

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 <small>All guns including Pistols</small>	1,2 J	1 m	Auto	25 BB/s	109 m/s	Guns without buttstock allowed SMG, shotguns, automatic rifles, machine guns and pistols
Class 2 Assault <small>Automatic rifles and machine guns</small>	1,7 J	10 m	Auto	25 BB/s	130 m/s	All rifles with buttstock allowed SMG, shotguns, automatic rifles and machine guns with bipod/boxmag.
Class 3 Support <small>Heavy machine guns only</small>	2,0 J	15 m	Auto	25 BB/s	141 m/s	Only high tuned, full buttstock machine guns with bipod/boxmag. M249 para is not allowed in this class
Class 4 Marksman <small>Bolt or semiautomatic rifles</small>	2,0 J	15 m	Semi	N/A	141 m/s	Must be properly locked to semi Semiautomatic rifles and bolt rifles
Class 5 Sniper <small>Bolt rifles only</small>	3,3 J	30 m	Bolt	N/A	182 m/s	Bolt rifles and specific high calibre semiautomatic rifles
Class 6 Heavy Sniper <small>Bolt rifles only</small>	4,7 J	40 m	Bolt	N/A	217 m/s	Bolt rifles and specific high calibre semiautomatic rifles

Notes
<ul style="list-style-type: none"> - 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 rechono 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.

