



FPS LIMIT CHART



Weight BB	JOULE LIMIT	FPS
AEG, HPA, GBB rifle & CO² Pistol FULL AUTO		
0.2	1.14	350
0.23	1.14	326
0.25	1.14	313
0.28	1.14	296
0.3	1.14	286
0.32	1.14	277
0.36	1.14	261
0.4	1.14	247
Avoid full auto at close range, bang kill is more appropriate.		

Weight BB	JOULE LIMIT	FPS
DMR LOCKED TO SEMI		
0.2	1.88	450
0.23	1.88	420
0.25	1.88	402
0.28	1.88	380
0.3	1.88	367
0.32	1.88	356
0.36	1.88	335
0.4	1.88	318
0.43	1.88	307
0.45	1.88	300
Minimum engagement distance 20 metres, one BB in air at one time.		

Weight BB	JOULE LIMIT	FPS
BOLT SNIPER		
0.2	2.32	500
0.23	2.32	466
0.25	2.32	447
0.28	2.32	423
0.3	2.32	408
0.32	2.32	395
0.36	2.32	373
0.4	2.32	354
0.43	2.32	341
0.45	2.32	333
0.46	2.32	330
0.48	2.32	323
0.49	2.32	319
0.5	2.32	316
0.52	2.32	310
0.54	2.32	304
Minimum engagement distance 30 metres, retreat or use pistol.		

MadDog Airsoft reserve the right to chronograph any weapon at any time. Any weapons found to be operating above the site limits will be removed from play. If the owner of the weapon does not agree to cease its usage then that person will be asked to leave the site with no refund given.

Chronograph testing of all weapons will be carried out during the morning before debrief, any late arrivals may be penalized. This will be carried out with the weight you use during the day.