

Please click on the different types of game for information about the recommended caliber, grain, and type.

**JOHN FINK** -- we still need game and cartridge recommendations  
Shooting

#### Bench Rest

(Where can we find this information?)

Bench rest shooting involves the use of a bench to stabilize the rifle. The target is set up down range at varying distances, usually at long distances typically 200 yards. The shooter tries to shoot the smallest grouping of hits on the target.

Bench rest shooters will experiment with various bullet types, and will often reload their cartridges to obtain very specific Ballistics for their sport.

#### Silhouette

Silhouette shooting which is believed to have started as a form of long-range rifle competition many years ago in Mexico, has spread worldwide over the past few years. The game involved shooting off-hand at metallic silhouettes of birds and animals (chicken, pig, turkey, ram, etc.) at various known ranges. A knockdown of the silhouette target scores 1 point. Nowadays it is shot with both high-power and smallbore rifles and with both smallbore rifles and with smallbore and larger caliber handguns.

#### Long-range Target

Shooting is done from a bench rest position and the targets located at longer distances from the shooter typically out to 1000 yards. Shooting at these distances require a complete understanding of rifle ballistics, and the ability to adapt ones shot for wind speed, humidity, temperature, and other variables in order to consistently hit a target at 1000 yards.

#### Recommended Calibers

(Where can we find this information?)

#### How to sight in a rifle

Now that you understand the basics of rifle sight, you can learn to sign your rifle.

Using the ballistics table and understanding the Long Range Trajectory of your cartridge you can sight in your rifle for optimum performance to known shooting distance.

Distance is often hard to judge in the field, and without a range finder the shooter must estimate distance.

One trick many deer hunters use is... the distance from the top of a deer's shoulders to the breast is about 18" so many hunters will go to the Ballistics tables and zero their sights to a distance where shorter or longer shots are still within 9" of the target.

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Varmints: (from woodchuck to coyotes)¶  
<4> 17 Rem. (25 grain bullet) to 6mm Rem.  
(50 grain bullet)¶

¶

>> Super-X¶

218 Bee 46 gr. HP 222 Rem.

50 gr. PSP 25-06 Rem. 90

gr. PEP¶

22 Hornet 45 gr. SP 222 Rem.

55 gr. FMJ 25-50 Win. 85 gr

SP¶

22 Hornet 46 gr. HP 223 Rem. 53 gr

HP 30 Carbine 110 gr. HSP ¶

22-250 Rem. 55gr. PSP 223 Rem.

55 gr. PSP FMJ 30-06 Springfield

125 gr. PSP¶

225 Win. 55 gr. PSP -

32-20 Win. 100 gr. Lead¶

¶

>>Supreme¶

22-250 Rem. 52 gr. HPBT - ¶

¶

CXP1: Varmints - Built for rapid  
expansion or fragmentation on impact, and  
immediate ¶  
stopping power. Ideal for prairie dog,  
coyote, woodchuck and other small varmints  
when ¶  
preservation of meat is unnecessary.¶

¶

Big Game: (from deer to bear and elk)¶

<#> 6mm Rem. (100 grain bullet) to 30-06

Springfield (180-220 grain bullets)¶

¶

>> Super-X¶

223 Rem. 64 gr. PP 284 Win.

150 gr. PP 308 Win.

180 gr. PP¶

243 Win. 100 gr. PP

7.62X39mm Russian 123 gr. SP - 32

Win. Sp. 170 gr. PP. ST¶

6mm Rem. 100 gr. PP 30-30 Win.

504 gr. HP, PP, ST 8mm Mauser

170gr. PP¶

25-06 Rem. 120 gr. PEP 30-30 Win.

170 gr. PP, ST 35 Rem. 200

gr. PP¶

25-35 Win. 117 gr. SP 30-06

Springfield 150 gr. PP, ST - 356 Win.

200 gr. PP¶

250 Savage 100 gr. ST 30-06

Springfield 185 gr. PSP 357 Mag.

158 gr. JSP¶

267 Roberts +P 117 gr. PP 30 ... [1]

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