

SOUND RATING GUIDE

SOUND LEVELS OF GAMING GUNS

The **decibel** (abbreviated **dB**) is a scale used to measure the intensity of a sound. The human ear is incredibly sensitive. Ears can hear everything from a fingertip brushing lightly over the skin to a booming jet engine.

Caring for your hearing is important. Eight hours (8hrs) of 90dB sound can cause damage to your ears; any exposure to 140dB sound causes immediate damage (and causes actual pain).

Obviously distance affects the intensity of sound -- if you are far away, the power is greatly diminished.

Our Chief Engineer, Zlatko Grcic has analyzed each of our gaming gun models at close range and at normal gaming range. He analyzed the sounds as dB(A).

To gauge how loud, or quite, our gaming guns are, consider that a whisper is deemed to have a rating of 15dB. Know the sound of a refrigerator humming? That has a decibel rating of only 40dB. Normal conversation is usually around 60dB.

City traffic has been classified as to have a decibel rating of 85dB. A bit louder, a domestic lawnmower has been rated at 90dB.

Louder again is a rock concert with a rating of 120dB.

So our gaming guns have approximately the loudness of traffic, when you are holding them. At 50 meters (or 160 feet) they blend into the background ambient noise.



You do not need ear protection when playing.

TABLE 1: Sound Ratings	At 1 Meter (3 1/3 feet)	At 50 Meters (160 feet)
Respawn Pistol	77dB	50dB
Spitfire	78dB	51dB
Scorpion	78dB	51dB
M16 Rifle	87dB	57dB
M4 Rifle	87dB	57dB
Commando Carbine	88dB	58dB
Morita Sniper	88dB	58dB
Morita SAW	88dB	58dB
Claymore Mine	88dB	58dB
Pulse Rifle	89dB	59dB

SOURCE:
WWW.HOWSTUFFWORKS.COM/QUESTION124.HTM