HOLLOW POINT PELLET Specs & Performance Chart: .22cal / 5.5mm

■ Principles for Effective Hollow Point Performance ■

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■ What kills is a **Permanent HOLE** in the quarry – nothing else = the permanent wound cavity, not simply "energy."

■ For the HOLE to kill – it must be **in the right place** in the quarry (**shot placement!!**).

■ Better HOLES are made by
- **larger**,
- **faster**,
- **bulldozer-nose (= large meplat)**, and
- ***expanding*** HP projectiles (that last part is the point of hollow points!).

■ Better hollow point (HP) *expansion* is achieved by
- **faster**,
- **softer** HP projectiles with
- **wider**,
- **deeper** HP cups, and
- **expansion aids** (detachable tips, slits).

■ **Minimum *impact* velocities needed** to achieve hollow point (HP) expansion:
- **800fps+** on impact:
  ➔ most .22 HP pellets expand, and well
- **700–800fps:**
  ➔ many HP expand, and fairly well
- **600–700fps:**
  ➔ few expand, and often not by much

■ **Exception – if it needs to break through a tough skull:**
In that case the projectile should:
- have higher impact velocity (=threshold velocity)
- be harder lead
- be domed or pointed rather than with large meplat
- have higher sectional density

Abbreviations: ME = muzzle energy in FPE | MV = muzzle velocity in fps | IV = impact velocity in fps | IE = impact energy in FPE | RBF x = rebranded from x | RBA x = rebranded as x | HP = hollow point | ⌀ = average | $ = expensive

Color Coding for Specs Evaluation: Most specs are color coded to indicate if a spec is positive or negative – mostly for *pellet expansion* for a larger permanent wound cavity and for more *tissue crushing*: green = very conducive or positive | black = normal, or neither exceptionally positive nor negative | orange = marginal, somewhat negative | red = quite negative

■ Hollow Point Pellet Specs | Sorted acc. to Weight ■

Pellet selection made acc. to availability in the US (mostly).

