

## TYPES OF WEAPONS

1. **Firearm** – gun, in which the function is derived from the immediate energy releasing during the shooting, designed for the required effect for a defined distance
2. **Firearm** – gun, in which the function is derived from the immediate releasing of chemical energy
3. **Gas weapon** – gun, in which the function is derived from the immediate releasing of compressed air or other gas energy
4. **Mechanical weapon** – gun, in which the function is derived from the immediate releasing of accumulated mechanical energy
5. **Expansion weapon** – gun, which construction eliminates the ball-shaped cartridge or cartridge with mass shot using
6. **Expansion device** – working device, in which is an explosive substance like a primary energy source, this substance is contained in the ammunition for expansion devices
7. **Spherical weapon** – firearm with barrel (or barrels) for shooting with special ammunition or with spherical shots, or with special charges for spherical weapon
8. **Shotgun** – firearm with barrel (barrels) for shooting with shotgun cartridges, eventually with special cartridges directly for shotgun
9. **Combined weapon** – firearm with barrel (barrels) for shooting with spherical ammunition or with spherical shots, eventually with special charges for spherical weapon with barrel (barrels) for shooting with shotgun cartridges, eventually with special charges for shotgun
10. **Short weapon** – firearm, whose barrel length doesn't exceed 300 mm, or whose total length doesn't exceed 600 mm
11. **Long weapon** – firearm, which is not a short weapon
12. **Self-acting weapon** – firearm, which the recharge happens as a result of the previous shot, and for which the construction enables more shots per one trigger pulling
13. **Self-loading weapon** – firearm, which the recharge happens as a result of the previous shot, and for which the construction doesn't enable more shots per one trigger pulling

- 14. Repeating weapon** – firearm with magazine or other feeding device, which the recharge happens as a result of the manual control of breech or mechanical turning of revolver cylinder
- 15. Single-shot weapon** – firearm without magazine or without any other feeding device, which the recharge happens as a result of the manual charge insert into cartridge breech, or loading place
- 16. Multiple-shot weapons** – firearm without magazine or without any other feeding device, which has two or more barrels, which the recharge happens as a result of manual charge insert into cartridge breeches, barrels or loading places
- 17. Military weapon** – firearm, which is designed to make sea, air or land wars
- 18. Sports weapon** – firearm, designed according to rules of sport shooting for national and international disciplines
- 19. Hunting weapon** – firearm, designed to hunt of wild animals culling according to the Law on hunting
- 20. Paintball gun** – gas gun, which fires a shot with marking substance
- 21. Signal weapon** – single-purposed equipment based on the short and long weapons for using of signal caliber larger than 16 mm
- 22. Historical weapon** – firearm, which was manufactured until 31<sup>st</sup> of December 1890, and the same applies to all major parts of firearm, which were manufactured until 31<sup>st</sup> of December 1890
- 23. Main parts of the firearm** – barrel, inserted barrel, inserted cartridge breech, receiver, revolver cylinder, breech tube or weapon body and breech
- 24. Depreciated weapon** – firearm, which has been depreciated by the procedure laid down by legislation
- 25. Weapon cut** – is a firearm adjustment, laid down by legislation, in which is at least partially uncovered the weapon internal construction
- 26. Launching device** – device for launching of shots with a reactive drive or ammunition with reactive effect of cartridge, such as bazookas, rocket launchers and land, air and sea launchers; special shots launchers.