BALLISTICS

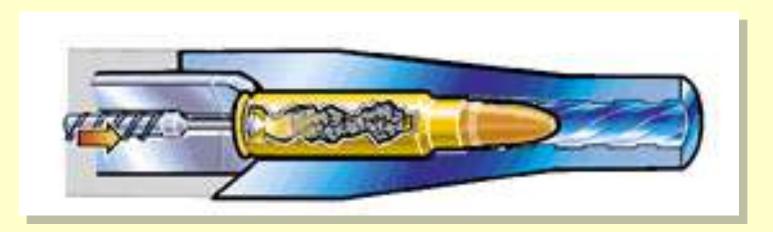
Internal Ballistics - projectile inside the weapon.

External Ballistics - projectile in flight.

 Terminal Ballistics - projectile striking the target.

INTERNAL BALLISTICS

 As the powder begins to ignite and chamber pressure builds, the bullet is thrust forward to engage the rifling.



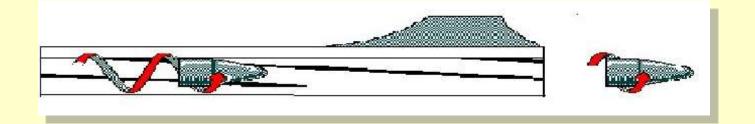
INTERNAL BALLISTICS (cont.)

 The pressure builds as more powder ignites, adding velocity to the projectile.



INTERNAL BALLISTICS (cont.)

 As the round travels down the barrel, it is rotated by the rifling cut into the barrel.



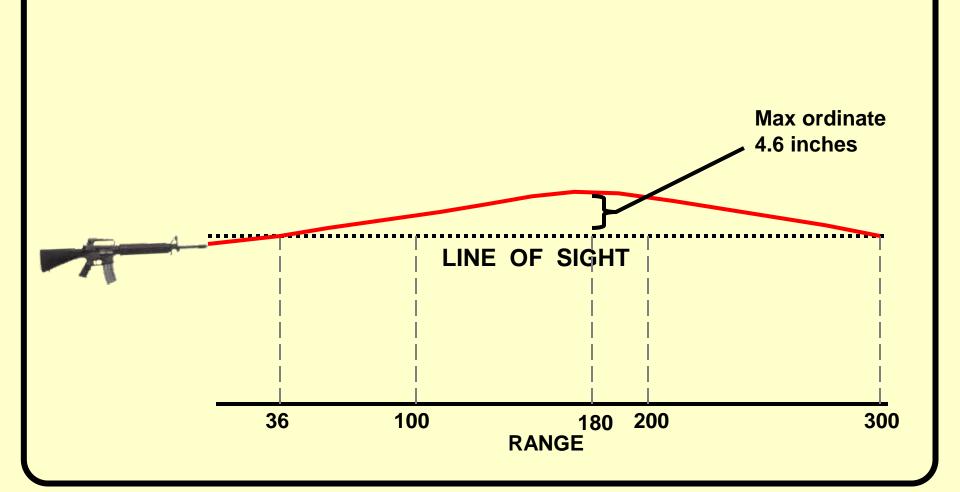
 The rotation will stabilize the round once it exits the barrel.

EXTERNAL BALLISTICS

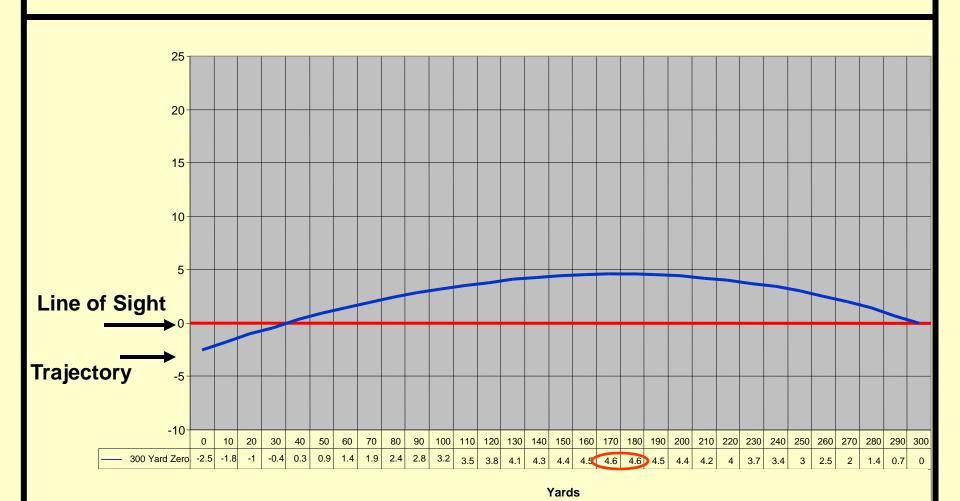
 As soon as projectile exits the bore, velocity drops and air drag slows round down.



TRAJECTORY

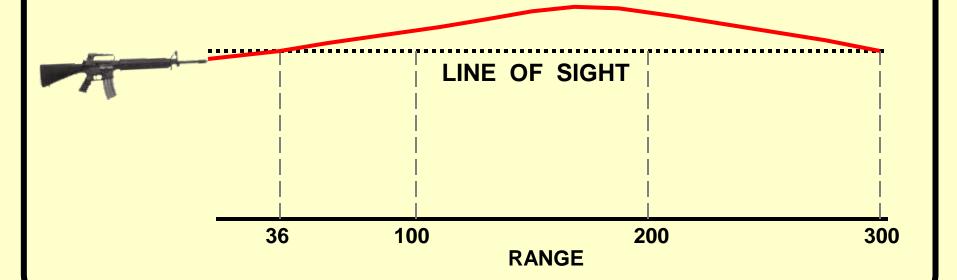


MAXIMUM ORDINATE



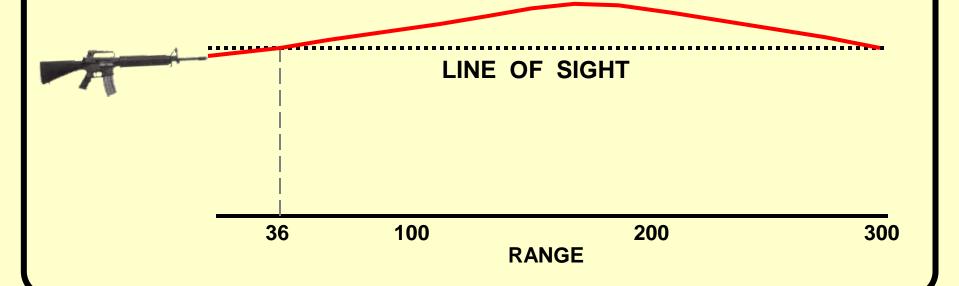
TRAJECTORY (cont.)

 Bullet crosses line of sight on upward path at 36 yards; crosses again on downward path at 300 yards.

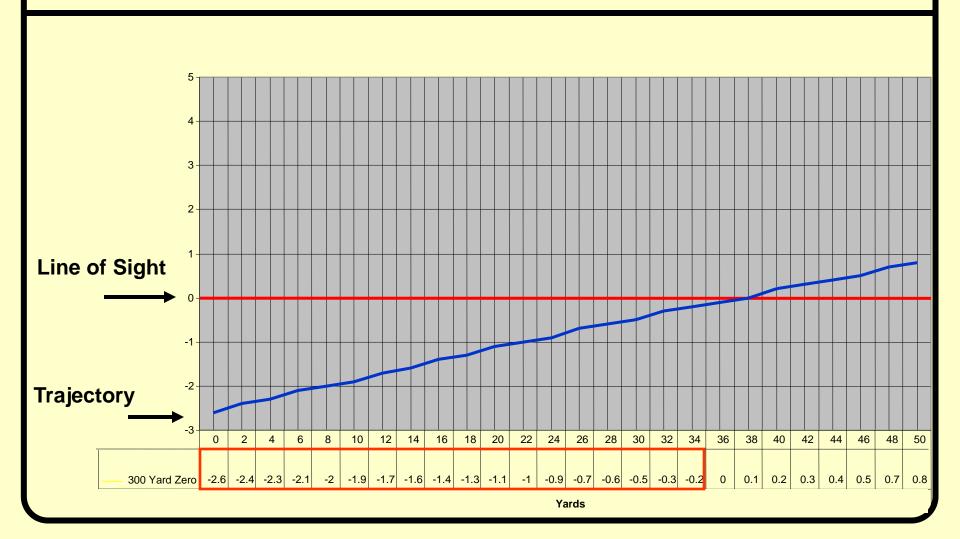


Engagement at Less Than 36 Yards

- Shots will be below sight picture
- Must aim higher to be accurate

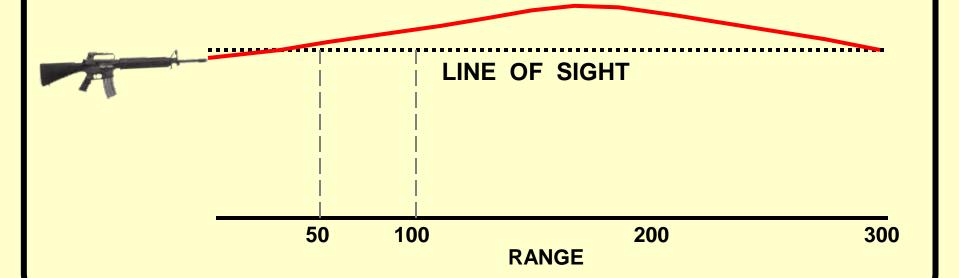


BALLISTICS AT CLOSE RANGES



Engagement at 50 and 100 Yards

- Shots will be above sight picture
- Must aim lower to be accurate

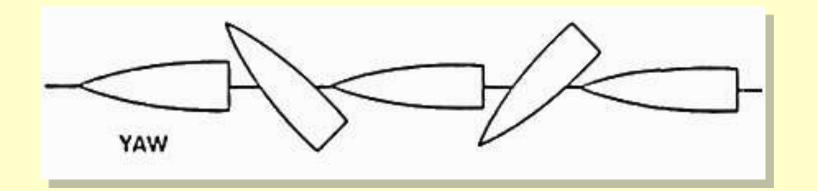


BALLISTICS AT CLOSE RANGES



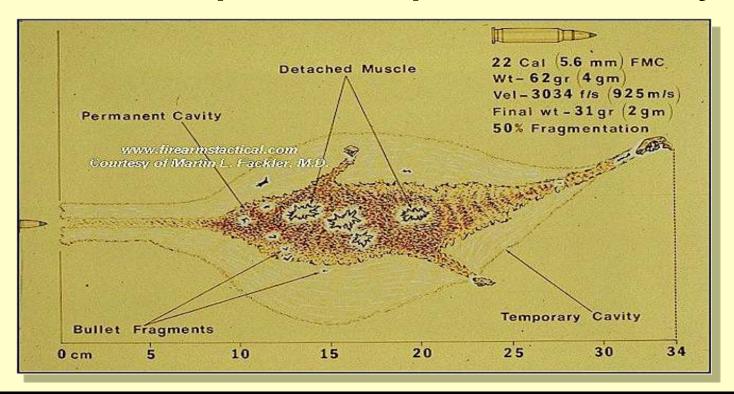
TEMPORARY CAVITY

- Friction causes round to tumble, creating temporary cavity.
- Shock is transmitted through body fluids.