				✘	✘	✘		✘	✘	✘		✘	✘	✘
Brand + Quality in color	Gamo	RWS	Crosman	Crosman	Crosman	Gamo	Coal	Norica	Daisy	Gamo	Gamo	JSB	JSB	JSB
Model	PBA Armor ($)	Super-H-Point	Hollow Point	Piranha	Des-troyer	Rocket ($)	Hollow Point	Hollow Point, RBF Apolo	Hollow Point [@ Spain V.3]	Red Fire ($)	Expander	Hades	JSB Pred. Polymag Short ($)	JSB Pred. Polymag ($)
Weight (gr) [For discrepancies cf. Notes]	**10.65**	**14.20**	**14.30**	**14.30**	**14.30**	**14.53**	**14.66**	**15.00**	**15.27** [V.3] 15.40 [V.2]	**15.42**	**15.42** [V.2] 15.43 [V.1]	**15.89**	**15.89**	**16.00**
BC (some BC in [brackets] had to be estimated; sources of BC data below)	0.015 / 0.018 [36, 37]	0.012 [1] / 0.011 13.9gr: [2]	0.020 [6C] / 0.023 [1] / 0.013 [4] / 0.027 6D / 0.019 [15]	0.014 [1]	0.017 / 0.027 [1]	0.019 [1,37]	[0.017] ?	[0.017] ?	[0.018] ?	0.019 / 0.016 [1]	0.019 / 0.023 [36, 37]	0.023 / 0.021 [105]	0.023 [1]	**0.024** [6D] / 0.022 [2] / 0.026 [9] / 0.028 17.0gr?!: [1]
High Velocity Tests good | marginal | bad												33y: 961 [V1] 66y: 961 [V2]		33y: 953 [V3] 66y: 938 [V3]
Evaluation of Expansion + Crushing Probability*	2,3,0,6 =–2.5	0,1,1,2 =–2.0	0,1,2,2 =–3.5	0,2,1,3 =–2.5	1,2,1,1 =+0.5	2,4,0,0 =**+4.0**	?	0,4,1,0 =+1.5	2,1,2,0 =+1.5	3,3,0,0 =**+4.5**	1,3,0,2 =–0.5	0,5,1,0 =+2.0	2,4,0,0 =**+4.0**	2,4,0,0 =**+4.0**
Meplat Width (=flat part of nose)	0.18"= 4.5mm	0.13"= 3.4mm	0.13"= 3.2mm	0.14"= 3.5mm	0.17"= 4.5mm	0.18"= 4.5mm	?	0.17"= 4.4mm	0.17"= 4.0mm	**0.18"= 4.6mm**	0.17"= 4.3mm	No Meplat, 3 Holes	0.18"= 4.5mm	0.18"= 4.5mm
Lead Hardness	**Extra!!!! Hard** [50%]	Harder?	Harder	Harder	Harder	Softer?	Harder ?	Harder	Softer	Softer	Softer?	Softer	Softer	Softer
Cup Width If detachable tip: width of *main* cup, not tip *channel*	**0.15"= 3.9mm** w/ Ball	0.12"= 3.0mm	0.09"= 2.3mm	0.07"= 3.0mm	**0.16"= 4.0mm**	**0.15"= 3.9mm** w/ Ball	?	0.12"= 3.1mm	**0.13"= 3.4mm**	**0.15"= 3.9mm** w/ Tip	**0.15"= 3.8mm**	40% of 0.16"= 4.1mm	**0.14"= 3.5mm** w/ Tip	**0.14"= 3.5mm** w/ Tip
Cup Depth If detachable tip: +add Tip Channel Depth (Narrow) for =Total Depth	**0.10"= 2.4mm**	0.03"= 0.7mm	0.06"= 1.5mm Conical	0.06"= 1.5mm	0.02"= 0.5mm	**0.10"= 2.4mm**	?	0.05"= 1.1mm	**0.07"= 1.8mm** Conical	⌀0.05" +⌀0.10" **=0.15"** // ⌀1.3mm +⌀2.2mm **=⌀3.4mm**	? Almost completely!! Closed by the Tip	0.04"= 1.0mm	0.04" +0.11" **=0.15"** // 1.0mm +2.5mm **=3.5mm**	0.05" +0.10" **=0.15"** // 1.3mm +2.2mm **=3.5mm**
Expansion Aids: •**Slits?** (predet. tearing pts.)		!!!! Head Breaks Off		8xSlits Domed								3xHoles Domed		
•**Tip Detaches?**	Yes				No	Yes				Yes	No		Yes	Yes
Tip: Shape, Material	Short Blunt, CopperBall				Short Blunt, Metal	Short Blunt, Copper Ball				Long Sharp, Plastic	Short Blunt, Metal		Long Sharp, Plastic	Long Sharp, Plastic

