chrono/Sign-In
- 10:00am-12:00pm BOOT CAMP
- 12:00pm-1:00pm Lunch
- 1:00pm-4:00pm BOOT CAMP
- 4:00pm-5:00pm Dinner

About The Bootcamp

The Moondog Industries Airsoft Bootcamp is for new players ages 10-16. You'll be given instruction by NYC Airsoft Admins SHOGUN MITSU and SONIC on the basics of MilSim airsoft and get to play in organized skirmishes to apply those skills in action, including: Play safety, Chain-of-Command, Squad Formation, Map reading, Military Radio Protocols, and basic maintenance and repair.

This is prefect for noobs and for younger players who want to graduate from backyard 'warz' and be ready for large organized airsoft games.

Parents and adults are invited to join as players to learn first-hand what your child is experiencing. Adult non-playing observers are also welcome to join us as volunteers.

Required Equipment

- 400fps w/.25g limit for all weapons. No exceptions.
- Elastic retention ANSI rated full-seal goggles (no shooting glasses or mesh)
- Hard lower face protection required (bandanas and balaclavas are not sufficient)
- Red Rag
- Barrel Condom for all rifles
- Long sleeve shirt, uniform or light jacket (camo pattern not required)
- Cargo, canvas or denim pants (track or sweat pants and shorts are not recommended)
- Gloves
- Boots (ankle high or taller)
- Bug spray
- 2 spare black T-shirts
- Hydration carrier (canteen, camelbak, etc.)
- Snacks/Rations
- FRS/GMRS Radio
- Whistle
- Compass or smartphone with compass App

Essential Information

Strategic Compound
14 Bear Swamp Road
East Hampton, CT 06424
(860) 613-2858
<http://strategiccompound.com>

Shogun Mitsu
angel.sosa@nycairsoft.com

Sonic
ian.conolly@nycairsoft.com

Adult Observers

Must wear required protective eyewear and bright yellow, orange or red top, and sturdy boots.

Milsim Hit & Medic Rules

- Unless specified, any team mate can be a medic
- A red rag "bandage" simulates medical treatment, but the affected limb is damaged and can not be used until the next respawn
- Body armor & helmets absorb 1 BB hit
- When "bleeding out" get out of the lanes of fire and sit
- Gear, gun, and ricochet hits count

Phridum's Hi-Cap Rule

Most MilSim players only use MidCap ("Medium Capacity") magazines because changing magazines to reload is an integral part of the MilSim experience. Here is a simple rule which allows for a realistic mag change MilSim experience when using HiCap magazines: **EJECT TO REWIND**.

Players using HiCap magazines in MilSim games must eject their mag every time they need to rewind their HiCap spring. Players are encouraged to carry multiple HiCap magazines and swap them out just like they would do with a MidCap.

Rewinding the magazine detached from a gun simulates the time and effort to manually reload single rounds into a magazine.