

**Barrel Transverse Shear-Wave Natural Mode Frequencies (Calculated in MKS Units)**

**[Long-Range 50-Caliber Rifle Barrel Example: 50 BMG case, 850-gr copper bullet, 235-gr H-50BMG]**

<b><u>Barrel Inputs:</u></b>	<b><u>Brit Eng Units</u></b>		<b><u>MKS Units</u></b>		
Length (L)	44.00	inches	1.117600	meters	
Caliber (d)	0.5100	inches	0.012954	meters	
Barrel Mass (lbm, Kg)	8.00	lbm (pounds mass)	3.629	kg	Mass=Rho*Vol=Rho*L*(Pi/4)*(D^2-d^2)
Average Diameter (D)	1.037539	inches	0.026353	meters	<b><u>Suggested Barrel D= Ave. OD</u></b>
(4140 CroMo Steel)					0.026353 meters
Elasticity (E)	29,700,000	psi	204.78	Giga Pascals (GN/m^2)	1.037539 inches
Density (Rho)	490	lbm/foot^3	7849.05	kg/m^3	N = kg*m/sec^2
Poisson's Ratio (Mu)	0.29		0.29		
Transverse Wave Speed	10662.73	fps	3250.00	m/sec	

**Calculated Values:**

Areal 2nd Mom (I) =	(Pi/32)*[D^4 - d^4]	4.4589E-08	meters^4	Barrel Volume (m^3) =	0.000462317
Cross-Section Area (A) =	(Pi/4)*[D^2 - d^2]	0.000413669	meters^2	Barrel Mass (kg) =	3.629
c = [E/Rho]^0.5 =		5107.76	meters/second	Acoustic-Wave Speed	
E*I =		9130.73	kg*m^3*sec^-2	Flexural rigidity	
I/A =		0.000107789	meters^2		
A*Rho =		3.2469	kg/meter	Mass per unit length	
SQRT[E*I/(A*Rho)] =		53.0295	m^2/second		
SQRT/L^2 =		42.4566	radians/second	Natural frequency constant	
Peak Base Pres. Time (QL)		680	microseconds	Start of Barrel Vibrations	

$$2*\pi*f(n) = [a(n)/L^2]*SQRT[E*I/(A*Rho)]$$

<b><u>Clamped-Free Ends:</u></b>		<b><u>omega(n)</u></b>	<b><u>f(n)</u></b>	<b><u>1/[4*f(n)]</u></b>	<b><u>1/[2*f(n)]</u></b>
<b><u>Mode No. (n)</u></b>	<b><u>a(n) [Blevins]</u></b>	<b><u>Mode Frequencies</u></b> <b><u>(Radians/sec)</u></b>	<b><u>Mode Frequencies</u></b> <b><u>(hertz)</u></b>	<b><u>Quarter Period</u></b> <b><u>(microsec)</u></b>	<b><u>Half Period</u></b> <b><u>(microsec)</u></b>
1	3.52	149.45	23.79	10511	21021
2	22.40	951.03	151.36	1652	3303
3	61.70	2619.57	416.92	600	1199
4	121.00	5137.24	817.62	306	612
5	199.90	8487.07	1350.76	185	370
6	298.60	12677.53	2017.69	124	248
7	416.99	17703.96	2817.67	89	177