		✘			✘				✘	✘	✘	✘	
Brand + Quality in color	H&N	H&N	SIG	Skenco	JSB	Crosman	Norica	Skenco	H&N	H&N	H&N	Skenco	JSB
Model	Hornet ($$)	Termina-tor	Zero Lead	UltraShock Hollow Point	JSB Pred. Metalmag ($)	Gold Tipped ($$)	Hollow Point Copper, RBF Apolo	UltraMag Metal Tip	Crow Magnum	Baracuda Hunter	Baracuda Hunter Extreme	NewBoy Hollow Point	Ultra Shock Heavy ($)
Weight (gr) [For discrepancies cf. Notes]	**16.20** [V.2] 16.00 [V.1]	**16.36**	**16.66**	**16.66**	**17.00**	**17.40**	**18.00**	**18.20**	**18.21**	**18.21**	**18.52** [V.2] 19.09 [V.1]	**20.37**	**25.39**
BC (some BC in [brackets] had to be estimated; sources of BC data below)	**0.024** V.2: [1] / 0.021 V.1: [0Y, 36]	0.020 [00] / 0.021 [1]	[0.020] ?	[0.020] ?	**0.028** [1, 34]	[0.023] ?	[0.021] ?	**[0.026]** ?	0.021 / 0.022 [0N,] RB-Beeman: [2, 3, 4, 5, 12] / 0.012 [1, 6C] / 0.017 [6D, 15]	**0.025** [2] / 0.024 [1] / 0.026 [0L, 7L] / 0.028 [26]	**0.026** V.2: [2] / 0.023 [1] / 0.027 V.1: [0K] / 0.033 [26]	[0.022] ?	**0.027** [7Q] / 0.022 [7G, 7K]
High Velocity Tests good | marginal | bad	33y: 953 [V1] 66y: 953 [V2]	33y: 948 [V1] 66y: 948 [V2]							33y: Not [V1,V2]	33y: 901 [V1] 66y: 901 [V2]	33y: 903 [V1] 66y: 903 [V2]		
Evaluation of Expansion + Crushing Probability*	1,4,1,1 =+1.5	0,4,1,1 =+0.5	?	2,1,2,0 =+1.5	2,2,2,0 =+2.0	1,2,3,0 =+2.5	1,1,3,0 =+0.0	0,4,2,0 =+1.0	3,1,1,0 =**+3.0**	1,3,1,0 =+2.0	1,3,2,0 =+1.5	3,1,1,0 =**+3.0**	0,4,0,1 =+1.0
Meplat Width (=flat part of nose)	0.17"= 4.3mm	0.18"= 4.5mm	?	**0.18"= 4.6mm**	0.17"= 4.2mm	0.16"= 4.1mm	0.17"= 4.2mm	0.19"= 4.7mm	**0.19"= 4.8mm**	0.17"= 4.4mm	0.15"= 3.9mm	**0.21"= 5.3mm**	0.19"= 4.7mm
Lead Hardness	Harder	Harder	Softer ?	Harder	Softer	Harder	Harder	Harder	Harder	Harder	Harder	Harder	Softer?
Cup Width If detachable tip: width of *main* cup, not tip *channel*	**0.14"= 3.5mm** w/ Tip	⌀0.13"= ⌀3.2mm	?	0.10"= 2.5mm	**0.14"= 3.5mm** w/ Tip	**0.14"= 3.5mm** w/ Tip	**0.14"= 3.5mm**	0.10"= 2.4mm w/ Tip	**0.14"= 3.6mm**	0.11"= 2.9mm	0.08"=1.9 mm; Slits: 0.15"=3.9	**0.15"= 3.8mm**	0.08"= 2.0mm
Cup Depth If detachable tip: +add Tip Channel Depth (Narrow) for =Total Depth	? [deep]	0.02"= 0.5mm	?	? [deep]	0.05" +0.10" **=0.15"** // 1.3mm +2.2mm **=3.5mm**	? [deep]	0.05"= 1.2mm	? [deep]	0.05"= 1.4mm	**0.10"= 2.5mm**	**0.10"= 2.4mm**	0.06"= 1.6mm	? [deep]
Expansion Aids: •**Slits?** (predet. tearing pts.)	Tip rarely detaches	5x Corners	5x Corners				copper coat=hard				4xSlits		
•**Tip Detaches?**	Yes	No	No		Yes	Yes		Yes					
Tip: Shape, Material	Long Sharp, Metal	Short Blunt [V.2], Metal	Short Blunt, Metal		Long Blunt, Metal	Long Blunt, Metal		Short Sharp, Metal					

