

CXP2: Light, Thin-Skinned North American Game – Rapid controlled expansion. Penetrates thin skin, light muscle and bone. Ideal for game such as antelope, mule deer, whitetail deer and black bear.

Very Large Game: (from large bear and moose to the great African game)

- 30-06 Springfield (180-220 grain bullets) to -.458 Win. Mag. (500 / 510 grain bullets)

>> Super-X (large game/extra large game)

7mm Rem. Mag. 175 gr. PP	308 Win. 180 gr. ST
30-06 Springfield 180 gr. ST	338 Win. Mag. 200 gr. PP
30-06 Springfield 220 gr. ST	338 Win. Mag. 225 gr. SP
300 Win. Mag. 220 gr. ST	375 H&H Mag. 300 ST
300 H&H Mag. 180 gr. ST	

>> Supreme

7mm Rem. Mag. 160 gr. STBT, FS	300 H&H Mag. 180 gr. FS
30-06 Springfield 180 gr. STBT, FS	308 Win. 180 gr. FS
300 Win. Mag. 180 gr. FS	338 Win. Mag. 203 gr. FS
300 Win. Mag. 190 gr. STBT	

>> Super-X (African game)

375 H&H Mag. 300 gr. FMJ  
458 Win. Mag. 510 gr. SP

>> Supreme

375 H&H Mag. 270 gr. FS

CXP3, CXP3D: Large, Heavy Game – Designed for delayed controlled expansion for penetrating thick tough skin, heavy muscle tissue and bone. Ideal for game such as elk, moose, and large bear.

CXP4: Extra Large, Dangerous African Game – Built to penetrate thick, extra tough hide, heavy bone and powerful muscle tissue. Ideal for game such as Cape buffalo and elephant.