

WINCHESTER

SHOTGUNS AND SHOTGUN SHELLS

The Red W Brand

Outshot All Others This Season as
They Did in 1908 and 1909

NEVER before has a Season's Average been beaten in the same year for a like or greater number of Shots. This year, however, it was done conclusively, a Winchester Repeating Shotgun and Winchester Factory Loaded Shells in the hands of a skillful shot accomplishing this hitherto unheard of feat. The score made by the Red W Combination, was far higher than the season's average figures for "Singles" and, in fact, it was the Highest Recorded for this or any other year, being



E. F. FORSGARD

98%
For 4895 Targets



F. G. BILLS

This epoch-making shooting was all done in *Registered* tournaments at *Regulation* targets. E. F. Forsgard, of Waco, Texas, is the man who did it, and a Winchester Repeating Shotgun and Winchester "Leader" and "Repeater" Shells was

the combination that he did it with. Such shooting as this shows that Winchester Shells, made with Patent Corrugated Heads, a modern and ingenious American idea, are far superior to shells made according to foreign methods once used in the construction of Winchester shells, but discarded years ago. The feat also proves beyond contradiction that

**The Winchester Repeating Shotgun
is Still Supreme**

In the contests for Season's Average honors for "Singles," a Winchester in the hands of C. G. Spencer was high over all other repeaters. F. G. Bills, who won the Official Season's Average for "Double" targets, with 90%, and three others of the first ten shooters in this class, also used Winchester Repeating Shotguns. When it comes to shooting "Doubles," some repeating shotguns fall down hard, but the Winchester stands right up at the top, not only excelling all other repeaters, but double guns, too.

The scores for 1910 can be analyzed, dissected, separated or segregated, but the victories won and records made with *Winchester Shotguns and Shells* will still show that to get the most uniform and satisfactory results

The RED W COMBINATION is the One to Shoot