■ ME (FPE) Needed for Various Impact Velocities at Different Ranges (in Yards) ■

Brand	Gamo	RWS	Crosman	Crosman	Crosman	Gamo	Coal	Norica	Daisy	Gamo	Gamo	JSB	JSB	JSB
Model	PBA Armor	Super-H-Point	Hollow Point	Piranha	Des-troyer	Rocket	Hollow Point	Hollow Point, RBF Apolo	Hollow Point [@ Spain V.2]	Red Fire	Expander	Hades	JSB Pred. Polymag Short	JSB Pred. Polymag
ME [MV] for 800fps @ 30y	—	—	—	—	—	—	—	—	—	—	—	—	—	—
ME [MV] for 800fps @ 25y	—	—	29.1 [958]	—	—	—	—	—	—	—	—	30.6 [932]	30.6 [932]	30.4 [925]
ME [MV] for 800fps @ 20y	—	—	27.4 [929]	—	29.1 [958]	28.4 [938]	29.9 [959]	30.6 [959]	30.7 [947]	30.1 [937]	30.0 [937]	29.1 [909]	29.1 [909]	29.0 [903]
ME [MV] for 700fps @ 50y	—	—	—	—	—	—	—	—	—	—	—	31.6 [947]	31.6 [947]	30.9 [933]

Brand	H&N	H&N	SIG	Skenco	JSB	Crosman	Norica	Skenco	H&N	H&N	H&N	Skenco	JSB
Model	Hornet	Termina-tor	Zero Lead	UltraShock Hollow Point	JSB Pred. Metalmag	Gold Tipped	Hollow Point Copper, RBF Apolo	UltraMag Metal Tip	Crow Magnum	Baracuda Hunter	Baracuda Hunter Extreme	NewBoy Hollow Point	Ultra Shock Heavy
ME [MV] for 800fps @ 30y	—	—	—	—	33.4 [941]	—	—	36.9 [955]	—	37.4 [962]	37.5 [955]	—	50.7 [948]
ME [MV] for 800fps @ 25y	30.8 [925]	33.3 [958]	33.9 [958]	33.9 [958]	30.8 [904]	33.6 [932]	35.9 [948]	34.3 [922]	36.3 [948]	34.1 [919]	34.3 [913]	39.8 [940]	46.5 [908]
ME [MV] for 800fps @ 20y	29.4 [904]	31.3 [929]	31.9 [929]	31.9 [929]	29.7 [887]	31.9 [909]	34.0 [921]	32.3 [894]	34.3 [921]	32.6 [898]	32.9 [894]	37.7 [915]	44.6 [890]
ME [MV] for 700fps @ 50y	31.3 [933]	—	—	—	29.8 [888]	34.7 [948]	—	33.2 [907]	—	34.1 [919]	33.9 [908]	42.0 [965]	45.5 [898]

