

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.

Shooting

Bench Rest

(Where can we find this information?)

Silhouette

(Where can we find this information?)

Long-range Target

(Where can we find this information?)