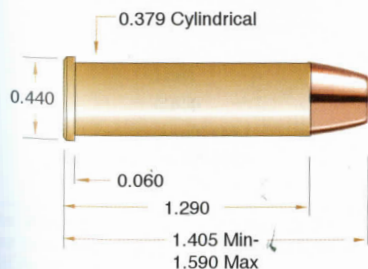


When Smith & Wesson introduced the .357 Magnum in 1935, each revolver was essentially a high-grade factory custom job with a personalized registration certificate issued to owners. At \$60, it was priced 25 percent higher than any other S&W handgun. Because it was announced during the Great Depression, sales were expected to be limited. However, with an advertised muzzle velocity of over 1500 fps and a catchy cartridge with the Magnum name attached, sales were far greater than expected. The .357 Magnum has become one of our most versatile and popular revolver cartridges.



While law enforcement organizations have largely transitioned to autoloading pistols, compact .357 revolvers remain highly popular. A high-quality sixgun will typically group inside 1 1/2 inches (or less) at 50 yards with selected loads. The .357 Magnum is excellent for taking small to medium game, and can kill deer cleanly with the right bullets and careful shot placement. The .357 has taken elk, moose and grizzly, but larger, more powerful handguns are a far better choice for these applications

I recall hunting antelope in Idaho's mountain valleys with a favorite Smith & Wesson .357 sixgun wearing a five-inch barrel and traditional iron sights. When a respectable buck came down to water, I was in the right place at the right time, and managed to down him with a single shot.—Brian Pearce



Case: Winchester	Primer: WSPM
Case Trim Length: 1.280"	Barrel Length: 10"
Twist Rate: 1:18.75"	

*Roll crimp the case mouth into the cannelure.



125-grain XPB

Sectional Density .140

Ballistic Coefficient .160

C.O.A.L 1.585"

Suggested Bullet Use



Powder Brand	Minimum		Maximum	
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)
True Blue	7.0	1109	7.8	1232
Silhouette	7.2	1145	8.0	1272
AA No. 5	7.5	1166	8.3	1295
AA No. 7	9.0	1220	10.0	1355
*AA No. 9	12.6	1399	14.0	1554
*Enforcer	14.9	1575	16.5	1750



140-grain XPB

Sectional Density .157

Ballistic Coefficient .150

C.O.A.L 1.590"

Suggested Bullet Use



Powder Brand	Minimum		Maximum	
	Charge (grains)	Velocity (fps)	Charge (grains)	Velocity (fps)
AA No. 5	6.9	1032	7.7	1147
AA No. 7	8.6	1060	9.5	1178
AA No. 9	11.3	1204	12.5	1295
*Enforcer	13.1	1377	14.5	1530

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

* Compressed Load