



RUSSIAN ORIGIN 7.62x39mm Ball Cartridge

Typical Weapons: OP - SKS
Bullet weight: 7.8 - 8.1 gr

SPECIFICATIONS

Description	Drawing Number
Cartridge Assembly	ЖИЮА. 771822.003
Cartridge Case	ЖИЮА. 773872.009
Projectile	ЖИЮА. 773112.018
Powder	ТУ 7277-205-07506808-97, ТУ 7277-118-07505708-2002
Primer	KV-24N ТУ 84-07513406-024-94

General and Performance Specifications	
Characteristic	Specification Description
Cartridge Weight	16.0 – 17.2 g
Cartridge Length	55-56 mm
Projectile Weight	7.8-8.1 g (122 Gr)
Powder Charge Weight	1.6 g nominal
Cartridge Case Material	Steel
Projectile	Lead and bimetal
Primer Type	Berdan, non-corrosive
Powder Type	Pyroxylin
Shelf Life	10 years under normal storage conditions
Operational Temperature Range	-50 C to +50 C
Storage Temperature Range	-50 C to +50 C

VISUAL INSPECTION

150 cartridges are randomly selected for visual inspection.

Failure to meet the requirements of the following table will result in lot rejection.

Critical (150-0-1)	Major (150-5-6)	Minor (150-9-10)
Spillage/leakage of energetic materials	Minor surface corrosion	Discolored, oily, dirty, or smeared
Case cracks or perforations present allowing propellant spillage	Cracks or perforations present not allowing propellant spillage or considered critical	Head stamp missing, illegible or does not match others in lot
Splits in the case around primer area, case groove or case rim	Mixed ammunition types	Missing or incomplete sealant
Gross deformation and/or gross corrosion	Inverted or missing bullet	Dents, folds, or wrinkles on case
	Primer missing, inverted, double, cocked, or visually above flush	Damaged bullet point
	Incorrect quantity of cartridges in packaging	
	Cartridge length out of spec (too short)	

* Cartridges that measure less than the minimum overall length shall be set aside for ballistic pressure testing.

This test is for information purposes only.

BALLISTIC TESTS

Test	Sample Size	Test Criteria
Pressure	30 Rounds	<p>Pressure is measured using a ballistic weapon with copper crusher gages.</p> <p>Maximum Average Pressure $\leq 3,161 \text{ kgf/cm}^2$ Maximum Individual Pressure $\leq 3,635 \text{ kgf/cm}^2$</p> <p>Any single round that exceeds the maximum individual chamber pressure will result in lot rejection with no retest.</p>
Velocity	10 Rounds	<p>Average velocity should greater than or equal to 710 m/s.</p> <p>Velocity deviation between the maximum and minimum measured velocities should be $\leq 30 \text{ m/s}$.</p>
Accuracy at 100 m	30 Rounds	Mean radius $\leq 12 \text{ cm}$
Function and Casualty at Ambient	32 Rounds	<p>Cartridges are fired from a 7,62x39 gun.</p> <p>The following malfunctions are considered critical. Any one of these will result in rejection of the lot. There shall be no retest.</p> <ul style="list-style-type: none"> • Any cartridge that either causes injury to the user, damages the weapon, or renders it inoperable without the use of special tools.
Function and Casualty at HOT (+50C)*	32 Rounds	<ul style="list-style-type: none"> • Bullet in bore • Hang fire • Self-firing
Function and Casualty at HOT (-20C)*	32 Rounds	<p>The following malfunctions are allowable as long as they don't exceed the accept/reject rate of 230-1-2. Should 2 malfunctions occur, a retest with 120 additional rounds is authorized but no additional malfunctions are permitted (350-2-3, cumulative)</p> <ul style="list-style-type: none"> • Misfire • Failure to Chamber • Failure to Extract

* Temperature testing is conducted at the operational temperature limits on a skip lot basis. It shall be conducted on the first lot of every delivery order and every 5th lot thereafter (1, 5, 10, 15...). If any lot fails testing for any reason, the next two lots must pass temperature testing before resuming skip lot procedures.

* Rounds are conditioned for a minimum of 4 hours and must be fired within 5 minutes of removal from the conditioning chamber or thermally insulated bag.



PACKING OPTIONS

1

7.62x39MM BALL CARTRIDGES	
Quantity of cartridges per carton	40 rounds
Cartons per case	25 cartons
Quantity of cartridges per case	1,000 rounds
Dimensions of case	302x249x128 mm
Weight of case	17.2/18.1 kg
Number of cases per pallet	67 cases
Quantity of cartridges per pallet	67,000 rounds
Pallet Dimensions	1100x700x1200 mm
Pallet weight	1152.4/1248.7 kg
Net Explosive Weight per pallet (NEQ)	109.612 kg
Hazard Classification	1.4S
UN Item number	UN0012
Proper Shipping Name	Cartridges, Small Arms, Ball Projectile
Note: - ISPM-15 markings are applied to all wooden packing products	
- All pallets are banded with metal banding only	
- Partial cases will be marked with bright colored paint in the corners for easy identification	

2

7.62x39MM BALL CARTRIDGES (Military Sealed Tin Can)	
Quantity of cartridges per carton	20 rounds
Cartons per Tin Can	32 cartons
Quantity of cartridges per Tin Can	640 rounds
Dimensions of case	365x168x123 mm
Weight of case	11,0/12,6 kg
Number of cases per pallet	96 cases
Quantity of cartridges per pallet	61,440 rounds
Pallet Dimensions	1100x700x1200 mm
Pallet weight	1056/1245,6 kg
Net Explosive Weight per pallet (NEQ)	100,516 kg
Hazard Classification	1.4S
UN Item number	UN0012
Proper Shipping Name	Cartridges, Small Arms, Ball Projectile
Note: - ISPM-15 markings are applied to all wooden packing products	
- All pallets are banded with metal banding only	
- Partial cases will be marked with bright colored paint in the corners for easy identification	

3

7.62x39MM BALL CARTRIDGES	
Quantity of cartridges per carton	100 rounds
Cartons per case	10 cartons
Quantity of cartridges per case	1000 rounds
Dimensions of case	302x249x128 mm
Weight of case	17.2/18.1 kg
Number of cases per pallet	67 cases
Quantity of cartridges per pallet	67,000 rounds
Pallet Dimensions	1100x700x1200 mm
Pallet weight	1152.4/1248.7 kg
Net Explosive Weight per pallet (NEQ)	109.612 kg
Hazard Classification	1.4S
UN Item number	UN0012
Proper Shipping Name	Cartridges, Small Arms, Ball Projectile
Note: - ISPM-15 markings are applied to all wooden packing products	
- All pallets are banded with metal banding only	
- Partial cases will be marked with bright colored paint in the corners for easy identification	