

Chroning rules Berget-events (new rules 2026)

Class Description	Max muzzle energy Measured in Joule (J)	Minimal safety distance Measured in meters (m) @ 1.2 J Impact	Firemodes allowed Automatic, semi & bolt	Max rate of Fire Bullets per second (BB/s)	Muzzle speed Example with 0.2 g BB	Notes
Class 1 CQB All guns including Pistols	1.2 J	1 m	Auto	20 BB/s	109 m/s	Guns without buttstock allowed SMG, shotguns, automatic rifles, machine guns and pistols
Class 2 Assault Assult rifles and light machine guns	1.7 J	10 m	Auto	20 BB/s	130 m/s	All rifles with buttstock allowed SMG, shotguns, automatic rifles and machine guns with bipod/boxmag
Class 3 Support Heavy machine guns only	2.0 J	15 m	Auto	25 BB/s	141 m/s	Only high tuned, full buttstock, full-barrel machine guns with bipod/boxmag M249 para is not allowed in this class
Class 4 Marksman Bolt or semiautomatic rifles	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 Bolt rifles only	3.3 J	30 m	Bolt	N/A	182 m/s	Bolt rifles and specific high calibre semiautomatic rifles
Class 6 Heavy Sniper Bolt rifles only	4.7 J	40 m	Bolt	N/A	217 m/s	Bolt rifles and specific high calibre semiautomatic rifles
Class 7 Turret gun Machine guns only	2.0 J	15 m	Auto	25 BB/s	141 m/s	Does not need a gun butt-stock or bipod. Must be mounted in vehicles and only allowed to operated from vehicle turrets or vehicle mounts.

Notes

- Chroning will be done with the participants own bullets that the participant inted to use in the field.
- 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 (full thrust kit is an exception due to its caliber size)
- 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 rechro no 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, Snipex Aligator etc are allowed in Bolt Classes. Dragunov may play as Class 5 but not as Class 6 (Due to soviet style-balance adaption).
- Class 7 weapons allowed with max 5000 rounds/magazine capacity, will be double colored with zipties white&orange.
- Full thrust from Novritsch will be allowed under class 5 sniper as max and will use the 30m safety distance. Only to be used in sniper rifles.
- If your gun exceed the max rate of fire. Your gun will be marked with an extra orange stripe and get 10+ meter saftey distance.
- Rapid-loading repeating weapons such as modified bolt straight-pull action or lever action guns cannot be trimmed higher than class 4.
- Sniper rifles above Class 4 must use an optic with a minimum magnification of 3x. Non-magnified sights (e.g. red dots, holographic sights, iron sights) and magnifier combinations are not allowed on sniper rifles.

