



30-06 Springfield

.308"	30 SPFN Hot-Cor®	30 Spitzer BTSP	30 Spitzer SP Hot-Cor®	30 Grand Slam® SP/CANN
Weight (grains)	150	150	150	150
Ballistic Coefficient	0.255	0.417	0.377	0.295
Sectional Density	0.226	0.226	0.226	0.226
COAL Tested	3.045"	3.250"	3.250"	3.160"
Speer Part No.	2011	2022	2023	2026

Propellant	Case	Primer	START CHARGE		MAXIMUM CHARGE	
			Weight (grains)	Muzzle Velocity (feet/sec)	Weight (grains)	Muzzle Velocity (feet/sec)
Alliant Reloder 16	Federal	Federal 210	53.3	2754	59.0 C	3013
Alliant Reloder 17	Federal	Federal 210	51.7	2716	56.7	2958
IMR 4451	Federal	Federal 210	54.5	2700	60.4 C	2933
Alliant Power Pro 2000-MR	Federal	Federal 210	46.6	2685	51.4	2906
Hodgdon H380	Winchester	CCI 250	54.0	2690	58.0	2885
IMR 4350	Winchester	CCI 200	55.0	2620	59.0	2872
Vihtavuori N540	Winchester	CCI 200	45.0	2664	49.0	2867
Alliant AR-Comp	Federal	Federal 210	42.6	2656	47.1	2859
Hodgdon H414	Winchester	CCI 250	54.0	2633	58.0	2840
Hodgdon Varget	Winchester	CCI 200	49.0	2587	53.0	2817
Winchester 760	Winchester	CCI 250	53.0	2558	57.0	2814
Hodgdon H4350	Winchester	CCI 200	55.0	2541	59.0 C	2800
IMR 4064	Winchester	CCI 200	48.0	2547	52.0	2772
Alliant Reloder 15	Winchester	CCI 200	48.0	2550	52.0	2762
IMR 4895	Winchester	CCI 200	45.5	2543	49.5	2756
Alliant Reloder 19	Winchester	CCI 200	58.0	2548	62.0 C	2756
Accurate 2460	Winchester	CCI 250	44.0	2585	48.0	2750
Hodgdon H4895	Winchester	CCI 200	42.0	2451	46.0	2601
Accurate 5744 (reduced load)	Winchester	CCI 200	26.0	1941	28.0	2064

WARNING: Improper handloading practices can result in serious personal injury and/or property damage. Refer to the current SPEER® Reloading Manual for handloading instructions. Be thoroughly familiar with those instructions before using these loads. As Vista Outdoor Operations LLC has no control over individual handloading practices or the condition of firearms in which the resulting ammo may be used, we disclaim all liability for any damages that may result from the use of this information.

Maximum loads should be used with CAUTION • C = Compressed Load