

# Pellet Comparison Target

Date:

Rifle:

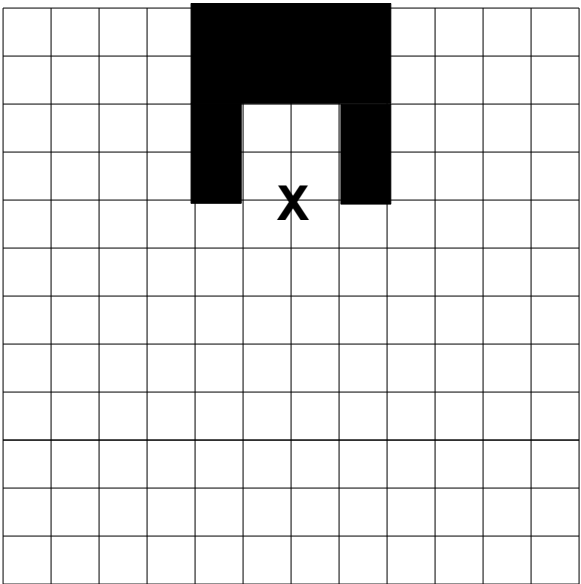
Shooter:

Pel:

Rng:

Wnd:

Tmp:

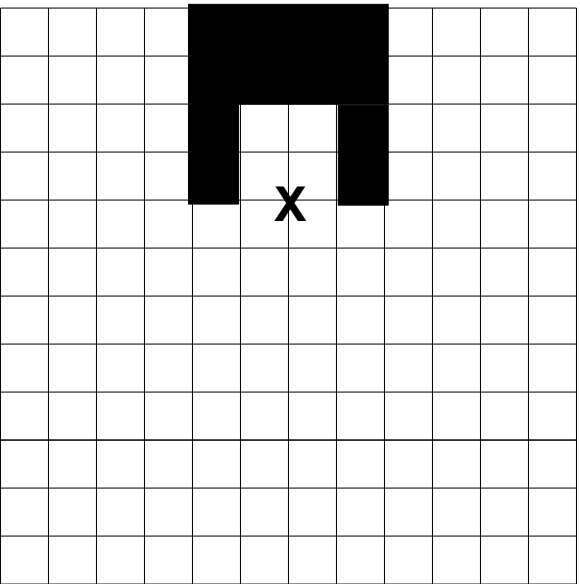


Pel:

Rng:

Wnd:

Tmp:

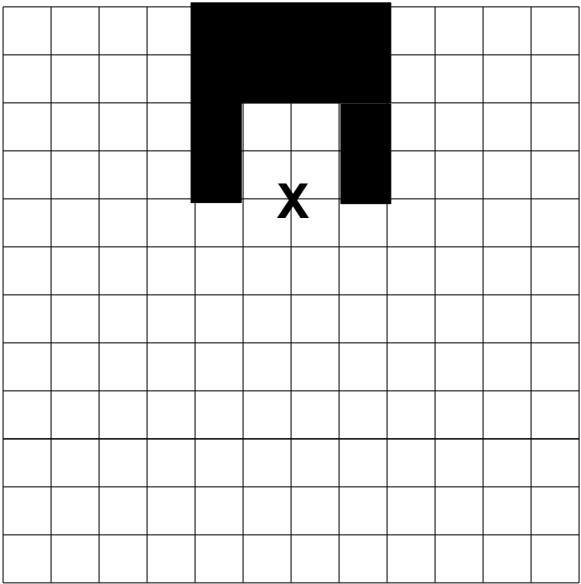


Pel:

Rng:

Wnd:

Tmp:



Pel:

Rng:

Wnd:

Tmp:

