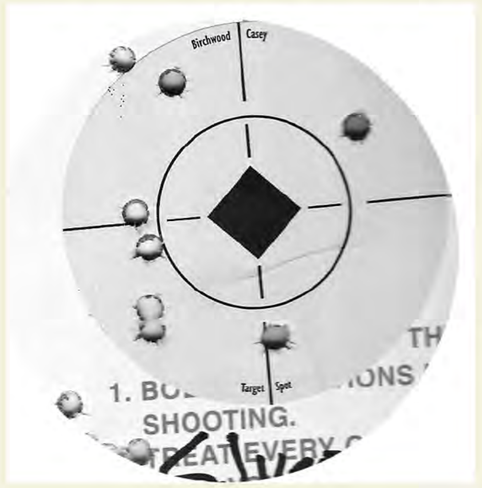
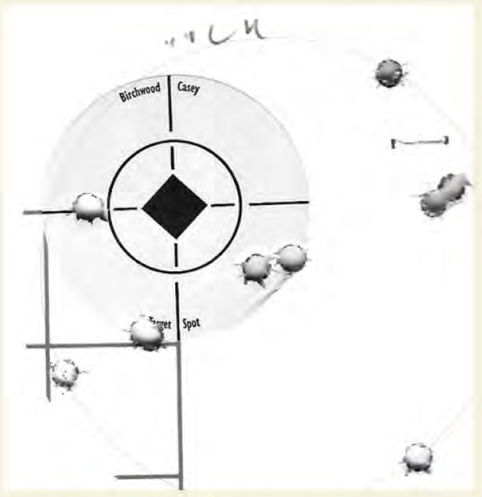
ACCURACY AND CHRONOGRAPH DATA

Federal 223 Rem. 55-gr. FMJ BP223BL	**Sturm Ruger SR-556**	**Stag Arms Model 2T**	**High Standard HSA-15 HSTX6551**
Average Velocity	3037 fps	3069 fps	3009 fps
Standard Deviation	25 fps	31 fps	30 fps
Muzzle Energy	1126 ft.-lbs.	1150 ft.-lbs.	1142 ft.-lbs.
Maximum Spread	1.78 in.	2.28 in.	2.31 in.
Maximum Shot Radius	0.96 in.	1.17 in.	1.61 in.
Average Group Radius	0.79 in.	0.74 in.	0.76 in.

SSA 223 Rem. 55-gr. FMJ	**Sturm Ruger SR-556**	**Stag Arms Model 2T**	**High Standard HSA-15 HSTX6551**
Average Velocity	2966 fps	2986 fps	2956 fps
Standard Deviation	25 fps	23 fps	38 fps
Muzzle Energy	1074 ft.-lbs.	1089 ft.-lbs.	1067 ft.-lbs.
Maximum Spread	3.07 in.	4.25 in.	3.06 in.
Maximum Shot Radius	1.70 in.	2.63 in.	1.57 in.
Average Group Radius	1.11 in.	1.26 in.	1.24 in.



Monarch (Barnaul) 223 Rem. 55-gr. FMJBT	**Sturm Ruger SR-556**	**Stag Arms Model 2T**	**High Standard HSA-15 HSTX6551**
Average Velocity	2835 fps	2887 fps	2854 fps
Standard Deviation	21 fps	38 fps	47 fps
Muzzle Energy	981 ft.-lbs.	1018 ft.-lbs.	994 ft.-lbs.
Maximum Spread	2.78 in.	2.20 in.	3.32 in.
Maximum Shot Radius	1.51 in.	1.12 in.	1.77 in.
Average Group Radius	1.18 in.	0.76 in.	1.19 in.



To collect accuracy data, we fired three-shot groups from a bench rest at 100 yards. To capture velocity data, we used an Oehler 35P chronograph with the first skyscreen set 10 feet from the muzzle.

Above right, top: The Stag liked the Federal ammo, shooting best-of-test 0.74-inch average groups. We also didn't notice stringing with the gun. The other two guns liked this ammo as well, and we believe the reported variances are statistically insignificant. Above right, middle: The Ruger put 7 of 10 shots into the 2-inch Birchwood Casey Target Spot, and likewise didn't show heat-stringing. Above right, bottom: The High Standard shot this spread with the Monarch ammo. It looks worse than it is, however. That's a 1-inch Target Spot, which makes the group appear much larger in scale. To tabulate the results, we scanned all the targets and used imaging tools inside Photoshop CS3 to find the group centers and precisely measure the various impacts.