BERGET EVENTS

Chroning rules Berget-events (new rules)						
Class	Max muzzle energy	Minimal safety distance	Firemodes allowed	Max rate of Fire	Muzzle speed	Notes
Description	Measured in Joule (J)	Measured in meters (m) @ 1,2 J Impact	Automatic, semi & bolt	Bullets per second (BB/s)	Example with 0,2 g BB	
Class 1 CQB	1,2 J	1 m	Auto	25 BB/s	109 m/s	Guns without buttstock allowed
All guns including Pistols						SMG, shotguns, automatic rifles, machine guns and pistols
Class 2 Assault	1,7 J	10 m	Auto	25 BB/s	130 m/s	All rifles with buttstock allowed
Automatic rifles and machine guns						SMG, shotguns, automatic rifles and machine guns with bipod/boxmag.
Class 3 Support	2,0 J	15 m	Auto	25 BB/s	141 m/s	Only high tuned, full buttstock machine guns with bipod/boxmag.
Heavy machine guns only						M249 para is not allowed in this class
Class 4 Marksman	2,0 J	15 m	Semi	N/A	141 m/s	Must be properly locked to semi
Bolt or semiautomatic rifles						Semiautomatic rifles and bolt rifles
Class 5 Sniper	3,3 J	30 m	Bolt	N/A	182 m/s	
Bolt rifles only						Bolt rifles and specific high calibre semiautomatic rifles
Class 6 Heavy Sniper	4,7 J	40 m	Bolt	N/A	217 m/s	
Bolt rifles only						Bolt rifles and specific high calibre semiautomatic rifles

Notes

- All safety distance have been calculated with an impact energy of 1.2 J for a 0.43 g bullet at the safety distance for each class.

- All calculations are made in Matlab and have been reviewed by professionals.

- Max allowed bullet weight is 0,43 g

- Chroning will be done with Berget-Events bullets.

- Weights during Chroning will be 0.30 and 0.43

- Class 1-3 will chrono with 0.30

Class 5-6 will chrono with 0.43

Class 4 will chrono with 0.30 or 0.43 (closest to played weight)

- All guns will be temporary marked for their class during the event.

- HPA regulators must be lockable, they will be locked and marked for one class only.

- If you change the performance of the gun you must rechrono to verify it's classification.

- It is recommended to always have a CQB option. (side arm)

- Glass, steel or clay bullets are strictly forbidden

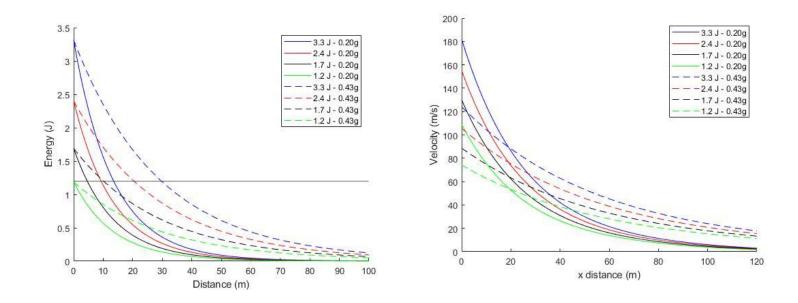
Know your safety distance!

For all weapons and ranges, head shots should be avoided as far as possible except where no other target is available.

- Only RPK, PKM, PKM versions M240, M249, M60, MK43, Mg3 etc are allowed to be tuned to Class 3 Support.

For Class 4, 5 & 6 your gun must look like a sniper rifle with scope, no mp5/uzi/m4/ak47 etc with scope is allowed as sniper.

Semi-snipers as Barrett M82, OSV-96, AR-50, CheyTac 50 BMG etc are allowed in Bolt Classes. Druganov may play as Class 5 but not as Class 6.



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