Brand + Quality in color	Gamo	RWS	Crosman	Crosman	Crosman	Gamo	Coal	Norica	Daisy	Gamo	Gamo	JSB	JSB	JSB	H&N	H&N	SIG	Skenco	JSB	Crosman	Norica	Skenco	H&N	H&N	H&N	Skenco	JSB
Model	PBA Armor ($)	Super-H-Point	Hollow Point	Piranha	Des-troyer	Rocket ($)	Hollow Point	Hollow Point, RBF Apolo	Hollow Point [@ Spain V.3]	Red Fire ($)	Expander	Hades	JSB Pred. Polymag Short ($)	JSB Pred. Polymag ($)	Hornet ($$)	Termina-tor	Zero Lead	UltraShock Hollow Point	JSB Pred. Metalmag ($)	Gold Tipped ($$)	Hollow Point Copper, RBF Apolo	UltraMag Metal Tip	Crow Magnum	Baracuda Hunter	Baracuda Hunter Extreme	NewBoy Hollow Point	Ultra Shock Heavy($)
ME ^{MV} for 700fps @ 40y	—	—	26.9 ^{920}	—	—	28.3 ^{937}	—	—	31.2 ^{956}	30.0 ^{936}	30.0 ^{936}	27.4 ^{882}	27.4 ^{882}	27.0 ^{872}	27.3 ^{872}	30.7 ^{919}	31.3 ^{920}	31.3 ^{920}	26.8 ^{842}	30.1 ^{882}	32.7 ^{905}	29.6 ^{856}	33.1 ^{905}	30.1 ^{863}	30.1 ^{855}	35.9 ^{893}	40.6 ^{849}
ME ^{MV} for 700fps @ 30y	20.0 ^{919}	—	23.0 ^{851}	28.2 ^{942}	24.9 ^{885}	23.9 ^{861}	25.5 ^{885}	26.1 ^{885}	26.0 ^{872}	25.3 ^{860}	25.3 ^{860}	24.1 ^{827}	24.1 ^{827}	23.9 ^{821}	24.2 ^{821}	26.3 ^{851}	26.8 ^{851}	26.8 ^{851}	24.2 ^{801}	26.4 ^{827}	28.3 ^{842}	26.5 ^{810}	28.7 ^{842}	26.9 ^{815}	27.0 ^{810}	31.3 ^{834}	36.6 ^{806}
ME ^{MV} for 700fps @ 20y	16.3 ^{830}	24.0 ^{872}	20.0 ^{794}	22.5 ^{842}	21.0 ^{813}	20.6 ^{799}	21.5 ^{813}	22.0 ^{813}	22.2 ^{806}	21.8 ^{799}	21.8 ^{799}	21.5 ^{780}	21.5 ^{780}	21.4 ^{777}	21.7 ^{777}	22.9 ^{794}	23.3 ^{794}	23.3 ^{794}	22.1 ^{765}	23.5 ^{780}	24.8 ^{789}	24.0 ^{771}	25.2 ^{789}	24.2 ^{774}	24.4 ^{771}	27.7 ^{784}	33.2 ^{768}
ME ^{MV} for 600fps @ 40y	16.4 ^{833}	26.9 ^{923}	18.5 ^{763}	23.3 ^{856}	20.2 ^{798}	19.3 ^{773}	20.7 ^{798}	21.2 ^{798}	21.1 ^{785}	20.4 ^{773}	20.4 ^{773}	19.2 ^{738}	19.2 ^{738}	19.0 ^{732}	19.3 ^{732}	21.1 ^{762}	21.5 ^{763}	21.5 ^{763}	19.0 ^{710}	21.0 ^{738}	22.7 ^{754}	20.9 ^{720}	23.0 ^{754}	21.3 ^{726}	21.3 ^{720}	25.0 ^{745}	28.8 ^{715}
ME ^{MV} for 600fps @ 30y	13.8 ^{763}	20.9 ^{815}	16.3 ^{717}	19.2 ^{777}	17.4 ^{741}	16.9 ^{724}	17.9 ^{741}	18.2 ^{740}	18.3 ^{732}	17.9 ^{724}	17.9 ^{724}	17.3 ^{700}	17.0 ^{695}	17.2 ^{695}	17.4 ^{695}	18.7 ^{717}	19.0 ^{717}	19.0 ^{717}	17.5 ^{680}	18.9 ^{700}	20.1 ^{710}	19.1 ^{687}	20.4 ^{711}	19.3 ^{691}	19.4 ^{687}	22.4 ^{705}	26.4 ^{684}
ME ^{MV} for 600fps @ 20y	11.7 ^{702}	16.9 ^{732}	14.5 ^{675}	16.0 ^{711}	15.1 ^{689}	14.9 ^{679}	15.5 ^{689}	15.8 ^{689}	16.0 ^{684}	15.8 ^{679}	15.8 ^{679}	15.6 ^{664}	15.6 ^{664}	15.6 ^{662}	15.8 ^{662}	16.5 ^{674}	16.9 ^{675}	16.9 ^{675}	16.0 ^{652}	17.0 ^{664}	18.0 ^{671}	17.4 ^{657}	18.2 ^{671}	17.6 ^{659}	17.7 ^{657}	20.1 ^{688}	24.0 ^{654}
Range for 800fps @ 26FPE	—	10	17	12	14	15	13	12	11	12	12	12	12	12	10	8	7	7	8	4	1	1	–	–	–	–	–
Range for 750fps @ 26FPE	—	16	27	19	23	25	22	20	20	21	21	23	23	24	22	18	17	17	22	16	12	13	11	13	12	2	–
Range for 700fps @ 26FPE	—	23	38	27	32	35	31	30	30	32	32	36	36	37	36	29	28	28	37	29	24	28	23	27	26	14	–
Range for 650fps @ 26FPE	—				43	47		40	41	43			50	51		42							36	43		28	
ME for 950fps MV	—	28.5	28.7	28.7	28.7	29.1	29.4	30.1	30.9	30.9	30.9	31.8	31.8	32.1	32.5	32.8	33.4	33.4	34.1	34.9	36.1	36.5	36.5	36.5	37.1	40.7	50.9
Length mm										8.9			8.8	10.4	9.6				10.2	9.8		7.6					8.47
Length in										.349"			0.345"	0.409"	0.378"				0.402"	0.385"		0.299"					0.334"
Brand	Gamo	RWS	Crosman	Crosman	Crosman	Gamo	Coal	Norica	Daisy	Gamo	Gamo	JSB	JSB	JSB	H&N	H&N	SIG	Skenco	JSB	Crosman	Norica	Skenco	H&N	H&N	H&N	Skenco	JSB
Model	PBA Armor	Super-H-Point	Hollow Point	Piranha	Des-troyer	Rocket	Hollow Point	Hollow Point, RBF Apolo	Hollow Point [@ Spain V.2]	Red Fire	Expander	Hades	JSB Pred. Polymag Short	JSB Pred. Polymag	Hornet	Termina-tor	Zero Lead	UltraShock Hollow Point	JSB Predator Metalmag	Gold Tipped	Hollow Point Copper	UltraMag Metal Tip	Crow Magnum	Baracuda Hunter	Baracuda Hunter Extreme	NewBoy Hollow Point	Ultra Shock Heavy
				✘	✘	✘		✘	✘	✘		✘	✘	✘		✘			✘				✘	✘	✘	✘	

