

WEAPONS CATEGORY

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1. Historical weapons
2. Single or double-shot weapons, designed on the principle of quick-match, roller, flintlock or percussion lock systems
3. Firearm designed for shooting with charges type Robert with energy projectile on the barrel to 7,5 J
4. Gas guns on air cartridge
5. Gas guns, in which the kinetic energy of the bullet on the barrel reach at most 16 J
6. Expansion weapons and expansion devices
7. Mechanical arms, which have tensioning force bigger than 150 N
8. Depreciated weapons, which were made on such a irreversible modifications, that prevent their use for shooting
9. Weapons, which were made such a modification due to cutting, which at least partially uncover the inner weapon design
10. Inactive ammunition and munitions
11. Weapons not included in categories A to C.