

Table 1 — Resistance of body armour to ballistic attack

1	2	3	4	5	6	7	8	9	10	11	12
Test variables						Performance requirements					
Levels of protection	Test rounds	Test bullets ^a	Bullet weight (± 1 %)		Reference velocity (± 9 m/s) m/s	Range (± 0,025 m) m	Hits per armour part at 30° angle of incidence	Hits per armour part at 0° angle of incidence	Shots per panel	Pattern of strikes	BFS depth max. mm
			g	grain							
II	1	9 × 19 mm FMJ RN	8,0	124	367	5	2	4	6	See figure 5	44
	2	357 Mag JSP	10,2	158	436	5	2	4	6		44
IIIA	1	9 × 19 mm FMJ RN	8,0	124	436	5	2	4	6	See figure 5	44
	2	44 Mag SJHP	15,6	240	436	5	2	4	6		44
IIIA Special, Tokarev	1	7,62 × 25 mm FMJ	5,5	85	450	5	2	4	6	See figure 5	44
III	1	7,62 × 51 mm FMJ	9,6	148 ^b	847	15	0	6	6	See figure 6 ^b	44
III Special, (S.A. mix)	1	7,62 × 39 mm API	7,8	120	725	15	0	1	5	See figure 7	44
	1	7,62 × 39 mm FMJ (MSC)	7,9	123	710	15	0	2	5		–
	1	7,62 × 51 mm FMJ	9,6	148	847	15	0	1	5		44
	1	5,56 × 45 mm FMJ	3,56	55	955	15	0	2	5		–
IV	1	7,62 × 63 mm M2 AP	10,8	166	878	15	0	1	1	^c	44

NOTE 1 For level II and level IIIA, six strikes are required of each calibre on separate panels as per shot pattern in figure 5.

NOTE 2 A level IIIA Special, Tokarev bullet type should be a steel jacket with a lead core.

NOTE 3 MSC; steel jacket with mild steel core.

NOTE 4 HV (high velocity).

NOTE 5 Level III Special, (S.A. mix) – two panels are tested, shot in accordance with figure 7. First use a 7,62 × 51 mm ball to shoot on one panel, then shoot the next shot on the remaining panel using a 7,62 × 39 mm API. Shoot shots 2 and 3 on both panels using a 7,62 × 39 mm ball and shots 4 and 5 using a 5,56 × 45 mm ball.

^a International designations.

^b 143 grain at 862 m/s is acceptable where 148 grain is not available.

^c One shot anywhere on the panel, and not less than 50 mm from the edge of the armour sample.