■ Notes ■

* Evaluation of Expansion and Crushing Probability

This is calculated taking into account the following factors:

•Meplat Width (this counts double as it directly affecting the amount of crushed tissue) | •Lead Hardness | •Cup Width | •Cup Depth | •Expansion Aids

Not taken into account:

•BC (because this is already taken into account when calculating the max. range for certain minimum impact velocities) | •Tip: Shape, Material

Versions: Mfctrs update or change their pellet designs sometimes, without renaming them. This list refers to these variations as *versions,* e.g., V.1, V.2, V.3, etc.

Rebranding (RBA = rebranded as):

H&N: Baracuda Hunter ➔ RBA Remington: Baracuda Hunter
H&N: Crow Magnum ➔ RBA Remington: Crow Magnum
H&N: Baracuda Hunter ➔ RBA Stoeger: X-Hollow
JSB: Ultra Shock Heavy ➔ RBA Cometa: Ultra Shock Heavy
Crosman: Destroyer ➔ RBA Benjamin: Pointed Expanding
Crosman: Hollow Point ➔ RBA Benjamin: Hollow Point
Daisy: Hollow Point V.2 15.40gr [V.3 is 15.27gr] ➔ RBA BSA: Interceptor ➔ RBA Gamo: Hollow Point 10X Multishot

Lead hardness: H&N wrote me (9Jul20): "We use for our diabolos the same alloy (99.5 Pb and 0.5% Sb [antimony]). The slugs on the other hand are made from almost 100% Pb."

ME (Muzzle Energy in FPE) Needed for Various Impact Velocities at Different Ranges:

Calculations based on the (tentative) BC values listed in the table. | Atm.: 29.95"Hg (1013mBar) [local], 68ºF (20ºC), 65% RH | Calc.: ChairGun Mobile, GA drag model. | No MV is given above 960fps, as precision and BC deteriorate at transonic velocities, especially for such blunt projectiles as HP. Some of the more bluntly shaped HP might very well require much slower velocities to maintain precision. | The calculations assume a constant BC, however drag increases disproportionately at transonic velocities. This is *especially* so for totally blunt projectiles like wadcutters and their slightly less blunt cousins, the hollow point pellets. Therefore, when the chart calls for an MV of over 850 or 900fps the required muzzle energy/ muzzle velocity is likely to be higher than indicated (cf. Bob Sterne, 2019: https://www.gatewaytoairguns.org/GTA/index.php?topic=159961.msg155778343#msg155778343).

