

## .30-06 Springfield

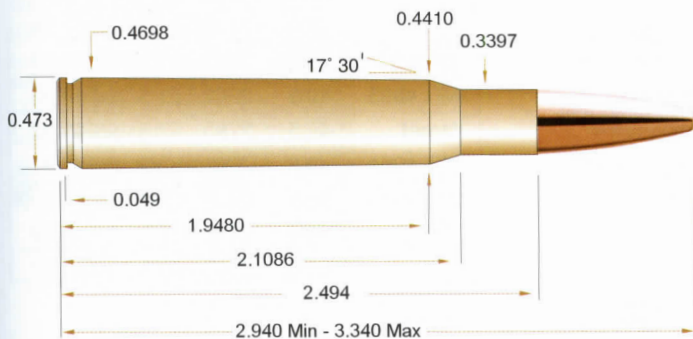
A lot of history, tradition and memories are behind this famous cartridge. I have taken both mule and whitetail deer, elk, and several antelope with my .30-06 Remington 760 rifle and its Redfield scope. Many of these animals were killed with 150- to 200-grain bullets.



Looking for better terminal performance, I began shooting all copper Barnes Bullets years ago. Early on I chose the 165-grain X Bullet because it penetrates like a 200-grain bullet. With the introduction of the Triple-Shock X Bullet, I made the switch to the 168-grain version of this newer bullet. Accuracy testing from 100 yards proved my pump rifle shot better than ever with the new Triple-Shock X Bullet. The meat in the freezer and the trophies on my wall are proof of the great wound track these bullets make before exiting the far side.

My son and I planned a Wyoming antelope hunt for October. The previous July we made a trip to scout for pronghorn and shoot prairie dogs. Connecting with prairie dogs standing 300 yards away with the 168-grain TSX was a real confidence booster for long-range shots at larger game. Later, both my son and I killed 14-inch-plus pronghorn bucks. The shots ranged from 325 to just under 400 yards away.

Hunting trips and equipment aren't cheap. Why rely on "ancient" copper and lead bullet technology? I don't—not when the terminal performance and the accuracy of the Triple Shock X Bullet brings a 100-year-old cartridge and a 25-year-old rifle into the 21st century.—Jeff Gronski



Case: Winchester  
Case Trim Length: 2.484"  
Twist Rate: 1:10"

Primer: Federal 210  
Barrel Length: 24"  
Barrel: Krieger

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### 130-grain TSX BT

Sectional Density .196  
Ballistic Coefficient .340  
C.O.A.L 3.218"

Suggested Bullet Use



Powder Brand	Minimum		Maximum		Load Density (%)
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	
IMR 3031	50.5	3052	54.0	3258	98
Win 748	54.0	3069	60.5	3308	92
BL-C(2)	55.0	3116	58.5	3282	88
AA 2460	49.5	3029	53.5	3195	83
H335	48.0	2944	52.0	3145	77
TAC	48.5	2981	53.0	3165	80
H4895	52.5	3071	55.5	3276	95
IMR 4895	53.5	3044	56.5	3213	96
Varget	53.5	3051	56.5	3225	96
IMR 4064	54.0	3058	58.0	3283	103
*Big Game	59.0	3093	62.0	3232	102
RL 15	53.5	3107	56.5	3285	96
Win 760	60.5	3105	65.0	3266	100
H414	61.0	3127	66.0	3298	102

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



### 150-grain TSX BT

Sectional Density .226  
Ballistic Coefficient .369  
C.O.A.L 3.218"

Suggested Bullet Use



### 150-grain MRX BT

Sectional Density .226  
Ballistic Coefficient .420  
C.O.A.L 3.205"

Suggested Bullet Use



Powder Brand	Minimum		Maximum		Load Density (%)
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	
IMR 3031	46.0	2760	48.5	2908	92
Win 748	49.5	2775	53.5	2996	85
BL-C(2)	49.5	2807	53.5	2974	84
AA 2460	46.0	2748	49.0	2919	79
*H4895	48.5	2822	51.0	2975	91
IMR 4895	49.0	2762	51.5	2938	92
Varget	49.5	2793	52.5	2972	93
IMR 4064	49.5	2781	52.0	2976	97
Big Game	53.5	2834	58.0	3030	100
RL 15	49.0	2822	51.5	2983	92
H414	55.0	2842	60.0	3056	97

Maximum loads should be used with caution - Always Start With Minimum Loads.

\* Most Accurate Load

## .30-06 Springfield



### 165-grain TSX BT

Sectional Density .248  
Ballistic Coefficient .380  
C.O.A.L 3.218"

Suggested Bullet Use



### 165-grain MRX BT

Sectional Density .248  
Ballistic Coefficient .439  
C.O.A.L 3.205"

Suggested Bullet Use



### 165-grain BND SPIT

Sectional Density .248  
Ballistic Coefficient .438  
C.O.A.L 3.225"

Suggested Bullet Use



### 168-grain TSX BT

Sectional Density .253  
Ballistic Coefficient .404  
C.O.A.L 3.218"

Suggested Bullet Use



Powder Brand	Minimum		Maximum		Load Density (%)
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	
BL-C(2)	45.5	2581	50.5	2809	81
IMR 4895	46.0	2588	49.5	2754	90
*IMR 4064	46.5	2594	50.0	2801	95
AA 2520	47.5	2613	53.0	2851	86
IMR 4320	47.0	2561	50.0	2708	89
Big Game	50.5	2648	55.5	2869	98
Win 760	50.0	2616	54.5	2804	90
H414	51.0	2655	55.0	2818	91
IMR 4350	53.0	2627	57.5	2845	106
H4350	52.0	2651	55.5	2825	97
RL 19	55.5	2644	60.0	2859	108

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

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### 180-grain TSX BT

Sectional Density .271  
Ballistic Coefficient .453  
C.O.A.L 3.218"

Suggested Bullet Use



### 180-grain MRX BT

Sectional Density .271  
Ballistic Coefficient .473  
C.O.A.L 3.218"

Suggested Bullet Use



Powder Brand	Minimum		Maximum		Load Density (%)
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	
H4895	41.5	2395	46.0	2612	86
*IMR 4064	44.5	2464	48.0	2639	94
IMR 4320	44.0	2404	48.0	2600	87
AA 2700	49.5	2492	55.0	2674	94
Big Game	49.0	2513	54.0	2742	98
Win 760	48.5	2484	53.0	2693	90
H414	48.5	2507	54.0	2725	92
H4350	50.0	2524	55.0	2727	101
RL 19	54.5	2571	58.5	2726	108
IMR 4831	53.0	2501	56.5	2654	107



### 200-grain TSX FB

Sectional Density .301  
Ballistic Coefficient .423  
C.O.A.L 3.218"

Suggested Bullet Use



Powder Brand	Minimum		Maximum		Load Density (%)
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)	
IMR 4064	41.0	2197	46.0	2423	93
IMR 4320	42.5	2194	47.0	2422	89
AA 2700	46.0	2247	51.5	2470	91
Big Game	46.0	2293	51.0	2495	95
*RL 15	40.0	2211	44.0	2399	85
Win 760	45.0	2298	49.0	2492	86
H414	45.0	2268	49.0	2477	86
IMR 4350	49.0	2301	52.0	2435	102
H4350	46.5	2277	51.0	2468	97
Hunter	51.0	2360	57.0	2556	102

Maximum loads should be used with caution - Always Start With Minimum Loads.

\* Most Accurate Load