



Bullets

Selection of the proper bullet of a given caliber for your intended application is influenced by a number of interrelated factors:

- **Function** - The bullet must permit correct feeding, O.A.L., and be of appropriate design to work safely in your gun.
- **Ballistics** - The bullets' weight and sectional density must be matched to the velocity and/or terminal effect desired.
- **Safety** - Certain bullet/firearm combinations may be dangerous. Be aware of any safety limitations imposed by your gun's design.

Auto pistol cartridges must cycle through the pistol's feed mechanism. (The same holds true for repeating carbine cartridges as well.) Proper bullet shape is crucial to reliable function in repeating and semi-auto guns which is why truncated cone, round nosed or round nose/flat point bullets are preferred over most semi wad cutter designs. **Caution: Cartridges intended for use in tubular magazine-fed guns must *only* be loaded with flat point bullets.** Round nose designs can cause disastrous magazine detonations in tube-fed guns! For revolver use where speed-reloading is not a major consideration, the length of the cylinder and/or crimp groove location on the bullet becomes the factor limiting your bullet selection. Heavy loads in particular, require a substantial roll crimp to maintain O.A.L. and correct bullet pull under recoil. Thus, dedicated revolver (and repeating carbine) bullets are designed to be loaded to a set O.A.L. and

crimped according to the crimp groove location. Certainly, taper crimped *light* loads may be safely used in most revolvers, but there is little reason to use auto pistol-type bullets in your revolver and doing so may not be safe in all circumstances.

BALLISTICS AND TERMINAL EFFECT

Select a bullet that does the most work on your target with the least stress to you and your gun. Here are a few clues:

- Wad cutter and semi wad cutter bullets cut clean, easily scored holes in paper targets.
- Lighter bullets at a given velocity deliver less felt recoil, for target applications where power factor isn't important (i.e. traditional Bullseye and plinking).
- Heavier bullets can be loaded to a given power factor with less powder, blast and recoil than a lighter bullet can (i.e. USPSA Limited class).
- Long, heavy bullets are the choice for steel targets that need to fall; light bullets for steel that "rings."
- Long, heavy bullets lose less velocity over a given distance and are preferred for long-range shooting (i.e. Metallic Silhouette).

Refer to the section covering your sporting application for more specific loading suggestions. Remember - Do not vary from the load specifications in this or any other manual!

