



*The 130-grain TSX has a very short shank; we recommend lightly crimping the case mouth with a factory crimp-style die to increase neck tension.

*Powder charges of less than 100 percent density are recommended when loading 165-grain Banded Spitzers, because of the length of the bullets.

♦ Indicates most accurate load

.30-06 Springfield

Bullet Weight: 110 gr **Case Trim Length:** 2.484" **S.D.** 0.166
Bullet Style: TSX FB **Primer:** Rem 9 1/2 **B.C.** 0.264
COAL: 3.180" **Barrel Length:** 24"
Case: R-P **Twist Rate:** 1:10"

Powder	Minimum		Maximum		
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	Load Density (%)
2520	59.5	3397	64.5	3615	95
♦ RL 10X	48.0	3225	53.0	3503	88

Bullet Weight: 130 gr **Case Trim Length:** 2.484" **S.D.** 0.196
Bullet Style: TSX BT **Primer:** Federal 210 **B.C.** 0.340
COAL: 3.218" **Barrel Length:** 24"
Case: Winchester **Twist Rate:** 1:10"

Powder	Minimum		Maximum		
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	Load Density (%)
Win 748	54.0	3069	60.5	3308	92
♦ Big Game	59.0	3093	62.0	3232	102

Bullet Weight: 140 gr **Case Trim Length:** 2.484" **S.D.** 0.211
Bullet Style: MPG FB **Primer:** Rem 9 1/2 **B.C.** 0.339
COAL: 3.270" **Barrel Length:** 24"
Case: R-P **Twist Rate:** 1:10"

Powder	Minimum		Maximum		
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	Load Density (%)
Big Game	55.0	2904	60.0	3143	105
♦ IMR 4064	46.5	2671	51.5	3012	95

.30-06 Springfield

Bullet Weight: 150 gr **Case Trim Length:** 2.484" **S.D.** 0.226
Bullet Style: TSX BT **Primer:** Federal 210 **B.C.** 0.369
COAL: 3.218" **Barrel Length:** 24"
Case: Winchester **Twist Rate:** 1:10"

Bullet Weight: 150 gr **Case Trim Length:** 2.484" **S.D.** 0.226
Bullet Style: MRX BT **Primer:** Federal 210 **B.C.** 0.420
COAL: 3.205" **Barrel Length:** 24"
Case: Winchester **Twist Rate:** 1:10"

Powder	Minimum		Maximum		
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	Load Density (%)
♦ H4895	48.5	2822	51.0	2975	91
H414	55.0	2842	60.0	3056	97

Bullet Weight: 165 gr **Case Trim Length:** 2.484" **S.D.** 0.248
Bullet Style: TSX BT **Primer:** Federal 210 **B.C.** 0.380
COAL: 3.218" **Barrel Length:** 24"
Case: Winchester **Twist Rate:** 1:10"

Bullet Weight: 165 gr **Case Trim Length:** 2.484" **S.D.** 0.248
Bullet Style: MRX BT **Primer:** Federal 210 **B.C.** 0.439
COAL: 3.205" **Barrel Length:** 24"
Case: Winchester **Twist Rate:** 1:10"

Bullet Weight: 165 gr **Case Trim Length:** 2.484" **S.D.** 0.248
Bullet Style: Banded Solid Spitzer **Primer:** Federal 210 **B.C.** 0.438
COAL: 3.225" **Barrel Length:** 24"
Case: Winchester **Twist Rate:** 1:12"

Bullet Weight: 168 gr **Case Trim Length:** 2.484" **S.D.** 0.253
Bullet Style: TSX BT **Primer:** Federal 210 **B.C.** 0.404
COAL: 3.218" **Barrel Length:** 24"
Case: Winchester **Twist Rate:** 1:10"

Powder	Minimum		Maximum		
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	Load Density (%)
♦ IMR 4064	46.5	2594	50.0	2801	95
Big Game	50.5	2648	55.5	2869	98

.30-06 Springfield

Bullet Weight: 180 gr Case Trim Length: 2.484" S.D. 0.271
Bullet Style: MRX BT Primer: Federal 210 B.C. 0.473
COAL: 3.218" Barrel Length: 24"
Case: Winchester Twist Rate: 1:10"

Bullet Weight: 180 gr Case Trim Length: 2.484" S.D. 0.271
Bullet Style: TSX BT Primer: Federal 210 B.C. 0.453
COAL: 3.218" Barrel Length: 24"
Case: Winchester Twist Rate: 1:10"

Powder Brand	Minimum		Maximum		
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	Load Density (%)
♦ IMR 4064	44.5	2464	48.0	2639	94
Big Game	49.0	2513	54.0	2742	98

Bullet Weight: 200 gr Case Trim Length: 2.484" S.D. 0.301
Bullet Style: TSX FB Primer: Federal 210 B.C. 0.423
COAL: 3.218" Barrel Length: 24"
Case: Winchester Twist Rate: 1:10"

Powder	Minimum		Maximum		
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	Load Density (%)
♦ RL 15	40.0	2211	44.0	2399	85
Hunter	51.0	2360	57.0	2556	102

Bullet Weight: 220 gr Case Trim Length: 2.484" S.D. 0.331
Bullet Style: SRN Primer: Federal 210 B.C. 0.305
COAL: 3.185" Barrel Length: 24"
Case: Winchester Twist Rate: 1:10"

Powder	Minimum		Maximum		
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	Load Density (%)
Big Game	48.0	2326	52.0	2490	98
♦ Win 760	46.0	2260	51.5	2467	90