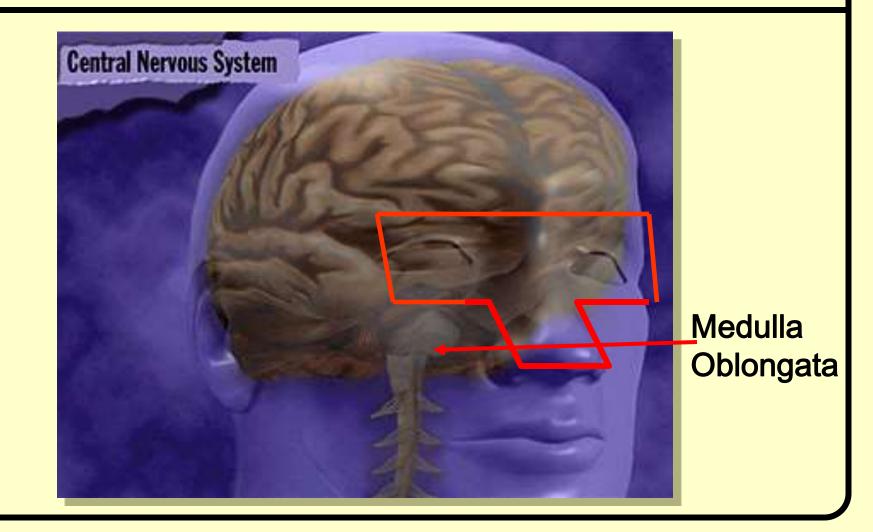


PERMANENT CAVITY

 Tissue crushed and torn by the projectile will remain open as the permanent cavity.



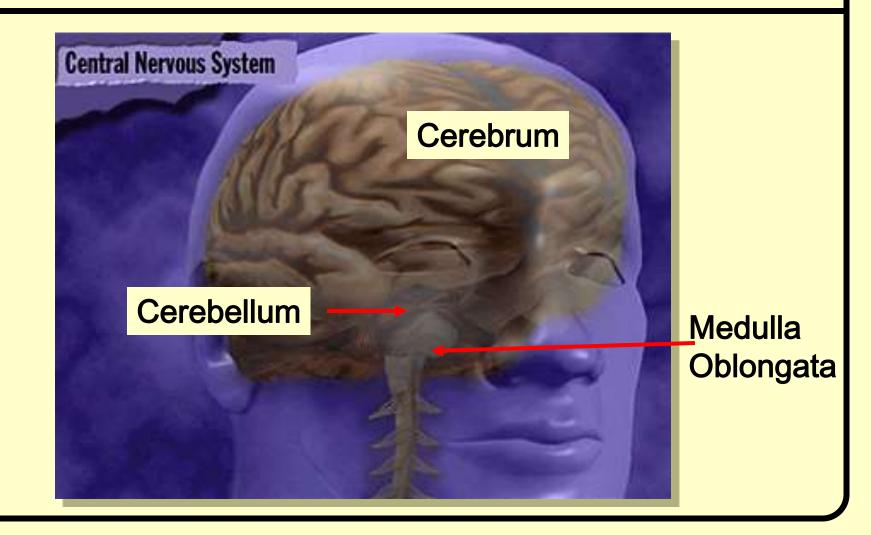
CENTRAL NERVOUS SYSTEM



Hydraulic Decompression (Bleed Out)

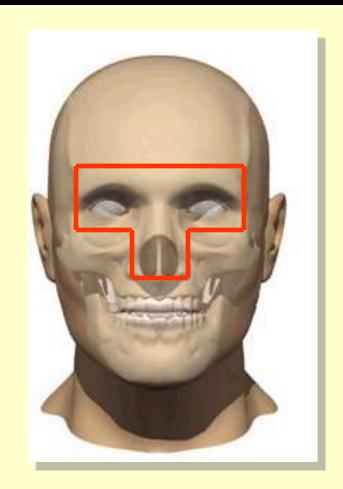
- Heart or vascular structure.
- Target can still effectively fight for 10-15 seconds.
- Not effective for close range fight, though will usually lead to death.

BRAIN



IMMEDIATE INCAPACITATION AIMING POINTS FOR THE HEAD

Frontal Shot: "T-Box"



VITAL AREAS OF THE BODY

