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*The Mushrooming Effect*

The purpose of the experiment is to determine the effect different types of projectiles have when they enter a target based its stopping point of maximum penetration before mushrooming. The researcher became interested in the experiment when people would make a good kill, yet the mushrooming effect would damage valuable meat to eat. Information gained from the experiment will especially help hunters who prefer a good kill with minimal meat damage. The procedure for the experiment is to make ballistics targets, contact the range officer, gather safety materials needed, look for a good backstop, and then measure out 150 feet or 50 yards. Next, you have to shoot the four types of 75 grain bullets for the experiment that will be used – V-max, hollow point, Nosler partition, and soft point. Then, you have to take apart the ballistics target and measure the distance that each bullet traveled into the target and record the data. The data collected showed that for the four 75 grain bullets, the soft point mushroomed the most at .575 tenths of an inch, followed by the hollow point at .4313 of a inch, the Nosler at .36 tenths of an inch, and the V-max at .2875 tenths of an inch. The researcher had hypothesized that soft points would mushroom most, and was correct in their hypothesis. The soft point would be good for soft skinned animals such as deer or pronghorn. In future attempts, a wider range of projectiles, jacketing, and points may be studied.