



Cartridge/Product Name	Part Number	Caliber	Bullet Style	Wt. (grs.)	Velocity, ft/sec		Energy, ft-lb		Trajectory*				Special Features			
					50 yds	100 yds	Muzzle	Est. Handgun	50 yds	100 yds	25 yds	50 yds		75 yds	100 yds	Box Ct.
<b>VARMINT</b>																
17 MACH 2	0048	17 MACH 2	POLY-TIP V-MAX	17	1759	1535	1710	117	89	-0.1	0.7	0.7	0	50	Fast, Flat-Shooting, Accurate, No Recoil	
17 HMR V-MAX*	0049	17 HMR	POLY-TIP V-MAX	17	2239	1962	2040	189	145	-0.5	0.1	0.3	0	50	Deadly on Varmints	
17 HMR TNT*	0053	17 HMR	JHP	17	2199	1892	2040	183	135	-0.5	0.2	0.3	0	50	Explosive on Varmints	
STINGER*	0050	22 LONG RIFLE	CPHP	32	1352	1124	1395	191	130	0.1	0.6	0	-2.1	50	The Hypervelocity Leader for Nearly 30 Years	
MAXI-MAG* HP +V	0059	22 WIN. MAG.	JHP	30	1777	1419	1610	322	210	-0.1	0.7	0.8	0	50	Highest Velocity 22 Win. Magnum	
MAXI-MAG* HP	0024	22 WIN. MAG.	JHP	40	1607	1375	1425	312	229	0.1	0.9	1.0	0	50	High Velocity, 40 gr., Controlled Expansion	
22 MAXI-MAG* TNT*	0063	22 WIN. MAG.	TNT JHP	30	1777	1419	1610	322	210	-0.1	0.7	0.8	0	50	Highest Velocity Win. Magnum, Explosive on Varmints	
QUIK-SHOK*	0064	22 LONG RIFLE	SHP	32	1640	1124	1395	191	130	0.1	0.6	0	-2.1	50	Unique Fragmentation Design	
SHORT HP	0028	22 SHORT	CPHP	27	1105	879	1070	73	46	0.3	0	-2.6	-7.6	100	Fastest 22 Short, Only Short HP	
MINI-MAG** HP	0031	22 LONG	CPHP	36	1118	1035	1085	127	86	0.6	1.2	0	-3.1	100	The Leading High-Velocity 22 Long Rifle HP	
<b>SMALL GAME</b>																
NEW! 17 HMR FMJ	0055	17 HMR	FMJ	20	2083	1824	1830	193	148	-0.4	0.3	0.4	0	50	No Expansion/Reduced Meat Damage	
17 HMR GAMEPOINT**	0052	17 HMR	JSP	20	2083	1824	1830	193	148	-0.4	0.3	0.4	0	50	Controlled Expansion/Deep Penetration	
NEW! 22 MAG GAMEPOINT**	0022	22 WIN. MAG.	JSP	40	1607	1375	1425	312	229	0.1	0.9	1.0	0	50	Controlled Expansion/Deep Penetration	
VELOCITOR*	0047	22 LONG RIFLE	CPHP	40	1435	1112	1130	183	139	0.3	0.8	0	2.4	50	Fastest 40 gr. 22 Long Rifle	
SGB (SMALL GAME BULLET)	0058	22 LONG RIFLE	LFN	40	1096	1015	1060	135	107	0.7	1.2	0	-3.2	50	Flat Nose for Reduced Meat Damage	
SUB-SONIC HP	0056	22 LONG RIFLE	LHP	40	1050	923	940	98	85	1.1	1.7	0	-4.1	100	Quiet/Hollow Point is Engineered to Work at Low Speed	
<b>COMPETITION</b>																
NEW! SELECT	0045	22 LONG RIFLE	LRN	40	1062	970	1025	128	100	0.8	1.4	0	-3.5	100	Accurate, engineered for Semi-Automatic Competition	
GREEN-TAG*	0033	22 LONG RIFLE	LRN	40	1070	945	940	102	89	0.3	0	-2.4	-7.2	100	Precision Specs for Accuracy, Sub-sonic	
PISTOL MATCH	0051	22 LONG RIFLE	LRN	40	1070	945	940	102	89	0.3	0	-2.4	-7.2	50	Precision Specs for Accuracy, Sub-sonic	
SHORT TARGET	0037	22 SHORT	LRN	29	830	679	790	44	36	1.0	0	-4.9	-14.0	100	Precision Ammunition for International Rapid Fire	
<b>TARGET/PLINKING</b>																
SHORT	0027	22 SHORT	CPRN	29	1080	895	1050	75	59	0.3	0	-2.7	-8.0	100	Copper-plated for Clean Bores	
MAXI-MAG*	0023	22 WIN. MAG.	TMJ	40	1875	1375	1425	312	229	0.1	0.9	1.0	0	50	"Solid" Target Performance	
MINI-MAG**	0030	22 LONG RIFLE	CPRN	40	1235	1104	1060	135	108	0.7	1.2	0	-3.2	100	Leading High-Velocity 22 Long Rifle	
LONG	0029	22 LONG	CPRN	29	1215	922	1090	95	68	0.1	0	-2.2	-6.7	100	Only Classic 22 Long	
STANDARD VELOCITY	0032	22 LONG RIFLE	LRN	40	1070	945	940	102	89	0.3	0	-2.4	-7.2	100	Inexpensive Practice with Same Ballistics as Green Tag	
<b>PEST CONTROL</b>																
22 LR SHOTSHELL	0039	22 LONG RIFLE	#12 shot	31	1000	—	—	—	—	—	—	—	—	20	Easy Pest Control	
22 WMR SHOTSHELL	0025	22 WIN. MAG.	#12 shot	52	1000	—	—	—	—	—	—	—	—	20	Short-Range Pest Control	
<b>LOW NOISE/TRAINING/SPECIALTY</b>																
CB SHORT	0026	22 SHORT	LRN	29	710	642	706	32	27	1.6	0	-6.8	-19.6	100	Sub-sonic Pest Control	
CB LONG	0038	22 LONG	LRN	29	710	642	706	32	27	1.6	0	-6.8	-19.6	100	Sub-sonic Pest Control	
NOISE BLANK	0044	Blank	—	—	—	—	—	—	—	—	—	—	—	100	Great for Training Dogs	
22 WRF †	0069	22 WRF	JHP	45	1300	1147	NRT	169	132	112	0.5	1.1	0	-2.9	50	A Venerable Classic

CB = "conical ball" reduced power/noise; FP = flat point; CP = copper-plated; L = lead; J = jacketed; HP = hollow point; RF = rimfire; RN = round nose; SHP = segmented hollow point; SP = soft point; TMJ = encapsulated full metal jacket.  
† = not for revolvers. Most 22 WRF revolvers have undersized bores that cannot use a jacketed bullet. Performance data derived from industry test barrels; provided for reference. Velocities from production firearms may vary. Specifications subject to change without notice.  
\* Trajectory—bullet path based on 1.5 inches sight height