High Velocity Precision Tests: V1 https://www.youtube.com/watch?v=glZf8AQLK7A | V2 https://www.youtube.com/watch?v=hnHHUNhuJh4 | V3 https://www.youtube.com/watch?v=glZf8AQLK7A |

BC Data:

Comments: ●For the expansion of the HP the impact velocity (IV) is immensely important. IV depends strongly on the pellet's BC, especially beyond extreme short ranges. Therefore, instead of relying on weak data, I suggest you measure actual velocity with your actual gun at different ranges, using a (protected!) chronograph. | ●Due to the less than aerodynamic shape of most hollow points it is likely that the BC will significantly deteriorate above 900fps, as most have "the aerodynamic grace of a frying pan" so some of the usable range data might be a bit optimistic as it assumes a constant BC (thanks to nervoustrigger [GTA] for the graphic illustration). | ●The BC values in this table are based on tests under a variety of conditions and with sometimes questionable methods. | ●Where BC data was not available, I made a conservative estimation (indicated by the brackets and the ?), in line with the weight and the BC of similarly shaped pellets. | ●Below the sources of the BC data in the table are listed. They indicate the following: Author (Year). List-or-Test. Drag-Model. ME. Range | ●Sources of BC data: **0F,0H,0I,0K,0L** H&N (2013-12). Test. G1-Model. 30FPE. 50y | **0O** H&N (2013-12). Test. G1-Model. 31FPE. 50y | **0V,0W, 0Y** H&N (2015-04). 30FPE (probably). G1-Model. 50y | **1** HardAir Magazine (2019-00). Test. ChairGun Calc, GA-Model. 29FPE. 30y | **2** ChairGun V 4.3.1. (2017). List. GA-Model Calc. Some data from the APP | **3** ChairGun (2009-07). List. G1-Model Calc. | **4** ChronoConnect.com (2012 and Older). List | **5** Airgunforum.co.uk (2006-02 -- 2008-11). List | **6C** Bob Sterne (2007 c.). Test. ChairGun Calc, G1-Model. 8FPE. 25y | **6D** Bob Sterne (2007 c.). Test. ChairGun Calc, G1-Model. 25FPE. 25y | **7G** ASRA (2017). Test. GA-Model. 32FPE. 31y | **7K** ASRA (2017). Test. GA-Model. 35FPE. 50y | **7L** ASRA (2017). Test. GA-Model. 32FPE. 38y | **7Q** ASRA (2016). Test. ChairGun 4 Calc, GA-Model. 49FPE. 32y | **12** MTC Optics.com (2017 and Much Older). List | **15** AirEnlaces.Blogspot (2015 and Older). List | **26** Bob Sterne (2013). Test. ChairGun3, G1-Model. 26FPE. 25y | **34** Test T (2019). BC Calc through POI Change, ChairGun Calc, GA-Model. 28FPE. 28,55,110y | **36** Strelok Pro (2020-06 and much earlier). List. | **37** Gamo.com (2019 and earlier). Optimistic test without any specifics whatsoever | **105** Test V (2019). GA-Model. Labradar. 30FPE. 11,22,33,44,55,111y

Weight Discrepancies: Some weights are stated wrong on sellers' websites. The weights in the table are taken from the manufacturers' websites, or from photos of pellet can labels. Gamo Rocket is 14.50gr, not 14.30gr. Gamo PBA Armor is 10.85gr, not 10.65gr. Daisy HP is now (2020) 15.27gr, but that is different than very similarly looking pellets from Gamo and BSA that have a stated weight of 15.40gr.

Disclaimers: I try to be cautious with the details, but I'm only human...! The data for meplat and HP cup width are usually calculated by measuring size relations in enlarged photos, and the HP cup depth I measured with rather inadequate tools, so if someone has more accurate data, I gladly include it! For getting the lead hardness spec beyond a guesstimation, I'll try to get some tools to measure it some time in the future.