

SEAM: evil has the best(smallest and most consistent) then eliminator, then chronic, then tork, then pegball

NOTES:

Tork

Shooting at linolium with a plywood backing at 75ft., 1 ball bounced back about 25ft and I still had to bounce (not just drop but bounce) it on concrete 5 more times to get it to cr

Pegball

Paint thickness varied from extremely thick (like toothpaste) to a bit thin

Eliminator

At 300 fps was dead on at 75 feet

Evil

Paint is like water with a pinch of color added
rough shell, bead blasted/ Matt texture, would probably be great in a flat line if the ball is small enough.

Chronic

Nice thick paint and very bright
Hard to wipe

7000 grains in 1 Lb. 437.5 grains per ounce 50grains is just under 1/9th of an ounce				
Weight in Grains				
<u>Tork</u>	<u>Pegball</u>	<u>Eliminator</u>	<u>Evil</u>	<u>Chronic</u>
52.40	48.40	48.80	48.30	53.45
51.85	48.35	48.50	48.20	53.30
52.40	48.25	48.70	48.20	53.20
52.20	48.35	49.00	48.30	53.30
52.55	48.45	49.20	48.05	53.30
51.90	48.30	48.45	48.40	53.45
52.10	48.30	48.50	48.20	52.90
52.15	48.35	48.80	48.00	53.20
52.40	48.20	48.85	48.25	53.10
52.25	48.30	49.30	48.20	53.20
<u>Variation</u>				
0.70	0.25	0.85	0.40	0.55

*lightest *heaviest

Heavier projectiles have more kinetic energy and therefore fly a but further than lighter projectiles